

# DRT v2

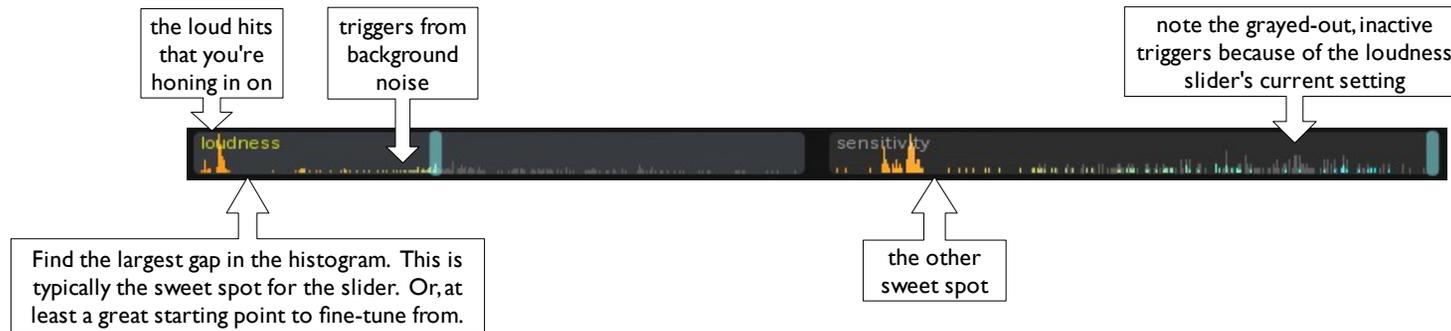
## quick start guide





## Slider Histograms: “Mind the Gap!”

The histograms within the loudness and sensitivity sliders are really useful. They provide an immediate visual guide as to where the optimal setting likely lies.



## Extras Strip

Click the extras disclosure button and fun features unfold.

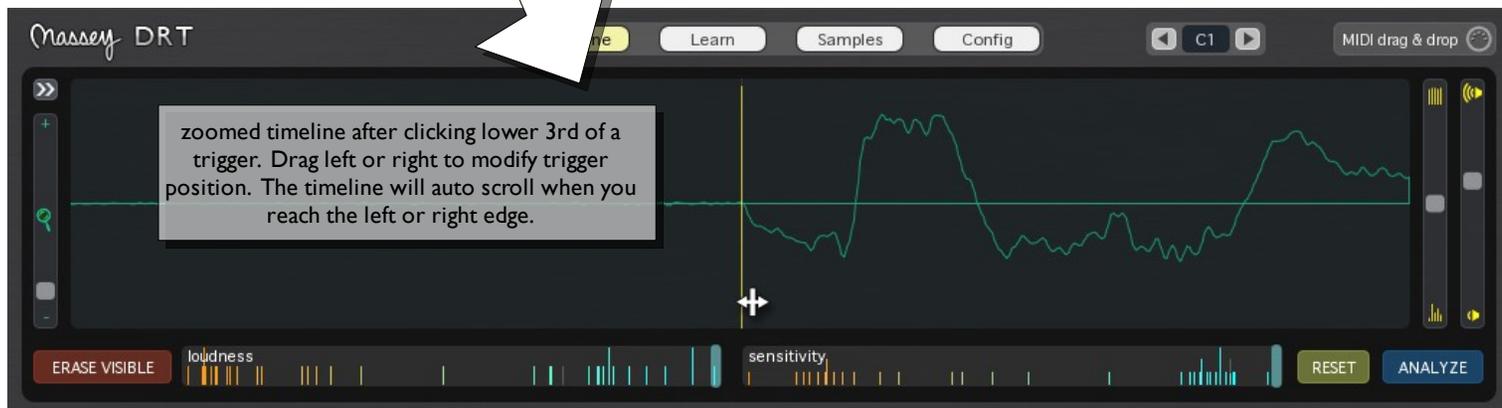
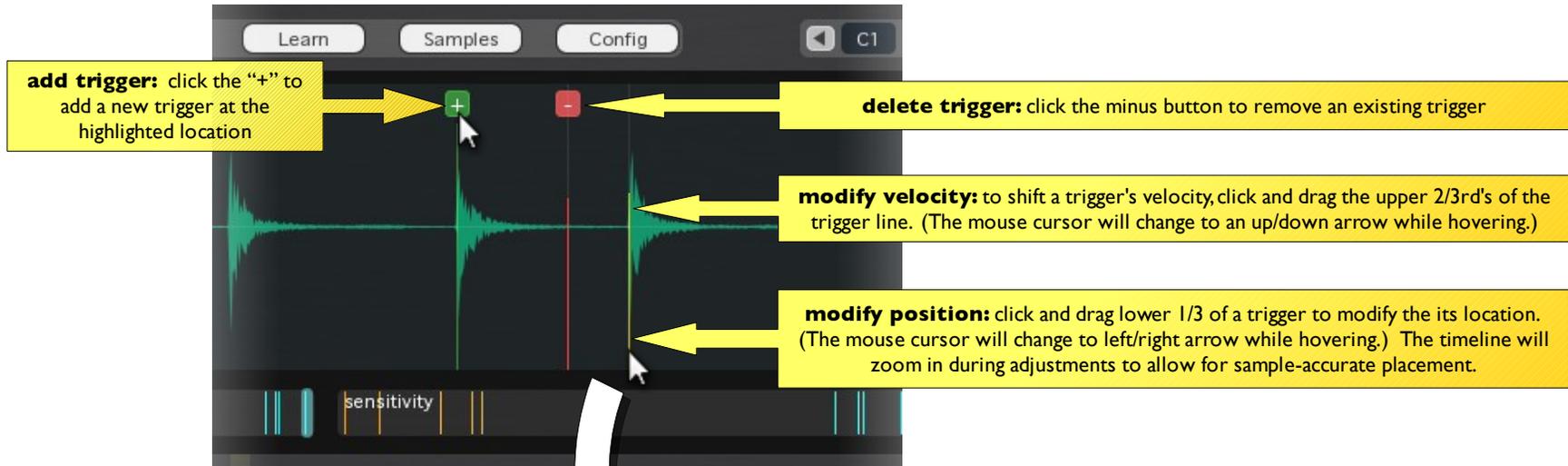
The screenshot shows the Massey DRT software interface. The top navigation bar includes 'Timeline', 'Learn', 'Samples', and 'Config'. The main area displays an audio waveform with vertical triggers. Annotations include:

- extras disclosure button (pointing to a small icon on the left side of the waveform)
- gate: apply a noise gate prior to audio analysis to clean up bleed and eliminate bad triggers. (pointing to the 'gate: OFF' control)
- minimum trigger separation: determines the minimum distance in milliseconds between detected triggers. Useful to reduce the occurrence of false double triggers. (pointing to the 'minimum trigger separation: 16 ms' control)

At the bottom, there are controls for 'ERASE VISIBLE', 'loudness', 'sensitivity', 'RESET', and 'ANALYZE'.

## Manually Modifying Triggers

DRT gives the user precise control over individual triggers. You can add new triggers as well as delete, modify position, or modify velocity of existing triggers. These modifications can be done on either the Timeline or Learn page.

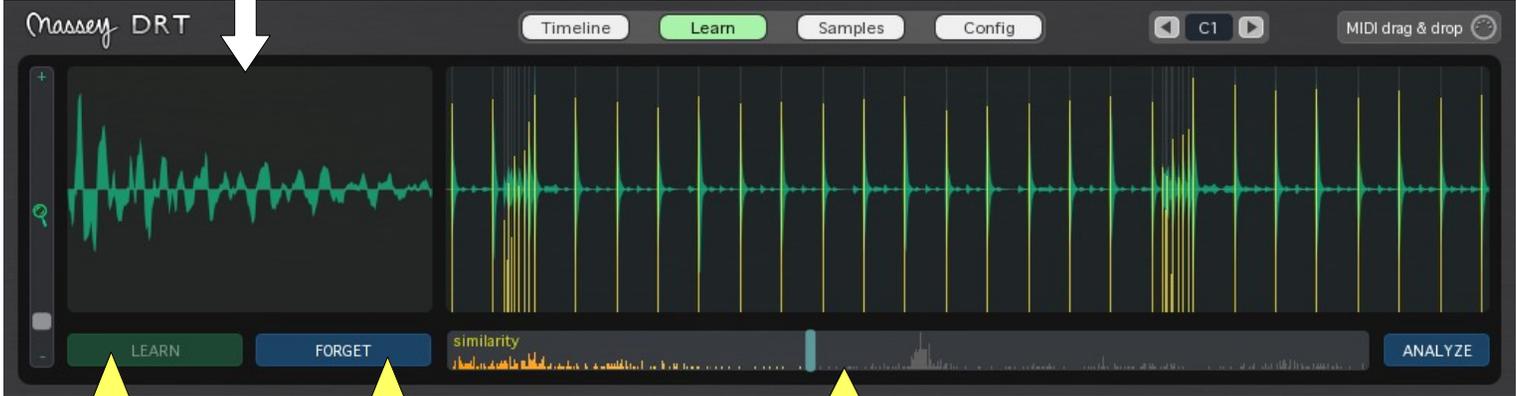


# Learn

Sometimes the drum track is noisy or all you have to work with is a mixed down drum track. Or, you need to detect a background drum sound. In these cases, DRT can learn a particular drum hit and re-analyze the track to find triggers that are similar to the learned sample. After a full drum track has been analyzed:

1. Select the desired drum hit in a Pro Tools region.
2. Click LEARN.

You will then see something like the following:



The screenshot shows the Massey DRT software interface. At the top, there are tabs for 'Timeline', 'Learn', 'Samples', and 'Config'. The 'Learn' tab is active. A 'Learned sample waveform' is shown in a box at the top left, with an arrow pointing to a waveform in the main display area. Below the waveform, there are buttons for 'LEARN' and 'FORGET'. A 'similarity' slider is located below the waveform, with a blue bar indicating the current similarity level. An 'ANALYZE' button is on the right. Three yellow callout boxes provide instructions for the 'LEARN', 'FORGET', and 'similarity slider' buttons.

**LEARN:** after selecting a single drum hit in the Pro Tools timeline, click to learn sample and begin re-analysis of previously analyzed drum region.

**FORGET:** delete current learned sample and return to only filtering triggers by loudness and sensitivity.

**similarity slider:** move to the right to select all detected triggers. Move to the left to filter out hits less similar to learned sample.

# Samples

Import your own samples and print to a track.

1. Import multiple samples to one or more stacks. Samples are sorted automatically by loudness in each stack.
2. Adjust controls and sample offsets to affect how samples are printed. If desired, Preview a region before Rendering.
3. Save a package for later use.

**load or save a .drt package** (points to LOAD/SAVE buttons)

**current package file path** (points to /Volumes/Plangent/Audio/DRT Sample Packs/Snares\_2.drt)

**an empty stack open for samples** (points to an empty stack)

**remove all samples** (points to CLEAR button)

**import drum samples into a stack. Supported formats include WAV, AIFF, SD2 and others.** (points to IMPORT button)

**active sample. Selected with slider.** (points to a sample in a stack)

**stack: samples are auto-sorted by loudness. Mouse over to see play button and mono / stereo indicator.** (points to a stack)

**voicing:**  
CHOKE: current triggered sample stops when next trigger begins.  
SUSTAIN: full sample allowed to play out. *Saved with package.*

**phase invert: reverse phase of samples when printed or previewed**

**pad: decrease the loudness of the rendered audio.**

**layer blending:** trigger velocity determines which samples are chosen from a stack. When blending is ON, two neighboring samples in the stack, around the triggered velocity, are blended together. Otherwise only a single sample is used. OFF is better for cymbals & splashes. *Saved with package.*

**sample velocity:** the gain of each sample can be either its NATURAL state or NORMALIZED, which spreads them out equally across the overall dynamic range of the entire stack. *Saved with package.*

**stack playback order:** when there is more than one stack: RANDOM: samples chosen from random stack at each trigger. CIRCULAR: samples chosen from stacks in order from left to right at each trigger. *Saved with package.*

**blend: mix samples with the existing audio track.**

**render / process: Slap it down!** (points to Render button)

## Moving Samples and Stacks

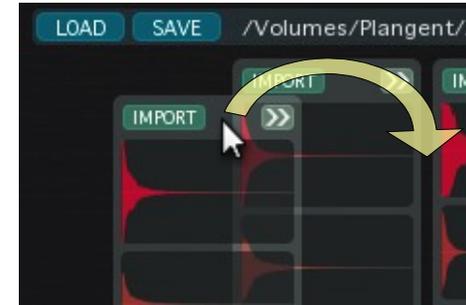
Drag samples to other stacks.



Drag sample off a stack to permanently remove.



Drag stacks to reorder.



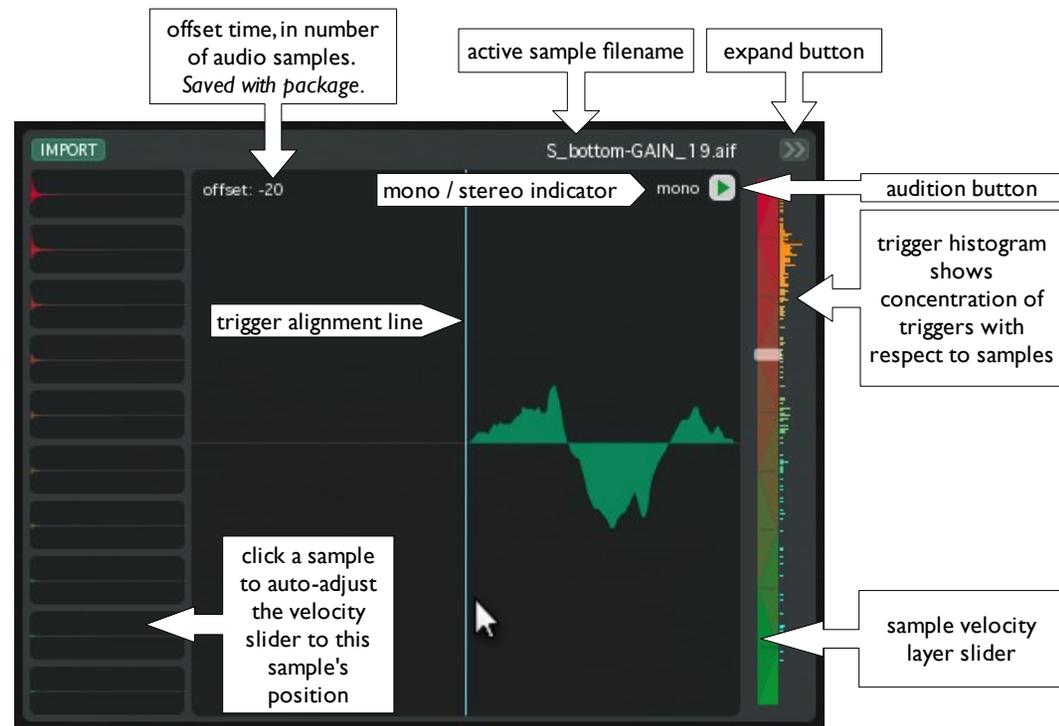
## Expanded Stack: Viewing the velocity layers

Click disclosure button to expand a stack.

Move the slider to see different velocity levels. This slider gives an indication of what the resultant triggered sample will be for any given trigger velocity. The sample used for that layer is indicated by the filename at top. Horizontal lines on the slider indicate where a sample is at 100% mix. When blending mode is ON, neighboring sample layers are blended together. When blending mode is OFF, moving downward through the layer, the sample volume is decreased to meet the volume of the sample layer below.

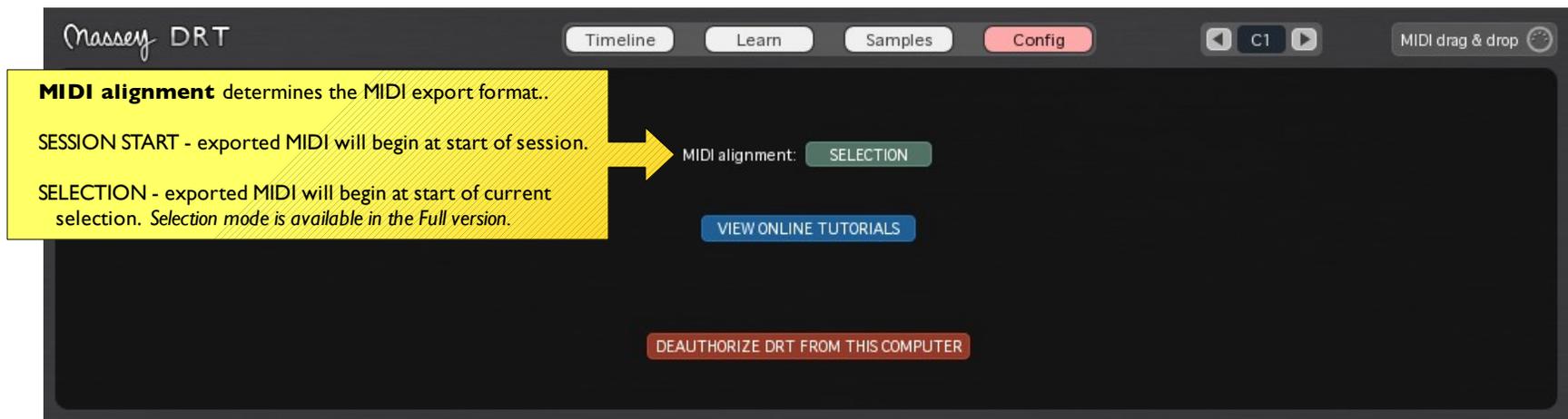
Hover the mouse over the composite sample waveform and the mono / stereo status and audition button will appear. Clicking the play icon will audition the drum sound currently shown. (Stereo preview requires a stereo selection in the edit window.)

Click and drag the waveform left or right to adjust the sample layer's offset time. The blue line indicates where the trigger will line up against the audio sample. Option+click (Mac) / Alt+click (Windows) to reset offset to 0. Hold down the Shift key to affect all samples in the stack, for either the modify and reset offset operations.



# Configuration Page

Additional stuff for your drum replacement pleasure.



## Compatibility

The Massey DRT plug-in is compatible with Pro Tools version 7.0 and higher. Pro Tools 7.2 or higher is recommended for the best compatibility with the MIDI export feature.

DRT is compatible with **Pro Tools 10**. However, due to outstanding bugs in Pro Tools 10, DRT requires the following weird workarounds:

- Do **not** set the Pro Tools' main display to **Bars | Beats** – any other setting is fine. This bug has been fixed in Pro Tools v10.2



- Always ensure the AudioSuite settings are using **create continuous file** mode.



- After Previewing, Pro tools mysteriously stops updating DRT's timeline. To resolve, re-analyze or render (then undo) any portion of audio.

Check the Massey Plugins forum ([www.masseyplugins.com/forum](http://www.masseyplugins.com/forum)) for the latest information about Pro Tools 10 compatibility.

Massey DRT is not supported for either Avid VENUE or Media Composer systems.

## Installation

The demo version of DRT is available at [www.masseyplugins.com/try](http://www.masseyplugins.com/try). After purchase, your full version installer is available at [www.masseyplugins.com/login](http://www.masseyplugins.com/login). Be sure to exit Pro Tools before beginning the installation process. If your registration key is lost, a new one can be requested on the same page used to download the installer.

## **Additional Full Version Features**

Here are all the extra features available in the full version:

- Note selection for MIDI export
- Selection alignment MIDI export format
- **Erase Visible** option
- Individual trigger editing including adding, deleting, moving and modifying velocity
- Learn feature
- Render / Process: clicks and sampling printing features
- Save and load of presets