Thank you for downloading the NEAT Player! Here's some quick information to get you off the ground and creating.

Getting Started:

The NEAT Player comes as two parts: the plugin itself, and the individual Libraries as .hr1 files. You'll first install the plugin, then inside the plugin is where you'll be able to install individual libraries.

1. Copy the **NEAT Player.dll** or **.vst3** file to your preferred VST Folder location.

2. Upon opening, you need to direct the player to a Folder where you want to store your samples. Click the "**Set Folder**" button and navigate to your folder, or create a new one. This is where your samples will be extracted to.
   a. Note: You must restart the plugin (delete it off the track and re-add it) to finalize this process.

3. NEAT Player comes with no libraries installed, to install a library, click the "**Add Library**" button, navigate to the library you downloaded (formatted as "**LibraryName_Samples.hr1**" and select it. This installs the Library and extracts the samples (**.ch1** files) to the folder you set above.
   a. Note: You must restart the plugin (delete it off the track and re-add it) to finalize this process.
   b. Alternatively, there is a Bulk Install process for multiple libraries. Simply navigate to the folder of your .hr1 files and hit okay, then go grab a coffee and come back!

4. Upon re-opening, the installed Library should now populate the left panel. Click the Library to load it.
5. You can now delete the **.hr1** file, if you wish (or keep it as a backup).
6. Finally, the small Folder button at the top of the GUI instantly opens your appdata and navigates to the NEAT Player. This is extremely useful for removing, editing or viewing installed Libraries and Presets.

The loaded Library should stay persistent and save with your DAW files, if it doesn't PLEASE let me know!

Video Walkthrough: https://youtu.be/plsIOTM_C8g

To delete Libraries:

1. Delete the associated **.ch1** sample files from your **Sample** folder.
2. Delete the associated Expansion folder from your appdata folder, this can be accessed by clicking the **Preset Browser -> More -> Show Preset Folder**. Then opening the **Expansions** folder.

The Preset Browser:

The NEAT Player comes with a fully functioning Preset Browser that lets you save and load presets. Click the Preset Browser button to access it.

You can add a subfolder or category, and add individual presets, independent of the loaded Library. You can also rename and favourite presets to find them easier.

Arpeggiator:

The in-built arpeggiator is useful for turning chord ideas into rhythmicized melodies. It is also a **necessary component** for the Loop-Based Libraries such as Blackout - for this reason, it will **automatically turn on** when loading those libraries. Keep this in mind if you find yourself wondering why the arp keeps turning on when jumping between Libraries.

It contains controls for steps, rate, swing, velocity, note and more - and adds more functionality and depth to the loop libraries that were previously locked to .5x and 2x speeds.

The Notes section of the Arpeggiator also includes buttons for instantly setting the SliderPack according to predefined parameters:

 Generates a random Minor Pattern.

Generates a random Major Pattern.

Inverts the current Pattern. (Positive becomes Negative and vice-versa).

Resets the SliderPack.

ADSR:

The ADSR controls adjust the sound of all of the in-built samplers, this means that your settings save between Libraries for a smoother, more cohesive user experience. The ADSR also affects the individual slices of Loops, enabling you to further shape the sound of the loop by tightening or loosening individual slices.

FX Suite:

NEAT Player comes with a full suite of highly optimized FX for shaping the sound. From basic things like Compression and EQ, to more customized DSP options like the Amp Sim, my libraries have never been so versatile.

All of your FX, ADSR and Arp settings can be saved as Presets.

Randomization:

One of the newer features of the NEAT Player is the Randomization panel. A majority of the GUI controls can be randomized, simply activate Randomization Visibility (the small "Eye" icon next to the Randomize button), then toggle whichever controls you want randomized on or off. Finally, hit the Randomize button to open the randomization panels, and select whichever element you want to randomly generate:

01. RESET: Resets all GUI settings.
02. ALL: Randomizes all controls marked for randomization.
03. ARP: Randomizes all Arpeggiator controls marked for randomization.
04. STAB: Randomizes all ADSR controls marked for randomization within range appropriate to generate a short "stab" sound.
05. PAD: Randomizes all ADSR controls marked for randomization within range appropriate to generate a long "pad" sound.
06. FX: Randomizes all FX controls marked for randomization.

 Randomization Toggle, turn this on to enable Randomization for this Control.

The Randomize panel, with Visibility button.

Remember, if you're happy with a control and don't want the randomization process to continue adjusting it, simply lock the toggle and continue playing around. It's great fun and super efficient to generate presets.

FAQ:

Q. Help! I can't find my samples after installing.
A. It's possible that they're installing to your user folder (where the images and presets go). Navigate to it using the "Open Presets Folder" under the "More" section in the Preset Browser. You should be able to move the .ch1 files back to your Samples folder without any issues.

C:\Users\[USER]\AppData\Roaming\iamlamprey\NEAT Player

Q. I installed a library but it's not showing up.
A. Make sure you close and re-open the plugin after installing. If the issue persists please let me know.

Q. Where are images/presets installed?
A. In your Appdata folder, this can be navigated to using the "More" button in the Preset Browser.

C:\Users\[USER]\AppData\Roaming\iamlamprey\NEAT Player

Q. Why does the Arp keep turning on?
A. The Arpeggiator turns on automatically when loading one of the Loop-Based libraries (Portal, Machine Tribes, Blackout). This is because they depend on the Arpeggiator to play the loops back.