

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

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#### 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 "**Add Library**" button at the top, then 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 OK, then go grab a coffee.
4. Upon re-opening, the installed Library should now be visible in the **Libraries** 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 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!

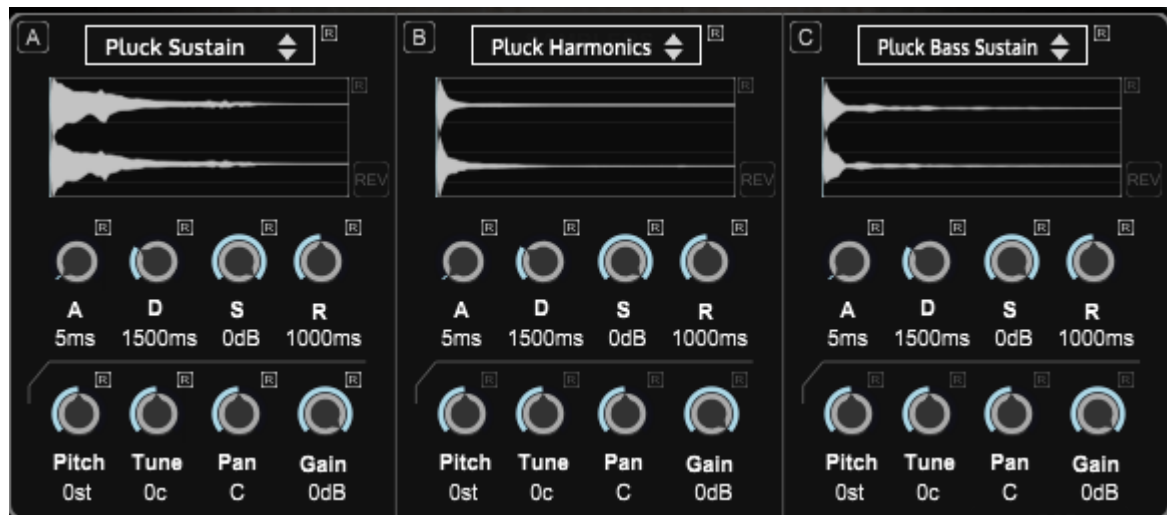
Video Walkthrough: [https://youtu.be/plsIOTM\\_C8g](https://youtu.be/plsIOTM_C8g)

**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 **Folder** button (  ). Then opening the **Expansions** folder.

## Samplers:

NEAT Player uses 3 Sampler modules to load sound files. The highly-optimized disk streaming allows for many voices to be played seamlessly in realtime, and gives the user lots of freedom and control to modify the sound sources. The Sampler controls are accessed by clicking the “SAMPLE” tab on the interface.



Each Sampler can be bypassed by clicking the respective letter (A, B or C). Note that some Libraries will only use 1 or 2 Samplers, so the unused ones will be greyed out.

The ComboBox at the top of each Sampler is where you can select a sound source from the Library, in Kontakt these are referred to as “Groups”. Layer multiple sound sources together for a thicker, fuller sound.

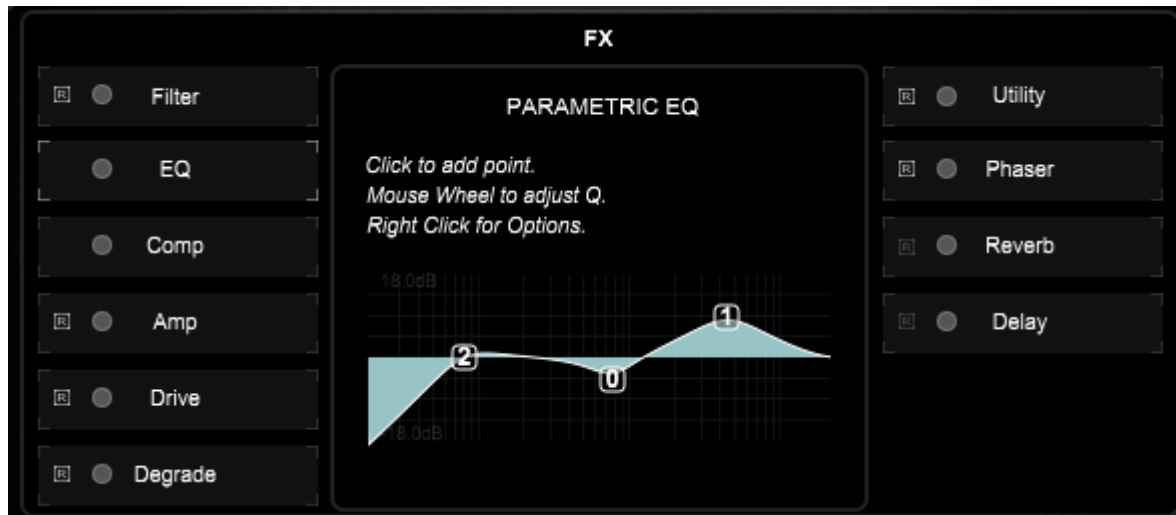
The Waveform displays the current loaded sample, and dragging the slider left and right adjusts the Sample Start Offset modulator. This lets you control where the sample will begin playing and opens up a variety of new sounds by adjusting the original source material. There is also a Reverse switch (REV) to reverse sample playback.

Each Sampler includes its own ADSR envelope, which you can adjust to change the sounds’ Attack, Decay, Sustain and Release, doing so will reveal the visual display for the ADSR. Note that there are also Envelopes in the Movement section, but those are for Modulation, not general sound-sculpting.

Beneath the ADSR, there are controls for Coarse Pitch (in semitones), Fine Pitch (in cents), Pan and Gain. All of these controls can be connected to Macros for use in the Movement Section (read on for more information).

## FX:

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 or Tube Drive.



Clicking one of the modules will expand its options in the window. The modules can be bypassed using the respective buttons, which will turn Blue when the module is ON.

**Filter:** A simple one-pole filter that can be set to either HighPass or LowPass, with adjustable Frequency and Q.

**EQ:** Optimized Parametric EQ:

- Left Click to add a point.
- Drag to adjust Frequency (x axis) and Gain (y axis).
- Mouse Wheel up or down to adjust Q.
- Right Click for options, including Band Type and Delete.

**Comp:** Simple Optimized Compressor module. Includes all the basic controls you need for a working Compressor.

**Amp:** Custom DSP Module simulating a high-gain Guitar Amplifier. Includes 14 Cab Impulses and adjustable settings.

**Drive:** Waveshaper with two modules, a Saturator and a Tube Drive.

**Degrade:** Optimized BitCrusher for a retro, 8-Bit or “lofi” sound.

**Utility:** Simple Gain, Width and a Stutter LFO Module.

**Phaser:** Optimized Phaser effect with standard controls.

**Reverb:** Optimized Algorithmic Reverb with controls for Size, Width, Dampening and Mix.

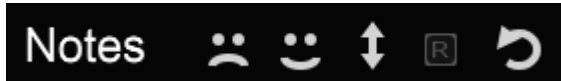
Delay: Basic Optimized Delay module with linking, tempo-sync and Mix.

All of your FX, ADSR and Arp settings can be saved as Presets, and each control can be connected to Macros for use with the Movement System, read on for more information.

## 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).

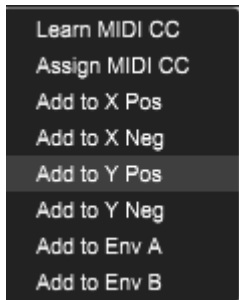


Resets the SliderPack.

## Movement:

NEAT Player comes with a simple modulation-based movement system, derived from Oracle 2's "Chaos Engine". It allows you to connect GUI elements to Macros, which are then modulated by the backend over time.

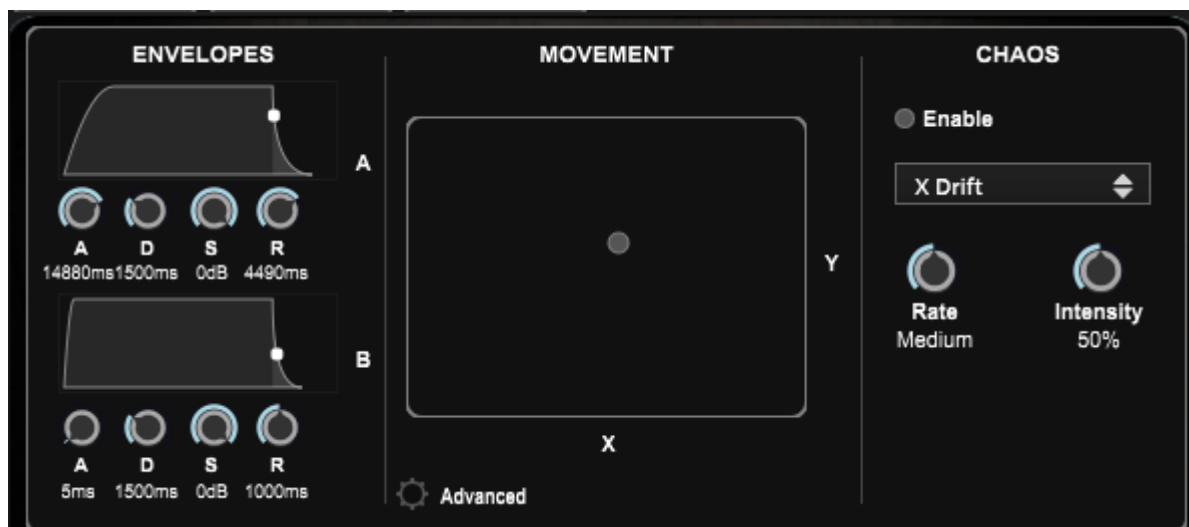
Right click any valid GUI element, and select one of the options to connect it:



**Learn MIDI CC:** Press a MIDI control to automatically connect the GUI element to that MIDI message.

**Assign MIDI CC:** Manually assign a GUI element to a MIDI Message.

**Add to...** : Connects the GUI element to the selected Macro, either X or Y Positive or Negative values for the XY Pad, or one of the Movement Envelopes (See Below).



## Envelopes:

The Movement System contains two ADSR Envelope Modulators. These are similar to the ones found in the Sample window, but are used exclusively for modulating a signal.

## XY Pad:

The XY Pad in the centre of the window gives great control over modifying multiple GUI elements with a single drag.

## Advanced:

Brings up a menu for advanced control over existing connections, such as fine-tuning the range and inverting the Macro control. Select a connection and hit Delete to remove it.

### **Chaos:**

Based on the movement system from the Kontakt version of Oracle 2, the Chaos Engine has multiple modes for modulating the XY Pad over time.

**X Drift:** Sinusoidal X-Axis movement LFO.

**Y Drift:** Sinusoidal Y-Axis movement LFO.

**Orbit:** Rectangular orbit around center.

**Circular:** Circular orbit around center.

**Twister:** A combination of X Drift and a slower Y Drift, resulting in a twister-esque shape.

**Chaos Drift:** Selects a destination point and slowly drifts toward it, upon reaching it, the engine creates a new destination.

**Chaos Jump:** Same as Chaos Drift, but jumps instantly to the destination.



## 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.

## **Settings:**

The Settings Button opens a panel for advanced settings, a lot of these are for the upcoming Standalone Version, so they will be disabled in a DAW.

Driver: *Select the Driver to use.*

Audio Device: *Select output device.*

Output: *Select output channel(s).*

Buffer Size: *Buffer Size in Samples.*

Sample Rate: *Select Sample Rate.*

Global BPM: *Sync to Host or set manual BPM, used for tempo-based modules.*

UI Zoom Factor: *More zoom scale options.*

Streaming Mode: *Device streaming mode, SSD or HDD.*

Max Voices: *Max # of voices to play, reduce this to reduce CPU load.*

Clear MIDI CC: *Removes all MIDI CC connections.*

**Presets:**

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.

Note: The 0.09b update (Sampler and Movement additions) will likely not load older presets properly.

## **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 **Folder** button at the top of the main page.

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. There is a state-save in place that should remember whether you had the arp on or off when switching from a Loop-Based Library.

### **Q. Is there a 32-bit version?**

**A.** Nope, 32-bit was effectively deprecated in HISE (the software I use to develop NEAT Player). Basically it isn't worth the trouble nowadays.