

Drumless v1.0 User Manual

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DRUMLESS
REAL TIME DRUM EXTRACTOR

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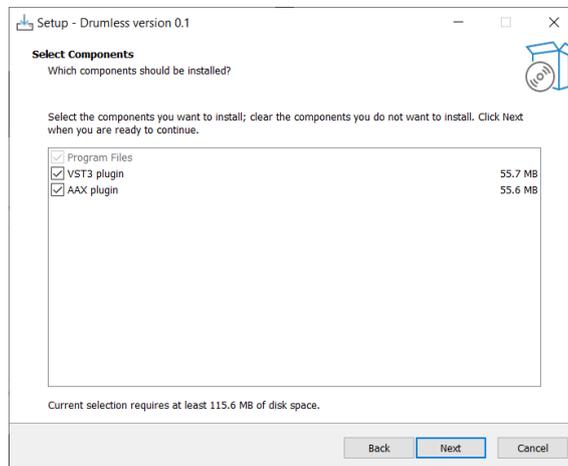
1 Installation

1.1 Installing Drumless

As part of the installation of the plugin, you will be asked to select which plugin formats to install. Drumless is available in AAX, and VST3 for Windows and AAX, VST3 and Audio Unit formats for Mac.

1.1.1 Windows

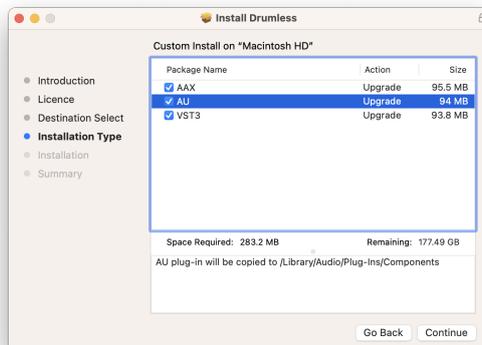
The installation of the plugin will require both VST3 and the AAX locations to be specified. On *Windows*, the VST3 location is commonly set to **/Program Files/CommonFiles/VST3** and the AAX location is commonly set to **/Program Files/CommonFiles/Avid/Audio/Plug-Ins**.



Installing Drumless on Windows

1.1.2 Mac

On *Mac*, the AAX location is commonly set to **/Library/Application Support/Avid/Audio/Plug-Ins**, the Audio Unit location is commonly set to **/Library/Audio/Plug-Ins/Components** and the VST3 location is commonly set to **/Library/Audio/Plug-Ins/VST3**.



Installing Drumless on Mac

1.1.3 DAW

DAWs (Digital Audio Workstations) have their own specific locations for finding plugins. Some DAWs will use the common locations listed above and some will use their own custom locations. Depending on your DAW, Drumless can be found under the following categories:

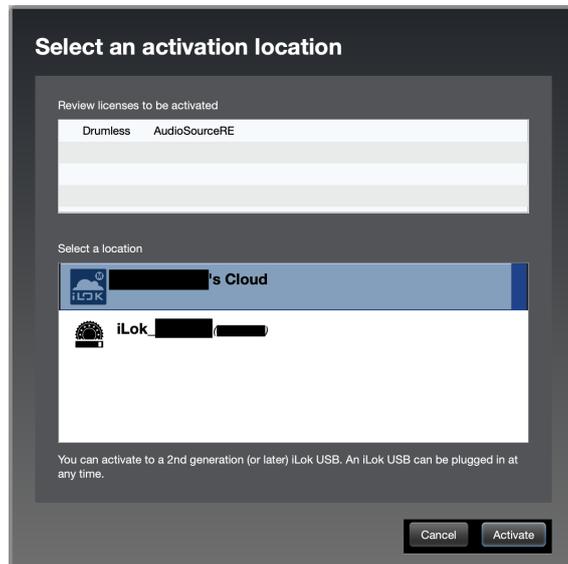
Effect, Tools, Up/Downmix, Other.

If Drumless does not show in the list of plugins in your DAW after scanning for new plugins, please check the documentation of your specific DAW to make sure that the plugin files are installed in the right location. If they are not in the correct location, you can safely copy the plugin files from the default folders (listed above) to the desired folder, once the plugin has been installed. DAWs will be able to locate the plugin as long as they are scanning in the right location.

1.2 iLok Activation

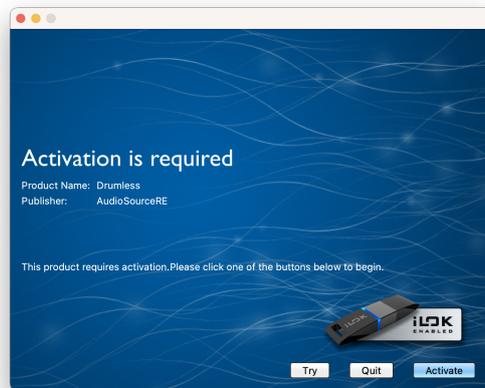
Once you have successfully installed Drumless, you will now need to redeem your licence with iLok. An iLok account is required to use Drumless. If you do not have an iLok account, please go to ilok.com and create an account.

You can redeem the Drumless licence using iLok License Manager (preferred) by clicking *Licenses -> Redeem Activation Code*. After redeeming the code, a Drumless licence should appear in the list of available licences and can be activated with *Right-Click -> Activate*



Activating Drumless through iLok License Manager

Alternatively, you can open the plugin in your chosen DAW and enter the activation code when prompted.



Activating Drumless through a DAW

Please make sure you have iLok License Manager installed and running on your computer, and that you have a valid location available (USB dongle plugged in, or iLok Cloud Session open in License Manager). Please note that the plugin can be installed on multiple devices, but can only be active on up to two locations at a time. Please note that your iLok Licence Manager should be 5.5.2 or above.

If you find that you can not log in, please check the online support links here [6](#) .

Make sure that you choose the correct activation location in iLok License Manager. If you want to use an iLok USB dongle, please select your USB device. If you have no iLok USB dongle, please open and select your iLok Cloud session.

To confirm that your Drumless licence is activated, the display should read "1 of 2 activations used".

If you want to run Drumless on another computer, you'll need to use the same iLok activation location (plug the physical USB device or log in to the same iLok Cloud session).

If you lost access to your iLok account or want to switch to a different one, please check the online support links here [6](#).

Once your Drumless licence is activated in iLok License Manager, it is ready to use in your DAW. *Note: Drumless is available offline if you use a USB dongle. iLok Cloud requires an Internet connection.*

Free Trials

Drumless is available on a free trial period of 7 days. The trial will start as soon as the iLok trial licence is activated for the first time. There are no restrictions to using Drumless during the trial period, but the plugin will deactivate after the 7 day period. Only 1 trial is allowed per user.

2 Interface



Drumless Interface

The interface for Drumless can be seen in the image above. It has 5 points of interaction:

- 1: *drums* mute button
- 2: *track* mute button
- 3: *drums* volume fader
- 4: *track* volume fader
- 5: *bypass* button

All Drumless interactions can be used as automated parameters through your DAW.

Drums Channel

The left channel of the plugin is for drums. Clicking the drums mute button (1) will mute the drums. This sets the drums volume fader to -infinity. Pressing the drums mute button again will restore the drums volume fader to its previous value before it was muted. The drums volume can be changed by moving the drums fader (3) up or down. Double-clicking on the drums fader will restore the fader to its default position at 0dB.

Track Channel

The right channel of the plugin is for backing-tracks. Clicking the track mute button (2) will mute the backing track. This sets the track volume fader to -infinity. Pressing the track mute button again will restore the

track volume fader to its previous value before it was muted. The track volume can be changed by moving the track fader (4) up or down. Double-clicking on the track fader will restore the fader to its default position at 0dB.

Bypass

The bypass button (5) redirects the plugin's *input* to the *output*, bypassing the processed audio. When the bypass button is on, the plugin is still consuming the necessary CPU usage to run real-time separation. The bypass button is intended to be used as a quick A/B for comparing the mixer output with the original input. Please note that most DAWs already provide a way to deactivate a plugin which will also preserve CPU power.

3 Multiple Outputs

Multiple outputs are available from Drumless. However, only a certain number of DAWs allow routing auxiliary output buses from effect plugins. Please refer to the documentation about the DAW that you are using for more information.

The output buses that are supported by Drumless are listed below:

main-output: the output of the Drumless mixer (post fader).

drums: the separated drums (pre-fader).

track: the separated track (pre-fader).

Output buses can either be all mono or all stereo.

4 Load Effect

4.1 Plugin Latency

Although a real-time processing plugin, Drumless requires at least 4096 input samples (about 100ms) before it can provide any separated output. The plugin communicates this latency to its DAW and most DAWs should automatically compensate for it so that tracks always remain synchronised.

4.2 Channel Configuration

Drumless allows for mono and stereo inputs and outputs.

The channel configuration allowed are:

in: mono -> **out:** mono

in: mono -> **out:** stereo
in: stereo -> **out:** stereo

4.3 Sample Rates

Drumless can only process audio at a sample rate of 44.1kHz. When using any other sample rate, the audio is resampled to 44.1kHz for processing, and then back to the original sample rate after separation, thus resulting in a slight degradation of quality. For example, a 192kHz track will be downsampled to 44.1kHz in real time for processing, and after processing the separated drums, track and mix will be artificially upsampled back to 192kHz. For no loss of quality and the best results, please ensure to use 44.1kHz.

5 Troubleshooting

5.1 CPU overload/ audio stutter

Drumless performs some heavy processing which will require a certain amount of time before the separated audio is ready. Most computers are able to complete this processing fast enough for real-time applications, however there are many factors that influence whether or not Drumless will provide separated samples fast enough to its DAW. Each DAW will behave differently whenever a plugin is too slow to generate output samples, some will stop all playback and show an error message while others will carry on playback, leading to audio stuttering or slowing down.

The most common setting to help troubleshoot this kind of issue is audio buffer size. Generally, the larger the buffer size, the more time is given for a plugin to process the incoming audio. On lower end *intel* CPU machines, the buffer size may need to be set at *2048 samples or above*. On *Mac M1* machines, the latency can be expected to be around *1024* samples.

Certain DAWs have additional configuration settings that can also help reduce the pressure on the device's CPU such as *anticipative FX processing* or giving audio threads *higher priority*. Please refer to DAW-specific help topics on our website www.audiosourcere.com/support or on your DAW's official help pages.

5.2 Recording

Although the latency that Drumless requires (about 100ms) is low enough for playback applications, it may be considered high when recording. Some recording use-cases will still be acceptable such as recording a singer over a karaoke track generated in real time by Drumless, but some other use-cases will cause too much latency to get in the way of the artist being recorded.

6 Support

If you have any further issues, please visit www.audiosourcere.com/support. Our support pages will be updated with the latest support information. If you are unable to login to use Drumless, or experience any issues, please contact us at support@audiosourcere.com.