WERSI DIRECT LIMITED

Platinum Drums
Virtual Drummer

OAS 7 Instruments
Requirements: OpenArt-Arranger, Studio Drums (Drumsets 1) and 2GB RAM and dual core processor and a USB PC-Keyboard.

WERSI OAS 7 (Vegas, Abacus, Vegas, Ikarus, Xenios, EX-1, Verona, Scala & Louvre)

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About This Manual:

This manual provides information about the new Platinum Drums software, exclusive to the WERSI Direct Ltd company. We recommend the latest PC hardware and 2GB RAM.

PLEASE NOTE: Specifications can change without prior notice.

Welcome...

The Platinum Drums software introduces a new Virtual Drummer into your instrument. As well as providing you with a new realistic drum section, your instrument is once again lifted to the latest standards.

What is a Virtual Drummer?

A Virtual Drummer is more than a traditional stereo sample Drum Kit. It is a special software that recreates a real drum kit and all of the dynamic performance elements of a real drum kit.

One of the wonderful features of the Virtual Drummer is that you can in fact play the Drums live on screen via the virtual drum kit - a novelty for sure, but somewhat fun and effective in live situations.

What's included with the software?

1. Virtual Drummer Software
2. User Manual
3. 60 Re-Worked Gratis Styles that are already pre-programmed to accept the Platinum Drum software.
4. Installation DVD Tutorial

Installing the Virtual Drummer

PLEASE NOTE: Only carry out this operation if you're confident using Windows operating systems. If you are not, you can contact WERSI Direct Ltd on 0800 084 2013 and arrange for a tuition day where a WERSI Direct Ltd member of staff will attend on site and install any software for you.

Install:

1. To install the Virtual Drummer, insert your CD-Rom into you instrument.

Look for the folder 'Virtual Drummer'. Open this folder.
Inside of the folder you'll find the following files:

2. Select both files that appear:
MT-PowerDrumKit.dll & MT-PowerDrumKit-Content.pdk

3. Go to the 'Edit' menu and press 'Copy' at the top of the Window.

4. Now, you need to open a new Window and navigate to the following path:

c:/WERSI/Plugins

5. Now, go the 'Edit' menu and choose 'Paste' option. The two files will now be transferred across into your instrument.

VST Editor

To install the Virtual Drummer, we now have to integrate it into the OpenArt-System.

1. Go to the 'Settings' page.
2. Press on 'Plugin Administration' (Central Column of buttons near the bottom of the Settings page).
3. A Green screen will open:
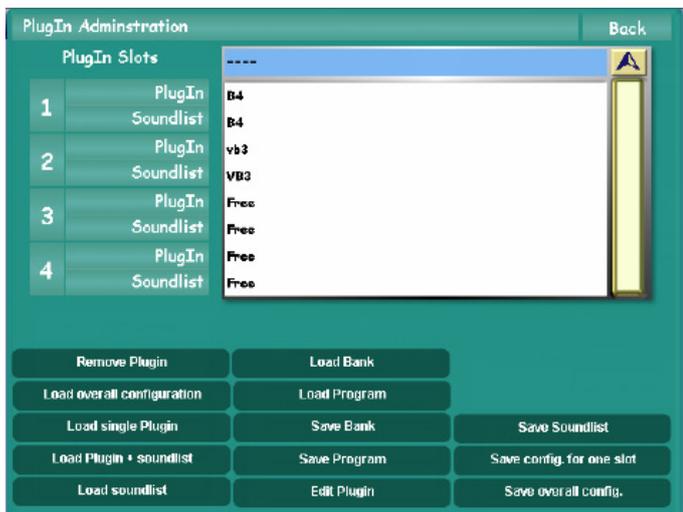
You'll note that the top of the display contains a large white box. In our example, Pluin and Soundlist slots 1 and 2 are populated by:

1. B4
2. VB3

Slots 3 and Slots 4 are both free and the screen indicates this by showing the word 'Free'.

We want to install our Virtual Drummer to PlugIn slot 4.

4. On PlugIn Slot 4, press on this. It will highlight in Yellow. Now, you need to press on the button 'Load Single Plugin'.
5. The load display is now shown. Simply navigate to the WERSI folder (c:/WERSI/Plugins). You'll see the file:
 MT-PowerDrumKit.dll
6. Select the file and press 'Load / OK'.

You'll now be prompted and asked if you'd like to also load a Soundlist.
Press 'YES'. Now, select 'VST 4'. from the list shown. Press the 'OK' button.

Now, we need to 'Save' our new configuration. Click on the 'Save Overall Config.' button (Bottom Right) of the display. Then click press on the existing Plugin Configuration preset and press 'Save'. You may be prompted that you're about to over-write an existing preset. Confirm OK.

Style Loading Instructions

Loading Accompaniments from CD/DVD/USB.

1. Insert your CD/DVD or USB device into the CD/DVD or USB drive.
2. Press the 'Settings' tab at the top right corner of the Main Display.
3. Press the 'OAS Database' Button in the central column of buttons.
4. A new small window will appear. Press the button marked 'ACC Manager' at the bottom of the centre of the new window.
5. The Accompaniment Manager will now be displayed (Red background)
6. in the top right corner, open the drop down list and select 'Styles'.
6. Press the 'Acc Load' button.
7. Select the 'Drive' that is your instruments CD/DVD or USB drive.
8. Navigate to the 'PlatinumDrums' Folder using the 'Change Directory' button.
9. Inside the Platinum Drums Reworked Styles Folder is a folder titled 'Reworked Styles'. Select this folder by pressing on it.
10. Press the 'Select All' to select all 60 styles.
11. Press the 'OK' button.
12. You will be presented with free User Style Slots. Select a free slot.
13. Create a new Group called 'Platinum Drums' before you actually load the styles. This will allow you to access the new styles in an easy fashion once loaded.
14. Now press 'Load Acc'.

Your reworked accompaniments are now loaded into your OAS 7 instrument and database.

Use the Quickload button on the main display to load your styles. When using the Quickload function, use the groups to quickly navigate to the Styles, as they should now be stored in the group 'Platinum Drums' if you followed the loading instructions correctly.

IMPORTANT: The re-worked Styles have not been made by WERSI, WERSI Direct Ltd or any affiliated WERSI business. They are provided FREE of charge to any customer. We've simply modified the Styles to use the Virtual Drummer and enhanced some of the used sounds allocated to the instrumentation track.

You can not re-sell these styles and they are free to all people, regardless of the purchase of this software, albeit without the Platinum Drums modification.

Playing on the Virtual Drums

PLEASE NOTE: Your Virtual Drum Kit can be played as just that - a Virtual Drum Kit! As already mentioned, this is of course a novelty, but a great and effective novelty none the less!

1. Go to the 'Settngs' page.
2. Press on ' PlugIn Administration
3. Now on the display, press on the 'MT-Power Drum Kit' Plugin (Slot 4).
4. Now press on the 'Edit Plugin' (Bottom button central column).

The Virtual Drum kit will open:
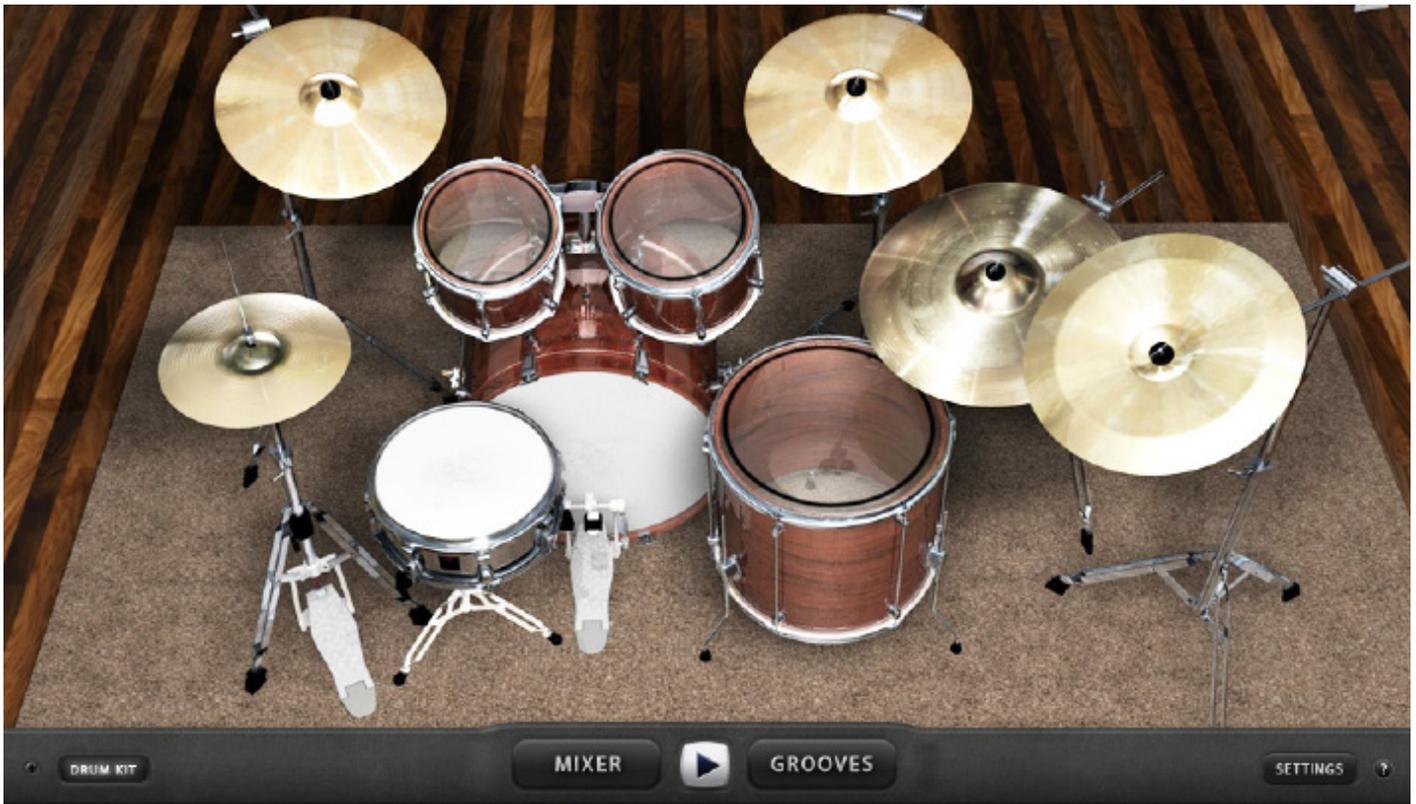
At the bottom of the display, press the 'Mixer' button to open the Virtual Mixer. This contains functions such as 'panaorama' or 'Compression' for the individual drum sounds.

To close the Virtual Drummer, press on the 'X' in to the top of the display (like a normal computer program).

You'll return to the Plugin Edit display.

IMPORTANT: Activating your Virtual Drummer

You must activate your Virtual Drummer. You need to provide WERSI Direct Ltd with a unique code, generated by your instrument. (This is not your H-Code or Hardware Number).

PLEASE NOTE: **You need a USB PC-Keyboard later during the activation process. Connect this to your instrument via the USB bays either at the front on newer instruments or on the rear of your instrument if it's an older model.**

1. Go to: 'Settings'.
2. Press on 'Plugin Administration'

Now press on the 'Plugin 4' slot. (If you've already loaded the Plugin, it's name will be shown. If not, then follow the previously mentioned loading instructions.

If your Virtual Drummer Plugin is already loaded / just loaded:

3. Press on the 'Edit Plugin'.

The new plugin will open. On the display you'll be prompted to activate your software. A code of several letters will e shown to you.

YOU MUST EMAIL THIS CODE TO: info@wersidirect.com you'll be provided with the code by return.

4. Once you have the activation code, in the box below where your instrument code is provided, using your USB PC-Keyboard, enter the Activation code and then activate the software. The software is now fully integrated into your instrument forever (unless it is removed by yourself for any reason).

Using Platinum Drums on your instrument

It is important to understand the way that Platinum Drums works on your instrument and the way that the Drums are routed through the internal OAS Digital Mixer.

All Virtual Instruments (VST) have their own special digital channels within the OAS Mixer. We've loaded our Virtual Drummer to VST Plugin Slot 4 in the Plugin Administrator. It is important that you realise that this channel within the OAS mixer is labelled 'ASIO 4'.

Press on the Mixer Tab:
The following display will appear:

In the 'Organ' Mixer Strip (Dark Green - 1st left strip), press the 'Edit' button.

You'll now see a new display that shows us 'Organ Inputs'.

To the far right, you'll see 'Advanced Organ Inputs'. At the bottom of this list is 'Asio 4'.

Press on the 'Asio 4' button.

The following display now opens:

Info: You'll note that the display states 'VST 4 Input'.

Here, you can set the volume of your Virtual Drummer.

IMPORTANT!: Your Virtual Drummer DOESN'T work via the Drums Volume Control! Like a Real Drummer, The Virtual Drummer doesn't correspond to the OAS Swell Volume pedal either.

This gives a more realistic sound as a Real Drummer does not have a volume control!

You must set the volume of the Virtual Drummer here in this display. This is your MASTER volume for your Virtual Drummer!

TIP: The best way to ascertain the correct volume that you want your Drummer to be is to load one of the Re-Worked Styles that are pre-programmed to use the Platinum Drums Virtual Drummer. Then base the volume upon what you think is best for your instrument, room setting and speaker system.

Setting the EQ and Effects for the Virtual Drummer

You can also access the 'EQ', 'Reverb', Delay and Chorus effects for the Virtual Drummer on this display too.

Set the Reverb in the 'Aux' to the desired value by using the Virtual Slider. Keep the Delay and Chorus sliders to the minimum (Off position) as this would create an unnatural sound!

When you have set the Volume, EQ and Effects to your preference, you must save the Mixer Preset.

To do this:

1. Press the 'Back' button to move to the Mixer display:
2. Press on the 'Save' button. The following display is shown:

3. Press 'Yes' to continue.

A new yellow window will open where you can either rename an existing Mixer Preset and save over it, or choose a free space and save the Mixer Preset as a brand new Mixer Preset:
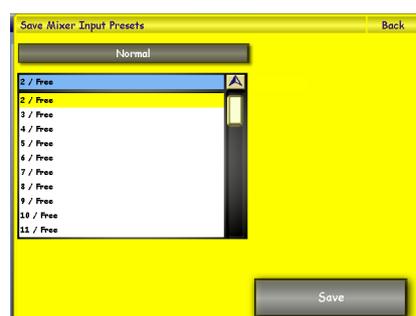
Your Mixer Preset is now saved. Open the Drop Down Menu to see the Preset in the Mixer Preset list.

VST and Style Editing

IMPORTANT INFORMATION: The Openart-System lists banks of sounds and within its banks there are normally 127 sounds, conforming to MIDI Specification / Standards.

With the VST banks, sound slots 0-9 house no sounds. The first sound that you can use and is infact Sound 1, is actually listed as Sound 10.

So, if you decide to edit a style, ensure that you have selected the Sound Device as 'VST 4' and then choose 'Sound 10' from the Soundlist.

Reverb Effects for your Virtual Drummer.

IMPORTANT INFORMATION: Your instrument has several Reverb Effect Tone Generators included. The great news is, is that for the new Virtual Drummer, you have access to the professional Studio Stereo Reverb System!

1. Go to the 'Effects' page at the top of the Display.
2. On the right hand side, you'll see a list:

Press on the button: 'Reverb' in the right hand column, titled 'Other Soundgenerators'.

The following display will open:

You now have full access to the Stereo Studio Reverb system. Please refer to your instruments User Guide (not the OAS 7 Programmers Manual) for information of the functions and operations of this display and how to save a Reverb Preset.

IMPORTANT: Please note that any changes made here on the overall Reverb, Reflect and General volume sliders on the far right will have an effect on your Virtual Drummer and the settings set in your OAS Digital Mixer.

Ensure that you make sure both are balanced. So, if you make an adjustment such as an increase in Reverb here in the Reverb Editor, you may wish to adjust the Mixer Settings and re-save your Mixer Preset.

Notes: