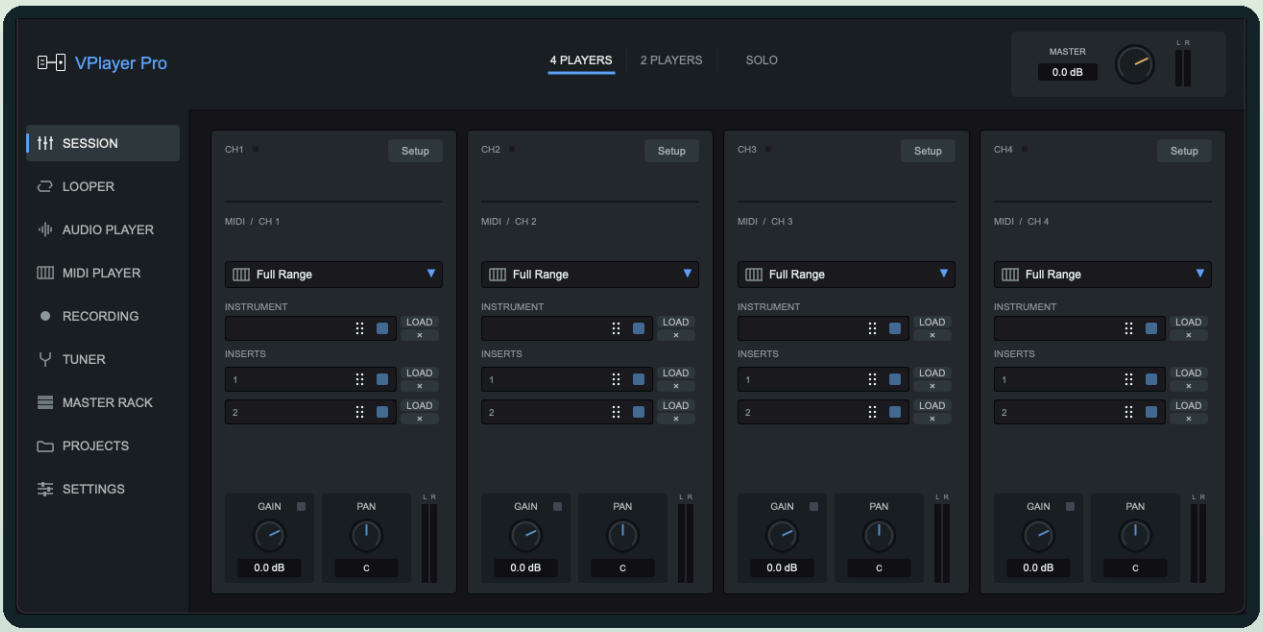
DIGITAL BRAIN INSTRUMENTS

vPlayer Pro

USER GUIDE

Build sounds. Shape ideas. Capture the moment.



Instruments, Effects, Looper, Player and Recording in one place.

vPlayer Pro 1.0

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1. Introduction

VPlayer Pro is a compact host for playing virtual instruments, processing live audio, building loops and recording ideas quickly. It is designed for musicians who want a practical environment for practising, experimenting, testing plugins and enjoying jam sessions without the complexity of a full DAW.

The application can work with up to four Players, each able to host an instrument or receive a live audio input. You can add effects, shape the mix, build a loop, play back audio or MIDI files, and record the result as audio or audio plus MIDI.

VPlayer Pro offers three main configurations — 4 Players, 2 Players and Solo — plus Layers Mode for parallel processing from Player 1. The sections in this guide follow the application structure so you can move from setup to performance naturally.

2. Operating Modes

2.1 4 Players Mode

Four independent Players are available. Each Player can host its own VST/AU instrument or use an external audio input, and each Player has two serial effect slots plus its own gain, pan and mute controls.

2.2 2 Players Mode

Two independent Players are available. Each Player has a longer serial chain with four effect slots. This mode is useful when you want fewer sources but deeper processing per Player.

2.3 Solo Mode

Solo Mode is designed for one sound source. All eight effect slots are connected in series, creating a single extended processing chain.

2.4 Layers Mode

Layers Mode is available in both 4 Players and 2 Players modes. When enabled, the audio from Player 1 is distributed to parallel processing chains. In 4 Players mode, this creates four parallel chains with two effects each. In 2 Players mode, it creates two parallel chains with four effects each. Layers duplicates audio, not incoming MIDI notes, and it is not available in Solo Mode.

2.5 Mode Comparison

Mode	Independent Players	Effects per Player	Routing
4 Players	4	2	Independent chains
2 Players	2	4	Independent chains
Solo	1	8	Serial chain

3. Sound Sources

3.1 Selecting a Source: MIDI or Audio

Each Player can work with one of two source types:

- MIDI — Use a virtual instrument as the sound source. Select the MIDI input device and channel, then load the instrument that will generate the audio.
- AUDIO — Use an external signal received through the audio interface. Select the corresponding interface input channels and process that signal through the Player chain.

3.2 Computer Keyboard as a MIDI Controller

When enabled in Settings, Computer Keys lets the computer keyboard play the first Player as a simple MIDI controller. This is useful when an external keyboard is not connected. You can change octave and velocity from Settings.

4. MIDI Configuration

4.1 MIDI Input Selection

For each MIDI-based Player, select the desired input device and MIDI channel in Setup. This lets you use separate controllers, or a single controller assigned to different channels depending on your performance needs.

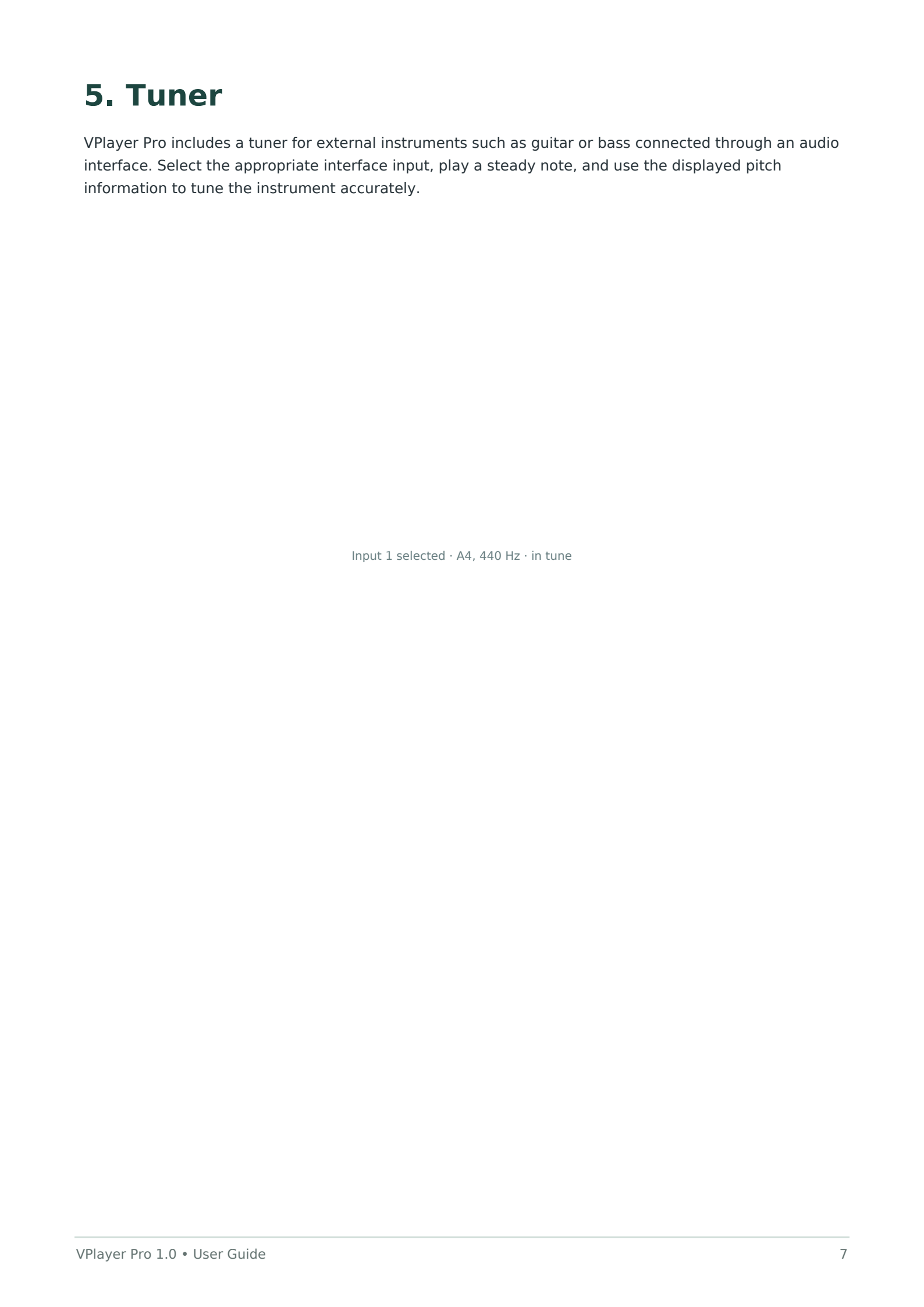
4.2 Note Range Filter

The MIDI note range filter restricts the notes received by a Player to a defined lower and upper limit. It can be used to split a keyboard into separate playing zones for different instruments.

Set the limits manually with the Low and High selectors, or use Auto and play the low note first and the high note second. Full Range removes the split and accepts the whole incoming note range.

5. Tuner

VPlayer Pro includes a tuner for external instruments such as guitar or bass connected through an audio interface. Select the appropriate interface input, play a steady note, and use the displayed pitch information to tune the instrument accurately.



6. Looper

The Looper records incoming audio and plays it back once or repeatedly. It also supports overdubbing, allowing new material to be layered over an existing recording.

The first recording defines the loop length, up to a maximum of five minutes. After recording stops, the loop remains available for playback, overdubbing and export.



Example audio loop ready for playback or export

6.1 Recording and Loop Length

- Choose a recording trigger: Manual, Audio or MIDI.
- Press **REC** to start recording. In Manual mode, recording starts immediately. In Audio or MIDI modes, the Looper waits for the incoming trigger.
- Press **STOP** to end recording and keep the take in the Looper, ready for playback or further work.
- Press **PLAY** to hear the loop, and enable **LOOP** when you want it to repeat.

Unlike Recording, pressing **STOP** in the Looper does not open a save dialog.

6.2 Overdub

Overdub adds new audio over the current loop without erasing the previous material. Start playback, enable **OVERDUB** then record the additional layer. Stop overdubbing when the desired layers have been captured.

6.3 File and Loop Management

- Export — Opens the save dialog and writes the current loop as a WAV file. The loop remains available after export.
- Clear — Deletes the recorded audio while preserving the current loop length.
- Reset — Restores the Looper to its initial state so the next recording defines a new loop length.
- Normalize — Adjusts the recorded loop level with a small amount of headroom.

7. FX Rack

The FX Rack (Master Rack) provides a five-band equalizer, a high-pass filter, a low-pass filter and two additional plugin slots for final processing. Use it to shape the overall sound after the Players are mixed together.



Master Rack · EQ and master processing

Each EQ band has frequency, gain and Q controls, and the graph shows the combined response of the EQ and filters. Master Plugin 1 and 2 follow the same Load, power, remove and editor conventions as the Player plugins.

8. Recording

The Recording section captures your performance as WAV files, and optionally as MIDI files as well. The Master output is always available, and you can also enable separate recordings for the active Player outputs.



Select the outputs and recording format

- Choose which outputs to record and set their recording gains.
- In Settings, select the sample rate and recording bit depth.
- Choose Recording Content: Audio or Audio + MIDI.
- Press **REC** perform, and press **STOP**to finish the take.
- After **STOP** the save dialog opens so you can choose the destination and base filename.

Audio Player routed directly to Master and the metronome are monitoring sources and are not included in the Master recording. To record the Audio Player through effects, route it to Player 1 instead.

9. Projects

The Projects section manages session configurations and gives quick access to reusable setups.



Project browser with example project names

- Save — Saves the current project to disk as a .json file.
- Load — Loads a previously saved project.
- Template 1 / Template 2 — Store and recall two reusable starting setups.
- Last Project — Restores the last project kept at normal application close.
- New Project — Clears the session and returns the project state to its defaults.

Projects store the plugin layout, routing and saved plugin states. They do not install plugins on another computer. Keep the Data / UserData folder when moving or updating the application if you want to preserve your local settings and project recovery.

10. Player

10.1 Audio Player



Audio Player · example WAV waveform

Audio Player loads WAV, MP3 and AAC files. Playback can be routed in two ways:

- PLAYER 1 — Sends audio through the first Player and its processing chain.
- **MASTER**— Sends audio directly to the main output for monitoring. In this route, it is excluded from the Master recording.

Play, Stop and Loop control playback, and the timeline can be repositioned freely.

10.2 MIDI Player



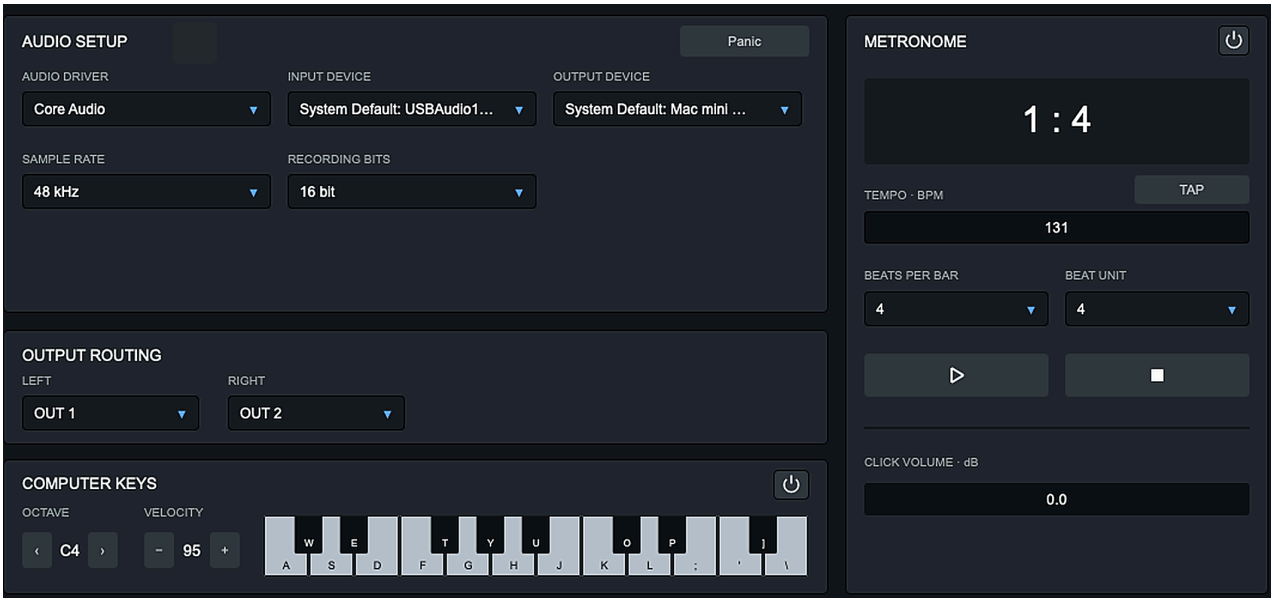
MIDI Player · multicolour MIDI parts

MIDI Player loads .mid and .midi files, displays their notes and reads the file tempo. The BPM value can be adjusted to slow down or speed up playback.

MIDI PART selects All Parts or an individual track. The selected part affects both the notes shown on screen and the notes played back. All Parts is selected automatically when a file is loaded. Changing the selected part stops playback and releases active notes. Zoom allows closer inspection of the note display, and playback requires an instrument loaded in Player 1.

11. Settings and Metronome

Settings contains the general audio configuration for VPlayer Pro, including input and output device selection, sample rate, recording bit depth, audio engine status, latency options where supported, Computer Keys, and **Panic**



Settings and metronome

The metronome can be enabled or disabled and has its own tempo, Tap control and volume. Its signal is routed directly to the Master output and is excluded from the recording path, so it can be used as a timing reference without being printed into the recorded audio.

12. System Requirements

macOS

- macOS 11.0 or later; Intel or Apple Silicon processor.
- Intel Core 2 Duo minimum; Intel Core i5 or faster recommended (Intel Macs).
- 4 GB RAM minimum; 8 GB or more recommended.

Windows

- Windows 10 (22H2) or Windows 11 (22H2 or later).
- 64-bit Intel or AMD multicore processor; Intel Core i5 or faster recommended.
- 4 GB RAM minimum; 8 GB or more recommended.

Technical support: **support@digitalbrain-instruments.com**

www.digitalbrain-instruments.com