

Remix:Drums

User Guide

Acon Digital AS

Remix:Drums User Guide

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1 Introduction

Acon Digital Remix:Drums is the first DAW plug-in capable of separating individual drum stems from a drum track or recording in real-time with an acceptable latency.

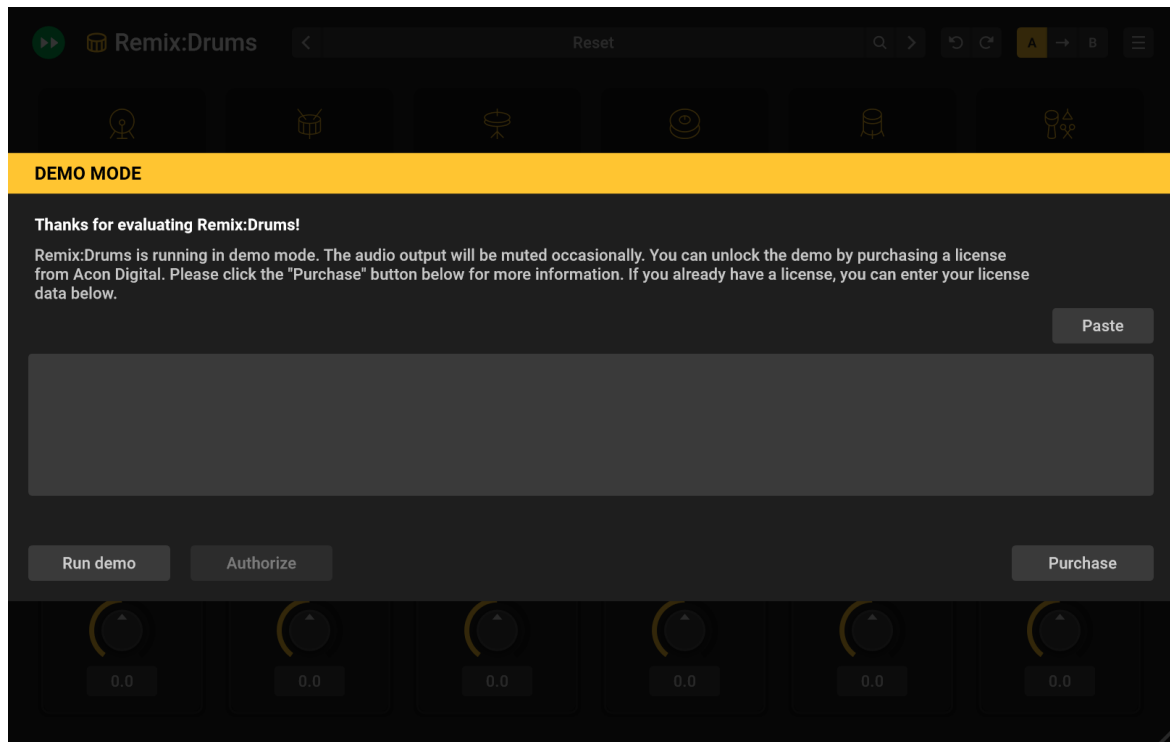
Remix:Drums uses cutting edge technology based on artificial intelligence to separate drum loops or recordings into six stems – *Kick, Snare, Hi-Hat, Cymbals, Toms* and *Other*. These stems can be remixed so that for example, you can easily increase the level of the snare, reduce the level of the cymbals or just isolate the kick drum.

Remix:Drums lets you control the sensitivity of the detection for each separate drum stem so that you can find the optimal balance between artifacts and spill. All the parameters are fully automatable. In addition to the output with the signal mix, *Remix:Drums* offers separate outputs for each stem. You can route the outputs to separate tracks if your host allows it, thus making it possible to use insert effects as if you had six separate tracks.

1.1 Purchase and Authorization

Remix:Drums will run in demo mode the first time you open it from your audio editor or digital audio workstation (DAW). The demo mode is fully functional with exception of short passages with muted audio output at irregular intervals. The demo version can be unlocked by purchasing a license key from Acon Digital or an authorized resellers.

When a plug-in is opened in demo mode, a dialog box appears where you can choose to continue with the demo version or authorize the plug-in using a license key. There is also a purchase button which directs you to the [Acon Digital online store](#).



The demo dialog box appears when starting Acon Digital Remix:Drums prior to authorization.

Purchase Directly from Acon Digital

If you purchase a license directly from Acon Digital, you will receive a confirmation email with a license key. You can also log in to your [user account](#) to find your license keys. To authorize, please click the copy button or manually copy the license key including -----BEGIN LICENSE----- and -----END LICENSE----- and click the *Paste* button in the plug-in window.

Authorizing using Redeem Codes from Resellers

If you have purchased from an authorized reseller, you will receive a redeem code instead of a license key. You can redeem the code here: <https://acondigital.com/redeem/> Please follow the on-screen instructions. A license key will be available in your user account after completion. To authorize the plug-in, please click the copy button or manually copy the license key including -----BEGIN LICENSE----- and -----END LICENSE----- and click the *Paste* button in the plug-in window.

1.2 Requirements

Before you install *Acon Digital Remix:Drums*, please make sure your computer fulfills the following requirements:

PC Version (Windows)

- Windows 11 or 10
- Intel Core i5 or AMD multi-core processor (Intel Core i7 or faster recommended)
- 1366 x 768 display resolution (1920 x 1080 or higher recommended)
- 4 GB RAM
- 1 GB free HD space
- A host application that is compatible with 32 bit or 64 bit VST, VST3 or AAX (Pro Tools 12 or higher)

Macintosh Version (macOS)

- OS X 10.15 or later
- 4 GB RAM
- 1 GB free HD space
- A host application that is compatible with AU, VST, VST3 or AAX (Pro Tools 12.8.3 or higher)

2 Acon Digital Remix:Drums

2.1 Accessing the Plug-In

You can access *Acon Digital Remix:Drums* from your host application (audio editor or DAW) of choice. The plug-in is available as a 32 or 64 bit VST, VST3 or AAX plug-in on the Windows platform or as 64 bit VST, VST3, AU or AAX plug-ins on Mac OS X. Some host applications will require a rescan and possibly adding the *Acon Digital Remix:Drums* installation directory to the list of VST directories. Please consult the manual for your host application for further details.

2.2 Using Remix:Drums

Remix:Drums uses artificial intelligence (AI) to split a combined drum track mix into six groups, or so called stems - *Kick*, *Snare*, *Hi-Hat*, *Cymbals*, *Toms* and *Other*. The *Other* stem contains everything that's not in the prior stems. Despite the internal complexity,

Remix:Drums is very easy to use and the user interface shows a mixer layout that should be familiar to most users.



The Remix:Drums separates a mix into stems and lets you adjust the levels of the stems in real time.

Mixer Settings

- **Stem Gain (dB)**

The mixer contains sliders that set the output level for each of the available drum stems in Decibel (dB). The output levels for each drum stem is visualized in the level meter to the right of every stem gain slider. You can enter dB values for the drum stem gains numerically by clicking the numerical entry below the slider.

- **Stem Pan (%)**

You can control the panning of the drum type outputs individually with the stem pan sliders. You can enter pan values numerically in percent by clicking the numerical entry below the slider.

- **Solo (S) and Mute (M)**

Drum stems can be auditioned separately (S) or muted completely (M) by clicking the respective buttons.

- **Sensitivity (%)**

You can control the sensitivity of the drum stem signal detection independently for each drum type.. The sensitivity refers to the sensitivity of the drum separation, and higher values lead to more signal being detected. Thus, positive values will increase naturalness at the cost of additional spill and negative values will reduce spill at the cost of possible artifacts. We recommend to start with 0% at which the neural network works as trained without user influence, and then adjust according to preference if necessary.

The Plug-in Header

The upper region of the plug-in window lets you manage presets, undo or redo changes or quickly compare different settings using the A / B compare tools:

Preset section

Remix:Drums is shipped with a set of factory presets that serve as a starting point for further adjustments. You can browse through preset categories and presets as well as create and manage your own presets using the preset management section in *Remix:Drums*:



The preset management section.

You can browse through the presets using the arrow buttons. Alternatively, you can click the current preset name and a drop-down menu appears. You can also save your own presets by choosing "Save user preset file..." from the menu. A file chooser dialog box appears where you can enter the name of the preset you wish to save. You can create sub folders and place your preset files inside, and these will appear as categories in the user presets.

Undo and redo

You can undo (or redo) any changes to the parameter settings by clicking the circular arrow back or forward buttons:



Undo and redo buttons

A / B comparisons

It is frequently useful to be able to quickly compare different parameter settings. You can do this using the A / B comparison buttons:



The A / B comparison buttons allows you to quickly compare different settings

You can keep two independent sets of parameter settings, the A and B settings, and switch between them using the corresponding buttons. The arrow button copies the settings from A to B or the other way around depending on which parameter set that is currently active.

The plug-in menu

The last button in the plug-in header displays the plug-in menu:



You can click the plug-in menu button for the plug-in specific menu

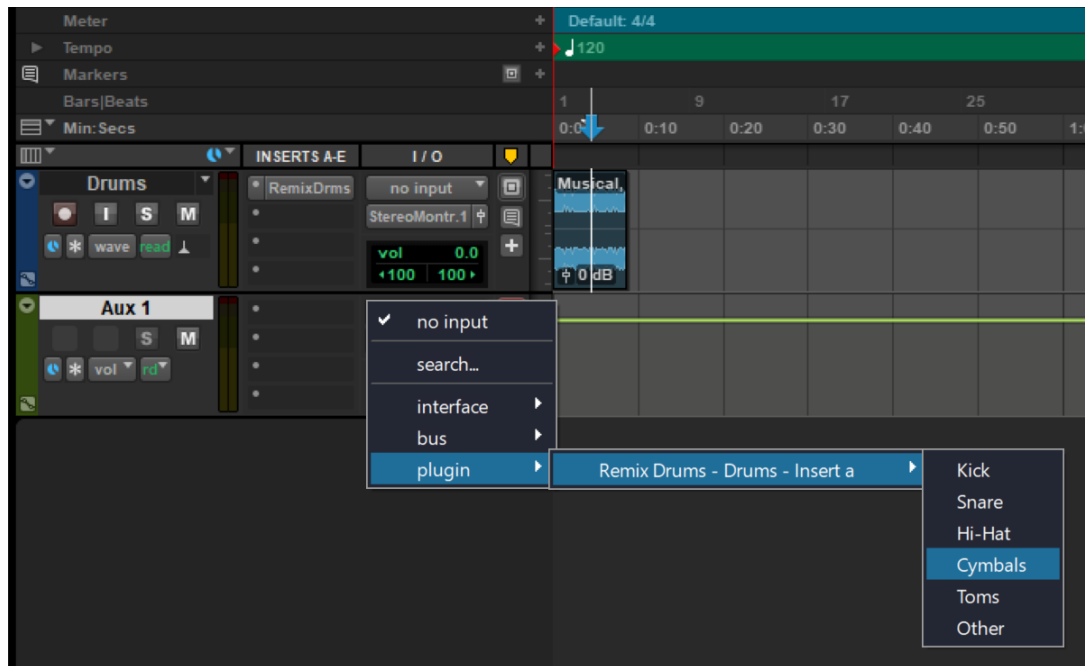
From the plug-in menu you can among other choose the scaling of the user interface elements, show this help or information about the plug-in.

2.3 Individual Stem Outputs

Some plug-in formats (like AAX or VST3) and host DAWs like Pro Tools and FL Studio for example, support multiple outputs from a plug-in. This gives you the opportunity to use the six stems of Remix:Drums as separate inputs to multiple tracks or aux returns for individual real-time processing.

This is how to use individual stem outputs in Pro Tools:

- Insert *Remix:Drums* in an Audio track
- Create up to five Aux Return tracks with the same track width as the Audio track
- In the Aux Input tracks click the track input pop-up. At the bottom of the menu you will find plug-in>Acon Remix:Drums - (track name) - Insert (x) >Kick/Snare/Hi-Hat/Cymbals/Toms/Other
- Chose one of the five stem categories as you Aux Return input
- Repeat this for the other Aux Returns and stem outputs



Routing Remix:Drums outputs to an Aux Return Track in Pro Tools.

Please note: The individual stem outputs are always active, independent from the setting of the Gain, Solo and Mute parameters in the *Remix:Drums* plug-in window. Only the Sensitivity dial has an impact on the stems audio.

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