



THE EASTWEST PLAY SYSTEM **QUICK GUIDE**



Please note: Only the most common features are discussed here. Please refer to the Play system manual, or to the library specific manual for more in-depth coverage. You can find the manual in the Program Files (PC) or Applications (MAC) in the East West / Documentation folder that is installed with your product.

INTRODUCTION //

PLAY is the sample playback engine shared by all EW/QL samples libraries. Each PLAY library has a unique graphical interface and controls, but they all share the same core sample engine.

PLAY allows you to mix and match all of your libraries together. For instance, you can load a bass from Fab Four, a guitar from Ministry of Rock, percussion from Stormdrum 2, and a Quantum

Leap Steinway piano all in one place. Switching between instruments from different PLAY libraries in **the Instrument List** will automatically call upon the corresponding graphical interface for that instrument.

The two basic views in Play are covered here. They are the **Player view**, and the **Browser view**.

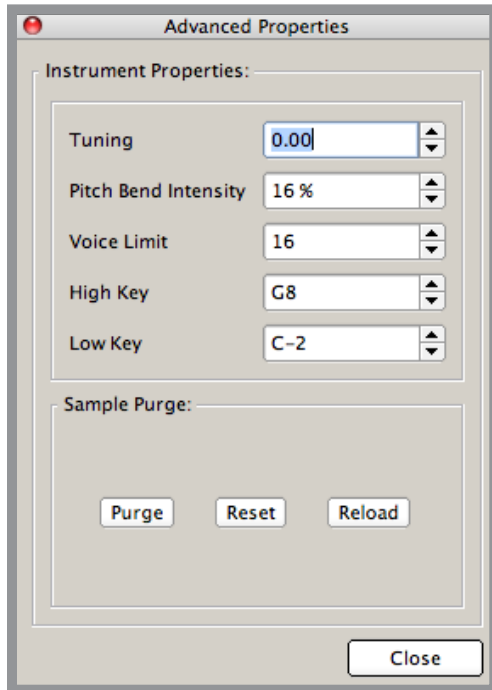
PLAYER OVERVIEW



PLAYER DETAILS //

MAIN MENU

Below are some common settings available in the Advanced Properties Menu. Navigate there by clicking in Play's **Main Menu > Current Instrument > Advanced Properties**. Changes only apply to currently selected instrument.



PITCH BEND is adjustable in percentage, with 100% intensity equaling an octave in either direction.

TUNING changes tuning for the entire range of the current instrument.

(0.00) = value in semitones

(example: 7.00 = 7 semitones, which is a Perfect 5th)

(0.00) = value in cents

(example: 1.00 = 1 semitone, which equals 100 cents)

SAMPLE PURGE will remove unused samples out of memory to free up resources. When using Play in your host sequencer, hit the "reset" button to clear the memory, play the sequence back, then click "purge". Any notes not played since you last "reset" will be removed from memory. If you playback notes purged from memory, it will be silent. To get all samples back into memory, click on reload.

Reset: will clear the memory of what has been played

Purge: will remove samples not played since last reset

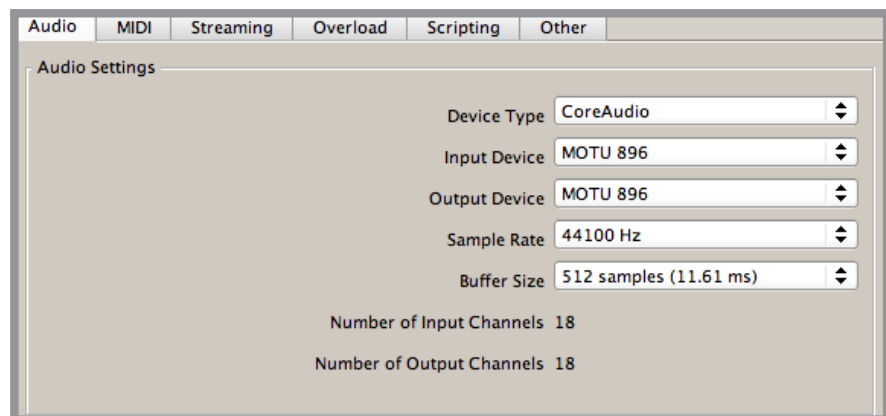
Reload: will reload all samples after having been purge

Each instrument can also be **loaded directly into RAM** by going to the **Main Menu > Current Instrument > [un-check] Stream from Disk**. This is best used for smaller instruments (less samples).



SETTINGS

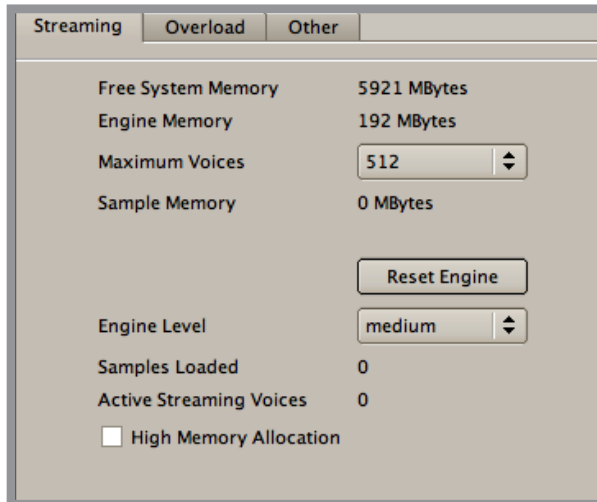
The Settings menu allow users to access 5 sub-menus: **Audio**, **MIDI**, **Streaming**, **Overload**, **Scripting** and **Other**. **Please note:** when loading as a plug-in within a host sequencer the **Audio** and **Midi** tabs are grayed out. This is normal, as those settings are taken over by the host sequencer when Play is loaded as a plug-in.



AUDIO allows you to define your audio settings: Device Type, Input / Output Device, Sample Rate and Buffer Size. **IMPORTANT! Windows Users** must select an ASIO driver in the **Device Type** menu. This is a system requirement of Play.

MIDI shows a list of all available MIDI devices. Check-mark the box next to the devices you wish to use - your midi controller will show up here!

STREAMING displays important system information and allows users to define options based on their computer setups. Please see Play System Manual for detailed description of system information. Keep reading for user-defined settings.



High Memory Allocation In most cases we suggest leaving this disabled. It is reserved for powerful systems running LOTS of samples (such as Hollywood Strings). It is a VERY aggressive memory caching tool and for the smaller libraries is not always necessary.

Activating this WILL cause longer loading times and use more memory!

Maximum Voices As it states, this is the maximum amount of voices that all PLAY instances together will be allowed to play back. For lesser systems, we recommend setting this down to 512, while recommended systems can use higher values.

This setting affects MEMORY ALLOCATION.

Reset Engine This allows you to reset the streaming engine back to its idle state. If you encounter any hung voices, resetting this will alleviate that.

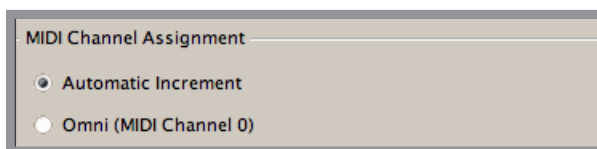
Engine Level This setting dictates how much processing power the Streaming Engine will utilize. A 'Low' setting will leave processing available for other tasks more openly. 'Medium', which can be used in most cases as a 'default', is a standard setting and will use as much processing as necessary. 'High' will utilize 'virtual cores' on powerful machines (nehalem, i7 etc. that have this technology) and process aggressively. NOTE that memory use is also affected by this setting, the higher the level, the more memory will be utilized as well. **This setting affects CPU UTILIZATION.**

Recommendation: the more samples the higher the engine level. The more samples are loaded the more seeking and loading of samples will go on in the background - thus the Engine Level needs to be higher.

OTHER contains various options including the following:

MIDI Channel Assignment controls the way instruments are assigned to MIDI channels.

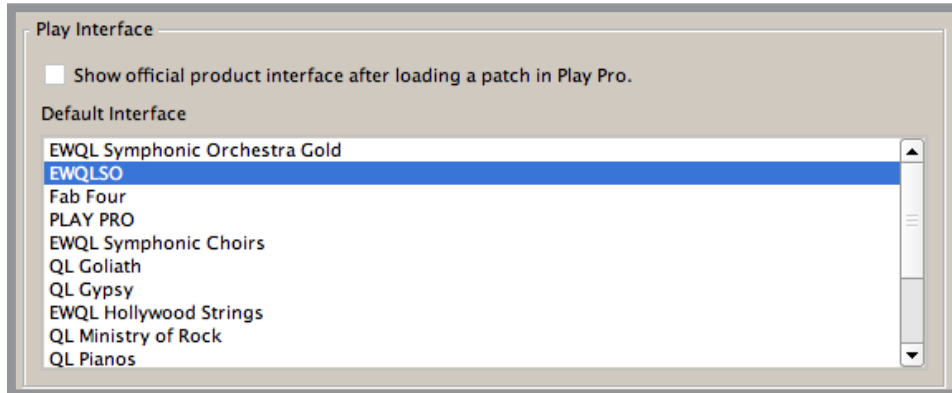
Choose one of two options:



Automatic Increment each new instrument loaded will be assigned to the subsequent midi channel (1, 2, 3, etc)

Omni (MIDI Channel 0) each new instrument will be assigned to Omni (ALL) channels. This allows all instruments to be played simultaneously.

Default interface defines which graphical interface will appear launching Play as a plug-in within your host sequencer. Regardless of the default interface, once you load an instrument from the favorites menu in Play's Browser (where sounds are loaded), the interface will automatically load the appropriate graphical interface. When switching between instruments in Play's Instrument List the appropriate graphical interface for that library will appear.

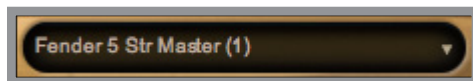


BROWSER

This button will access Play's Browser view, where sounds are loaded. Please refer to the Browser View section of this Quick Guide.

INSTRUMENT LIST

Located in the top-right of the Play interface is the Instrument List. This drop-down menu will display all currently loaded instruments and their associated MIDI channel.

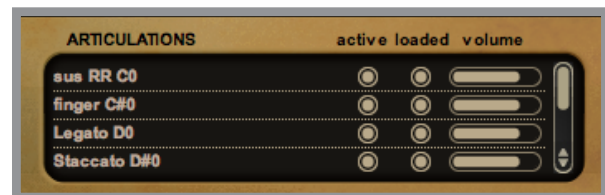


Example: Fender 5 Str Master (1)

Explanation: Instrument name (MIDI Channel assignment)

ARTICULATIONS

Articulations for Element and Master patches display here. Only instrument that multiple articulations, like element or master patches, will display here. The articulation window allows the user to (un)load, (de)activate individual articulations and change volume independently. The location of the Articulation Window (among other parameters) differs depending on the product. Play's 'Standard' interface positions the Articulation Window in the lower-right, above the virtual keyboard. Libraries with many articulations per instrument generally have a large Articulation Window in the center of the Play interface (like EWQL Symphonic Orchestra).



MIDI PORT

Select a MIDI port per instrument. Available ports are enabled in the Settings menu under the MIDI tab

OUTPUTS

Choose an audio output for each instrument, with 9 stereo channels available.

INFO

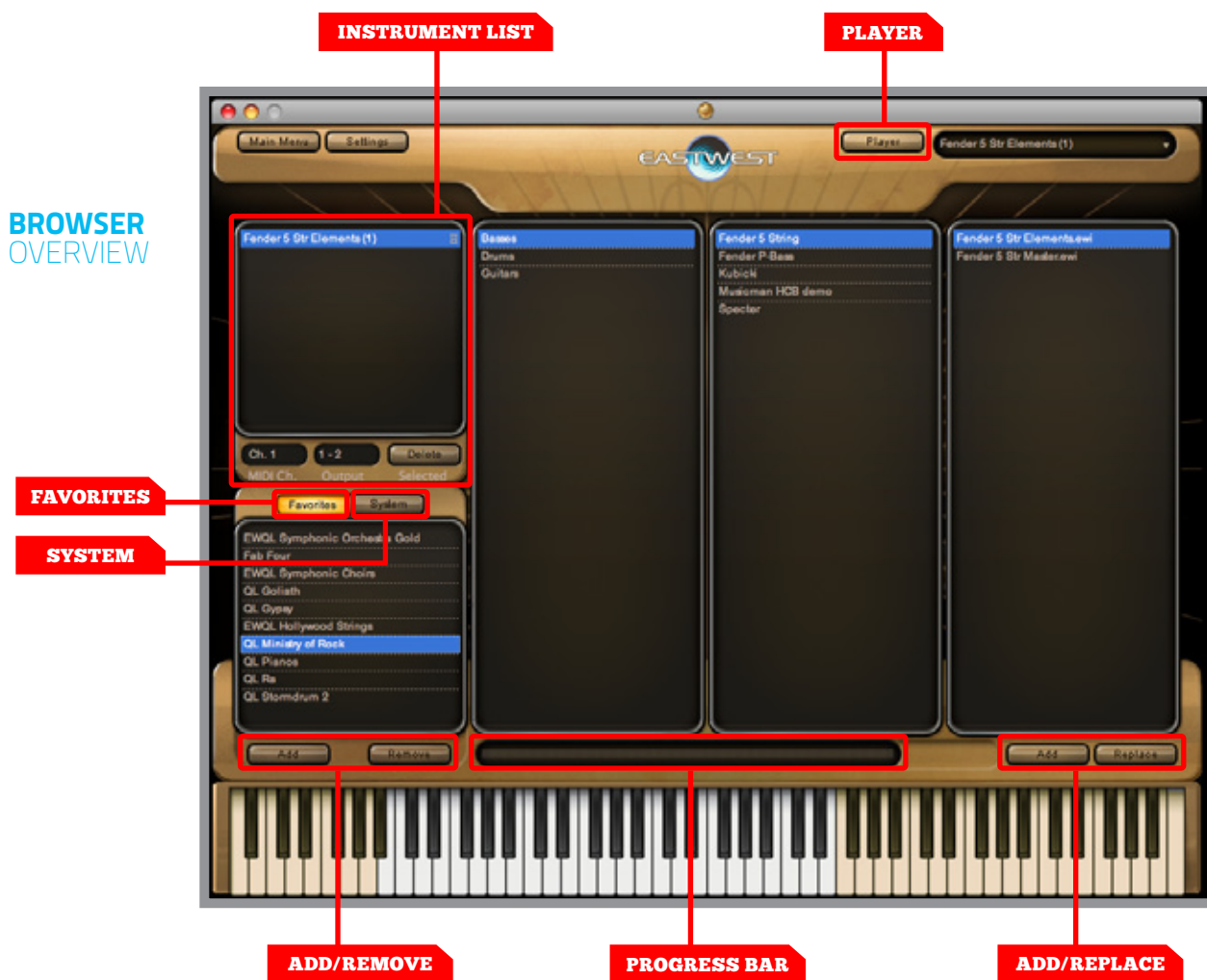
Readout for CPU percentage, disk activity, memory usage, and streaming voices (polyphony).

MIDI

Change MIDI channel, transpose, sensitivity and velocity minimum and maximum settings.

KEYBOARD

Samples load into highlighted white keys, key-switch triggers are in blue, and shaded keys contain no samples. Mouse-click on the virtual keyboard to preview sounds. Click on the outer part of the keys to trigger samples mapped to maximum velocity layer and on the inner part of the keys for samples mapped to the minimum velocity layer, with graded velocity in between.



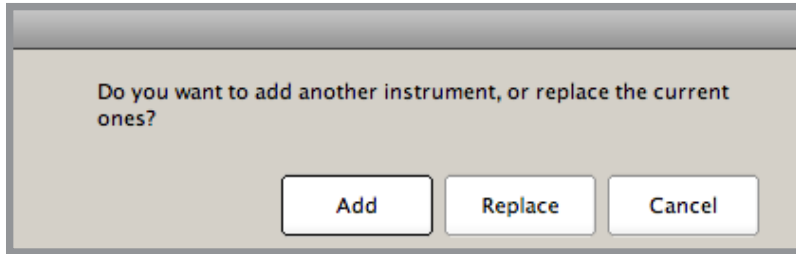
BROWSER DETAILS //

PLAYER

This button will switch back to the Player view, where basic controls are adjusted. Please refer to the Player View section of this Quick Guide.

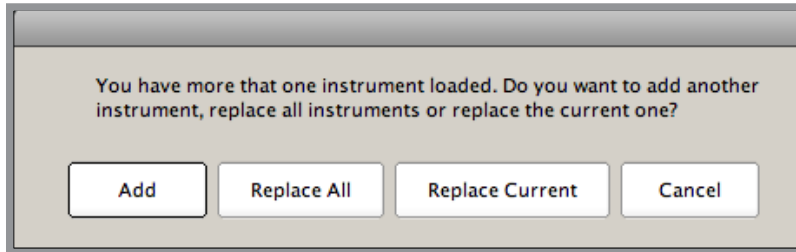
ADD / REPLACE (INSTRUMENTS)

All loaded instruments will appear in the Instrument List. When loading the first instrument, no options box will appear. Upon loading the second instrument the user will be prompted with the following options:



- Add adds instrument to existing selection
- Replace replaces existing instrument
- Cancel cancels loading instrument

Every instrument added after the second one, users will be prompted with the following options:



- Add adds instrument to existing selection
- Replace replaces existing instrument
- Replace Current replaces only currently selected instrument
- Cancel cancels loading instrument

PROGRESS BAR

Visual representation of instrument being currently loaded. Please wait until instrument is done loading before performing any actions.

ADD / REMOVE (FAVORITE ENTRIES)

Add a user created favorites location to put all your favorite instrument patches (ewi). Simply drag the [ewi] file from Play's browser panes and drop it over the newly created user favorites location.

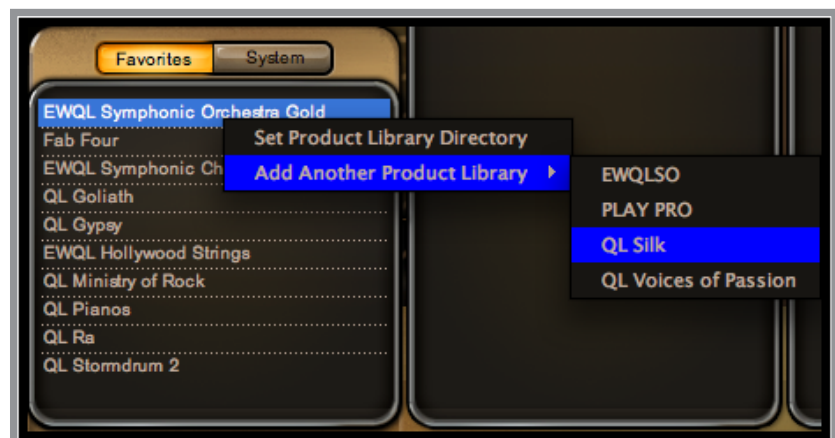
SYSTEM

Click on the System tab to displays computer hard drive and desktop directories. More information is available on page 57 of the Play System Manual.

FAVORITES

All Play libraries have their own product library directory in Play's favorites window. Clicking on the product name in the favorites window brings up the sub-categories in the adjacent windows. Navigate through the categories until an ewi (instrument) file appears. Highlight the file and click the **"add"** button, or simply **double-click**. In the case no favorite entry exists, or the location of the sample library has changed, please see the following instructions.

IMPORTANT! Instructions to Set Product Library Directory and Add Another Product Library



- A) Go to the browser menu in Play and locate the favorites window in the bottom left above the keyboard and **control + click** (MAC) or **right-click** (PC) on the product title and choose to **"set product library directory"**. If no entry exists for your product, click in the favorites window and choose **"add another product directory"**.
- B) Navigate to the product title's Instrument folder and click choose. **Please note:** For Platinum Complete, point each respective orchestral section to it's appropriate folder **within** the Platinum Instruments folder.
- C) Now run the sample / instrument updates for your product. Please choose the default installation directory (system drive) as the updates will be directed to the correct location per the directory you just set.

INSTRUMENT LIST (ADVANCED)

Manage loaded instruments by changing the Midi Channel assignment, audio output, or delete the instrument. Just highlight the instrument in the Instrument List, then change the parameters as desired.



Midi Ch. Change the midi channel assignment

Output Change the audio output (9 stereo pairs available)

Delete Delete instrument

