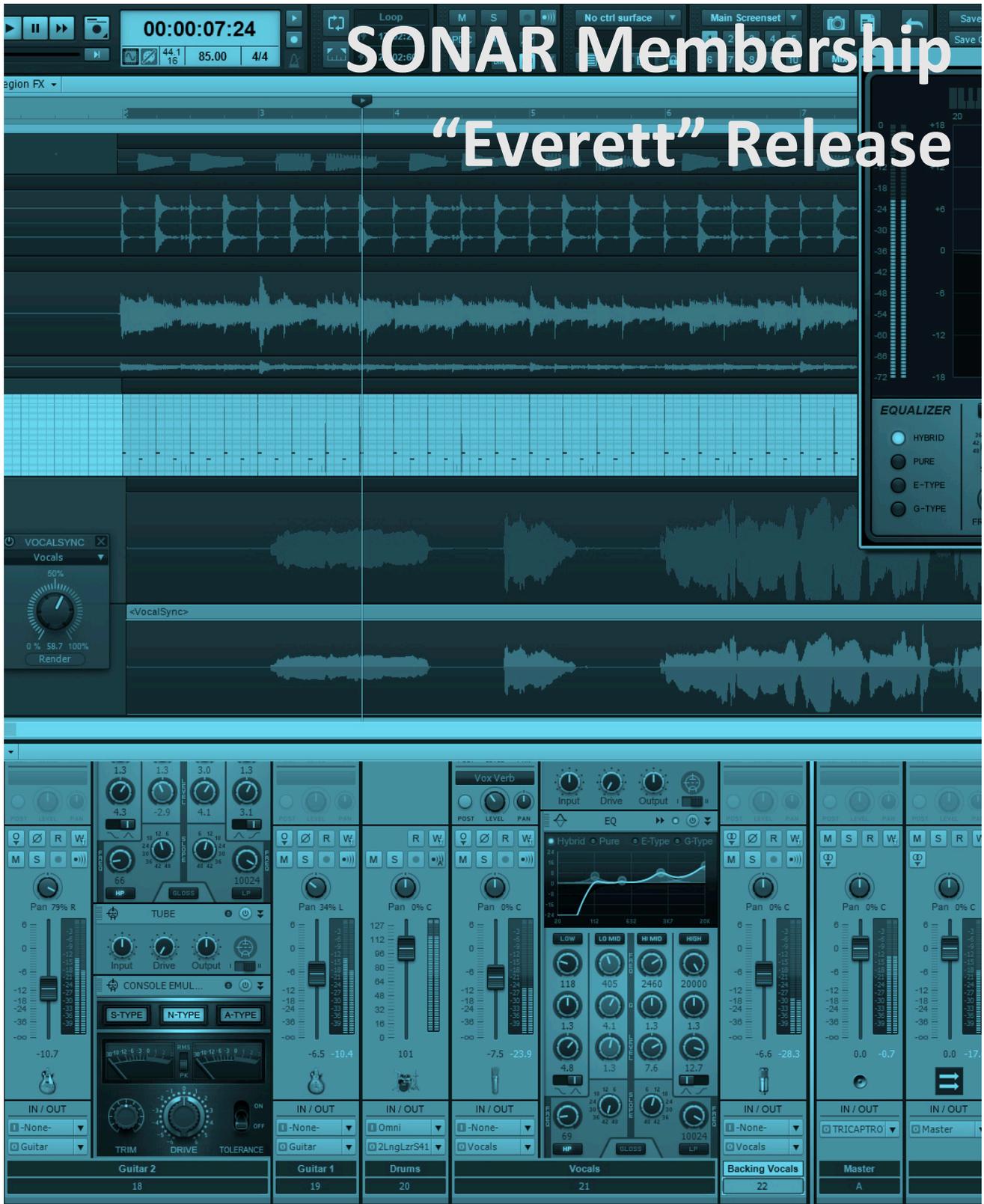


SONAR Membership

“Everett” Release





SONAR Membership “Everett” Release

Yes, the Drum Replacer is here—and Platinum version owners are about to experience a new way to work with drums and percussion. What’s more, you don’t just get a way to replace drums, but a

fantastic selection of samples for replacing those drums. Drum Replacer is truly amazing technology, and it will add an entirely new dimension to your creativity.

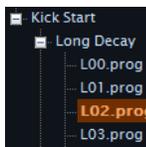
What’s more, there’s an advanced FX Chain implementation of the “Sizzle Bus” exciter first described in the Cakewalk forum’s “Friday’s Tip of the Week” thread, and also, the “Kick Start” Rapture Expansion pack for when you need the perfect kick drum sound for EDM, hip-hop, industrial, and other types of music. And of course, we continue to improve SONAR with nearly 40 fixes and enhancements. We’re also presenting our very first product review of SONAR-friendly products—meet CME’s portable Xkey 25 mobile keyboard controller. We greatly appreciate your continued support of the Membership Program—please feel free to spread the word! – *Bill Jackson and the Cakewalk Team*



Drum Replacer: This is the most tightly integrated drum replacement technology ever—create huge studio drum sounds, use pristine samples to replace individual hits or even entire kits from existing drum tracks, extract drum hits from loops, and trigger drums from percussive instruments like bass and guitar. It’s all possible with this ground-breaking, ARA-integrated module for enhancing drum productions.



Sizzle Bus FX Chain: Give your mixes more definition, brighten up dull sounds, help acoustic instruments fit in better with electronic ones—the Sizzle Bus FX Chain emulates the famous "exciter" effect used on so many hit records over the years. Best of all it's very "plug-and-play," with all crucial parameters brought out to four knobs, and super-easy to use.



Kick Start Rapture Expansion Pack: Don't kill your workflow trying to find the right kick drum sample for electronic, EDM, hip hop, and industrial mixes. Instead, create your ideal kick drum sound in seconds with the new Rapture Kick Start Expansion Pack. It's fast, easy, and even better, Kick Start makes an ideal companion for the KickMaster FX Chain from last month’s Dorchester release.



Workflow enhancements and fixes: From ARA to VocalSync, this release includes nearly 40 fixes and enhancements designed to improve your workflow and project efficiency.



CME Xkey 25 mobile keyboard review: SONAR's virtual controller has been a big hit, but sometimes you want a physical keyboard—especially one with polyphonic aftertouch, like this offering from CME. But how much keyboard can you really get for under \$100, and is it truly SONAR-worthy? To get the answers, Craig Anderton put this controller through its paces on some demanding projects.

How to Install Everett

Open the **Cakewalk Command Center**, then download the SONAR Platinum, Professional, or Artist version. Next, install the following updates. Note that not all updates are available for Artist or Professional versions.

Engineering FX Suite

Boutique FX Suite

Anderton Collection (includes Sizzle Bus FX Chain)

SONAR Local Documentation (optional)

Drum Replacer

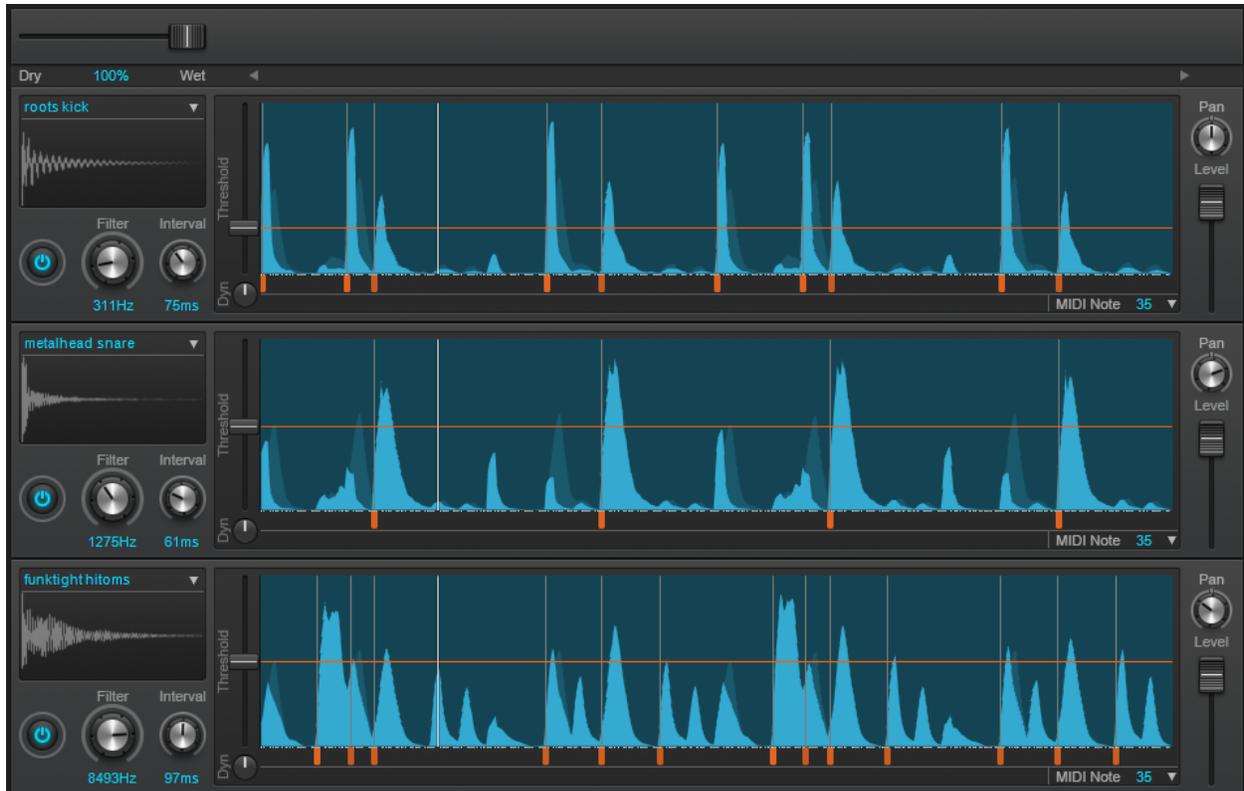
Kick Start Rapture Expansion Pack*

*Kick Start Rapture Expansion Pack will be listed separately in Command Center as its own product (outside of SONAR).

Drum Replacer

Platinum

Drum Replacer is a huge leap forward not just for SONAR, but for DAWs in general. Unlike other drum replacement products that act as plug-ins inside a DAW, Drum Replacer essentially becomes *part* of SONAR—and this tight integration results in zero latency and superior performance.



Drum Replacer’s playback engine is synchronized with SONAR Platinum, and being able to analyze an entire region allows for more accurate replacement. There’s also upfront frequency profiling for better CPU performance, user-defined drum hit recognition, and a resizable interface. Whether you’re creating huge studio drum sounds, using samples to replace individual hits (or entire kits) from existing drum tracks, extracting drum hits from loops, or even triggering drums from percussive instruments like guitar or bass—it’s all possible, and more, with this brand new, ARA-integrated module for enhancing drum productions.

Although this eZine usually provides documentation on features, Drum Replacer is a very deep and extremely versatile module. Please download the local documentation from the Cakewalk Command Center, or check the online help, and refer to the “What’s New” section for additional information.

Kick Start Rapture Expansion Pack

Professional, Platinum

Rapture LE, Rapture, Rapture Pro

This Rapture instrument (which is also highly recommended for Rapture Pro) came about because it can get really boring trying to find the perfect kick drum for different pieces of music, particularly electronic, EDM, hip-hop, rap, and industrial. Why not make an instrument with the flexibility to create just about any kick drum you want? And an FX chain to “master” that drum?

The KickMaster FX chain was included in the Dorchester release—and now we have the Kick Start. Although it emphasizes kick drums for EDM, dig further and you’ll find it extends to rock,

pop, etc. by adding in different elements.



Please note that Kick Start is exclusive to the Everett release.

Existing members, or members who sign up before the next release, will have Kick Start activated permanently in their account. It can then be downloaded at any time from the Cakewalk Command Center.

For an overview of Kick Start works, as well as info on how to use it with KickMaster, check out the CakeTV demo video: <https://www.youtube.com/watch?v=iQUpA1UvviY>

INSTALLATION

After installing via the Cakewalk Command Center, **don't forget to type F5** the first time you open Rapture after the installation. This is necessary to refresh the program browser so the programs show up. The refresh may take a while if you have lots of expansion packs—be patient.

USING KICK START

1. From the Rapture or Rapture Pro browser, choose your basic kick drum category from the Kick Start folder: Short (125 ms decay), Medium (250 ms decay), Long (500 ms decay), or Xtra-Long (1500 ms decay). All categories are based on the same sample (see “Notes” for more info).

2. Each category has ten programs, each of which processes the kick in different ways. The program letter abbreviates the category (e.g., S is the short category). This processing works across all categories, for example program S03 processes the sample similarly to M03—so once you've learned how a program affects the sound, you'll know what to expect in each category. Note that the higher the number, the more “extreme” the sound.

00 = low-level, low frequency, non-aggressive kick

01 = adds pitch envelope for more aggressive attack and higher perceived pitch

02 = lower frequency, more thud, longer decay on pitch envelope

03 = tight, high amplitude pitch envelope, higher frequency

04 = aggressive, deep dance kick

05 = super-tight, high amplitude pitch envelope, higher frequency

06 = aggressive, punchy

07 = tight, thin, extremely high amplitude pitch envelope

08 = “chirp” kick drum, tight, high amplitude pitch envelope with moderate decay

09 = like 08, but based on a triangle wave instead of a sine wave

10 = like 08, but based on a complex FM wave instead of a sine wave

3. When you load a program, only Element 1, the original kick, is turned up. However, you can modify the sound considerably by mixing in different elements:

2 = Noise (step-sequenced pattern to add texture)

3 = Click 1 (bright; can help the kick stand out in a mix)

4 = Click 2 (midrange click; adds more “beef”)

5 = Acoustic Kick 1 (midrange emphasis, distant)

6 = Acoustic Kick 2 (bright emphasis, close)

4. Use the KickMaster FX Chain to process the sound even further, especially if you want a harder sound (in case there's a Belgian hardcore techno revival in a couple years, you'll be prepared!).

Notes:

- Kick Start is intended to have its own “kick drum track” for maximum flexibility.
- The electronic kick drums are mapped across keys C-1 to C8 so you can “pitch” these sounds, as well as do “finger rolls” across keys to get double-kick drum effects.
- The Clicks and Acoustic kicks do not keytrack, so they maintain a constant pitch.
- Because of the pitch envelope that raises pitch, you can get away with using much lower-pitched notes than you might expect.
- Although the drum samples resemble an “808”-type sound, they use a synthesized sine wave to reproduce the waveform created by classic Twin-Tee analog oscillator designs. As a result, the sounds are exceptionally clean to give more flexibility when processing.
- The Xtra-Long option enhances the basic sine wave sound by emulating the “humdrum” effect obtained with vintage electronic drums by turning up a drum’s trimpot sustain control as much as possible, just short of oscillation.

Anderton Collection “Sizzle Bus” FX Chain

Artist, Professional, Platinum

Although buses are great for reverb processing, they have many other uses and here’s a really useful one—the “sizzle” bus. This was introduced by Craig Anderton as his “Tip of the Week #50,” however it was based on tweaking ProChannel modules. In keeping with his other FX chains, the Sizzle Bus takes the concept in a more “plug and play” direction.



The Sizzle Bus can impart a subtle, but important, dimension to a mix that’s very much like an “exciter” effect. Although superficially it resembles boosting the treble, the Sizzle Bus adds more of a “sparkle,” particularly to acoustic instruments and electric instruments that may sound a little dull compared to the electronic instruments. By creating a bus and inserting the Sizzle Bus FX Chain, you can send signals from duller-sounding tracks as needed to bring them more into line with the brighter tracks.

HOW IT WORKS

The Sizzle Bus uses a high-pass filter to eliminate all but the highest frequencies, which are then distorted to create artificial harmonics above the natural harmonics. This is similar to how the original “exciter” hardware circuits worked. Keep the bus fader low; you don’t need much sizzle to create the desired effect.

THE CONTROLS

HF Cutoff sets the high frequency cutoff from about 8.6 kHz to 17 kHz.

Sizzle adjusts the aggressiveness of the distortion.

Delay delays the sizzle signal from 0 to 2 ms. Longer delays can give more depth.

Width varies the stereo placement from mono (control counter-clockwise) to stereo (clockwise).

SETUP

This effect needs to be extremely subtle—otherwise it will add harshness instead of sparkle. Acoustic guitar is a good test, because it has lots of high-frequency artifacts that can provide a good “reality check.”

Typical settings are about 1/3 of the way up for the **HF Cutoff**, **Sizzle** full up (but you can dial back for more delicate sounds), **Delay** set for the best overall effect, and **Width** adjusted as desired. Typically you’ll want stereo with a stereo source, but if you make the imaging more mono, you can usually get away with a bit more sizzle.

If you’re used to brightening by using overall EQ, try this somewhat more refined technique. You might have a hard time going back to just slapping a treble boost onto the master output bus.

Fixes and Workflow Enhancements

Artist, Professional, Platinum

We'd like to take this opportunity to thank you again for your helpful comments and suggestions that have resulted in improvements in several categories. We greatly appreciate your partnering with us in SONAR's development process.

ARA and Region FX

- "Follow Project Tempo" no longer fails on certain projects containing multiple tempo changes
- Extract MIDI from a project-mapped Region FX clip now syncs properly
- When creating a new project, the track position is now correctly updated in Melodyne 4
- Melodyne plug-in state is now recalled when loading projects with Melodyne installed in an FX Chain
- Resolved Melodyne crash when loading projects containing incompatible ARA document archives
- Dim Solo no longer causes unexpected bypass of clips that contain Region FX
- Drag/drop to extract MIDI now works properly when dragging a newly created Region FX clip
- Upon reloading a project, settings are no longer lost for cloned tracks containing region FX
- Creating Region FX clips on multiple tracks assigns the correct clip names
- Starting playback prior to the loop start position no longer offsets ARA playback with higher sample rates
- Under some conditions, Bundle files containing ARA plug-ins could load with corrupted audio
- Undo clip move or bounce could cause ARA plug-in playback to go silent
- Rewind (W) now scrolls/repositions properly with the play cursor in any ARA plug-in

Audio and MIDI Engine

- Seeking later on Now Time could cause current playing note to continue playing
- Record enable and other commands no longer cut off sustaining notes during playback
- Resolved crash on Live MIDI input after inserting a track template using drum map with multi-out synth

Plug-ins and Instruments

- Some Cakewalk plug-ins no longer cause audio spikes and dropouts

- Resolved hang caused by BitBridge when closing projects

Documentation

- Corrected a SONAR CHM help banner with an out-of-date version number
- Updated references to the PRV snap controls Do Not Auto-Hide and Disable When All Mode Buttons Are Disabled

File Save, Open and I/O

- Resolved a fatal error with Track Templates insert/delete/load
- Drum Maps are now saved with Track Templates
- Dragging a MIDI clip from SONAR's Track View to the Desktop now creates a file (CWBRN-32132)

Virtual Controller

- Resolved issue where shifting octaves during playback/recording would yield unexpected results
- Clicking on non-note MIDI events in QWERTY view no longer resets notes
- Virtual Controller no longer opens beneath the Windows taskbar when the taskbar is at the top of the screen
- Virtual Controller now displays correctly in high DPI settings

Staff View, Playlist, PRV, and Other Views

- Restored the Playlist's Pin to Top button
- Projects can open with Inline PRV displayed on all MIDI tracks with Edit Filters set to Clips
- Fixed issue where the width of keyboard/drum list in PRV saved with Screenset was recalled only after non-active track is selected in the Track View
- PRV specific Snap now draws correctly when view is floating
- When Snap By is enabled in the PRV, continuous edit or drag to left now works as expected while zooming
- Staff View Snap values would not update in certain cases (CWBRN-17279)
- View > Staff View now updates an open Staff View with new track selection (CWBRN-32843)
- Display Filename instead of whole path in the Sysx View
- Tempo View now persists open tempo list when docked

UI

- Multidock is now able to draw synths that resize (CWBRN-32867)

VocalSync

- VocalSync now displays a toast notification when the default guide track is set to an empty track (resolves CWBRN-32387)

3rd Party Compatibility

- SONAR projects using Melodyne as a VST3 in a track FX Rack retain their data/transfers

Review: CME Xkey 25 Mobile Keyboard

By Craig Anderton

Welcome to the first review dedicated to SONAR-friendly products, which is all part of Cakewalk's ongoing plan to enhance the value of your release eZine. Let's start with a look at CME's Xkey 25 (about [\\$100](#) street price; [cme-pro.com](#)).



Although SONAR's new [virtual touch/QWERTY controller](#) has made life a lot easier for laptop jockeys on the go, sometimes you want a compact controller with "real" full-size keys. The Xkey 25 is 15.27" x 5.31", sports 25 keys, and weighs 1.32 pounds. It has a substantial feel, and a silvery, brushed aluminum casing with an Apple PowerBook vibe although it is also available in five other colors.

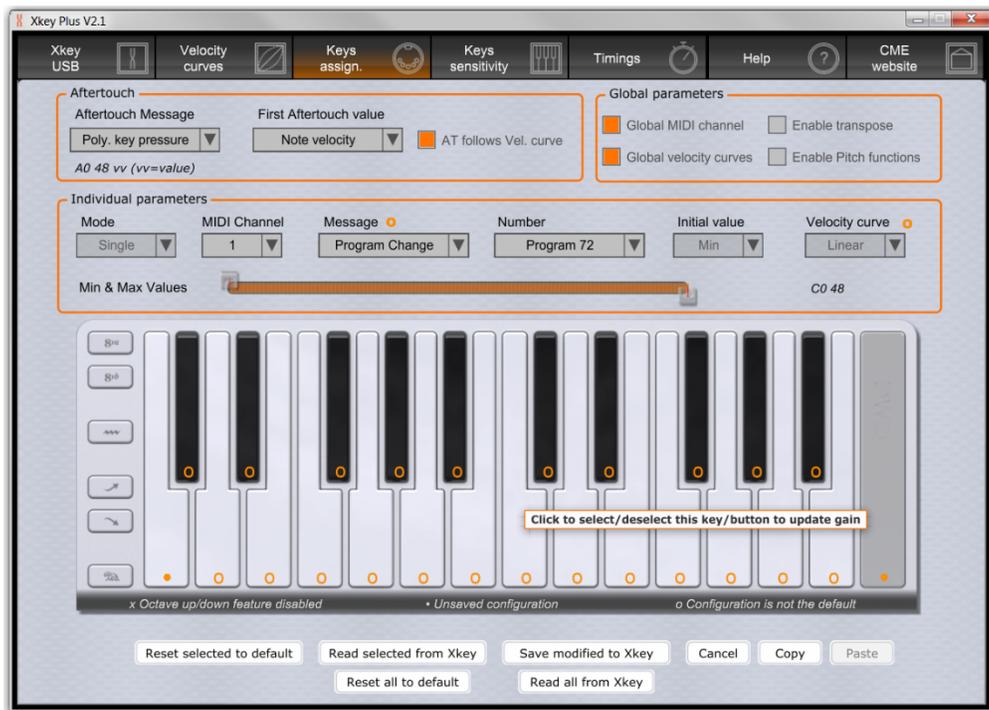
The keyboard is a "chiclet" type so there's only about 1/8" of travel from key up to key down. This takes some getting used to, but it's the price you pay for the slim profile and portability. In any event it works, and has a relatively "crisp" feel.

There are pressure-sensitive buttons for mod "wheel," pitch bend up, and pitch bend down, as well as standard buttons for transpose up, transpose down, and sustain. Nuanced mod wheel control is challenging, because you can't "park" the setting like you can with a wheel—if you want to hold a specific amount of modulation, you need a steady touch. On the other hand, pitch bending is quite predictable if the range is only a few semitones.

But the Xkey 25's main claim to fame is you can select polyphonic or channel aftertouch. This is *huge* in a \$100 keyboard, especially because the response is surprisingly smooth and effective. However, don't get *too* excited just yet, because not a lot of soft synths respond properly. Arturia's CS-80V does a great job, but with NI's Kontakt, each key has to be its own Zone for poly aftertouch to work. Rapture, Dimension Pro, the Z3TA family, and Rapture Pro respond to poly aftertouch messages, but interpret the messages more like channel aftertouch. Furthermore, many synths don't support it at all.

However, several older hardware synths accepted poly aftertouch even though their built-in keyboards didn't produce it, so the Xkey 25 brings new life to those "legacy" synths—assuming you can convert the Xkey 25's USB output to 5-pin DIN, which you can do with either an adapter cable or by "thruing" with a computer's MIDI interface.

There's also a computer applet that makes the Xkey 25 tweakable to your touch and playing style, but goes well beyond the basics—for example, you can assign program change or other messages to individual keys, smooth the modulation data, and even draw your own velocity curves (especially cool with the iOS app—Z3TA+ iOS fans take note).



Unfortunately, the editor isn't multi-client so you can't tweak parameters if SONAR is running and the Xkey 25 is selected as a MIDI device. And although Xkey saves your modifications when you close it and you can reset to defaults, you can't save individual setups as presets for later recall. This is a *major* omission, because it doesn't let you take full advantage of the editor's

sophistication in creating separate setups for notes, program changes, controller variations, etc. Fortunately, preset management is planned for a future update. (By the way, ignore the bogus online reviews that say there is no Windows applet—it's been cross-platform for years.)

Overall, given the price, capabilities, ruggedness, and size (it fits in almost any laptop bag), the Xkey 25 makes a fine complement to SONAR. It's substantial enough to sit next to your QWERTY keyboard for quick tweaks with a desktop system, but small enough and light enough to fulfill your needs when you're on the road.

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“Everett” Release eZine

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