Peakroom LAYER 1.0 — User Manual

Drop any sample on a layer and it locks onto a **guide**: its rhythm, its notes, or both. The installer contains two plugins: **Peakroom LAYER** (audio effect, for audio tracks) and **Peakroom LAYER Instrument** (for MIDI tracks). One license opens both.

1. Quick start

1. Put **Peakroom LAYER** on an audio track — a drum loop, a bass, a synth. That track is the **GUIDE**: LAYER hears its hits (kick / snare / hat) and its notes. No routing is needed.
2. Drag any audio onto a layer: a vocal, a loop or a one-shot. LAYER finds its tempo, key, notes and hits and locks it onto the guide at once.
3. Choose what the layer follows: **RHYTHM**, **NOTES**, or both.
4. On a MIDI track use **Peakroom LAYER Instrument** instead: your samples play the notes and the rhythm of the MIDI clip.

2. Guide

- **FOLLOW AUTO: THE TRACK** — the track LAYER sits on (audio effect) or the MIDI it receives (instrument).
- Drop a **MIDI or audio clip** on the GUIDE strip to follow that clip instead of the track.
- **LEARN** captures the guide's rhythm; **CLEAR** removes it.
- Grid (1/16 …), length (1 BAR …) and **RHYTHMS** (40 classic rhythms) sit above the layers.

3. Layers

Four layers. Each holds a sample you dropped, a built-in sound, or **THE TRACK ITSELF** (octaves of its own hits, no sample needed).

Button	What it does
RHYTHM	The layer only sounds when the guide plays.
NOTES	The layer plays the guide's notes.
PATTERN	The layer plays the rhythm you draw in its row. With RHYTHM also lit, the pattern only plays on the guide's hits, or only in its gaps.

Both RHYTHM and NOTES lit = both. None lit = the sample just runs in time with the song.

Pattern row: click adds a step, right-click removes it, drag up / down sets velocity, the right edge sets length, shift-drag sets the note, alt-click makes a ratchet.

4. The layer panel (bottom)

- **PLAY**: **GATE** (the sample runs with the song, a note opens it), **CHOP** (each note plays the next slice), **HIT** (each note starts the sample from the top). AUTO picks one.
- **WARP**: **REPITCH** (like a sampler), **BEATS** (keeps drum loops punchy at any tempo), **TONES** (keeps a single voice natural while it follows notes), **COMPLEX** (chords and full loops), **SLICE** (vocal and melodic loops: cut on the grid like scissors, every note played from a studio-quality transposed copy, nothing is stretched). AUTO picks one.
- **SLICES**: the sample is cut at its transients, on the grid, or by hand — click the waveform to add a cut, drag it, right-click removes it. Drag the two corner marks to trim the sample.
- **KEY MATCH** transposes a loop into the song's key; **NEAREST OCT** keeps it close to its original register; **REVERSE**.
- **HITS**: let the layer follow only the kick, the snare or the hats of the guide.
- Knobs: Level, Pan, Pitch, Tune, Attack, Length, Release, Tone. Sliders: Fine, Formant, Glide, Start.

5. ROLL and FILL (audio effect only)

- **ROLL** adds ghost hits made of the track's own hits on the empty steps: Tight, Swing or Hypnotic, with Roll amount, Tone, Pitch and Decay.
- **FILL** plays end-of-loop fills built from the track's own sound.

6. Top bar and settings

- **< preset ☆ >**: 189 factory presets (71 in the instrument); the star marks favourites. **SAVE** stores your own preset. A preset sets how the layers behave — a sample you dropped is never replaced by a preset.
- **A / A>B**, **UNDO / REDO**, **?** (how it works), **SETTINGS**.
- **SETTINGS**: Sensitivity, Humanize, Width, song Key and Scale, guide clip level, **SAVE AS MY DEFAULT** (new instances open your way), Factory reset, Open preset folder.
- Samples up to 30 seconds are stored inside your project and your presets; longer ones are found by their file path.
- **Latency**: the audio effect reports 80 ms to your DAW, which compensates it. The instrument has no latency.

7. Demo, license and activation

The download is the demo and the full version in one. Until it is activated, after every 7 seconds of sound the sound stops for about a second and a beep plays, and saving is off. Everything else works.

Activate: buy LAYER at peakroomaudio.com/plugins/layer — the license key arrives by e-mail right after payment. In the plugin press **DEMO** (top right), enter your purchase e-mail and the key. A LAYER license works on **up to 4 computers**. Activation needs the internet once; after that LAYER works offline.

New computer? Deactivate the old one in the plugin, or free it on peakroomaudio.com/account.

8. Installation

- **Mac**: run the .pkg — AU and VST3 go into /Library/Audio/Plug-Ins. macOS 11+, Apple Silicon and Intel.
- **Windows**: run the Setup .exe — VST3 goes into Common Files\VST3. Windows 10+ (64-bit).
- Restart your DAW after installing an update; a running DAW keeps the old version loaded.

Third-party code: the COMPLEX and SLICE warp modes use Signalsmith Stretch (MIT licence, Signalsmith Audio Ltd.).

Support: support@peakroomaudio.com