

Ps360 Midi Drummer is a virtual drum machine and sequencer designed for use with a standard electronic drum set. In this tutorial, we will cover how to use Ps360 to sequence an electric drum kit, from start to finish. Ps360 is a software music instrument for Windows. Its key features are: - A fully customizable MIDI engine with support for any conceivable MIDI message - An advanced sequencer optimized for live playing or loop recording - Dedicated interface that comfortably accommodates both mouse and keyboard input - Comprehensive editing tools including automation envelopes, conventional synthesizer parameters, full waveform editing of samples, etc. The main advantage of Ps360 is that its built-in sequencer can be used simultaneously as a drum machine, with the ability to record and play back drum patterns with user defined MIDI messages or from a MIDI device. In other words, each step of the pattern can be assigned to a parameter on your MIDI keyboard, which you can control from your feet. In addition to being neat and functional, this feature is really powerful for live performance. In drumming terms, it is very common to use two different parts playing at the same time: one with the hands and one with a drum machine. For example, you could use your right hand to play a hi-hat part, and your left foot to control the kick drum pattern. The advantage of this method is that while you can play with both hands at all times, you can add variation and fills only with the feet (which is more challenging and therefore more rewarding). Note: For this tutorial we will be using a standard electronic drum set consisting of a bassdrum, snaredrum, two toms and a ride cymbal. In order to be able to play the drums from the sequencer we'll need MIDI cables. To begin our tutorial, we first need to install Ps360. Any version of Ps360 is compatible with Windows XP and Vista. The current version is 1.7 or higher (released on June 18th, 2009) After installation of the software, inside the CD comes some instructions that will tell you how to install optional softwares; these are some external softwares that can be added to PS360 for example, guitar effects pedals (we will use the pedal S-Sassy for this tutorial), a metronome and possibly a drum machine. To start this section, click on the "Tutorial articles" icon inside Ps360 under "tutorial". After this, you should see the following screen: Click on "Tutorial articles". Once here, you will see a menu with several options, look for "MIDI devices setup", and click it. This will open another window. Because Ps360 comes with six different drum kits by default, when you open this window for the very first time you might find it confusing. Don't worry because when we start our tutorial, we will start by deleting these drum kits to avoid any confusion. Until then, just move your mouse pointer over each of the drum kits in order to hear them. The red section is whichever drum kit is currently playing in the background.

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