

# Groove Agent 3

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## 3.0.2

### Fixes

- AU: Sample rates other than 44.1 kHz now working correctly.
- DXi: Fixed an issue where new projects created with 3.0.1 wouldn't reload their settings in the DXi version.  
DXi projects created using 3.0.1 now open fine in 3.0.2.
- Added separate MIDI start/stop commands for Percussion Agent: note B with velocity 0-63 will stop PA and note B with velocity 64-127 will start PA.
- Fixed a crash which occurred on some system configurations when starting Digital Performer 5.
- Fixed a crash which could occur in Cubase SX3 when automating the GA3 RUN button.
- The mute status of GA classics Percussion instruments is saved and restored correctly now.
- Fixed an automation target compatibility issue between projects created in Cubase 4 with GA 3.0 and GA 3.0.1.

#### **Important Note:**

Projects created and saved containing GA 3.0.0 will load fine with GA 3.0.2.

Projects created and saved containing GA 3.0.1 will also load fine with GA 3.0.2.

However, if you created a project containing GA 3.0, then opened and saved it again when running GA 3.0.1 and now open it with GA 3.0.2, you will find that the automation targets are not matching. In this case please open an earlier revision of the project which was saved with GA 3.0.

Due to the addition of some automation targets in 3.0.1 and 3.0.2 there maybe automation specific anomalies for so parameters when opening 3.0 generated Projects with 3.0.2 in Cubase SX 3 or Cubase 4. This usually results in switch parameters being converted to so called float parameters, resulting in ramps instead of a switch. There is no solution to this issue except manually adding automation points to the affected parameters to make them switches again.

## 3.0.1

### Improvements

- Improved autofill behaviour: if autofill were set to 2/4/16/etc. a fill was not only triggered each n bars, but also each time you change the complexity. In Groove Agent 3.0.1 this is only the case if autofill is set to on, else the fill will only trigger each n bars.
- GUI: The icons for MIDI various settings in the LCD Display were missing (GM + MIDI FILE output). You can now directly activate Ambience Split or MIDI file output by clicking on the icons.
- A new option "limit memory usage" (LMU) is introduced on the Setup page. Activate it when you are low on memory. If activated, changing from classic to dual mode or vice versa will empty the modules previously selected.
- The MIDI remote state of Half Tempo Feel on / off and PA start / stop wasn't absolute. The new changed behaviour is: a note-on velocity of 0-63 defines off / start state, a note-on velocity of 64-127 defines on / stop state. This may require you to adjust projects created with 3.0.15 which used MIDI remote notes to control these two functions.
- Under Windows Vista the FX/PA Presets dialog now always open the default location for presets.
- Drum complexity and fill complexity can be controlled separately via MIDI now.
- The PDF manual was updated with several corrections and additions.

### Fixes

- In dual mode the SA and PA module wouldn't unload RAM when the module was switched off or changed. This could lead to situations where up to 6 fully loaded modules per GA3 instance were fully loaded into RAM. Now only modules are loaded into RAM which are visually present.
- Special Agent played only hi-hats if playback was started before loading a style.
- Moving to the highest complexity level in Special Agent could lead to a crash.
- Special Agent fills were playing back out of time or with cut off notes when the random fill function was used.
- Fills couldn't be automated properly via VST automation because the fill button lift event was missing.
- Using any other sample rate than 44.1 kHz changed the playback tempo and pitch.
- Sometimes there were audible double kicks on first beat after a fill.
- MIDI Controller CC7 for Volume and CC91 for Ambience didn't work.

- Random function in PA didn't work in channel 1.
- The "Unload all" function on Import & FX section did nothing.
- Sometimes the User Samples under OSX were played back distorted.
- Under Windows Vista the installer didn't place a link to the documentation pdf in the start menu.
- Groove Agent 3 standalone was counting bars and beats even when not playing.
- AU: there were problems related to writing automation in AU Hosts (Logic 7 and higher).
- Logic 8 compatible.
- In Cubase 4 the memory locations 3+4 didn't work.
- Memoryslots and automation didn't work properly: pattern complexity level was missing from automation data.
- When the Kick drum was triggered repeatedly via Midi some notes were getting choked.
- When using the "MIDI export to file" or "live to host" function sometimes missing, not-tight or unused notes could occur.
- Under specific circumstances Groove Agent 3 could crash when selecting a user imported sample.
- Audio exported from Nuendo 4 or Cubase 4.1 couldn't be imported by Groove Agent 3 as User sample.
- Sometimes the style and Kit slider could split apart, although "link" was activated.
- Fixed various redraw issues.
- Fixed crashes due to extreme memory usage.

## Controlling Groove Agent 3 from a MIDI Keyboard

You can control the most important aspects of Groove Agent 3 from your MIDI keyboard. The information found in the printed Manual is outdated. With Groove agent 3.0.1 an updated pdf manual will be installed, which contain the following complete and updated info:

Ch 1 =	GA in classic mode/upper module
Ch 2 =	GA in lower module
Ch 3 =	SA in upper module
Ch 4 =	SA in lower module
Ch 5 =	PA in upper module
Ch 6 =	PA in lower module
Ch 10 =	GA in classic mode/upper module in GM mode
Ch 15 =	GA in classic mode/upper module as described on page 114 (odd channel), same as ch 1
Ch 16 =	GA in classic mode/upper module as described on page 114 (even channel)

### MIDI remote keys for Groove Agent module(s)

B0-A3 (35-69)	Trigger drum sounds (as displayed on the Import & FX page)
E2(52)	Half Tempo Feel (off = 0-63 / on= 64-127 vel.)
A#3 (70)	Accent
B3 (71)	Stop
C4-C6 (72-96)	Complexity levels A-20
Mod wheel up	Fill

### MIDI remote keys for Special Agent module(s)

E2 (52)	Half Tempo Feel (doubled for easy SA/GA compatibility)
A3 (69)	Half Tempo Feel (off = 0-63 / on= 64-127 vel.)
A#3 (70)	Accent
B3 (71)	Stop
C4-C6 (72-96)	Complexity levels A-20
Mod wheel up	Fill

### MIDI remote keys for Percussion Agent module(s)

Every octave on a MIDI keyboard controls one Percussion Agent groove (group). Here are the keys and their destinations (per octave, ranging from C0 [24] to C8 [108] - with groove 1 starting at C0, groove 2 starting at C1 etc):

C	Level Off button
D-E-F-G-A	Levels 1-2-3-4-5
C#	Mute PA groove (group)
D#	Solo PA groove (group)
F#	Random
B	Stop/Run PA module (Stop = 0-63 / Run= 64-127 vel.)

## Groove Agent 3 Notes

- Please avoid closing your project or unloading GA3 instances from your sequencer while GA3 is still playing.
- It is not possible to export MIDI from the Special Agent and Percussion Agent Module. This is because the audio material consists of live played performances / audio loops and not of playable kits like in GA classic.
- The GA classic page equals GA classic in upper module. It also corresponds to the same MIDI channels and messages (see below for MIDI control scheme). If you save and then reload a project in your sequencer, Groove Agent 3 will always display the GA classic page. However, the correct settings will be loaded and the Song will playback like expected.
- If you experience stability issues due to overloaded RAM, please activate the "Limit Memory Option" on the GA3 Setup page.
- Available outputs per Groove Agent 3 instance may be limited, depending on the host application and plug-in interface used.
- AU: If you use **multi-outs in Logic** and changed the output configuration please note that you have to rescan Groove Agent 3 in the AU Validation Manager to make the additional outputs available in the Logic mixer.
- AU: If you open a Logic 7.2.3 project, which contains a multi-out instance of GA3, in Logic 8 with GA 3.0.1 and get an error about missing plugin channels, please revalidate the plugin in the AU manager.
- AU: In Logic avoid using the setting "High" under "Preferences / Drivers / Core Audio / Process Buffer Range". Keep the default setting of "Medium".
- On the PC you can avoid "emulated Direct Music Ports" in the standalone by putting a file called "ignorefilter" next to the Groove Agent 3.exe. Afterwards all MIDI ports show up in "preferences".
- Steinberg Key with USB Hub under Vista: LCC can freeze at start when a key is plugged to a HUB under Vista. Solution: disconnect the Steinberg key from the Hub, start the LCC, then reconnect the key to the HUB.
- If you installed any other Steinberg product after you installed Groove Agent 3, for example, Cubase SX 3 or any other older Steinberg product: please always make sure to install the latest Syncrosoft drivers afterwards.

## Groove Agent 3 Known issues

- **SONAR 6 & 7:** if you use more than one instance of Groove Agent 3 in a project, SONAR will freeze if you close the project.
- **FLstudio:** FLstudio is not giving out correct position timing info to VSTplugins. This leads to Groove Agent believing it is looping bar one 4 times, then jumps to bar five and loops it 4 times, then jumps to bar nine and loops it 4 times and so on. We know of no workaround from the plugin side, but will inform the Fruity development team.
- **Special Agent:** if you change the complexity level via MIDI right on the beginning of a bar, Special Agent may change the complexity level not immediately but on the following bar. This depends on the system configuration and used sequencer. If you experience such behavior the easiest way is to bring forward the MIDI track which holds the MIDI notes by some ticks.
- **Special Agent:** if you switch the style during playback GA3 may be playing out of sync after the kit is loaded.  
**Workaround:** stop and start your sequencer to make it sync again.
- If you work in dual mode and switch to FX&Import page, then switch to any other out tab than OUT1 and close the page again GA3 switches to the classic page instead of dual mode. If you now switch back to dual mode the default settings are loaded and the previous settings are lost.  
**Workaround:** you can switch to Out 2-12 and make settings. Just make sure you switch back to Out 1 tab BEFORE you close the FX&Import page.
- You may experience Groove Agent 3 immediately playing if you load a project. This is because GA3 saves the status of the RUN button, which makes sense, so you can just hit play in your sequencer and GA3 is playing in sync.
  - Workaround 1:  
After project loading shortly start and then stop the project.
  - Workaround 2:  
Before you save the project press the stop button.
- If you created a project containing GA 3.0, then opened and saved it again when running GA 3.0.1 and now open it with GA 3.0.2, you will find that the automation targets are not matching. In this case please open an earlier revision of the project which was saved with GA 3.0.

- Projects created and saved containing GA 3.0.0 will load generally fine with GA 3.0.2. However, there maybe some automation specific anomalies for some parameters when opening 3.0 generated Projects with 3.0.2 in Cubase SX 3 or Cubase 4. The reason for this behaviour is the addition of some automation targets in 3.0.1 and 3.0.2. Affected parameters will show up as so called float parameters, instead of switches, resulting in ramps instead of a switch (and vice versa).

There is no solution to this issue except manually adding automation points to the affected parameters to make them switches again.