# New Features in RealBand 2025

RealBand 2025 introduces over 20 new features, including VST3 support, the Stem Splitter, AI-generated lyrics, faster generation of RealTracks/RealDrums, and a reset option for track height in the Tracks window. Other enhancements include a taller Timeline on the Notation window toolbar, new freeze buttons in the Tracks window, three toolbar modes (two rows, single row, and none), the improved Select Patch dialog with text-based search and numeric patch display, a new button in the DirectX/VST window to copy an effects group, and more!

# **Summary of New Features**

RealBand now supports VST3 plugins.

The amazing Stem Splitter separates an audio file containing multiple instruments into individual tracks - bass, drums, guitars/piano, vocals, and residual sounds, and imports them separately to your song. Using advanced AI and machine learning techniques, this process, also known as "audio source separation," offers greater flexibility and creative control in music production.

The new AI Lyrics window provides creative songwriting functions that suggest or generate themes, styles, titles, and even entire song ideas. It also offers customized AI lyrics generation, enabling you to create lyrics from scratch, generate the next line, or experiment with rhymes, synonyms, antonyms, related words, or alliterations. You can enhance your existing lyrics by adding vivid imagery, emotion, richer vocabulary, or more natural phrasing. With six lyric modes - Word Suggestions, Inspiration, Songwriting, Improvements, Full Song, and Custom - you can refine your lyrics in numerous ways. (Note: An internet connection is required to use these features.)

Generation of RealTracks/RealDrums is faster when generating multiple RealTracks/RealDrums or when generating an individual RealTrack or RealDrum track that is 20 bars or longer.

The new *Tracks Window and Mixer Window* | *Reset Tracks Window* command in the right-click menu on the Tracks or Mixer window will reset all the tracks to default heights.

The new *Tracks Window and Mixer Window* | *Auto-hide extra upper tracks (except one blank track)* command in the right-click menu on the Tracks or Mixer window will automatically hide blank tracks above the highest used track, while still leaving at least one blank track above the highest used track.

The new *Tracks Window and Mixer Window* | *Auto-hide extra upper tracks* command in the right-click menu on the Tracks or Mixer window will automatically hide all blank tracks above the highest used track.

The Time Line at the bottom of the Notation window toolbar is now taller, making it easier to click on.

The new Freeze buttons on the Tracks window will let you freeze/unfreeze tracks from generation without having to use the right-click menu.

A single-row toolbar mode is added to the top toolbar, so there are now three toolbar modes (two rows, single row, and none). Pressing Ctrl+T or *Options* | *Hide Toolbar* (or *Show Toolbar*) toggles the modes. The single-row mode contains a tabbed panel. The triangular disclosure buttons let you switch between the three modes without using a menu or hotkeys.

The *Track* | *Search for a track* command is added to the right-click menu on the Tracks window. This is a text-based search for a track, by typing in a track name or part of a track name.

The Select Patch dialog now includes a button that allows you to perform a text-based search for a patch within the currently selected instrument.

The Select Patch dialog now displays numeric patches instead of a blank list box if there aren't any patches defined for Bank 0.

The new Copy Group button in the DirectX/VST window lets you copy an effects group from a track to another track. For example, you can copy the effects group from Track 1 to Track 2.

The Preferences - Song Generation dialog has checkboxes to either disable multiple threads for single-track generation or disable multiple-thread generation entirely. This is in case there are any issues that come up. Currently, RealBand uses multiple threads when generating an individual track if it's 20 bars or longer. (RealBand uses multiple threads to generate sections of the track.) If generating multiple tracks at a time, it will use a different thread to generate each track.

The StylePicker now remembers its window size and opens at the same size as the last time.

Fixes since RealBand 2024 build 5:

- Fixed: If a track in the Tracks window was muted and you soloed the track, sound would only be heard on the right channel.
- Fixed: If the Windows was set to the Dark Mode, then text fields were unreadable in many dialogs and in some windows.
- Fixed: If a track's height was expanded or reduced in the Tracks window, then the audio could stop playing after a couple of seconds until the mouse is released.
- Fixed: Print Preview Save Range was not linked with the help file.

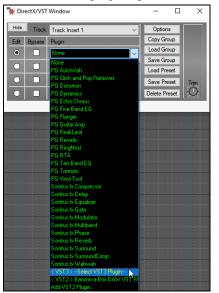
# **Details of New Features**

Let's take a closer look at the great new features in RealBand 2025!

### VST3 support

RealBand now supports VST3 plugins.

To load a VST3 plugin, open the DirectX/VST window and choose the Select VST3 plugin from the Plugin dropdown.



You will then see a list of installed VST3 plugins.

	Hide	Group	>> Track Inser	2	Options	
	Edit	Bypass	Plugin		Copy Group	
	•		<vst3> Selec</vst3>	ting VST3	Load Group	
	-		-		Save Group	
			None		Load Preset	
	0		None	~	Save Preset Trim	
	•		None		Rename Pst	
Select VST3 Plugin-						
Select VS13 Flugin-						
			VST3	Audio FX Selecto	r	
łame			▲ Format	Category	Manufacturer	Version
Band-in-a-Box DA			-	Fx	PG Music Inc.	7.0.0
Blue Cat's Chorus			VST3	Fx Modulation	Blue Cat Audio	4.5
Blue Cat's Phaser	3 (Ster	eo)	VST3	Fx Modulation	Blue Cat Audio	3.5
BYOD	_		VST3	Fx Distortion	chowdsp	1.3.0
Schope FDR Kotelnikov			VST3	Fx Fx Mastering	Schwa Tokvo Dawn Labs	3.0.5 1.6.6
TDR KOLEINIKOV			VST3 VST3	FxIMastering	Overloud	1.0.0 3.4.10
/alhallaFregEcho			VST3 VST3	Fx Guitar Fx Delay	Valhalla DSP, LLC	3.4.10

If your VST3 plugin is not listed, press the [Rescan] button.

The [Options] button provides functions such as adding a scan directory, removing the selected VST3 plugin, showing the folder of the selected VST3 plugin, and more.

	VST3 N	IDI Instrume	nt Selector			
Name 🔺	Format	Category	Manufacturer		Version	
Band-in-a-Box DAW VST3 Plugin	VST3	Instrument	PG Music In	c.	7.0.0	
Scan for VST3 Plugins in Sea	rch Directo	ories		lusic	1.1.1	
			11.0000	tusic	1.1.5	
- C:\Users\mtsubota\AppDat			1/0513	rban	1.0.0	
- C:\Program Files\Common	Files\VST3			tusic	1.0.2	
Add VST3 Search Directory	Add VST3 Search Directory					
Reset to defaults				lusic	1.3.2	
Scan for VST3 in a Specific D Look for VST3 Plugins	irectory			lusic	1.1.3	
Show folder containing selec	ted VST3 F	luains				
Show VST3 Plugins that faile						
Remove selected VST3 Plugi						
Remove any VST3 Plugins w	nose files r	io longer exist				
Remove all VST3 Plugins						
Options				Rescan Ch	oose	

You can load a VST3 plugin by double-clicking it in the list or by pressing the [Choose] button.

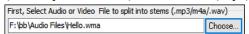
#### **Stem Splitter**

The amazing Stem Splitter separates an audio file containing multiple instruments into individual tracks - bass, drums, guitars/piano, vocals, and residual sounds, and imports them separately to your song. Using advanced AI and machine learning techniques, this process, also known as "audio source separation," offers greater flexibility and creative control in music production.

This tool can be accessed from the *Import Audio File to separate tracks (using Stem Splitter)* command in the *File* | *Open Special* menu, the *Edit* | *Audio* menu or the right-click menu in the Tracks or Mixer window.

Import Audio F	ile to	o seperate tracks (usi	ng Stem Splitter)	J			
📲 Stem Splitter					_		×
	r dick	eo File to split into stems (. "Choose" to select an audio ole song v 20 Sec		Status	Messages	•	
Stems to Include	del	File Options Create New Song	Defaults				
✓ Drums     ✓ Guitar/Piano     ✓ Vocals	del del del del	Destination track (first) 1: Untitled Track labels prefix Track prefix Preserve WAV files	Nothing to do - choos OK - Generate Sterr				

First select a file by typing its directory or pressing the [Choose] button at the top of the dialog. The file should be an audio file (.wav/.mp3/.wma/.m4a) or a video file (.mp4).



You can choose to process the entire song or just a portion using the "Amount to Process" dropdown. Since creating the stems can take some time (usually 10-30 seconds for a full song), you may want to select a smaller section for previewing the results.

Amount to Process	Whole song	~	20	Seconds
	Whole song			
Stems to Include	Part of song			

In the "Stems to Include" area, you can choose which stems to add to your song. Typically, you'll want to include all the individual tracks as well as the master track, but if you want to include only certain tracks, you can customize your selection here.

Stems to Inclu	Stems to Include					
Master	del					
Stems						
Bass	del					
Drums	del					
Guitar/Piano	del					
Vocals	del					
Residual	del					

- "Master" is the original audio file.
- "Bass" is the bass part of the song.
- "Drums" contains drums or percussions.
- "Guitar/Piano" contains the rhythm section instruments like guitars, keyboards, strings, etc.
- "Vocals" contains all vocals including harmonies. The vocals won't be separated from each other and will be loaded onto a single track.
- "Residual" is optional and may be nearly silent or contain faint, non-instrument sounds. When all stems including the residual are imported, the result should sound identical to the original audio file.

The "File Options" area allows you to select additional options.

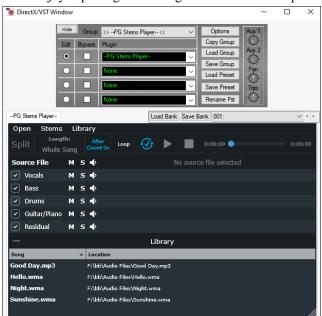
File Options
Create New Song
Create New Song
Create New Song
With the "Create New Song" checkbox, you can choose to add the stems to either a new song or the current song.
The "Destination track (first)" dropdown allows you to select the destination track for the first stem. The rest will be placed on the next tracks.
The text entered in the "Track labels prefix" field will be used for the track names.
If you enable the "Preserve WAV files" option, WAV files for each track will be saved in the same folder as the original audio file. The audio .WAV is always 16 bit 44.1 KHz.

OK - Generate Stems] When you are ready, press the [OK - Generate Stems] button. For a full 3-minute song, the process may take 10-45 seconds to complete. The routines use multiple CPU cores, so it will be faster on fast machines with higher performance and more cores.

Once the stems are generated, they will be loaded to your song and will appear in the Tracks window. Now you can play these tracks as a group, remix them, or mute/solo any individual track. The possibilities for creative fun are endless!

<b>1</b> -4 4 + ▼ -4 4 +	Hello - Master Stem Generic Audio AUD:Speakers (High Definition Audio I	₿ <u>M -24 -12 - 0</u> T <b>M</b> S		彙士
2 ~1µr ▼ ~1µr	Hello - Bass Stem Generic Audio AUD:Speakers (High Definition Audio I	P -24 -12 0 L 72 S R		
8 ~100 ▼ ~1000	Hello - Drums Stem Generic Audio AUD:Speakers (High Definition Audio I	P -24 -12 0 L 72 S	• • • • • • • • • • • • • • • • • • •	+
	Hello - Guitar/Piano Stem Generic Audio AUD:Speakers (High Definition Audio I	10 L 12 0 L 12 R		
5 -440- ▼ -440-	Hello - Vocals Stem Generic Audio AUD:Speakers (High Definition Audio I	10 L 12 0 L 12 R		<b>1</b>
6 -4N+ ▼ -4N+	Hello - Residual Stem Generic Audio AUD:Speakers (High Definition Audio I	10 L 12 0 L 12 R		

In addition to the Stem Splitter window, there is also a Stem Splitter Player, which can be accessed from the *File* | *Open Special* | *Open Stem Splitter Player* menu command. It allows you to play the stems without needing to import them to your song. It also offers additional features, including a dedicated library of previously stemmed songs, allowing you to easily retrieve and play them at any time. Enjoy exploring and having fun with the Stem Splitter Player!



## **AI Lyrics Window**

The new AI Lyrics window provides creative songwriting functions that suggest or generate themes, styles, titles, and even entire song ideas. It also offers customized AI lyrics generation, enabling you to create lyrics from scratch, generate the next line, or experiment with rhymes, synonyms, antonyms, related words, or alliterations. You can enhance your existing lyrics by adding vivid imagery, emotion, richer vocabulary, or more natural phrasing. With six lyric modes - Word Suggestions, Inspiration, Songwriting, Improvements, Full Song, and Custom - you can refine your lyrics in numerous ways.

Note: An internet connection is required to use these features.

You can open this window with the Windows | Show AI Lyrics Window menu command.

Window Show Al Lyrics Window

Lyrics Mode	I Song Lyrics 🗸 🗸	Help	
ull Song Lyric G	eneration Generate	AI Response:	User Scratch Pad:
Generate full song	lyrics matching song form.	**Title: Pieces of Us**	<u>^</u>
Song Form	AABA	**Verse 1**	
nes per section	4	We walked on sunshine, now it's pouring rain, The echoes of laughter, they linger like pain.	
ne length	Short (2-4 syllables)	Caught in a moment, where love lost its way, Now I'm just a shadow, where you used to stay.	
dditional instruction			
uuuunai mstrucu	ons/guidelines	**Verse 2** The whispers of memories, they haunt me at night,	
		I reach for your warmth, but it's gone out of sight.	
	~	A heart once so open, now shattered and bruised, Searching for comfort, when I feel so confused.	
			×
omment Eleme	ents (Bottom Panel1)		×
Optional shared se	ettings for all modes.		· ]
Optional shared se			v
Optional shared se Use these to help	ettings for all modes.		v
Optional shared se Use these to help Theme of song	ettings for all modes. shape the AI content and style		×
Optional shared so Use these to help Theme of song Genre	ettings for all modes. shape the AI content and style broken heart pop		×
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Optional shared se Use these to help Theme of song Genre	ettings for all modes. shape the AI content and style broken heart pop		
nal shared si hese to help e of song : Fragments - ivity=7 (0 t	ettings for all modes. shape the AI content and style broken heart pop enter any existing lyrics/ideas		×

There are six modes to choose from.

AI Lyrics Mode	Word/Phrase Suggestions	$\sim$
	Word/Phrase Suggestions	
Word/Phrase	Songwriting Assistant	
enter text and	Custom - about anything	
elements to pro	Inspiration	
	Lyric Improvements	
	Full Song Lyrics	

- 1. Word/Phrase Suggestions: Find rhymes, synonyms, antonyms, related words, or alliterations for a specific word or phrase.
- 2. Songwriting Assistant: Chat with the AI assistant to help develop your song idea.
- 3. Inspiration: Generate song themes, titles, or even entire song ideas, complete with examples.
- 4. Lyrics Improvement: Refine, rewrite, extend, or add to your lyrics.
- 5. Full Song Lyrics: Generate complete song lyrics matching a specific form (e.g., AABA), the number of lines per section, and other details.
- 6. Custom: Ask the AI anything and have fun exploring creative ideas!

Mode 1 - Word/Phrase Suggestions: Find rhymes, synonyms, antonyms, related words, or alliterations for a specific word or phrase.

AI Lyrics Mode	AI Lyrics Mode Word/Phrase Suggestions						
Word/Phrase Sug	gestions Generate	AI Response:					
	Choose the suggestion type,	foam	^				
enter text and optic elements to provide	mally user the common more context	dome					
Suggestion Type	Rhymes 🗸	comb					
# of suggestions	Auto ~	rome					
Enter single word o	r Phrase	tome					
home		chrome					
Auto-Input sele	cted text from "Scratch Pad"	gnome	~				

This mode lets you input a word or phrase and find rhymes, synonyms, antonyms, related words/phrases, or alliterations. You can enter a word or phrase by typing it directly or by selecting text from other memo controls, such as the scratchpad. If you have a song idea with a specific theme, genre, or lyrics, enter them in the "Common Elements" section. This will ensure that the rhymes, synonyms, and other suggestions are tailored to fit your song.

Mode 2 -. Songwriting Assistant: Chat with the AI assistant to help develop your song idea.

AI Lyrics Mode Songwriting Assistant	
Songwriting Assistant Generate	AI Response:
Brainstorm ideas or get guidance for your song. Type your thoughts or questions below, and optionally fill the "common elements" -themes,	That sounds great! Driving your truck home is such a relatable and evocative theme, especially in country music. It can evoke feelings of nostalgia, freedom, and the simple joys of life. Let's build on that idea!
Enter text, press Generate & start the chat:	Here are a few questions to help refine your vision:
	<ol> <li>What kind of emotions do you want to convey? Is it more about the joy of returning home, a sense of longing, or maybe reflecting on the journey?</li> <li>Do you have any specific imagery or scenes in mind while driving? Maybe the landscape, the weather, or something happening on the road?</li> <li>Are there any secific experiences or memories you'd like to</li> </ol>

Simply start the conversation with something like, "Let's get started" or share your idea, such as "I want to write a country song about hard work and blue-collar life." Alternatively, you can start by asking for themes suggestions, choose one, and the generate lyrics based on that theme.

Mode 3 - Inspiration: Generate song themes, titles, or even entire song ideas, complete with examples.

AI Lyrics Mode Inspiration	~		
Inspiration	Generate	AI Response:	
Generate a list of potential si an entire song concept with Ocomplete Song Idea		**Title**: Homebound Highway **Concept**: A nostalgic reflection on the journey back home, driving through familar landscapes, and the warmth of returning to loved ones.	Î
Themes     Titles     Additional instructions/guidelin	Auto ~ # of suggestions	**Verse Example **: Pavement stretches under the setting sun, Dusty roads where my heart's always run, Windows down, fedt the freedom breeze,	
	5	Every mile brings me closer to where I believe. **Chorus Example**:	~

The "Complete Song Idea" function generates lyrics for an entire song, incorporating any information you provide, including details from the "Common Elements" section. At the end of the suggested lyrics, you'll see style suggestions to use in Band-in-a-Box. Click on the [Styles] tab of the MultiPicker Library window and type the suggested styles (e.g., Traditional Country, Americana, Southern Rock) into the text filter area to find them.

The "Themes" function provides various song themes based on any ideas you input.

The "Titles" function generates song titles that align with your desired theme or genre.

"Mode 4 - Lyrics Improvement: Refine, rewrite, extend, or add to your lyrics.

AI Lyrics Mode Lyric Improvements ~	
Lyric Improvement Generate	AI Response:
Improve your lyrics by enhancing or extending	Refined lyrics with a country theme about driving home
Refine lyrics by     more natural phrasingenhance imagery     expend vocabularyadd emotion     othere.g. shorter line length	The sun dips low on the horizon, As the radio plays our favorite tune, Cruisin down this winding road, I'm on my way back home to you.
Suggest the next line of lyrics           Rewrite the lyrics         Extend the lyrics           additional         e.g use happier, informal tone	
Existing Lyrics: Radio's playin' our favorite song,	~

In this mode, you can enhance your lyrics in the following ways:

- Refining phrasing for a more natural flow, vivid imagery, richer vocabulary, and deeper emotion
- Suggesting the next line to complement your lyrics
- Rewriting the lyrics for a fresh perspective
- Expanding the lyrics to develop the theme further

Mode 5 -. Full Song Lyrics: Generate complete song lyrics matching a specific form (e.g., AABA), the number of lines per section, and other details.

AI Lyrics Mode Ful	Song Lyrics 🗸 🗸		
Full Song Lyric G	eneration Generate	AI Response:	
	lyrics matching song form.	**Title: On My Way Back Home**	^
Song Form Lines per section Line length	AABA 4 Short (2-4 syllables)	**Verse 1** The sun is setting low, painting skies of gold, The road stretches ahead, with stories to be told, Got my windows down, feel that warm breeze blow, If m on my way back hone, where my heart's aglow.	
Additional instructi	ons/guidelines	**Verse 2** The radio's playing our favorite song, With every mile I drive, I know where I belong, The gravel's crunching underneath my wheels, I'm on my way back home, it's the life I feel.	~

This mode generates a complete song of lyrics that match the form and number of bars for each section you specify. For example, if each line of lyrics represents two bars of music, then 4 lines of lyrics would equal 8 bars. So, if you want a 32-bar song with 8-bar sections, select a form like AABA, set 4 lines per section, and choose the number of words per line.

Mode 6 - Custom: Ask the AI anything and have fun exploring creative ideas!

AI Lyrics Mode Custom - about an	ything ~	
User Input:	Generate	AI Response: An F9 chord consists of the notes F, A, C, Eb, and G. Specifically,
What are the notes of an F9 chord	?	it includes the root (F), the major third (A), the perfect fifth (C), the minor seventh (Eb), and the ninth (G).
		Now, for your country song about driving your truck home, here are some ideas and lyric fragments to build on your theme:
		**Verse 1:** Rolling down this dusty road, With the sunset in my rearview,
		Every mile brings me doser, To the love that I once knew.
	~	**Chorus:** V

For example, you might ask "What are the notes of an F9 chord?"

The "Common Elements" section applies to all lyric modes. It allows you to optionally provide information about your song, such as its theme, genre, language, lyric fragments, and creativity level.

Common Elements Senabled Clear					
Optional shared settings for all modes. Use these to help shape the AI content and style					
Theme of song	Driving my truck home				
Genre	country				
Language	e.g. English				
Lyrics Fragments - enter any existing lyrics/ideas					
I'm on my way back home					
Creativity=7 (0 to 10) More 0 10 More Creative					

Enabled: If this option is disabled, any information in this section will be ignored.

Theme of song: Describe the idea or story behind your song.

Genre: Specify the genre of the song, such as "Heavy Rock" or "Children's song about the zoo."

Language: Choose the language for the lyrics. If you leave it blank (default), the lyrics will be in English.

Lyric Fragments: Provide any existing lyric fragments, and these will be considered when generating the lyrics.

Creativity: Higher settings encourage the assistant to be more creative and inventive in generating the lyrics.

You can press the [Clear] button to erase all entered information.

There is a "User Scratch Pad" where you can save your ideas. This space is for your use only, allowing you to copy and paste your thoughts or AI-generated suggestions so you won't lose them. The contents of this pad will be saved to an .SEQ file.

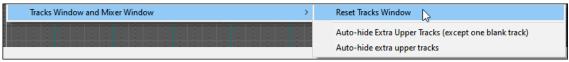
User Scratch Pad:
I'm on my way back home
The gravel crunches gently as I pull into my drive, A welcome home embrace, where all my dreams come alive. With the porch light glowing, I know I'm not alone, I'm on my way back home, to the place I've always known.

#### Faster generation of RealTracks/RealDrums

Generation of RealTracks/RealDrums is faster when generating multiple RealTracks/RealDrums or when generating an individual RealTrack or RealDrum track that is 20 bars or longer. The generation is usually around double the speed of RealBand 2024, but the speed depends on the number of cores the CPU has and can be even faster than double the speed of RealBand 2024 if generating a lot of tracks at a time and the machine has lots of cores.

#### **Reset Tracks window**

The new *Tracks Window and Mixer Window* | *Reset Tracks Window* command in the right-click menu on the Tracks window will reset all the tracks to default heights.



#### Tracks and Mixer window: Auto-hide extra upper tracks (except one blank track)

The new *Tracks Window and Mixer Window* | *Auto-hide extra upper tracks (except one blank track)* command in the right-click menu on the Tracks or Mixer window will automatically hide blank tracks above the highest used track, while still leaving at least one blank track above the highest used track.



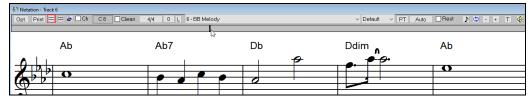
#### Tracks and Mixer window: Auto-hide extra upper tracks

The new *Tracks Window and Mixer Window* | *Auto-hide extra upper tracks* command in the right-click menu on the Tracks or Mixer window will automatically hide all blank tracks above the highest used track.



## **Taller Time Line on Notation window**

The Time Line at the bottom of the Notation window toolbar is now taller, making it easier to click on.



#### Freeze buttons added to Tracks window

The new Freeze buttons on the Tracks window will let you freeze/unfreeze tracks from generation without having to use the right-click

menu.

WAV DROP WMA		C →  ock Snap iction to grid	2 Gm/7	3 C9	4 F13	5 BbMaj7	6  7  Fm)7  Bb)9  Eb Maj7
1	BB Bass 33: Acoustic Bass MIDI: , Ch 2	P -24 -12 0 L R R			·		·
2	BB Piano 1: Acoustic Grand Piano MIDI: , Ch 3	8 P -24 -12 0 I A S	≣ ≣ .				
3 V D	BB Melody 57: Trumpet MIDI: , Ch 4	Image: P         -24         -12         Image: D         Image				-+ _	

#### Single-row toolbar mode added to top toolbar

A single-row toolbar mode is added to the top toolbar, so there are now three toolbar modes (two rows, single row, and none). Pressing Ctrl+T or *Options* | *Hide Toolbar* (or *Show Toolbar*) toggles the modes.

#### Single-row mode:

File Edit Generate Render Action Block Options Window Help
a Afternoon Tea - Zzlazz.sty demo
Style         ZZJAZZ - Jazz Swing Style         Eb         44         140         1002         Image: Style         Style         Style         Camments         Camm
Two-row mode:
File Edit Generate Render Action Block Options Window Help
Afternoon Tea - Zzlazz.sty demo       228 Erdrong E       Editory       Edi
No toolbar:
File Edit Generate Render Action Block Options Window Help

The triangular disclosure buttons let you switch between the three modes without using a menu or hotkeys.



# Text-based track search

The Track | Search for a track command is added to the right-click menu on the Tracks window.

Track	> Search for a track	
This is a text-bas	ased search for a track, by typing in a track name or part of a track name.	
Choose from the List	X	
Filter String		
Acoustic Bass, Rhythm Electric Bass, Rhythm Acoustic Guita, Rhythm Also Sas, Sob Arabas, Sob, Sob Thillovi Drum Loop Synth Pad, Rhythm Autohap, Rhythm Synth Bass, Rhythm Pedal Steel, Background Electric Piano, Rhythm Mandolin, Rhythm Urgan, Background Harmonica, Background Harmonica, Background Harmonica, Background Harmonica, Background Harmonica, Background Harmonica, Background Alto Vocal Tenor Ligh Vocal Tenor Ligh Vocal		
256 items in list	DK - make current track Cancel	

#### Search button added to Select Patch dialog

The Select Patch dialog, accessible from a right-click menu in the Tracks window, now includes a button that allows you to perform a text-based search for a patch within the currently selected instrument.

Select Patch X	Choose from the List
Patch List: General MIDI	Filter String
(None)         Acoustic Grand Piano         Bright Accustic Piano         Electric Grand Piano         Honky-tonk Piano         Electric Piano         Chorused Piano         Harpsichord         Clavinet         Celesta         Glockenspiel         Music Box         Uibraphone         ✓         Always Show Bank D Names         Show Numbers	Acoustic Grand Piano Bright Acoustic Piano Electric Grand Piano Honky-tonk Piano Electric Piano Chorused Piano Harpsichord Calvinet Calesta Glockenspiel Music Box Vibraphone Music Box Vibraphone Tubular Bells Dulcimer Hammond Digan Percussive Ogan Rock Organ
OK Cancel Help Search	128 items in list OK - make current patch Cancel

# Numeric patches display in Select Patch dialog

The Select Patch dialog now displays numeric patches instead of a blank list box if there aren't any patches defined for Bank 0.

Select Patch	×
Chone )            (None )         ^           1         ^           3         4           5         6           7         8           9         18           11         12	Patch 2 Send Disabled Variations (No Bank Change> DryStandrd
Always Show Bank 0 Names Show Numbers	Recently Selected Patches
OK Cancel Help	Search

#### **Copy effects group**

The new [Copy Group] button in the DirectX/VST window lets you copy an effects group from a group to another group. For example, you can copy the effects group from Track 1 to Track 2.

DirectX/VST Window	- 0	I X
Hide     Track     >> Track Insert 1 <       Edit     Bypass     Plugin       Image: Distortion     Image: Distortion	Options Copy Group Load Group Save Group Load Preset Save Preset Delete Preset	Trim
Mi Copy Group		– 🗆 X
Copy current group to this group: Track Insert 1 Track Insert 2 Track Insert 3 Track Insert 4 Track Insert 6 Track Insert 7 Track Insert 7 Track Insert 7 Track Insert 10 Track Insert 10 Track Insert 10 Track Insert 11 Track Insert 11 Track Insert 13 Track Insert 15 Track Insert 15 Track Insert 16 Track Insert 18 Track Insert 19 Track Insert 19 Track Insert 21 Track Insert 21 Track Insert 21 Track Insert 22 Track Insert 24 Track Insert 24	<ul> <li>Сору Group</li> </ul>	Copy current group to this group:
	Close	

### New options in Preferences - Song Generation dialog

The Preferences - Song Generation dialog has checkboxes to either disable multiple threads for single-track generation or disable multiple-thread generation entirely. This is in case there are any issues that come up. Currently, RealBand uses multiple threads when generating an individual track if it's 20 bars or longer. (RealBand uses multiple threads to generate sections of the track.) If generating multiple tracks at a time, it will use a different thread to generate each track.

Use multiple threads to generate Realtracks/Realdrums

🛛 🗹 Use multiple threads when generating one track 20 bars or longer

Thank you for taking time to read this introduction to RealBand 2025!

# PG Music Inc.

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### PG MUSIC INC.

29 Cadillac Avenue Victoria, BC V8Z 1T3 Canada

Sales:

E-mail: <u>info@pgmusic.com</u>

Phone: Toll-free in USA & Canada: 1-800-268-6272 or 1-888-PG-MUSIC (746-8742) Phone: Toll-free outside USA & Canada where International Freephone service is available: + 800-4PGMUSIC (800-4746-8742) or 1-250-475-2874 (tolls apply) Fax: Toll-free in USA & Canada: 1-877-475-1444 or 1-250-475-2937 (tolls apply)

**Technical Support:** 

E-mail: <u>support@pgmusic.com</u> Live Internet Chat: <u>www.pgmusic.com</u>

Be sure to visit the FAQ pages at www.pgmusic.com for information about known troubleshooting issues as well as the latest technical support bulletins.