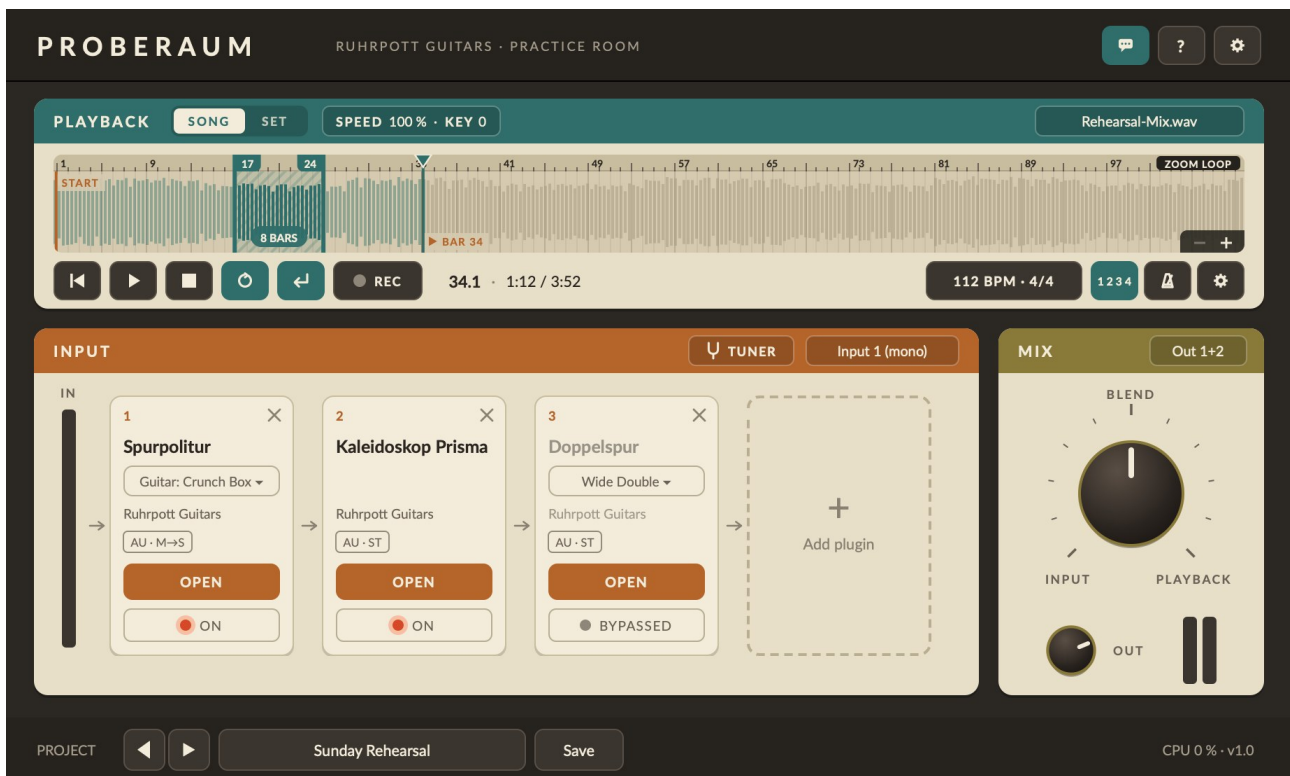


PROBERAUM

PRACTICE ROOM · RUHRPOTT GUITARS · USER MANUAL · WINDOWS · VERSION 1.0



Proberaum (German for “rehearsal room”) is a practice app for Windows. Plug your guitar, bass or microphone into your audio interface, run it through up to four plugins and play along with a song – with a count-in that always gets you in on the 1.



Proberaum: the song on top (PLAYBACK), your instrument below (INPUT), the mix on the right (MIX), projects at the bottom.

Quick start

1. Connect your audio interface and install its driver from the maker's website. If Proberaum gets no input: Windows Settings › Privacy & security › Microphone › let desktop apps access your microphone.
2. Top right in **INPUT**: choose the input your instrument is plugged into.
3. Click an empty slot (+ **Add plugin**) and pick an effect – just start typing to search.
4. Drop a song onto the window (or click **LOAD**). Proberaum finds its tempo by itself.
5. Press ► (or the space bar). You hear one bar of clicks – 1, 2, 3, 4 – and the song comes in on the 1.
6. Turn **BLEND** to balance your instrument against the song.

For Windows 10 and 11 (64-bit). Hosts VST3 effects.

The window at a glance

AREA	WHAT IT DOES
Header	The speech bubble turns tips on and off: rest the mouse on a button and a tip tells you what it does and which key does the same. ? opens this manual. The gear opens the settings (audio, keys), the window size, <i>Rescan plugins</i> and <i>Send problem report</i> .
PLAYBACK	Two tabs: SONG – the song you practise: waveform, transport, loop, tempo and count-in; SET – a whole set, song after song (chapter 8).
INPUT	Your instrument: input choice, level meter and four plugin slots.
MIX	BLEND between your instrument and the song, overall output, output choice.
Footer	Projects (save and recall), CPU load and latency.

The signal flow

Interface input → **slot 1** → **2** → **3** → **4** → **BLEND** ← **song**. The song never runs through your plugins, and the click of the count-in goes straight to the output – past the plugins and past BLEND.



Tips with keys: the key on the cap does the same as the button (after LEARN, your own key).

Window size

Drag the bottom-right corner of the window to make Proberaum bigger or smaller (60 to 160 %), or choose **gear** › **Size** (75, 100, 125 or 150 %). Everything scales; the window keeps its proportions.

Your instrument: INPUT

Choosing the input

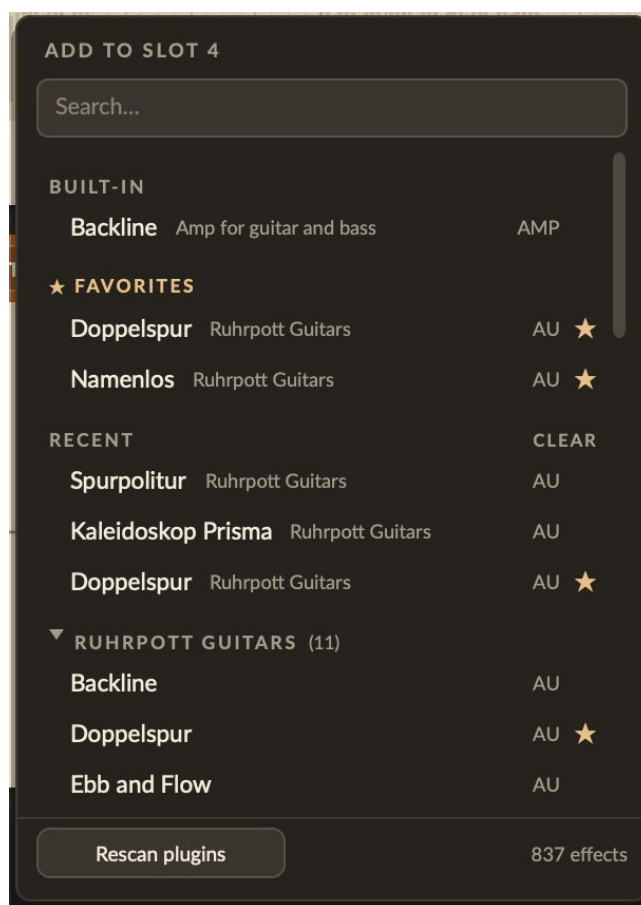
Top right in INPUT you choose a single input (mono, e.g. a guitar) or a pair (stereo, e.g. a keyboard). The **IN** meter shows your level before the plugins – set the gain on your interface so that it stays out of the red.

Adding plugins

Click an empty slot. A list of all effects on your PC opens. Type to search, use the arrow keys and Enter, or click. Instruments (synths) are not listed – they don't take audio. Proberaum finds VST3 effects in C:\Program Files\Common Files\VST3, where their installers put them.

- On top: **BUILT-IN** – effects that come with Proberaum (see below) – then **FAVORITES** and **RECENT** (the last five you loaded; **CLEAR** empties it). Point at a plugin and click the **star** on the right to make it a favourite.
- Below, one line per maker – Ruhrpott Guitars first. Click a maker to open or close it; Proberaum remembers it. The list stays where it is while you do that.

- **Right-click** a plugin to hide it (or everything from that maker). Hidden plugins wait at the very bottom under **HIDDEN**; right-click them there to bring them back. Projects still load them.
- The search finds everything – also in closed makers and hidden plugins.



Favourites, recent plugins and the makers.

A filled slot

- **Click the name** to choose another plugin for this slot (the list says REPLACE SLOT and marks the current one). Proberaum asks before it replaces – the settings of the old plugin are lost.
- **OPEN** shows the plugin's own window.
- **ON / BYPASSED** switches the plugin off without removing it.
- The **preset button** under the name (only if the plugin offers factory presets) picks a preset without opening the plugin.
- **x** removes the plugin. Right-click for more: open, bypass, replace, move left or right.
- Drag a card onto another slot to change the order.

Backline - built in

Backline, a simple amp for guitar and bass by Ruhrpott Guitars, is built into Proberaum – no installation needed. Pick it under BUILT-IN. The card says **BUILT-IN**; **OPEN** shows the Backline window with its own presets and manual (?). Choose GUITAR or BASS, an amp model and set GAIN, TONE and VOLUME; for guitar a little room reverb, for bass a one-knob compressor. If you also have the Backline plugin installed, it is listed under Ruhrpott Guitars as well – both sound the same.



The Backline window (OPEN on the card).

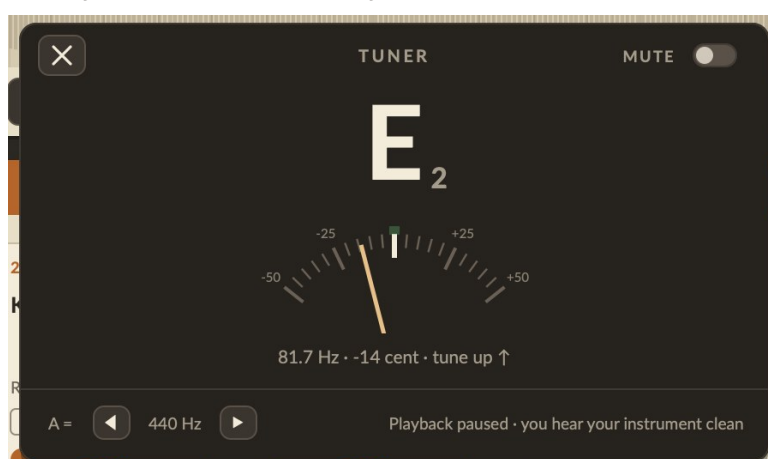
Mono and stereo

With a mono input the first plugin turns mono into stereo (the card says **M→S**); all following plugins run in stereo (**ST**). The output is always stereo.

Tuning

TUNER at the top of INPUT (or the key **T**) opens the tuner in the middle of the window. The song pauses. The tuner listens to your instrument **before the plugins**, so chorus or distortion can't fool it, and you hear your instrument **clean** while you tune. Switch on **MUTE** to tune silently. It works down to the low B of a five-string bass (31 Hz).

- Big: the note. The needle shows how far off you are (–50 to +50 cent); in the middle (± 2 cent) it turns green.
- Small: the frequency and the cents, and which way to turn the peg. Concert pitch **A** at the bottom (◀ ▶, 430–450 Hz, normally 440).
- Close it with **x** top left, a click next to it, **Esc**, **T** or the TUNER button. The song stays paused – press play when you are ready (with count-in, as always).



The tuner: E2, 14 cent flat – tune up.

Missing or misbehaving plugins

If a plugin of a project is not installed, its card stays with **NOT INSTALLED** – its settings are kept for later. If a plugin ever produces invalid audio, Proberaum mutes it for that moment and resets it instead of passing a loud bang to your ears.

CHAPTER 3

The song: PLAYBACK

Loading

Drop an audio file onto the window, click **LOAD** or use the file menu top right (with your recent files). WAV, AIFF, MP3, M4A/AAC, FLAC, OGG and CAF work.

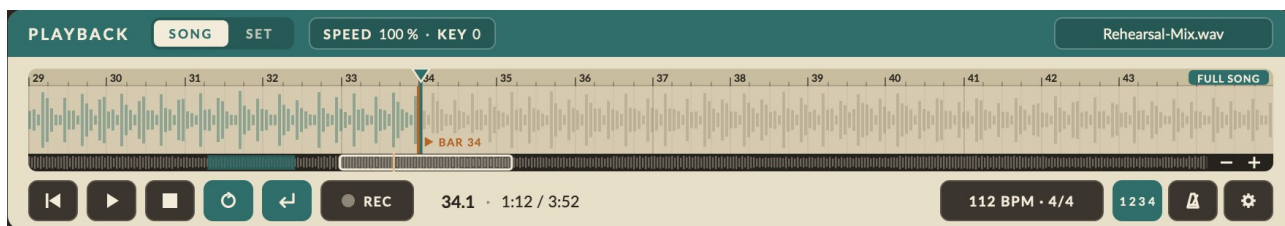
Finished songs are mastered very loud – much louder than a guitar through a few plugins. So Proberaum measures each song when it loads (loudness in LUFS, like radio and streaming) and plays every song at **–23 LUFS**. Quiet demos are only raised as far as they stay clean. The tip on the file button tells you how much it changed (e.g. *Level –13.8 dB*).

The waveform

- The **bar ruler** on top numbers the bars (every 8th). The bars follow the band, so they get closer when the song speeds up. Without a tempo the ruler shows minutes and seconds.
- **Click** jumps exactly there.
- **Drag the playhead** – its triangle in the ruler or the line itself. The song jumps there when you let go (while playing, it keeps playing until then).
- **Drag** anywhere else draws a loop. Its edges snap to **whole bars**. Hold **Shift** to snap to beats, **Alt** to place them freely. A label next to the mouse tells you where you are.
- Move a loop edge by its **flag** in the ruler or by the edge itself. The start flag shows the first bar of the loop, the end flag its **last** bar: **17** and **24** is a loop from bar 17 to 24. If an edge is not on a 1, the flag says bar and beat, e.g. **24.2**.
- Inside the loop you see its length: **8 BARS**. In orange (e.g. **7 BARS + 2 BEATS**) it is not made of whole bars – a beat or two is missing or extra.
- Over the playhead, a loop edge or a flag the mouse pointer turns into a double arrow ⇄.
- The orange line **START** marks the first sound of the song. Silence at the beginning is skipped.

Zoom and scroll

- **+ / –** at the bottom right of the waveform zoom in and out (around the playhead). On a touchpad, **pinch** to zoom where the mouse is; with a mouse, hold **Ctrl** and turn the wheel.
- Zoomed in, a dark **overview strip** appears at the bottom: the whole song, the loop in teal, the playhead in yellow, and a light frame for the part you see. **Drag the frame** to move through the song, or click next to it to jump there. Two fingers sideways (or the mouse wheel) scroll as well.
- **ZOOM LOOP** at the right end of the ruler (or a double-click on the ruler) makes the loop fill the waveform, with one bar to spare on each side. **FULL SONG** shows the whole song again.
- Zoomed in, every bar has its number and the beats have ticks – single beats are easy to hit. While the song plays, the view turns the page when the playhead runs out of it. If you scroll away by hand it stays put until the playhead comes back into view or you press play.



Zoomed in on bars 29 to 44. The loop (17-24) is out of view – the overview strip at the bottom still shows it in teal, the light frame is what you see.

Position

Next to the transport buttons Proberaum counts along in **bar.beat: 35.3** is bar 35, beat 3. Then the time in the song and its length. Without a tempo only the time is shown.

Transport

BUTTON	WHAT IT DOES
◀	To the start: the song start (or the loop start if the loop is on).
▶ / II	Play / pause – with count-in (see chapter 5).
■	Stop and go to the start.
LOOP	The circle button: loop on / off. Without a loop drawn it loops the whole song.
↶	On pause, return to where you started (on). Off: pause stays where you are.
● REC	Record your input while the song plays (see <i>Record and listen back</i> below).
▶ TAKE	Your take plays instead of your instrument. ✕ next to it clears the take.
TEMPO	Shows the tempo, opens the TEMPO panel (chapter 4).
1 2 3 4	Count-in on / off (teal = on, chapter 5).
Metronome	A click through the whole song on / off (chapter 5).
*	Opens the panel with the tabs COUNT-IN and CLICK.

Speed and key

The tag **SPEED · KEY** in the PLAYBACK header plays the song slower or faster and in another key – for practising a hard part slowly, or for a song a whole tone lower. While anything is changed the tag is light, so you don't forget.

- **SPEED:** ◀ ▶ in 5 % steps (with Alt: 1 %), or 50 / 75 / 100 / 125 % at once; 50 to 150 %. Below: the tempo you get, e.g. 128 → 115 BPM.
- **KEY:** ◀ ▶ in semitones (up to an octave), **FINE** ±50 cents, e.g. for a recording that isn't quite at 440 Hz. **RESET** sets both back.
- Proberaum prepares the song in a moment (PREPARING over the waveform). Count-in, loop, bars and song start follow the new tempo. Speed and key are saved with the song – in projects and in sets.

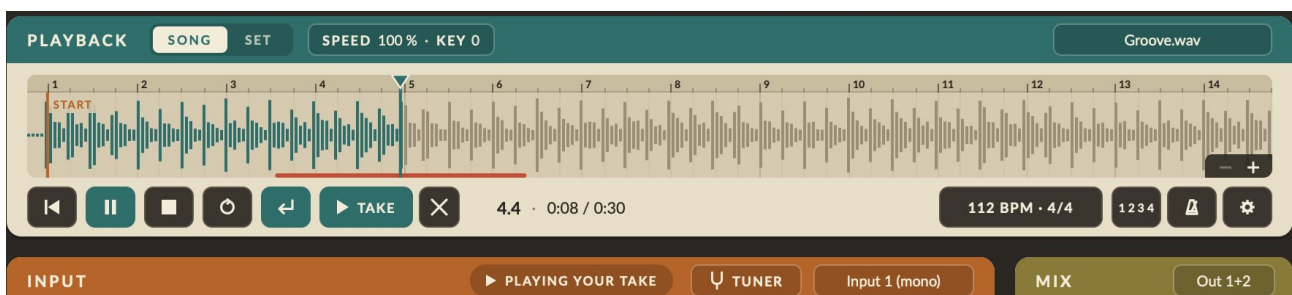


SPEED & KEY: 90 % and a whole tone down.

Record and listen back

Play a part and hear yourself right after – no tracks, nothing to edit. It is one button in the transport row, next to ⇐:

- **REC:** click once and the button turns red (● **REC**). While the song plays, Proberaum records your input – before the plugins – exactly where you played it in the song. The delay of your audio interface is taken into account.
- When the pass is over – **stop, pause, the end of the song or the loop starting again** – the button turns to ► **TAKE** by itself. So you never record over your take by accident.
- **TAKE:** now the song plays with your take instead of your instrument – through your plugins and mixed with BLEND, just like your instrument. **PLAYING YOUR TAKE** in the INPUT header tells you why the guitar is quiet. Change the sound and listen to the same take again. When the song stops, you hear your instrument.
- Click **TAKE** to turn it off, click again to record a new take. It replaces the old one where you play.
- A thin **red line** under the waveform shows where there is a take. ✕ next to the button clears it (also: right-click the button or the waveform).
- A take belongs to the song: loading another song or changing SPEED & KEY clears it. It is not saved – export it to keep it (chapter 7). Recording works in the SONG tab.



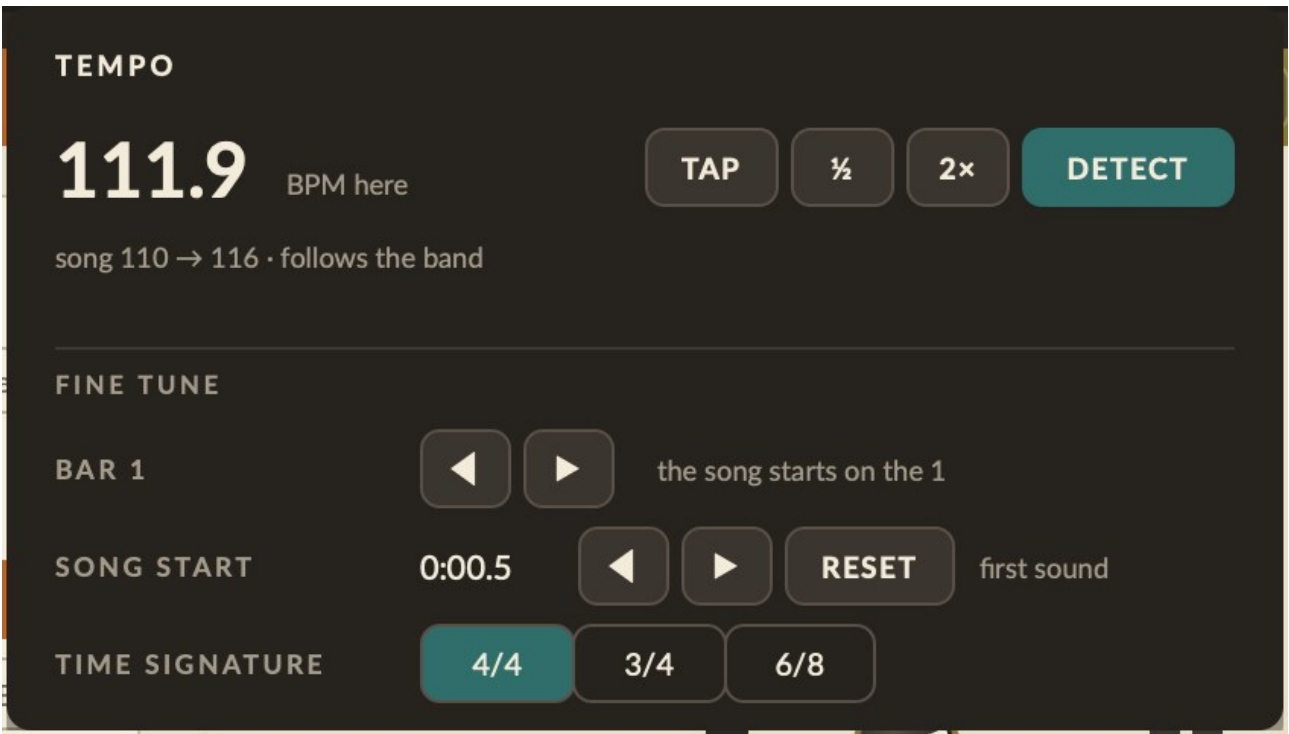
Listening back: the red line marks the take, *PLAYING YOUR TAKE* in the *INPUT* header, × clears the take.

CHAPTER 4

Tempo – how Proberaum hears the song

When you load a song, Proberaum listens to it once (it takes less than a second) and finds every beat. It does not assume a fixed tempo: if your band speeds up or slows down – rehearsal recordings without a click do – the beats follow. The tempo button shows the tempo **at the current position**.

Proberaum puts **bar 1 on the first sound** of the song: demos and rehearsal takes usually start on the 1. If your song starts with a pick-up, move the 1 (see below).



The TEMPO panel opens when you click the tempo button (here “112 BPM · 4/4”).

CONTROL	WHAT IT DOES
TAP	Click it a few times in time with the song. Proberaum sets that tempo; bar 1 stays on the first sound (while the song plays: a beat lands on your last tap). The keys keep working while the panel is open: press Space to start the song, then tap along.
1/2 / 2x	Half or double tempo – the most common mistake of any tempo detection.
DETECT	Listen to the song again. Throws away everything you changed by hand (tempo, bar 1, song start).
Number	Double-click the big number to type a tempo.
BAR 1 ◀ ▶	Moves the 1 in the song by one beat. Use it when the count-in brings you in on the wrong beat, e.g. for a song with a pick-up. Next to the arrows it says how the song starts (<i>on the 1</i> or <i>pick-up: starts on beat 4</i>) and, once you moved it, by how much (<i>moved 1 beat later</i>).
SONG START	Where the song really starts (first sound). ◀ ▶ move it by 50 ms, RESET goes back to the detected point.

CONTROL

WHAT IT DOES

TIME

SIGNATURE

4/4, 3/4 or 6/8 – sets how many clicks make a bar.

No tempo found?

Songs without a steady pulse (free intros, ballads without drums, ambient pads) may show **NO TEMPO**. Tap the tempo in with TAP or type it. Without a tempo there is no count-in; Proberaum can wait a moment instead (chapter 5).

Tip for demo and rehearsal recordings

Count the song in when you record it – drumsticks, a hi-hat or just “one, two, three, four”. Especially with a quiet intro (a guitar alone, a riff with syncopations) Proberaum then finds the tempo and bar 1 right away. You can still set the song start after the count (SONG START) so it isn't played back.

CHAPTER 5

The count-in

The count-in is Proberaum's most important feature. It gets you into the song on time – at the beginning, in the middle and in every loop. It follows a few simple rules:

The golden rules

1. The count-in **always counts full bars**: 1 2 3 4 (in 3/4: 1 2 3; in 6/8: 1 ... 6).
2. It **always ends on a 1** of the song. The next bar of the song starts exactly where the counting stops.
3. At the **song start** and at the **loop start**, a pick-up plays along during the last counts.
4. **In the middle of the song** you choose what happens: back to the bar start (standard), on to the next 1, or no count-in at all.
5. When you stop mid-song, the waveform shows a flag ► **BAR 37**: that is where the song comes in. While counting it says **THEN BAR 37**.
6. The click goes straight to your output – not through the plugins and independent of BLEND.

How to read the pictures:

● a click – the amber one is the 1 of the bar

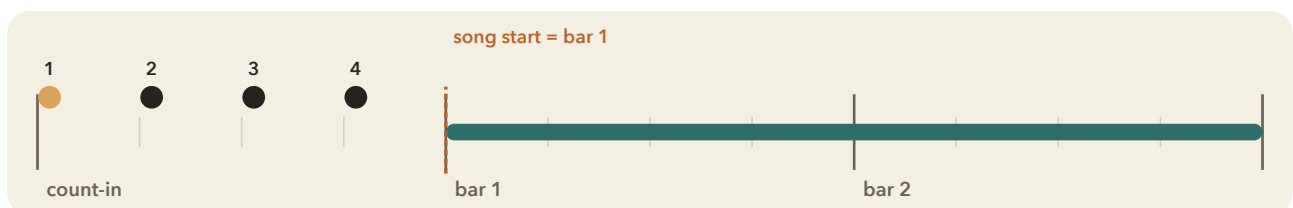
■ you hear the song

dashed line a point in the song (where you stopped, the first sound, where the song comes in)

At the song start

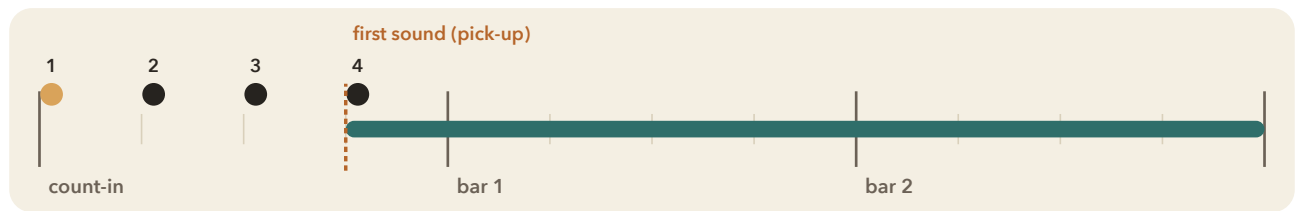
The song starts on the 1

You press play at the beginning. One bar of clicks, then the song comes in on bar 1. Silence before the first sound is skipped.



The song starts with a pick-up

The guitar starts on the 4 before bar 1. Proberaum still counts 1 2 3 4 and ends on bar 1 – the pick-up plays along with the last click (the waveform says PICK-UP PLAYING). If the count-in brings you in one beat early or late, move the 1 with **BAR 1** ◀ ▶ in the TEMPO panel.

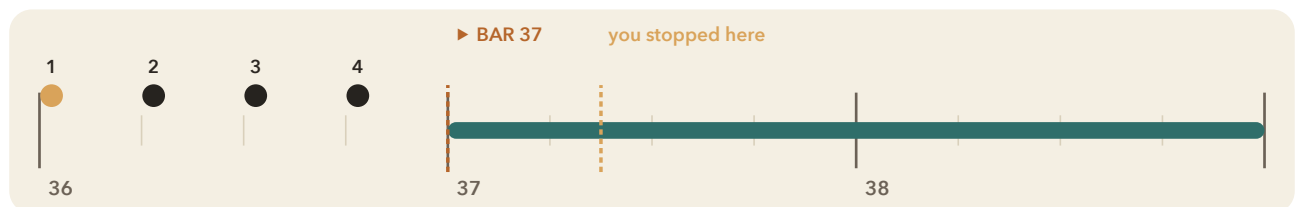


In the middle of the song

You stopped somewhere in bar 37 (on the "2 and") and press play again. What happens depends on the setting **STARTING MID-SONG** in the COUNT-IN panel:

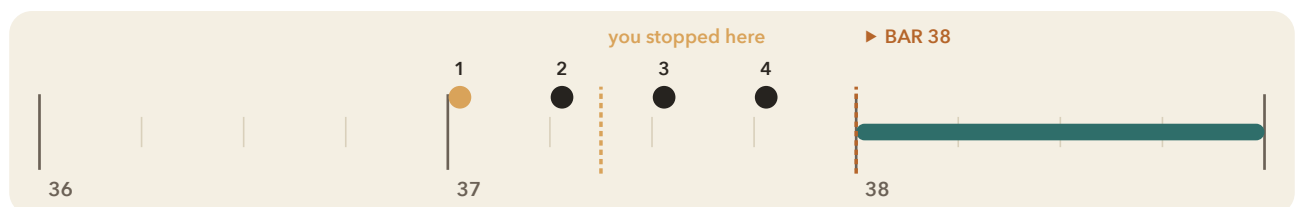
Back to the bar start (standard)

Proberaum goes back to the beginning of bar 37, counts one bar and you hear bar 37 again from its 1. Ideal for practising: you always hear complete bars.



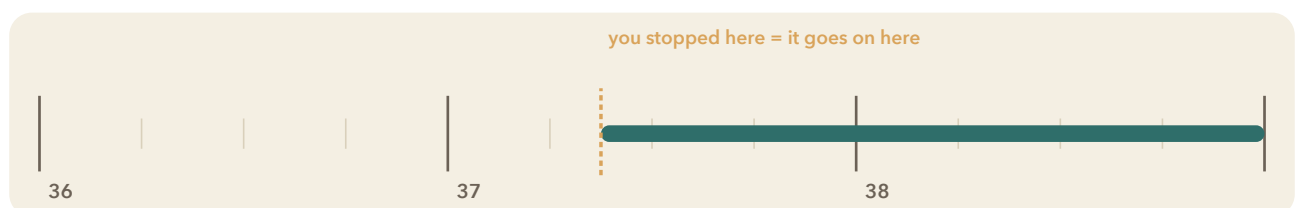
On to the next 1

Proberaum counts one bar and the song comes in on bar 38. The rest of bar 37 is skipped – you don't hear it, so there is no half bar in between.



No count-in

The song simply continues where you stopped, without clicks. The count-in then only plays at the song start and at the loop start.

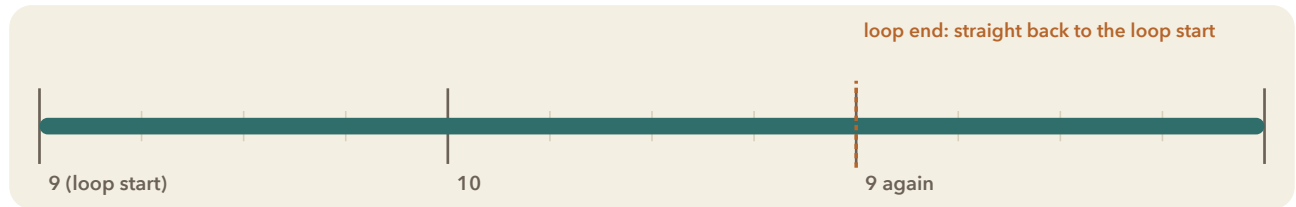


In a loop

With the loop on, **BETWEEN LOOPS** decides what happens when the loop ends:

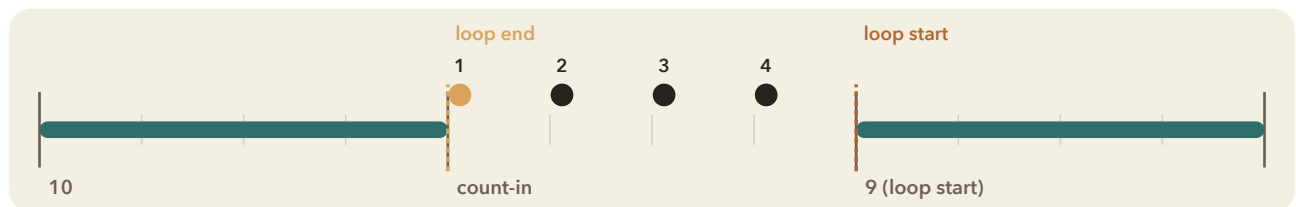
Straight on

No break: from the loop end straight back to the loop start, in time.



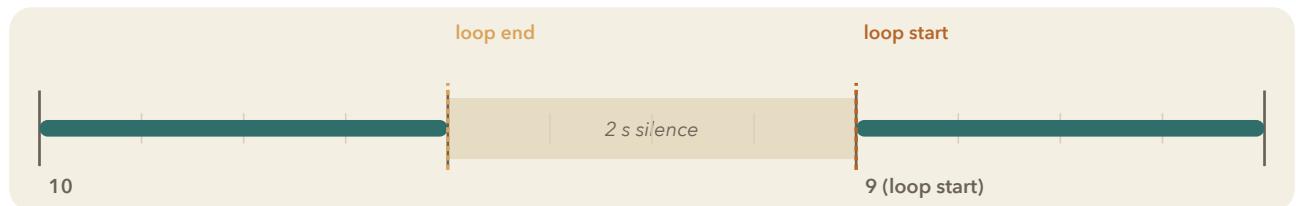
Count in

After the loop end you hear one count-in bar (or two) and then the loop start on the 1. Time to breathe and get ready.



Pause 2 s

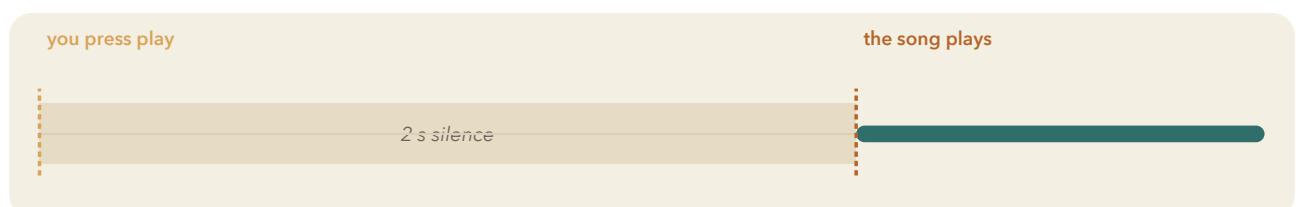
Two seconds of silence, then the loop starts again - without clicks.



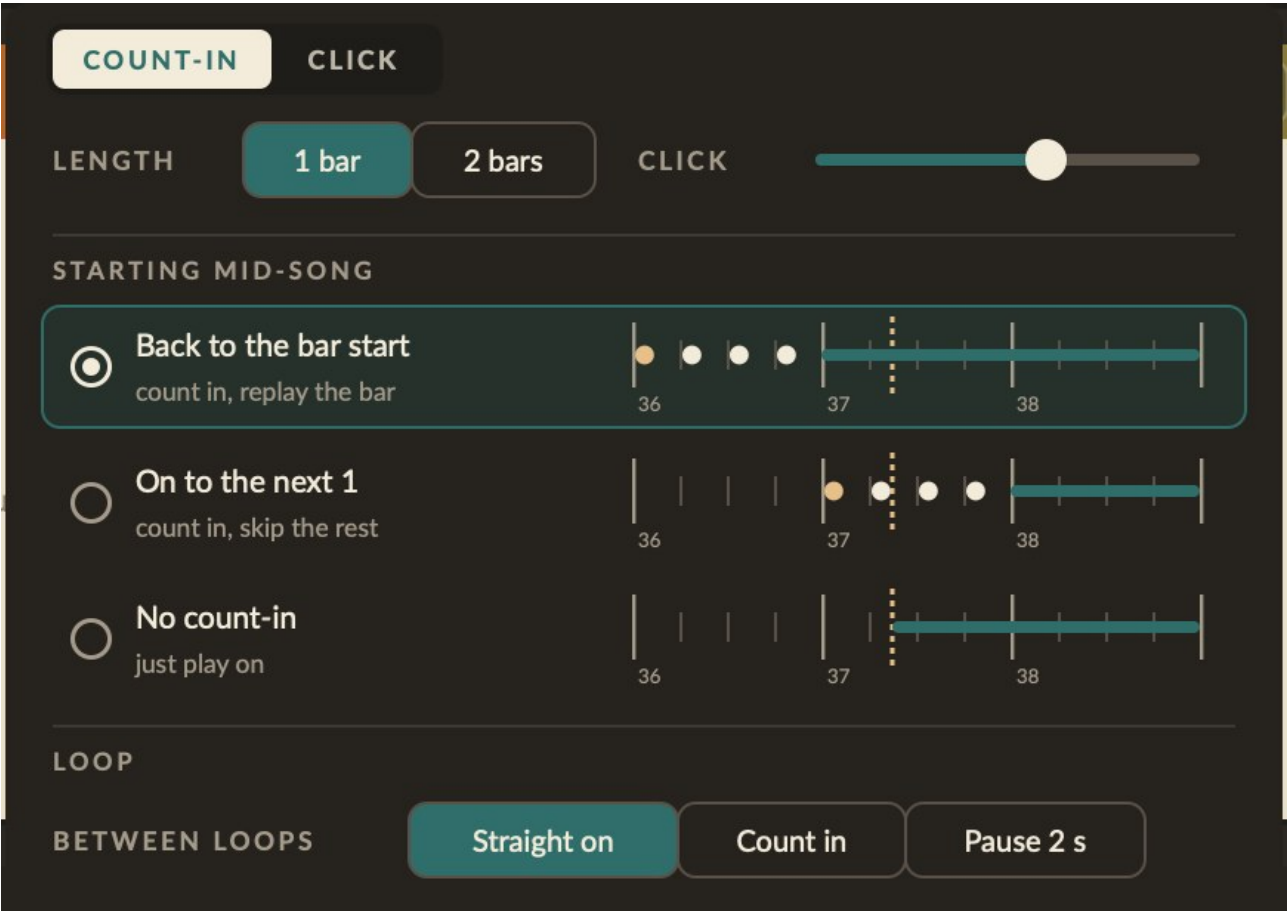
Without a tempo

Waiting instead of counting

If there is no tempo (NO TEMPO), there can be no count-in. Under **WITHOUT TEMPO** you choose: play at once, or wait 2 or 4 seconds of silence - enough to get your hands on the strings.



The COUNT-IN panel



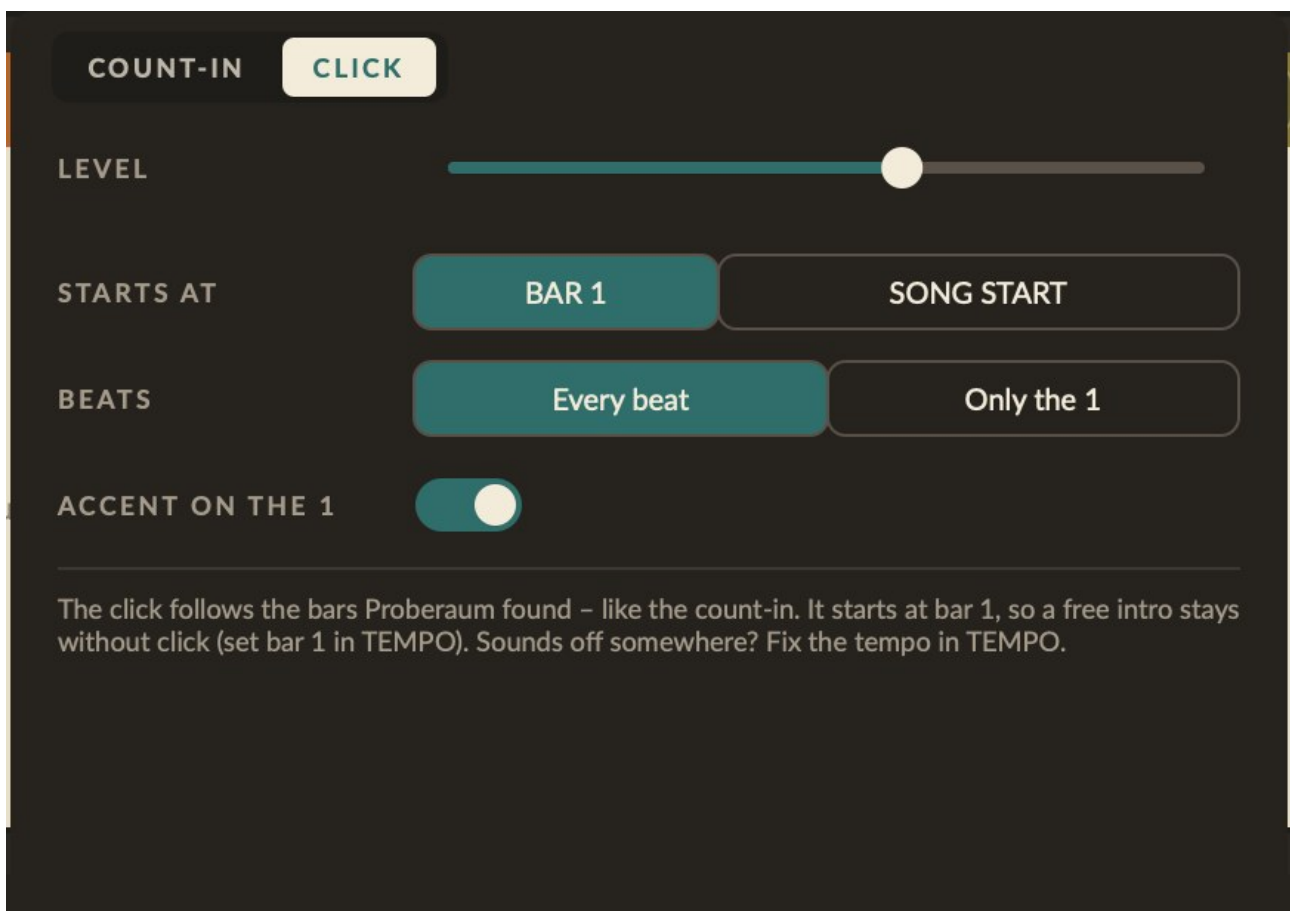
* at the right of the transport row opens the panel. The buttons 1 2 3 4 (count-in) and the metronome (click) next to it turn them on and off.

SETTING	WHAT IT DOES
1 2 3 4	Count-in on or off. Off: play starts at once everywhere.
LENGTH	1 or 2 bars of clicks.
CLICK	Volume of the click. The 1 of each bar is higher and louder.
STARTING MID-SONG	Back to the bar start / On to the next 1 / No count-in – see above.
BETWEEN LOOPS	Straight on / Count in / Pause 2 s – see above.
WITHOUT TEMPO	Only shown when there is no tempo: play at once, wait 2 s or 4 s.

Click through the song

The **metronome** button (key **C**) keeps the click going through the whole song – the same click as the count-in, on the same bars. Count-in and click are independent: count-in only, click only, or both. While a count-in runs, only the count-in clicks.

- The click follows the bars Proberaum found – also when the band speeds up or slows down. Where the count-in is right, the click is right.
- **STARTS AT: BAR 1** (standard) – a free intro without drums stays without click; set bar 1 in the TEMPO panel where the band comes in. **SONG START** clicks from the very beginning.
- **BEATS:** every beat, or only the 1. **ACCENT ON THE 1:** the 1 is higher and louder. **LEVEL** is the same as for the count-in.
- Without a tempo there is no click (the metronome is grey) – tap it or let Proberaum detect it in TEMPO.
- If the click is off somewhere (a free part, a break without a steady beat), the bars are off there too – fix it in the TEMPO panel. The click goes straight to your output and is never recorded into a take.

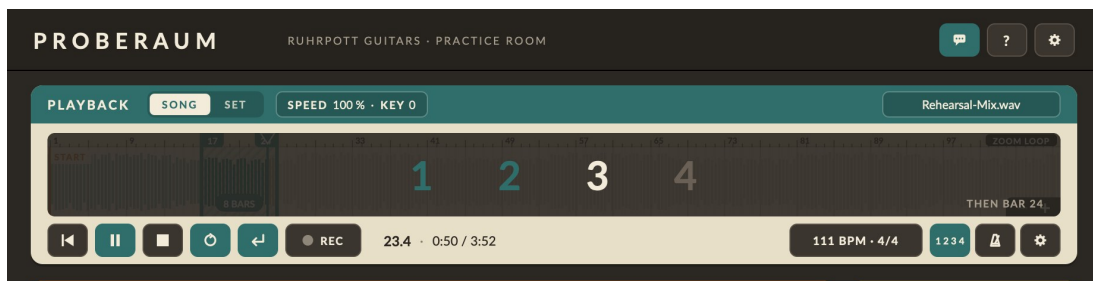


The *CLICK* tab.

You do - you hear

YOU ...	... AND HEAR
press play at the beginning	one bar of clicks, the song on bar 1
click somewhere in the waveform and press play	the count-in, then the song from the start of that bar (standard setting)
pause mid-song and press play again	the same as above - the flag shows where it comes in
jump back 5 s with ← while the song plays	the song jumps, no count-in (it keeps running)
press ◀ while the song plays	a new count-in into the song start (or loop start)
play a loop with "Count in"	a count-in bar before every repeat
switch the count-in off (key P)	no count-in; play starts at once

While counting



Counting in: big numbers over the waveform. Bottom right it says where the song comes in - or PICK-UP PLAYING if the song is already audible.

CHAPTER 6

MIX, output and latency

BLEND

Left only your instrument, right only the song. In the centre both are 3 dB quieter, so the overall level stays about the same while you turn. While you turn, the levels are shown under INPUT and PLAYBACK. Double-click sets it back to the centre. Because every song plays at the same loudness, a good setting is usually somewhere near the centre.

OUT and output

OUT is the overall volume (normal position 0 dB, fully right +6 dB). Top right in MIX you choose the output: a pair (e.g. Out 3+4 for your headphones) or a single output (mono, both sides mixed).

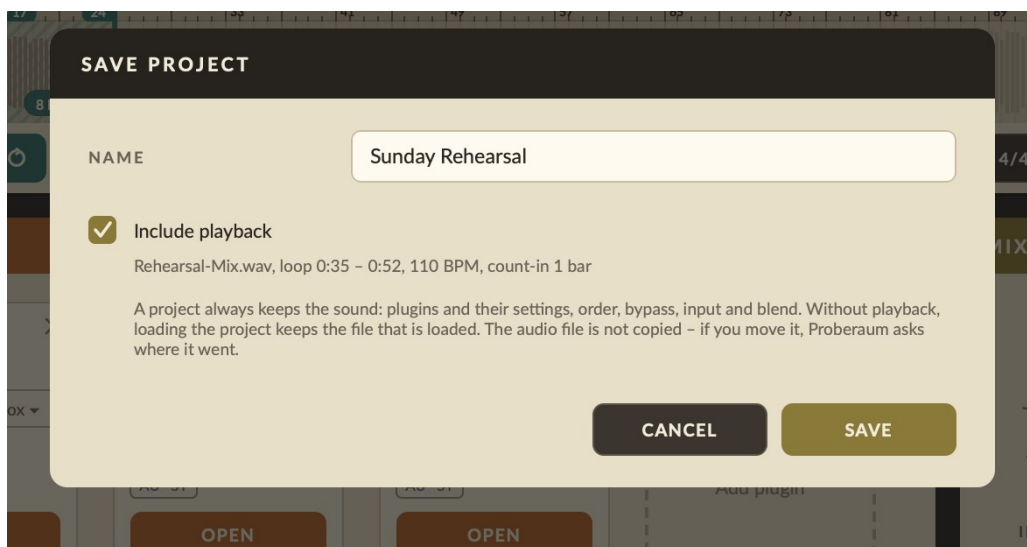
Latency

The footer shows CPU load and the **latency**: the time from your strings to your ears - interface in, plugins and interface out. Point the mouse at it for the details. A few milliseconds are nothing to worry about: sound travels 34 cm per millisecond, so 3 ms feel like standing one metre from your amp. If it feels sluggish, choose a smaller buffer in the audio settings.

Projects

A project keeps your sound: the plugins with their settings, order and bypass, the input, BLEND and OUT. When saving you can include the playback: song file, loop, tempo, song start and all count-in settings.

- **Save** (footer) - type a name. If the name exists, the button says REPLACE.
- ◀ ▶ step through your projects, a click on the name lists them all.
- Projects live in %APPDATA%\Ruhrpott Guitars\Proberaum\Projects and can be dropped onto the window.
- The song file is not copied. If you move it, Proberaum asks where it went.
- When you quit, Proberaum remembers everything and starts exactly like that next time.

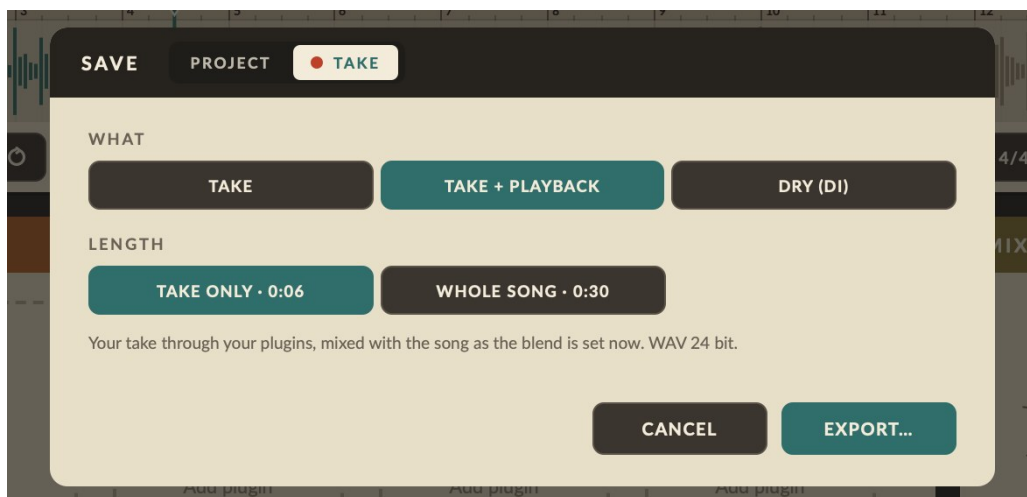


Saving a project.

Export a take

When there is a take (chapter 3), the save window has a second tab: ● **TAKE**. A right-click on REC/TAKE → *Export take...* opens it directly.

- **WHAT: TAKE** - through your plugins as they are set now, with one second to ring out. **TAKE + PLAYBACK** - mixed with the song the way BLEND is set. **DRY (DI)** - straight from the input without plugins, e.g. for reamping.
- **LENGTH** (for take + playback): just the part you recorded, or the **whole song** with your take in its place.
- **EXPORT...** asks where to save. You get a WAV file (24 bit, the sample rate of your interface, at the speed you played). Proberaum works with copies of your plugins, so you can keep playing meanwhile.

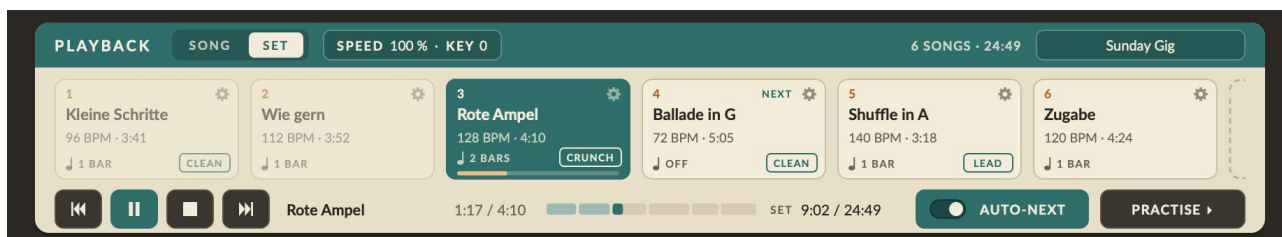


Exporting a take with the playback.

CHAPTER 8

Sets – a whole set, song after song

For the rehearsal before a gig: put your songs in order and play them through – each with its own count-in and, if you like, its own sound. Practising a single song stays exactly as before: the **SONG** tab. The **SET** tab next to it shows the set.



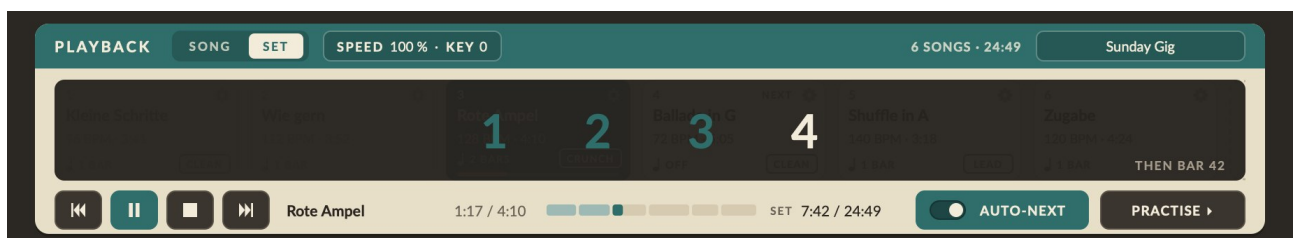
The SET tab: one card per song. Song 3 is playing, song 4 is next.

Building a set

- Click **+** (or the set name › *Add songs*) and choose audio files – or drop them onto the window while the SET tab is open. Proberaum finds the tempo of new songs in the background.
- **Drag the cards** to change the order. The set is saved with every change – there is no Save button.
- The set name (top right) opens the menu: new set, open, rename, delete, add songs and the **pause between songs** (0, 2, 5 or 10 s; new sets start with 2 s).
- Sets live in %APPDATA%\Ruhrpott Guitars\Proberaum\Sets. The audio files are not copied.

Playing the set

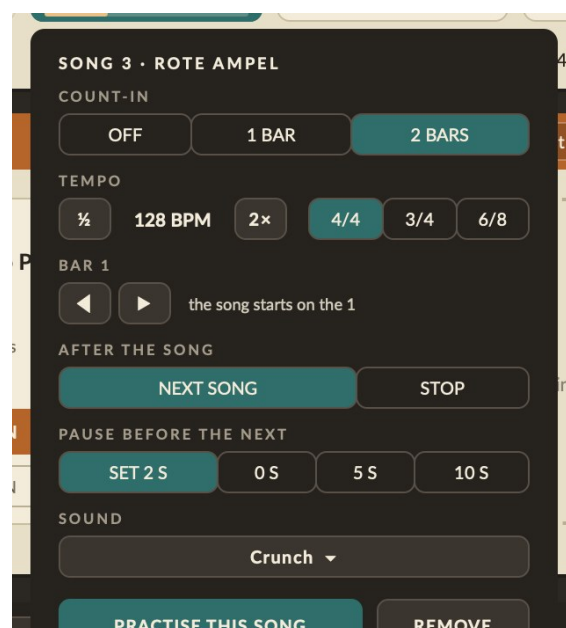
CONTROL	WHAT IT DOES
◀◀ / ▶▶	Previous / next song (keys: Page Up / Page Down).
▶ / , ■	Play / pause the set (pause stays where it is), stop (back to the start of the song). A double-click on a card plays from that song.
AUTO-NEXT	On: after each song Proberaum waits the pause (GET READY over the cards), then counts in the next song – the count is shown over the cards, as over the waveform. Off: it stops after each song.
Set time	One section per song, as wide as the song is long – click one to go there. A click on the time switches between SET (played / total), LEFT and ENDS (the time of day the set will end). The total at the top counts the count-ins and pauses too.
Moving in the song	Click or drag in the progress bar at the bottom of the playing song's card – or in its section of the set time.
PRACTISE ▶	Opens the song in the SONG tab (below).



Counting in: the beats over the cards.

Each song: * on its card

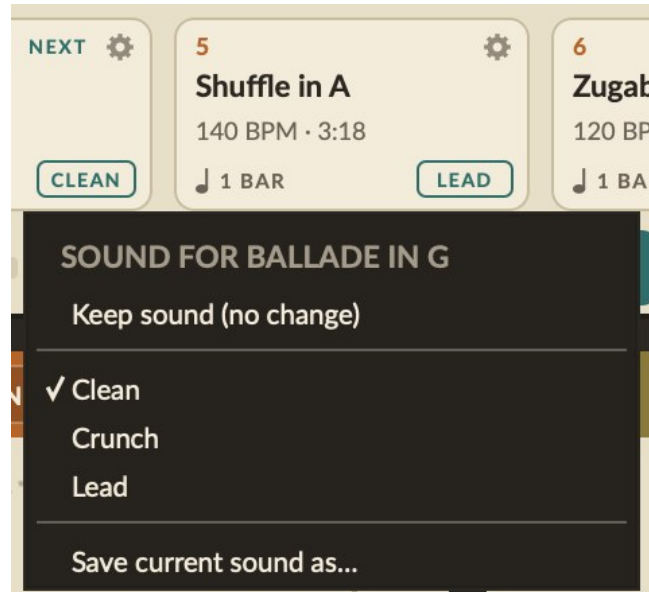
COUNT-IN off, 1 or 2 bars (as you practised the song last). **TEMPO**: if the tempo was found half or double, ½ and 2× fix it right here; next to it the time signature (4/4, 3/4, 6/8). **BAR 1** ◀ ▶ moves the 1 by a beat, e.g. for a pick-up – like TEMPO › BAR 1; the text next to it tells on which beat the song starts. **AFTER THE SONG**: next song or stop. **PAUSE BEFORE THE NEXT**: the set's pause or its own. **SOUND**: see below. There is no loop in a set.



* on a card: count-in, what happens after the song, pause, sound.

A sound for each song

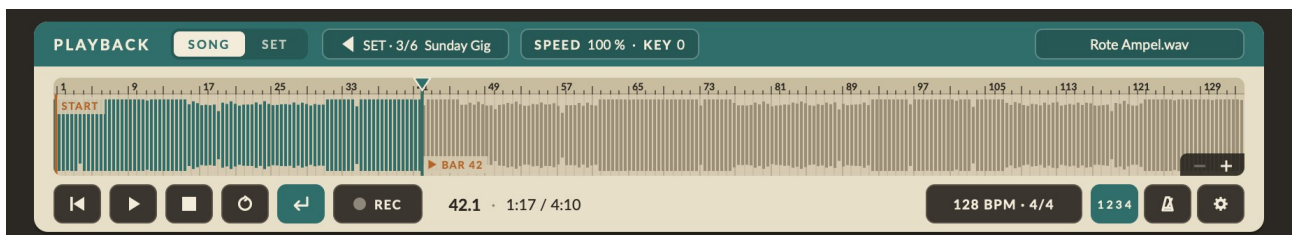
A sound is a **project** (chapter 7): the plugins with their settings. The tag at the bottom right of a card chooses it: *Keep sound* (no change), one of your projects, or *Save current sound as...* If the next song uses the same plugins in the same slots, only their settings change – instantly, in the pause. Other plugins are loaded in the pause; Proberaum waits until they are ready before it counts in.



The sound tag on a card.

Practising one song of the set

PRACTISE › (or ***** › *Practise this song*) opens the song in the SONG tab with its sound – waveform, loop, zoom, TEMPO, COUNT-IN as usual. ◀ **SET** at the top leads back to the set, right where you were. What you change while practising – tempo, bar 1, song start, count-in – goes into the set; the loop does not.



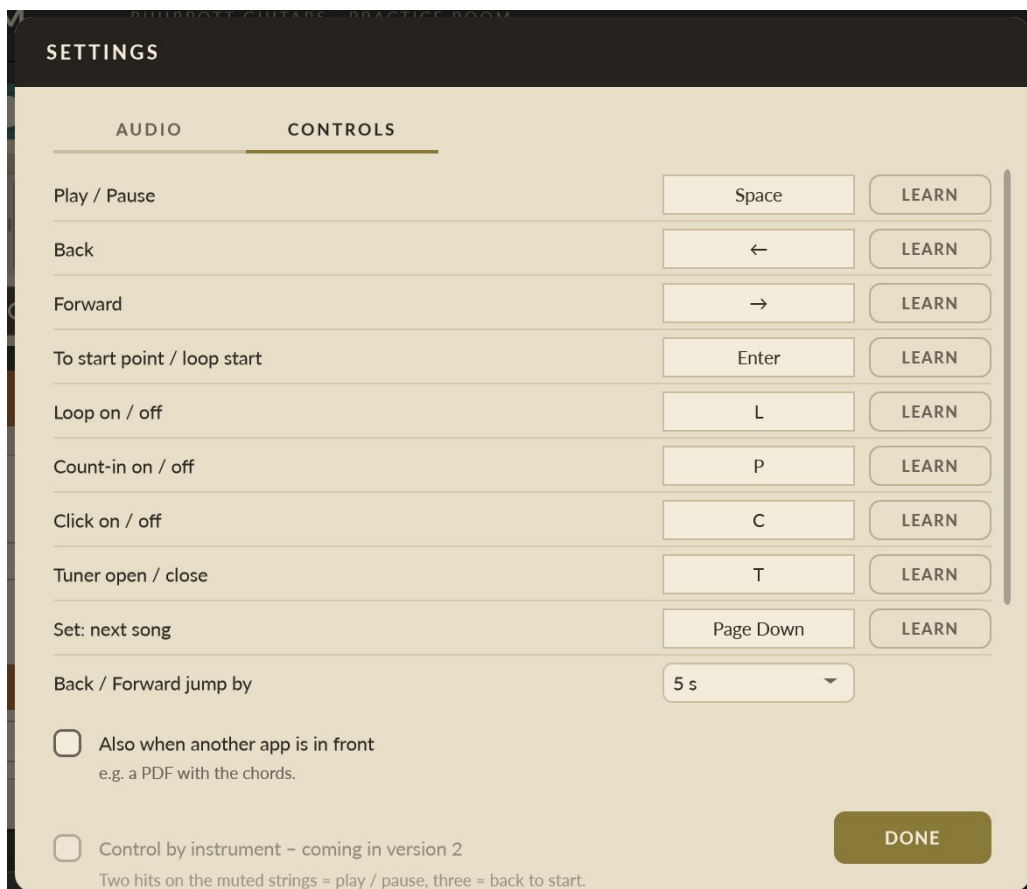
Practising song 3: ◀ SET leads back.

Keys and foot switches

While you play, your hands are busy. Every transport function has a key – and any foot switch that behaves like a keyboard (USB foot switches, Bluetooth page turners) works too. Change the keys in **gear › Controls**: click **LEARN**, press the key or pedal, done.

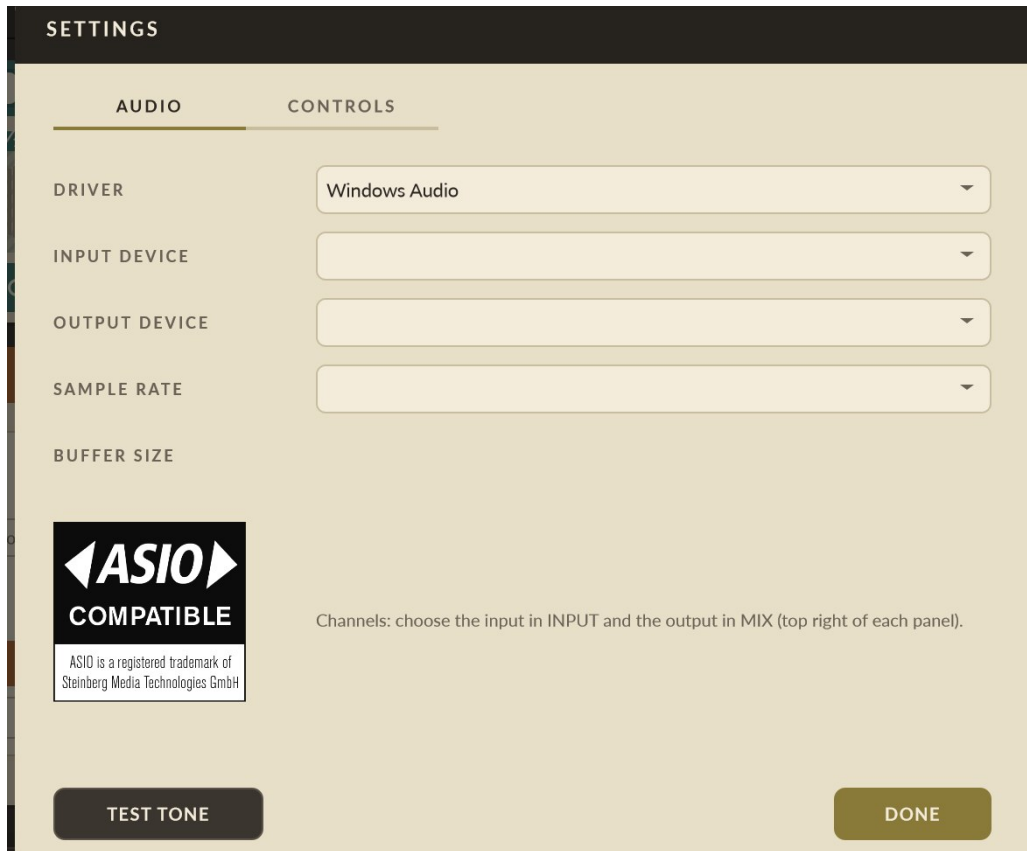
ACTION	STANDARD KEY
Play / pause (with count-in)	Space
Back / forward (1-15 s, standard 5 s)	← / →
To the song start / loop start	Enter
Loop on / off	L
Count-in on / off	P
Click on / off	C
Tuner open / close	T
Set: next / previous song	Page Down / Page Up

With **Also when another app is in front** the keys work even while e.g. a PDF with your chords is in front. Windows needs no extra permission for this.



gear › Controls: one key per action. The list scrolls.

Audio settings



gear › Audio settings.

- **Driver:** **Windows Audio** works with every sound card. For an audio interface choose **ASIO®**: the driver from the interface maker (install it from their website) gives the lowest latency. With ASIO, input and output are the same device, and **DRIVER PANEL** (bottom left) opens the driver's own settings, e.g. its buffer size.



ASIO is a registered trademark of Steinberg Media Technologies GmbH.

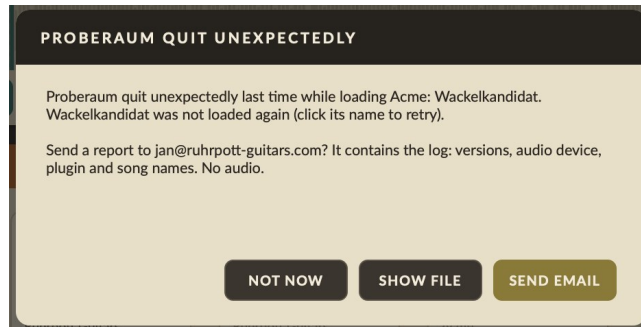
- **Input / output device:** your interface (it may be the same for both).
- **Sample rate:** 44.1 or 48 kHz are fine for practising.
- **Buffer size:** smaller = less delay but more CPU load. Start with 128; if it crackles, take the next bigger one; if it feels sluggish, try 64.
- **Test tone** plays a short beep on the selected output.
- Channels are chosen in the INPUT and MIX headers, not here.

When something is not right

PROBLEM	WHAT TO DO
The count-in brings me in one beat early or late.	The 1 of the song sits on the wrong beat. TEMPO panel › BAR 1 ◀ ▶ moves it one beat at a time. Check: the bar lines in the waveform should sit on the strong beats.
The count-in is twice as fast (or half as fast) as the song.	TEMPO panel › ½ or 2x. Or tap the tempo with TAP .
I changed the tempo by hand and want the original back.	TEMPO panel › DETECT . It also resets BAR 1 and the song start.
After the count-in there is a short gap before the song.	The song start is a bit too early (e.g. noise before the first note). TEMPO panel › SONG START ▶, or check where the orange START line sits.
I hear the song while it is still counting.	That is a pick-up at the song or loop start – the song starts before its 1. If it shouldn't, move the 1 with BAR 1, or move the loop start onto a 1.
When I continue mid-song, I want to hear the bar again / I want to skip ahead.	COUNT-IN panel › STARTING MID-SONG: Back to the bar start or On to the next 1 .
I don't want any clicks in the middle of the song.	COUNT-IN panel › STARTING MID-SONG › No count-in . The count-in then only plays at the song and loop start.
The tempo button says NO TEMPO.	No steady pulse found. Tap or type the tempo (TEMPO panel). Without tempo you can let Proberaum wait 2 or 4 s.
The bar lines drift away from the music in a break.	Very free passages (fermatas, rubato) can confuse the beat finder for a moment. Start a bit later, or use a loop with its edges set freely (Alt).
My loop is 7 BARS + 2 BEATS but I wanted 8 bars.	An edge was set to a beat (Shift) or freely (Alt). Drag the flag again without a key – it snaps to the next 1.
The click is too loud / too quiet.	COUNT-IN panel › CLICK .
I hear my instrument but not the song (or the other way round).	Check BLEND – far left is only your instrument.
It crackles.	Bigger buffer in the audio settings, or fewer/lighter plugins.
A plugin card says COULDN'T LOAD.	The plugin didn't start (or Proberaum quit while loading it last time). Its settings are kept. Click its name and choose it again to retry, or choose another plugin.

If Proberaum quits unexpectedly

Proberaum keeps a log of what it does (versions, audio device, the plugin list, which plugin and song it loads) in **%LOCALAPPDATA%\Ruhrpott Guitars\Proberaum\Logs**. If it crashes, it notes where. At the next start it tells you and offers to send a report:



After a crash: send the report by e-mail, show the file, or not now.

- **SEND EMAIL** opens a new e-mail to Ruhrpott Guitars and shows the report file in the Explorer – please drag it into the e-mail. Add a line about what you were doing, then send it. After a crash the report is a ZIP file with the log and a crash dump.
- **SHOW FILE** shows the report in the Explorer, e.g. for webmail.
- If Proberaum quit while it was **loading a plugin**, that plugin is not loaded again automatically. Its card says **COULDN'T LOAD**; click its name to retry.
- For any other problem: **gear › Send problem report** sends the log of this and the last run.

The report contains no audio and nothing else from your PC – only the log and, after a crash, a crash dump: a snapshot of Proberaum's state at the moment of the crash that shows where it happened.

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