IMPORTANT! PLAY 3 Frequently-Asked-Questions:

1. What improvements will I see in PLAY 3?

PLAY 3 has been greatly improved and optimized on both Mac and Windows platforms. Sample Streaming and CPU performance have been improved, and for the first time the user can now set their maximum voices all the way up to 2,048, double the amount possible in PLAY 2.

On Mac OS 10.6 and later PLAY is now fully 64-bit, allowing you to load larger projects than ever before. Both saving and loading times are now improved (especially when using our new "Fast Disk Mode", see below for more information on that).

Apart from optimizations, we have also solved several bugs and known issues that were present in previous versions of PLAY, making this our most stable and robust version to date.

Note: We have determined loading more than 80,000 samples in total from all sources on most current systems will introduce instability. We also recommend you load any PLAY instruments before Kontakt instruments. Kontakt reserves system ram for itself, and if you have a lot of Kontakt instruments loaded it can leave insufficient resources for PLAY instruments. You can optimize your system by loading PLAY instruments before Kontakt instruments.

2. How do I use PLAY 3 as a 64-bit plugin on Mac?

PLAY 3 will automatically load as a 64-bit plugin assuming your host sequencer is also running as a 64 bit application. Note that we also continue to support PLAY as a 32-bit plugin, and all previously supported hosts will also run the 32-bit plugin as well as 64-bit (if that host supports the option to use both).

Standalone PLAY 3 will default to 64-bit operation. To continue to use PLAY as a 32-bit application, you can 'get information' (applie + i) on the PLAY application (located in Mac HD / Library / Application Support / East West) and check the option for 'Open in 32-bit mode'.

3. Will using PLAY 3 as a 64 bit plugin on Mac benefit me?

One important thing to realize is that any process running in 64-bit will generally use more resources. This is simply because 64-bit data structures (the building blocks of 64-bit programs) are larger than 32-bit data structures, fundamentally requiring more resources. Using 64-bit software in general will be 'heavier' on your system resource-wise.

Users on lesser systems without much RAM will need to weigh the benefit of 64-bit, as **all processes will use up more RAM** when run in that fashion. If a user is pushing the boundaries of what was possible in the 32-bit address space, then upgrading to 64-bit and loading the same exact project is likely to push their system over the edge (by loading up the same exact thing with *larger building blocks* now due to the basic laws of 64-bit computing).

PLAY 3 can still be used as a 32-bit application, for user's on lesser system's this is still an option that may benefit them. As memory is becoming more and more affordable, we HIGHLY suggest installing as much RAM as possible on your computer for those making the switch to 64-bit.

4. How can I optimize performance with PLAY 3 64 bit on Mac?

-Watch your **free** memory (in the Activity Monitor). This is the #1 factor to look at when determining 'how much can I load?'. Every system is different, however the activity monitor will generally give you an accurate description of whats going on memory wise. Note that 'inactive' memory is actually being used, we do not suggest 'purging' this, as that will negatively effect Streaming performance. Most performance related issues on Mac 64-bit are arising when the user is simply running too low on system memory.

-Set a reasonable audio buffer size, especially when using large instruments that rely heavily on intense real time scripting, such as any Hollywood Strings Legato instruments. We generally advise using a buffer of 256 or larger when using these types of instruments. Also if you are a Logic user, we recommend using the 'medium' setting for the 'Process Buffer Range' option.

5. What is the new "Fast Disk Mode" setting on Mac?

This setting, available in your 'Settings > Streaming' tab in PLAY 3, is a new optimization for use with Solid State Drives (SSD) and fast mechanical hard drives. This setting increases the ratio of samples streamed directly from your hard drive from those typically loaded into memory.

The "Fast Disk Mode" will greatly improve your loading times. Even if not using an SSD, user's on high quality mechanical drives should see improved loading times using this option, so we suggest experimenting with this if you are running into long load times for your projects.

6. Why isn't there a "Fast Disk Mode" setting on Windows?

Due to PLAY 3 already being optimized for both 64-bit and SSD technology in Windows, this setting is not necessary.

7. Is Wordbuilder also 64-bit on Mac?

The Wordbuilder component of Symphonic Choirs is not yet 64-bit compatible on Mac. We are working on this and anticipate releasing it soon, however currently this will still work as a 32-bit component. For projects using this we suggest using the host either in 32-bit mode, or if your host supports using both 32 and 64-bit plugins (such as Logic) you can still use this in your 64-bit projects as a 32 bit PLAY instance.

8. What kind of loading time improvements should I expect to see?

Loading times are now improved in PLAY 3, however know that in many cases these are scaled towards larger loads. This means that your big projects and big instruments (such as the large Hollywood Strings 'powerful system' patches) will see a greater improvement than a single smaller instrument.

Some benchmarks for loading time improvements:

Mac:

PLAY 2.1.2 (512 buffer / 'medium' engine setting):
-Logic project containing Hollywood Strings, QL Pianos, and Symphonic Choirs (approx. 3GB):   11:45

PLAY 3 (512 buffer / 'medium' engine setting):
-Logic project containing Hollywood Strings, QL Pianos, and Symphonic Choirs (approx. 3GB)   :   7:28

PLAY 3 (512 buffer / 'medium' engine setting/ 'Fast Disk Mode' enabled):
-Logic project containing Hollywood Strings, QL Pianos, and Symphonic Choirs (approx. 3GB):   **4:05**

Windows:

PLAY 2.1.2 (512 buffer / 'medium' engine setting):
-Cubase (64 bit) project containing Hollywood Strings, QL Pianos, and Symphonic Choirs (approx. 6GB):   5:15

PLAY 3 (512 buffer / 'medium' engine setting):
-Cubase (64 bit) project containing Hollywood Strings, QL Pianos, and Symphonic Choirs (approx. 6GB):   **3:48**