intua mobile recreation

BEAT·MAKER

for **iPhone** and **iPod Touch**

User manual

VERSION **1.3.7**

www.intua.net

TABLE OF CONTENT

Just **click on titles**

I. GLOBAL OVERVIEW

This summary will help you understand BeatMaker basic concepts, as well as common useful keywords

A. **Navigation**

BeatMaker is composed of 4 screens, as detailed below. Select your destination by unfolding the navigation bar from the top left edge of the screen.

B. **Sequencer**

Behind the scene, the sequencer is the heart of BeatMaker.

It is responsible for :

- **playing the notes** sent from the pads,
- **recording the notes** sent from the pads,
- and **playing the current song**.

To fully understand BeatMaker, you should be aware of these definitions:

• A Pattern is a sequence of a fixed duration (1, 2, 3, or 4 bars long) containing notes.

• Each pattern has its own track in the song, called a pattern track.

• A pattern track is a list of events determining when its associated pattern should be played during the song.

• A song is a set of pattern tracks, playing on top of each other and along the same timeline.

The sequencer simply drives the timeline, at a given tempo, to play the song.

The transport panel is the access to the sequencer main functionalities.

Play : The current song is played from the first bar
Loop : The current song is played from the start position to the end position, looping the region in between
Record : You can record a new pattern and change automatically to the Pad screen.*(cf. II.B.2. Pattern)*
The current pattern is played in loop along the rest of the song

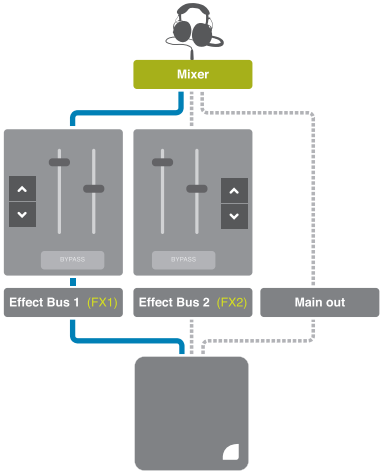
C. **Mixer, output busses, and inserted effects**

BeatMaker internal mixer is composed of 3 channels (or output busses). Each pad is linked to one of these channels.

- **Main**, straight to the final mix, with no effects.
- **FX 1**, left effect channel as input
- **FX 2**, right effect channel as input

The input of each FX is processed before the final mix.

(See Chapter III. D. for more information)



D. **Files**

BeatMaker has its own filetypes to read, write and save your work. You can save either a complete song or just a set of samples.

1. Sample

A «sample» is an audio file, containing a small or large snippet of sound. This is for example, a drum beat, a voice, the sound of a plucked guitar string, a piano chord or a complete bar of a song. BeatMaker is bundled with a sound bank, so you can compose right away, without the need to add your own samples.

BeatMaker sound bank provides two types of samples : **one-shots** and **loops**. Loops are samples that can be repeated : for example, 4 bars of a drum beat. They are made to play «in loop» at a finite tempo (or BPM : Beats Per Minute).

BeatMaker only supports WAV and AIFF files of the following formats:

Sampling Rate: 8000 - 96000 Hz
Channel: Mono, Stereo
Bit Resolution: 8-bits / 16-bits / 24-bits

Using 44100 Hz, Stereo or Mono WAV files is the best solution for BeatMaker. If you want to edit or make your own samples, use a «wave editor» which you can easily download for free or buy.

With BeatMaker it is possible to save your files as a simple Kit file (to load the samples on the pads) or as a Project file (to save the samples disposition on the trigger pads as well as all the patterns and arrangements to create a complete song).

2. Kit

A kit file describes the sample disposition over the 16 pads. Each kit includes the sample filename associated to each trigger pad and their various parameters (volume, pitch, etc.)

There are two types of BeatMaker Kits: **single-file kits «BMKZ»**, and plain **«BMK» files**.
BMKZ files contain all the samples and the BMK kit file required to correctly load them.

BMKZ kits are created with BeatPack, the free BeatMaker companion for desktop computers, that enables you to create your own kits and synchronize files with BeatMaker. BeatPack automatically generates a BMK file and compress the audio samples into a single BMKZ file, just as a ZIP file.

In this way, you can easily reload or share a BMK preset with your own provided samples

To share your custom BMK file, just manually transfer the files out from BeatMaker with BeatPack.

To save a Kit, press the «Save Kit» button either in the HOME screen, or in the PADS screen, under the «File» menu.

3. Project

To share a whole sequenced song, save it as a BeatMaker project file. BeatMaker project files save all the effects and patterns created for your composition. Each custom sample must be manually saved. Skip this step when referencing samples from the original sound bank.

Remember a **project is composed of two files**: **a BM and a BMS file.** The second contains all the created patterns and sequences.

Be sure to provide both files when sharing your project or making a backup of your work !

4. Browser

Use BeatMaker browser to load and save your files. There is a common user interface for the browser. However, there are different tools for loading and saving:

- Navigate through the directories and files with the iPhone OS-like browser. To go back in the filesystem, press the «Back» button.

- In the sample browser, you can pre-listen the file without loading it by pressing the sample image inside the browser.

- The browser is also used to upload and download files from a BeatPack server.

5. Folders

BeatMaker directories are originally divided in:

- **Artists Kits**: contains exclusive kits and samples created by featured artists.
- **BeatMaker Soundbank**: includes kits from different styles (Hip-Hop, Electronica, etc.) and a «Demo» directory with songs.
- **My content keeps your personal content organized.**

Your personal content folder can be customized.

Originally, it is divided in the following sub folders:

- **BeatPack Content**: includes every kit, sample or project downloaded with BeatPack.
- **My Audio Recordings**: includes all your recorded data.
- **My Exports**: keeps all your exported WAVE or MIDI songs.
- **My Kits**: contains your .BMK files..
- **My Projects**: keeps your BM and BMS project files.

6. Audio recording

Record audio using BeatMaker from either the external microphone or a wired Headset.
Achieve best quality recording with a Headset. just plug-it anytime and BeatMaker will automatically enable it.

NOTE: Audio recording is only possible with iPhone 2G or 3G and iPod Touch 2G.
See Apple website for more information about iPod Touch 2G Headsets.

To guarantee uninterrupted recording, please follow theses steps :

1. In the Settings application, ensure that the iPhone has **Airplane Mode turned on.**
2. In the Calendar application, ensure that there are **no event alarms enabled** during the recording period.
3. In the Clock application, ensure that **no clock alarms are enabled** during the planned recording period.
4. **Do not move the Ring/Silent switch during the recording**. When changing Ring/Silent mode, an iPhone may vibrate, depending on user settings.
5. **Do not plug in or unplug a headset during recording**. Likewise, **do not dock or undock the device during recording.**
6. **Do not plug the iPhone into a power source during the recording**. When an iPhone gets plugged into power, it beeps or vibrates, according to user settings.

All recorded files are saved in WAV format, 44.1 kHz, Mono, 16-bits PCM.

II. THE FOUR MAIN VIEWS

BeatMaker is divided in four screens according to their functionalities.

A. The Home View: Main controls

Use Home screen to:
- Load/save BeatMaker files, export to MIDI or WAV
- View documentation and read the RSS news feed
- View current kit description & information
- Configure, browse and communicate with BeatPack servers

1. Main buttons: Load, Save Project/Kit and Export

Use this button to open the browser. Navigate through the directories to load a BeatMaker Kit (BMK) or Project (BM).

Kit file image (BMK)

Project file image (BM)

Use this button to save the current setup as a **BM project file**.

To save the current setup as a **BMK kit file.**

To **export your song**:
- Place the Start/End markers over the desired zone in the song sequencer timeline
- On the Home screen, press the Export button and choose the file format to save
- The «Save» browser will pop-up, navigate through the destination directory, create a new file and press Export.

Depending on the duration of your song, exporting can take some time to complete.

Wave and AIFF sample image

MIDI score image

NOTE: WAVE files extension: .WAV - MIDI files extension: .MID - BeatMaker uses C2 as the base MIDI note when exporting patterns.
Thus, Pad 1 is C2, Pad 2 is C#2, Pad 3 is D2, etc.

2. Home screen tabs

The Home screen displays helpful information about BeatMaker and enables you to configure BeatPack servers (See BeatPack documentation on http://www.intua.net for more information). This section exposes the various features of this screen.

This is the default tab. It shows a short documentation about BeatMaker. Scroll the text by dragging your finger over it.

Use the RSS tab to receive and display BeatMaker news feed from intua.net.
Get new information about BeatMaker and other related products.

The kit tab displays information about the currently loaded kit (name, description, web link, biography and messages from the author).

Use BeatPack tab to add, delete or discover nearby servers to share files.
See Chapter IV «BeatPack» for complete documentation.

B. Pad View: Trigger sounds and sample configuration

The Pad View is ideally suited for live performances or fast, intuitive compositions. Load, slice, tune and trigger sounds with the 16 multi-touch pads. To configure one or multiple pads at once, use the Pads Setting LCD located on the left part of the screen.

1. Triggers, Numbers and Colors

The filename of the loaded sample is displayed on the top part of each pad. If no sample is loaded, «No Sample» is displayed. To trigger a sound, just press the desired pad. Also, swipe your fingers over the pads to trigger them quickly. When a pad is triggered, a small glow effect will be displayed.
BeatMaker is multi-touch capable, triggering up to 5 sounds simultaneously.

2. Pads screen

The pads screen, located on the left side, splits BeatMaker features into 9 categories.

- **SCREEN COMMONS**

PAGES

Each screen has one or more pages. Scroll between them by using the arrow buttons located at the top and the bottom right edges of the screen.

SELECTION

To modify a parameter on one or multiple pads at once, use one of the three selection modes:

Trigger Mode
pads only send notes to the sequencer

Trigger and Select Mode *(single selection)*
The last pressed pad becomes the current selection.

Select Mode *(multiple selection)*
Add or remove pads from the current selection using the «Select» toggle button at the bottom of the screen.

• FILE

The File screen does not interact with the current selection.

PROJECT & KIT

Displays the **current loaded Kit or Project** name and thumbnail image if any.

Pressing the image starts the browser in Loading project or kit mode.
(§ Browser)

SAVE

Save BeatMaker current state as a **kit or project file**

(§ Browser)

EXPORT

Export the current song as a **Wave** or **MIDI file**

(§ File)

• FILE - IMPORTING AND EXPORTING SAMPLES FROM AND TO OTHER iOS APPLICATIONS

You can share your audio files with other applications installed on your iPhone/iPod/iPad that support the global audio pasteboard feature. For a list of compatible applications, please visit the following website:

http://code.google.com/p/intua-audio-sharing/wiki/CompatibleApps

COPY: Opens the file browser to select an audio file that will be copied to the pasteboard. You can then launch another compatible application to retrieve this file (see the manual of your compatible application to learn how to do so).

PASTE: Saves the content of the pasteboard to a file of your choice. This feature only works if you have already copied an audio file from another compatible application onto the pasteboard.

CLEAR: Removes any file currently held on the pasteboard.

• SAMPLE

Use the sample screen to modify **the parameters of one or multiple pads at the same time**.

SAMPLE LOADING

Use the LOAD button to load a specific sample.

Use the CHOP button to automatically split a sample over multiple pads.
(§ Browser)

BOUNDS

Use the Edit Waveform to bring up the Wave editor.

Fade in and Fade out buttons activate or deactivate smoothing on the start or end boundaries.

WAVE EDITOR

Graphically choose start and end positions of a particular sample

- Move the start position marker
- Move the end position marker
- Select and move the nearest position marker
- Scroll the wave view when zoomed

The sample will only play its selected part between start and end markers.

NB: If the wave editor is used after some audio is recorded, then the saved sample will be trimmed to the selected part within the editor.

• MAESTRO

The Maestro screen does not interact with the current selection.

TEMPO PAGE

Ajdust the tempo with the minus and plus buttons.

Tap the tempo with the large bpm tap button.
(*4 taps in a row to detect the tempo)*

SIGNATURE PAGE

Set the current project signature, affecting the sequencers and all their dependencies.

Choose between 4 different signatures:
3/4, 4/4, 5/4 or 6/4.

• PATTERN

The Pattern screen does not interact with the current selection.

CURRENT PATTERN

The current pattern screen serves as the destination when recording.

Press the arrow buttons to select the current pattern track.
*Press the **NEW button** to create a complete new pattern track.*
(By default its size is one bar long)

*Press the **DUP button** to duplicate the current pattern track.*

*Press the **DELETE button** to remove the current pattern track from the song.*

POSITION

The position screen is the reference to start a loop position in the current song.

*Press the **arrow buttons** to select the current song position.*

***Append** the current pattern at the current position in the song..*

***Remove** the current pattern from the current position of the song.*

PATTERN LENGTH

Adjust the current pattern length to 1, 2, 3 or 4 bars.

Note: Reducing a pattern length will modify all its pattern track event durations

QUANTIZE

Select the quantization precision used for recording a pattern.

By default, events are recorded to the nearest 16th of a bar.

• AUDIO

The Audio screen uses the single selection mode. From here record your own samples through the available input.

Start the recording process by pressing the **RECORD NOW button**.
Wait for the recording to begin. Press **STOP** after the sound capturing is completed.

A new panel panel will show up, providing 3 options:
Listen*:* Plays your unsaved recording
Edit*:* Launches the Wave editor (see WaveEditor section for more info).
Note that the saved sample will be trimmed to the selected boundaries in the Wave editor.
Save*:* Chooses a filename to save your sample (the file will be saved in My Content/Audio Recordings).
Cancel: Discards the last unsaved audio date.

Once a new sample is saved, it will be loaded on the pads according to the current selection.

NOTE: The recorded audio does not affect the general memory usage of BeatMaker. All data is written directly to the hard disk.
Do not use BeatMaker as a handly portable recorder, as it is not possible to load a huge recorded file on the pads.
Use BeatPack to retrieve your audio sessions.

• MODES

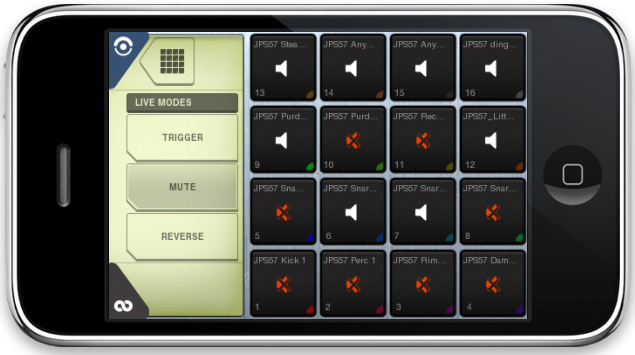
The Modes screen does not interact with the current selection

3 DIFFERENT MODES

Trigger mode: Press a pad to trigger its note..

Mute mode: Press a pad to mute/unmute its sound.

Reverse mode: Press a pad to enable/disable reverse playback of its sound.



• MIXER

The mixer screen serves to modify the parameters of one or multiple pads at once according to the current selection.

VOLUME

Set output volume from -infinite (no sound) to +6db

PAN

Change stereo balance of the sound, form left to right .

OUTPUT BUS

Select the output bus

(§ BeatMaker Outputs for more information)

• TUNE

The Tune screen affects the parameters of one or multiple pads at once, according to the current selection.

AUTO SCALE

Scale the pitch to match an exact duration according the current tempo: 1/16, 1/8, 1/4, 1/2 of a bar, 1, 2, 4 or 8 bars

TUNE

Increase/Decrease the pitch per octave or semi tone.

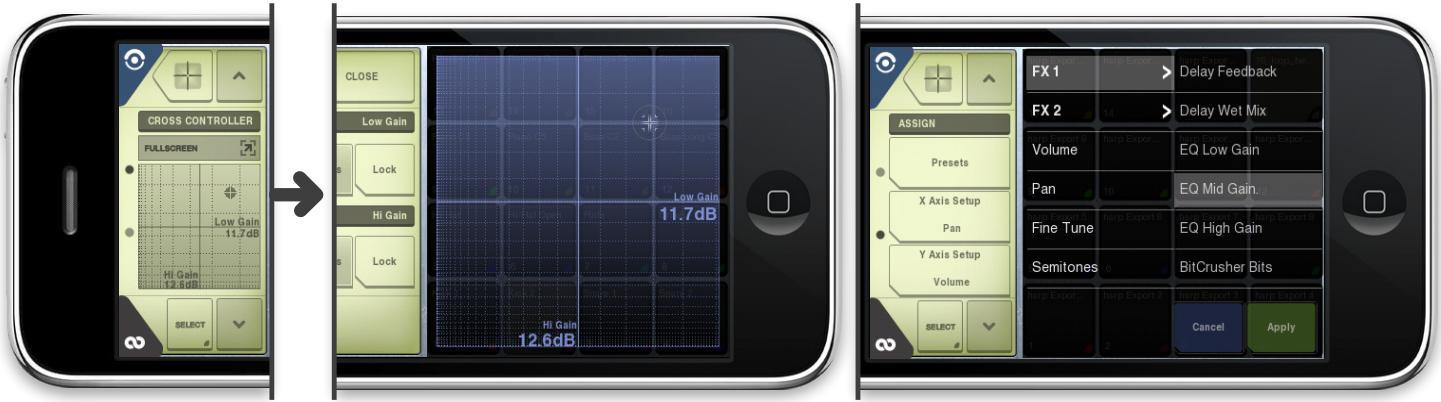
FINE TUNE

Increase/Decrease the pitch per cent of a semitone

(-50 cents < pitch increment < +50 cents).

• CROSS CC

The CrossCC is a customizable control surface where you can interact with **two parameters at the same time**.
Control the volume, pan, tone and effects on any pads.
Configure both axis: X axis (horizontal) and Y axis (vertical).
Modify one or multiple pads at once, according to the current selection.



Basic controls :

- Press **full-screen button** for a better view.

- Access the **miniature CrossCC** to trigger samples and control their parameters live.

The fullscreen mode provides more precision while controlling the CrossCC.
See the current **X and Y parameter values** while changing them.

When controlling an effect parameter, a handy bypass button will be shown to activate the associated effect.

To setup the CrossCC:

- **Presets:** Pop-up preset browser to access a list of predefined presets. Scroll through the list, select the desired preset and press **APPLY**.
- **X axis:** Configure the X axis parameters **.**

NOTE: The button displays the current active parameter.

- **Y axis** : Configure the Y axis parameters.

C. The Sequencer view: Create step patterns & organize them as a song

Use the Sequencer to build up your song and mix various patterns at once.
Edit and place the triggering patterns along the song timeline.

BeatMaker Sequencer is divided in 2 editors:
- The **Song sequencer**, to arrange the patterns as a song according to the timeline.
- The **Step sequencer**, to create new triggering samples patterns from the associated pads (on the Pad View)

1. Song sequencer

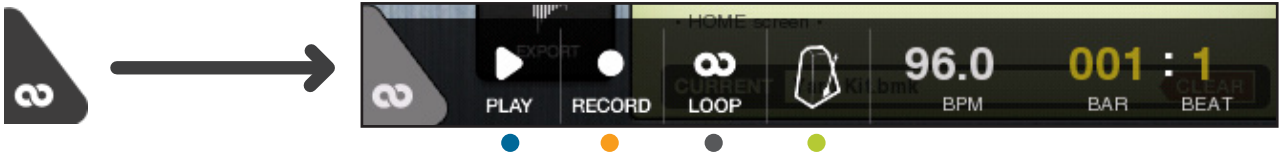
Turn your pattern arrangements into one complete piece: introduction, breaks, chorus, ending, etc...

The Song Sequencer screen, zoomed in

- **TIMELINE AND TRANSPORT BAR**

The timeline represents the current view of the song positions, in bars. The gray area is the looped zone with the start and end position. Drag and drop the nearest position to set a new loop.
Click the timeline to change the song current position.

To repeat indefinitely a song zone (defined by the **Start/End markers in the timeline**), activate Loop mode in the Transport bar and press Play. Change the loop position markers by dragging them over the timeline to the desired position. If Loop mode is not activated in the Transport bar, select the start of the play back by tapping the timeline on the desired bar. The Play marker will be repositioned in the zone.
During playback, repeat these steps to change the play cursor position without breaking the song synchronization.



Manage the main playback controls with the Transport bar, located at the bottom of the screen.

- **Play:** To start the playback of the current song.
- **Record**: To enter record mode and register a pattern (automatically switches to Pad View)
- **Loop:** Enables looping between Start/End markers on the Song sequencer
- **Metronome:** Enables the metronome while playing or recording
- **BPM:** Set and change the BPM by sweeping your fingers horizontally on the label.
- **Bar/Beat labels:** Shows the current Bar/Beat positions within the song

- **SONG OVERVIEW**

Select the pattern to play by tapping on its corresponding track at a particular moment of the song.
Each vertical track on the song sequencer represents one pattern track.

To sequence two patterns, with playback looping between bar 1 and 4, follow these steps:

1. Set the Start/End loop markers by grabbing «End» and moving it to bar 4. Grab «Start» and move it to bar 1.

2. Tap on the empty space on the «Pattern 1» track, below the Bar 1 on the timeline.
A filled pattern will be visible, as shown in the above figure.

3. Repeat the above steps along the song timeline to build up the arrangement for Pattern Track 1.

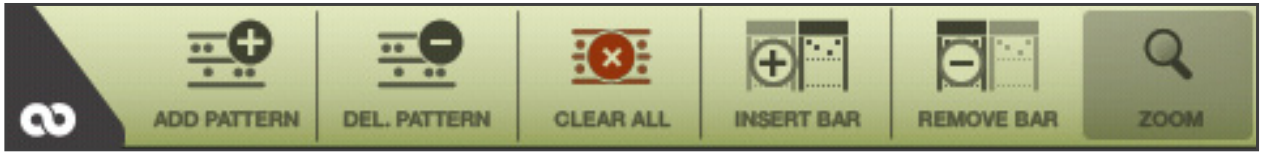
4. Place other patterns to be played on Pattern 2 track.

Press **Play button** in the transport bar to hear the first 4 bars of the song as previously arranged in the song sequencer.

• **SONG SEQUENCER TOOLS**

The song sequencer contains various tools to help you develop your song :

- The bottom toolbar



Add Pattern : To insert a new empty pattern track to the song.

Delete Pattern : To remove a selected track from the song.
By pressing DEL. PATTERN, the track buttons become highlighted as shown below:

Pressing on one of the highlighted button deletes the track associated with it.
Be aware that **the deleted tracks cannot be recovered**. If you decide not to delete a pattern after you pressed the DEL. PATTERN button, simply tap on another zone of the song sequencer, outside the highlighted area.

Clear all : To delete all pattern tracks. Use it to start over with an empty song.

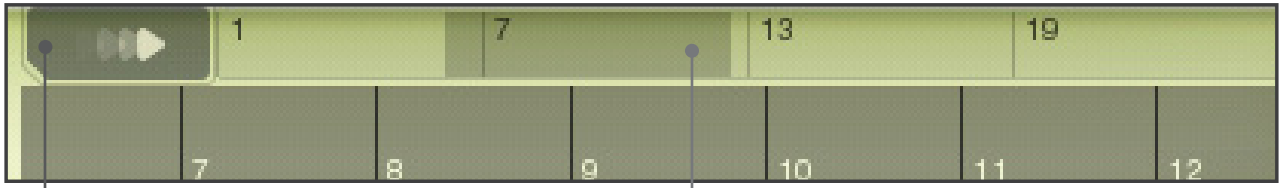
Insert bar: Sometimes when composing a song, you might want to add new song elements between two already finished parts. For example, adding a break between an introduction and chorus that have already been composed along the timeline. The INSERT BAR button permits to do that by adding a new bar between two existing bars, at the current position the play cursor is currently set.

Remove bar : To remove a bar from the song. This operation will also delete the patterns placed in the same cursor position.

Zoom : To zoom in or out the song timeline.

- The quick access zone

The quick access zone and the Follow Play cursor button are located at the top of the song sequencer view.



The Follow play cursor button activated (on the left) and the quick song access zone.

Activate Follow play cursor during playback and the song sequencer **will automatically scroll to the current play position**. It is useful when you want to follow what is currently playing in your song without scrolling manually.

Tap or scroll through the **access zone** to navigate quickly into the active portions of the song.
The numbers represent the bar position in the song timeline. The **gray area is the currently visible zone**.
The access bar grows as more patterns are placed into the timeline.

- Advanced editing : change the size of individual patterns placed on the song timeline

In the Step sequencer section of this manual, you will learn how to create patterns that have a different duration than one bar. When you create patterns that have more than one bar, you have the possibility to modify the duration of each of their playback duration in the song timeline.

On the example below, a 4 bar pattern have been created, and now, you want to change the duration of the pattern placed in the song timeline to 2 bars.

On this figure, Pattern 4 is a one bar pattern, whereas Pattern 5 is a 4 bar pattern.

If you want to change the size of the pattern placed on bar 6 to 2 bars, **press and hold our finger over it until it gets highlighted** as shown on the figure.

Now you can move your finger over it, left or right to respectively shrink or grow the pattern. When done, you simply tap outside the highlighted pattern to exit the resize mode.

On the next section, you will learn how to use the step sequencer. To access the step sequencer view, press a Pattern track button on the left of the song sequencer view.

2. Step sequencer

- **OVERVIEW**

The step sequencer enables you to compose individual patterns, using the sounds available on each pads. To edit an existing pattern, tap on its associated Pattern Edit button in the Song Sequencer view.

Tap the edit button of the pattern you want to edit to access the step sequencer.

The **step sequencer view** is divided in three sections: pattern preview bar (top), step sequencer (center) and option toolbar (bottom)

There are sixteen tracks available on the center view. Each track is associated to one pad from the Pad view. The color of each track matches a corresponding pad. **For reference, the pad/track number and sample name are displayed on the left part of each track.**

When playing a song, an off-white vertical bar will pass over the steps. This play position indicator helps to keep track of the beat division being played.

Navigate through the step sequencer by scrolling vertically (to access further pad tracks) or horizontally (to move the currently visible timeline).

A single pattern can hold from one up to four bars of sound events. Each pattern is divided into “steps” (by default 1/16th of a bar). On the figure above, the steps are ordered horizontally, and some of them have been activated on the different pad tracks : these activated steps will trigger sounds during playback, at the position they are placed in the pattern.

Activate/Deactivate steps on the pad tracks to transform your pattern into a short rhythmical or musical suite. Use the song sequencer to arrange it.

NOTE: Press play in the transport bar in the step sequencer to hear the work done in the song sequencer.

To hear a particular pattern:

- Find a position with no activated patterns.
- **Place the pattern in the desired position.**
- **Move the Start/End markers** to get exactly the same zone as the pattern.
- **Activate Loop** mode in the transport bar.
- Launch playback to hear the pattern.

• **TOOLS & OPTIONS**

The step sequencer toolbar is located at the bottom of the screen.

SONG : To go back to the Song Sequencer View.

STEP EDITORS : To access the different step editors *(See next section for detailed information)*.

STEP RESOLUTION : To edit the current editing resolution.
By default, the step sequencer divides each bar into 16 steps (1/16th resolution).
Use this option to change the editing resolution to: 1/16, 1/16T, 1/32, 1/32T, 1/64, 1/64T

T denotes the use of triplet-based resolution. Depending on the selection resolution, the sequencer will grow or shrink horizontally to display more or less steps. The resolution does not modify a pattern.
It works like a «zoom» function does.

However, take into account that if you activated steps while in a high resolution (such as 1/32), and that you go back to a smaller one (1/16), you might not see all the steps that have been placed, and more importantly, they will not have the same rhythmical position.
As an example, two steps placed consecutively at a resolution of 1/32, will only be displayed as one step at a resolution of 1/16. If you happen to deactivate this step while in 1/16, both consecutive steps will be deactivated.

PATTERN EDIT

Use this tool to:

• ***Set Pattern Size*** :Change the length of the current pattern (1, 2, 3 or 4 bars)

• ***Duplicate Pattern*** : Insert a new pattern with the same settings of the current pattern.

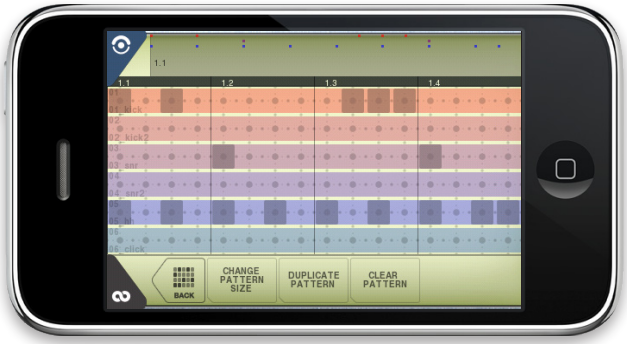
• ***Clear Pattern*** : Delete all the content of the current pattern.

PLEASE NOTE THE FOLLOWING:

- When a pattern is increased, the length of the pattern already placed in the song sequencer will not be affected

- When a pattern is reduced, all the patterns already placed on the song sequencer will also be shrink if they have a size above the new setting.

- When a pattern is reduced and contains steps placed in a non-existing bar, these steps will be kept invisible. To bring them back, change back to the original size.



PATTERN LABEL : shows the pattern number currently being edited.

PREV. and **NEXT** buttons : respectively change the current pattern to the previous of next one available.

3. Step editors

- **OVERVIEW**

The step sequencer allows to modify different sound parameters for any steps (sound events) placed in the patterns. Access the editors by pressing the **Step Editor button** from the Step Sequencer bottom toolbar.

There are four different editors:
- **Velocity**: to change the volume
- **Pitch**: to adjust the note, by semitones
- **Pan**: to change the position of a sound in the stereo field (left/right)
- **Groove**: to manually adjust the trigger

Select the sound parameter to modify and the step editor screen will show up.

The Step Editor displays one pattern pad track at a time, and the corresponding values for each activated step on that track.

This value is represented as a bar with the same color as the pad, with a different size and orientation depending on the current value assigned to it.
When loaded, the step editor will display the track where the last step was activated in the Step sequencer.

- **CHANGING THE STEPS PARAMETER VALUES**

Press on a step to change the value of the edited parameter. A text label will pop-up to notify the new assigned value. Scroll vertically for better control precision. Scroll horizontally to change multiple steps values at the same time.

The bottom toolbar displays important information and options :

- **BACK** : To return to the Step Sequencer.

- **UNLOCK MOVE / LOCK MOVE** : Toogle this button and scroll over the editor to modify multiple steps at the same time. This feature is not active by default.
Use the preview bar at the top of the screen to quickly access other pattern zones.

- **PAD TRACK label** : shows the current pad track being edited, along with the sample name assigned to that pad.

- **PREV. / NEXT** : changes the current pad track within the editor to respectively the previous or next one.

• CREATING MELODIES USING THE PITCH EDITOR

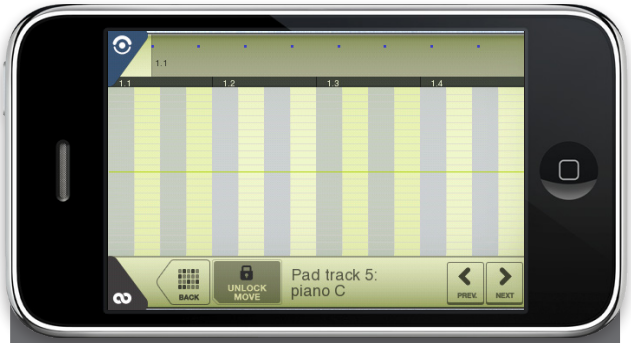
One of the most interesting feature of BeatMaker is its ability to create melodies out of a single sample, thanks to the **Pitch Editor**. Let's take an example to illustrate the many creative possibilities unleashed by the Pitch Editor :

You have loaded a sample called «piano C.wav» on one of your pads. This sample is the sound of piano note C (Do).

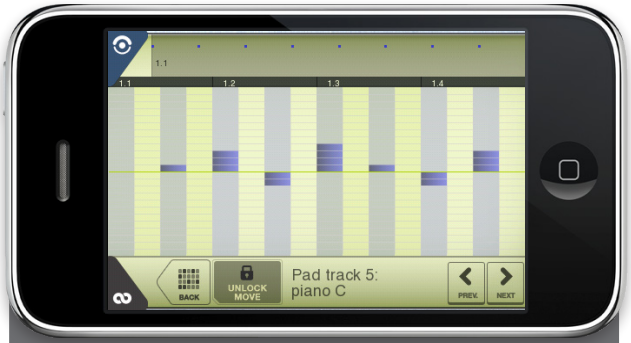
A piano note is activated every 1/8th.
If you play this pattern, the same piano note will repeat every 1/8th of a bar.

Press the **Step Editor** button, and then select the **Pitch Editor**.

Touch each activated step to change the individual pitch value, from -12 semitones (one octave down) to +12 semitones (one octave up)



The step editor shows the active piano steps, with all their pitch parameter set to 0.
(no modifications)



Each step has a different pitch value.
Play the pattern and hear a piano melody.

Use the Pitch Editor with any type of instruments to include interesting effects to your compositions.

• GROOVE EDITOR

This editor permits you to humanize and give more originality to your patterns, by slightly **adjusting the step trigger time forward or backward.**

A positive value means the step will be triggered after the regular trigger time. On the contrary, a negative value will trigger the step earlier. This way, you can create more realistic sounding drum patterns (snare rolls, ...) by slightly delaying the steps.

Use a high step resolution to achieve more detailed rhythmic adjustments

D. The FX View: Adding new perspectives to your sound

Give a new touch to your compositions and sound material by using audio effects.
BeatMaker provides two independent insert effect columns.

1. The two sets of racks

The **left effect column is connected to the FX 1 output** bus as an insert effect.
The right effect column is connected to the FX 2 output bus as an insert effect.
(see Mixer & Output busses)

Each effect rack has four chained effects: **Synchronized Delay, 3-Band EQ, Bit-Crusher, Filter #31.**

Before starting with effects, ensure that each pad is assign to the corresponding FX Bus. **By default, all pads are routed to the FX 1 bus.**

Easily navigate through the racks using
the **Up/Down arrows** on the left and right side of the screen.

IMPORTANT! By default, every effect is bypassed (it does not go through the effect rack) and the audio signal is unaffected. **To activate an effect, just press its "Bypass" button.**

NB: Double-tap any slider to reset it to its original value.

2. Effect racks

• DELAY

The Synchronized Delay is a simple yet powerful effect. It gives life, widen the audio spectrum of you samples and create new rhythmic and melodic patterns. The signal enters the delay and is buffered for a synchronized amount of time. This way, the sound repeats itself and slowly fades away (with the feedback control).

On the top, set the delay time: **from 1/64 to 1/2 of a bar**. The delay is synchronized to the song tempo and signature.

Select the **signature resolution** between the 2 sliders : **normal, dotted** and **triplet.**

• **Feedback slider** : control the volume of delayed audio that is re-injected each time.
Low feedback setting will make the delay sound vanish more quickly. On the contrary, setting it to the maximum will repeat the sound infinitely, leading to distortion.

• **Wet Mix slide**r : controls the mix between the delayed sound and the normal, dry sound going through.
Set it to the minimum to hear the original signal.
Set to the maximum to hear only the processed signal.

• **3-BAND EQ**

Use the 3-band Equalizer to attenuate or boost the sound:

- **Low frequencies** (bass)
- **Mid frequencies** (vocals, instruments...)
- **High frequencies** (high-pitched sounds, noises...)

Give more personality to the sound using the equalizer. Create breaks by muting mid and high frequencies, just letting the bass passing through.
It is a perfect tool for live performance.

Each of the three sliders controls a spectrum of frequencies (**Low, Mid, High**).

On the default position (approx. at 1/3), no boost or reduction is given to the sound. Set the slider on the top to boost, on the bottom to reduce selected frequencies.

• **BIT-CRUSHER**

The bit-crusher is an interesting, **destructive effect** that re-creates the sound of old digital audio gears. Transform your sample and give a vintage touch to your mix.

The Bit-Crusher has two sliders:

• **Bits** : sets the desired resolution, in bits.
The slider goes from 1-bit to 16-bits

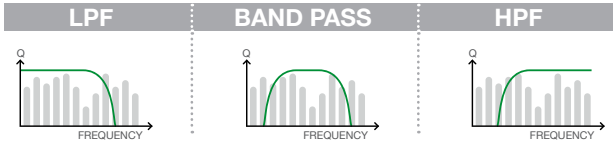
• **Frequency** : sets the desired sampling frequency.
This slider goes from 2000Hz to 44,100Hz.
(or initial sample frequency)

• **FILTER #31**

This **frequency filter**, with resonance, is the perfect effect for playing with frequencies and giving presence to your samples.

• **LPF** : «Low Pass Filter» - This will only let low frequencies pass through.
• **HPF**: «High Pass Filter» - Same effect but with high frequencies
• **Band-Pass** : Only «open» a range of frequencies.

*Note that the **resonance** is named **Q** on the control surface. Set on a high position (top), the resonance is maximal.*



III. BeatPack

BeatPack is the synchronization tool for BeatMaker.

- Create new BeatMaker kits by drag'n'dropping samples onto the interface
- Share your BMKZ kits
- Share your WAV and AIFF samples and download them within BeatMaker
- Retrieve BMKZ kits, BeatMaker Kits & Project files
- Upload MIDI and WAV exports of your songs to BeatPack

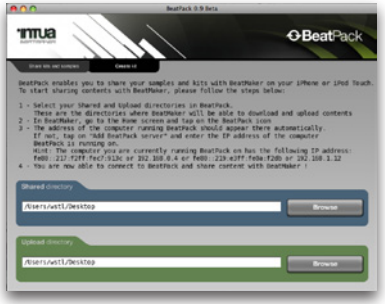
A. Setting up your BeatPack server

All you need is a Wi-Fi router, properly set up, and a desktop or laptop computer running Microsoft Windows or Mac OS X. You can download BeatPack for your operating system at: http://www.intua.net
It currently supports Windows XP/Vista and Mac OS X 10.4 or superior.

Microsoft Windows : Ensure you have iTunes 8 installed and proceed into installing BeatPack

Apple Mac OS X : Just drag'n'drop the BeatPack application into your «Application» folder.

You might need to configure your firewall in order to let BeatMaker access it.
The process is explained in the Frequently Asked Questions. **BeatPack uses TCP port 3131**.



When you launch BeatPack, you need to configure two directories:

- The **SHARED** directory: A directory containing everything you wish to download into BeatMaker
- The **UPLOAD** directory: The directory within which BeatMaker will upload WAV/MIDI exports, BMK, BM, BMS.

B. **Creating a kit**

To **create a BMKZ Kit** :

• Drag'n'drop your WAV or AIFF samples on the desired trigger pads. They have the same disposition as in BeatMaker.

NB: You cannot drop MP3 or other unsupported file formats.

• Enter a **full description of your kit**. You can also put a **custom image by drag'n'dropping a PNG file on the small thumbnail**

• **Save your kit !** It will be stored into your SHARED directory

Everything is set to download your first kit to BeatMaker.

C. **Downloading**

Before connecting to the BeatPack server:

• Ensure that the Wi-Fi access is correctly set up. Your device needs to be in the same network as the computer running BeatPack. Check the status in your iPhone or iPod Touch Setting aplication.

• When using an iPhone, verify it is not connected via Edge or 3G ("E" or "3G" not shown in the iPhone status bar)

Now, in BeatMaker. Go to the HOME screen, and click the BeatPack tab.
A BeatPack server will connect to your local network. Otherwise, wait a few

If not, wait a few seconds, and ensure BeatPack is launched. If it still does not appear, add the server IP manually by clicking **Add BeatPack Server**.

Once the server is selected, click the Download button.
Enter the first listed directory (IP and port of your server). A file listing will appear.
Start downloading your files.
Once the download is completed, find the files into the **My Content/BeatPack Content** directory.

D. **Uploading**

Select a BeatPack server and click the Upload button.

BeatMaker will open the browser. Select the files to upload. Click the **Upload button**.
Once completed close the browser.

Find the files in the computer running BeatPack, inside the **UPLOAD** directory.

IV. FILE TRANSFER (FTP)

A. **Configuration**

To be able to use this feature correctly, you first need to have both your computer and your device connected to the same WiFi network. Please refer to the iPhone/iPod/iPad documentation and to your computer's Operating System manual for more information on connecting to your WiFi network.

BeatMaker acts as a FTP (File Transfer Protocol) server to transfer files. You will need to have software known as an FTP client installed on your computer; it will connect to BeatMaker and allow you to manage the files on your device. As a convenience to you, some free FTP clients are listed below for different operating system:

Microsoft Windows :

- FileZilla: http://filezilla-project.org/download.php
- WinSCP: http://www.winscp.net

Apple Mac OS X :

- Cyberduck: http://www.cyberduck.ch
- FileZilla: http://filezilla-project.org/download.php

B. **Connecting to BeatMaker**

Once you are connected to your WiFi network, and have successfully installed and launched your FTP client, press the **FTP** button from the Home screen.

Press the **START** button to launch the FTP server. Press it a second time to stop it.

This window contains the information that you need to enter in your FTP client to connect to BeatMaker: your device IP address, login and password. As an example, we will demonstrate how to configure FileZilla and Cyberduck.

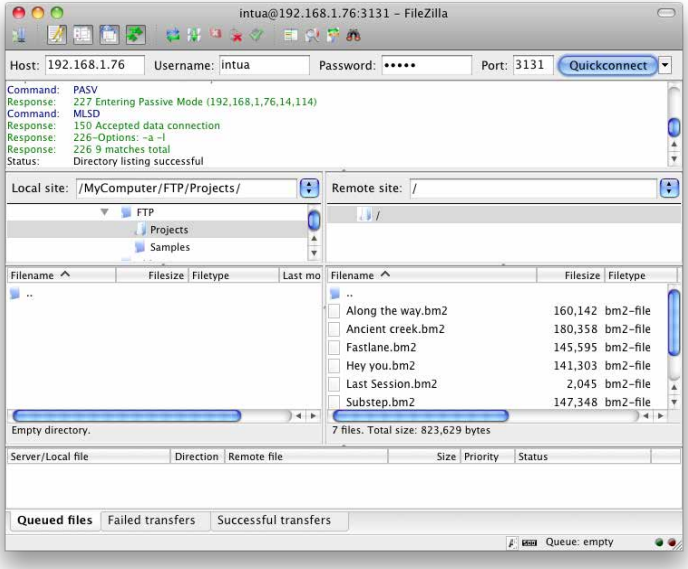
Using FileZilla

After loading FileZilla, you need to fill in the Host, Username and Password information found at the top of the application:

Host: type in the IP address given in BeatMaker (example: 192.168.1.76)
Username: type in the login given in BeatMaker (by default: intua)
Password: type in the password given in BeatMaker (by default: intua)
Port: type in 3131

Press the QuickConnect button to connect to BeatMaker. You should now see a window similar to the screenshot on the right.

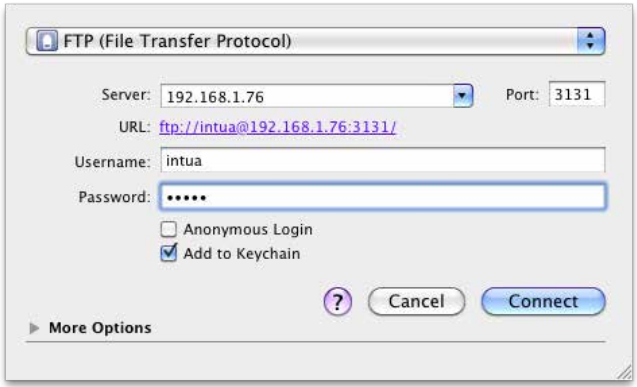
You can now drag and drop files between your computer and BeatMaker (the local and remote file view) as you would do with the Mac Finder or Windows Explorer. Close FileZilla and press the **STOP** button in BeatMaker when you are done.



Using CyberDuck

CyberDuck uses a service called Bonjour that should automatically recognize your device. Press the **BONJOUR** button at the top of CyberDuck to list all FTP servers available on your network. If you see your device in the list, double-click on it to connect to BeatMaker.

If your device is not listed, click on the “Open Connection” button at the top left of the application. The following window will appear:



Use the information given in BeatMaker File Transfer window to fill in the Server, Port, Username and Password fields:

Server: type in the IP address (e.g. 192.168.1.76)
Port: type in 3131
Username: type the LOGIN given (by default: intua)
Password: type the PASSWORD given (by default: intua)

Also make sure the “Anonymous Login” box is unchecked.

Press the Connect button when you are done to connect to BeatMaker. You should now see a list of the files present in your BeatMaker. You can rename, move, delete and create directories, as well as drag and drop files to and from your computer using the Mac Finder.

V. SUPPORT AND QUESTIONS

- For any additional questions, visit first our website at: **http://www.intua.net**
- BeatMaker **F.A.Q**. : **http://www.intua.net/beatmaker-beatpack-faq**
- BeatMaker community and support forums are available at: **http://www.intua.net/forums**
- For bug reporting and technical questions: **support@intua.net**