SINGULAR SOUND

BEATBUDDY
MANAGER ONLINE

BEATBUDDY

SINGULAR SOUND

Manual
Firmware 1.5.4

Introduction
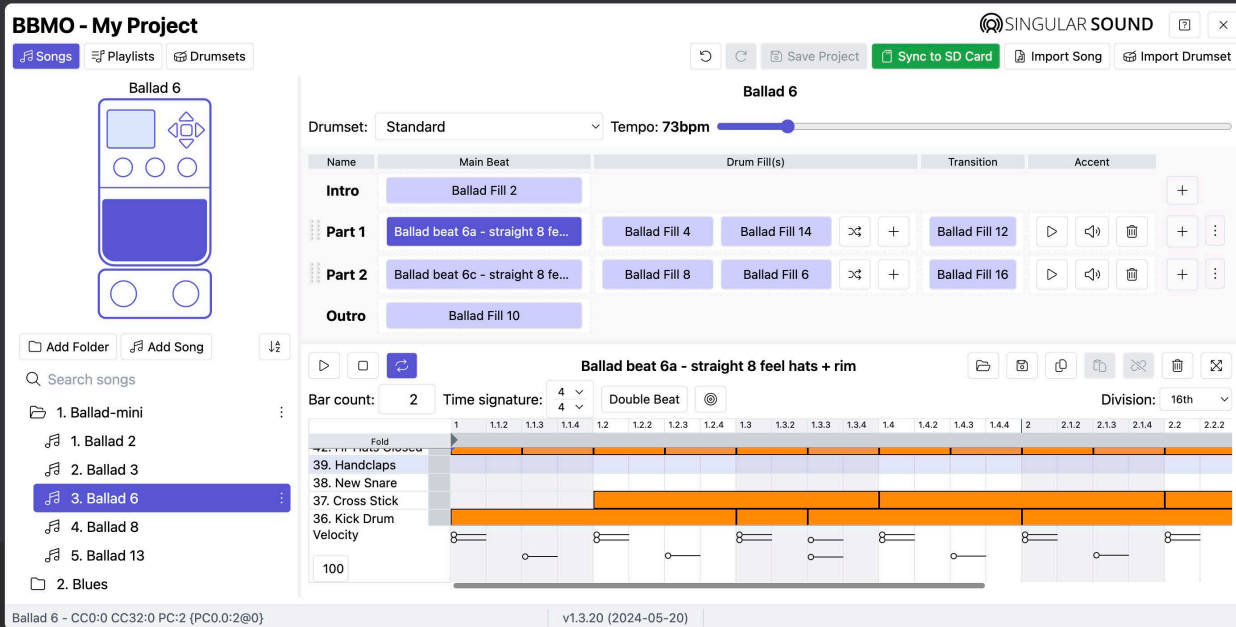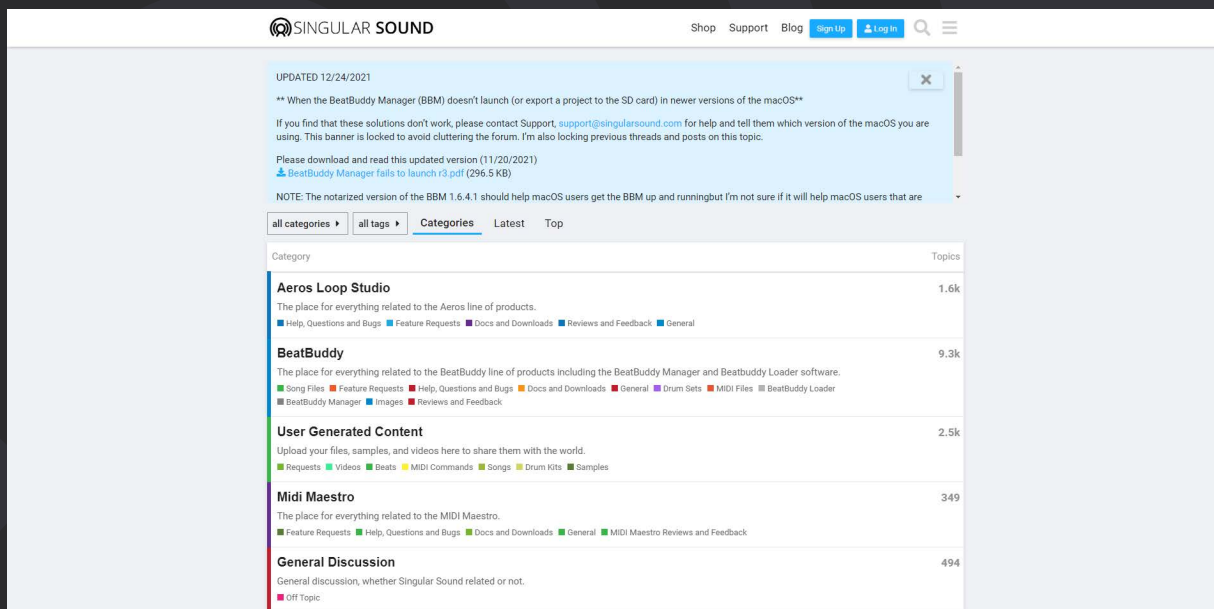
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Welcome to the BeatBuddy Manager Online, or 'BBMO' for short.

Add to, edit, and organize your downloaded BeatBuddy content and even create your own! The BeatBuddy Manager Online is on version 1.5.4 since the writing of this manual.

Found a bug? Love the Product? Content requests? Let us know on the Singular Sound Forum or write to support@singularsound.com

Use the BeatBuddy Manager Online to:

- import and export all associated BeatBuddy files into your BeatBuddy project, and load them onto the BeatBuddy
  - o .sng - Song files
  - o .drm - Drum files
  - o .pbf - Folder Files
  - o .bbp - Project Files
  - o MIDI and WAV - Building blocks to use for Songs, Drum Sets, and Accent hits
- Edit your song files
  - o Add/remove song parts
  - o Add/remove regular, intro, transition, and outro fills
  - o Edit the MIDI files using the MIDI editor
  - o Edit the default drum set and tempo for the song
    - ▪ This default can be ignored by disabling the Default Drum Set and Default Tempo settings on the BeatBuddy itself. (Settings > Main Pedal)
  - o Set the song's accent hit and the accent hit volume
  - o Import and export MIDI files
- Edit your drum sets
  - o Edit the drum set info and settings
  - o Add/remove instruments
  - o Import instruments from other drum sets
  - o Import samples
  - o Auto arrange your imports
  - o Edit and arrange the velocity to sample layers
- Preview your content
  - o Use the BeatBuddy emulator to test out your masterpiece
  - o Tap, hold, or double-tap the main pedal or footswitch functions to start, stop, transition, pause, and play the accent hit.
  - o Play back MIDI files while editing them in the MIDI editor
  - o Audition .wav samples as you add them as accent hits or to a drum set instrument
- Create and edit playlists

Table of Contents

Compatibility

The BBMO is only supported on desktop using the latest Google Chrome, Microsoft Edge, Opera and Vivaldi browsers.
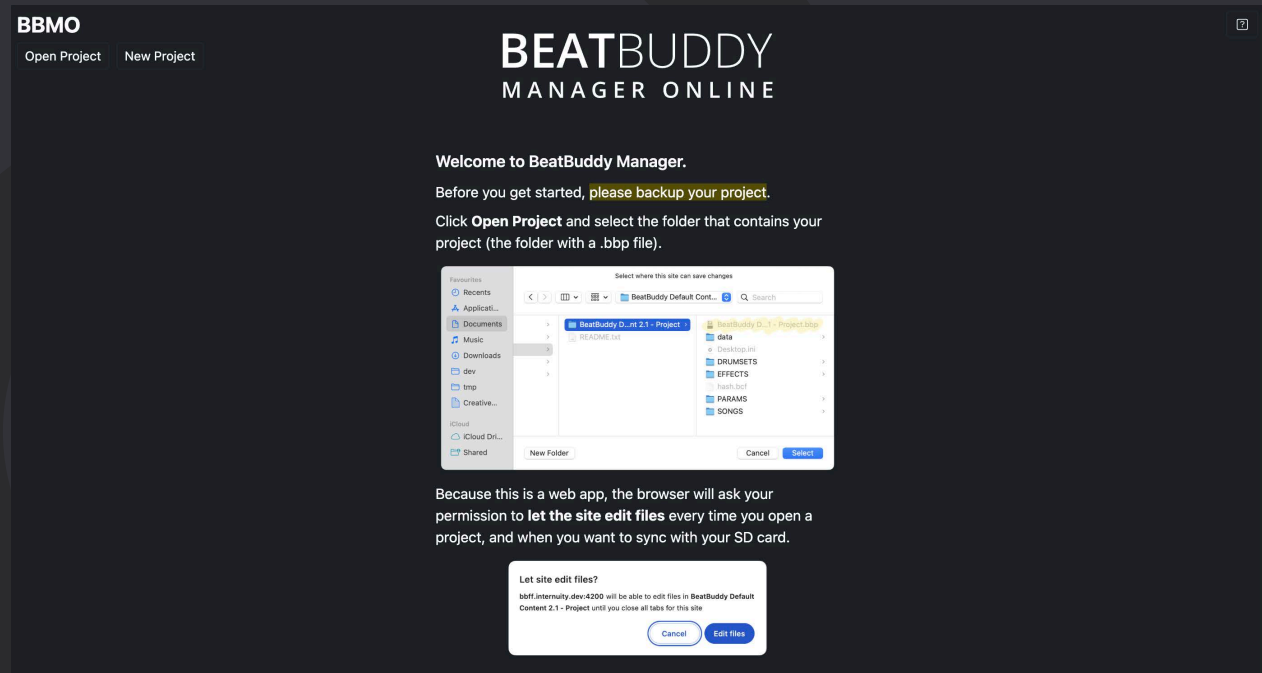
If you are using Safari or Firefox, consider writing to Apple Support or Firefox Support and asking them to allow Filesystem API on directories.

Copy and paste this message to reach out:
"Please create a new version of the browser app that supports the ability to use FileSystemAPI on directories, this is essential for working with a BeatBuddy project and SD cards that are saved on my computer using the online editor."
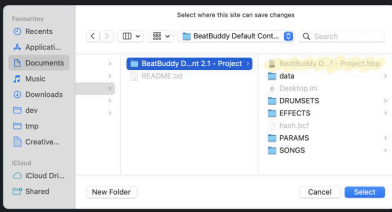
Project Management

We suggest making a copy of the SD card on your computer and editing the files from there. Once you are happy with your edits, you can do a synchronization to your SD card to load it onto the BeatBuddy. Read more about how to synchronize to the SD card on

You *DO NOT* have to have an SD card connected to your computer to use the BeatBuddy Manager Online, you only need to have a copy on a physical drive (your computer or hard drive) to be edited.

If you've just bought your first BeatBuddy and do not have the default content loaded on your SD you can always find the default content on our website, it's free! You do not need to own an SD card to edit content on the BeatBuddy Manager Online.

You can find all downloadables in the BeatBuddy section of our support page: https://www.singularsound.com/pages/support

How to get the content loaded on your computer:

1. Copy the project folder from your BeatBuddy's SD card to your computer **OR** download the Default Content v2 project .zip file and unzip the file, inside will be a folder enclosing all relevant project files.
2. Move the entire folder (with all it's contents) to a location on your computer that you will easily remember where it is, it can be anywhere on your computer.
3. (Suggested:) Duplicate this project somewhere on your computer to create a backup
4. Open the BeatBuddy Manager Online web application
5. Click 'Open Project'
6. Select and/or open the folder with the project files inside of it, and hit the Enter key or confirm the project location on the pop-up file browser window.
   a. **Do not** only select the .bbp file. You must open the entire folder.
7. Your browser will ask if you would like to edit the files, click 'Edit Files' in the pop up window to finalize opening the project
8. All set! Now you can name your project by clicking the name of the project at the top where it says "Default Content v2" and get going on your own personal project

How to Create a New Blank Project

When you open the Start Screen of the application, instead of clicking 'Load Project', click 'Create Project'

This will ask you to choose a location to save the new blank project on your computer. Save the folder to a location on your computer that you will easily remember where it is, it can be anywhere on your computer.

When you open the project on the editor, you will need to add all song and drum files yourself. We highly recommend downloading the default content if you are just starting out and want your content on your BeatBuddy fast.

Summary

In this section we will explain all of the files, what they are and how they function. To learn how to use the BeatBuddy Manager Online to edit files, skip this section and look back for more information.

Filestructure

The BeatBuddy experience is organized into a project folder, in this project folder all relevant files are needed to load the project on your BeatBuddy. Do not directly edit the BeatBuddy project files or formatting, always edit the files using the BeatBuddy Manager Online web application. The only exception is the EFFECTS folder, read more about the EFFECTS folder on
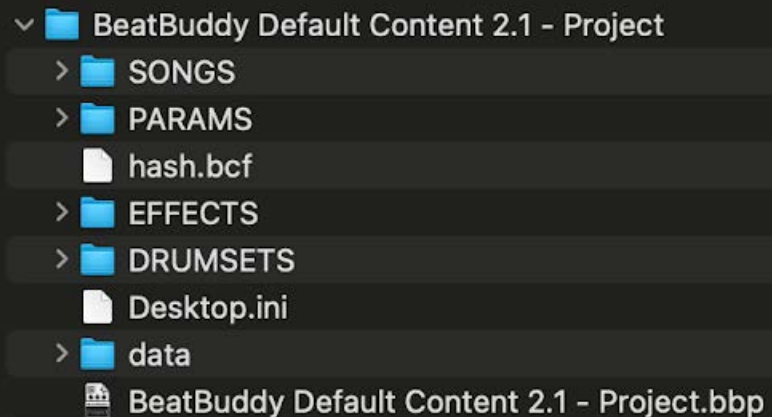
File Types

BeatBuddy Manager file types:
- .sng - Song files
- .drm - Drum files
- .pbf - Folder Files
- .bbp - Project Files

Supported common file types:

- MIDI and WAV - Building blocks to use for Songs, Drum Sets, and Accent hits

Song Files

Song files are a collection of both MIDI files that tell the BeatBuddy what MIDI notes to sequence and .wav files that can be used as the accent hit for a song part. Read more about how to edit Song File components on .

The song starts with an optional intro fill, and must have at least one part. You can also have up to 8 optional regular fills in each song part, a transition fill for each part, and one outro fill to be played at the end of your song. Read more about regular fills on , transition fills on , and outro fills on .

The song must have at least one part and one main beat in the part to exist and work on the BeatBuddy. Read more about the Main Beat on .

When using the BeatBuddy:

- The regular fill is played when the Main pedal is tapped, fills are one measure or less in length
- The Transition fill is played when the pedal is held down, the transition can be multiple measures. Transition fills will play through all available measures and then begin to loop until the Main Pedal is released, then it will transition to the next part at the end of the current measure.
- The Outro fill is played when the Main Pedal is double-tapped. The Outro can be several measures and will play through entirely one time.

Intro Fill

The Intro fill is the MIDI file played at the beginning of the song when it is started for the first time. The intro fill can be left empty, it is optional. If you want to turn off the intro, go to the settings on your BeatBuddy (Main Pedal > Intro Fill) and disable the intro for all songs. The intro file can be any length and it will play one time fully after starting the song.

Pickup Notes (Partial Measure)

Some songs start with a Pickup note. Pickup notes are played in an incomplete measure of music at the very beginning of a song. If the Intro MIDI file is set to play back for less than a whole measure **or** contains a section at the beginning that has MIDI notes for less than a whole measure it's read as a pickup. The pickup notes will begin playing immediately once the BeatBuddy starts.

When Exporting MIDI files from a DAW, export the MIDI files as whole measures, using the MIDI file start point you can set the intro to play partial measures. If you do not set the start point, the BeatBuddy will play silence for the empty part of the intro file. Read more about setting the MIDI file start point on .

Song Part

A Song part has 4 main components, the Main Beat, the fill(s), the transition fill, and the Accent hit. Read more about song parts on .

Main Beat

The Main Beat is the MIDI file in a song part that will loop indefinitely until the song part is stopped or transitioned. It can be any length as long as they are full measures. Every song part must have a Main Beat. Each Main beat can be its own time signature. The time signature is set in the DAW when exporting the MIDI file, just make sure the corresponding fills are also set to the same time signature. The BeatBuddy Manager can edit the current time signature of the MIDI file to be any time signature you would like using the MIDI editor, read more on .

Regular Fills

A fill is played every time the BeatBuddy main pedal is tapped once. You do not need to have any fills in your song, but can have up to 8 fills in a song part. Set whether to play the fills in order every time a fill is played or to shuffle them randomly, read more about fills on pg. 32.

Transition Fills

A transition fill is played and looped every time the main pedal is held down. Once the main pedal is released the BeatBuddy will stop playing the transition fill at the end of the current measure. The Transition fill can be several measures but it will only play until the pedal is released, keep holding the pedal down to hear more of the transition fill. Read more about transition fills on pg. 33.

Accent Hit

The accent hit is an optional .wav file (44.1kHz, 24 or 16 bit) that will be played when the Accent hit command is sent to the BeatBuddy using an external footswitch or MIDI.

If you would like to always use the same accent hit, go to Main Pedal > Footswitch Settings > Accent Hit > Source > Global and choose the .wav file from the list. Edit the folder on your SD card directly using your computer to add new accent hits to the library or to remove unwanted files.

Learn how to edit your song's accent hits on pg. 34.

Outro

The Outro fill is the MIDI file played when the main pedal is double-tapped. The outro fill can be left empty, it is optional. If you want to turn off the outro, go to the settings on your BeatBuddy (Main Pedal > Outro Fill) and disable the outro for all songs. The outro fill can be any length and it will play one time fully before ending.

Drum Files

A drum set is a collection of .wav files assorted into instruments, each instrument in the drum set corresponds to a MIDI note. For example, C1 (note 36) is equal to the Kick in General MIDI Drum Format (read more about General MIDI format on pg. 72), so when I play C1 on my MIDI keyboard it plays the kick sound on a connected BeatBuddy. These are completely arbitrary values, any note can trigger any sample, so you could create a bass or a keyboard 'drum set', for example. In fact, many users have, and you can find them on our forum. Read more about types of files on pg. 10.

A Drum Set can only be up to 100MB.

Supported file types:
- .Wav (PCM Format)
- 24 bit or 16 bit
- 44.1kHz sample rate

Read more about drum set editing on pg. 51.

Instruments

Each instrument is divided into samples and those samples can be further organized into dynamic ranges. The ranges correspond to velocity ranges, the full range of a MIDI file's velocity is from value 0-127. When you create multiple dynamic ranges, this splits the full range into partial ranges, each range of velocity values can trigger sounds from a different group of samples randomly using the round-robin algorithm. This is what sets the BeatBuddy apart from other drum machines which normally only have 1 one or at most two samples per instrument. Learn more about how to edit and make the most of instruments on .

Dynamic Ranges (Sample Pools

Each dynamic range has a group of samples in it called a sample pool. These samples will be played randomly when a specified range of velocities is used for a specific MIDI Note. For example, when I send a MIDI note of value 36 (equal to C1 on keyboard, which is the Kick) with a velocity of 120 I could trigger a different 'pool' of samples than when using velocity 100.

To further explain, each sample pool layer has a set range (dynamic range) which will be less than or equal to 0-127. Sample pool dynamic ranges cannot overlap, only be adjacent to one another, and all values 0-127 must be used by a dynamic range. If I set a range from 0-60 and another from 61-127, I could trigger one pool of samples when sending velocity 60 and a different one when using velocity 70. Learn more about how to edit these ranges on .

Attenuation

The BeatBuddy will apply additional attenuation to files that are recalled using lower values. For example, if 100-127 trigger a sample, the sample will play at full loudness at velocity 127 and at it's lowest loudness at velocity 100. All drum machines and sample based synths do this regularly.

Folders, Collections, and Project Files

The entire BeatBuddy project is encapsulated in a folder structure, but the file itself is the .bbp (BeatBuddyProject) file. On the BeatBuddy and on the BeatBuddy Manager Online application a folder is a collection of songs that can be exported and shared as a .pbf file. This .pbf will open in a project as a folder with all the songs (as .sngs) inside of it. Learn more about importing and exporting folder files in the Features section on .

A 'Collection' file, which can be bought in our online marketplace, is a .pbf and/or compatible drum sets (.drm files) in a .zip file.

Common Files

The BeatBuddy Manager uses .wav and MIDI files as the building blocks for songs and drum sets.

MIDI

MIDI files are used to make up all intro, outro, transition, and regular fills. The Main beat is also a MIDI file. You can make MIDI files on your own in your DAW, import already-made MIDI files you found or purchased online, or create your own using the BeatBuddy Manager online. Read more about the MIDI editor on pg. 38.

The BeatBuddy only supports MIDI Type 0 files, do not use MIDI Type 1 files.

Wav

.Wav files are used as accent hits and as the sample files for drum set instruments. Supported file types:

- .Wav (PCM Format)
- 24 bit or 16 bit
- 44.1kHz sample rate

We suggest using 16-bit to allow for a greater amount of samples to be used without much noticeable drop in quality, the BeatBuddy will still process them in a 24-bit audio environment.

'EFFECTS' Folder

The EFFECTS folder inside the BeatBuddy's file structure is where all of the .wav files that will be used as accent hits. Add files manually to this folder using your computer to use them as accent hits.

What is an OPB song?

OP and OPB songs refer to one-press and one-press bass songs, respectively. One-press is a quick cheat format made by our users on the Forum to be able to use the BeatBuddy to play an entire song from start to finish with only one tap. The 'Bass' in OPB means the song has a bass part written into it. Since the BeatBuddy will play back any audio file you load into it, it can also play bass, horns, or any instrument you can think of. The only limitation is the per drum set memory limitation which is 100MB per drum set.
OP = one-press
OPB = one-press bass (v2 songs)
DOP = drums one-press (v1 songs)
OPBk = one-press bass and keys; derivatives may include s for strings, h for horns, etc (if the song uses or was transcribed with 4 instruments, v4 is appended to a BB song name)
OPk = one-press and keys; may include strings or horns; intent is to give bass players their own version (v3m or v4m appended to a BB song name; the "m" indicates it's minus bass)
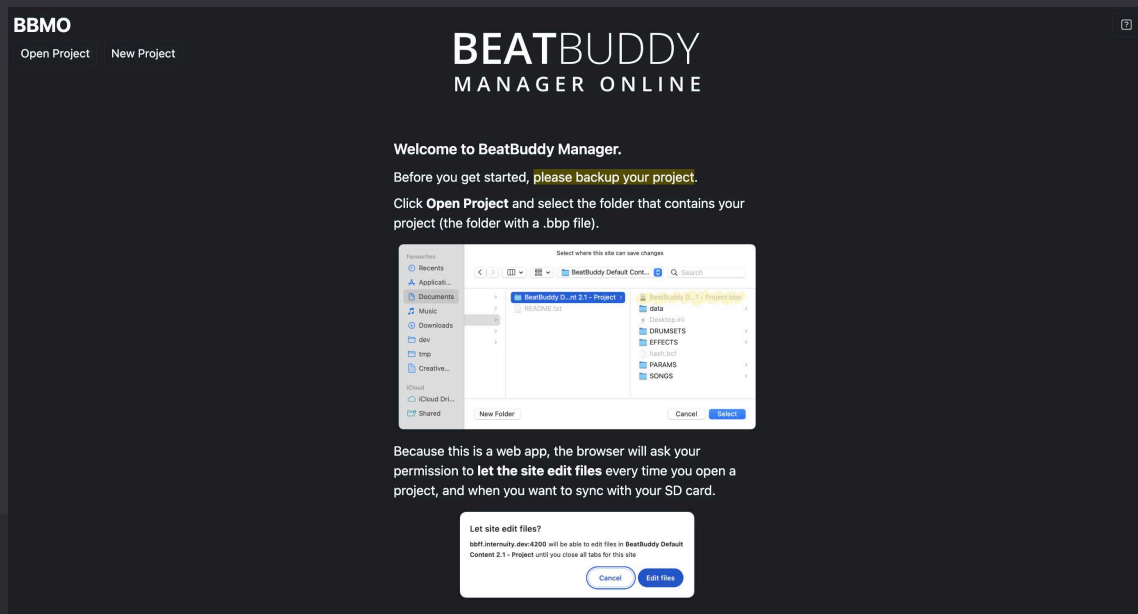Persist's forum format:
v1 = DOP
v2 = OPB
v3 = OPBk (or other instruments)
v4 = OPBk plus other instruments such as strings or horns
v3m or v4m = OPk and other instruments but the bass is omitted for users that are bass players
Read more about this on this thread

Start Screen

Load Project

To load an existing project, use the Load Project button. If you are just starting out, we encourage you to download the Default Library from our website and read the Setting Up for the First Time section on for more information. This is the same process needed to load the Premium Library content.

1. Open the BeatBuddy Manager Online web application
2. Click 'Open Project'
3. Select and/or open the folder with the project files inside of it, and hit the Enter key or confirm the project location on the file browser import window
4. Your browser will ask if you would like to edit the files, click 'Edit Files' in the pop up window to finalize opening the project
5. All set! Now you can get going onyour own personal project!

Create Project

This will create a blank project that you can start from scratch
1. When you open the Start Page of the application, click 'Create Project'
2. This will ask you to choose a location to save the new blank project on your computer, and save the folder to a location on your computer that you will easily remember where it is, it can be anywhere on your computer.
3. Your browser will ask if you would like to edit the files, click 'Edit Files' in the pop up window to finalize opening the project
4. All Set! When you open the project on the editor, you will need to add all song and drum files yourself.

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Songs Tab


1. **Project name** - Double-click to edit the name
2. **Contact support** - Download your logs and write us an email with your issue from here
3. **Close project** - Returns you to the Start Screen
4. **Songs tab**
5. **Playlists tab**
6. **Drum Sets tab**
7. **The Project Toolbar**
8. **Project Actions (Gear Icon)**
9. **Undo/Redo**
10. **Save Project**
11. **Sync to SD Card**
12. **Import Song** - Import one (or several) song(s) or folder(s)
13. **Import Drum Set**
14. **Song name**
15. **BeatBuddy Emulator**
16. **Create Folder** - Creates an empty Folder
17. **Create Song** - Creates a blank song
18. **A to Z/Z to A** - Quickly alphabetize your content
19. **Song search**
20. **Open folder**
21. **Folder 3-dot menu**
22. **Closed folder**
23. **Song**
24. **Song 3-dot menu**
25. **Song name**
26. **Default drum set**

27. **Default Tempo**
28. **The Song Editor**
29. **Create blank part** - Adds a blank part at the end of the song
30. **Intro section 32.**
31. **Intro fill/MIDI File**
32. **Song parts**
33. **Song part drag handles** - Use this to drag and drop the parts into a new order.
34. **Main Beats/MIDI File**
35. **Regular fills/MIDI files**
36. **Shuffle mode** - Play fills in order or shuffle them every time a fill is recalled
37. **Add fill** - Creates a blank MIDI file, import or edit the blank file using the MIDI Editor
38. **Transition fill/MIDI file**
39. **Play accent hit**
40. **Set accent hit playback volume**
41. **Accent Hit 3 dot menu** - Copy, Paste, or Delete the accent hit for the part
42. **Add song part under** - Adds a blank song part underneath the part
43. **Song part 3-dot menu**
44. **Outro section**
45. **Outro fill/MIDI file**

Songs Tab con't: MIDI Editor
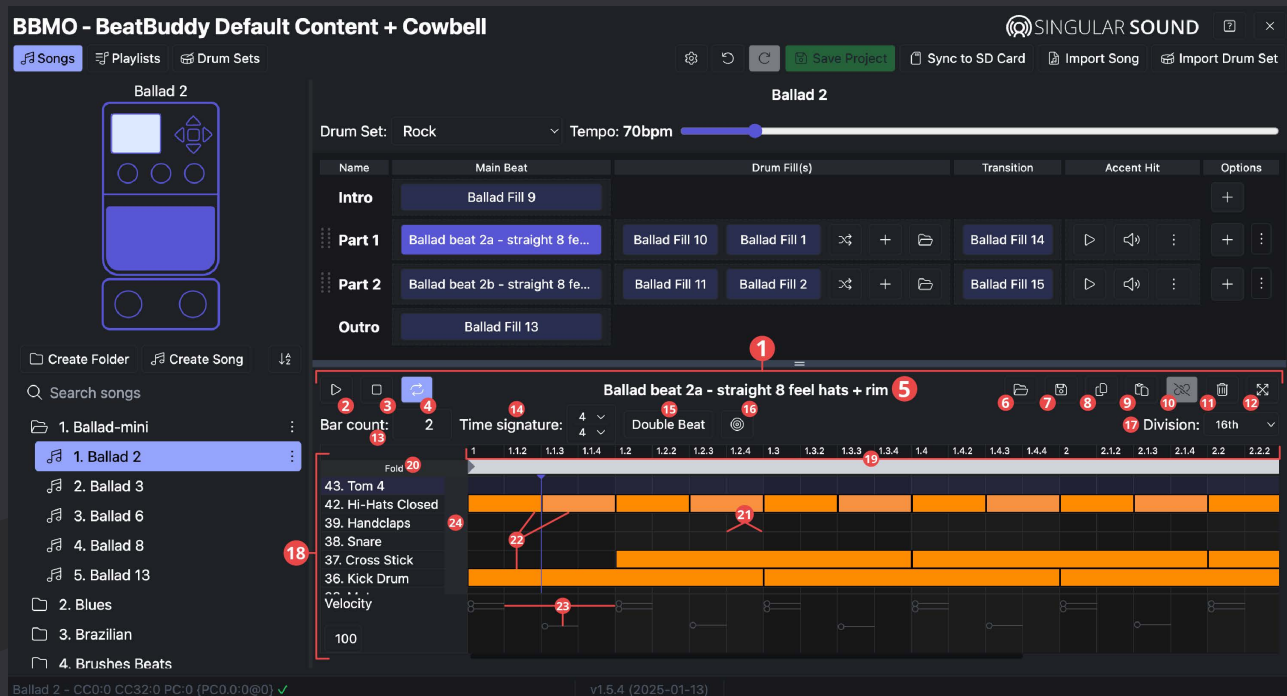
1. **MIDI Editor**
2. **Play file**
3. **Stop playback**
4. **Loop file**
5. **MIDI file name**
6. **Import MIDI file**
7. **Export MIDI file**
8. **Copy MIDI file**
9. **Paste MIDI file**
10. **Unlink MIDI file**
11. **Delete MIDI file**
12. **Expand MIDI Editor window** - Makes the MIDI editor full-screen
13. **Bar Count** - Sets the # of measures in a MIDI file
14. **Time signature**
15. **Double beat** - Duplicates and doubles the length of the current MIDI file
16. **Quantize to grid**
17. **Division** - sets the division of the grid
18. **Instrument List and velocity editor**
19. **Timeline** - The measures, beats, and subdivisions of the MIDI file shown on the grid

20. **Fold button** - 'Folds' the MIDI editor instrument list to only show the names of instruments that have MIDI notes used in the MIDI file. Allows the editor to take up less screen realty but will hide notes you may want to use when enabled.
21. **The grid**
22. **MIDI notes**
23. **Velocity diamondheads**
24. **Quick select instrument** - Click in this region to quickly select all notes in the MIDI file that belong to a single instrument

Expanded MIDI Editor
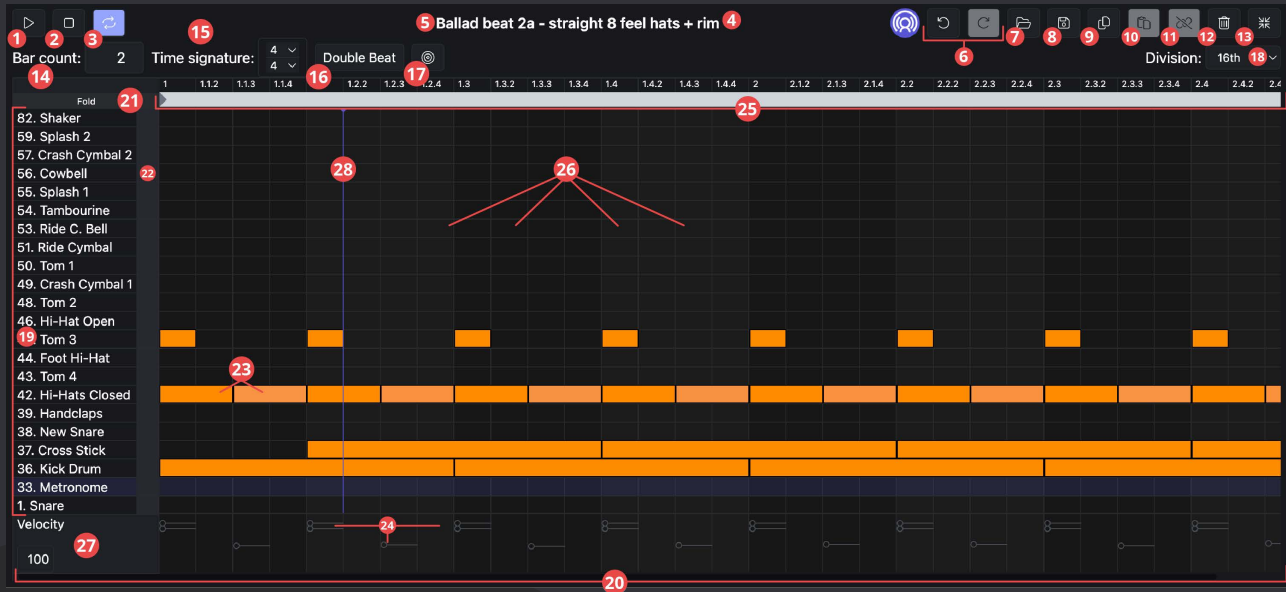
1. **Play file**
2. **Stop Playback**
3. **Loop file**
4. **File name**
5. **Singular Sound Logo**
6. **Undo/Redo**
7. **Import MIDI file**
8. **Export MIDI file**
9. **Copy MIDI file**
10. **Paste MIDI file**
11. **Unlink MIDI file**
12. **Delete MIDI file**
13. **Collapse MIDI Editor window**
14. **Bar Count** - Sets the # of measures in a MIDI file
15. **Time signature**
16. **Double beat** - Duplicates and doubles the length of the current MIDI file
17. **Quantize to grid**
18. **Division** - sets the division of the grid, options are: ¼, 1/4T, ⅛, 1/8T, 1/16, 1/16T, and 32
19. **Instrument List**
20. **Velocity Editor**

21. **Fold button** - 'Folds' the MIDI editor instrument list to only show the names of instruments that have MIDI notes used in the MIDI file. Allows the editor to take up less screen realty but will hide notes you may want to use when enabled.
22. **Quick select instrument** - Click in this region to quickly select all notes in the MIDI file that belong to an instrument
23. **MIDI Notes**
24. **Velocity diamondheads**
25. **Timeline** - The measures, beats, and subdivisions of the MIDI file shown on the grid
26. **The grid**
27. **Note velocity value**
28. **Playback start point** - This purple line sets where playback of the MIDI file will start from, click in any empty part of the MIDI editor timeline to set it.

Playlists Tab
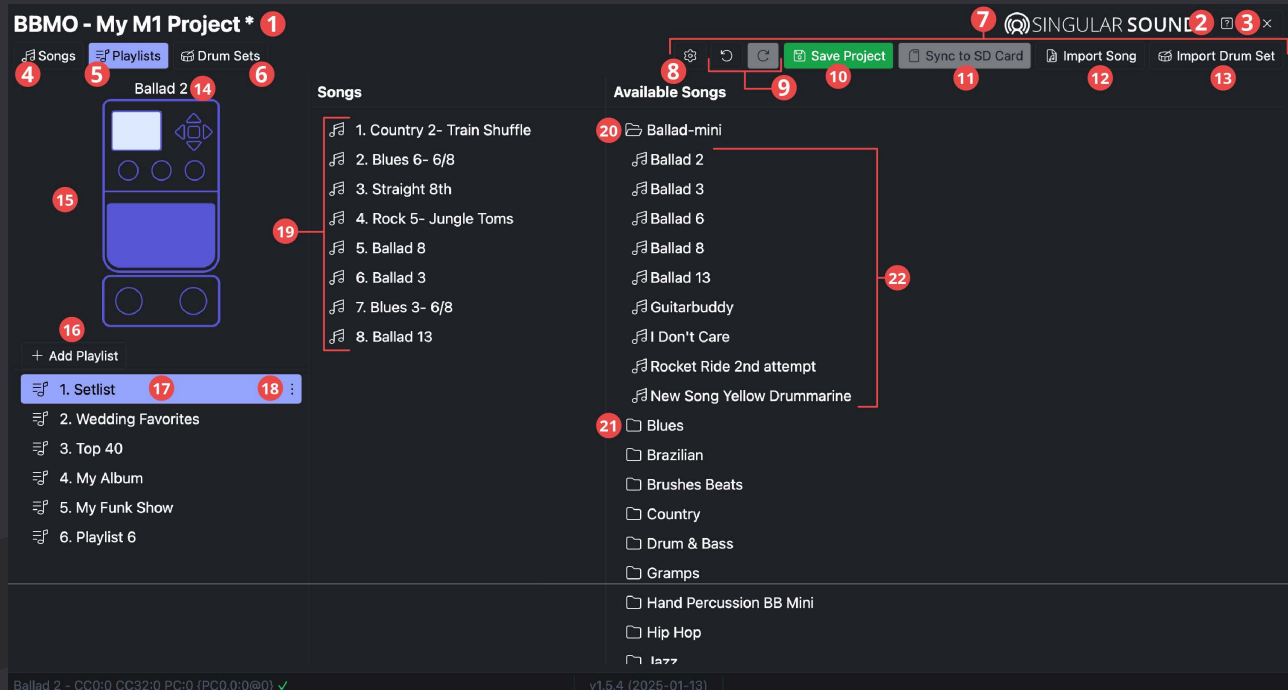
1. **Project name** - Double-click to edit the name
2. **Contact support** - Download your logs and write us an email with your issue from here
3. **Close project** - Returns you to the Start Screen
4. **Songs tab**
5. **Playlists tab**
6. **Drum Sets tab**
7. **The Project Toolbar**
8. **Project Actions (Gear Icon)**
9. **Undo/Redo**
10. **Save Project**
11. **Sync to SD Card**
12. **Import Song**
13. **Import Drum Set**
14. **Song name**
15. **BeatBuddy Emulator**
16. **Add Playlist - Creates a blank playlist**
17. **Playlist**
18. **Playlist 3-dot menu**
19. **Songs in playlist**
20. **Open folder**
21. **Closed folder**
22. **Songs in an open folder**
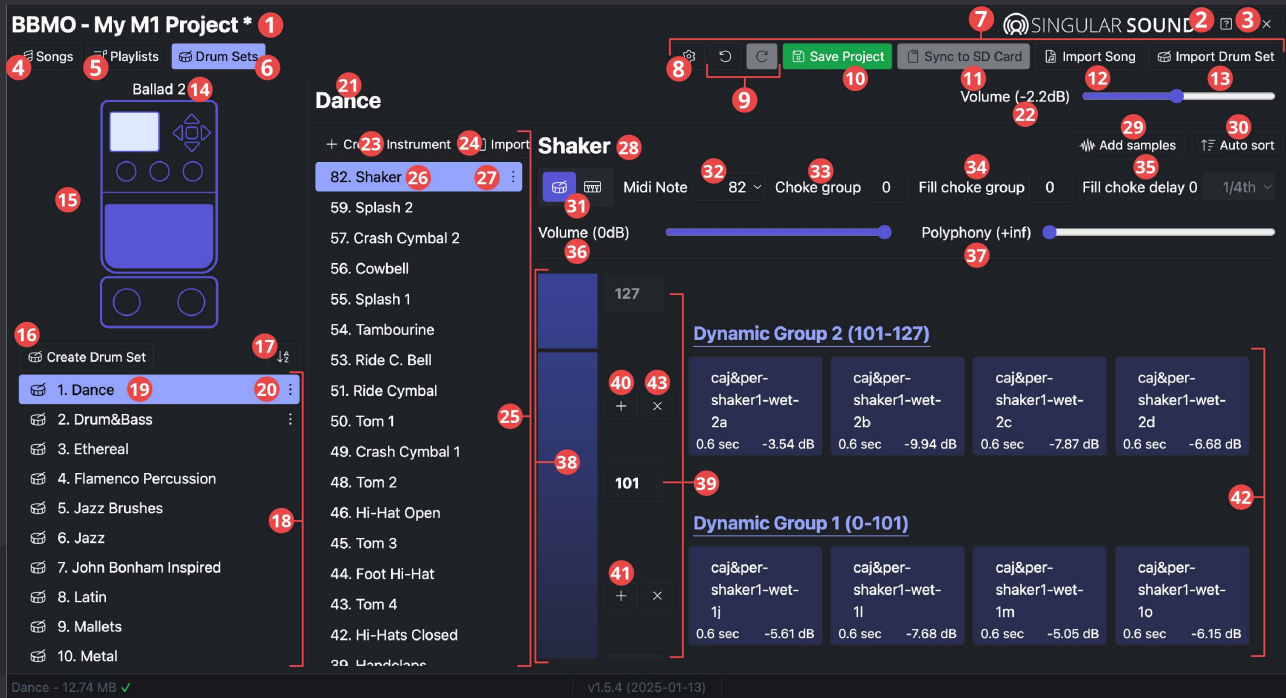
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Drum Sets Tab

1. Project name - Double-click to edit the name
2. Contact support - Download your logs and write us an email with your issue from here
3. Close project - Returns you to the Start Screen
4. Songs tab
5. Playlists tab
6. Drum Sets tab
7. The Project Toolbar
8. Project Actions (Gear Icon)
9. Undo/Redo
10. Save Project
11. Sync to SD Card
12. Import Song
13. Import Drum Set
14. Song name
15. BeatBuddy Emulator
16. Create Drum Set - Creates a blank drum set
17. A to Z/Z to A - Alphabetizes drum set list
18. Drum set list (Drum Selector)
19. Drum set
20. Drum set 3-dot menu
21. Drum set name
22. Drum set volume
23. Create instrument - Creates a blank instrument
24. Import - Import an instrument from another drum set
25. Instrument selector

26. Instrument
27. Instrument 3-dot menu
28. Instrument name
29. Add samples - Import wav samples (PCM .wav, 44.1kHz, 24 or 16-bit)
30. Auto sort - Automatically sort the multiple samples into dynamic ranges
31. Instrument type - Sets whether the instrument is Percussive or Non-percussive
32. MIDI Note - Sets which note value corresponds to the instrument
33. Choke Group
34. Fill Choke Group
35. Fill Choke Delay
36. Instrument volume
37. Polyphony
38. Dynamic ranges - The velocity ranges that each will have their own corresponding pool of samples to choose from when triggered
39. Velocity border values - Sets the max and min velocity for any given dynamic range, value 0 and 127 cannot be edited
40. Add dynamic range above
41. Add dynamic range below
42. Samples - Contains the name of the sample, duration, and the peak level (the highest dB value in the file)
43. Remove Dynamic Range

Basic use

The BeatBuddy Manager is meant to work with the BeatBuddy. Make sure you are on the latest BeatBuddy Firmware to enjoy the most out of the BeatBuddy Manager Online. There are many things you can do on the BeatBuddy Manager Online application, read this section to learn how to do all of it!

BeatBuddy Manager Online is a web application, you will need an internet connection to edit, save/sync, and import/export files. Do not close the window, quit the browser, or turn off your computer without saving the project first.

We highly recommend saving your BeatBuddy Project Files to your computer and editing from there, and then once you are done editing, sync it to your SD.

To read more about starting out with the BeatBuddy Manager Online, go to .
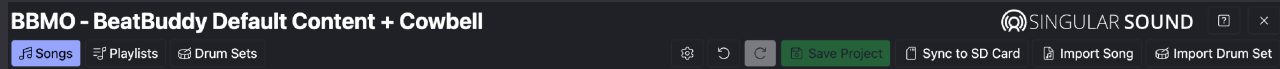
Help button

Use this button to show the help pop up and send an email to support. If you are experiencing a weird bug, you can also choose to download your logs to send along with your report so that the devs can check what may be causing your issue.
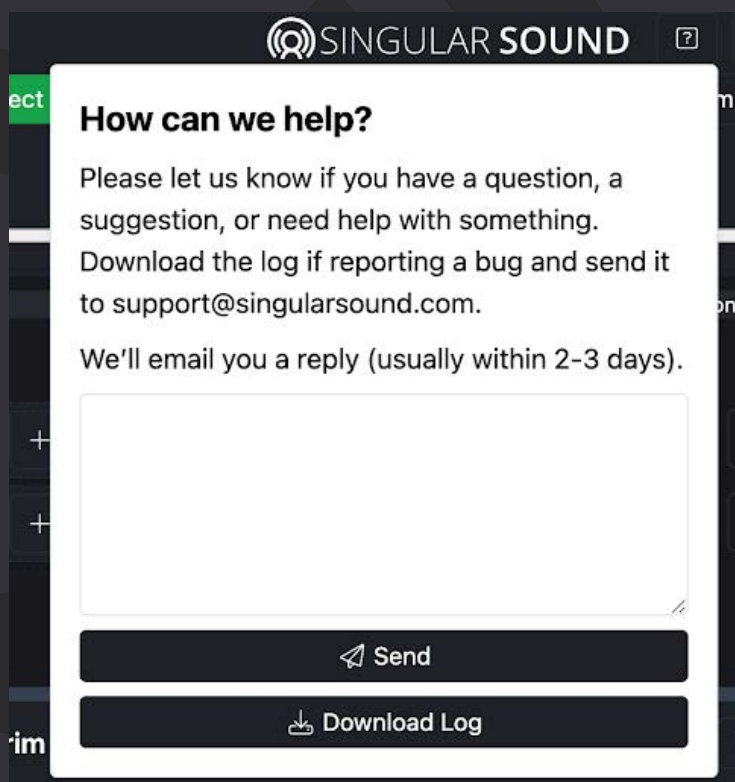
Close Project ⊠

Click the x at the top right if you would like to close the project. You must save your content if you wish to avoid changes from being lost. You will receive a warning if you have not saved, make sure to hit cancel if you forgot to save.

Project Toolbar

BBMO - BeatBuddy Default Content + Cowbell	SINGULAR SOUND ? ×
🎵 Songs 🎵 Playlists 🎵 Drum Sets	⚙ ↺ ↻ 💾 Save Project 💾 Sync to SD Card 📄 Import Song 💾 Import Drum Set

Any action made on the Project toolbar affects all files across the entire project.

Project Actions (Gear Icon)

By clicking the gear icon you will see the project actions:

- Change the application from light mode to dark mode
- Export all Folders and Drum Sets
  - o This will export all songs as .sngs in folders to your computer along with all of your Drum Sets
  - o An easy way to store content outside of your project files

Undo/Redo

If you would like to undo or redo your last few actions tap the undo or redo icons in the project Toolbar

To use keyboard shortcuts, either use Control + Z on PC or Command + Z on Mac to undo. You can also redo using Control + Shift + Z on PC or Command + Shift + Z on Mac.

Save Project

Always save your project continually to not lose work. Also, in order to write the project to your SD card, you must first save it. Saving time depends on how many things have changed since the last save and on your internet connection.

Sync to SD Card

Once you have saved the project, you can sync it to a connected SD card.

1. Click on Sync to SD Card
2. Select your SD card as the location for the sync
3. All set, just leave the browser open and keep your computer from going to sleep so that the process is uninterrupted. Going to sleep does not lose progress but it does stall the saving/syncing process.

Import Folder, Song, or Drum Set

[♫ Import Song]   [🥁 Import Drum Set]

To import song(s) or folder(s)

1. Click on Import Song
2. Select a .sng or .pbf file (or multiple) to import
3. All set!

To import a drum set(s)

1. Click on Import Drum Set
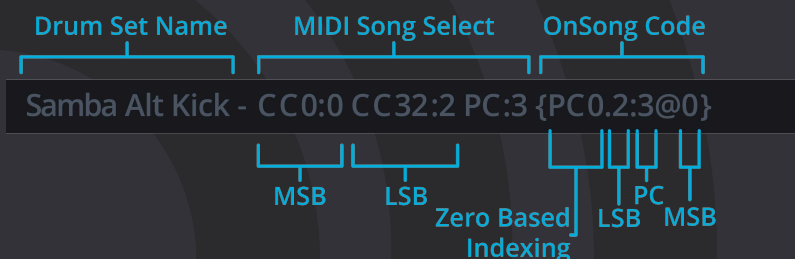2. Select a .drm file (or multiple) to import
3. All set!

Project Footer

There is some extra information available in the Project window's footer

Ballad 2 - CC0:0 CC32:0 PC:0 {PC0.0:0@0} ✓

Songs Tab Footer

In the Songs Tab, the far left side of the footer will contain the currently selected song's name and the codes needed to both use Song Select (open songs on or with the BeatBuddy) and the OnSong code (set onsong to open specific BeatBuddy songs)

Drum Set Name   MIDI Song Select   OnSong Code

Samba Alt Kick - CC0:0 CC32:2 PC:3 {PC0.2:3@0}

MSB   LSB   Zero Based Indexing   LSB   PC   MSB

To learn more about using MIDI Song select with the BeatBuddy read pg. 73 or check out this forum post.

Please note that **MSB** is the **same thing** as MIDI command **CC:0** and that **LSB** is the **same thing** as MIDI command **CC:32**.

Onsong code

When using the OnSong app, you will want to make sure that that you are setting the app to work using 0 based indexing, this just means that the MIDI values for MSB, LSB and PC start from 0. This option can be found in the app settings.

The OnSong command designates the zero based indexing and also uses the same values as song select just in a different order (see image above).

Read more about how to set this in OnSong here: https://onsongapp.com/docs/features/formats/onsong/metadata/midi/

Drum Set Tab Footer

Dance - 12.74 MB ✓

In the Drum Set Tab, the far left side of the footer will contain the currently selected drum set's name and a status. A check mark means that the drum set file does not have any conflicts and saving/exporting will work properly.

File Warnings

If the drum set is missing samples on an instrument, you will see the following warning:

Dance - 12.74 MB   ⚠ Chinese Cymbal: Missing samples

If the drum set does not have any instruments, you will see the following warning:

New Drum Set - 60.38 KB   ⚠ No instruments

Saving the project or exporting a drum set in either state may mean the drum set will not save or export correctly.

Wait for me - CC0:0 CC32:0 PC:6 {PC0.0:6@0}   ⚠ - Invalid Song, missing parts

If a song is missing necessary element it will also give a warning

If you click on the error in the footer it will expand to show all active errors and in some cases will also have more info about the error

Errors in songs:

Song Wait for me: Invalid Song, missing parts

Errors in drumsets:
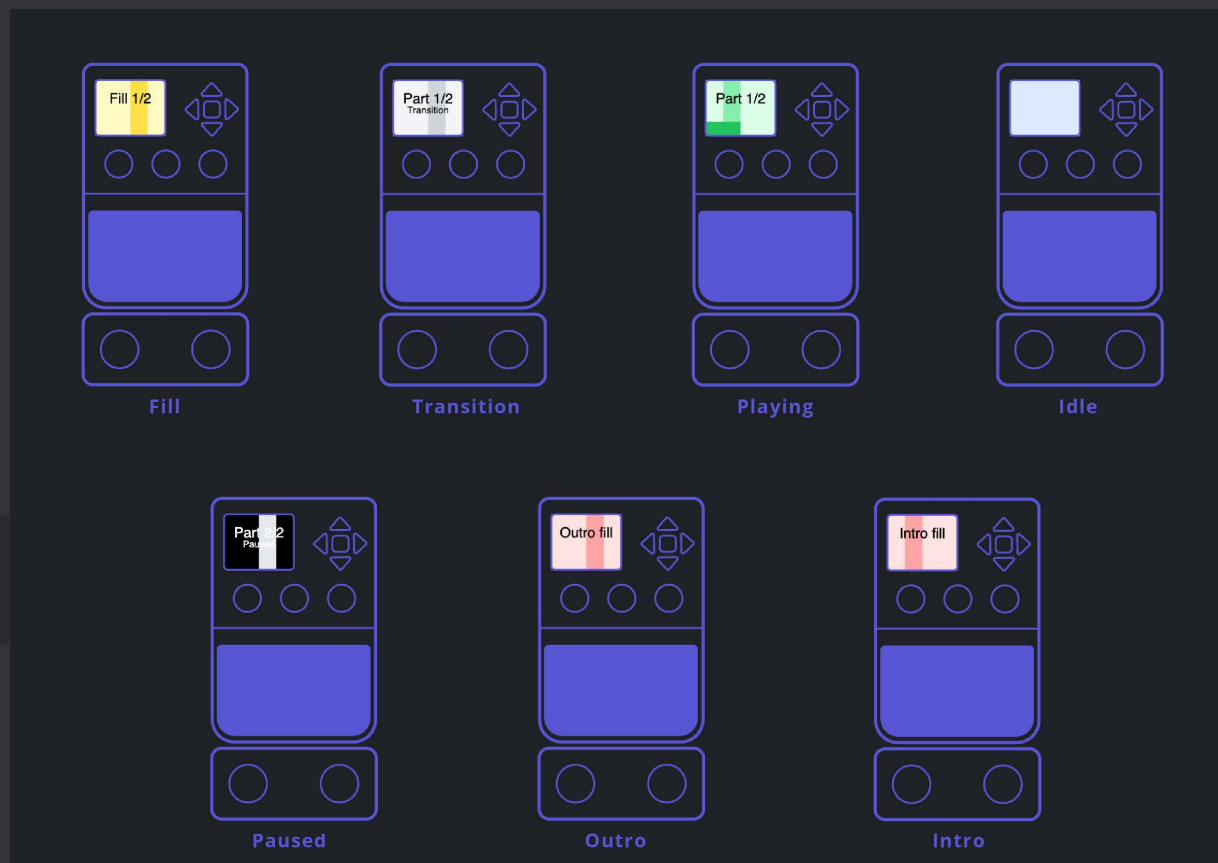
× Close

⚠ - Invalid Song, missing parts
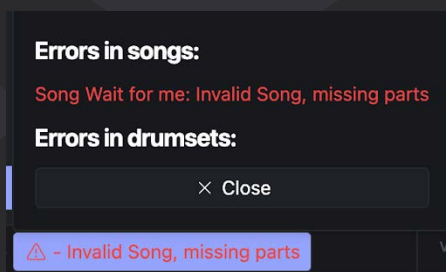
App Versioning

Versioning can be found in the center of the footer, as of the writing of this manual we are on version 1.5.4

Click on the version number to be taken to the BBMO Changelog web page to see the latest changes

The BeatBuddy Emulator

Use the BeatBuddy emulator just like you would use your BeatBuddy main pedal! In the song selector, select the song you wish to audition using the emulator.

Controls:

- Tap Main Pedal
  - While stopped - Starts song, plays intro if there is one
  - While playing - Plays a fill
  - While paused - Plays a fill and resumes playback
- Hold Main Pedal - Plays transition fill and transitions to next part after releasing mouse/trackpad
- Double Tap Main Pedal - Plays the outro or stops at the end of the current measure if there is no outro
- Left Footswitch - Plays accent hit
- Right Footswitch - Pause/unpause

You can also use the keyboard to interact with the BeatBuddy emulator!

Keyboard Controls:

- Press a number 1-9 to go to that part, if stopped and there is an intro it will play the intro at the start
- Press 'O' to play the outro
- Press 'S' to stop
- Press 'P' or 'R' to pause
- Press 'F' for a fill
- Press 'T' for a transition
- Press 'A' or 'L' for the Accent hit

The Library

The Library makes up the left-hand side of the BeatBuddy Manager screen on all tabs, here you'll find all your songs, folders, drum sets, and playlists. You can also easily rename any item in the Library by double-tapping its name to make the field editable.

The content found in the library depends on the current tab you're on, keep reading to learn more
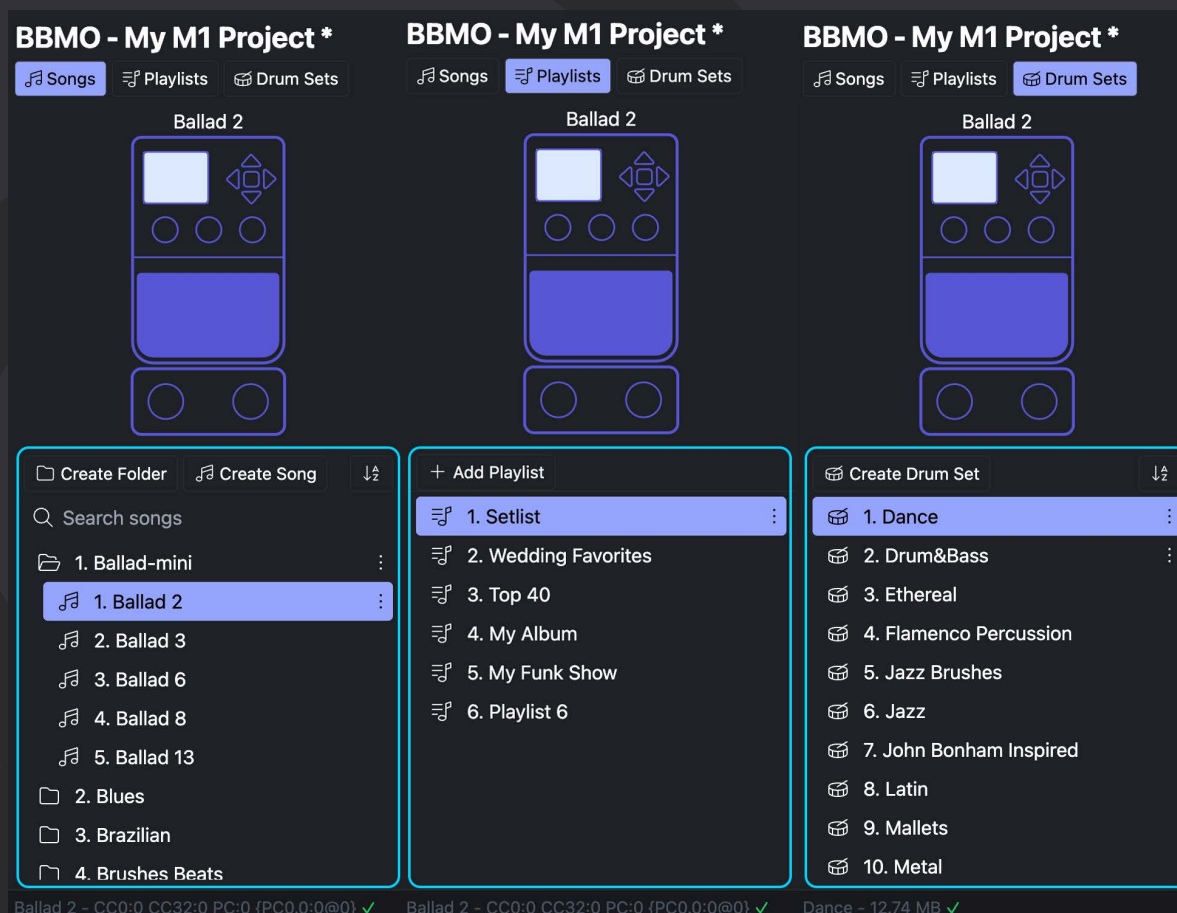
Tabs

The BeatBuddy Manager online is separated into 3 main tabs in the left-hand library:

- Songs
- Playlists
- Drum Sets

Songs Tab and Library

The Songs tab has all of your Songs organized into folders.

Reorganize Folder and Song Order

To change the order of songs in a folder, simply drag and drop it where you would like it to go. If you would like to move the song to another folder, you can drag and drop it or move it to the specific folder using the 3-dot menu.
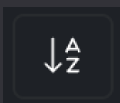
MIDI Song Select

Note that the BeatBuddy's MIDI Song Select values are determined by the positioning of the songs and folders. If you change where your folders and songs are, this will change the MIDI song select values automatically as well. This may be problematic for you if you have a secondary device opening your BeatBuddy songs or vice versa.

To avoid changing existing MIDI Song Select setups, always add new folders to the end of the project and new songs to the end of the folders.
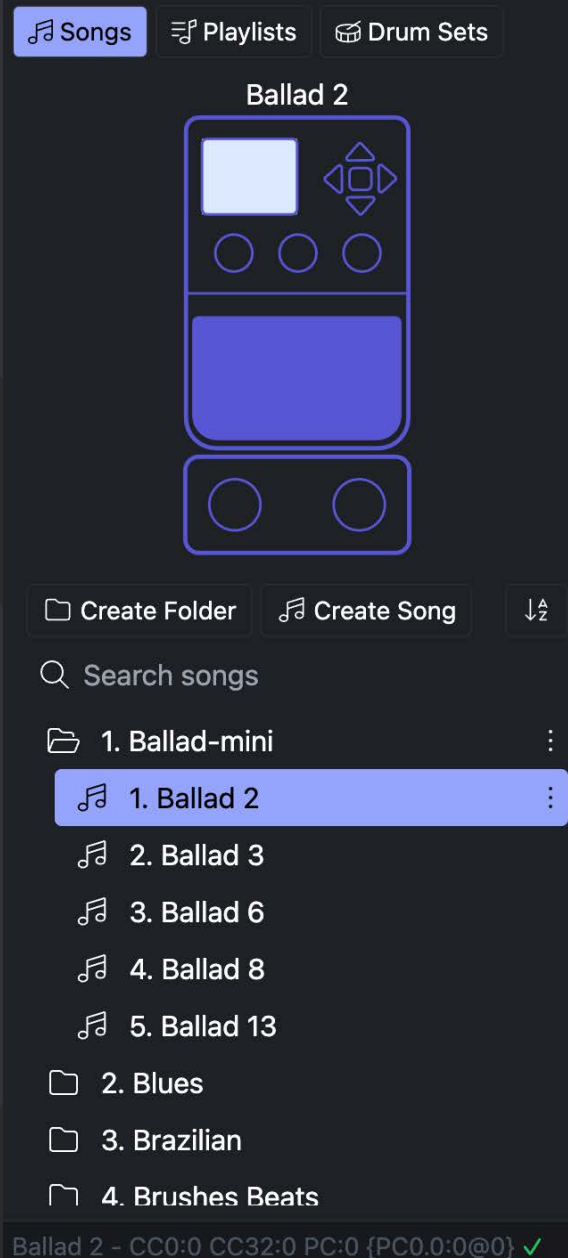
Read more about MIDI song select on .

A to Z or Z to A

The A to Z/Z to A button is a fast way to change the order of all your folders to alphabetical order. Again, note that the BeatBuddy's MIDI Song Select values are determined by the positioning of the songs and folders. **Don't toggle if you already have your MIDI song select all set up, this will change all the values!**

Folders

Folders are collections of songs in a specific order, they can have up to 99 songs in them. Click on a folder to open or close the folder, multiple folders can be open at once.

3-dot Menu

Every folder has its own 3-dot menu, hover over a folder to see the 3-dot menu.

Options:

- Export - Exports the folder as a .pbf file
- Delete

Songs

Songs are the basic file that the BeatBuddy can play back, they consist of several elements. A song must be selected to be edited, when it is selected it will show as Blue. Read more about how to edit songs on .

Create a blank song by clicking the Create Song button

3-dot menu

Every song has its own 3-dot menu, hover over a song or select it to see the 3-dot menu.

Options:

- Move to... - Move to another folder in the project
- Add to... - Add to a playlist to create a new playlist with the song added
- Duplicate - Duplicate the song at the end of the current folder
- Export - Export the song as an .sng file
- Export MIDI - Export all the individual MIDI files used in the song
- Delete

SINGULAR **SOUND**

Playlists Tab and Library

The BeatBuddy Manager Online has the ability to edit, rearrange, and create/delete playlists. Read more about playlists on .

3-dot menu

Every playlist has its own 3-dot menu, select a playlist to see the 3-dot menu.

Options:
- Duplicate - Duplicate the Playlist
- Delete

BBMO - My M1 Project *

🎵 Songs   🎼 Playlists   🥁 Drum Sets

Ballad 2

+ Add Playlist

🎼 1. Setlist	⋮
🎼 2. Wedding Favorites	
🎼 3. Top 40	
🎼 4. My Album	
🎼 5. My Funk Show	
🎼 6. Playlist 6	

Ballad 2 - CC0:0 CC32:0 PC:0 {PC0.0:0@0} ✓

Drum Sets Tab and Library

The list of drum sets in your project can be found in the Library when the Dums Tab is selected. The order of the drum sets can be rearranged by dragging and dropping or by using the A to Z/Z to A button. Read more about how to edit a drum set on pg. 51.

MIDI Drum Selection

The BeatBuddy is able to open a specific drum set using a CC:116 0-127 MIDI command, 0 being the 1st drum set in the list. If you change the order of your drum sets, note this will also change what MIDI command selects that drum set. Drum set order is arbitrary, it does not affect how you interact with the drum sets when playing them back.

3-dot menu

Every Drum Set has its own 3-dot menu, hover over a Drum set or select it to see the 3-dot menu.

Options:

- Duplicate - Duplicate the Drum Set at the end of the current list
- Export - Export the Drum Set as a .drm file
- Delete

BBMO - My M1 Project *

🎵 Songs   ≡♪ Playlists   🥁 Drum Sets
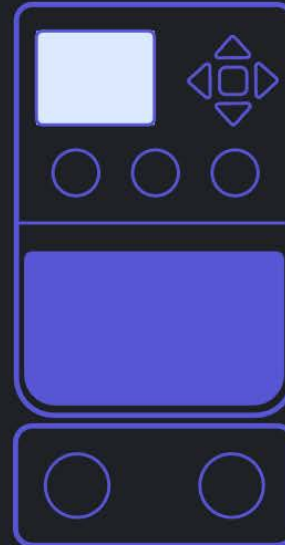
Ballad 2

🥁 Create Drum Set   ↓ᴬ𝖟

🥁 1. Dance   ⋮

🥁 2. Drum&Bass   ⋮

🥁 3. Ethereal

🥁 4. Flamenco Percussion

🥁 5. Jazz Brushes

🥁 6. Jazz

🥁 7. John Bonham Inspired

🥁 8. Latin

🥁 9. Mallets

🥁 10. Metal

Dance - 12.74 MB ✓

Song Editor

In the song editor section, the BeatBuddy songs can be edited to add/remove parts, and is used in conjunction with the MIDI editor section to load, export, and edit your MIDI files. Read more about the MIDI editor on .

Song Editor Toolbar

The Song Editor has its own toolbar

Drum Set: Rock ⌄   Tempo: **70bpm** ━━━━━●━━━━━━━━━━━━━━━━━━━

Song Name and Renaming

The song's name is shown at the top left of the Song editor section, double click it to make it editable, and change it to any name you'd like.

Drum Set

This option sets the song's default drum set. This drum set will automatically load on the BeatBuddy every time the song is loaded. If you would like to disable this feature on the BeatBuddy, you can disable the default drum set setting in the BeatBuddy settings (Main Pedal > Default Drum Set). The last saved default drum set will be marked with an asterisk (*) to allow you to easily find it in the case you were trying out other drum sets with the song and wish to switch it back. The original drum set defaults can be found in the Singular Sound support page.

Tempo

This option sets the song's default tempo. This tempo will automatically load on the BeatBuddy every time the song is loaded. If you would like to disable this feature on the BeatBuddy, you can disable the default tempo setting in the BeatBuddy settings (Main Pedal > Default Tempo).

Song Parts

The BeatBuddy Manager Online features the ability to edit, create, and copy/paste Song Parts.

⣿ **Part 1**   [Ballad beat 2a - ...]   [Ballad Fill ...]   [Ballad Fill 1]   ⤨   +   📁   [Ballad Fill 14]   ▷   🔊   ⋮   +   ⋮

Use the Part's 3-dot menu to: ⋮

- Copy
- Paste
- Duplicate
- Delete

Create a new Song Part +

There are two main ways to make a new blank song part:

- Press the '+' icon at the top right of the Song editor section to the right of the intro to add a part to the end of the song
- Click on one of the '+' icons next to a song part to add a new blank song part directly beneath it.

Part 1   **1** + track   **2**   **3** + 📁 **4**   **5** + transition   **6** + accent **7** ⋮   **8** + **9** ⋮
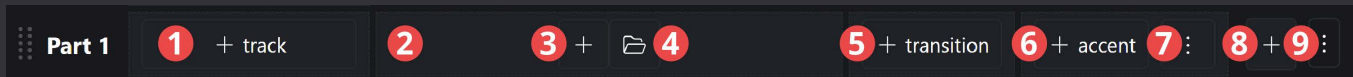
1. Empty Main Beat - Click this to create a blank MIDI file. You can import a MIDI file in the MIDI editor or drag and drop it here.

2. Empty fills section

3. Add blank fill - Click this to create a blank MIDI file. You can import a MIDI file in the MIDI editor or drag and drop it here.
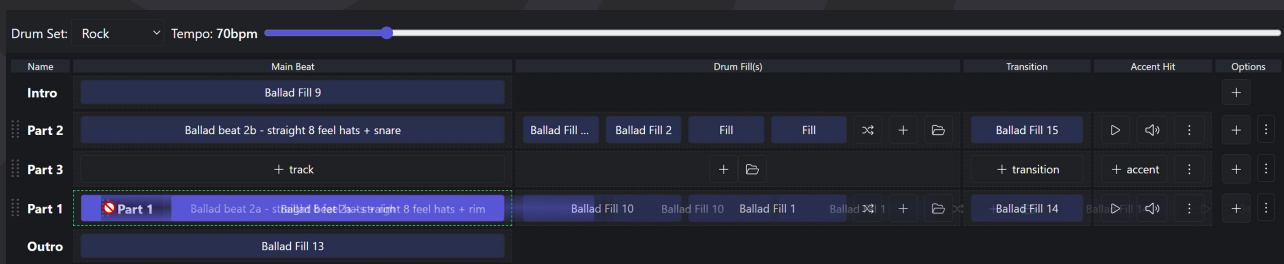
4. Import MIDI file(s)

5. Empty Transition - Click this to create a blank MIDI file. You can import a MIDI file in the MIDI editor or drag and drop it here.

6. Empty Accent hit - Click this to create a choose and accent hit file. Read more about accent hits on pg. 34

7. Accent hit 3 dot menu

8. Create new part underneath

9. Song Part 3 dot menu

Copy/Paste Song Parts

1. You can copy an entire song part to a new song part by using the 3-dot menu:

2. Click the 3-dot menu of the song part you wish to copy

3. Select Copy from the dropdown menu

4. To place the copied part underneath another part, select the 3-dot menu of that other part, and choose 'Paste'

5. You will now have a copy of the original part underneath that other part, all of the copied files will be linked

MIDI File Import: Drag and Drop

You can easily drag and drop MIDI Files into an empty file slot, just grab the file from your computer and drop it into one of the highlighted green zones to import it there. You can also import a file in the MIDI editor, read more on pg. 40.

Name	Main Beat	Drum Fill(s)						Transition	Accent Hit	Options
Intro	Ballad Fill 9									+
Part 2	Ballad beat 2b - straight 8 feel hats + snare	Ballad Fill ...	Ballad Fill 2	Fill	Fill	⤨	+	📁	Ballad Fill 15	▷ ◁) ⋮	+ ⋮
Part 3	+ track				+	📁		+ transition	+ accent ⋮	+ ⋮
Part 1	Ballad beat 2a - st...	Ballad Fill 10	Ballad Fill 10	Ballad Fill 1	Ballad ⤨ ...	+	📁 ⤨	Ballad Fill 14	▷ ◁) ⋮	+ ⋮
Outro	Ballad Fill 13									

Linked files

Linked files are files that are used elsewhere inside of a song, you would want to use linked files to avoid duplicates and to easily mirror edits. Mirrored edits are edits that happen in all the places the file exists (in this case only on a per-song basis, this will not affect files used in other songs).

Linked files are all highlighted in blue when at least one of them is selected and loaded in the MIDI editor.
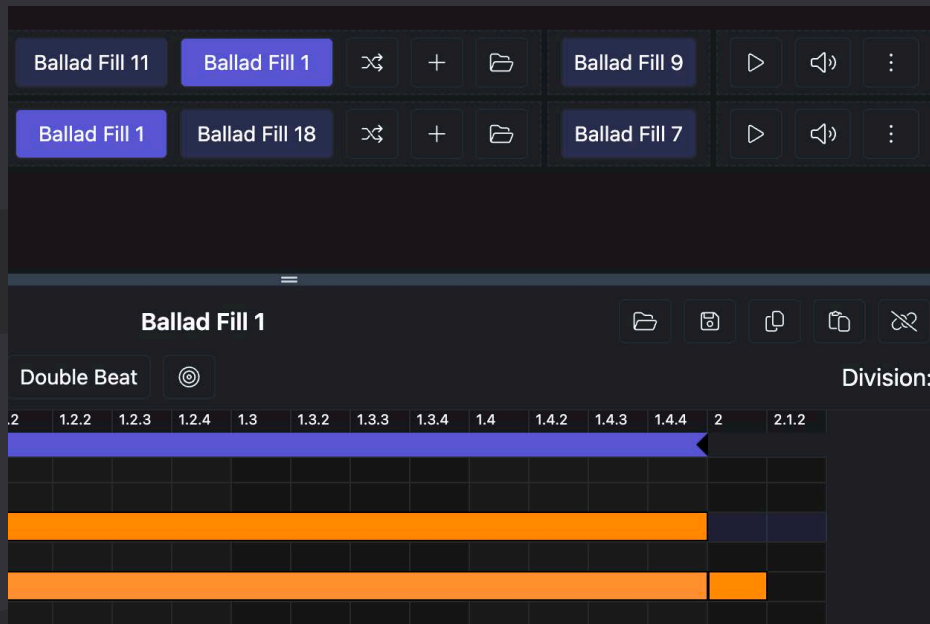
To unlink a file, click on the unlink button in the MIDI Editor Toolbar, read more on .

Change song part order

To move the order of song parts, click and drag the part from the drag handle

Part Fills

A song part can have 2 different kinds of fills: Regular and transition fills

Regular Fills

Regular fills play when you tap the Main Pedal once while the BeatBuddy is playing. Fills are optional, but we recommend having at least one per part. When the regular fill is done playing, the Main beat restarts. You can have up to 8 fills in a song part. Click and drag the fill bubble to reorder the fills, they will play in order unless they are shuffled, read more about shuffle mode below.

How to add a fill:

1. Locate or download a MIDI File on your computer
   a. A regular fill should be one measure, to play less than a measure you will need to set the file start point. Read more about this on pg. 47.
2. Click on the '+' icon in the Drum Fill(s) column
3. This will add a blank file and open the MIDI Editor, in the MIDI editor click on the Import File button. Learn more about using the MIDI editor on pg. 38.
   a. If you do not have a MIDI file, you can add notes yourself using the MIDI Editor

How to Copy and Paste a fill from another MIDI file:

1. Locate the other MIDI file in your Project that you would like to copy, it can be from any song and can be any MIDI file.
2. Click on the MIDI file you wish to copy and select the Copy icon inside the MIDI editor toolbar. Read more about the MIDI editor on pg. 38.
3. Go back to the song part you wish to add the file to, and Click on the '+' icon in the Drum Fill(s) column. This will add a blank file and open the MIDI Editor, click on the Paste icon in the MIDI editor toolbar.
   a. You can also just click on an existing MIDI file to paste and replace it
4. All set, if you copied and pasted the file from within the same song, the files will be linked and editing will be mirrored. To unlink, click the unlink icon in the MIDI editor toolbar. Read more about linked files on pg. 30.

Shuffle mode

The fills will play in order each time you tap the main pedal or send a fill command unless shuffle mode is enabled. To enable shuffle mode, click the shuffle icon. This will make the fills play in a random order as you recall them.

Ballad Fill 1	⤭		Ballad Fill 1	⤭

Transition Fills

The transition fill is an optional fill that will play as you hold the Main Pedal down. The transition will play for as long as the main pedal is held down, once the main pedal is released the BeatBuddy will play the transition until the end of the current measure and will start playing the next part.

How to add a transition:

1. Locate or download a MIDI File on your computer
2. Click on the empty transition field
3. This will add a blank file and open the MIDI Editor, in the MIDI editor click on the Import File button. Learn more about using the MIDI editor on pg. 38.
   a. If you do not have a MIDI file, you can add notes yourself using the MIDI Editor

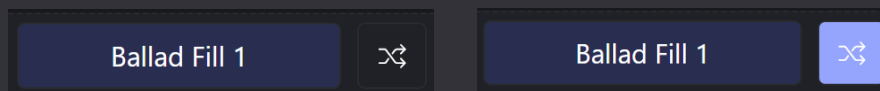**Transition**

Ballad Fill 14

Ballad Fill 15

How to Copy and Paste a fill from another MIDI file:

1. Locate the other MIDI file in your Project that you would like to copy, it can be from any song and can be any MIDI file.
2. Click on the MIDI file you wish to copy and select the Copy icon inside the MIDI editor toolbar. Read more about the MIDI editor on pg. 38.
3. Go back to the song part you wish to add the file to, and Click on the '+' icon in the Drum Fill(s) column. This will add a blank file and open the MIDI Editor, click on the Paste icon in the MIDI editor toolbar.
4. All set, if you copied and pasted the file from within the same song, the files will be linked and editing will be mirrored. To unlink, click the unlink icon in the MIDI editor toolbar. Read more about linked files on pg. 30.

Accent Hits

Accent hits are .wav files that are loaded into your EFFECTS folder on your SD card. You are able to set one Accent hit per song part or set a global accent hit on your BeatBuddy. They must be 44.1kHz and 16 or 24 bit .wav files to work correctly. If there is no accent hit, press the '+' icon to choose from the existing accent hits in your current project. You can also choose to create a new accent hit made of one or various sounds from your drum sets.

Add or Build your own Accent Hit

Click on the '+' icon in an empty accent hit slot. This will show a lit with the first option saying "Build an accent". Note that you can also preview all your existing accent hits by clicking the play button for each accent hit in the list, click on the box containing the name to select that accent hit
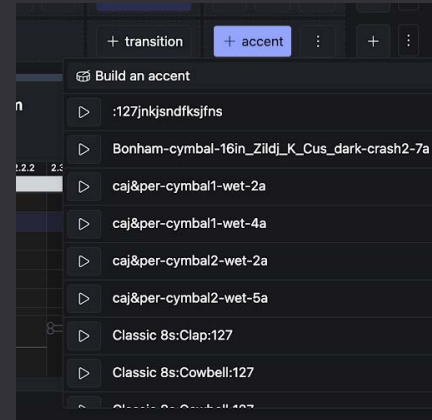
Click on the "Build an accent" option to see the following pop up:
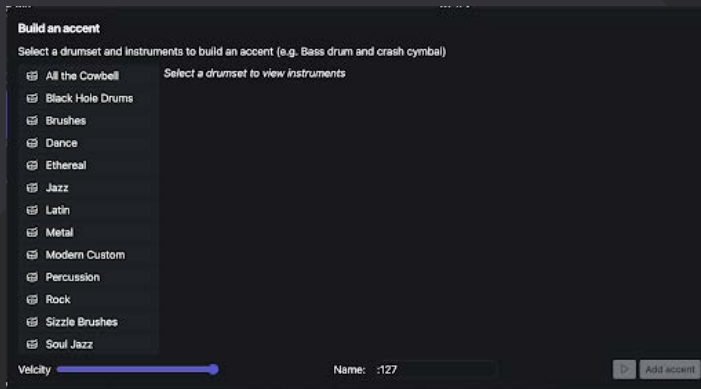
Choose a drum set and then the instrument inside along with the desired velocity to build your new Accent Hit!
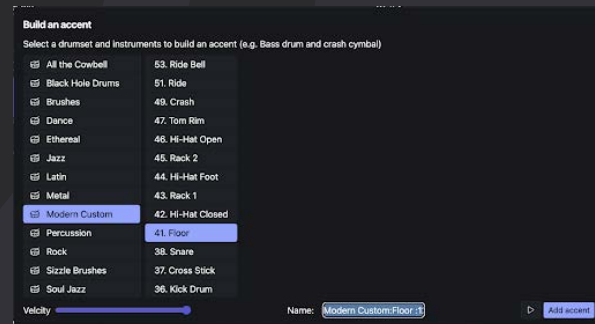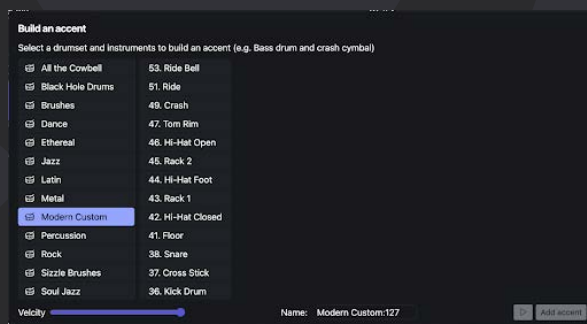
You can even add up multiple instruments to play at once when triggering the accent hit

Import a new .wav file for an accent hit by dragging and dropping the wav file into the empty accent hit slot onscreen.

Copy and Paste Accent Hit
Once a part has an accent hit, expand the 3-dot menu options and click on Copy. Then, expand the 3-dot menu of any empty accent hit slot in another part or song and click on paste. This allows you to quickly paste an accent hit that you would like to reuse across parts.

On the BeatBuddy
To set a global accent hit on your BeatBuddy: Go to Footswitch > Accent Hit > Source > Global and choose from the list of .wav files.

Intro and Outro Fills

There can only be one intro and one outro fill per song, both intro and outro fills are optional. They use MIDI files like other fills but will play entirely one time when they are started, meaning all measures in the fill will play through once.

The intro is played at the beginning of the BeatBuddy song if it exists. The outro is played when the BeatBuddy main pedal is double-tapped. At the end of the outro, playback will stop. Both intros and outros can be disabled on the BeatBuddy itself.

If the outro is disabled, the BeatBuddy will stop at the end of the current measure after a double tap of the main pedal.

How to add an Intro or Outro:

1. Locate or download a MIDI File on your computer
2. Click on the empty Intro/Outro field
3. This will open the MIDI Editor, in the MIDI editor click on the Import File button. Learn more about using the MIDI editor on .
   a. If you do not have a MIDI file, you can add notes yourself using the MIDI Editor
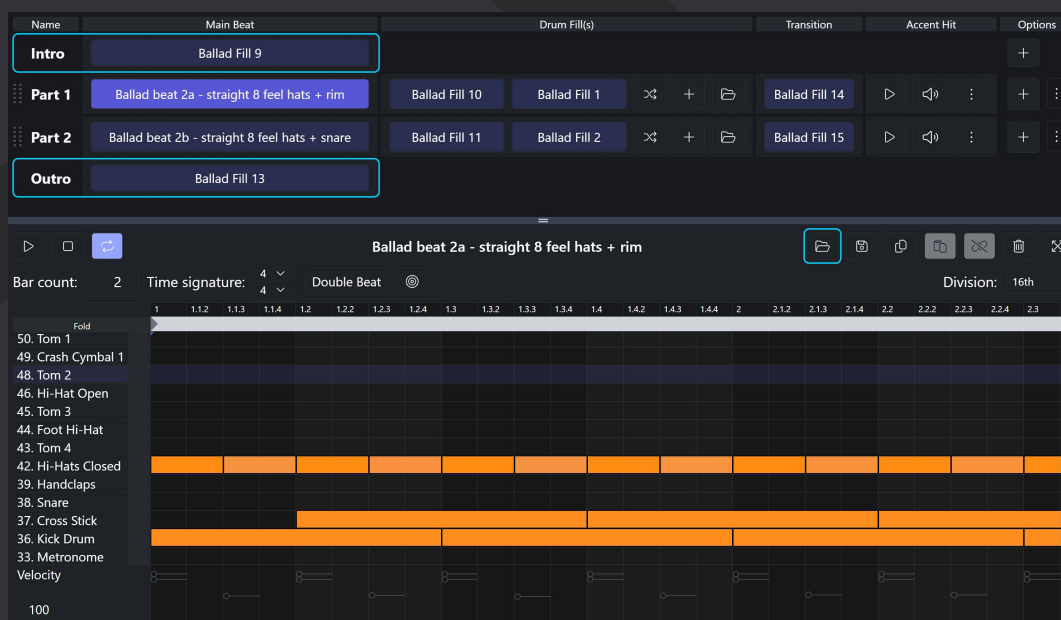
How to Copy and Paste an Intro/Outro from another MIDI file:

1. Locate the other MIDI file in your Project that you would like to copy, it can be from any song and can be any MIDI file.

2. Click on the MIDI file you wish to copy and select the Copy icon inside the MIDI editor toolbar. Read more about the MIDI editor on pg. 38.

3. Go back to the song part you wish to add the file to and click on the existing or blank intro/outro field. Once the MIDI editor window opens, click on the Paste icon in the MIDI editor toolbar.

4. All set, if you copied and pasted the file from within the same song, the files will be linked and editing will be mirrored. To unlink, click the unlink icon in the MIDI editor toolbar. Read more about linked files on pg. 31.
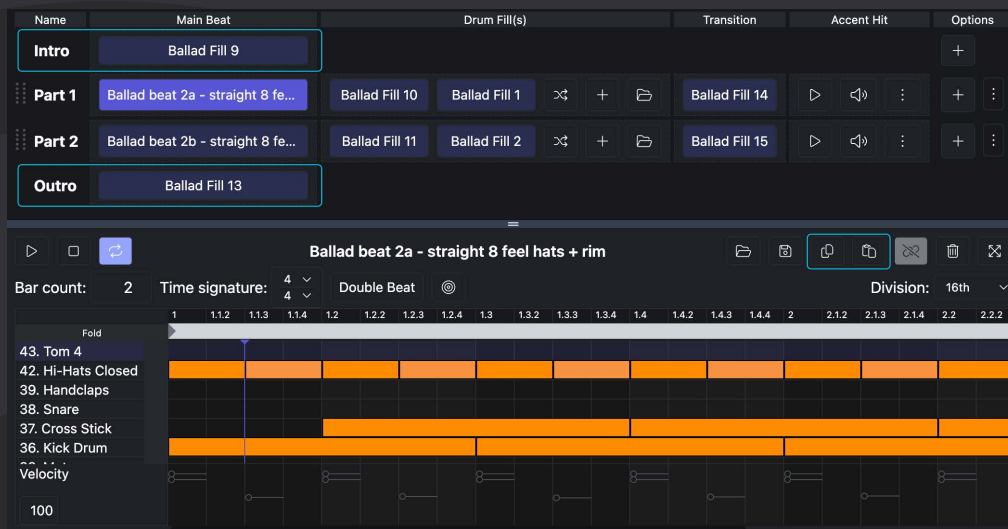
MIDI Editor

The BeatBuddy Manager Online features the ability to edit, create, copy/paste, import, and export MIDI files.

The editor opens any time you click on a MIDI file Bubble.
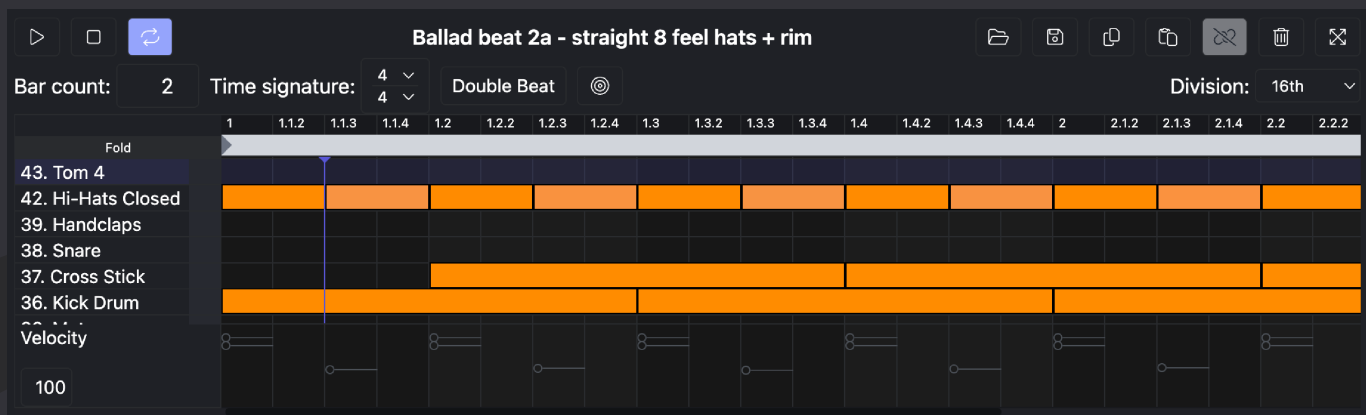
Once open, you are able to edit your MIDI file directly like when using your DAW.

To change the size of the window or bring it all the way down, hover over the MIDI editor's top dividing line until your mouse changes into a dragging icon and drag the window to edit its size.
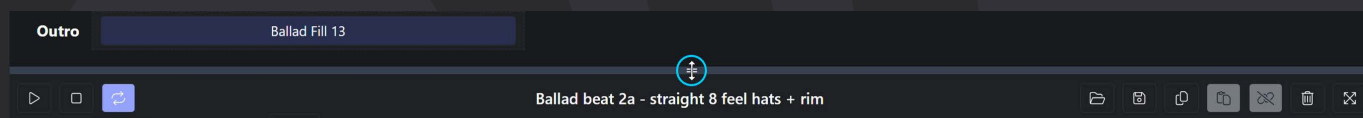
Transport Controls

Play/Stop

The MIDI Editor features the option to play back the file you are currently editing. Play or Stop the playback using these buttons

Playback Start Position

Click in the grid area (where there isn't a note) of the MIDI Editor to place the playback start in that spot. The playback start position will decide where the playback will start from when you press Play.
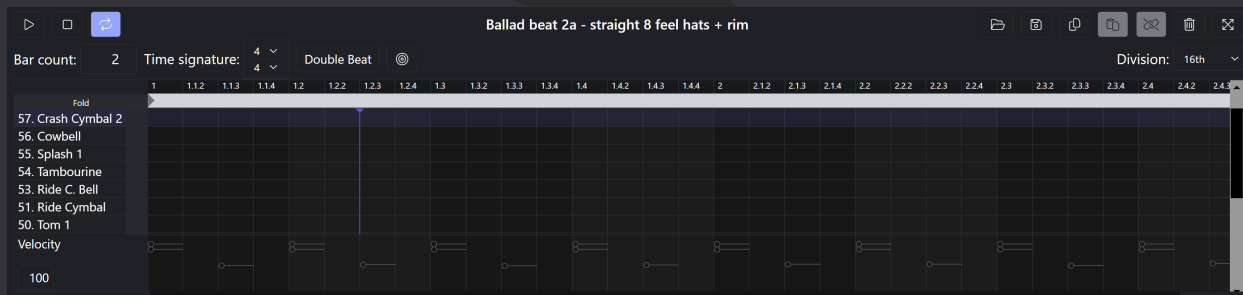
Loop Button

To hear the file play in a loop, enable the loop mode. When enabled, the loop button will be highlighted blue.

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MIDI Editor Toolbar

The MIDI Editor has its own toolbar
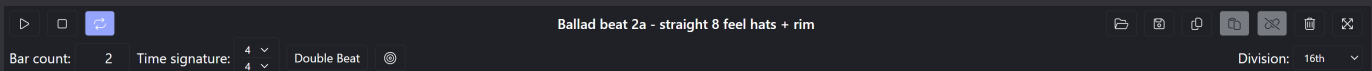
File Name and Renaming

Ballad beat 2a - straight 8 feel hats + rim

The name of the loaded MIDI file is at the top center of the MIDI editor. To change the name of the file, double-click the name to make it editable. Press enter or click anywhere when done.

Import MIDI

Import any MIDI file to replace the currently open MIDI file or into an empty MIDI file. Click on the open folder import icon inside the MIDI editor to load a file from your computer OR drag and drop the MIDI file into the Main Beat/Fill region. The region will turn green when you are hovering over it with a droppable file, read more on
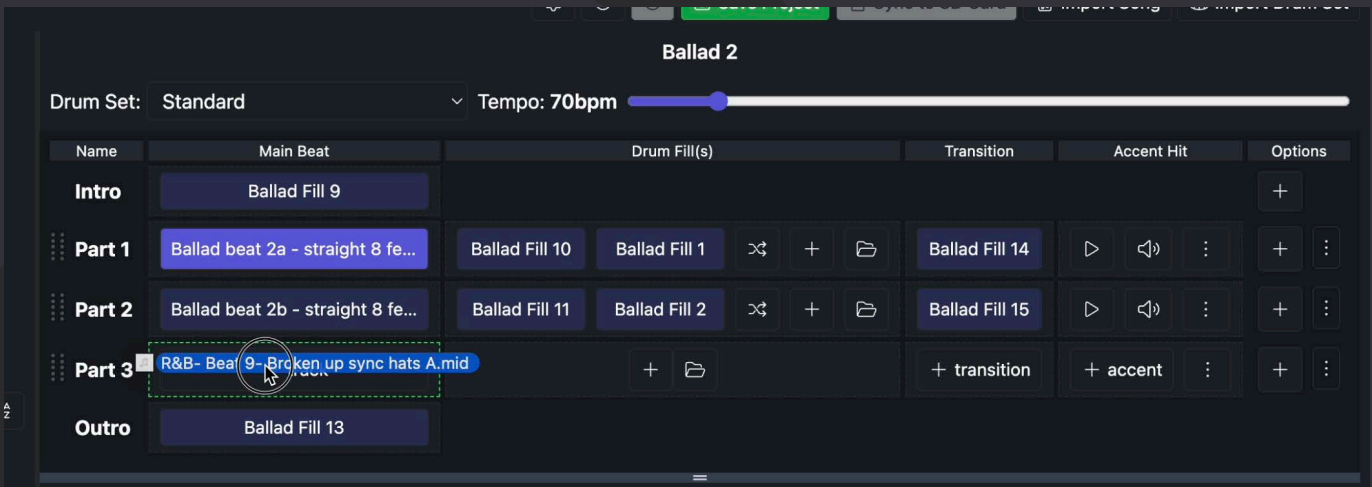
Save MIDI File (Export)

Save the MIDI file you are working on onto your computer (in its current state). Click the Save (export) button to save the MIDI file to a location of your choosing.

Copy/Paste

Copy and paste entire MIDI files from other MIDI files in the project, they can be any MIDI file.

**How to Copy and Paste a MIDI file from another location in your Project:**

1. Locate the other MIDI file in your Project that you would like to copy, it can be from any song and can be any MIDI file.
2. Click on the MIDI file you wish to copy and select the Copy icon inside the MIDI editor toolbar. Read more about the MIDI editor on .
3. Go back to the song part you wish to add the file to, and either:
   a. Click on the intro, outro, or transition field
   b. Click on the '+" button in the Drum Fill(s) column to add a regular fill
4. Once the MIDI editor window opens, click on the Paste icon in the MIDI editor toolbar.
5. All set, if you copied and pasted the file from within the same song, the files will be linked and editing will be mirrored. To unlink, click the unlink icon in the MIDI editor toolbar. Read more about linked files on .

Unlink

Deletes the currently open MIDI file

Delete

Deletes the currently open MIDI file

Expand/Collapse Fullscreen
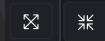
Expand the editor to fullscreen or collapse it back to a small sub-window using the expand and collapse buttons.

To see an image of the expanded MIDI editor, and for more info on this screen read .

Bar Count

Bar count: 2

Sets how many bars/measures the MIDI file will be. If the MIDI file has measures added to it, they will be added to the end of the file as blank measures. If the MIDI file has measures removed from it, it will remove measures starting from the end of the file and will delete the content on those measures.

To set a file to play for less than a measure, you need to edit the Start Point read to learn how.

Time Signature

Time signature: 4 / 4

Sets the Time signature of the current MIDI file. You can edit any MIDI file to be any time signature.

The top number decides how many beats per measure, and the bottom number decides which note 'gets the beat'. This means in 6/8, there are 6 beats, and the beats are counted as eighth notes. In 5/16, there are 5 beats and the beats are counted as 16th notes. You get the picture!

Note: Make sure that all of the files inside of a song part have the same time signature to ensure proper synchronization, but different song parts can use their own individual time signatures.

Quantize Notes and Division

◎   Division: 16th ⌄

Clicking the quantize icon quantizes the currently selected notes to the grid according to the Division setting. Learn more about the grid on .

The Division setting decides what beats are shown on the grid, as well as the type of quantization that will be applied when pressing the quantize button. This both decides where notes will snap to when moved and also where you can place new notes. Hold the Cmd (Mac)/ Cntrl (PC) while moving a note or several notes to break grid quantization and place it/them somewhere off the grid.

Division options:

1. 1/4
2. 1/4T
3. 1/8
4. 1/8T
5. 16th
6. 1/16T
7. 32nd
8. 64th

Each option refers to a subdivision of the main beat. T stands for *triplets.*

Double Beat

Double Beat

Doubles the length of the currently open MIDI file by duplicating the current material. Meaning 1 measure becomes 2, 2 measures become 4, etc. This is different than just changing the length of the file using Bar Count because all of the MIDI notes and data are duplicated.

Editing MIDI Files

Read this subsection to learn more about how to use the MIDI Editor.

Terminology

Here are some important terms you may want to learn about if you are having trouble understanding the manual.

Note

This refers to a general MIDI note that can have any value

Note Value

This refers to a specific value for a note, like note 36, which is equal to C1 on the keyboard (the Kick in General MIDI drum mapping)

The Grid
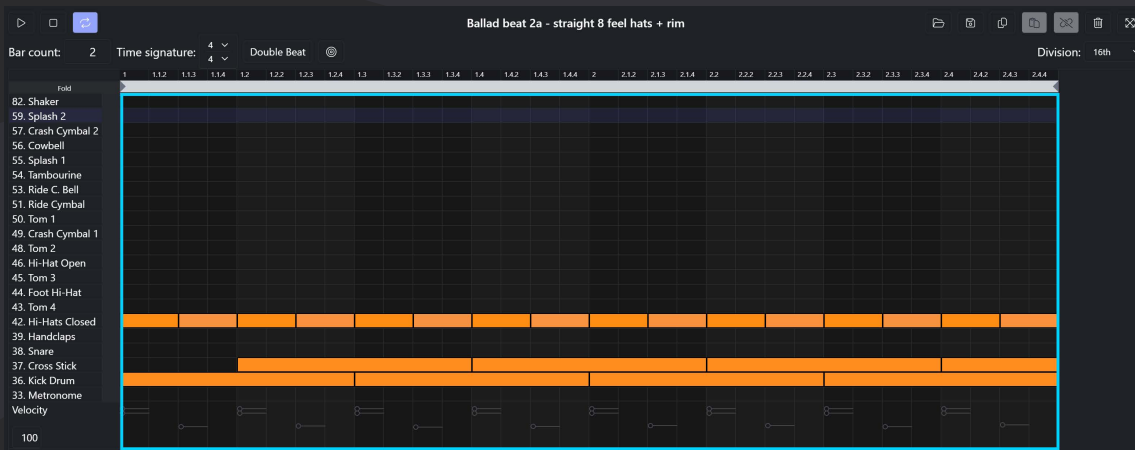
The grid refers to the smallest subdivision of the beat shown visually in the editor. The grid is depicted by thin grid lines that come from both each beat and each note, think like a graph where the beat is the x-axis and the current note on that beat is the y-axis. The Division setting in the MIDI Editor toolbar is what sets the smallest subdivision in the grid. Read more about the division setting on .

The note's placement in the grid can be described by a number, the first number being the measure number followed by the value of the strong beat and then followed by all subdivisions separated by periods. For example in 16th division, beat 3.2.4 in 4/4 is the 4th 16th note of the 2nd strong beat in the 3rd measure. The rhythmic value of the strong beats in a measure are determined by the denominator (bottom number) of the time signature and the amount of strong beats in a measure by the numerator.

Velocity

The velocity sets the expected volume for MIDI note playback. The velocity ranges from 0-127, 0 being inaudible and 127 being full volume. To learn more about how the BeatBuddy uses velocity ranges for drum sets, read more on .
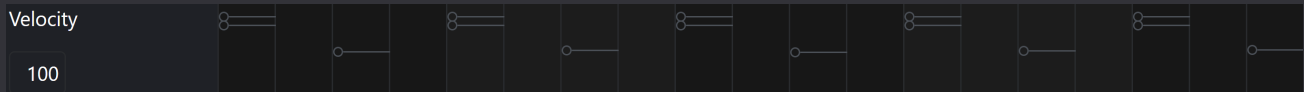
Add or Delete Notes

To add a note, double-click on the area in the grid you would like to add it to. The spot the note is added to depends on the Division setting, read more on .

Select and Edit One or Multiple Notes

To select a note, click on the note once. Selected notes will have a blue highlight around them. To select multiple notes, hold down the shift key while clicking on the note to keep your previous selections. To deselect a note, hold the Control (PC) / Command (Mac) key while clicking on the note.

To select only one note and deselect any others hold the Alt (PC) / Option (Mac) key while clicking on the note.

To select all of the notes that are belong to a specific note value, click on the grey section of the MIDI editor grid, directly to the right side of the instrument name.
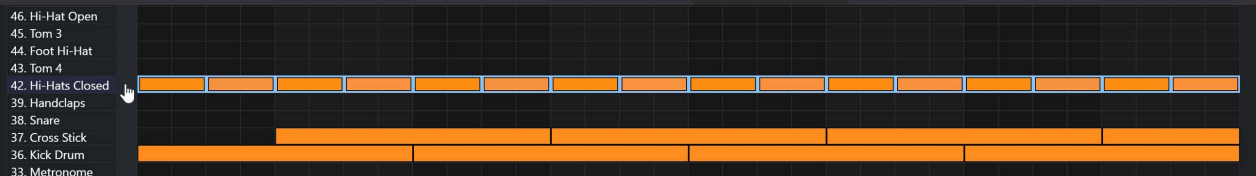
If you hold the Shift key while clicking on this area you can quickly select all midi notes for several specific note values.

Another way to select multiple notes is to Click and drag anywhere in the grid to create a selection box and select multiple notes at once. Hold shift while dragging to add more notes to the current selection.
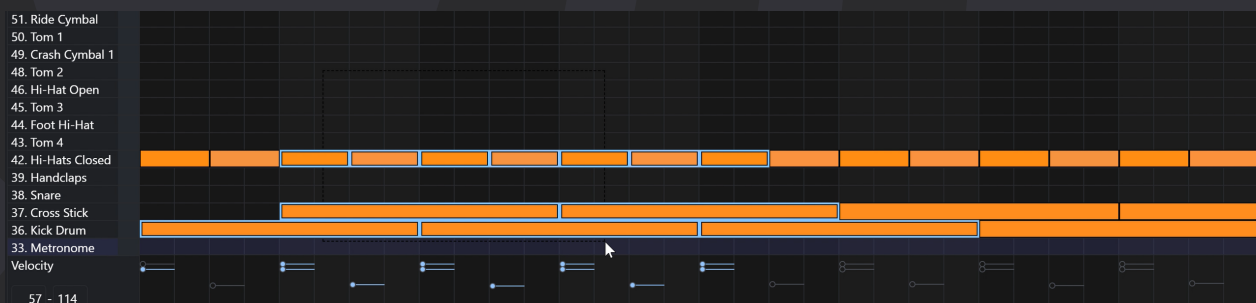
Change Note Start Point/Ending

To change the start point of a note, drag and drop the entire note.

To change the ending of the note hover your mouse pointer over the end of the note, drag the length of the note to the left to make it end earlier and to the right to make it end later

Fine-Tuned Timing

Not all notes are meant to be fixed to the grid, since this can sound robotic and ruins the 'feel'. Hold down the Control (PC)/ Command (MAC) key while dragging in order to fine-tune the start or end point and ignore the grid.

Change Note Value

In order to change a note from one instrument to another, you must change the note value by either:

- Dragging and dropping the selected note/notes to a new note value
- Using the up and down arrow keys while a note is selected to move it up/down note values by 1

Change the Length of your MIDI File Loop

Use either the Double Beat feature or the Bar Count setting in the MIDI Editor Toolbar to change the length of your MIDI file.

Double Beat will duplicate the existing MIDI file and double it, Bar Count will add or take away measures to/from the end of the MIDI file without duplicating the content. Removing measures will delete the notes that were there. Read more about these features on .

Edit the Velocity

The velocity for each note can be set and edited in the bottom portion of the MIDI Editor
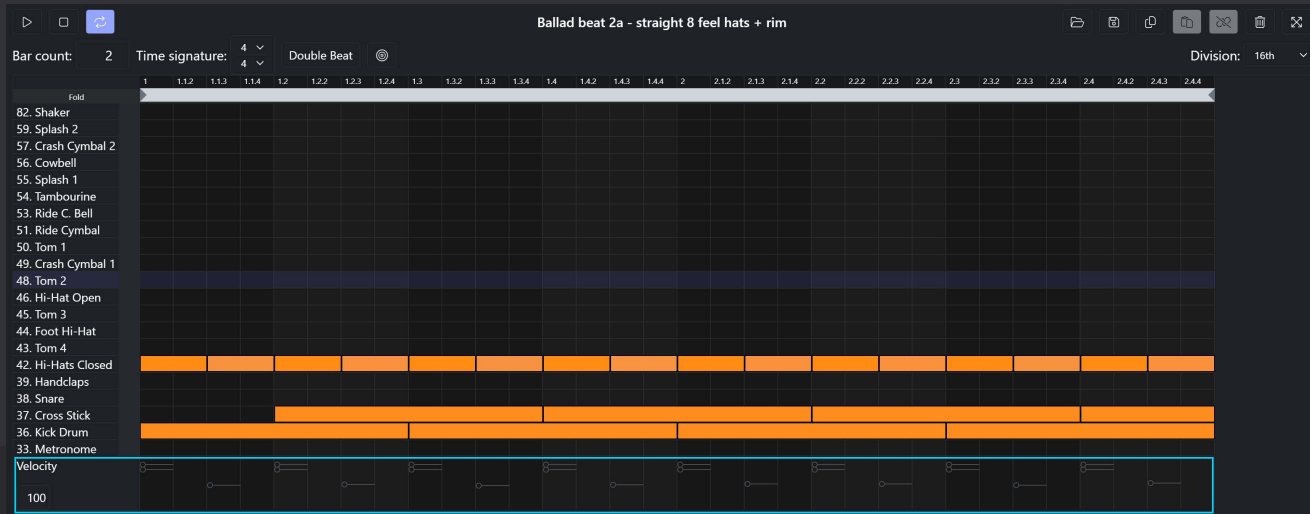
Select a note on the grid and you will see the associated diamond-head light up as well. Move the diamond-head up or down to edit the velocity, up being louder down being quieter. Select multiple notes to edit the velocities of all selected notes at once, editing one velocity will edit all others simultaneously. You can also select a note by selecting its corresponding diamond-head. The same rules for note selection apply to the selecting notes in the velocity editing section. Read about selecting notes in the MIDI Editor on .

Change MIDI File Start Point
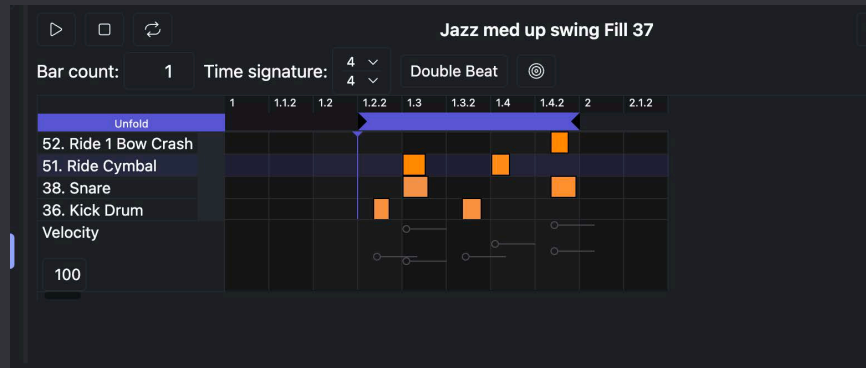
All fills are able to be less than one measure long (regular fills, transition fills intro fills, and outro fills). The intro fill is allowed to be multiple measures and also have the first measure be less than a measure long, this happens when you use pickup notes in a partial measure. Read more about pickup notes on pg. 8.

To set this on the BBMO:
1. Select a MIDI file or load one in
2. Click and drag the Start Point icon from left to right. Set the start point for where the MIDI notes should start playing back
   a. If you wish to create a partial measure + a full measure for your intro pick up notes, drag the start point to the left instead to create a partial measure to start from or keep dragging to make the intro longer and have multiple full measures + a partial measure.
3. For any fill other than the intro fill, the BeatBuddy will play the main beat for any part of the measure that is before the start point

This is a very important feature if you wish to only have a short part of the fill play back and have the main beat continue playing until the notes in the fill after the start point are played back, this is the best way to have a natural sound when switching between fills and the main beats.
If you do not set the start point, the BeatBuddy will play silence for the empty part of the fill MIDI file. Notice that you can only use this feature on fills, it is not possible to use on the Main Beat

Set Playback Start Position (Monitoring)

Click in the grid area (where there isn't a note) of the MIDI Editor to place the playback start in that spot. The playback start position will decide where the playback will start from when you press Play.

Copy and Paste Notes
Steps:

1. Select one several notes at once
2. Use Control + C (PC) / Command + C (Mac) to copy the note(s)
3. Click on the gid to set the Playhead Positon in the location you would like to paste the note(s)
4. Use Control + V (PC) / Command + V (Mac) to paste the note(s)
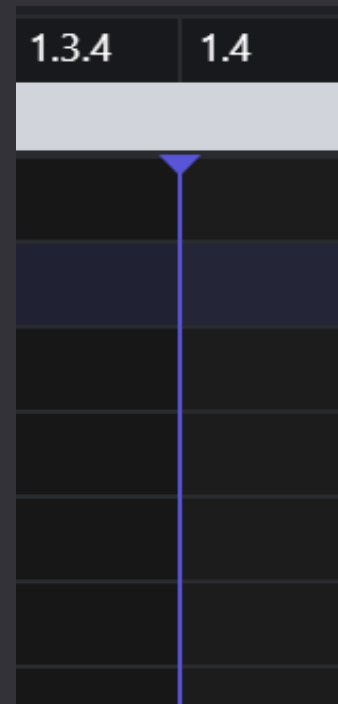
Fold

Enabling the 'Fold' feature will hide all unused instruments from the MIDI Editor Instrument list, this is useful to avoid the need to scroll a lot or have a large window to see and edit all the notes in your MIDI file.

Fill End Notes: Best Practices

It's very common for a drummer to play the kick and a cymbal after a transition fill is played, but it would not sound very good if the main beat had a cymbal playing at the beginning of every revolution. In order to get the same effect, you have to cheat the system a bit and add MIDI notes for the kick and a cymbal to the first beat of an empty measure at the end of your fill. This will "trick" the BeatBuddy to play these files when the main beat starts playing after a fill is played. Use this trick along with the Fill Choke Group settings to get the most out of the BeatBuddy. Read more about Fill Choke groups on .

When exporting a fill from your DAW that has End Notes, make sure to export one extra full measure into your MIDI file. The BeatBuddy knows the difference between the End Notes and a full measure of a MIDI beat. Make the End Notes as short as possible, we recommend 32nd notes, the note off does not matter in this scenario since the Instrument should be set to Percussive (read more about percussive and Non-percussive Instruments).

Playlists

Use the BeatBuddy Manager Online to edit playlists on the BeatBuddy. Playlists are like folders in the sense that they have a list of songs in them, but they are not actual copies of the songs, just reorganized lists of them in your preferred custom order.
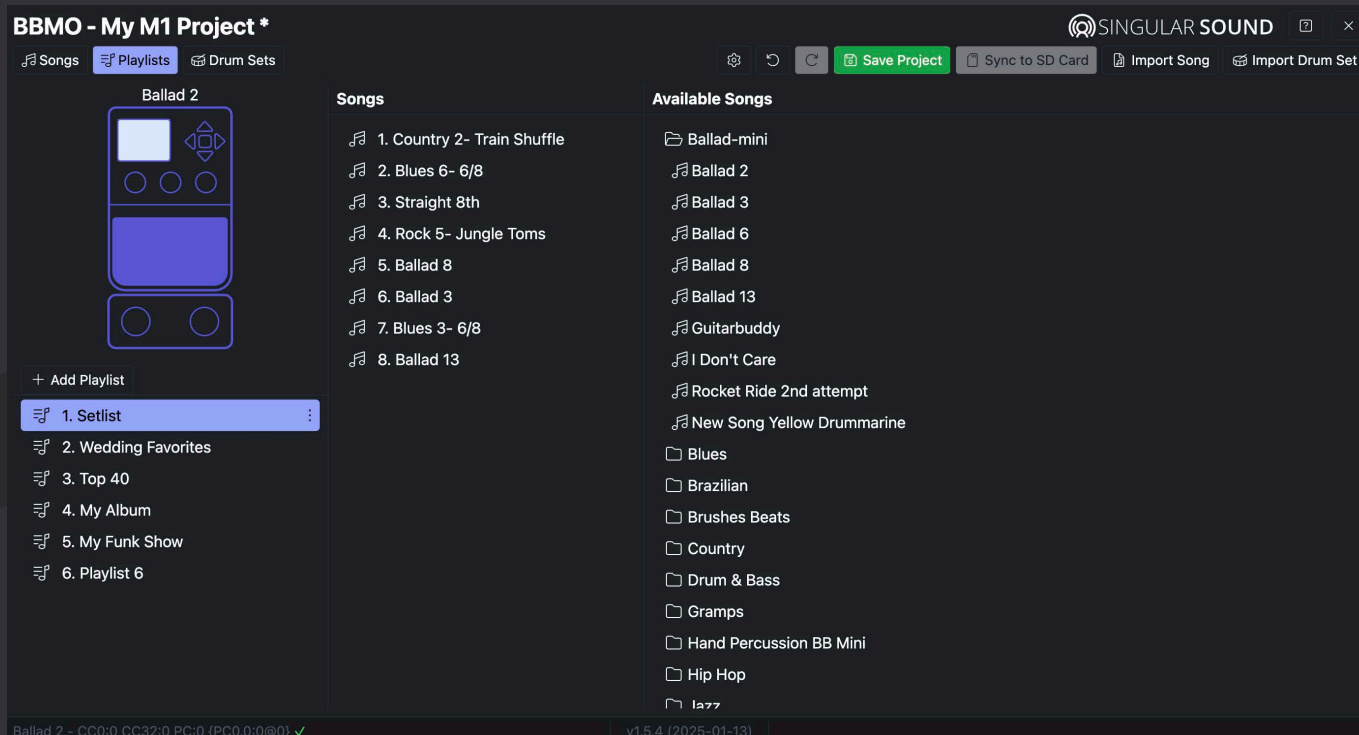
To add songs to a playlist, select the playlist you'd like to edit. On the right-hand side of the screen, there is a list of all the folders on your BeatBuddy, click on the folder to expand it and show the songs inside of it as a list. To add a song to the playlist, click on a song or drag and drop the songs one by one into the Playlist in the order you'd like them.

Use the 3-dot menu next to a song to delete from the playlist or duplicate it

You can reorganize the Playlist by dragging and dropping the songs within the playlist itself.

Using Playlists on the BeatBuddy
Steps to Create a Playlist on the BeatBuddy:

1. While a song is open, press on the left arrow key in the keypad to show the list of songs in the current folder
2. Using the Tempo encoder, scroll to the song you wish to add to the playlist
3. While highlighting the song, press and hold the Tempo encoder, this will open a list of all the possible playlists (1-17)
4. Using the keypad or the encoder, highlight and select the playlist you want to add the song to

Playlists can have up to 128 songs in them. The songs in playlists are not copies, they are just a way to collect the song files you have on your SD in order quickly for the sake of a performance or session.

Creating and Editing Playlists on the BeatBuddy
Playlists can be removed on the BeatBuddy by selecting the Playlist in the root folder screen and long-pressing the Tempo encoder, a pop-up will ask if you wish to delete the playlist. Deleting a playlist will not delete the songs in the playlist.

Songs within the playlist can be moved in the playlist or removed by first selecting the song and long-pressing the Tempo encoder. The pop-up will have three options: Move, Remove, and Cancel. Removing all songs deletes the playlist, but it can always be repopulated with songs.

To move a song within the playlist, select 'Move' and use the tempo encoder to choose the new location for the song and press the encoder to place it.

Opening the Playlists using MIDI Song Select
When using the default Song Select setting the playlists will be recallable using the MSB Layer 127 followed by a PC command. If on Aeros Mode, the playlists will be recallable using the LSB layers 111-127, sending a PC command will select the song within the playlist in order. This means that, in Aeros mode, only the first 110 folders on the BeatBuddy will be mapped by MIDI. LSB layer 111 = Playlist 1, LSB layer 112, = Playlist 2, ... LSB layer 127 = playlist 17, etc.

Drum Set Editor

Edit your drum sets using the BeatBuddy Manager Online.
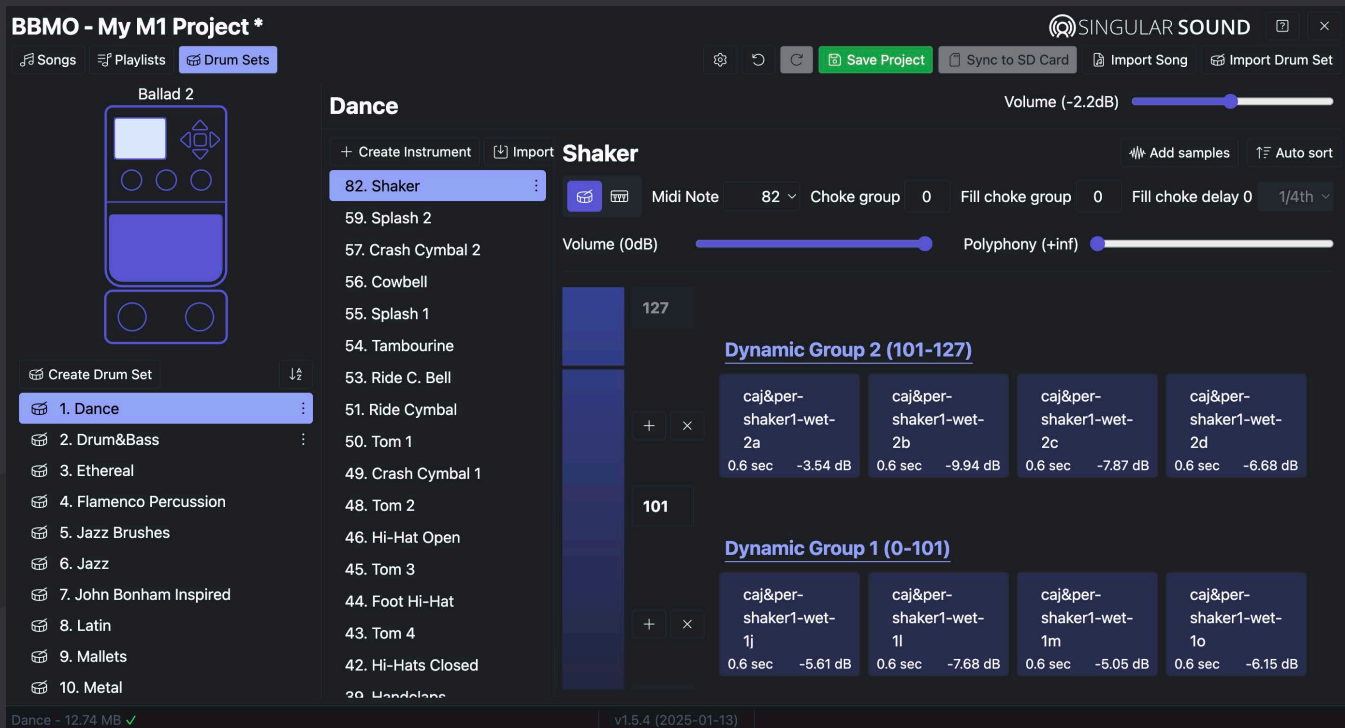
This includes the ability to:

- Import new samples
- Reorganize samples inside of sample pools
- Create and set dynamic ranges
- Rename Drum Sets
- Edit Drum set volume
- Edit Instrument Volume
- Import instruments from other Drum Sets in your project

Drum Set Selector

The Drum Set Selector is part of the Library when the Drum sets Tab is opened. Here you will see a list of your Drum Sets in order. Selecting a drum set will open that drum set in the Drum Set Editor

Add Drum Set

Creates a blank Drum Set. The Drum Set must have instruments with samples loaded for the drum set to work correctly.

Not sure where to start? Download the Default Content to use our free default drum sets.

A to Z, Z to A

Quickly alphabetize your drum sets from a to z or vice versa.
Note: if you change the order of your drum sets, note this will also change what MIDI command selects that drum set. Read more on pg. 25.

BBMO - My M1 Project *

♬ Songs   ≡♪ Playlists   🥁 Drum Sets

Ballad 2

🥁 Create Drum Set   ↓ᴬ𝐳

🥁   1. Dance   ⋮

🥁   2. Drum&Bass   ⋮

🥁   3. Ethereal

🥁   4. Flamenco Percussion

🥁   5. Jazz Brushes

🥁   6. Jazz

🥁   7. John Bonham Inspired

🥁   8. Latin

🥁   9. Mallets

🥁   10. Metal

Dance - 12.74 MB ✓
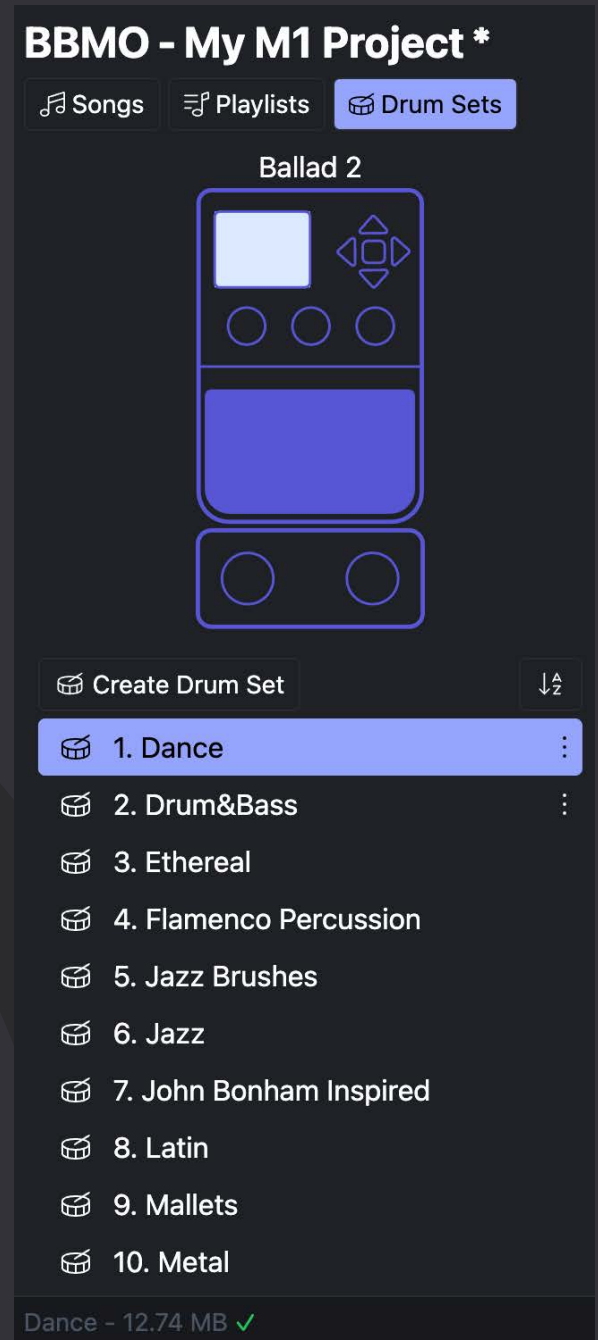
Instrument Selector

The Instrument Selector is an auxiliary part of the Drum Selector Library in the Drum Sets tab. Here you will see a list of the instruments in your currently loaded Drum Set in order. Each instrument is associated with a MIDI Note Value. For example, the Kick is typically Note Value 36 (C1). This is following the general MIDI drum mapping standards, read more on .

Add Instrument
Create a blank instrument to add samples to.

Creating a Drum set and adding instruments and samples

1. Click on Add Drum Set Button while in the Drum Sets tab
2. There will be a new blank drum set at the bottom of the list of drum sets
3. Name your Drum set in the Drum selector section using the 3-dot menu **or** select the drum set and double click the drum set name in the top left of the Drum Set Editor section

+ Create Instrument	⤓ Import
82. Shaker	⋮
59. Splash 2	
57. Crash Cymbal 2	
56. Cowbell	
55. Splash 1	
54. Tambourine	
53. Ride C. Bell	
51. Ride Cymbal	
50. Tom 1	
49. Crash Cymbal 1	
48. Tom 2	
46. Hi-Hat Open	
45. Tom 3	
44. Foot Hi-Hat	
43. Tom 4	
42. Hi-Hats Closed	
39. Handclaps	

4. Create Instruments or Import them from other drum sets, when creating an instrument you must associate the instrument with a MIDI Note Value (0-127)
   a. Read more about importing instruments in the next subsection
5. Select an instrument from the Instrument Selector section to edit that Instrument in the Drum Set Editor section
6. Click on the Add Samples button to import your own samples
   a. Samples must be PCM formatted .wav files with a sample rate of 44.1 kHz and a bit depth of either 24-bit or 16-bit
7. This will add all the samples to the only existing dynamic range
   a. Read more about dynamic ranges on .
8. Either use auto sort or drag and drop samples into the appropriate dynamic range
   a. Learn more about best practices for sample organization on .
9. Repeat this process to add samples to all your instruments
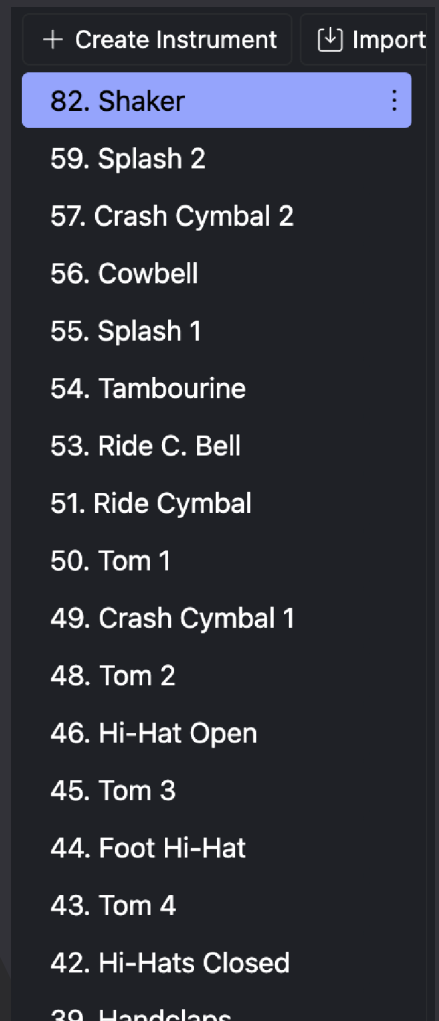
Import Instrument

Sometimes you want the snare from one drum set and the kick from another, easily import instruments from other drum sets using the Import button.

Steps:
1. Click Import button
2. Select the Drum Set you wish to import the instrument from
3. Select the instrument from the drum set you wish to import
   a. Notice that you can only import an instrument that belongs to a MIDI note value you have not already used
   b. For example, if you have Kick on MIDI note 36, the import feature will not show the option to import any instrument that exists on note 36.
4. All set! Edit the instrument however you'd like, it will not affect the original instrument you imported from.

Drum Editor ToolBar

The Drum Set Editor has its own toolbar
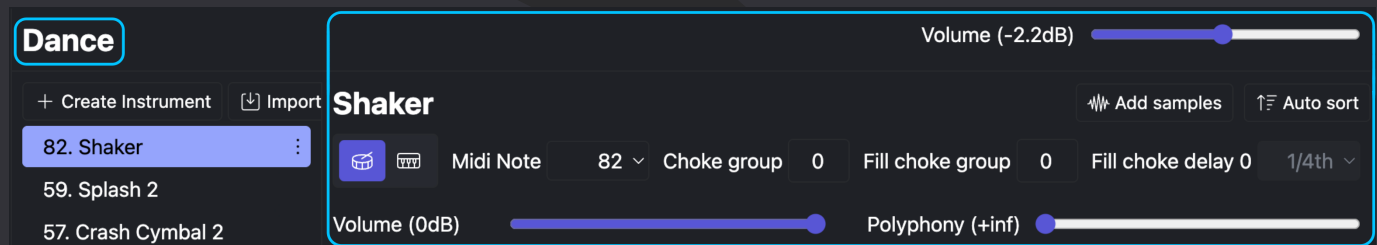
Drum Set Name and Renaming

The Drum Set name can be found at the top left of the Drum Set Editor window

Drum Set Volume

This sets the volume of the entire drum set, -40dB to +4dB range

Add Samples

Imports samples into the last added dynamic range, samples must be PCM formatted .wav files with a sample rate of 44.1kHz and a bit depth of either 16-bit or 24-bit

Learn more about samples on pg. 10.

Auto Sort

Once you've added multiple samples, get good results quickly by choosing Auto Sort. This will automatically create dynamic ranges and arrange the samples into them according to the relative levels of the samples

Instrument Name and Renaming
The name of the instrument is right above the Drum Editor toolbar, double click the name to make the field editable and rename it.

Instrument Type
Instruments are either Percussive or Non-percussive. Non-percussive instruments respect the Note Off command while percussive instruments play the entire file one time through. Non-percussive instruments will choke the sound when the note off is received.
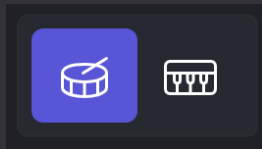
You would use non-percussive for something like a bass sample or a keyboard sample. For drums, you can keep this set to percussive.

MIDI Note
Sets the MIDI note associated with this instrument.

Note: only one instrument can have a specific MIDI note value at a time. There cannot be two instruments set to MIDI note 36.

Choke Group
The Choke Group is an inter-instrument (involves more than one instrument) feature, meaning that it will only work when there is more than one instrument in a choke group.

There are 15 choke groups, 1-15. A value of 0 means there is no choke group. When two instruments are in a choke group this means that if one instrument is playing and the other starts playing, the second instrument will "choke" the first.

A common application for this is when setting the Closed Hi Hat, Open Hi Hat, and the HiHat foot pedal to be in the same choke group so that it sounds natural and so that the open hi-hat is "closed" or choked once the hi-hat pedal or the closed hi-hat sound is played.

Fill Choke Group

Sets the instrument's Fill Choke Group, there are 15 groups, 0 being no group.

The Fill Choke group decides the behavior of notes near the end of the file when those notes are also in the Main Beat file, this way the notes don't cause the BeatBuddy to erroneously play a sample that is also in the Main Beat at the end of a fill, this is so that it sounds more natural. All notes that are in the same Choke Fill Group as the notes in the fill file will not be played for the duration set in the Fill Choke Delay setting.

The BeatBuddy has a lot of capacity to replicate human drumming. One way the BeatBuddy does this is by using Fill End Notes (Read more on) in conjunction with the Fill Choke Group setting.

Fill Choke Delay

Sets the Fill Choke Delay, the fill choke delay decides how long notes in the same choke fill group are not played by the BeatBuddy.

The options are:

- 1/4th - All notes in the main beat in a choke group will stop playing for up to a quarter (¼) note after a fill note in the same choke group
- 1/8th - All notes in the main beat in a choke group will stop playing for up to a eighth (⅛) note after a fill note in the same choke group
- 1/16th - All notes in the main beat in a choke group will stop playing for up to a sixteenth (1/16) note after a fill note in the same choke group

Note that these are all tempo dependent amounts of time.

Instrument Volume

Sets the volume of the overall instrument, this affects the playback level of all samples in the instrument.

Polyphony

Sets the allotted polyphony for the specific instrument. Inf+ is the default for new instruments. Instruments with long decay, like cymbals, should be set to 4-6 to allow the 5th-7th time the sample plays to decay the first sample and do so continuously. This avoids an annoying and unnatural build up of samples and also avoids both clipping and high noise floor issues.

Using the Drum Editor
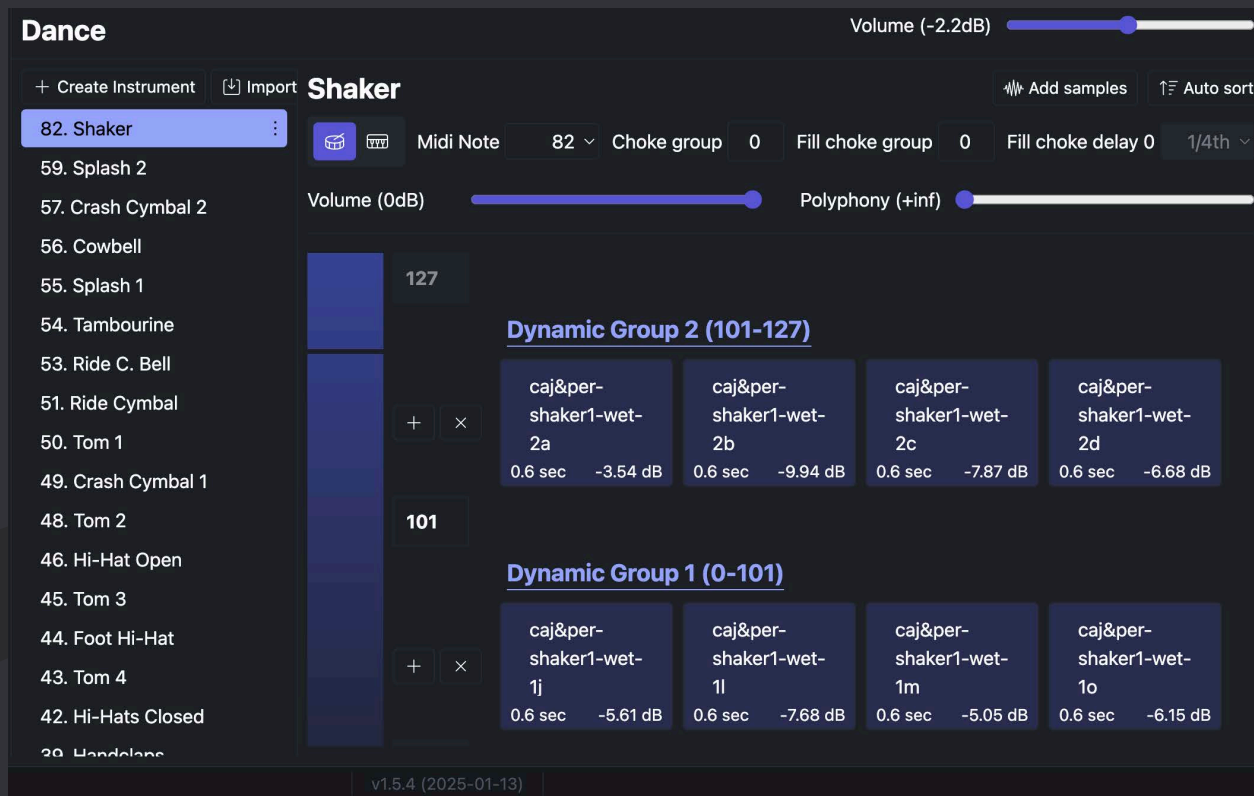
Editing an Instrument

To edit an instrument, you must first select the Drum set in the Drum Set Selector (read more on) and then select the instrument you wish to edit in the Instrument Selector (read more on).

Samples on the BBMO

A sample is a PCM formatted .wav audio file that is 44.1kHz and 16/24 bit. We recommend using 16 bit to allow for more samples to be used, a Drum Set on the BeatBuddy can only be up to 100 MB. Refer to the drum file size in the Project Footer. Read more about the project footer on .

The sample includes the name of the wav file, the length of the sample in seconds (sec), and the peak decibel (dB) level of the file, which is the highest dB rating the file gets at any point in its duration. This is useful to quickly organize your audio files by relative dB level.

The file's name can also be edited by double clicking the name, press the Enter (PC)/ Return (Mac) key when done.
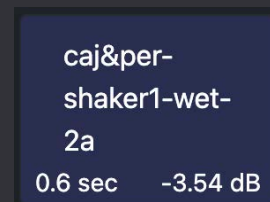
A sample will turn light blue when selected
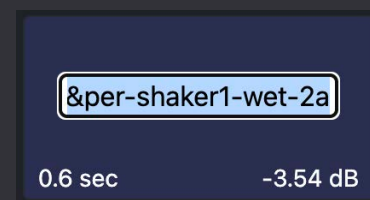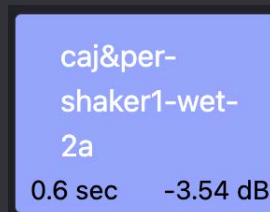
Dynamic Ranges

A dynamic range is a set range of velocities that will trigger a specific pool of samples, read more about dynamic ranges and sample pools on pg. 10. You can have up to 16 dynamic ranges in an instrument. The Dynamic Ranges are named and numbered with the quietest (lowest) range as Dynamic Range 1, every extra range is one number higher than the lower range.

To add a dynamic range, click on one of the '+' sign icons next to the existing range(s), each dynamic range has a '+' sign next to it. By default a new dynamic range will split the existing range that corrsponds to that '+' sign in half to make a new dynamic range. To remove the range, hit the X button that appears, be careful not to delete a range that has samples in it, but you can always undo.

You can also delete all existing samples from the range, read further to learn how to do this.

To edit the range of a dynamic range you must have at least 2 dynamic ranges. Edit the range by dragging the range line up or down, using the arrow buttons in the text field editor, or typing the desired value. The values for 127 and 0 cannot be edited.
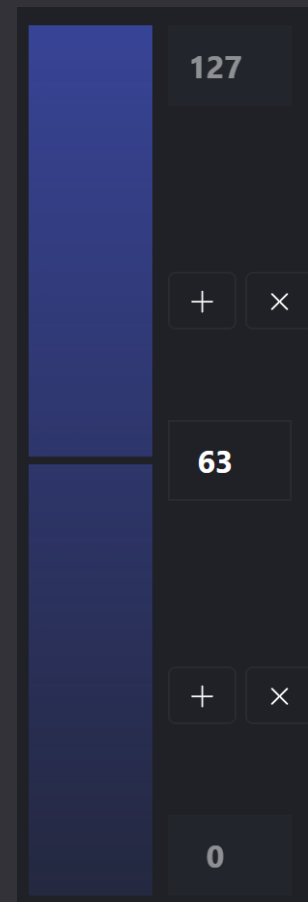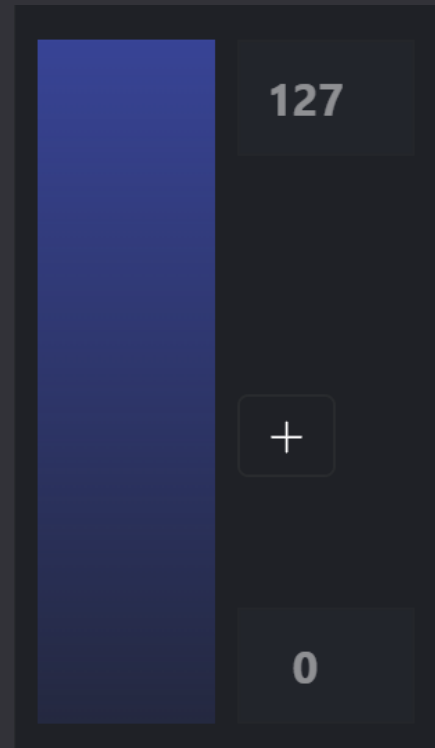
Add and Move Samples
To add samples, either use the Add Samples button in the Drum Editor toolbar or drag and drop .wav files into the project screen. When hovering over a droppable area, the area will be highlighted by a green box. When possible to drop a file but not hovering over it, this area will be grey.

You can also rearrange samples into existing dynamic ranges by dragging and dropping them into your preferred location.

Delete Samples
To delete a sample, click it so that it is selected and use the delete or backspace key on your keyboard.

Audition Samples
To hear a sample, click on it once.

To audition all samples in a sample pool randomly, click and/or hold on the dynamic range using your mouse. When hovering over the range you will notice your mouse will turn into a small speaker icon.

Auto Sort
Once you have imported all your samples, you can quickly organize all your samples by peak level to be grouped quickly and easily

Change the Volume of Multiple Instruments
In the Instrument Selector, hold shift while clicking on a second instrument to select all of the instruments in between as well. Pressing Command (PC) / Control (Mac) while clicking on an instrument with select/or deselect it one by one.

When grouped, change one of the instruments volume's to change all of them by the same relative amount.

The Beat Boutique

For all BeatBuddies, we have amazing news!

We're very excited to announce our revamped content store, the Beat Boutique! The Beat Boutique is your destination for era-defining drum sets and songs, meticulously recorded and curated for you to use with BeatBuddy products. Check out our first bundle of 7 brand new drum sets: Beat Boutique - Pack 1.

Get psychedelic with the Yellow Drum-marine kit, unleash thunder with the Whole Lotta Drums kit, or step into the dark world of the Black Hole Drums kit. These premier drum set collections will bring the sounds of legendary eras directly to your performances.
The Sizzle Brush, Soul Jazz, Modern Custom, and Standard Custom kits offer a rich, versatile sound with a wide range of applications across genres. Use these kits to play anything from intricate jazz rhythms to experimental rock textures, perfect for recreating the atmospheric grooves of bands like Radiohead, Oasis, and Coldplay.
Included Kits:

- Black Hole Drums - Step into the raw, dark world of the 90s with the Black Hole Drums kit. This kit packs a heavy, grunge-inspired sound that defined an era of alternative music.
- Modern Custom - Inspired by the sound of a modern studio drum set, the Modern Custom kit delivers cutting-edge analog tones for those who demand flexibility and style in every beat.
- Standard Custom - A classic sound with a twist, the Standard Custom kit offers the perfect balance of rich vintage tones and modern versatility, ideal for any genre or groove.
- Soul Jazz - Immerse yourself in smooth, soulful rhythms. The Soul Jazz kit channels the rootsy grooves and timeless sound of modern jazz drummers from the 70s and onward.
- Sizzle Brushes - Bring a laid-back, textured feel to your music with the Sizzle Brushes kit. This kit is perfect for adding that subtle, brushed sound that defines jazz, blues, and more.
- Whole Lotta Drums - Unleash the raw thunderous beats of the Whole Lotta Drums kit, crafted to capture the essence of one of rock's most iconic drummers.
- Yellow Drum-marine - Inspired by one of British rock's most legendary drummers, the Yellow Drum-Marine kit delivers the crispy, distinctive tones reminiscent of the golden age of 60s rock.

Discover our professionally crafted and recorded drum sounds, produced exclusively for the Beat Boutique.
Learn More at https://www.singularsound.com/pages/beat-boutique

The BeatBuddy plug-in is an emulator of the BeatBuddy's playback of MIDI files, and can use any BeatBuddy DRM drumset file. This enables you to load any BeatBuddy DRM file on the BeatBuddy plug-in and hear it played back in your DAW just like it would sound as if you had your BeatBuddy right inside your computer.

This is a way to easily produce using the BeatBuddy brain without the added noise of using cables, no need of adding any gain to reach pro level, plus instant conversion to all supported sample rates and bit rates. Not to mention easy conversion to an audio file in your DAW.

You can find the beta version of the plug in here.

If you do not already have a BeatBuddy project, the default library is fully free to download. It can also be found in the support page of our website in the BeatBuddy downloads section. The default drum sets folder included in this project file are what you will want to use to load drum sets on your BeatBuddy plugin.

Using the BeatBuddy plug-in alongside a MIDI editor in your DAW, you can hear back your edits while you're working on your midi files in a much more powerful ecosystem. No more guessing about what your DRM is going to sound like or having to export and re-import after plugging your SD back into the BeatBuddy. Now you can do it all on your computer seamlessly by going back and forth on the plug-in and to the BBMO drum editor.

The official version of the plug-in will be fully free to download but will only allow usage of the standard drum set, it will not feature access to the DRM loader. You will have to purchase access to the DRM loader by buying the BeatBuddy plug-in from our website, then any DRM file can be used with the plug in.

The BeatBuddy plug-in features a full-on mixer that shows all of the names of the instruments, the associated MIDI note, and gives you the ability to mute, solo, and/or adjust the levels to your liking. The entire drum set can also be muted, and the master level can be adjusted.

To easily produce and mix the individual instruments in your DAW, duplicate the plug-in and MIDI file to separate tracks and solo each version with one instrument. Then commit those tracks to turn them into .wav files, and voilà! You can mix the sounds, adjust them and even load them back into the BeatBuddy DRM using the BBMO editor. You can even load that DRM back in the BeatBuddy plug-in again. An endless cycle of creativity.

Use Cases

- Hear the Drum Set in your DAW as it will play back on the BeatBuddy
  - Makes editing MIDI files in your DAW much easier to use later on your BeatBuddy (hardware version).
  - No more guessing on velocities and avoids the need for using the BeatBuddy Manager to edit or create MIDI files on a large scale, just use the editor to refine as you package your content.
- Produce your songs with the famous BeatBuddy sounds
  - Instantly humanize your MIDI track without needing to spend a bunch of time editing MIDI files. The BeatBuddy's famous round-robin algorithm will take care of the human element.
  - Mix your drum set in the plugin mixer or create multiple instances with individual instruments soloed on each instance. Freeze and commit these tracks as .wav files to mix and produce further using your DAW.
  - No added noise of using the Hardware version
  - Works in any sample rate or bit depth
  - Sounds like you gave your MIDI file to a real drummer!
- Large free access to treasure trove of content available on the Singular Sound Forum
  - Access 10 years of user generated DRM files
- Edit all of the content quickly using the BeatBuddy Manager Online application
  - Tweak or create your own drum sets starting with our own library of sounds or import your own!

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Now that you're a Pro at the BBMO, here's some other useful information in this section to help you get going!

BeatBuddy Settings

The BeatBuddy Settings are only accessible on the BeatBuddy itself.

To enter the Settings screen, press down on the 'Drum Set' and 'Tempo' knobs at the same time.

The settings give you many options to customize the BeatBuddy to suit your needs and playing style. For your convenience, all default settings will be marked with an asterisk (*).

Tip: If you are unsure what a particular setting does, press the right arrow button (next to 'tap') to select the (?) and press 'tap' button to see a short explanation. Press the left arrow to exit the explanation.

Settings Table of Contents:

Settings

Sleep Mode   (?)

Footswitch

Main Pedal

Audio Settings

Sobriety
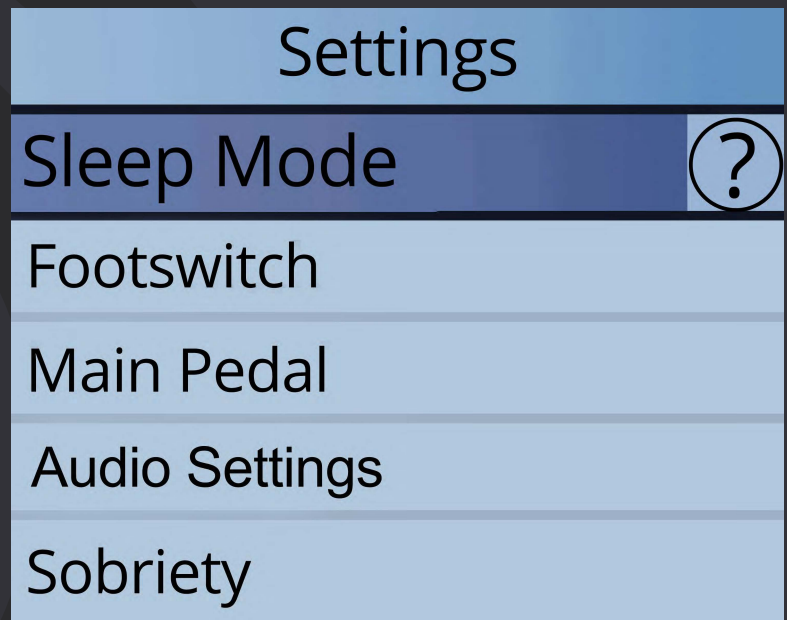
I. Sleep Mode

- This puts the BeatBuddy in a low power state and turns off the screen -- wake it up any time by pressing any knob, button or the main pedal. As of version 3.9.9 the BeatBuddy can be awoken from Sleep Mode by sending the BeatBuddy MIDI commands.

II. Footswitch

- **Footswitch Detector** - Detects the type of footswitch that is plugged into the BeatBuddy. Use this whenever using a new footswitch with the BeatBuddy or if your footswitch doesn't seem to be working correctly (such as if it only works every other press, or triggers a command on both the press and release).

- **1st / 2nd Footswitch Function** - 1st = LEFT button, 2nd = RIGHT button. (NOTE: Because both the 1st and 2nd footswitch settings menus are identical, **we will reference both at once**, **the 2nd footswitch defaults will be marked in red**)

    o **1st / 2nd Main Pedal** - Sets the switch to act like the Main Pedal, with tap for fill, hold for transition, double tap for outro. Useful if you want the BeatBuddy somewhere other than the floor. Note that if you enable this function, all other available functions for this button will not be available (while playing, paused, or stopped).
        ▪ Enable/Disable *

    o **1st / 2nd Switch Stopped** - The function that the 1st (left) or 2nd (right) switch will do when pressed while no song is playing.
        ▪ No Action - Nothing happens when pressed
        ▪ Accent Hit * - Triggers a single sound that is set for the song part that is currently playing. If a song is not playing, it will play the accent hit of the first song part in the song (Note: You can set a 'Global' Accent Hit in the settings, read below)
        ▪ Song Advance * - Loads the next song in the current folder (Holding the button down will Enter/Exit the folder). Pressing the Main Pedal opens the selected song.
        ▪ Song Back - Loads the previous song in the current folder (Holding the button down will Enter/Exit the folder) Pressing the Main Pedal opens the selected song.
        ▪ Tap Tempo - Sets the Tempo beats per minute (BPM) to the speed that the switch is tapped. Tip: give at least 4 taps for most accurate tempo
        ▪ Next Part - Switch to the next part without starting the beat
        ▪ Previous Part - Switch to the previous part without starting the beat

- **1st / 2nd Switch Playing** - The function that the 1st (left) or 2nd (right) switch will do when pressed while a song is playing.
    - No Action - Nothing happens when pressed
    - Accent Hit *- Triggers a single sound that is set for the song part that is currently playing. (Note: You can set a 'Global' Accent Hit in the settings, read below)
    - Pause * - Pauses the beat.
    - Tap Tempo - Sets the Tempo beats per minute (BPM) to the speed that the switch is tapped. Tip: give at least 4 taps for the most accurate tempo.
    - Outro Fill - Triggers the outro fill and ends the song.
    - Next Part - Triggers a transition to the next part on the press and the BeatBuddy will complete the transtion the next measure after footswitch is released.
    - Previous Part - Triggers a transition to the previous part on the press and the BeatBuddy will complete the transtion the next measure after footswitch is released.
    - Half-Time - Engage or disengage half-time mode at the next measure
    - Double-Time - Engage or disengage double-time mode at the next measure
    - Next Part - Switch to the next part without starting the beat
    - Previous Part - Switch to the previous part without starting the beat

- **1st / 2nd Switch Paused** - The function that the 1st (left) or 2nd (right) switch will do when pressed while a song is playing or paused.
    - No Action - Nothing happens when pressed
    - Accent Hit *- Triggers a single sound that is set for the song part that is currently playing. If a song is not playing, it will play the accent hit of the first song part in the song (Note: You can set a 'Global' Accent Hit in the settings, read below)
    - Unpause * - Unpauses the beat.
    - Tap Tempo - Sets the Tempo beats per minute (BPM) to the speed that the switch is tapped. Tip: give at least 4 taps for the most accurate tempo.
    - Outro Fill - Triggers the outro fill and ends the song. Go to Main Pedal > Unpause Behavior > External Device Unpause to set whether the BeatBuddy will follow the outro settings to play the outro fill while paused or if it will always stop immediately.

- **Accent Hit** - Accent hit settings
  - o **Source** - The source of the accent hit sound
    - **Default *** - The default sound per each individual song. This is the WAV file associated with each individual song part in the song.
    - **Global** - Sets one sound for all of the accent hits on your pedal, regardless of what song or song part is playing (you will be able to choose which WAV file to use from a menu).
      - **Select** - Choose which .wav file from SD card's effects folder will be used as the accent hit, you can drag additional .wav files into the effects folder to have additional options, no need to use the BeatBuddy Manager necessary to add these to your SD.
  - o **Volume** - The volume of the accent hit sound. 0dB is default.

III. Main Pedal

- **Intro** - What happens when a song is first started.
  - o **Intro Fill*** - If an intro beat is present in the song, it will play normally.
  - o **Count in** - Plays one metronome click for each beat of one measure and then starts the first song part beat.
  - o **Intro or Count In** - The BeatBuddy will play the intro if there is one and will play a counting if there is no intro
  - o **None** - Immediately starts the first song part beat.

- **Transition** - If the transition is enabled, the BeatBuddy will play the transition fill in a loop until the main pedal is released or the Complete Transition MIDI command (CC:113 value 0) is received. If the transition is disabled, then the BeatBuddy will not play the fill and will wait to transition at the next measure until the Main Pedal is released or the Complete Transition MIDI command (CC:113 value 0) is received
  - o Enable */Disable

- **Outro -** Enables or disables the Outro on the BeatBuddy. If disabled, instead of playing the outro, it will just stop the beat at the end of the measure.
  - o Enable */Disable

- **Double Tap** - Enables or disables the BeatBuddy's default double tap to play the outro. Some users accidentally hit the double tap, so would prefer to disable this. As long as Outro is enabled, you can always stop the song with a pause (footswitch), then while paused hold the main pedal down to stop the song, or you can set one of the footswitch buttons to trigger the Outro Fill and end the song with one tap.
    - o Enable */Disable

- **Triple Tap Stop** - When enabled, allows the function of stopping the song immediately with a quick triple tap (Please Note: When Disabled, a tap during the outro fill will cancel the outro fill and continue playing the current song part).
    - o Enable/Disable *

- **Transition Forgiveness** - When enabled, the BeatBuddy will allow a small window of time (300 ms) after the start of the measure for the user to send a Complete Transition command (CC 113 value 0). If the command is sent in the time window, the BeatBuddy will change Parts immediately without losing its count and without playing a transition. This is to avoid a late transition when using a MIDI controller, the Aeros, and the BeatBuddy. This must be enabled to work with the Aeros as Transmitter (Master).
    - o Enable* /Disable

- **Default Tempo** - When enabled, it will automatically load the saved tempo for each song. However, if you know the tempo of a song you want to play and are searching for the best beat, select 'Disable' so the tempo doesn't change every time you change the song. Tip: To change the default tempo of a song to the current tempo, press and hold down the tempo knob.
    - o Enable */Disable

- **Default Drum Set** - When enabled, it will automatically load the saved drum set for each song. However, if you want to try a few different songs with the same drum set, select 'Disable' so the drum set doesn't change every time you change the song. Tip: To change the default drum set of a song to the current drum set, press and hold down the drum set knob.
    - o Enable */Disable

- **Mute Pause** - When enabled, mutes the beat while paused, instead of stopping it. To be used if the BeatBuddy is 'Slave' (controlled by an external MIDI clock device) so it stays in sync when paused.
    - Enable/Disable
    - **MIDI-Activated** *- Mute Pause is automatically enabled when the BeatBuddy is acting as Slave in MIDI Sync.

- **Unpause Behavior** - Sets what happens when the BeatBuddy is unpaused.
    - Main Pedal Unpause - Sets what happens if the Main Pedal is pressed while the BeatBuddy is paused. Note: If Start Beat is set to Press, the unpause behavior will only be allowed to be set on the Tap. This is to avoid unwanted actions occurring on the tap while paused.
        - **Tap** - While paused and the main pedal is tapped (pressed quickly).
            - Intro
            - Fill *
            - Start Transition
            - Stop Song
        - Hold - While paused and the main pedal is held down. (Please Note: This function will not work if Start Beat setting [read below] is set to Press)
            - Stop Song *
            - Start Transition
    - External Unpause - Sets what happens when an external device sends a command to the BeatBuddy from a paused state.
        - **Outro**
            - Follow main pedal outro setting
            - Outro stops Song

- **MIDI Settings** - Please refer to the "MIDI and the BeatBuddy" section in the BeatBuddy manual. Read more about MIDI Song Select in this manual on pg. 73.

- **Cue Fill Period -** Controls when the fill is triggered after the pedal is pressed. Please note that even when set on 'Immediately', if you press the pedal in the last half beat of the measure, it will play the fill in the next measure, because it's very unlikely that you want less than a half beat fill, so you probably pressed it too early.
  - o Immediately *
  - o Next Half Beat
  - o Next Beat
  - o Next Measure

- **Start Beat** - Controls whether to start the beat on the press of the pedal or release. Press is more immediate, but if you set it to Press, you cannot use the Hold pedal features (enter tap tempo from Stopped mode, stop song or start transition from paused mode). Note: If Start Beat is set to Press, then the Main Pedal Unpause sub-setting, Hold, will not be available and hold commands will behave as expected in the case hold is detected.
  - o Press *
  - o Release
    - ▪ Tap Tempo Mode: If enabled, holding the pedal from a stopped state will enter a tap Tempo mode where the user can tap the desired Tempo using the main pedal. Tap Tempo mode can be accessed from stop state if the main pedal is set to respond on the release.
      - • Enable */Disable

- **Visual Metronome** - Sets when the Visual Metronome (the moving bar on the screen) is active.
  - o Stopped & Playing *
  - o Playing Only
  - o Disable

IV. Audio Settings

- **Drum Output** - The BeatBuddy produces stereo audio. If you want the BeatBuddy to play back in true stereo, set this to stereo. If you would like the beat Output signal to summate into mono, set this to mono. The live signal being fed into the BeatBuddy's inputs is not affected, and stays in true stereo. This affects the headphone output in the same way.
  - Mono/Stereo *

- **Release Time** - Period of time over which the BeatBuddy fades out a choked sound (advanced feature -- leave this alone unless you understand it).
  - 0ms - 250ms, default is 100ms

V. Font Size

- Sets the text size of the content and settings menu
  - Normal
  - Large
  - Extra Large

VI. Sobriety

- Makes the BeatBuddy play like it's been drinking! Great practice for those real life situations, or just to make your friends laugh :-)
  - **Sober:** BeatBuddy plays normally
  - **One Beer:** BeatBuddy shifts 1 or 2 BPM
  - **Tipsy:** BeatBuddy Shifts 5-10 BPM
  - **Drunk:** Even more BPM changes and throws in a random drum fill
  - **Wasted:** All over the place with shifting tempo, random fills, transitions and accent hits

Note: If this setting is used while paired with the Aeros via MIDI sync, the Aeros will encounter a MIDI desync caused by a tempo mismatch. To avoid a mismatch, use the BeatBuddy on the Sober setting.

VII. About BeatBuddy

- Unique BeatBuddy ID number and current firmware version.

VIII. Restore Default Settings

- Restores settings to the way they came from the factory.

The Singular Sound Forum

Have questions? Need some guidance? Have a cool project to share?
Visit our Forum!
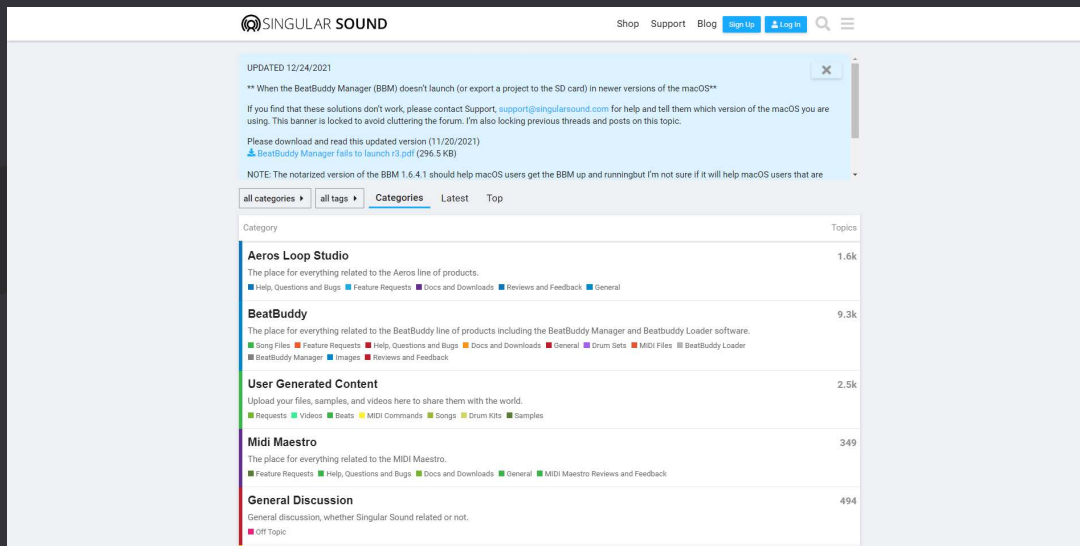
The Singular Sound Forum is the best place to interact with your peers and ask questions on gear, set ups, 3rd party setups, and really anything Singular Sound related or even just music related! You can also submit bug reports and feature requests on our forum. Go here to read more about how to submit a bug report.

We have a bustling and vibrant community of caring and passionate individuals waiting for new ideas and user generated content. It's a natural treasure trove of freely accessible knowledge and

Make your account and join the conversation today!

Have a specific troubleshooting issue? Feel free to post on the forum, but for the best assured assistance please write to support@singularsound.com at your earliest convenience

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General MIDI Format

In the world of MIDI, some devices are made to adhere to a set mapping of commands and values. This is especially true with Drum kits. In order to make a standardized set of drum sounds for a wide range of styles most devices follow the General MIDI Drum Map.

General MIDI Drum Map

MIDI Note	Drum Instrument
35	Acoustic Bass Drum
36	Bass Drum
37	Side Stick
38	Acoustic Snare
39	Hand Clap
40	Electric Snare
41	Low Floor Tom
42	Closed Hi Hat
43	High Floor Tom
44	Pedal Hi Hat
45	Low Tom
46	Open Hi Hat
47	Low Mid Tom
48	Hi-Mid Tom
49	Crash Cymbal 1
50	High Tom
51	Ride Cymbal 1
52	Chinese Cymbal
53	Ride Bell
54	Tambourine
55	Splash Cymbal
56	Cowbell
57	Crash Cymbal 2
58	Vibra slap
59	Ride Cymbal 2
60	Hi Bongo
61	Low Bongo
62	Mute-Hi Conga

MIDI Note	Drum Instrument
63	Open-Hi Conga
64	Low Conga
65	High Timbale
66	Low Timbale
67	High Agogo
68	Low Agogo
69	Cabasa
70	Maracas
71	Short Whistle
72	Long Whistle
73	Short Guiro
74	Long Guiro
75	Claves
76	High Wood Block
77	Low Wood Block
78	Mute Cuica
79	Open Cuica
80	Mute Triangle
81	Open Triangle

Using MIDI Song Select on the BeatBuddy

Incoming MIDI Song Select

The BeatBuddy can be set to respond to commands as it does by default or it can be set to Aeros mode. Aeros mode allows the BeatBuddy to ignore MSB commands for more versatility when choosing songs on the two units independently while both devices are on the same MIDI channel.

The MIDI Song Select data needed to open the song is shown on the footer of the webpage on the lefthand side.

Default

- The folder is selected with the Bank Select Message (Bank MSB and LSB) and the song is selected with the Program change. MSB selects the Bank, LSB the folder withing the bank. Every MSB bank has 128 folder each.
- PC command selects the song within the current open folder
- This gives a potential of 128 MSB x 128 LSB = 16,384 different folders with 128 songs each (selected by the Program Change [PC] command).
- The order of the folders / songs are sorted by the BeatBuddy Manager. The order of the folders / songs corresponds to the number used by the MIDI messages +1.
  - This means that Program Change (PC) Message must have a value of 0 to select the first song in the menu.
  - We know this is confusing -- but MIDI was designed by computer nerds, not normal people like us, and computer nerds like to start with 0 instead of 1.
- When using the default Song Select setting the playlists will be recallable using the MSB Layer 127 followed by a PC command.

Aeros Mode

- The folder is selected using only LSB 0-110, these correspond to the first 111 BeatBuddy folders. LSB 111-127 open playlists 1-17.
- The order of the folders / songs are sorted by the BeatBuddy Manager. The order of the folders / songs corresponds to the number used by the MIDI messages +1. The Playlist song select starts on LSB 111 which corresponds with Playlist 1.
  - This means that Program Change (PC) Message must have a value of 0 to select the first song in the menu.
  - We know this is confusing -- but MIDI was designed by computer nerds, not normal people like us, and computer nerds like to start with 0 instead of 1.
  - If on Aeros Mode, the playlists will be recallable using the LSB layers 111-127, sending a PC command will select the song within the playlist in order. This means that, in Aeros mode, only the first 110 folders on the BeatBuddy will be mapped by MIDI. LSB layer 111 = Playlist 1, LSB layer 112, = Playlist 2, ... LSB layer 127 = playlist 17, etc.

Default Example:

Folder/Song	Bank MSB (CC:0)	Bank LSB (CC:32)	Program Change (PC)
Folder 1 - Song 1	Value 0	Value 0	Value 0
Folder 1 - Song 2	Value 0	Value 0	Value 1
Folder 3 - Song 3	Value 0	Value 2	Value 2
Folder 128 - Song 1	Value 0	Value 127	Value 0
Folder 129 - Song 1	Value 1	Value 0	Value 1
Folder 129 - Song 4	Value 1	Value 0	Value 3

Aeros Mode Example:

Folder/Song	Bank MSB (CC:0)	Bank LSB (CC:32)	Program Change (PC)
Folder 1 - Song 1	N/A	Value 0	Value 0
Folder 1 - Song 2	N/A	Value 0	Value 1
Folder 3 - Song 3	N/A	Value 2	Value 2
Playlist 1 - Song 1	N/A	Value 111	Value 0
Playlist 2 - Song 1	N/A	Value 112	Value 0
Playlist 2 - Song 4	N/A	Value 112	Value 3

Please note that the BeatBuddy's song does not change until the Program Change message is received, i.e. bank messages alone are not enough to change a song.

Outgoing MIDI Song Select

Song/Folder Select (Main Pedal > MIDI Settings > MIDI Out: The BeatBuddy can send song select commands from the midi out port when a song is opened. By Default, the BeatBuddy will send the same MSB, LSB, and PC command that opens the song. This means that if the song is opened by MSB 0, LSB 0, and PC 0 then the BeatBuddy will send MSB 0 LSB 0 PC 0 when the song is opened. To use best with the Aeros, try Aeros mode. Remember the BeatBuddy's MIDI ID is set by the position of the song and folder in the list. Read more about Song Select on

- Disable* - The BeatBuddy will not send any Song Select commands. This is disabled by default.
- Default - The BeatBuddy will send an MSB, LSB and PC command
- Aeros Mode - The BeatBuddy will send an MSB and PC command. The true MSB value is negated and is substituted by the LSB value. So a song with a Song Select Message of MSB 0 LSB 125 PC 5 will send MSB 125 and PC 5. The Aeros only uses MSB values to open songs.

Remember, the BeatBuddy will send whatever command opens it when that song is opened

Default Example:

Folder/Song	Bank MSB (CC:0)	Bank LSB (CC:32)	Program Change (PC)
Folder 1 - Song 1	Value 0	Value 0	Value 0
Folder 1 - Song 2	Value 0	Value 0	Value 1
Folder 3 - Song 3	Value 0	Value 2	Value 2
Folder 129 - Song 4	Value 1	Value 1	Value 3

Aeros Mode Example:

Folder/Song	Bank MSB (CC:0)	Bank LSB (CC:32)	Program Change (PC)
Folder 1 - Song 1	Value 0	N/A	Value 0
Folder 1 - Song 2	Value 0	N/A	Value 1
Folder 3 - Song 3	Value 2	N/A	Value 2
Playlist 1 - Song 1	Value 111	N/A	Value 0
Playlist 2 - Song 1	Value 112	N/A	Value 0
Playlist 2 - Song 4	Value 112	N/A	Value 3

Category	Mac Command	PC Command	Action
Undo	Cmd + Z	Ctrl + Z	Undo
	Cmd + Shift + Z	Ctrl + Shift + Z	Redo
MIDI Editor	Space	Space	Play track (from track position)
	Shift + Space	Shift + Space	Play track from beginning
	Shift + Click and drag (selection)	Shift + Click and drag (selection)	Add more notes to current selection
	Delete	Backspace	Delete selected note(s)
	Cmd + A	Ctrl + A	Select all notes
	Cmd + C	Ctrl + C	Copy selected notes
	Cmd + V	Ctrl + V	Paste copied notes
	Cmd + X	Ctrl + X	Cut selected notes
	Cmd + Click and drag	Cntrl + Click and drag	Move note start or end point free from grid
	ArrowUp	ArrowUp	Move selected notes up
	Opt + ArrowUp	Alt + ArrowUp	Move selected notes up (an octave)
	ArrowDown	ArrowDown	Move selected notes down
	Opt + ArrowDown	Alt + ArrowDown	Move selected notes down (an octave)
	ArrowLeft	ArrowLeft	Move notes left a division (eg. 16th note)
	ArrowRight	ArrowRight	Move notes right a division (eg. 16th note)
Virtual Pedal	Cmd + Space	Ctrl + Space	Press pedal
	Opt + Space	Alt + Space	Press pedal (because sometimes Cmd+Space is mapped to Spotlight on a Mac etc)
	F	F	Trigger a fill
	T	T	Trigger a transition
	1	1	Transition to part 1
	2	2	Transition to part 2
	…	…	… (all parts 1-9 can be accessed this way)
	9	9	Transition to part 9
	O	O	Trigger outro
	S	S	Trigger stop (no outro)
	A	A	Trigger left foot switch (accent)
	L	L	Trigger left foot switch (accent)
	P	P	Trigger right foot switch (pause)
	R	R	Trigger right foot switch (pause)
Drum Set Editor	ArrowDown	ArrowDown	Select next instrument
	Shift + ArrowDown	Shift + ArrowDown	Select next instrument (grow/shrink selection)
	ArrowUp	ArrowUp	Select previous instrument
	Shift + ArrowUp	Shift + ArrowUp	Select previous instrument (grow/shrink selection)
	Delete/Backspace	Delete/Backspace	Delete selected instrument(s)
	Escape	Escape	Clear instrument selection
Editable Fields	Return	Enter	Save
	Escape	Escape	Cancel

Changelog

Please find the changelog for the BeatBuddy Manager Online below. To report a bug, please visit the Singular Sound Forum or use the Help function in the top right of the editor's toolbar. For assistance, please contact support@singularsound.com.

1.5.4 Changelog (1/13/25)
- Fixed an issue where imported songs (.sng) and folder (.pbf) files did not import with the correct drum set as default and would automatically set it to the Standard drum kit.

1.5.3 Changelog (12/19/24)
- Fixed a critical issue where duplicating a drum set, saving the project, and refreshing the page corrupted the drum set audio files

1.5.2 Changelog (12/16/24)

- Fixed the 3-dot menu not working when moving songs around in a folder
- Fixed the problem where exporting as a midi file didn't export the whole track
- Fixed default drum set for a song not being marked in drum set list, save the song to set the new default
- Fixed duplicating and moving a song causing song to freeze
- Added text in the help dialog explaining the download log button

1.5.1 Changelog (11/20/24)

- Fixed metadata issue with Google and other search engines
- Fixed song freezing during certain copy and move operations

1.5.0 Changelog (10/24/24)

- Added triplet support to the division drop-down in the song editor
- Added undo and redo to full-screen MIDI editor
- Updated playlist interaction to be more in line with other menus (click once to add, added three-dot menu for other interactions i.e. delete)
- Midi editor now auto scrolls to the bottom on the initial load
- Added loading dialog to drum set export to display progress
- All midi files can now be exported at once for a song file via the 3 dot menu
- Added new Project Actions menu to top toolbar
- Moved theme toggle into Project Actions menu (gear icon)
- Added a new "export all" button, which will export all drum sets and songs from the current project into the specified directory
- Redesign accents menus, accents can now be copied and pasted for easy reuse
- Each dynamic range group now has a header for better separation. This will also display the range of samples within the group
- Multiple drum sets can now be imported at once, rather than one at a time
- Multiple fills can now be imported at once
- Made the resize bar for the MIDI editor much more visible and easy to interact with
- The issue text in the footer of the page can now be clicked to display an organized list of all issues in the current project
- Added the ability to drag and drop fills to reorder them
- Individual samples within the drum set editor can now be renamed

Bug Fixes:

- Fixed typo in drum sets
- Fixed file format naming issues
- Fixed virtual pedal getting stuck in certain states
- Various fixes to inconsistent dark theme styling
- Fixed incorrect choking behavior when an instrument was part of a choke group
- Fixed various display issues related to undoing
- Fixed some shortcuts (i.e. undo, redo) having issues with case sensitivity

- Fixed crash related to undo
- Fixed certain cases where the drum set would not update in real-time
- Fixes to incorrect alphabetical sorting, Added Z to A order as well as A to Z
- Fixed bug where tempo could not be changed on the first load of a song
- Fixed song titles being inconsistent if the name is changed during a save
- Fixed erratic behavior in the sample editor when testing playback, samples now play one at a time and in order, rather than randomly
- Fixed inconsistencies in playlist drag and drop behavior, as well as their order
- Updated headers and text shown when a browser is not supported

1.4.2 Changelog (8/21/24)

- Added link to BBMO changelog in the footer (click the version number to go to the changelog link on our website)

1.4.1 Changelog (8/20/24)

- Fixed dark mode bugs
- Edited dark mode colors for clarity

1.4.0 Changelog (8/16/24)

- Added settings icon button to the Project Toolbar which allows switching from Light to Dark Mode by clicking it, Dark Mode is the new default
- Known issues:
- Switching the color from light to dark may cause some issues in the UI

1.3.21 Changelog

- Fixed allowing more than 32 parts
- Constrained Loop marker adjustments
- Virtual pedal improvements
- Virtual pedal and MIDI file player now will not play at same time, avoiding a bug
- Transition is always at next bar after release even if multiple measures long
- Transitioning using the Virtual Drummer will no longer loop forever if the transition is in any part other than part 1
- Now behaves like the BeatBuddy (the actual real world device), whether you tap or long hold during the intro, it outros and stops.
- Reset the scroll position of the track editor when maximized
- Added Add Song and Import buttons
- Updated info
- Now possible to manually delete Dynamic ranges
- Opening a part's MIDI file in MIDI editor no longer resets the screen to the top
- Copy/pasting in the MIDI editor will no longer delete notes that were there before
- Drag and drop of files works on Windows
- If a MIDI file with an unreadable name is added it will automatically add the name "New MIDI File"
- New blank songs will allow drag and drop MIDI file

1.3.20 Changelog

- Adding font awesome token and fixing typo
- Adding Singular Sound logo and icon logo
- Change favicon
- Add logo change text to BBMO
- Change to AWS support
- Changed Start screen text and design for clarity

Bug Fixes

- Fix issues with undo manager