

## **How to Convert a Midi file to a One-Press Beat Buddy song using a DAW**

1. Find a midi file you would like to convert. There are a number of good sources, or, just Google, "Song name midi."
2. Download the file to an easily found location and open it directly in your DAW. The DAW may or may not assign instruments to the tracks. It may assign instruments incorrectly. Assign proper instruments, or it's gonna sound real bad.
3. For purposes of this document, I will only discuss DOP and OPB files. Those are BB Forum abbreviations for Drums, One Press, and One Press with Bass. In the event that you want an additional part or parts, follow the Bass instructions, but make adjustments to the octave needed for the range of the other instrument(s).
4. Move the tracks in the DAW so that you can see the drum and bass tracks easily. The bass will need to be moved up or down several octaves to match a BB kit. BB kits generally have bass parts assigned to midi values 0 through 31, or something very close to 60 through 91, ex. 63-91. The lowest bass note, that which would normally be the low bass string on the bass guitar, would equate to "4" for a 0 through 31 kit, or "64" for a 63-91 kit. Your DAW should have a command that lets you select all notes within a track and move them an octave at a time. Use that to move the bass notes into position.
5. Once you have the bass notes into the correct octave, check the bass part to be sure that it does not go outside the range of the kit. If you are using a 0-31 kit, any bass notes above 31, (G0), will be out of range. Likewise, in a 63-91 kit, any bass notes above 91 (G5) will be out of range. Move those notes down an octave. Note that most DAWs have a transpose setting for a track. I prefer not to use the transpose setting, as in some DAWs it will not keep the bass notes in the proper place when the bass and drum tracks are merged. Merging tracks is discussed below in part 10.

6. If bass notes overlap, or are nearly touching each other, you may need to shorten them. The easiest thing to do is to select all the notes and drag the end of one note slightly shorter. Most DAWs let you do this. This will shorten all of the selected notes. This has to do with the Beat Buddy's original lack of recognition of "midi note off." This has been fixed to a some degree, but it's still good practice to not have bass notes unintentionally overlapped, particularly if they are the same note, as they will appear to drop out when the song is played. BB will not play the second "note on" for a value if the first "note off" has not been reached.
7. **DO NOT TRANSPOSE THE DRUMS.** Drum tracks are generally OK just the way they appear in the midi. But there are a couple things to watch for. First, many BB kits do not have a kick drum at midi 35. The kick is at 36. If your song uses a kick on 35. Select just that row of midi notes and move it up one not to 36. Songs, or drum software, that use midi notes below 35 are not operating within the General Midi standard. If you have such notes, you can try to move them to match a piece in the kit, or you can delete them and hope for the best. Superior Drummer, for example, uses many more hi-hat articulations that are usually found in a BB kit. We usually have open, closed and pedal. Get used to working with a limited palette. Check toms to make sure they are in the kit. To check what is in a BB drum kit, with BB Manager from the Drum Sets list, double click on the Drum Set name. The Drum Set will open in a Drum Set Maker window. Here you can see the midi values assigned to everything in a kit.
8. Make frequent saves of any edits you are making.
9. Some tracks have notes mapped to a location that corresponds to a handclap in Beat Buddy. Frequently, these are supposed to be a snare. Select all the handclap notes at the offending location and drag them to D1 or E1 which should be a snare. If you have odd sounding drums when you audition the file, you can come back to this step using the file you saved in Step 8, and make adjustments. You also may find that the drum track has notes that

do not correspond to an instrument in your kit. In those cases, use your judgement on where to move the notes to a similar instrument. Alternatively, find a General Midi w/Bass compatible kit, and use it on the Beat Buddy. Sometimes BB kits will not have toms that are mapped in drums parts. Toms are normally at 41, 43, 45, 47, 48, and 50 in a General midi kit. BB kits will vary. Also pay particular attention to anything mapped in the drum track below 35 or above 60. BB kits may not have matching sounds for these drums.

10. Once you believe you have the bass correct and the drums properly edited, select the bass and drum tracks. Join the tracks into one track. DAWs have different ways of doing this.
11. If you want a count in, start it at the very beginning of the track. Closed hats are at midi 42. Those make a good count in. At the very end of your track, make sure that the last drum hit reaches to the end of the track. BB Manager has something strange in the processing of track that moves any dead space from an ending measure to the front of the track. It will mess up the timing on the pedal if you don't do this.
12. Export your joined file as a midi file. I keep my files in a Projects folder arranged by subfolders for each song.
13. You can now add the newly created section to Beat Buddy Manager to audition it. Open Beat Buddy Manager and select a folder that has less than 99 songs. Select a song, and the +song button above that song will become active. Press the +song button, and a new song layout will appear. Enter the BPM and song title. Select the correct drum kit for the song.
14. As we are creating OPB or DOP songs, you will add your midi file to the intro section of the new song. Copy a "null" or Empty from another BB user song, and paste it into main loop 1 and Outro Fill.

15. Then you can press the play button on the part with BB Manager to audition it. Make edit as necessary, in the DAW, you'll need to re-save the edited midi, and replace it in the BB song after any edits are made in the DAW.
16. Save the Project when complete.
17. Export your song from Beat Buddy manager to your project location so that the song can be added to other Beat Buddy Manager Projects if need be, shared on the Beat Buddy Forum, or available as a backup.