SINGULAR SOUND

BEATBUDDY
MANAGER

QUICK START GUIDE

CONTENTS

PART 1

GETTING STARTED (FIRST TIME)

Step 1: *Installation*

Please note that the BB Manager is only compatible with: Windows Vista or Mac OS X 10.9 or later.

The BBWorkspace directory (the folder where all BB Manager data is stored) MUST go in the 'Documents' directory. The Windows installation should put it there automatically, but in the Mac installation you must manually drag it there during the installation process, a window will pop up giving you that option.

After you have done the above process correctly, once you open the BBManager for the first time, you must select Tools > Set Workspace Location, then navigate to Documents/BBWorkspace, make sure that the folder 'BBWorkspace' is selected, and click 'open'. It will ask you if you want to reset the last workspace location, click 'yes'. This is mandatory, and the BBWorkspace directory MUST be in the 'Documents' directory.

Step 2: *After installation, you must create a project from the SD card*

A "project" is all your songs, playlists, drumsets, etc. as one "unit". You can have only one project on an SD card, and for 99.99% of all purposes you will only need one project.

Creating a project: Insert the SD card that came with your BeatBuddy into your computer and, in the BeatBuddy Manager, choose File > Open Project -- and select the drive that contains the SD card (it might say something like "removable drive" or something similar, in Mac it may say NO NAME), just the drive itself, not any of the folders within

MAC SPECIFIC:

If you get a security prompt the first time you try to open the BBManager, right click on the icon and select 'open' (or press and hold the Control key while selecting Open). This may be required since it is a 3rd party app not obtained through the App Store.

it, and click 'open'. After the project loads, it will automatically prompt you to save a local copy on your computer. Click 'yes'. After it finishes saving a local copy on your computer, which can take 2-3 minutes to complete, it will ask if you want to 'save the project for future synchronizations' - choose 'yes' for this as well.

IMPORTANT NOTES (*please read*):

1. You create a project ONCE (1st time you use the BBManager), and then after you go through the process of creating a project you will never need to touch the first 4 options under the menu option 'File' again. If you do create additional projects or touch those top 4 options under 'File', your computer may blow up! We're kidding... but it'll just be a pain in the asphalt.

2. Bug specific to Mac OS X 10.12 or later: You will not be able to synchronize your project (the option is grayed out on the File menu). You will have to export it each time, which means overwriting the SD card with your current project. The export process resets the footswitch settings back to the factory default, so you will have to re-select your desired footswitch settings from the fooswitch settings menu in the BeatBuddy if you have changed them. We apologize for this bug, and we are working to fix it.

SD CARD SLOT

The BeatBuddy's SD card slot is located at he top, next to the USB port.
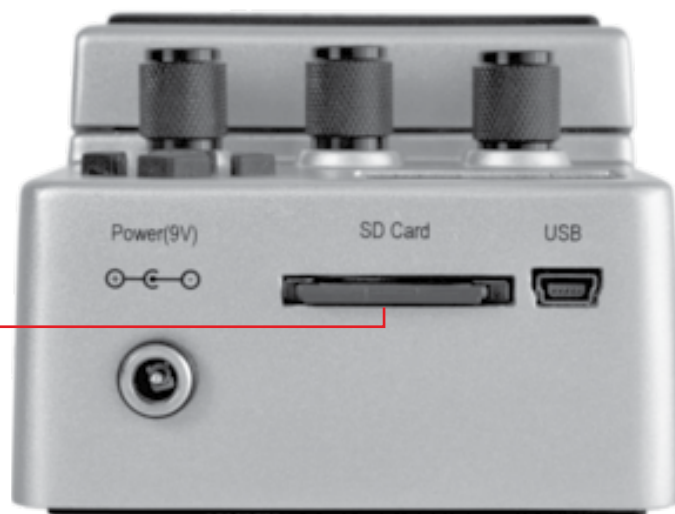
PART 2

BASIC CONCEPTS/FAQS

What is a "project"? Should I create more than one if I have multiple gigs?

You shouldn't. A "project" is everything you have on your SD card: all your setlists, songs, drum sets, etc. If you need to create a new set of songs, you will create a new setlist (folder), never a new project.

This means that after you complete the process involving File > Open Project (as outlined in part 1), you will never again need to touch any of the four options under the menu option 'File'.

Setlist creation is covered in the next section.

What are drum sets? What are songs? What do you mean "patterns/beats"?

Songs = One "unit" structured to consist of any (combination of) "MIDI loops". Each of the following is its own MIDI loop: intro fill, main drum loops, drum fills, transition fills, and outro fill. A main drum loop is the beat that plays on repeat during a song part, such as during the verse or chorus. Every song must have at least one song part and every song part must have a main loop. Everything else in the song structure is optional. All patterns (intro, main loop, fills, etc) in every song are composed of MIDI files. However, the accent hit (cymbal crash, or other sound triggered by the footswitch) is a WAV file. When people say patterns or beats when referring to the BeatBuddy, they may mean a specific pattern within the song, or possibly the song itself.

We prefer the term 'song', since it is composed of patterns/beats. So how do songs play? The MIDI files are the patterns and the drumsets are the sounds triggered by those patterns, as explained below.

What are MIDI files?

MIDI files = Similar to sheet music. They are the instructions for the patterns/beats being played. But sheet music by itself does not produce any sound, you need an orchestra/instruments.

What are drum sets?

Drum sets = This is the orchestra. Each instrument is assigned a number (e.g. kick drum typically assigned #36). The MIDI files (the sheet music), call upon individual numbers to play their instruments. Drum sets by themselves are just sitting there, they won't play a sound unless a MIDI file is activated by the BeatBuddy and calls upon the instruments to play.

Do any of the songs include bass?

None of the songs in the default content or content in our library contain bass sounds in them. There are several songs with bass available on our user forum.

When a song includes bass, it includes two components:

1) Additional MIDI notes assigned to bass sounds in the MIDI file.

2) A drum set that contains the bass sounds that are being used to play those notes.

What are One Press (OP) Songs and One Press Bass (OPB) Songs?

An OP song is a song that is able to play all the way through on the BeatBuddy, like a backing track. This is able to be done because the entire song is in one MIDI file instead of in separate loops in the song,

it is in either the outro or the intro - which means that in order to play the song (and depending on whether it's in the intro or outro), you'd need to tap the pedal, and then double tap it to get to the outro, which will play the song.

These are different than the songs in our default content and library, as they are structured differently. With OP songs, you will not be able to dynamically change the pattern live with the BeatBuddy pedal, as you would with our default content, library content, and non-OP songs.
 B.g. using fills, transitions, etc

As the OP capability evolved, users added bass to the OP songs and now includes other instruments (keys, strings and horns). These OP songs are available as OPB, OPBk, etc. They require the latest versions of the firmware and the BBManager as well as user-created drum sets (available on the forum from Resources/Drumkits) to play and sound their best.

The acronyms you will primarily see on our forum for these "one press" type songs are these four types:

1) **OP** = Plays all the way through using only standard instruments

2) **OPB** = Plays all the way through using standard instruments, in addition to including bass notes (guitar).

3) **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)

4) **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)

(!) IMPORTANT:

For OP songs that include other instruments, you must use the drum set that the song is mapped to. This means that if you have a OPB song which includes bass notes, it will need to use a drum set with bass notes included. If you use a drumset that does not include those notes, you will not hear them.

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Find and upload your files, samples, and videos as part of the Singular Sound Community. Get feedback and technical support from our staff and other users at **forum.singularsound.com**

These are, at the present time, user generated songs and are available on our user forum.

One way you can take a quick look to see if the drum set is the correct one or not is to right click on any of the song's loops, and select 'edit'. It will open our MIDI editor. If there are any red notes on the left pane of the editor, your drum set doesn't have all the required instruments.

See the example below.

The red text are all the instruments not included in the drumset being used in the selected song.

NOTE: *some additional info on OP songs*
To fully understand what an OP song is, it's useful to compare it to a default song. A default song is any one of the multi-part songs that comes standard with the BeatBuddy system (this includes the premium content). An OP song is user-created and was designed to simplify the user interface so that a user only has to single-tap to start a song and let it play completely through without any user interaction other than to stop the song.

The tradeoff is that the default beats and kits optimize the audio quality and provide the user with performance flexibility while the OP songs and associated kits' sound quality is not as optimized due to system memory limitations but provides a simplified performance interface. To play an OPB song, the song and drum set are downloaded, imported and activated the same as the default content. If an OPB song does not start with a single-tap, try a double-tap.

Can I create my own patterns/beats? Can I make my own drum sets?

Yes and yes.

Patterns are created in the MIDI format, so you can use any MIDI creation software and import the MIDI files into the BBManager. It's possible that you can find what you need in our Premium Library, Forum, or Song Matching Tool. Creating and using MIDI files will be covered in the next section.

Drum Sets can also be created, but we do not recommend creating them for the beginner user. They are a bit more complicated to make, and we have a Drumset Maker Guide to editing/creating drum sets, so the creation/editing of drum sets will not be covered in this guide. There are several drum sets on the forum and in our library you can obtain and use. No need to reinvent the wheel…. Unless you want to :-)

What if I lose my SD card? How do I make backups?

If you already created a project as described in the first section of this manual, there is a backup already saved to your computer. If you want to copy the project to another SD card, follow this 3-step process:

1) Menu option: File > Export > Project To SD Card - when the finder window (or Windows Explorer window) pops up select the SD card's drive, it will likely be called NO NAME (Mac) or REMOVABLE DRIVE F:/G:/H: (Windows) and then click on 'open'.

2) It will ask you if you want to overwrite the existing project, select 'yes'.

3) At the end of the process, it will ask you 'if you want to link your project for future synchronization'.

For WINDOWS/MAC 10.9-10.11: select yes.
For MAC 10.12+: Select yes or no, it does not matter, since you will need to export instead of synchronizing each time for Mac 10.12 (until our new software gets released, in the upcoming months).

If however you've not created a project and lost your SD card, you can get the default content from the card in our downloads page.

Instructions for getting the default content onto the SD card:

1) Delete all contents on an SD card. You can use any SD Card 4-32 GB in size.

2) Download the 'SD Card Backup' file from our downloads page.

3) Unzip all the content, and put the extracted files onto the empty SD card. In the SD card you should now see 4 folders and 1 file - DRUMSETS, EFFECTS, PARAMS, SONGS and the file named HASH. BCF *(If you do not have an unzipping program, you may download a free one here: http://www.7-zip.org/)*

4) Your SD card is ready for use!

PART 3

HOW TO DO EVERYTHING *(ALL THE BASICS)*

Here we cover: Creating setlists, copying songs, importing songs, song packages (folders), and drum sets.

IMPORTANT NOTES (*please read*):
Menu options are written in the following format:
Menu X > Option X > Option X
(Menu X = the main title of the menu on the menu bar)

There are two ways to import songs in the BBManager. Individual songs, which are SNG files. And a song "folder", which essentially is an individual file you import that contains a group of songs. The "folder" is a PBF file. The PBF file will import as its own setlist, it's own "folder" in the BBManager Project.

Song packages purchased from our online library always come in the form of PBF files and include installation instructions.

CREATING SETLISTS:

You will most likely want to create a new folder in which you will import your new songs, or make copies of songs from your other folders to create a setlist.

To create a folder:
Songs > New Folder - This will create a new, empty folder in the list of folders (left side) in the BBManager. You can rename the folder by left clicking on the title, putting in a new name, and pressing enter.

(!) **IMPORTANT:**

NEVER PUT IN PERIODS OR COMMAS in your song or folder names. If you do this, your songs will disappear permanently. It is a bug we need to fix. We mention this in the next section as well, but we included it in the important notes because it is a major bug that we have not fixed yet.

PLACING SONGS FROM OTHER FOLDERS IN A SETLIST / MAKING COPIES OF A SONG:

You can move the song from one folder to another by left clicking, and then dragging it into the other folder. However, if you do this, the original location it was in will not contain it anymore. A much better option would be to make a copy and import that existing copy whenever you need it. To do this:

Step 1: *Export the song.*

Select the song you want to make a copy of by clicking on it.
Then File > **Export** > **Song** and save it to a location on your computer that you will remember. We recommend using the same location every time you export a song, so they are all in one place. Making a copy of a song needs to be done only once.

Step 2: *Import the song.*

IMPORTING SONGS (SNG files):
This menu option will be useful for any individual songs (SNG) you want to import. Most of the time, the SNG files originate from our user forum. They could also be songs you previously made copies of (exported) to your computer.

File > **Import** > **Song** - A window will pop up asking you to navigate to the SNG file's location, navigate to it, and select 'open'. The SNG file will import into the folder you are currently in, which will be highlighted on the left side of the BBManager. So for example, if the "Rock" folder is currently highlighted, the imported song will go into that folder.

> ⊘ **IMPORTANT:**
>
> **NEVER PUT IN PERIODS OR COMMAS in your song or folder names.** If you do this, your songs will disappear permanently.Yes, you just read this in the previous section. We are repeating it because it's very painful when this goes wrong. We're sorry about that - we're working to fix it.

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IMPORTING PBF FILES

Song packages from the library come in this format. You can also make your own as explained below in the pro tip section.

Step 1: First unzip the zipped file that contains the PBF file. Then place the PBF file somewhere on your computer where you will remember. (e.g., the desktop)

Step 2: From within the BBManager, select the menu option File > Import > Folder - A window will pop up asking you to navigate to the PBF file's location, navigate to it, click on the PBF file to select it, and select 'open'. This will import a folder/setlist on the left side of your BBManager.

> **PRO TIP:** If you want to create your own PBF file, select the folder from the left pane of the BBManager and then select the menu option **File > Export > Folder**

IMPORTING DRUM SETS

Drum Sets are sold in our library, as well as created by other users and shared on the community forum. Drumsets are DRM files.

There are 3 steps to importing a drum set:

Step 1: First unzip the zipped folder that contains the DRM file. Then place the DRM file somewhere on your computer where you will remember. (e.g., the desktop)

Step 2: From within the BBManager, select the menu option **File >** **Import > Drumset** - A window will pop up asking you to navigate to the DRM file's location, navigate to it, and select 'open.'
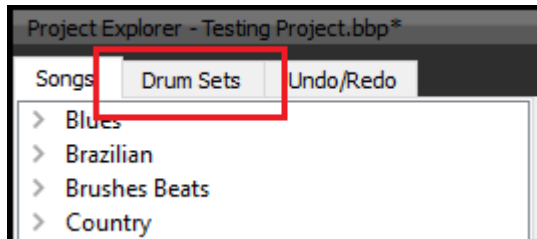
The DRM file will then appear in the 'Drum Sets' tab, which is the tab to right of 'Songs', as shown here.

Step 3: Go into the Drum Sets tab, and find the drumset you just imported and click on the empty tick box next to it. The drumset is now available for use!

NOTE: An asterisk (*) that appears next to a drumset in the default drum set menu of a song means that you do not currently have that drum set available in your project. Even if you have imported the drumset previously, this can happen if you skipped step 3 above, or if you have a different version available of the same drum set *(e.g. Standard vs. Standard 1.1).*

See below the asterisk (*) to the left of the default drumset's name:

<div style="background: red; color: white;">

PART 4

</div>

HOW TO DO EVERYTHING *(ADVANCED)*

EDITING SONGS (editing MIDI files / rearranging loops)

There are two main components of editing songs:

    1) Editing the MIDI files, which the beats/patterns are composed of, -and-

    2) Rearranging the beats/patterns (e.g. copying a main drum loop or a fill from one place to another).

1) Editing MIDI Files

    • **Purpose of the BBManager MIDI Editor**. Our MIDI editor is a work in progress and thus is only suited for simple tasks, such as editing a few select notes. For this reason, if you want to edit the MIDI file(s) with a more complex task in mind (such as deleting several notes at once or completely rearranging the pattern) we do suggest you use a 3rd party MIDI editor (Ableton, Reaper, Logic, Protools, Cubase, etc.), and then importing that MIDI file back into the BBManager once ready.

    • **How to open a MIDI file.** Right click on the beat/pattern and select 'edit'. It will open up the MIDI editor. When asked to quantize, click yes. It will show you the loop you opened in our MIDI editor.

    • **Export to a MIDI File** (save a copy of an existing beat/pattern on your computer) - Right click on the beat/pattern and select "Export MIDI File..." - a window will pop up asking you where to save it. We recommend saving it to the same location every time.

• **Import a MIDI file** (bring into the BBManager a MIDI file you have saved on your computer) - Left click on the location in the song where you want the MIDI file to be, and a window will pop up asking you to select the MIDI file from the saved location on your computer. You can select either an empty location, or if you left click on a location where there already is a MIDI file, the new one will replace it.

IMPORTANT NOTES (*please read*):
If you edit a MIDI file, it will edit the original file and thus everywhere in your project where that file is, the edits will be applied. If you want to make edits to a MIDI file in only one specific song, or apply the edits in just one specific place, you will need to save the file under a different name.

2) Rearranging beats

You can copy one beat onto another by hovering your mouse over the desired beat (the frame should be high-lighted, indicating it is ready to be copied), and pressing **CTRL/CMD+C** (*copy*) and then hovering over to the loop you want to place the copied loop onto, and press **CTRL/CMD+V** (*paste*).

CREATING AND EDITING DRUM SETS

Refer to the drum set creation manual. It is available for download on our *downloads page.*