

# BEATBUDDY

## MANAGER ONLINE

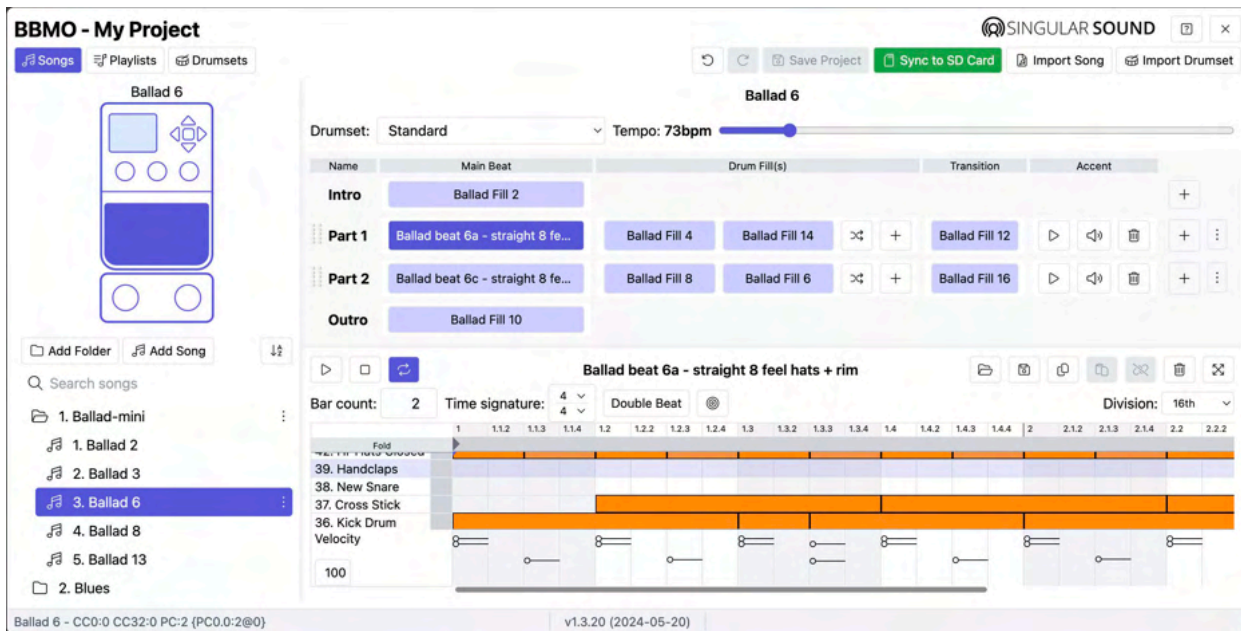


# Manual

Firmware 2.0.0

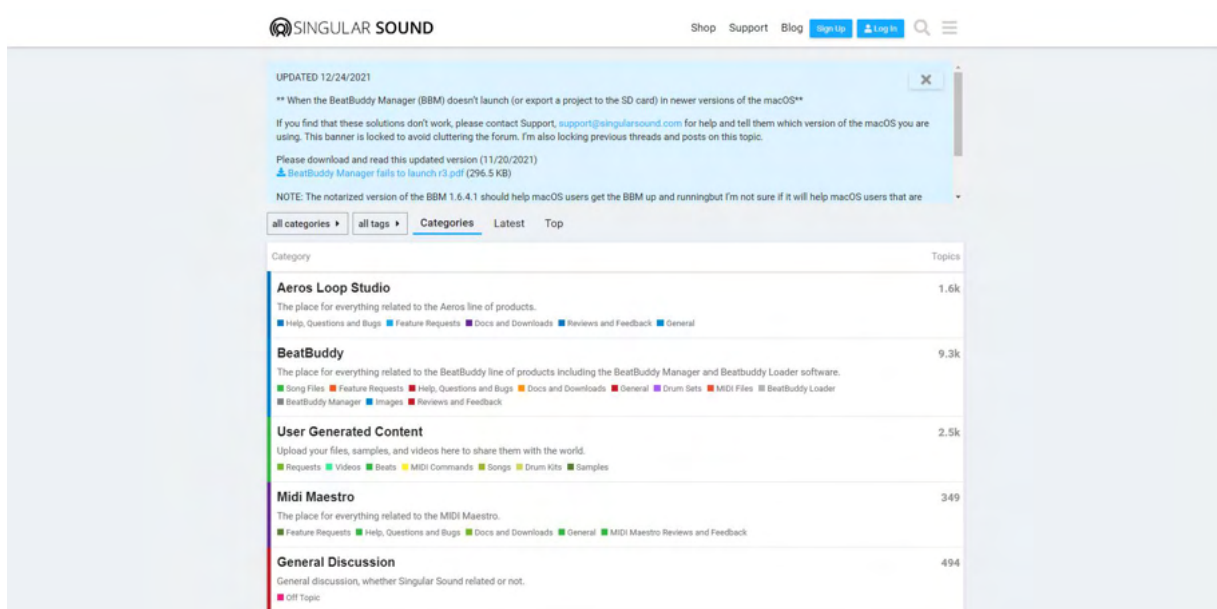
# Introduction

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



Add to, edit, and organize your downloaded BeatBuddy 1 and/or BeatBuddy 2 content and even create your own! The BeatBuddy Manager Online is on version 2.0.0 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](mailto:support@singularsound.com)



# Introduction

Use the BeatBuddy Manager Online to:

import and export all associated BeatBuddy files into your BeatBuddy project, and load them onto the BeatBuddy 1 or 2

- .sng - Song files
- .drm - Drum files
- .drmx - HD Drum Files (read more on [pg. 13](#)) \*
- .pbf - Folder Files
- .pbdf - Drum Folder Files (read more on [pg. 72](#)) \*
- .bbp - Project Files
- MIDI and WAV - Building blocks to use for Songs, Drum Sets, and Accent hits

Only available on BeatBuddy 2 projects

- Edit your song files
  - Add/remove song parts
  - Add/remove regular, intro, transition, and outro fills
  - Edit the MIDI files using the MIDI editor
  - 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)
  - Set the song's accent hit and the accent hit volume
  - Import and export MIDI files
  - Edit Autopilot settings (BeatBuddy 2 only)

# Introduction

- Edit your drum sets
  - Edit the drum set info and settings
  - Add/remove instruments
  - Import instruments from other drum sets
  - Import samples
  - Auto arrange your imports
  - Edit and arrange the velocity to sample layers
  - Create, convert to, and edit HD drum sets (BeatBuddy 2 only)
- Preview your content
  - Use the BeatBuddy virtual pedal to test out your masterpiece
    - On BeatBuddy 1 mode: Tap, hold, or double-tap the main pedal or footswitch functions to start, stop, transition, pause, and play the accent hit.
    - On BeatBuddy 2 mode: The left main footswitch is the master control, the right main footswitch pauses the song, the left ext switch plays an accent and the right ext footswitch starts a transition
      - Tap, hold, or double-tap master control to start, stop and transition
  - Play back MIDI files while editing them in the MIDI editor
  - Audition .wav samples as you add them as accent hits or to a drum set instrument
- Create and edit playlists

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# Setting Up for the First Time

## 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 1 or BeatBuddy 2. Read more about how to synchronize to the SD card on [pg. 31](#).

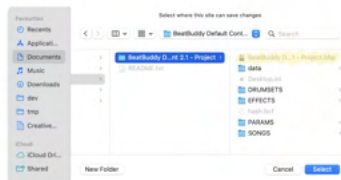
**BBMO**  
Open Project New Project

**BEATBUDDY**  
MANAGER ONLINE

Welcome to BeatBuddy Manager.

Before you get started, [please backup your project](#).

Click **Open Project** and select the folder that contains your project (the folder with a .bbp file).



Because this is a web app, the browser will ask your permission to **let the site edit files** every time you open a project, and when you want to sync with your SD card.



# Setting Up for the First Time

**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 1 or 2 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 1 or BeatBuddy 2 section of our support page: [singularsound.com/support](https://singularsound.com/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 appropriate BeatBuddy Default Content and unzip the file, inside will be a folder enclosing all relevant project files.
  - a. If you have a BeatBuddy 1, download BeatBuddy Content v2.1
  - b. If you have a BeatBuddy 2, download BeatBuddy 2 Content v1.2
  - c. This will also work with Beat Boutique Content project files. Read more about the [Beat Boutique](#) on [pg. 81](#).
2. Unzip the file, inside will be a folder enclosing all relevant project files.
3. 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.
4. (Suggested:) Duplicate this project somewhere on your computer to create a backup
5. Open the BeatBuddy Manager Online web application
6. Click 'Open Project'
7. 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.
8. 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
9. 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

# Setting Up for the First Time

## How to Create a New Blank Project

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

Choose whether you would like to make a BeatBuddy 1 or BeatBuddy 2 Project. BeatBuddy 1 projects can be converted into a BeatBuddy 2 Project later

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

# Your Project

## 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.

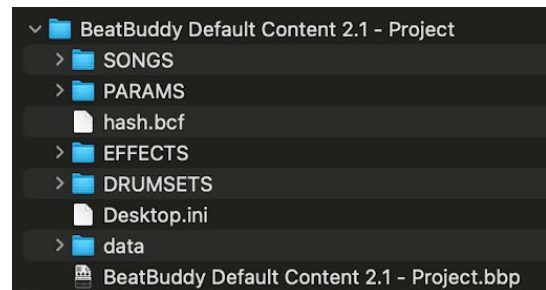
## Filestructure

The BeatBuddy 1 and 2 files are organized into a project folder, in this project folder all relevant files are needed to load the project on your BeatBuddy 1 or 2. 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 [pg. 15](#).

## File Types

BeatBuddy Manager file types:

- .sng - Song files
- .drm - Drum files
- .drmx - HD Drum Files (read more on [pg. 13](#).)
- .pbdf - Drum Folders (read more on [pg. 72](#))
- .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 1 or 2 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 [pg. 44](#).

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 [pg 11](#)., transition fills on [pg. 11](#)., and outro fills on [pg. 11](#).

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 [pg. 10](#).

# Your Project

When using the BeatBuddy 1 or 2:

- The regular fill is played when the main pedal/master control is tapped, fills are one measure or *less* in length
- The Transition fill is played when the main pedal/master control 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/master control 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/master control 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 1 (Main Pedal > Intro Fill) or BeatBuddy 2 (Playback > Intro) 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 1 or 2 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 1 or 2 will play silence for the empty part of the intro file. Read more about setting the MIDI file start point on [pg. 66](#).

## 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 [pg. 44](#).

### 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 Online 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 [pg. 61](#).

# Your Project

## Regular Fills

A fill is played every time the BeatBuddy 1 or 2 main pedal/master control 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. Use the BBMO to 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. 47](#).

## Transition Fills

A transition fill is played and looped every time the main pedal is held down. Once the main pedal/master control is released the BeatBuddy 1 or 2 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. 48](#).

## 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. The BeatBuddy 2 can have any footswitch (onboard or external) set to play the accent hit.

If you would like to always use the same accent hit:

- On BeatBuddy 1 go to Main Pedal > Footswitch Settings > Accent Hit > Source > Global and choose the .wav file from the list.
- On BeatBuddy 2 go to Audio > 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. 49](#).

## **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 1 (Main Pedal > Outro Fill) or BeatBuddy 2 (Playback > Outro) and disable the outro for all songs. The outro fill can be any length and it will play one time fully before ending.

# Your Project

## 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. 93](#)), 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. 15](#).

A Drum Set can either be a .drm file or a .drmx file. DRMX files are HD drum set files that work exclusively on the BeatBuddy 2. DRM files can only have up to 100MB of audio data in them. DRMX files can have up to 450MB of audio data in them. Keep reading to learn more about HD drum set (.drmx) files for the BeatBuddy 2.

### Supported file types:

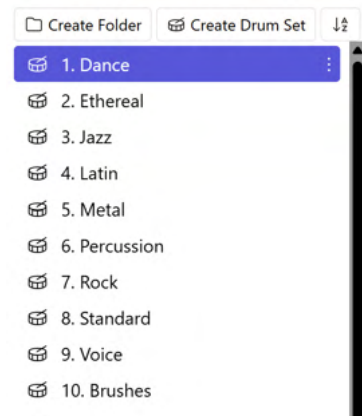
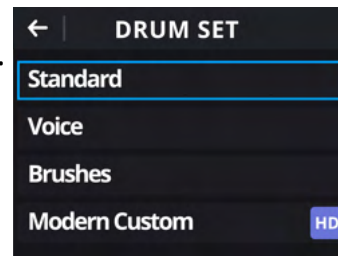
- .Wav (PCM Format)
- 24 bit or 16 bit
- 44.1kHz sample rate

Read more about drum set editing on [pg. 71](#).

### Drum Folders

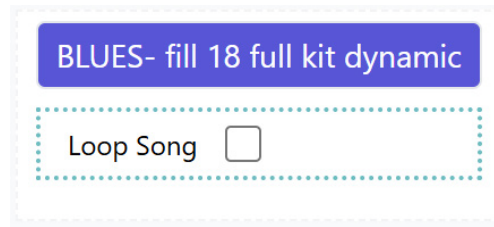
The BeatBuddy 2 allows you to organize your drum sets into folders, allowing for a greater level of organization for your projects. Drum folders can be made and edited in the [BeatBuddy Manager Online application](#). Read more on [pg. 72](#). You can export drum folders to share or re-import as .pbdf files.

This is not available on BeatBuddy 1 Mode



# Your Project

## HD Drum Sets



PLACEHOLDER

Drum Sets got a revamp for BeatBuddy 2, you can find all of the available HD Drum Sets on our website, in the [Beat Boutique](#).

Previously, files for BeatBuddy 1 drum sets (.drm) were only available up to 100MB in size, but now the BeatBuddy 2 can load drum set files (.drmx) that are up to 450MB in size! DRM files were limited to using up to 16 samples per instrument, but DRMX files can handle up to 32 samples per instrument.

All drum sets will still be purchasable in **.DRM** file format, but a new HD option called **.DRMX** will be available for purchase on [our website](#).

PLACEHOLDER

These HD versions of kits (.DRMX files) will utilize extra samples we record in the studio when creating the samples for the content, increasing the dynamic power of the BeatBuddy 2's playback algorithm.

.DRMX files are not compatible with the original BeatBuddy, and can only be edited and created using the [BeatBuddy Manager Online \(BBMO\)](#) application on version 2.0.0 or later (read more on [pg. 73](#)).

Any .DRM file can be converted into a .DRMX file and more sounds can be added into it. On the BeatBuddy 2 and on the BBMO, .DRMX files will have an HD icon to find them easily. DRMX cannot be converted to DRM files.

HD Drum Sets are not available on BeatBuddy 1 Mode

# Your Project

## 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 1 and 2 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 [pg. 74](#).

## 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 [pg. 79](#).

## Attenuation

The BeatBuddy 1 and 2 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 1 or 2 project is encapsulated in a folder structure, but the file itself is the .bbp (BeatBuddyProject) file. On the BeatBuddy1, the BeatBuddy 2, 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 inside of it. Learn more about importing and exporting folder files in the Features section on [pg. 33](#).

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 Online uses .wav and MIDI files as the building blocks for songs and drum sets.

# Your Project

## Folders, Collections, and Project Files

The entire BeatBuddy 1 or 2 project is encapsulated in a folder structure, but the file itself is the .bbp (BeatBuddyProject) file. On the BeatBuddy1, the BeatBuddy 2, and on the BeatBuddy Manager Online application a folder is a collection of songs that can be exported and shared as a .pbp file. This .pbp will open in a project as a folder with all the songs inside of it. Learn more about importing and exporting folder files in the Features section on [pg. 30](#).

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

## Common Files

The BeatBuddy Manager Online 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. 57](#).

The BeatBuddy 1 and 2 only support 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 1 and 2 file structure is where all of the .wav files that will be used as accent hits are found. Add files manually to this folder using your computer to use them as accent hits.

# Your Project

## 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.

**This is no longer necessary when using the [BeatBuddy 2](#) because you can use the Autopilot function.** Read more about Autopilot on [pg. 53](#).

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)

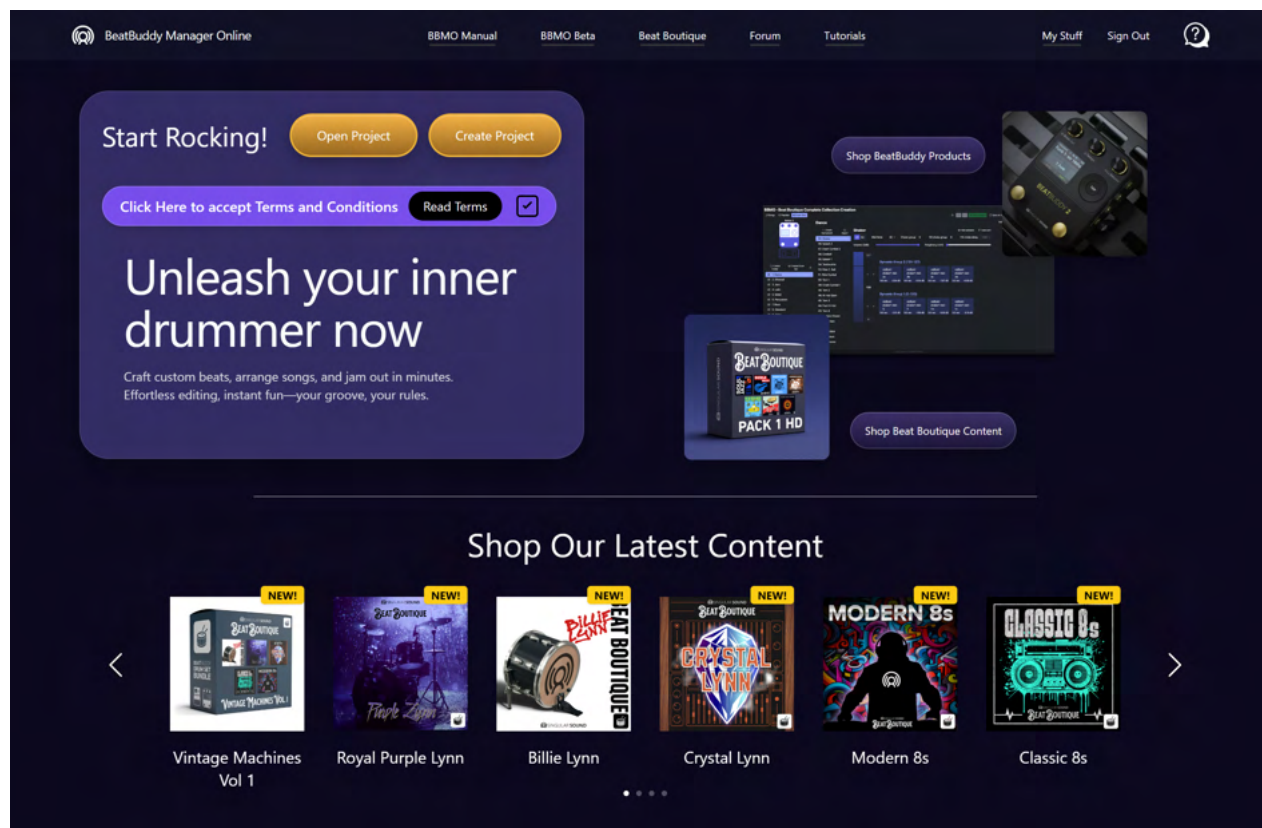
v4 = OPBk plus other instruments such as strings or horns

v3m or v4m = OPk and other instruments but the bass is omitted for users that are bass players

Consider using the larger drum sets on the BeatBuddy 2 to create more complex drum sets with multiple instruments in them.

Read more about this [on this thread](#)

# The Start Screen



## Log In/Sign Up and TOS

The BBMO Start page is where you can both find out about new content and log in to the BBMO server, you must be logged in to use the BBMO.

Logging in is as easy as using the 'Sign in with Shop' button, simply follow the directions and verify your account. Your login info is the same as your [singularsound.com](https://singularsound.com) email and password.

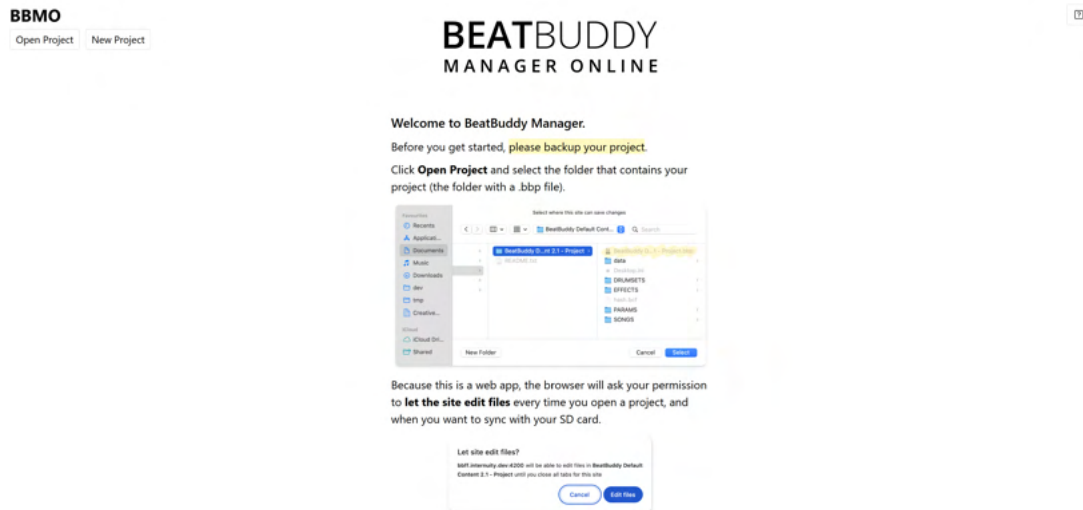
If you have never purchased from our site, you can sign up and create an account just as easily. You can then reuse your email and password for our website. Creating an account makes it easier to manage the content you purchase and re-download it later. If you have any issues signing up, please reach out to us at [support@singularsound.com](mailto:support@singularsound.com) so we can further assist you.

Logging in/signing up will not work if you do not have 3rd party cookies enabled, you can enable all 3rd party cookies or allow them only for the BBMO. A pop up will give you the steps to enable 3rd party cookies.

## Terms of Service (TOS)

You must agree to the terms of service in order to use the BBMO, simply tick the box to agree. You can review the Terms of Service here: [singularsound.com/policies/terms-of-service](https://singularsound.com/policies/terms-of-service)

# The Start Screen



## Important Links

At the top of the page you can find important links to:

- [The BBMO Manual](#)
- [The BBMO Beta Site](#)
- [The Beat Boutique](#)
- [The Singular Sound Forum](#)
- [BBMO Tutorial Playlist on YouTube](#)

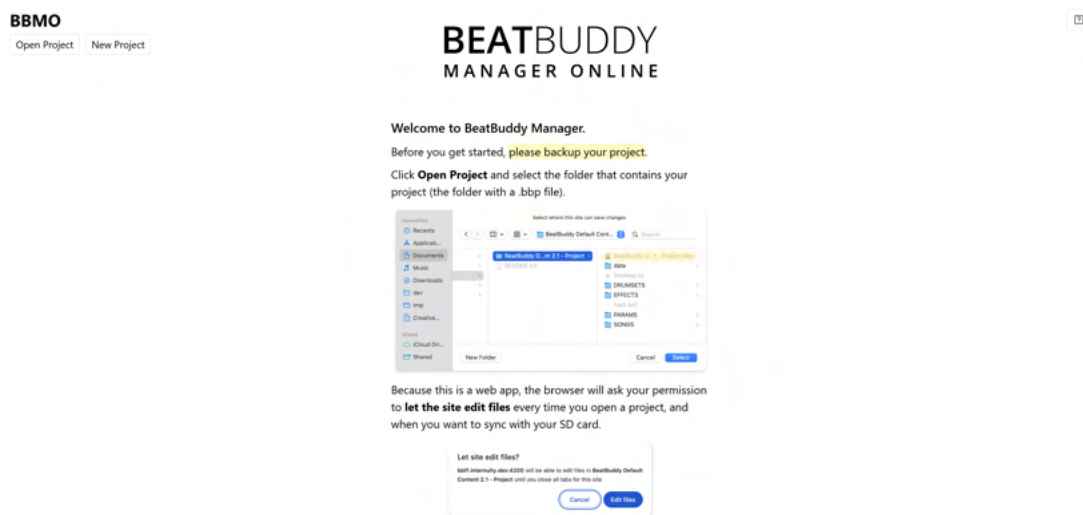
## The BeatBuddy Manager Online Beta

New bug fixes and features can be tested here before they are available on the live site. Beta versions have been tested internally but may still have bugs. We strongly recommend using a new copy of your BeatBuddy project when using a beta version of the BBMO. Simply duplicate your project folder on your computer and name it something like "BETA BeatBuddy Project".

Go to the latest beta here:

<https://bbmo-beta.dyhfwrcznxkz3.amplifyapp.com/>

# The Start Screen



## Open Project

To open and load an existing project, use the Open 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 [pg. 6](#) for more information.

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 on your 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.

# Project Screens

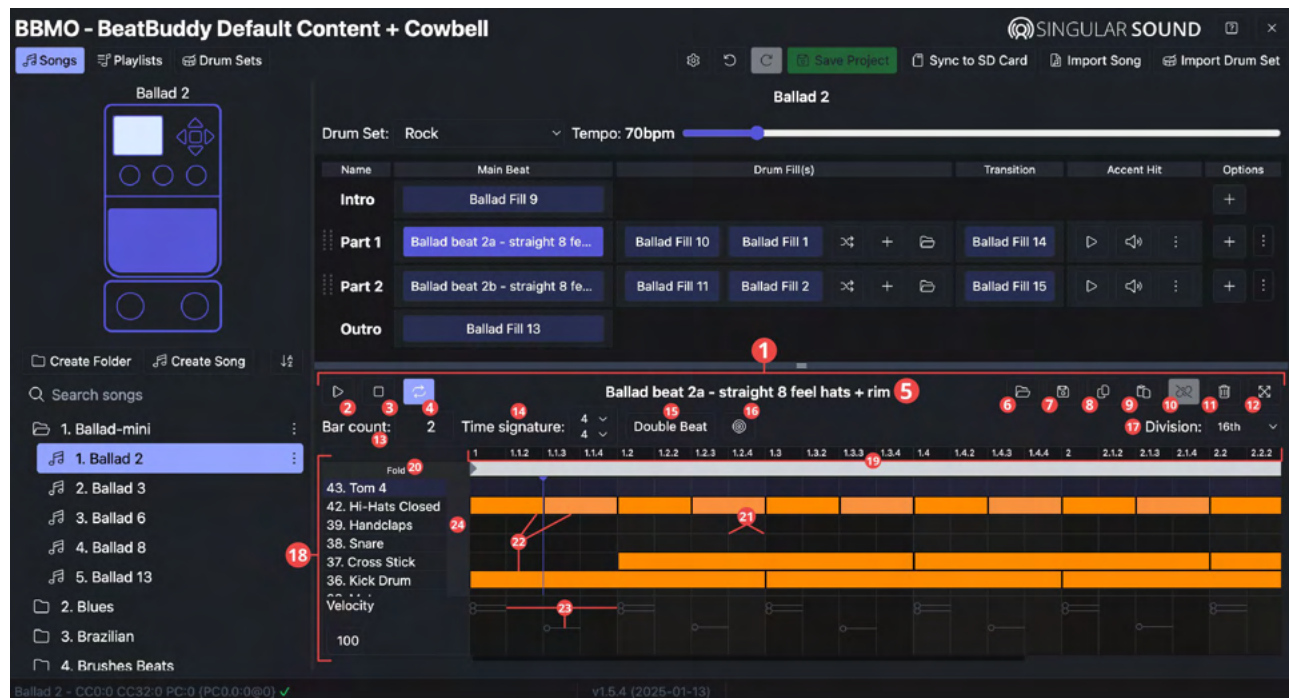
## Songs Tab



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. **Autopilot Settings Enable/Disable** - Autopilot is exclusively available on BeatBuddy 2 Projects
29. **The Song Editor**
30. **Create blank part** - Adds a blank part at the end of the song
31. **Intro section**
32. **Intro fill/MIDI File**
33. **Song parts**
34. **Song part drag handles** - Use this to drag and drop the parts into a new order.
35. **Autopilot Enable for Individual Song Parts** - Autopilot is exclusively available on BeatBuddy 2 Projects
36. **Main Beats/MIDI File**
37. **Regular fills/MIDI files**
38. **Shuffle mode** - Play fills in order or shuffle them every time a fill is recalled
39. **Add fill** - Creates a blank MIDI file, import or edit the blank file using the MIDI Editor
40. **Transition fill/MIDI file**
41. **Play accent hit**
42. **Set accent hit playback volume**
43. **Accent Hit 3 dot menu** - Copy, Paste, or Delete the accent hit for the part
44. **Add song part under** - Adds a blank song part underneath the part
45. **Song part 3-dot menu**
46. **Outro section**
47. **Outro fill/MIDI file**

# Project Screens

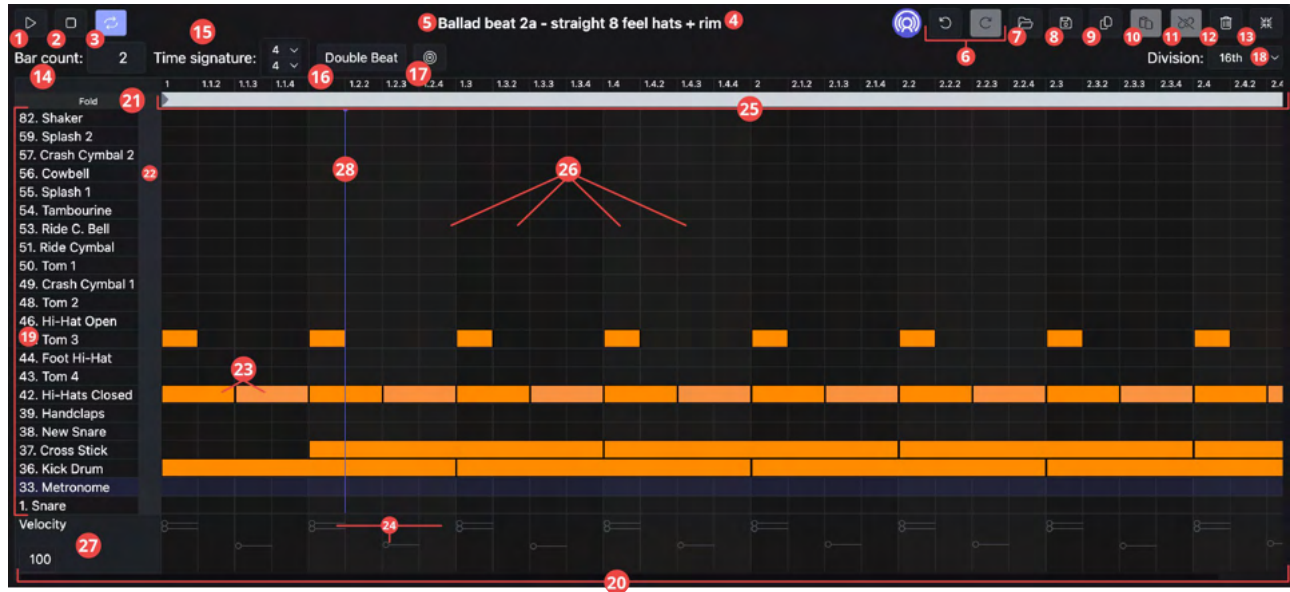
## Songs Tab con't: MIDI Editor



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

# Project Screens

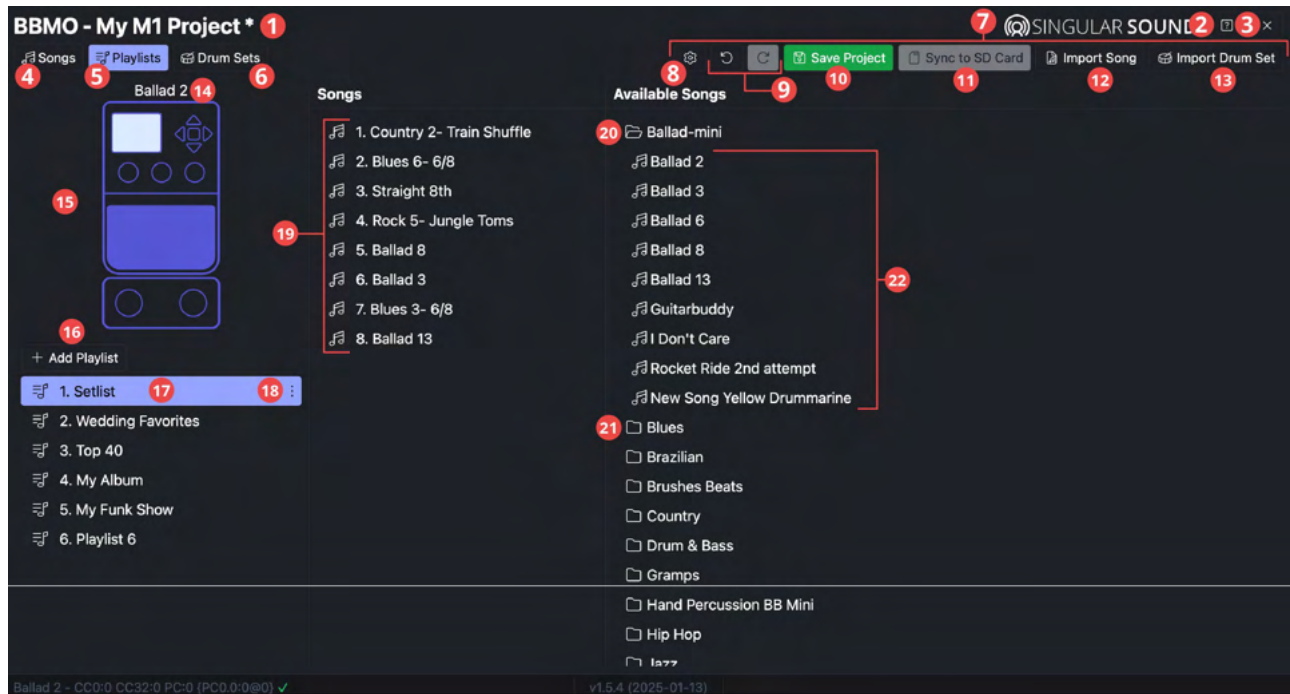
## Expanded MIDI Editor



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.

# Project Screens

## 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**

# Project Screens

## 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. **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**

# Project Screens

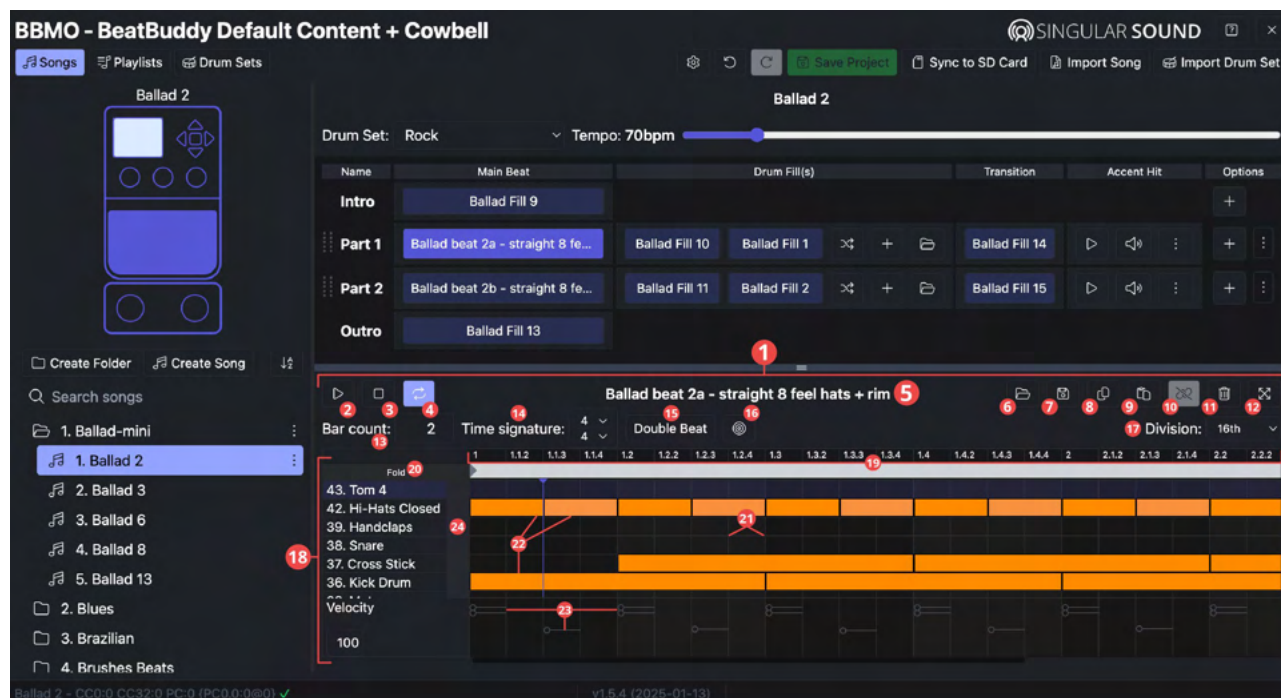
## BeatBuddy 2 Mode Screens Songs Tab



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**
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**

# Project Screens

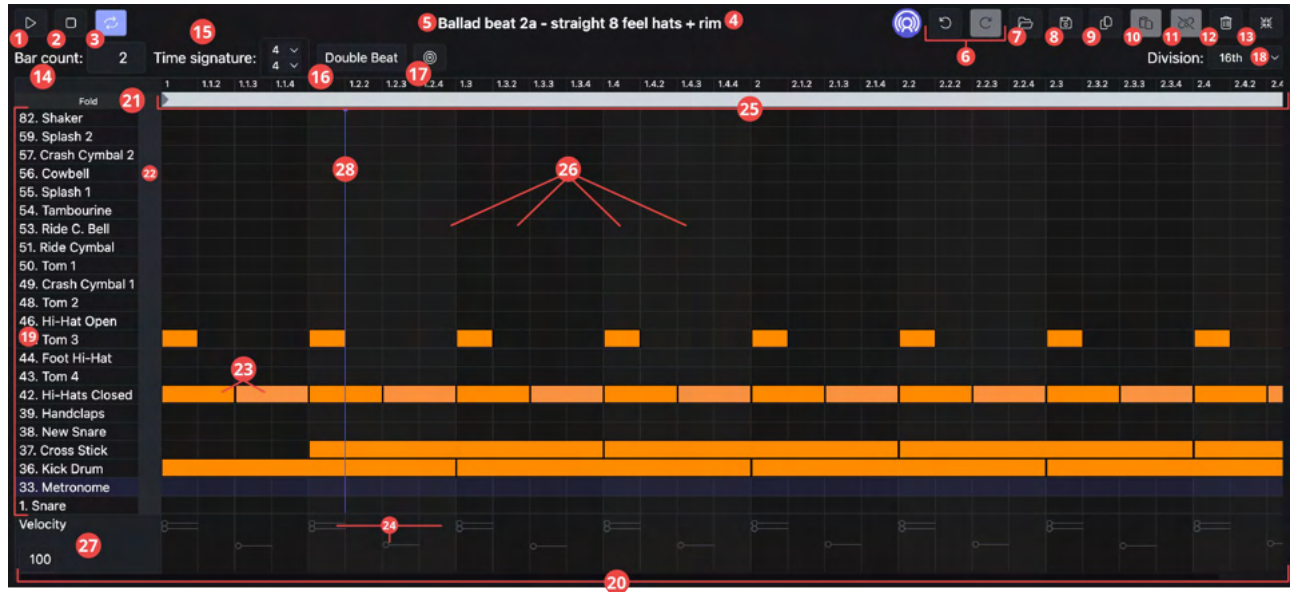
## Songs Tab con't: MIDI Editor



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

# Project Screens

## 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.

# Project Screens

## 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**

# Project Screens

## 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. **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. **list (Drum Selector)**
19. **Drum set** (.drmx have HD icon, read more on [pg.13](#))
20. **Drum set 3-dot menu**
21. **Drum set name**
22. **HD icon** - HD icons are exclusively available on BeatBuddy 2 Projects
23. **Drum set volume**
24. **Create instrument** - Creates a blank instrument
25. **Import** - Import an instrument from another drum set
26. **Instrument Selector**
27. **Instrument**
28. **Instrument 3-dot menu**
29. **Instrument name**
30. **Add samples** - Import wav samples (PCM .wav, 44.1kHz, 24 or 16-bit)
31. **Auto sort** - Automatically sort the multiple samples into dynamic ranges
32. **Instrument type** - Sets whether the instrument is Percussive or Non-percussive
33. **MIDI Note** - Sets which note value corresponds to the instrument
34. **Choke Group**
35. **Fill Choke Group**
36. **Fill Choke Delay**
37. **Instrument volume**
38. **Polyphony**
39. **Dynamic ranges** - The velocity ranges that each will have their own corresponding pool of samples to choose from when triggered
40. **Velocity border values** - Sets the max and min velocity for any given dynamic range, value 0 and 127 cannot be edited
41. **Add dynamic range above**
42. **Add dynamic range below**
43. **Samples** - Contains the name of the sample, duration, and the peak level (the highest dB value in the file)
44. **Remove Dynamic Range**

# Features

## Basic use

The BeatBuddy Manager is meant to work with the original BeatBuddy (BeatBuddy 1) and the BeatBuddy 2. Make sure you are on the latest BeatBuddy 1 Firmware or BeatBuddy 2 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!

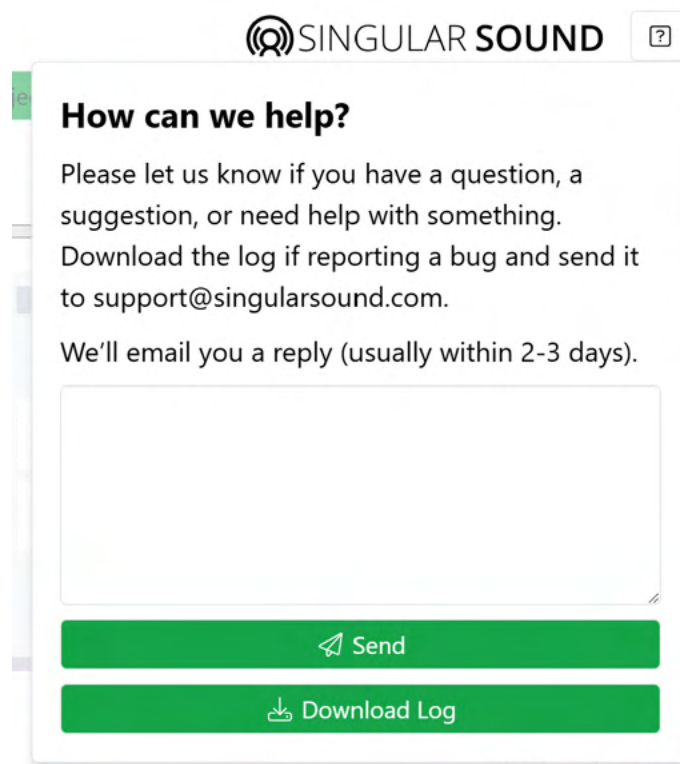
BeatBuddy Manager Online is a web application, you will need an internet connection to edit, save/sync, and import/export files. Do not close the window, quit the browser, or turn off your computer without saving the project first.

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 pg. 6.

## 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.



The screenshot shows a help pop-up window for SINGULAR SOUND. At the top, there is a logo and the text "SINGULAR SOUND" next to a question mark icon. The main heading is "How can we help?". Below this, the text reads: "Please let us know if you have a question, a suggestion, or need help with something. Download the log if reporting a bug and send it to support@singularsound.com. We'll email you a reply (usually within 2-3 days)." There is a large text input area. At the bottom, there are two green buttons: "Send" with a paper plane icon and "Download Log" with a download icon.

# Features

## 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 2

Songs Playlists Drum Sets

SINGULAR SOUND

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:

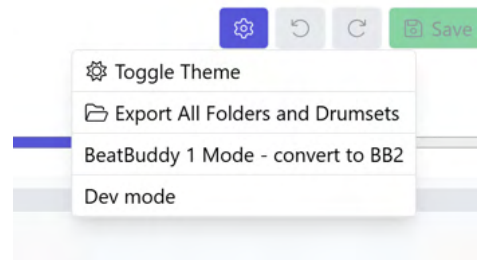
- Change the application theme from dark mode (default) to light mode
- Export all Folders and Drum Sets
  - This will export all songs as .sngs in folders to your computer along with all of your Drum Sets
  - An easy way to store content outside of your project files
- Convert you project from BeatBuddy 1 mode to **BeatBuddy to mode by clicking BeatBuddy 1 Mode - Convert to BB2**
  - BeatBuddy 2 Mode content only works on the BeatBuddy 2

## Converting to a BeatBuddy 2 Project

If your project is converted, you will see the BeatBuddy 2 as the virtual pedal instead of the original BeatBuddy

To convert a project from BeatBuddy 1 mode to BeatBuddy 2 Mode:

1. First, open your existing BeatBuddy project on the BeatBuddy Manager Online
2. Then, hit the gear icon in the top of the screen, choose **BeatBuddy 1 Mode - Convert to BB2**
3. The application will ask you to choose a location to save a backup of your current project for safekeeping, choose a location
4. All set, welcome to BeatBuddy Manager Online v2.0!



The Project in your BeatBuddy 2 SD card does not have to be converted, it will open it as a BeatBuddy 2 project as long as you are using BBMO version 2.0.0 or later.

# Features

## 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



### 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 or .drmx file (or multiple) to import
3. All set!

Learn more about HD drum sets on [pg.13](#).

# Features

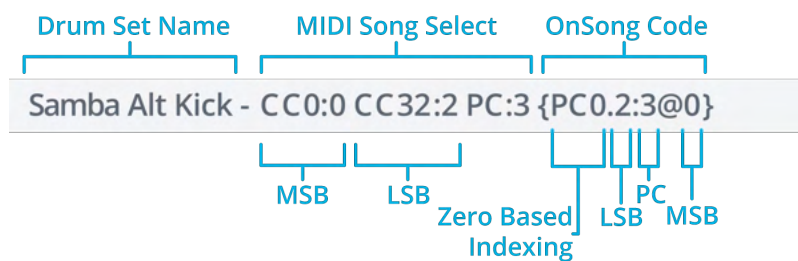
## Project Footer

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

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



To learn more about using MIDI Song select with the BeatBuddy 1 or 2 read [pg. 122](#) 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.

# Features

## 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.

Blues 1 - CC0:0 CC32:1 PC:0 {PC0.1:0@0} ⚠ This project has some errors

**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 drumset Dance:

Chinese Cymbal: Missing samples

× Close

# Features

## App Versioning

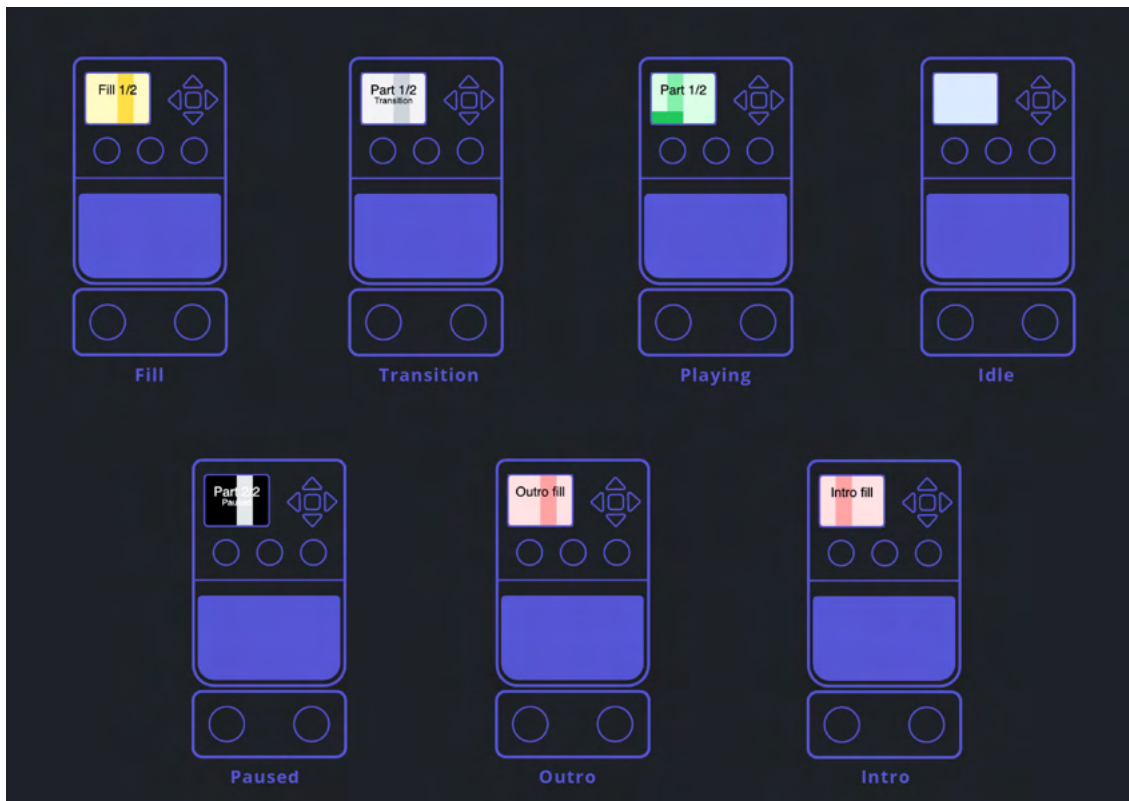
Versioning can be found in the center of the footer, as of the writing of this manual we are on version 2.0.0

Click on the version number to be taken to the [BBMO Changelog web page](#) to see the latest changes

# Features

## The BeatBuddy Virtual Pedal

### BeatBuddy 1 Mode Controls



Use the BeatBuddy virtual pedal just like you would use your BeatBuddy 1 or 2 main pedal/master control! In the song selector, select the song you wish to audition using the emulator.

- 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

# Features

## BeatBuddy 2 Mode Controls

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

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

### Keyboard Controls

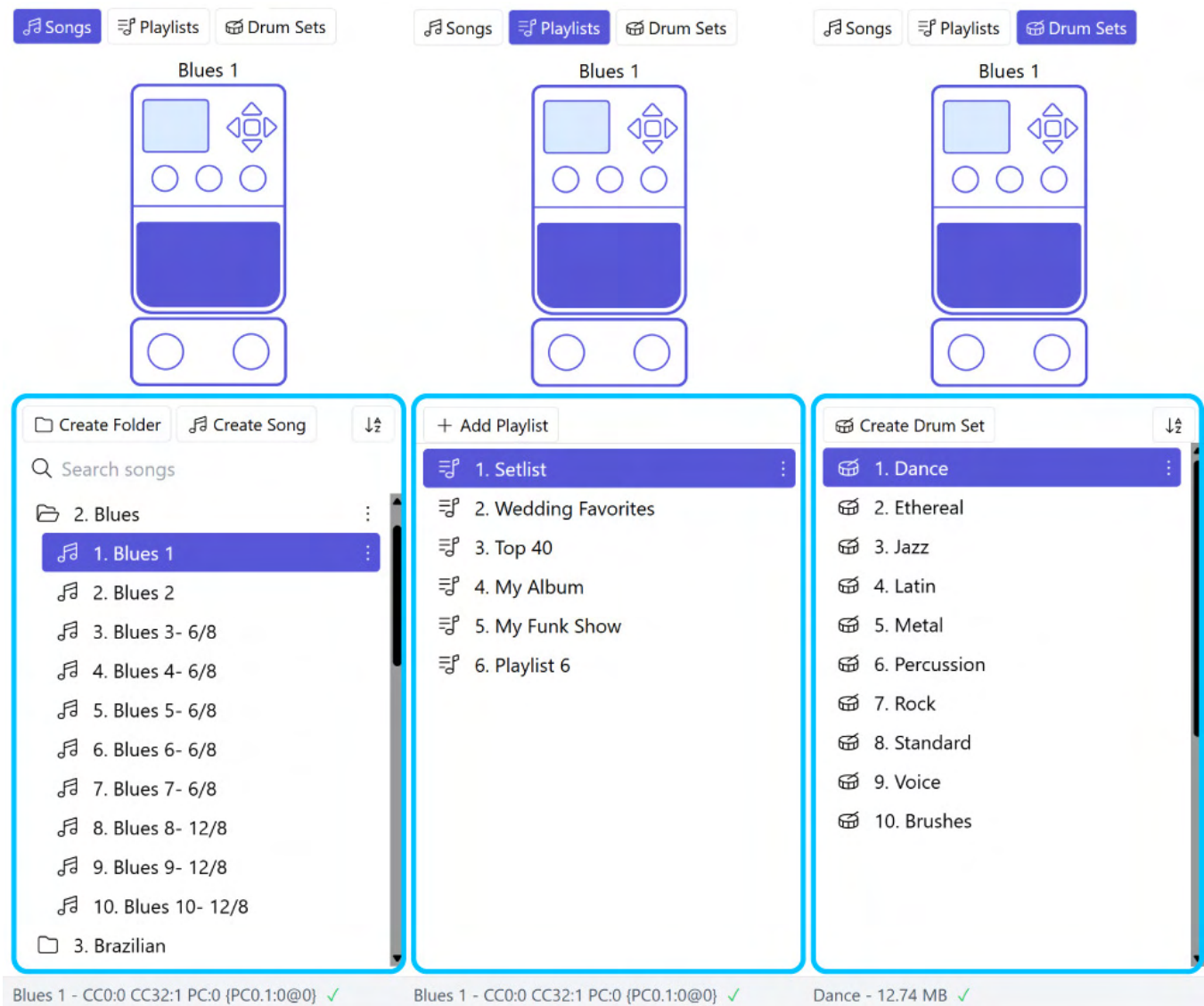
- Press a number 1-9 to go to that part, if stopped and there is an intro it will play the intro at the start
- Press 'O' to play the outro
- Press 'S' to stop
- Press 'P' or 'R' to pause
- Press 'F' for a fill
- Press 'T' for a transition
- Press 'A' or 'L' for the Accent hit

# Features

## The Library

The Library makes up the left-hand side of the BeatBuddy Manager Online's 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



# Features

## Tabs

The BeatBuddy Manager online is separated into 3 main tabs:

- 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.

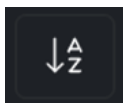
### MIDI Song Select

Note that the BeatBuddy 1 and 2 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 1 or 2 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 [pg. 122](#).

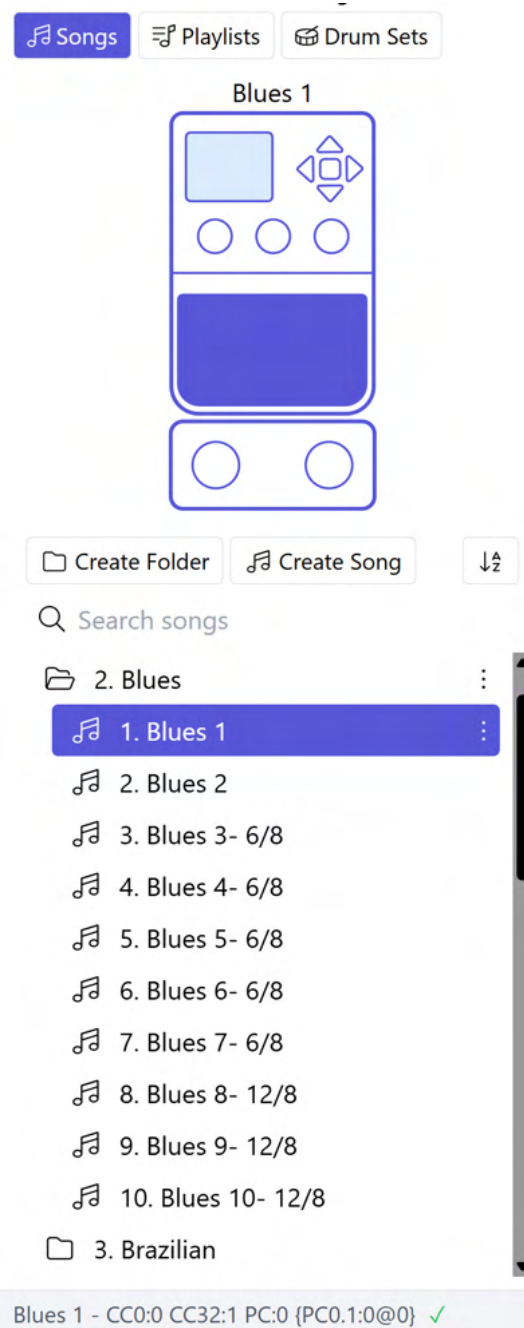
### A to Z or Z to A



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 1 and 2 MIDI Song Select values are determined by the positioning of the songs and folders. The words 'an', 'the', and 'a' will be ignored when alphabetizing. For example, The Beatles would be alphabetized as 'b' not as 't'.

**Don't toggle if you already have your MIDI song select all set up, this will change all the values!**



# Features

## 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 1 and 2 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 [pg. 44](#).

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

# Features

## Playlists Tab and Library

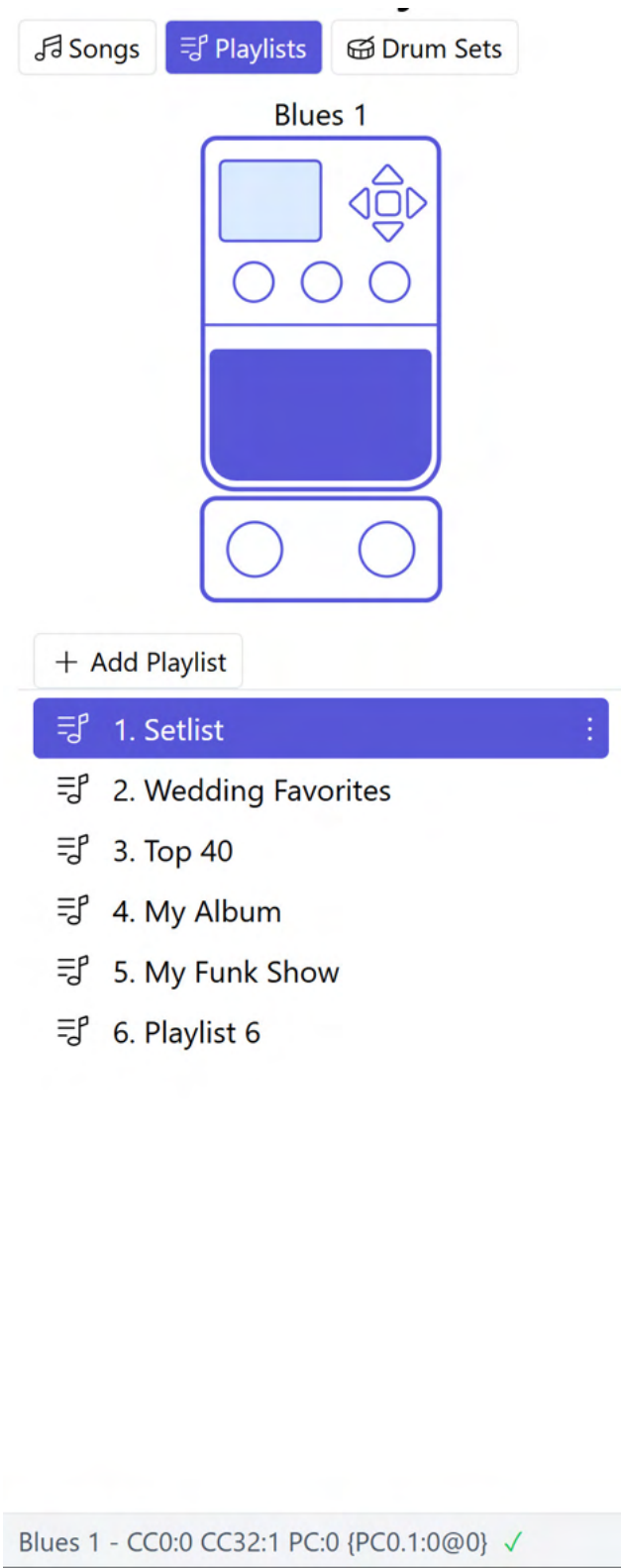
The BeatBuddy Manager Online has the ability to edit, rearrange, and create/delete playlists. Read more about playlists on [pg. 69](#).

### 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



# Features

## 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. 71](#).

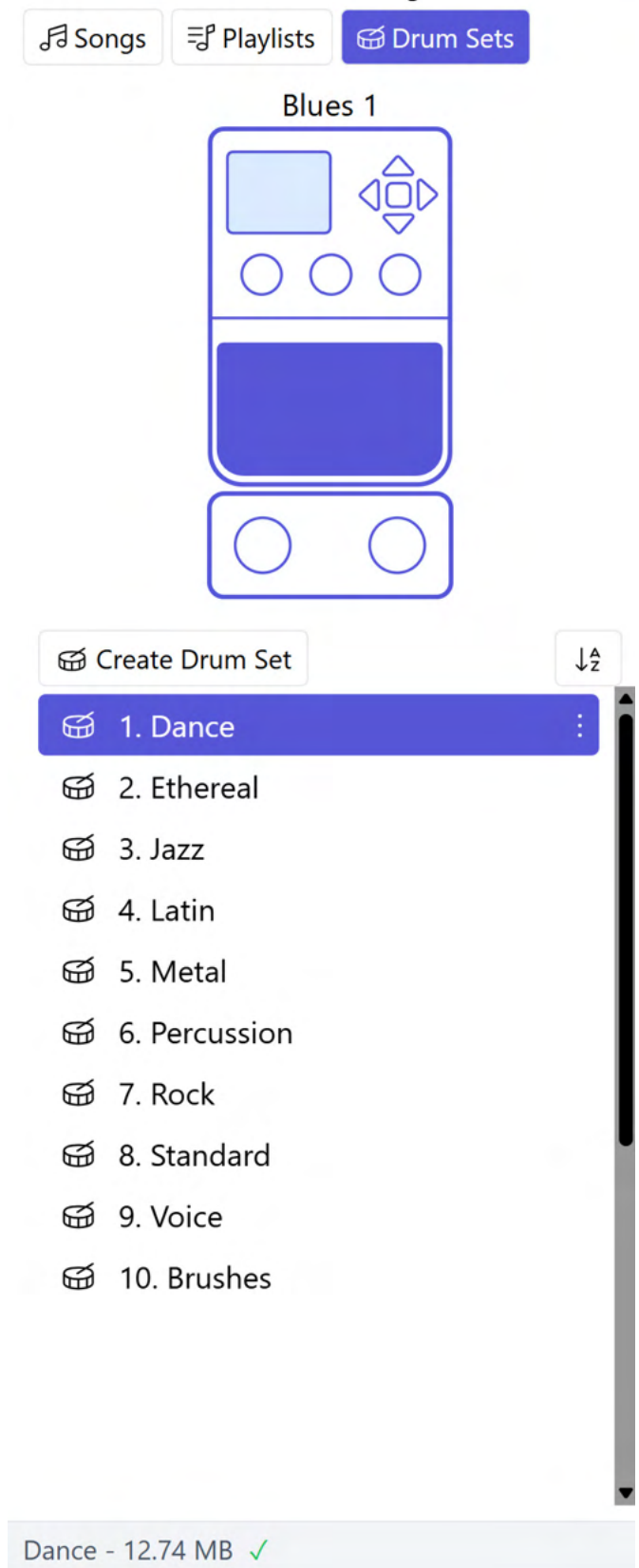
### MIDI Drum Selection

The BeatBuddy 1 and 2 are able to open a specific drum set using a CC:116 1-127 MIDI command, 1 being the 1st drum set in the list (0 is skipped). 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.

On the BeatBuddy 2, you can have drum folders, and the drums in these folders can also be opened via MIDI. To do this, use CC:16 to choose the folder and CC:16 to choose the drum set in the folder. CC:16 value 0 is for selecting the root folder (your original Drum Sets folder). The number value that represents a folder is determined by the order of the folders from top to bottom. The top folder being folder 1. Drum Set Folders are made on the BeatBuddy Manager Online application, but only when using a BeatBuddy 2 Project. Read about BeatBuddy 2 Mode on [pg. 31](#).

Read More about MIDI Song Select on the BeatBuddy 1 and 2 on [pg. 122](#), and about Drum Folders on [pg. 72](#).

Go to the next page to see an example



# Features

## Example:

Folder/Drum Set	CC:16	CC:116
Root Folder - Drum Set 1	Value 0	Value 1
Root Folder - Drum Set 2	Value 0	Value 2
Folder 2 - Drum Set 1	Value 2	Value 1
Folder 2 - Drum Set 3	Value 2	Value 3
Folder 3 - Drum Set 1	Value 3	Value 1
Folder 3 - Drum Set 4	Value 3	Value 4

### 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

# Features

## Song Editor

In the song editor section, the BeatBuddy 1 and 2 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 [pg. 57](#).

### Song Editor Toolbar

The Song Editor has its own toolbar



### 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

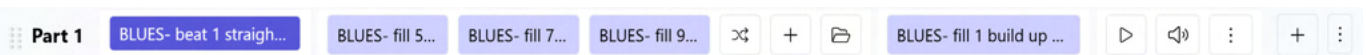
This option sets the song's default drum set. This drum set will automatically load on the BeatBuddy every time the song is loaded. If you would like to disable this feature on the BeatBuddy, you can disable the default drum set setting in the BeatBuddy settings (Main Pedal > Default Drum Set). The last 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. In BeatBuddy 2 Mode, you can set each song part of an autopilot song to either have autopilot or not. Read more about setting autopilot in each song part on [pg. 55](#).



Use the Part's 3-dot menu to:



- Copy
- Paste
- Duplicate
- Delete

# Features

## 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.



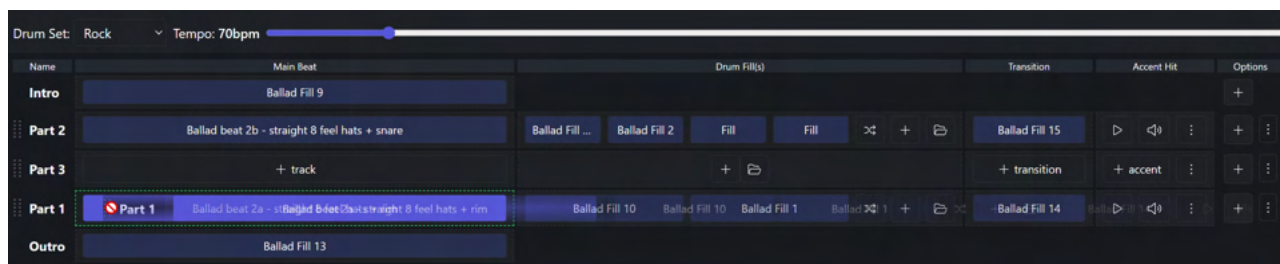
1. Empty Main Beat - Click this to create a blank MIDI file. You can import a MIDI file in the MIDI editor or drag and drop it here.
2. Empty fills section
3. Add blank fill - Click this to create a blank MIDI file. You can import a MIDI file in the MIDI editor or drag and drop it here.
4. Import MIDI 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. 49](#)
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. 59](#).

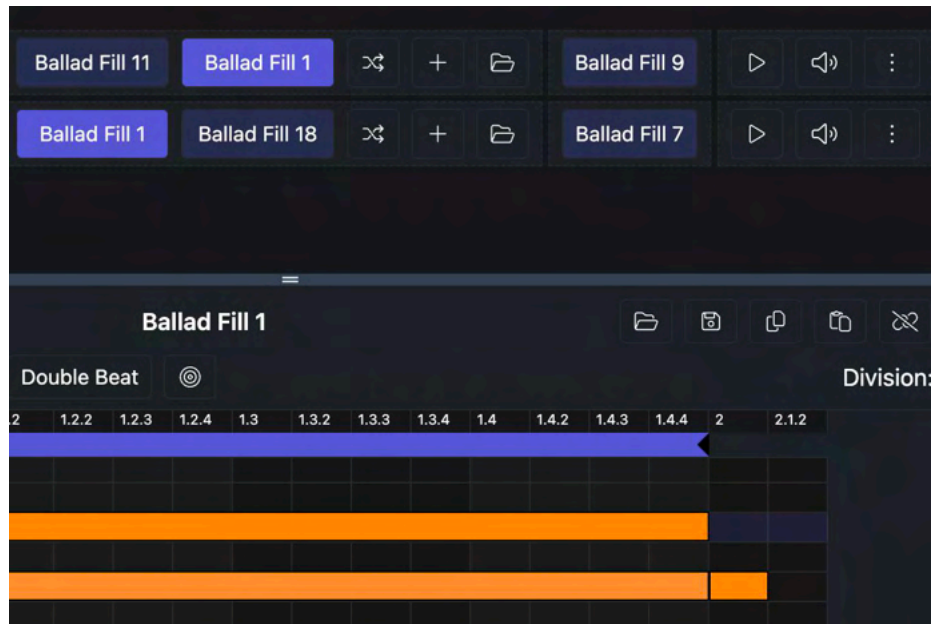


# Features

## 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.

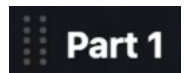


To unlink a file, click on the unlink button in the MIDI Editor Toolbar, read more on [pg. 60](#).



## Change song part order

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



# Features



## Part Fills

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

### Regular Fills

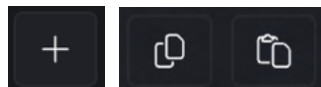
Regular fills play when you tap the Main Pedal once while the BeatBuddy 1 or 2 is playing. Fills are optional, but we recommend having at least one per part. When the regular fill is done playing, the Main beat restarts. You can have up to 8 fills in a song part. Click and drag the fill bubble to reorder 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. 66](#).
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. 57](#).
  - 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. 57](#).
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. 45](#).



# Features

## 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.

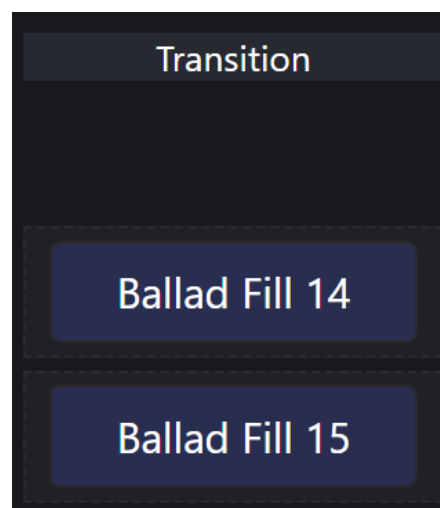


## Transition Fills

The transition fill is an optional fill that will play as you hold the main pedal/master control down. The transition will play for as long as the main pedal/master control is held down, once it is released the BeatBuddy 1 or 2 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. 57](#).
  - 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. 57](#).
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. 45](#).



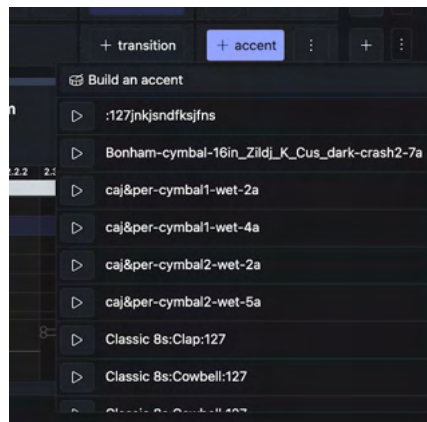
# Features

## Accent Hits

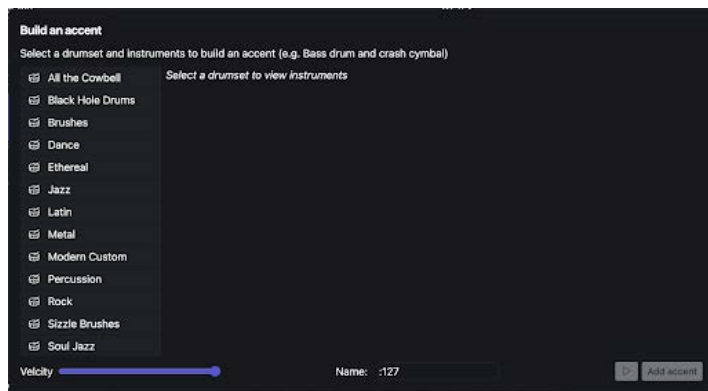
Accent hits are .wav files that are loaded into your EFFECTS folder on your SD card. You are able to set one Accent hit per song part or set a global accent hit on your BeatBuddy 1 or 2. They must be 44.1kHz and 16 or 24 bit .wav files to work correctly. If there is no accent hit, press the '+' icon 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

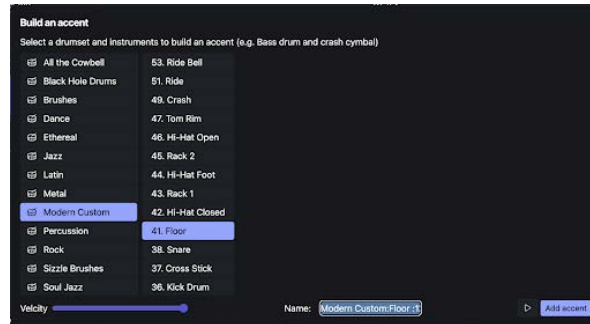
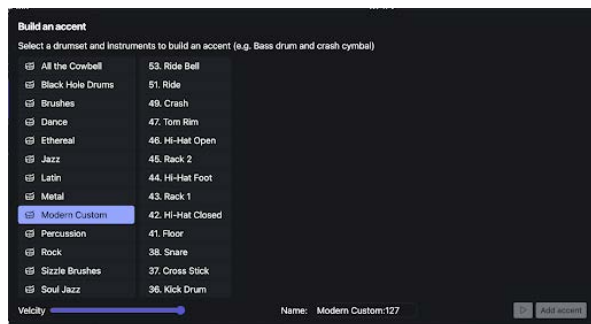
Click on the '+' icon in an empty accent hit slot. This will show a list with the first option saying "Build an accent". Note that you can also preview all your existing accent hits by clicking the play button for each accent hit in the list, click on the box containing the name to select that accent 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!



# Features

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.

# Features

## 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.

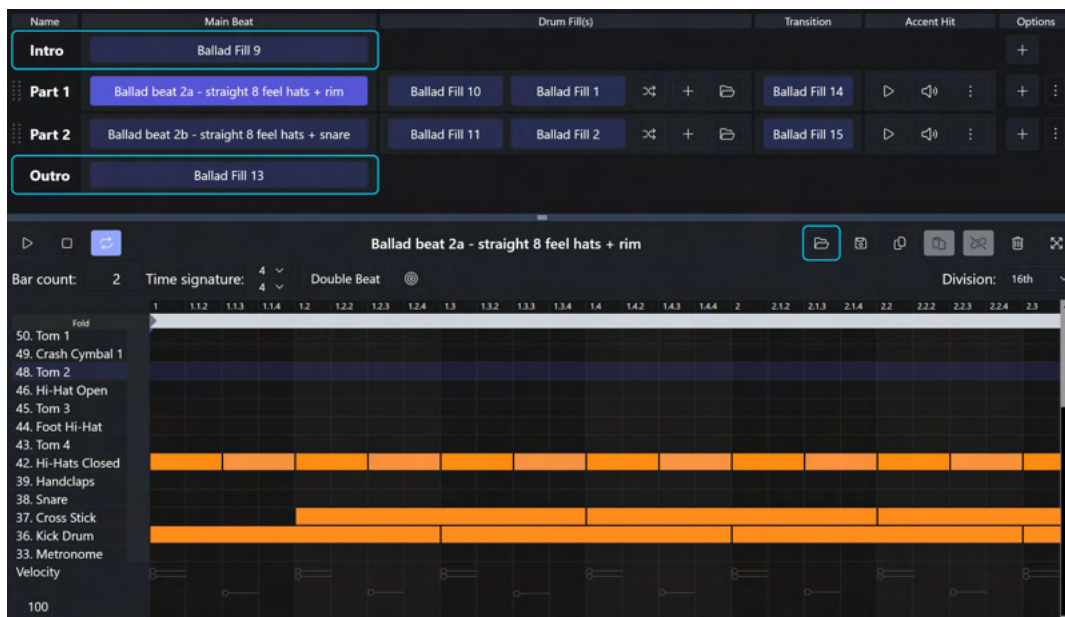
The intro is played at the beginning of the BeatBuddy song if it exists. The outro is played when the BeatBuddy main pedal is double-tapped. At the end of the outro, playback will stop. Both intros and outros can be disabled on the BeatBuddy itself.

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

Use Autopilot to set when an outro should play and stop the song, read more about Autopilot Outros on [pg. 56](#).

### 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 [pg. 57](#).
  - a. If you do not have a MIDI file, you can add notes yourself using the MIDI Editor



# Features

## 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. 57](#).
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. 46](#).



# Features

## How to use Autopilot

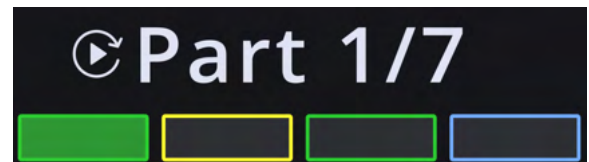
When enabled on the BeatBuddy 2 and set up on the BBmo, Autopilot allows you to perform highly complex song arrangements with a single press of the footswitch while still letting you interact with the pedal. When the feature is enabled, the screen will read "Autopilot On" within the beat counter *while stopped* and you will see the Autopilot icon above the measure counter *while playing or paused*.



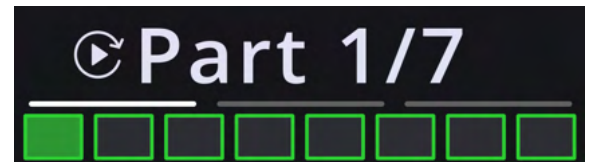
Just press the pedal once and focus on your playing! This setting will only affect songs that were programmed to work with the Autopilot mode. The BeatBuddy 2 will take care of playing all the drum parts in order automatically for the entirety of the song. This means you don't have to hold the footswitch down to transition on time or time a fill perfectly for a cover song. This gives the BeatBuddy 2 the benefits of a backing track with the added benefits of an interactive BeatBuddy experience.

## Using Autopilot

Each main section plays for the set number of measures. You can see the length of sections as shown in the measure counter:



If a section has more than 8 measures in its count, it will have pages. Read about pages on the BeatBuddy 2 in the [BeatBuddy 2 Manual](#)



An autopilot song will transition to the next song part automatically when the playback reaches the measure on the right end of the screen (or on the last measure of the last page for that part if there are pages). If any drum fills were pre-programmed, they will also play on their own.

This means:

- The song will automatically transition from one section to the next, playing any programmed transition fills along the way.
- The song will play fills where they were programmed to play
- The song will stop and play the outro if there is one
  - You can also have a song set to loop back around to the beginning of the song instead of stopping.

This is all set in the [BeatBuddy Manager Online](#).

# Features

## Interacting with Autopilot Live on BeatBuddy 2

To extend a section, press the Master Control to trigger a fill (or send a MIDI fill command, read more on [pg. 96](#)). Once the fill has finished playing, the bar count for that section resets, and the part starts again from the beginning (*note: you could repeat a section this way as many times as you'd like*. This is great for repeating solo sections and impromptu live changes to the song form.

- Note: If there is no drum fill loaded into the song, the measure marker will simply restart on the same song part after pressing the pedal once it completes the current measure. This will happen without hearing a fill.

To shorten or skip a section, manually trigger a transition fill by holding down the pedal or sending a transition command (via footswitch or MIDI). You can still play the transition for as long as you want by continuing to hold the pedal down.

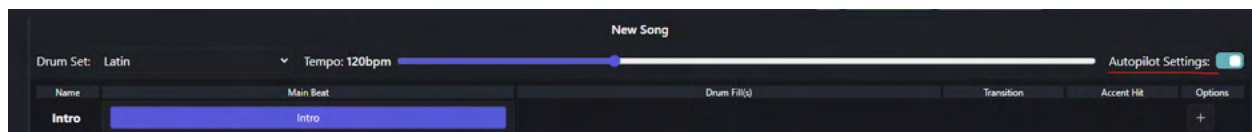
The song will end as it is programmed to. You can also end it at any time by starting the outro fill (double tap of the Master Control). To avoid ending a song at a set point, either trigger a fill to extend that section (single tap of the Master Control) or trigger a transition to the beginning of the song (press and hold of the Master Control). These actions can all be triggered via MIDI.

# Features

## Setting Up an Autopilot Song (BBMO)

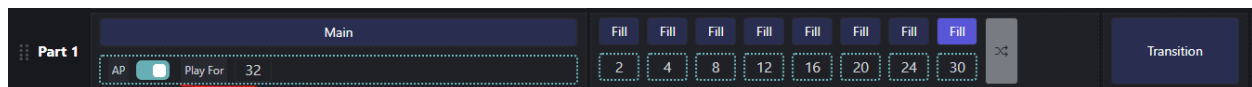
You will need to use the [BeatBuddy Manager Online](#) (BBMO) to set up an autopilot song, both the whole song and the individual parts have Autopilot settings. When an individual part is disabled, it will behave like a normal non-autopilot part with manual transition and fills. This is useful for extended solo sections.

Turn the Autopilot setting for the whole song on in the top right corner of the BBMO editor. Make sure each song part is set to have autopilot enabled.



### Play For Value (Main Beat and Transition Fills)

Set the AP Play For value for the song part to the total number of measures for a section. If there is a transition fill, the transition will begin to play in its entirety before the end of the main beat's measure count (set in Play For). For example, if the song part is set to Play For 32 measures, and the transition in the song part is 1 measure long, the transition would start at the beginning of measure 32.



### Play At Value (Fills)

For Fills, you can set a Play At autopilot value, which tells the fill to play at a specific measure. In our same example of 32 measures, you could have 8 fills (max) set to play in that part at measures 2, 4, 8, 12, 16, 20, 24, and 30

These fills playing will not restart the count of the autopilot, only interacting manually to play a fill would do this.

Note: You cannot have a song part with both fill, shuffle and autopilot enabled. If the song part has autopilot enabled, the shuffle setting for fills is ignored. Read more about shuffle for fills on [pg. 48](#).

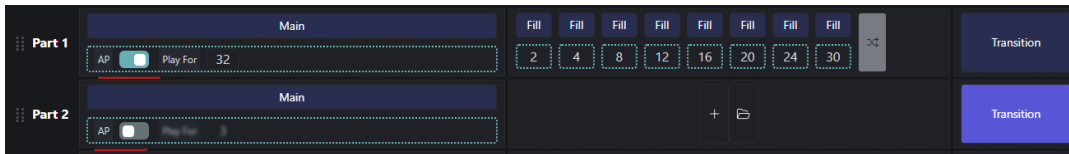
### Manual-Only Fills

You can also have the fills' Play At value set to 0. This means the fill will not automatically be triggered by autopilot, but you can manually trigger the fill yourself. You can have a combination of fills with Play At values above 0 (which will get triggered by autopilot at the corresponding measure) and fills with Play At values set to 0 (which will only be triggered when you decide to).

# Features

## Per-part AP Setting

By disabling a part's AP, you can have the benefits of AP in specific song parts, without sacrificing the BeatBuddy 2's interactive experience. A song part with AP disabled in an AP enabled song will behave like a normal BeatBuddy song, all automation will be off.



## Loop Song and Play After (Last Part and Outro)

The last part's transition has an extra option to loop the song back around to start from the beginning instead of stopping/playing the outro.



If Loop Song is enabled, the song will not play the outro and will start the song over from the first part. When Loop Song is enabled, you cannot edit the outro's Play After setting since the outro/stop can only be triggered manually.

If an outro exists, it will start playing either before or after the end of the AP Count for the last song part, depending on the Play After setting for the outro. If Play After is enabled, it will play the outro after the last part plays fully. If Play After is disabled, it will play the outro before the end of the last part's AP count.

- For example, if the last song part is set to Play For 32 measures, and the outro is 1 measure long and Loop Song is disabled
  - With Play After enabled, the outro would start at the beginning of the 33rd measure.
  - with Play After disabled, the outro would start at the beginning of measure 32.

# Features

## MIDI Editor

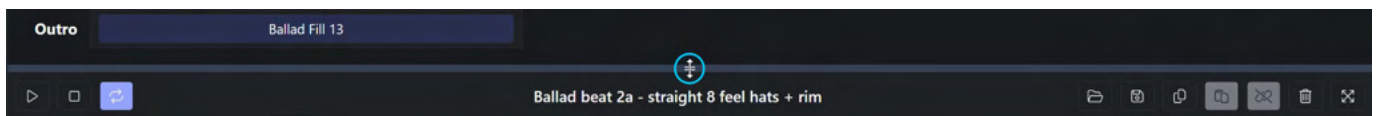
The BeatBuddy Manager Online features the ability to edit, create, copy/paste, import, and export MIDI files.

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.



# Features

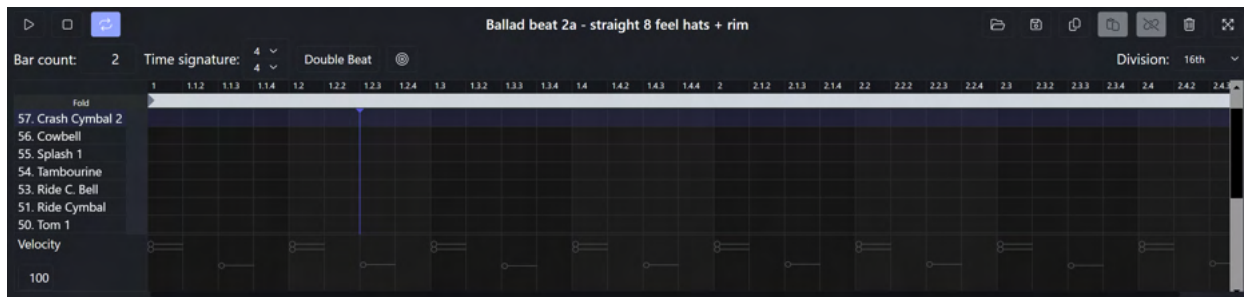
## Transport Controls

### 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.



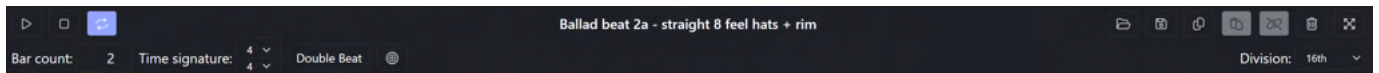
### Loop Button

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

# Features

## MIDI Editor Toolbar

The MIDI Editor has its own toolbar



## File Name and Renaming

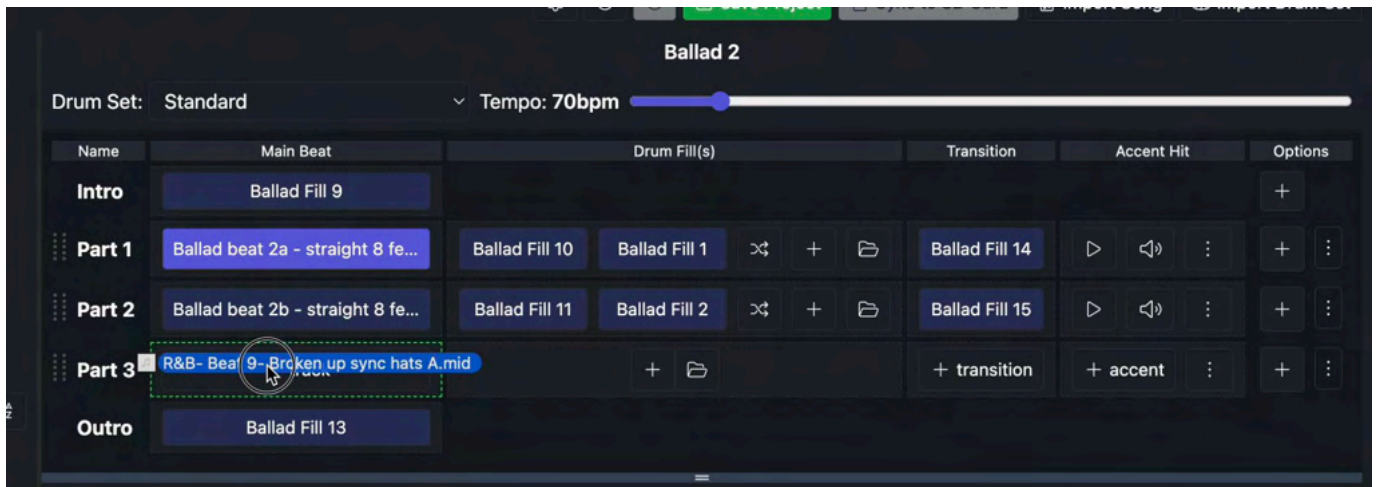
Ballad beat 2a - straight 8 feel hats + rim

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 [pg. 45](#).



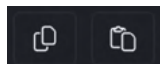
## Save MIDI File (Export)



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.

# Features

## 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 [pg. 57](#).
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 [pg. 46](#).

## Unlink



Unlinks two or more linked MIDI files, linked MIDI files have mirrored editing. Read about linked files on [pg. 46](#).

## Delete



Deletes the currently open MIDI file

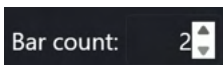
## Expand/Collapse Fullscreen



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 [pg. 22](#).

## Bar Count



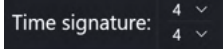
Sets how many bars/measures the MIDI file will be. If the MIDI file has measures added to it, they will be added to the end of the file as blank measures. If the MIDI file has measures removed from it, it will remove measures starting from the end of the file and will delete the content on those measures.

You can use the onscreen arrows that show up when hovering over the Bar Count field (or type in any value) to add or remove measures to/from the end of the file. Read about other neat tricks with the Bar Count editor on [pg. 64](#) and in the shortcuts section [pg. 126](#).

To set a file to play for less than a measure, you need to edit the MIDI File Start Point read [pg. 66](#) to learn how.

# Features

## Time Signature

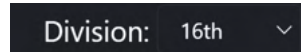


Sets the Time signature of the current MIDI file. You can edit any MIDI file to be any time signature.

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



Clicking the quantize icon quantizes the currently selected notes to the grid according to the Division setting. Learn more about the grid on [pg. 62](#).

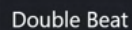
The Division setting decides what beats are shown on the grid, as well as the type of quantization that will be applied when pressing the quantize button. This both decides where notes will snap to when moved and also where you can place new notes. Hold the Cmd (Mac/ Cntrl (PC while moving a note or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



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.

# Features

## 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.

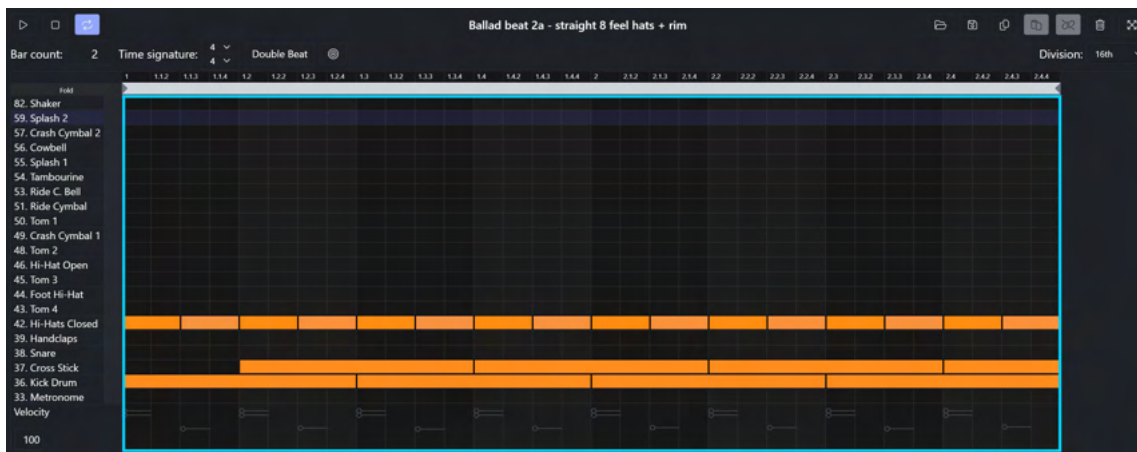
### Note

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



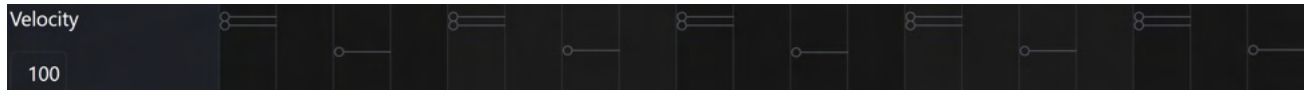
The grid refers to the smallest subdivision of the beat shown visually in the editor. The grid is depicted by thin grid lines that come from both each beat and each note, think like a graph where the beat is the x-axis and the current note on that beat is the y-axis. The Division setting in the MIDI Editor toolbar is what sets the smallest subdivision in the grid. Read more about the division setting on [pg. 61](#).

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.

# Features

## 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 [pg. 78](#).



## 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 [pg. 61](#).

## 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.

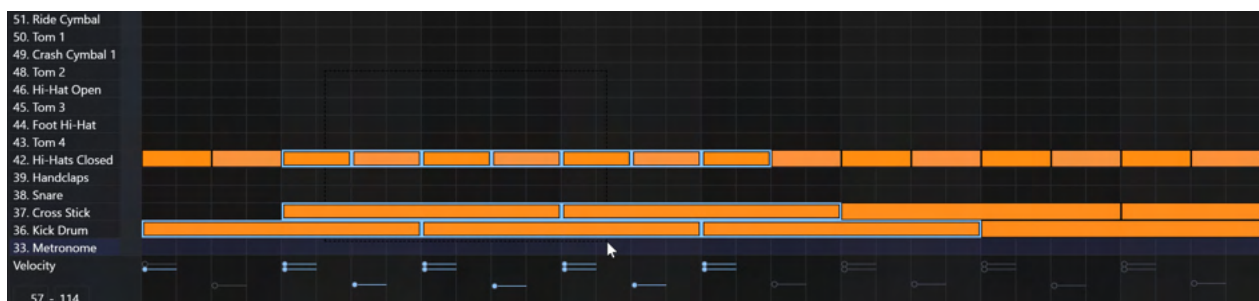
To select only one note and deselect any others hold the Alt (PC / Option (Mac key while clicking on the note.

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.



# Features

## 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 [pg. 61](#).

## Hidden Bar Count Actions

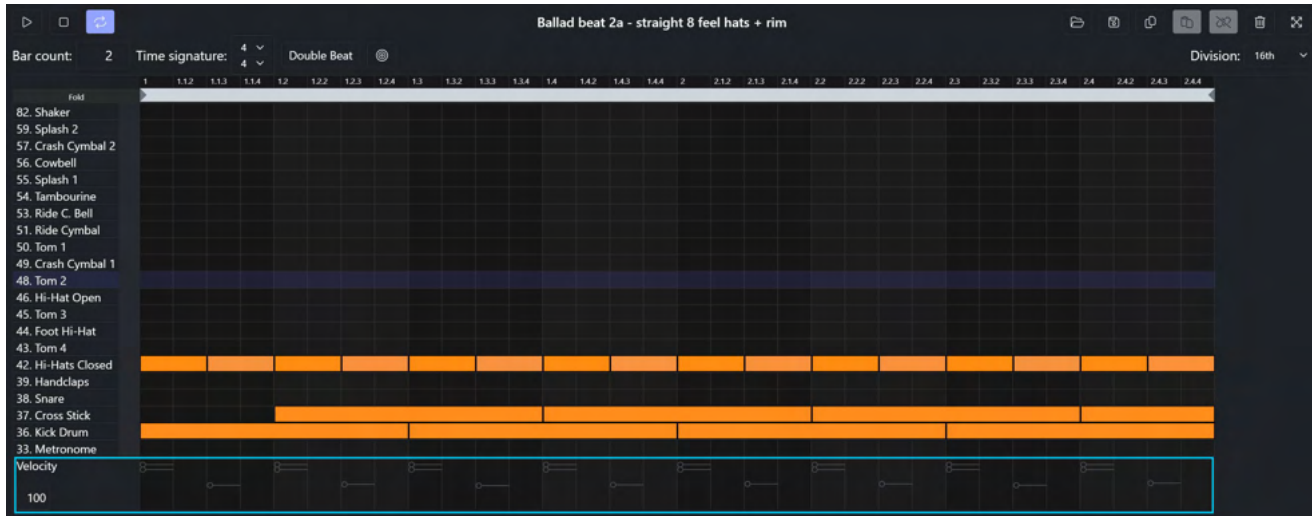
When hovering over the Bar Count field, you can do special actions by including modifiers (e.g. Shift, Command/Control, Option)

Bar Count Modifiers		
Mac Command	PC Command	Action
Shift + Increase	Shift + Increase	Adds 1 blank measure to the start of the file
Shift + Decrease	Shift + Decrease	Removes 1 blank measure from the start of the file
Cmd + Increase	Cntrl + Increase	Adds a duplicate of the last measure to the end
Cmd + Shift + Increase	Cntrl + Shift + Increase	Adds a duplicate of the first measure to the beginning
Cmd + Shift + Decrease	Cntrl + Shift + Decrease	Removes the second measure without removing the first measure (because often the first bar is important, but you still want to remove from the front.)

# Features

## Edit the Velocity

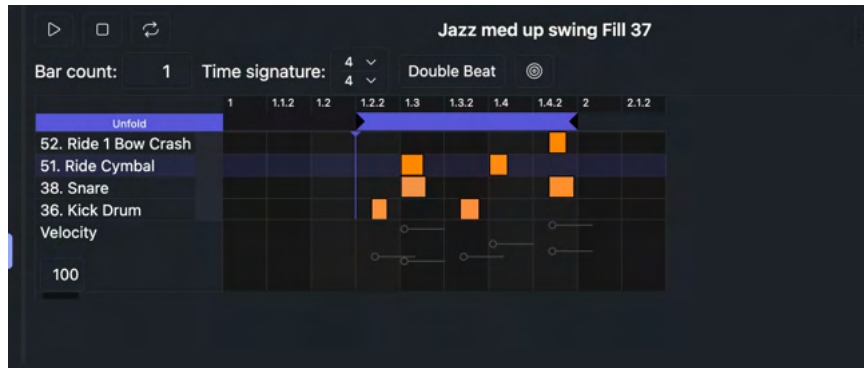
The velocity for each note can be set and edited in the bottom portion of the MIDI Editor



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 [pg. 63](#).

# Features

## 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. 10](#).

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 pickup 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

# Features

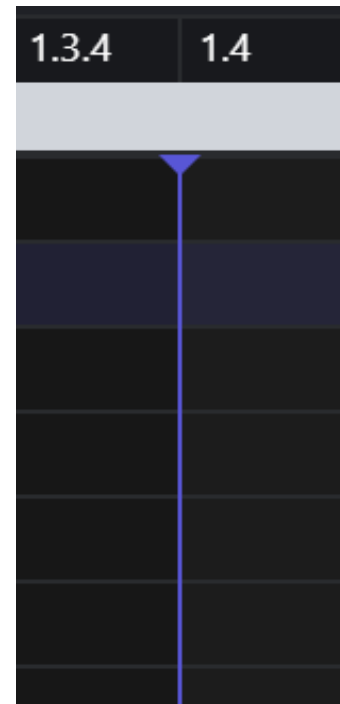
## Set Playback Start Position (Monitoring)

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 grid to set the Playhead Position in the location you would like to paste the note(s)
4. Use Control + V (PC) / Command + V (Mac) to paste the note(s)

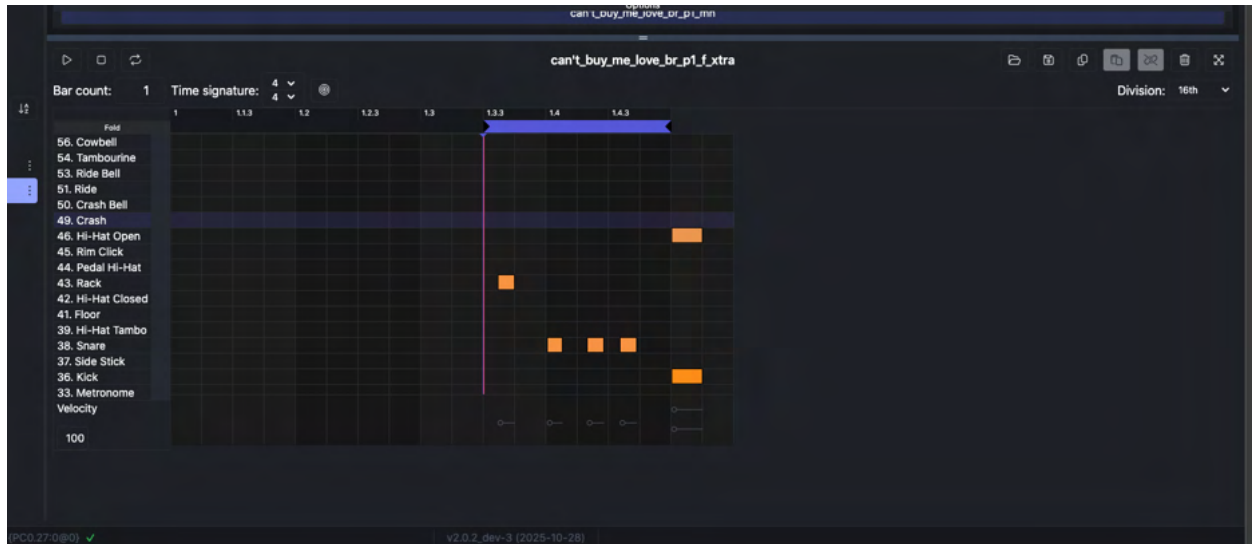


## Fold

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.

# Features

## Fill End Notes: Best Practices



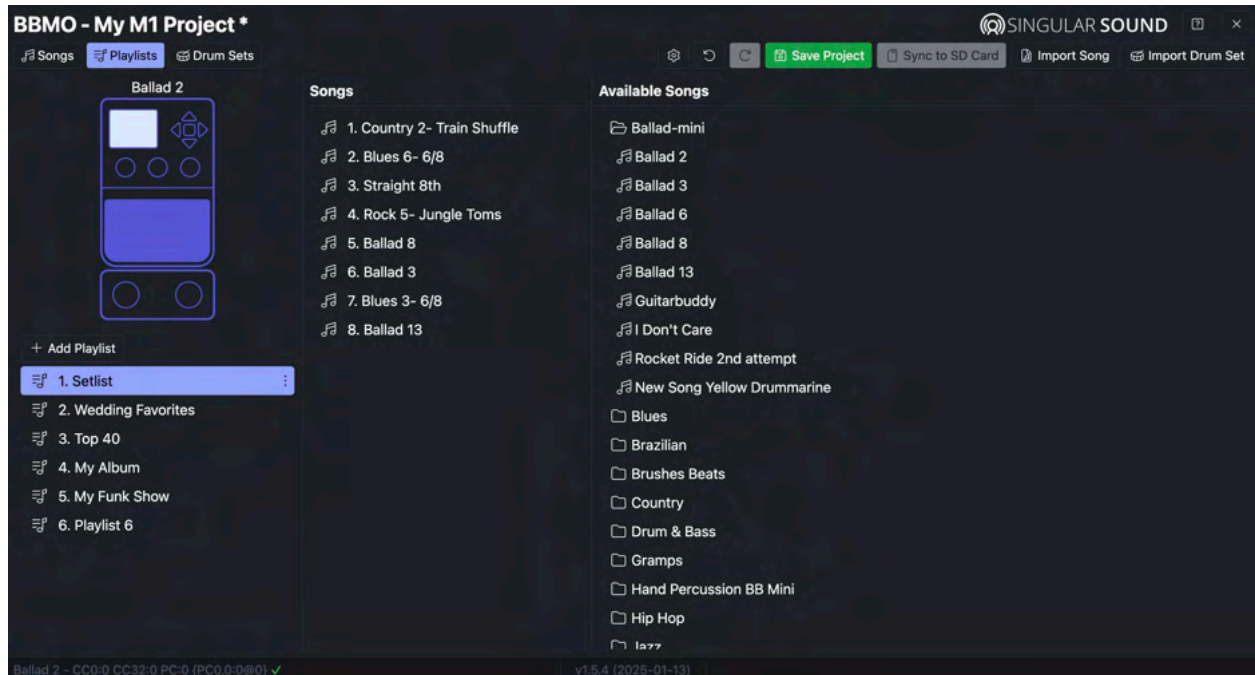
It's very common for a drummer to play the kick and a cymbal after a transition fill is played, but it would not sound very good if the main beat had a cymbal playing at the beginning of every revolution. In order to get the same effect, you have to cheat the system a bit and add MIDI notes for the kick and a cymbal to the first beat of an empty measure at the end of your fill. This will "trick" the BeatBuddy 1 and 2 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 your unit. Read more about Fill Choke groups on [pg. 77](#).

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 1 and 2 know 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).

# Features

## Playlists

Use the BeatBuddy Manager Online to edit playlists on the BeatBuddy 1 and 2. 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. You can have up to 17 playlists.



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 1 or 2, 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.

# Features

## Using Playlists on the BeatBuddy

Playlists can have up to 128 songs in them, and you can have up to 17 playlists in a project. 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. You can find playlists at the top of your folder list.

### Steps to Create a Playlist on the BeatBuddy 1:

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

### Steps to Create a Playlist on the BeatBuddy 2:

1. While a song is open, press right on the D-pad 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 D-pad or the encoder, highlight and select the playlist you want to add the song to

## Creating and Editing Playlists on the BeatBuddy 1 or 2

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.

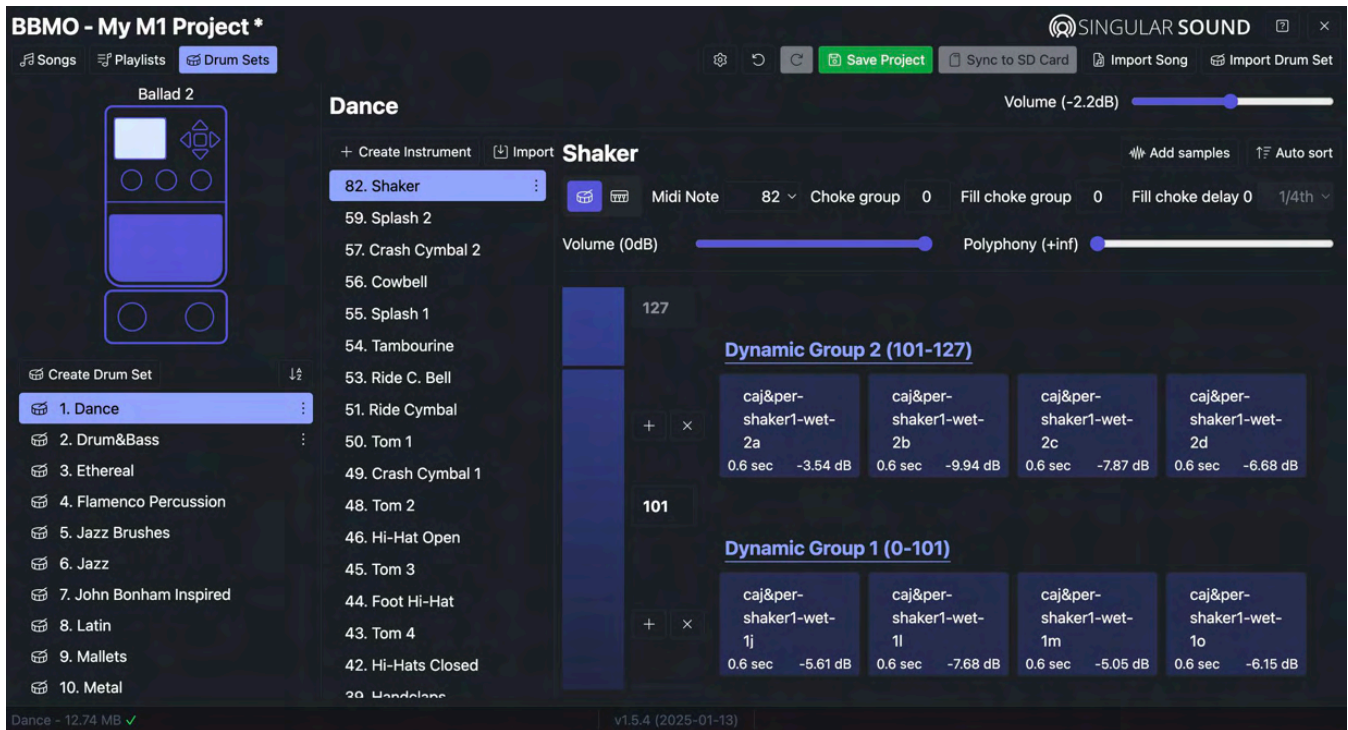
## Opening the Playlists using MIDI Song Select

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.

# Features

## 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

# Features

## 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. The words 'an', 'the', and 'a' will be ignored when alphabetizing. For example, The Beatles would be alphabetized as 'b' not as 't'.

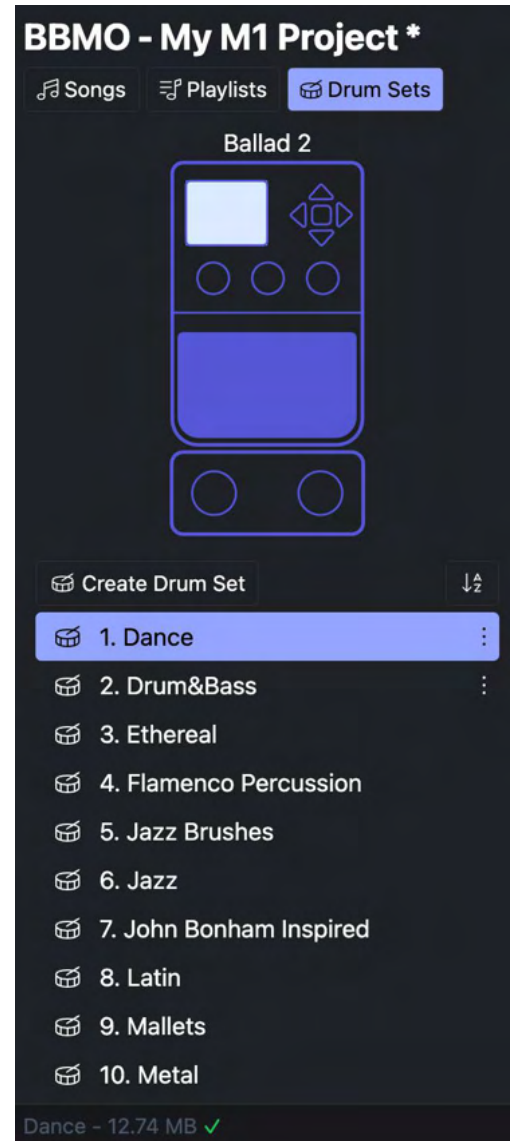
Note: if you change the order of your drum sets, note this will also change what MIDI command selects that drum set. Read more on [pg. 39](#).

### **Drum Folders**

Add your Drum Sets to Drum Folders for greater organization. Only BeatBuddy 2 projects support this feature. Learn more about BeatBuddy 2 Mode on [pg. 31](#).

Create a Drum Folder by clicking the Create Folder button. Open and close the folder visually by clicking on the folder icon. Drag and drop your drum set(s) into the folder of your choosing.

You can export a drum folder to be saved and imported later as a .pbdf file. This makes exporting multiple drum set files much faster.

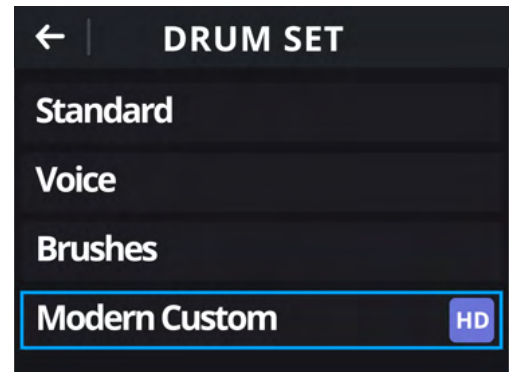


# Features

## HD Drum Sets

HD drum sets will have an HD icon next to them. HD drum sets allow up to 32 samples per instrument and a max of 450MB per drum set, making them a “higher definition” than regular .drm files. HD drum sets are only available on BeatBuddy 2 Mode and are only compatible with the BeatBuddy 2.

Read more about HD drum sets on pg. 13.



# Features

## Instrument Selector

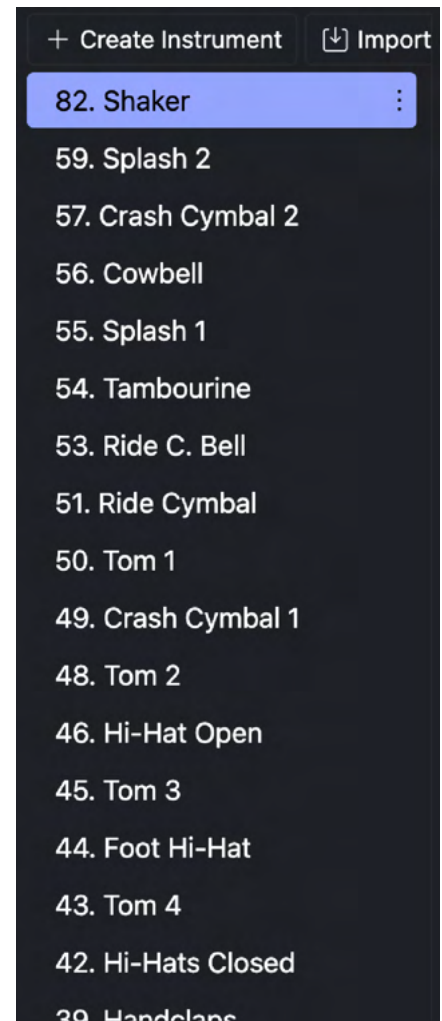
The Instrument Selector is an auxiliary part of the Drum Selector Library in the Drum Sets tab. Here you will see a list of the instruments in your currently loaded Drum Set in order. Each instrument is associated with a MIDI Note Value. For example, the Kick is typically Note Value 36 (C1). This is following the general MIDI drum mapping standards, read more on [pg. 93](#).

### 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
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 [pg. 79](#).
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 [pg. 78](#).
9. Repeat this process to add samples to all your instruments



# Features

## Import Instrument

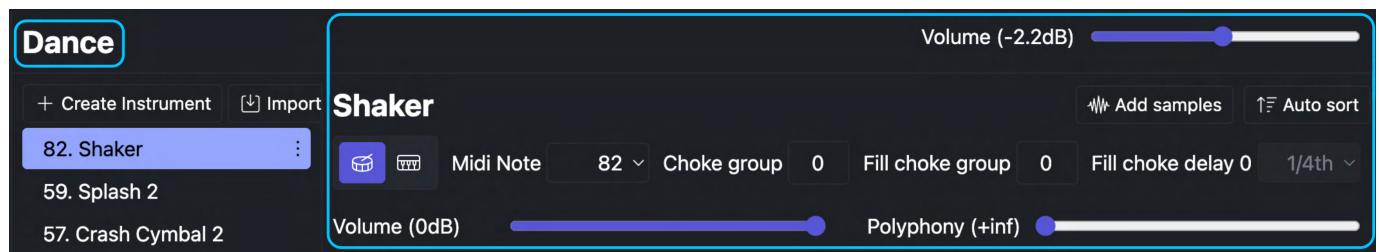
Sometimes you want the snare from one drum set and the kick from another, easily import instruments from other drum sets using the Import button.

### 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. 14](#).

## 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

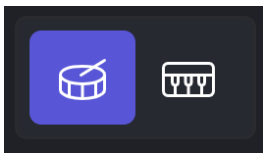
# Features

## 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.

# Features

## 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 1 or 2 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 1 and 2 have a lot of capacity to replicate human drumming. One way the BeatBuddy 1 and 2 do this is by using Fill End Notes (Read more on [pg. 67](#)) 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 1 or 2.

### The options are:

- 1/4th - All notes in the main beat in a choke group will stop playing for up to a quarter ( $\frac{1}{4}$ ) 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 ( $\frac{1}{8}$ ) 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 ( $\frac{1}{16}$ ) note after a fill note in the same choke group

Note that these are all tempo dependent amounts of time.

## Instrument Volume

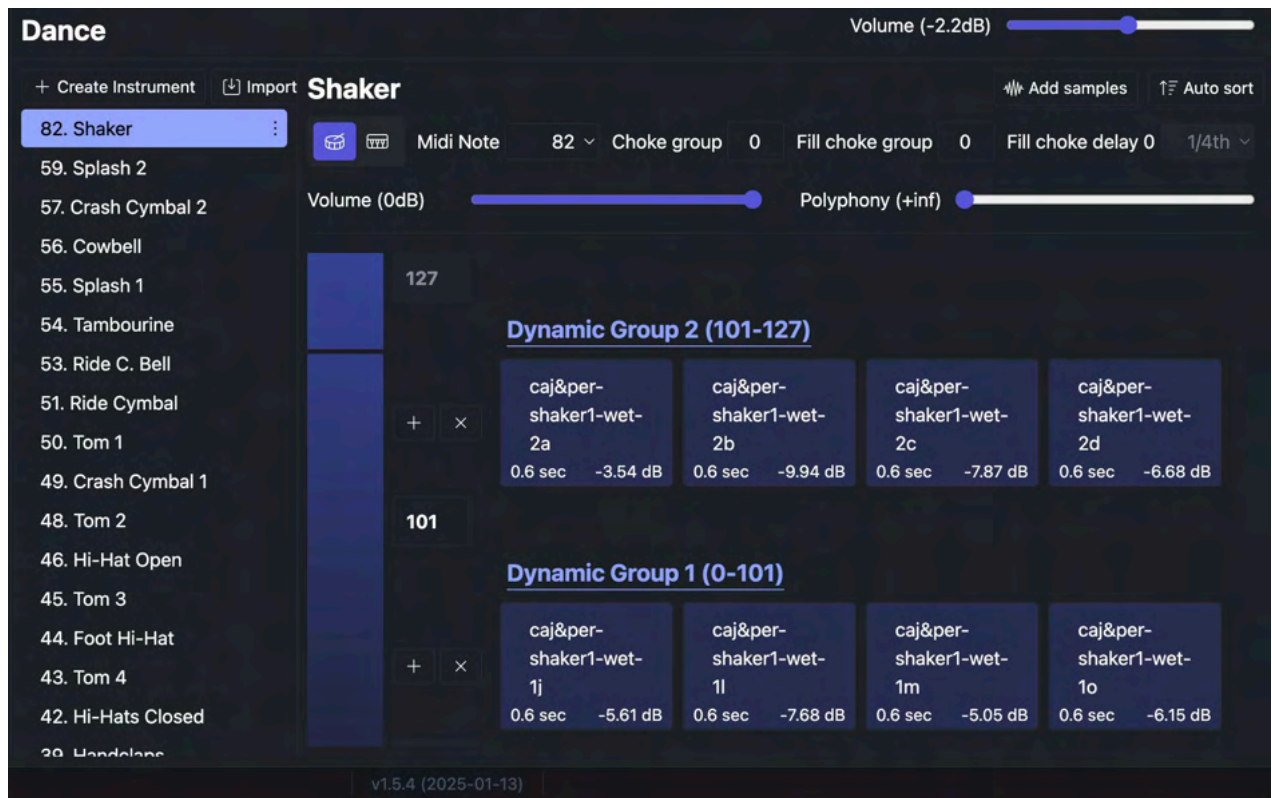
Sets the volume of the overall instrument, this affects the playback level of all samples in the instrument.

## 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.

# Features

## Using the Drum Editor



## Editing an Instrument

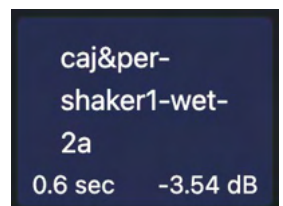
To edit an instrument, you must first select the Drum set in the Drum Set Selector (read more on [pg. 72](#)) and then select the instrument you wish to edit in the Instrument Selector (read more on [pg. 74](#)).

## Samples on the BBMO

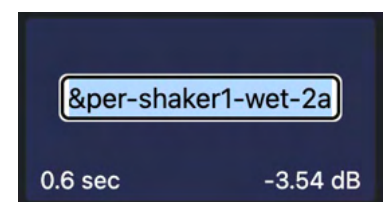
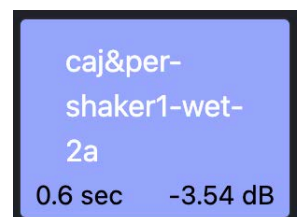
A sample is a PCM formatted .wav audio file that is 44.1kHz and 16/24 bit. We recommend using 16 bit to allow for more samples to be used, a Drum Set on the BeatBuddy can only be up to 100 MB. Refer to the drum file size in the Project Footer. Read more about the project footer on [pg. 33](#).

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



# Features

## Dynamic Ranges

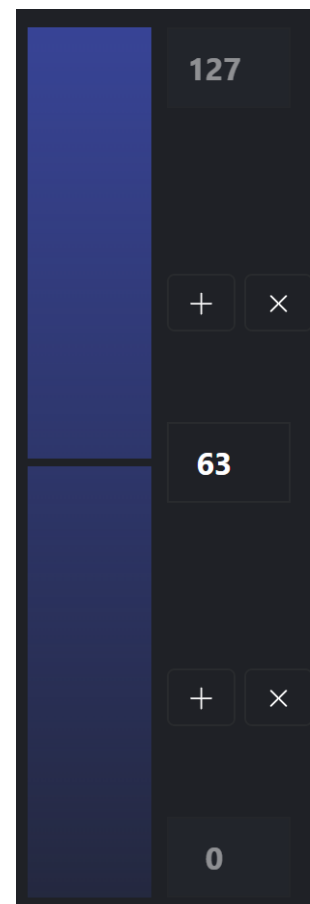
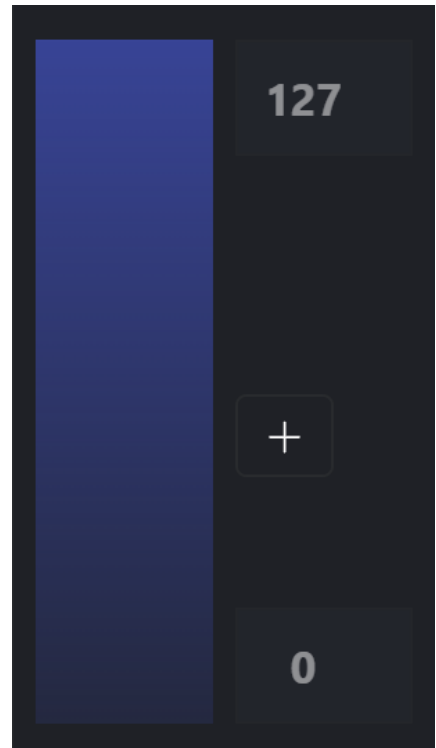
A dynamic range is a set range of velocities that will trigger a specific pool of samples, read more about dynamic ranges and sample pools on [pg. 14](#). You can have up to 16 dynamic ranges in an instrument. The Dynamic Ranges are named and numbered with the quietest (lowest range as Dynamic Range 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 corresponds 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.

Dynamic ranges in .drm files are limited to 16 samples per instrument, HD drum .drmx files can have up to 32 samples per instrument. Read more about HD Drum Sets on [pg. 13](#).



# Features

## Add and Move Samples

To add samples, either use the Add Samples button in the Drum Editor toolbar or drag and drop .wav files ( PCM formatted .wav files with a sample rate of 44.1kHz and a bit depth of either 16-bit or 24-bit) 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

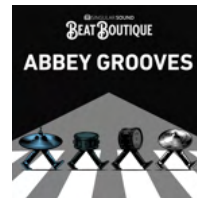
## Change the Volume of Multiple Instruments

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

## The Beat Boutique



Professionally produced additional beats and drum sets can be purchased and downloaded from Singular Sound's Beat Boutique Library at [singularsound.com/beat-boutique](https://singularsound.com/beat-boutique), and free user-created songs and drum sets can be found on the forum at <https://forum.singularsound.com>.

You would use the BeatBuddy Manager Online to add these files to your BeatBuddy 1 or 2 project

All BeatBuddy beats of artist cover songs sold in the Beat Boutique will have Autopilot set for you to use immediately on your BeatBuddy 1 or 2. If you purchased your content before the BeatBuddy 2 was released, make sure you download the latest version from our website downloader. These songs will play normally on BeatBuddy 1 and can be added to a BeatBuddy 1 project, but the Autopilot functions are not supported.

HD drum sets can be purchased optionally when purchasing a drum set, if you purchase an HD .drmx drum set, you will also be able to download the non-HD .drm version. HD Drum sets are only compatible with the BeatBuddy 2.

HD .DRMX drum sets are able to hold up to 450MB and so they will have more samples for greater granularity of sound and also some completely new instruments for you to experiment with.

# The BeatBuddy Plugin

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 BeatBuddy Plugin

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!

# General Information

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

## BeatBuddy 1 Settings

The BeatBuddy Settings are only accessible on the BeatBuddy itself.

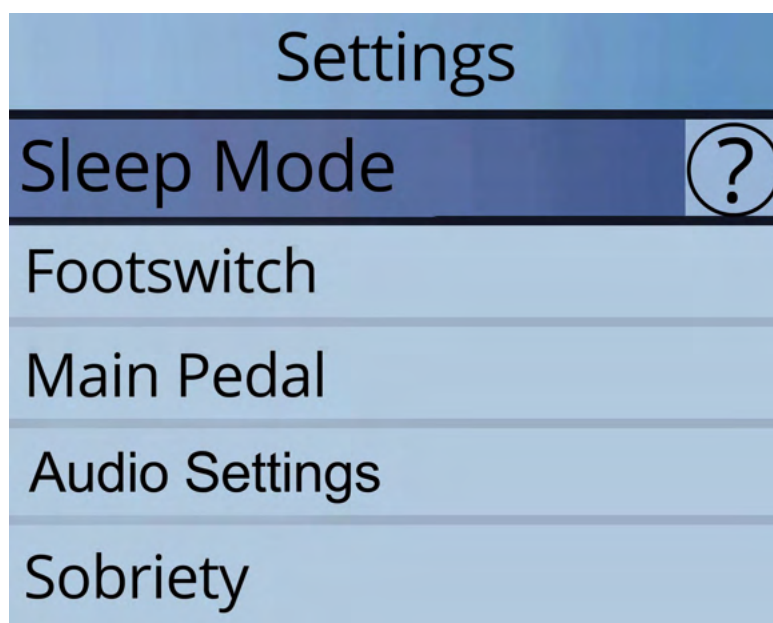
**To enter the Settings screen, press down on the 'Drum Set' and 'Tempo' knobs at the same time.**

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:

- I. Sleep Mode
- II. Footswitch
- III. Main Pedal
- IV. Audio Settings
- V. Font Size
- VI. Sobriety
- VII. About BeatBuddy
- VIII. Restore Default Settings



# General Information

## 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

III. **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).

Iç. **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**)

- **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 \*
- **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

# General Information

- **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 transition 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 transition 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.

# General Information

- **Accent Hit** - Accent hit settings
  - **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.
  - **Volume** - The volume of the accent hit sound. 0dB is default.
- **Main Pedal**
- **Intro** - What happens when a song is first started.
  - **Intro Fill\*** - If an intro beat is present in the song, it will play normally.
  - **Count in** - Plays one metronome click for each beat of one measure and then starts the first song part beat.
  - **Intro or Count In** - The BeatBuddy will play the intro if there is one and will play a counting if there is no intro
  - **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
  - 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.
  - Enable \*/Disable

# General Information

- **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.
  - 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).
  - 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).
  - 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.
  - 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.
  - Enable \*/Disable

# General Information

- **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. 122](#).

# General Information

- **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.
  - Immediately \*
  - Next Half Beat
  - Next Beat
  - 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.
  - Press \*
  - 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.
  - Stopped & Playing \*
  - Playing Only
  - Disable

# General Information

## I. Audio Settings

- ζ. **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 \*

- ζI. **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

## ζII. Font Size

- ζIII. Sets the text size of the content and settings menu

- Normal
  - Large
  - Extra Large

## IE. Sobriety

- Ξ. 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.

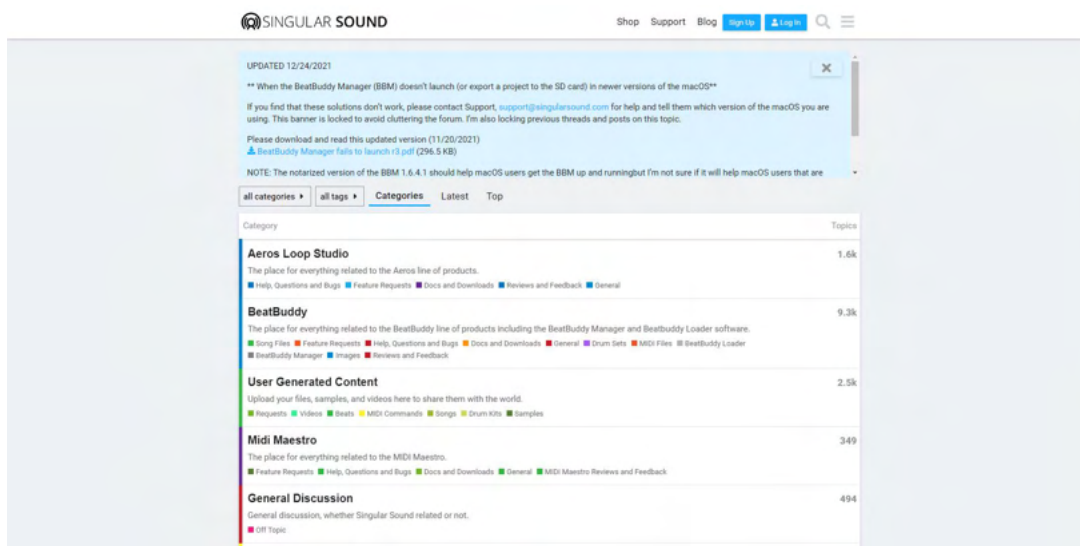
# General Information

## 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](mailto:support@singularsound.com) at your earliest convenience

# General Information

## 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	MIDI Note	Drum Instrument
35	Acoustic Bass Drum	63	Open-Hi Conga
36	Bass Drum	64	Low Conga
37	Side Stick	65	High Timbale
38	Acoustic Snare	66	Low Timbale
39	Hand Clap	67	High Agogo
40	Electric Snare	68	Low Agogo
41	Low Floor Tom	69	Cabasa
42	Closed Hi Hat	70	Maracas
43	High Floor Tom	71	Short Whistle
44	Pedal Hi Hat	72	Long Whistle
45	Low Tom	73	Short Guiro
46	Open Hi Hat	74	Long Guiro
47	Low Mid Tom	75	Claves
48	Hi-Mid Tom	76	High Wood Block
49	Crash Cymbal 1	77	Low Wood Block
50	High Tom	78	Mute Cuica
51	Ride Cymbal 1	79	Open Cuica
52	Chinese Cymbal	80	Mute Triangle
53	Ride Bell	81	Open Triangle
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		

# General Information

## BeatBuddy 2 Settings

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

### Main Menu

The root settings menu where you can find all of the BeatBuddy 2 settings.

- Main Footswitches - [pg. 100](#)
- Multiswitch 1- [pg. 103](#)
- Multiswitch 2- [pg. 103](#)
- Sleep Mode - [pg. 107](#)
- Playback - [pg. 107](#)
- MIDI - [pg. 110](#)
- Audio - [pg. 120](#)
- Font Size - [pg. 121](#)
- Screen Brightness - [pg. 121](#)
- Sobriety - [pg. 121](#)
- About BeatBuddy 2 - [pg. 121](#)
- Restore Default Settings - [pg. 121](#)

# General Information

## Footswitch Action Defaults

The Main Footswitches, Footswitch +, and the SuperSwitch have default settings to be able to plug-and-play out of the box. Read about what these controls do on the following page in the Switch Action Settings sub-section.

### Left Main Footswitch

- Act as Master Control

### Right Main Footswitch

- While Playing - Pause
- While Paused - Unpause
- While Stopped - Start Immediately (no intro)

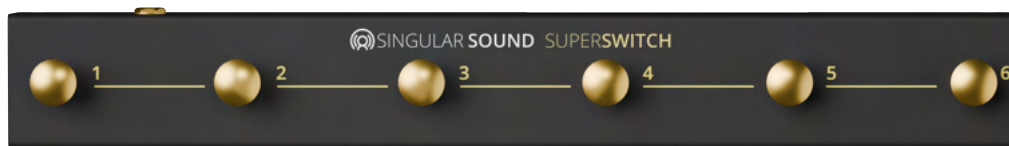
### Footswitch +

#### Left Footswitch

- While Playing - Accent Hit
- While Paused - Accent Hit
- While Stopped - Accent Hit

#### Right Footswitch

- While Playing - Next Part
- While Paused - Next Part
- While Stopped - Song Advance (Next Song in Folder)



## SuperSwitch

### h Switch 1

- While Playing - Accent Hit
- While Paused - Accent Hit
- While Stopped - Accent Hit

### Switch 2

- While Playing - Previous Part
- While Paused - Previous Part
- While Stopped - Previous Part

### Switch 3

- While Playing - Next Part
- While Paused - Next Part
- While Stopped - Next Part

### Switch 4

- While Playing - Half Time
- While Paused - Half Time
- While Stopped - Song Advance (Next Song in Folder)

### Switch 5

- While Playing - Double Time
- While Paused - Double Time
- While Stopped - Tap Tempo

### Switch 6

- While Playing - Outro Fill
- While Paused - Instant Stop (stops immediately with no outro)
- While Stopped - Go To Song Folders list

# General Information

## Switch Action Settings

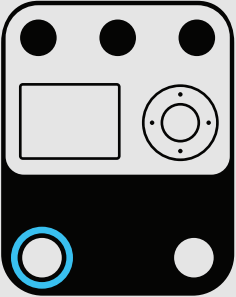
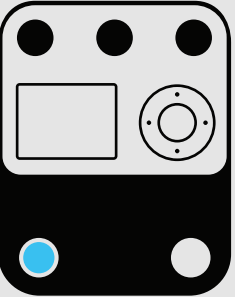
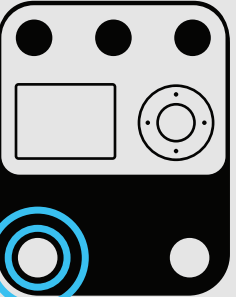
All of the footswitches compatible with the BeatBuddy 2 have the same settings. To avoid repeating the same thing over and over in the manual, we will write them out one time here and refer to this instance in the manual where needed. The defaults for all the footswitches are on the previous page.



### Act as Master Control

Enables/disables the footswitch to act as the master control. In addition to starting the song with a tap, the master control can tap to play a fill, double-tap to stop, and hold to transition during playback. When disabled, the footswitch behaviors for playing, paused, and stopped states can be set individually.

- Enabled
- Disabled

Pedal Action	 SINGLE TAP*	 HOLD DOWN*	 DOUBLE TAP*
While Playing	Insert a drum fill <i>(different fill each time)</i>	Begin transition <i>(release to go to next part)</i>	End Song
While Stopped	Start song <i>(with optional intro fill)</i>	Tap tempo mode <i>(when no song is playing)</i>	—

*\*Both main footswitches' behaviors can be set in the device settings, by default the Left Main Footswitch is the Main Pedal*

# General Information

## While Playing

Sets what the BeatBuddy 2 does if the footswitch is tapped while playing. If the footswitch has Act as Master Control enabled, this option will be greyed out.

- **No Action** - Does nothing when tapped
- **Accent Hit** - Plays the accent hit when tapped
- **Tap Tempo** - Sets tap tempo when tapped. We recommend at least 3-4 taps to get an accurate reading from the tap tempo.
- **Pause** - Pauses when tapped. If you want the same button to unpause, make sure you set the While Paused behavior to unpause.
- **Mute** - Mutes and unmutes when tapped. Muting will silence playback without stopping the song.
- **Outro Fill** - Plays an outro fill when tapped. A good solution to avoid double-tapping to play the outro/stop the song.
- **Next Part** - Starts and completes a transition to the next part. Hold to loop the transition and release the pedal to finalize the transition at the end of the current measure.
- **Previous Part** - Starts and completes a transition to the previous part. Hold to loop the transition and release the pedal to finalize the transition at the end of the current measure.
- **Half Time** - Enables half time mode at the next measure when tapped, tap it again to return to normal time at the next measure
- **Double Time** - Enables double time mode at the next measure when tapped, tap it again to return to normal time at the next measure
- **Stop (No Outro)** - Stops the song with no outro, even if there is one in the song
- **Instant Stop** - Stops the song immediately when tapped
- **Specific Parts** - Sets a specific part to transition to when the footswitch is tapped. Starts and completes a transition to a chosen part. Hold to loop the transition and release the pedal to finalize the transition at the end of the current measure.
- **MIDI Notes (Accent Hits)** - Sets the button to trigger a specific MIDI note (0-127). These can be used to have different accent hit sounds on different buttons.

# General Information

## While Paused

Sets what the BeatBuddy 2 does if the footswitch is tapped while paused. If the footswitch has Act as Master Control enabled, this option will be greyed out.

- **No Action** - Does nothing when tapped
- **Accent Hit** - Plays the accent hit when tapped
- **Unpause** - Unpauses when tapped. If you want the same button to pause, make sure you set the While Playing behavior to Pause.
- **Tap Tempo** - Sets tap tempo when tapped. We recommend at least 3-4 taps to get an accurate reading from the tap tempo.
- **Outro Fill** - Plays an outro fill when tapped. A good solution to stop a song with an outro while paused.
- **Next Part** - Switches through the parts of the current song without unpausing the song, the Master Control Label will show the Part number you currently have selected
- **Previous Part** - Switches through the parts of the current song in reverse order without unpausing the song, the Master Control Label will show the Part number you currently have selected
- **Half Time** - Enables half time mode while paused, tap it again to return to normal time
- **Double Time** - Enables double time mode while paused, tap it again to return to normal time
- **Instant Stop** - Stops the BeatBuddy 2 without starting playback
- **MIDI Notes (Accent Hits)** - Sets the button to trigger a specific MIDI note (0-127). These can be used to have different accent hit sounds on different buttons.

# General Information

## While Stopped

Sets what the BeatBuddy 2 does if the footswitch is tapped while stopped. If the footswitch has Act as Master Control enabled, this option will be greyed out.

- **No Action** - Does nothing when tapped
- **Accent Hit** - Plays the accent hit when tapped
- **Song Advance** - Switches to the next song in the current folder
- **Song Back** - Switches to the previous song in the current folder
- **Tap Tempo** - Sets tap tempo when tapped. We recommend at least 3-4 taps to get an accurate reading from the tap tempo.
- **Outro Fill** - Plays an outro fill when tapped.
- **Next Part** - Next Part Switches through the parts of the current song without starting the song, the Master Control Label will show the part number you currently have selected
- **Previous Part** - Switches through the parts of the current song in reverse order without starting the song, the Master Control Label will show the part number you currently have selected
- **Start Immediately** - Starts the BeatBuddy 2 without playing the intro or count in, even if the intro file exists and either the intro/count in are enabled
- Previous Part - Switches through the parts of the current song in reverse order without starting the song, the Master Control Label will show the part number you currently have selected
- Start Immediately - Starts the BeatBuddy 2 without playing the intro or count in, even if the intro file exists and either the intro/count in are enabled
- Open Song List - Opens the song list within the current folder
- Go to Folders - Opens the list of folders in your BeatBuddy 2 Project
- MIDI Notes (Accent Hits) - Sets the button to trigger a specific MIDI note (0-127). These can be used to have different accent hit sounds on different buttons.

# General Information

## Main Footswitches

Settings related to the main footswitches on your BeatBuddy 2, both footswitches can be set to your liking. The left footswitch is the main pedal by default. The right footswitch is set to pause while playing, to unpaue while paused, and to start the song immediately (skips intro or count in, if any) while stopped (by default).



## Right/Left Footswitch

Settings related to the Left and Right Main Footswitches on your BeatBuddy 2. See the switch actions in the settings on [pg. 105](#).

## Double Tap

Enables/disables whether the outro can be triggered by the main pedal with a double-tap. Some users accidentally trigger the outro with a double-tap and so would prefer to disable it. Use any footswitch set to "Outro" to use a one-tap outro.

- **Enabled\***
- **Disabled**

## Triple Tap Stop

Enables/disables stopping the song immediately with a triple tap

- **Enabled**
- **Disabled\***

# General Information

## Unpause Behavior

Sets what happens when the BeatBuddy 2 is unpaused

- **Master Control Unpause** - Sets the Tap and Hold behaviors when unpausing using a footswitch set to Master Control. When the Main Footswitches are set to Start Beat on Press, the Unpause Hold behavior is not able to be set, to allow it, you must set the Main Footswitches to Release. This is to avoid the Tap command from happening and causing unwanted behaviors when holding the pedal.
  - **Tap** - Sets the behavior when Master Control is tapped while paused
    - **Intro** - Unpauses the BeatBuddy 2 by playing the intro fill
    - **Fill\*** - Unpauses the BeatBuddy 2 by playing a fill
    - **Start Transition** - Unpauses the BeatBuddy 2 by playing a transition fill, then transitions to the next part
    - **Stop Song** - Stops the song without playing the song
  - **Hold** - Sets the behavior when Master Control is held while paused. *If the Main Footswitches' Start Beat setting is set to Press, this option will be greyed out.* To make active, set Start Beat to Release. This is to avoid the Tap command from happening and causing unwanted behaviors when holding the pedal.
    - **Stop Song\*** - Stops the song without playing the song
    - **Start Transition** - Unpauses the BeatBuddy 2 by playing a transition fill, then transitions to the next part
- **External Pedal Unpause** - Sets what happens when an external device sends a command to the BeatBuddy 2 from a Paused State
  - **Follow Master Control Outro Setting\*** - Sets the BeatBuddy 2 to follow the Playback Outro enabled/disabled setting when the BeatBuddy 2 receives an Outro command from an external footswitch or MIDI controller while paused.
  - **Outro Stops Song** - Sets the BeatBuddy 2 to not follow the Playback Outro enabled/disabled setting and will always stop when receiving an Outro command from an external footswitch or MIDI controller while paused.
    - This is useful if you want to enable the Outro on the BeatBuddy 2 but also stop the song silently with a footswitch or MIDI controller while it is paused."

# General Information

## Start Beat

Sets whether the beat starts on the press or on the release of the main pedal. If set to press, the Unpause behavior setting will only allow setting the tap function (hold function greyed out). This is to avoid unwanted actions occurring on the press while paused.


- **Press\*** - Starts the beat on the press of the Master Control.
  - This setting removes the option to enter the tap tempo mode when stopped, and the ability to unpause using a hold command in the Main Footswitches' Unpause Behavior.
- **Release** - Starts the beat when releasing the pedal.
  - This setting allows holding down to enter tap tempo mode when stopped. This can be disabled using the Tap Tempo Mode setting.
- **Tap Tempo Mode** - Enables/disables whether holding the pedal from a stopped state will enter a tap tempo mode where the user can tap the desired tempo using the footswitch set to Master Control.
  - **Enabled\*** - When enabled, tap tempo mode can be accessed from the stopped state if the Master Control footswitch is set to respond on the release.
  - **Disabled** - If disabled, the BeatBuddy 2 will start playback on the release of the pedal after holding, some users prefer to hold down and release then they would like to start playback.



# General Information

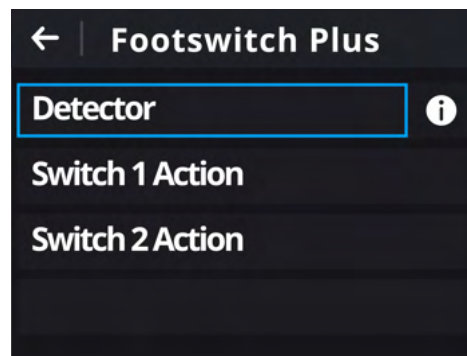
## Multiswitch 1 and 2

Settings related to the Multiswitch 1 and 2 ports on your BeatBuddy 2.

- The multiswitch supports any Dual Momentary footswitch (like the [Footswitch +](#)), the Singular Sound [SuperSwitch](#), or an Expression (EXP) Pedal.
- These settings will feature a **gear menu**,  use the D-Pad or the Drum Set knob to access the gear menu. The settings for the Footswitch +, SuperSwitch, and expression pedal can be found here. Read about the gear menu on [pg. 105](#).
- By default, Multiswitch 1 is set to Footswitch + and Multiswitch 2 is set to Expression Pedal.



### Port 1 and 2: Footswitch +



When selected, sets Multiswitch 1 or 2 to respond to Singular Sound's [Footswitch +](#) (or any Dual Momentary footswitch)

- Go right on the D-Pad or scroll to the right using the Drum Set knob to select the gear icon or info icon. Open the selection by pressing TAP button or pressing on the Drum Set knob. Use the gear menu option to set the behavior of the Footswitch +. Read more about the gear menus on [pg. 105](#).
- By default, Multiswitch 1 is set to Footswitch + and Multiswitch 2 is set to Expression Pedal.



# General Information

## Detector

Starts a test for the two buttons on your Singular Sound Footswitch + (or any dual momentary footswitch). The left footswitch is switch 1, and the right is switch 2. Follow the onscreen steps to complete the test. This is accessible via the gear menu, learn more about gear menus on [pg. 105](#).

- The expected behavior is “Momentary Norm. Off”. If you do not get these results, your footswitch may not be best suited for use with the BeatBuddy 2.



## Switch 1 and 2 Action (Footswitch +)

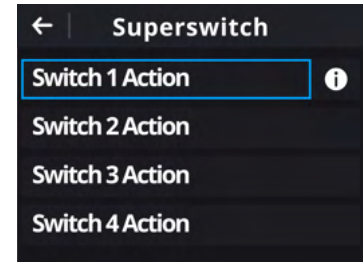
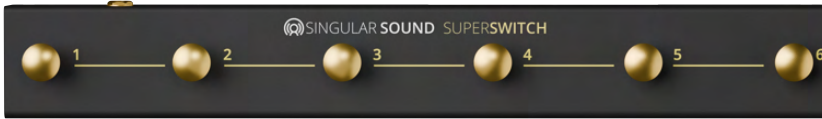
Sets the behavior of Switch 1 and 2 on your dual momentary footswitch. See switch actions in the settings on [pg. 105](#). This is accessible via the gear menu, learn more about gear menus on [pg. 105](#).



# General Information

## Port 1 and 2: SuperSwitch

When selected, sets Multiswitch 1 or 2 to respond to Singular Sound's SuperSwitch. This is accessible via the gear menu, learn more about gear menus on [pg. 105](#).



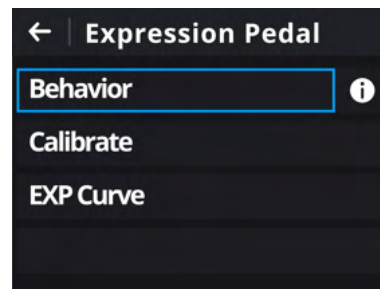
- Go right on the D-Pad or scroll to the right using the Drum Set knob to select the gear icon or info icon. Open the selection by pressing TAP button or pressing on the Drum Set Knob. Use the gear icon option to set the behavior of the SuperSwitch.



## Switch 1 - 6 Action (SuperSwitch)

Sets the behavior of Switch 1 - 6 on the Singular Sound SuperSwitch. See switch actions in the settings on [pg. 106](#). This is accessible via the gear menu, learn more about gear menus on [pg. 105](#).

## Port 1 and 2: EXP



When selected, sets Multiswitch 1 or 2 to respond to an EXP pedal

- Go right on the D-Pad or scroll to the right using the Drum Set knob to select the gear icon or info icon. Open the gear menu or info section by pressing the TAP button or pressing on the Drum Set Knob. Use the gear icon option to set the behavior of the EXP
- By default, Multiswitch 2 is set to Expression Pedal, by default the expression pedal is set to control Tempo



# General Information

## Behavior

Sets the parameter controlled by the expression pedal. This is accessible via the gear menu, learn more about gear menus on [pg. 105](#).

- **Tempo\*** - Sets the Expression Pedal to control the Tempo value based on the relative movement of the EXP. This allows you to control the BeatBuddy 2's tempo by moving the pedal to max or min with a range of up to  $\pm 128$  value. This is the default setting.
- **Tempo (Positional)** - Sets the Expression Pedal to control the Tempo value based on the position of the EXP. This allows you to control the BeatBuddy 2's tempo with a full range from 40BPM-300BPM.
- **Main Volume** - Sets the Expression Pedal to control the Main Volume value based on the position of the EXP.
- **Headphones Volume** - Sets the Expression Pedal to control the Headphones Volume value based on the position of the EXP.
- **Dynamic Control** - Sets the Expression Pedal to control how hard or soft the drums sound like they're being played. This is done by adding or reducing MIDI velocity to the MIDI notes being played. Read more about this super-cool feature on [pg. 79](#).

## Calibration

Calibrates your expression pedal. Select this option to begin the process. Have your expression pedal plugged in and follow the steps onscreen. This is accessible via the gear menu, learn more about gear menus on [pg. 105](#).

- Use the BeatBuddy 2 Main Footswitches to cancel or confirm your changes. The onscreen button labels show the button's behavior.

## EXP Curve

Sets the behavior of the curve when using the Expression pedal.

This may make it easier to control certain parameters because it changes the sensitivity of the pedal in different positions. This is accessible via the gear menu, learn more about gear menus on [pg. 105](#).

- **Linear\*** - When in Linear Mode the BeatBuddy 2 will respond to the EXP pedal evenly from the pedal's minimum to the pedal's maximum. This is the default setting.
- **Exponential** - When in Exponential Mode the BeatBuddy 2 will respond to the EXP pedal more sensitively around the low values when moving closer to the pedal's minimum, and will be less sensitive around the high values when moving closer to the pedal's maximum.
  - This allows more granular control near the pedal's maximum, and may be preferable to use when controlling the BeatBuddy 2 Main/Headphones volume.

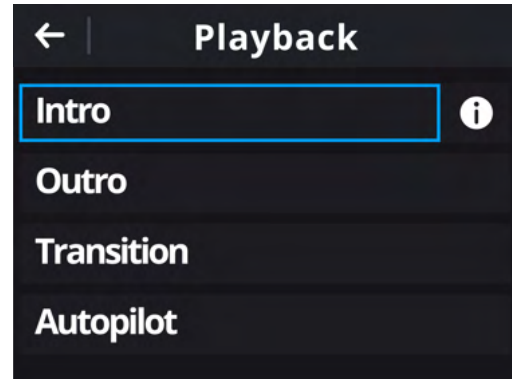
# General Information

## Sleep Mode

This puts the BeatBuddy 2 in a low-power state. Wake it up any time by pressing any knob or button on the pedal.

## Playback

Settings related to the behavior of the BeatBuddy 2 when it is playing back



## Intro

Sets the behavior of the BeatBuddy 2 when starting a song from the stopped state.

- **Intro Fill\*** - Sets the BeatBuddy 2 to play the intro fill when starting a song (if there is one). This is the default setting.
- **Count in** - Sets the BeatBuddy 2 to count in for 1 measure when starting a song, regardless of whether there is an intro or not
- **Intro Or Count in** - Sets the BeatBuddy 2 to either play the intro or to count in for 1 measure when starting a song. If there is no intro file for the song the count in will play instead.
- **None** - Sets the BeatBuddy 2 to start immediately, regardless of whether there is an intro or not

## Outro

Enables/disables the outro playing when stopping the BeatBuddy 2. If disabled, the BeatBuddy 2 will stop the song at the end of the current measure without playing the outro, if an outro exists. This is enabled by default.

- **Enabled\***
- **Disabled**

## Transition

Enables/disables the transition fill playing when switching parts on the BeatBuddy 2. If enabled, the transition fill will loop when triggered until a Complete Transition command is received. This is enabled by default.

On the BeatBuddy 2, loop the transition by holding the Master Control and releasing to complete the transition at the end of the current measure. If disabled, the parts will still switch at the end of the current measure after the release, but the transition fill will not play.

- **Enabled\***
- **Disabled**

# General Information

## Autopilot

Enables/disables Autopilot mode for songs with autopilot data in the song file. Autopilot allows you to play an entire song with fills, transitions, and the outro with one tap. The BeatBuddy 2 will follow the rules set for it in the BeatBuddy Manager Online (BBMO). This is enabled by default.

The song must have Autopilot enabled in the BBMO to use this feature, and your project must be converted to a BeatBuddy 2 project format (using the BBMO). Individual song parts can have Autopilot enabled/disabled in the BBMO. Please make sure the parts you want to use with autopilot are set in the BBMO. Read more about Autopilot on [pg. 53](#).

- **Enabled\***
- **Disabled** - When disabled, the BeatBuddy 2 will not play the song using Autopilot, even if Autopilot is enabled for the song in the BBMO.

## Transition Forgiveness

Enables/Disables MIDI Transition forgiveness. When enabled, the BeatBuddy 2 will allow a small window of time (300 milliseconds) 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 2 will change parts immediately without losing its count and without playing a transition. This is enabled by default. This is to avoid a late transition when using a MIDI controller + the Aeros + the BeatBuddy 2.

- **Enabled\***
- **Disabled**

## Default Tempo

Enables/disables using the default tempo for the specific song. When disabled, the current tempo will stay the same when switching songs. You can set the default tempo for a song on the BeatBuddy Manager Online or by pressing and holding the Tempo knob on the BeatBuddy 2 to save the current value as default. This is enabled by default.

- **Enabled\***
- **Disabled**

## Default Drum Set

Enables/disables using the default drum set for the specific song. When disabled, the currently loaded drum set will stay the same when switching songs. You can set the default drum set for a song on the BeatBuddy Manager Online or by pressing and holding the Drum Set knob on the BeatBuddy 2 to save the current value as default. This is enabled by default.

- **Enabled\***
- **Disabled**

# General Information

## Cue Fill Period

Controls when the fill is triggered after the pedal is pressed. Please note that even when set to 'Immediately', if you press the pedal in the last half beat of the measure, it will play the fill in the next measure. This is because it's very unlikely that you want less than half a beat fill, so you probably pressed it too early. Immediately is the default setting.

- **Immediately\***
- **Next Half Beat**
- **Next Beat**
- **Next Measure**

## Click Enable

Enables/disables a click (metronome) on the BeatBuddy 2. When enabled, you will hear a click while playing back a song. If disabled, the count in will still play the metronome. This is disabled by default.

The metronome sound is decided by what Sample is tied to note value A0 in your currently loaded drum set. The sound that plays back for the click can be changed in the drum set editor using the BeatBuddy Manager online.

- **Enabled**
- **Disabled\***

# General Information

## MIDI

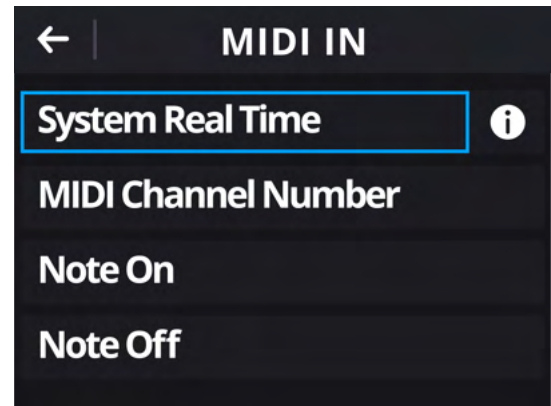
Settings related to the MIDI in and out behavior of the BeatBuddy 2

## MIDI IN

Sets the behavior of the BeatBuddy 2 when receiving MIDI commands to the MIDI In port

### System Real Time

Sets behavior for receiving MIDI tempo (sync), start, and stop commands to the MIDI in port



- **Sync** - Enables/disables whether the BeatBuddy 2 responds to incoming MIDI Sync commands, which set the tempo. This is enabled by default. This is needed to ensure synchronization between two MIDI-capable devices.
  - **Enabled\***
  - **Disabled**
- **Start** - Enables/disables whether the BeatBuddy 2 responds to incoming MIDI Start commands. The BeatBuddy 2 needs to receive a MIDI start command to start on the correct beat when using two linked MIDI devices. This is enabled by default.
  - **Enabled\***
  - **Disabled**
- **Stop** - Enables/disables whether the BeatBuddy 2 responds to incoming MIDI Stop commands. The BeatBuddy 2 will stop immediately once this is received. This is enabled by default.
  - **Enabled\***
  - **Disabled**

### MIDI Channel Number

Sets the MIDI channel that the BeatBuddy 2 responds to. Omni is the default setting, which means it listens to all MIDI channels.

- **All (OMNI)\*** - Sets the BeatBuddy 2 to respond to incoming MIDI commands on all MIDI Channels. This is the default setting.
- **Channel** - Lists the possible MIDI channels BeatBuddy 2 will respond to (1 through 16).
  - **Channel (1-16)** - Sets the BeatBuddy 2 to send all MIDI commands to a specific channel

### Note On

Enables/disables whether the BeatBuddy 2 responds to incoming MIDI Note On commands. This is enabled by default.

- **Enabled\***
- **Disabled**

# General Information

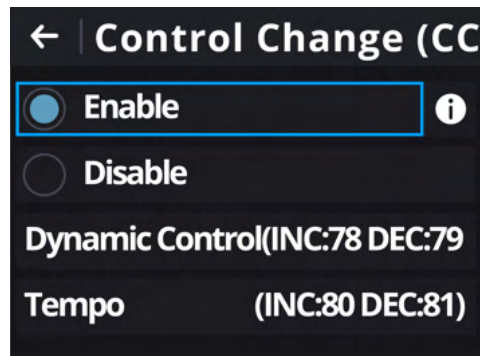
## Note Off

Sets whether the BeatBuddy 2 responds to incoming MIDI Note Off commands.

- **Choke Notes** - Sets whether the BeatBuddy 2 'chokes' the playback of a MIDI note when receiving a corresponding MIDI Note Off command.
  - Choking means to stop the playback immediately.
  - This may sound weird if using it on percussive elements, but it may be useful for non-percussive sounds.
- **Ignored\*** - Sets the BeatBuddy 2 to ignore all incoming MIDI Note Off commands. This is the default setting.

# General Information

## Control Change (CC)



Sets whether the BeatBuddy 2 responds to any incoming Control Change (CC) MIDI commands. Individual MIDI CC commands can also be filtered. This setting and all Control Change (CC) MIDI Commands are all enabled by default, except where otherwise indicated.

- **Enabled\*** - If enabled, you can set individual MIDI CC commands to either be read or ignored, read on to learn more
- **Disabled** - Ignores all incoming MIDI CC commands

### ***Dynamic Control (Inc/Dec)***

Enables/disables whether the BeatBuddy 2 responds to incoming CC:78 and CC:79 dynamic control commands. This is enabled by default.

This dynamic control command allows you to add or remove a certain value from the dynamic control offset value based on the value of the CC command. CC:78 increments and CC:79 decrements the value of the dynamic control. Read more about this on [pg. 79](#).

### ***Tempo (Inc/Dec)***

Enables/disables whether the BeatBuddy 2 responds to incoming CC:80 and CC:81 tempo commands. This is enabled by default.

This tempo command allows you to add or remove a certain value from the tempo based on the value of the CC command. CC:80 increments and CC:81 decrements the value of the tempo. Read more about this on [pg. 114](#).

### ***Tempo (MSB+LSB)***

Enables/disables whether the BeatBuddy 2 responds to incoming CC:106 (MSB) and CC:107 (LSB) tempo commands. This is enabled by default.

By using both commands together, in proper order (MSB followed by LSB), you can select a specific tempo in the entire BPM range (40 - 300BPM). Read more about this on [pg. 114](#).

### ***Halftime***

Enables/disables whether the BeatBuddy 2 responds to an incoming CC:82 Halftime command. This is enabled by default. Send it again to return to normal time.

# General Information

## ***Double Time***

Enables/disables whether the BeatBuddy 2 responds to an incoming CC:83 Double Time command. This is enabled by default. Send it again to return to normal time.

## ***Settings Control***

Enables/disables whether the BeatBuddy 2 responds to an incoming CC:104 Settings command. This is enabled by default. This command opens the device's settings screen.

## ***Main Volume***

Enables/disables whether the BeatBuddy 2 responds to incoming CC:108 Mix-Vol command. This is enabled by default. This sets the level of the drums versus the incoming volume level.

## ***HP-Vol***

Enables/disables whether the BeatBuddy 2 responds to an incoming CC:109 HP-Vol command. This is enabled by default. This sets the main mix level that goes out of the headphone port.

## ***Accent Hit***

Enables/disables whether the BeatBuddy 2 responds to an incoming CC:110 Accent Hit command. This is enabled by default.

## ***Pause/Unpause***

Enables/disables whether the BeatBuddy 2 responds to an incoming CC:111 Pause/Unpause command. This is enabled by default.

## ***Drum Fill***

Enables/disables whether the BeatBuddy 2 responds to an incoming CC:112 Fill command. This is enabled by default.

## ***Transition***

Enables/disables whether the BeatBuddy 2 responds to incoming CC:113 Transition commands. This is enabled by default.

Send any CC:113 value 1 - 32 part command to loop the transition fill, and then a CC:113 value 0 command to complete the transition at the end of the measure. The first value of the CC:113 command decides what part you are transitioning to. Read more about transitions on [pg. 87](#).

For example, CC:113 value 2 will start looping the transition to switch to part 2. Value 127 transitions to the next song part and value 126 transitions to the previous part.

## ***Intro***

Enables/disables whether the BeatBuddy 2 responds to an incoming CC:114 Intro command. This is enabled by default. Use this MIDI command to start a song with the intro while stopped.

# General Information

## ***Outro***

Enables/disables whether the BeatBuddy 2 responds to an incoming CC:115 Outro command. This is enabled by default.

Use this MIDI command to stop the song with an outro while playing. If the External Pedal Unpause is set to Outro Stops Song (Main Footswitches > Unpause Behavior), the BeatBuddy will stop silently when this command is received while paused.

- **Enabled\***
- **Playing Only**
- **Disabled**

## ***Drum Set***

Enables/disables whether the BeatBuddy 2 responds to incoming CC:116 Drum Set commands. This is enabled by default. Value 1 = drum set 1 in the list, and the drum set list order decides the value that opens that drum set.

## ***Tap Tempo***

Enables/disables whether the BeatBuddy 2 responds to incoming CC:117 Tap Tempo commands. This is enabled by default.

## ***Enter/Exit Folder***

Enables/disables whether the BeatBuddy 2 responds to an incoming CC:118 Enter/Exit Folder command. This is enabled by default.

## ***Scroll Up/Down***

Enables/disables whether the BeatBuddy 2 responds to incoming CC:119 Scroll Up (value 0) or Scroll Down (value 1) commands. This is enabled by default.

## ***Remote Master Control***

Enables/disables whether the BeatBuddy 2 responds to incoming CC:120 Remote Master Control commands.

This is enabled by default. This command allows the MIDI button to act like the Master Control for the BeatBuddy. Send any CC:120 value from 1-127 to emulate a button press, and CC:120 value 0 to emulate a button release.

## ***Exclusive Transition***

Enables/disables whether the BeatBuddy 2 responds to incoming CC:121 Exclusive Transition commands. This is disabled by default. Send a CC:121 value 1-32 part command to loop the transition fill, and then a CC:121 value 0 command to complete the transition at the end of the measure.

The first value of the CC:121 command decides what part you are transitioning to, for example, CC:121 value 2 will start looping the transition to switch to part 2. Value 127 transitions to the next song part, and value 126 transitions to the previous part. The Aeros does not respond to this transition command.

- **Enabled**
- **Disabled\***

# General Information

## ***No Fill Transition***

Enables/disables whether the BeatBuddy 2 responds to incoming CC:122 No Fill Transition commands. This is disabled by default.

This command causes a transition without playing the transition fill, even if the song part has a transition fill. Send a CC:122 value 1-32 part command to loop the transition fill, and then a CC:122 value 0 command to complete the transition at the end of the measure.

The first value of the CC:122 command decides what part you are transitioning to, for example, CC:122 value 2 will start looping the transition to switch to part 2. Value 127 transitions to the next song part and value 126 transitions to the previous part.

- **Enabled**
- **Disabled\***

## ***Mute/Unmute***

Enables/disables whether the BeatBuddy 2 responds to an incoming CC:123 Mute/Unmute command. This is enabled by default.

Mute will stop the audio from playing back without affecting the playback, so you can unmute immediately at any time without restarting the song. This is the BeatBuddy 2's version of Mute Pause.

## ***Program Change (PC)***

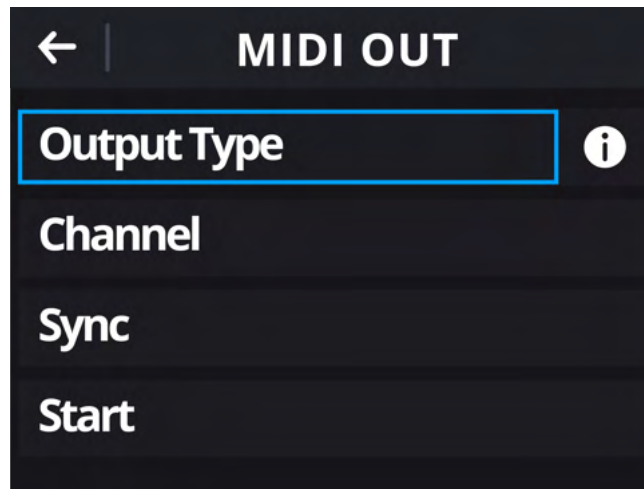
Sets whether the BeatBuddy 2 responds to any incoming Program Change (PC) MIDI commands. Program changes are needed to use the MIDI Song Select feature. There are two possible enabled options: Default Mode or Aeros Mode.

- **Disable** - Disables the ability for the BeatBuddy 2 to respond to MIDI program change commands. MIDI program change commands are needed to use MIDI song select to open songs on the BeatBuddy 2.
- **Default Mode\*** - Sets the BeatBuddy 2 to open a song when it receives MSB, LSB, and PC commands in order. The MSB + LSB commands both choose the folder, and the PC number selects the song in the folder. Remember, computer nerds start with 0, so command PC 0 is song 1 in the folder. This is the default setting.
- **Aeros Mode** - Sets the BeatBuddy 2 to open a song when it receives both an LSB and a PC command in order. The LSB command chooses the folder, and the PC number selects the song in the folder. Remember, computer nerds start with 0, so command PC 0 is song 1 in the folder.
  - This setting allows you to independently select songs on the Aeros and BeatBuddy 2 via MIDI when using them together. The Aeros only responds to MSB and PC commands.

# General Information

## MIDI Out

Sets the behavior of the BeatBuddy 2 when sending MIDI commands to the MIDI Out port



### Output Type

Sets what MIDI commands are sent through the MIDI Output port. The options are MIDI Out, MIDI Merge, and MIDI Thru

- **MIDI-OUT** - Sets the BeatBuddy 2 to send only MIDI messages it creates itself to the MIDI Out port
- **MIDI-MERGE\*** - Sets the BeatBuddy 2 to send both the MIDI messages it creates itself and all incoming MIDI messages to the MIDI Out port. This is the default setting
- **MIDI-THRU** - Sets the BeatBuddy 2 to send all incoming MIDI messages to the MIDI Out port, but not MIDI messages created by the BeatBuddy 2 itself
- **Disable** - The BeatBuddy 2 does not send any MIDI messages to the MIDI Out port

### Channel

Sets which MIDI channel the BeatBuddy 2 sends messages on. The default is channel 1.

### Sync

Sets the behavior of the BeatBuddy 2's outgoing MIDI sync tempo clock signal

- **Always On\*** - Sets the MIDI Sync to always send through the MIDI Out port, even if the BeatBuddy is stopped. This is necessary to ensure proper timing sync with the [Aeros Loop Studio](#). This is the default setting.
- **While Playing** - Sets the MIDI Sync to only send through the MIDI Out port when the BeatBuddy 2 is actively playing back or paused
- **Playing not Paused** - Sets the MIDI Sync to only send through the MIDI Out port when the BeatBuddy 2 is actively playing back, but not when paused.
- **Disable** - Stops the BeatBuddy 2 from sending MIDI sync to the MIDI Out port

# General Information

## Start

Sets the behavior of the BeatBuddy 2's outgoing MIDI Start command

- **Intro** - Sets the BeatBuddy 2 to send a MIDI Start command at the beginning of the intro when started from a stopped state
- **Main Beat\*** - Sets the BeatBuddy 2 to send a MIDI Start command at the beginning of the Main Beat (after any intro) when started from a stopped state.
  - This avoids starting in the middle of the measure when there is an intro with pickup notes (partial measure). This is the default setting.
- **Disable** - Sets the BeatBuddy 2 to not send a MIDI Start command when started from a stopped state
- **Unpause** - Enables/disables whether the BeatBuddy 2 sends a MIDI Start command when it is unpaused. This is enabled by default.

## Stop

Sets the behavior of the BeatBuddy 2's outgoing MIDI Stop command

- **Pause Only** - Sets the BeatBuddy 2 to send a MIDI Stop command only when paused
- **Pause & End\*** - Sets the BeatBuddy 2 to send a MIDI Stop command both when paused and stopped. This is the default setting.
- **End Only** - Sets the BeatBuddy 2 to send a MIDI Stop command only when stopped
- **Disable** - Sets the BeatBuddy 2 to never send a MIDI Stop command

## Notes

Enables/disables whether the BeatBuddy 2 sends MIDI Note commands. This is used to send MIDI notes in the song file to a second drum machine or, potentially, to record the MIDI playback in a DAW. This is disabled by default.

- **Enabled**
- **Disabled\***

# General Information

## Next Part

Enables/disables whether the BeatBuddy 2 sends MIDI transition command (CC:102). The BeatBuddy 2 sends the command once it completes a transition. This is enabled by default.

- **Enabled\***
- **Disabled**

## Song/Folder Select

Sets whether the BeatBuddy 2 sends a song select command from the MIDI Out port when a song is opened. By default, the BeatBuddy 2 will send the same MSB, LSB, and PC commands that open 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, and PC 0 when that song is opened. To use with the Aeros, try Aeros mode. Remember, the BeatBuddy 2's MIDI Song Select ID is set by the position of the song and folder in the list.

- **Disable\*** - Sets the BeatBuddy 2 to not send any outgoing MIDI Song Select commands to the MIDI Out port. This is the default setting.
- **Default Mode** - Sets the BeatBuddy 2 to send outgoing MIDI Song Select commands to the MIDI Out port. In Default Mode, the MSB, LSB, and PC commands are all sent.
- **Aeros Mode** - Sets the BeatBuddy 2 to send altered outgoing MIDI Song Select commands to the MIDI Out port.
  - In Aeros Mode, only MSB and PC commands are sent. The MSB value retains the omitted LSB value, so if the BeatBuddy 2 would have sent MSB 1, LSB 3, and PC 5 in default mode, it would instead send MSB 3 and PC 5 only.
  - This is because the Aeros only responds to MSB and PC commands to open songs for song select.
  - By using Aeros Mode, you can increase the potential number of songs that open with MIDI Song Select by 128x.

# General Information

## Time Signature

Sets the BeatBuddy 2 to send out time signature information – useful for devices like the Aeros Loop Studio

- **Sysex\*** - Sets the Time Signature to send in a custom Sysex format. This is the same format used by the Aeros Loop Studio to set the time signature automatically. This is the default setting.
  - The command is sent approximately every 3 seconds while the BeatBuddy 2 is stopped and every time a new song is loaded.
- **Control Change (CC:103)** - Sets the Time Signature to send as a CC:103 Control Change command.
  - The command is sent approximately every 3 seconds while the BeatBuddy 2 is stopped and every time a new song is loaded.
- **Disable** - Sets the BeatBuddy 2 to not send any time signature messages

## Restore MIDI Settings

Restores all MIDI Settings to factory default without affecting non-MIDI settings

# General Information

## Audio

Settings related to the Audio output of the BeatBuddy 2



### Drum Output

Sets whether the audio plays back in a mono or stereo format. Stereo is the default setting.

- **Mono**
- **Stereo**

### Release Time

Sets the period of time (in milliseconds) over which the BeatBuddy 2 fades out a choked sound (advanced feature)

- **0ms**
- **10ms**
- **20ms**
- **30ms**
- **40ms**
- **50ms**
- **60ms**
- **70ms**
- **80ms**
- **90ms**
- **100ms\***
- **250ms**

### Accent Hit

Sets the accent hit behavior

- **Source** - Sets the accent hit to either play the part's default accent hit or to play a specific accent hit in the BeatBuddy 2's library.
  - **Default\*** - Plays the default accent hit for the song part when the accent hit command is sent. The accent hit for a song is set in the [BeatBuddy Manager Online \(BBMO\)](#). This is the default setting.
  - **Global** - Plays a specific accent hit which will always play regardless of the currently open song part's accent hit setting. Go to Select to preview and choose an accent hit from the available list of accent hits.
  - **Select** - Click to see a list of all possible accent hits you can use and select one
- **Volume** - Sets the playback level of the accent hit. The default is -40dB.

# General Information

## Font Size

Sets the font size on the BeatBuddy 2. This only affects the list screens like the Songs/ Folders screens, the Drum Set list, and the settings. Normal is the default setting.

- **Small**
- **Normal\***
- **Large**

## Screen Brightness

Sets the brightness of the BeatBuddy 2 screen. The default is 100%.

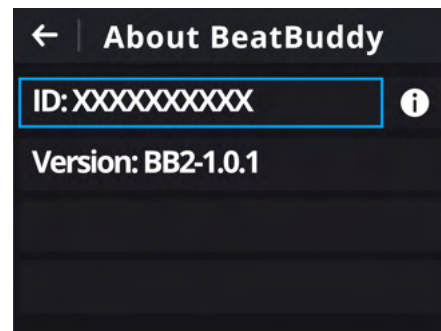
## Sobriety

Sets the sobriety level for your BeatBuddy 2 playback

- **Sober\*** - BeatBuddy 2 hasn't been drinking. This is the default setting.
- **One Beer** - BeatBuddy 2 just had one beer; his tempo is beginning to fluctuate, but he's still mostly on time.
  - Closely emulates the tempo fluctuations of a real drummer. This mode is great for practicing listening to the drummer for timing cues. Tempo randomly changes by 1-2 BPM
- **Tipsy** - BeatBuddy 2 is tipsy; he's still sort of on time but starts to play a little wildly. Tempo randomly changes by 5-10 BPM
- **Drunk** - BeatBuddy 2 is drunk; he's totally off time and starts playing fills randomly.
- **Wasted** - BeatBuddy 2 has had way too many. His tempo (and temper) is wildly off and fluctuating, and he plays random drum fills, transitions, and accent hits.
- **Hide Sobriety Option** - Removes the sobriety option from view. Restore the default settings to show it again.

## About BeatBuddy 2

Lists your unique BeatBuddy 2 ID number and the currently installed firmware version



- **ID** - Your BeatBuddy 2's unique unit ID
- **Version** - The current version of the loaded firmware. Find the latest version of the firmware on [our website](#).

## Restore Default Settings

Restores settings to the way they came from the factory

# General Information

## Using MIDI Song Select on the BeatBuddy 1 or 2

### Incoming MIDI Song Select

The BeatBuddy 1 and 2 can be set to respond to commands as they do by default or they can be set to Aeros mode. Aeros mode allows the BeatBuddy 1 or 2 to ignore MSB commands for more versatility when choosing songs on the two units independently while both the Aeros and the BeatBuddy 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  $128 \text{ MSB} \times 128 \text{ LSB} = 16,384$  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.

# General Information

## 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.

# General Information

## 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 [pg. 122](#).

- 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

# General Information

## 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

# List of BBMO Hotkeys/Shortcuts

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
	Shift + Increase Bar Count	Shift + Increase Bar Count	Adds 1 blank measure to the start of the file
	Shift + Decrease Bar Count	Shift + Decrease Bar Count	Removes 1 blank measure from the start of the file
	Cmd + Increase Bar Count	Cntrl + Increase Bar Count	Adds a duplicate of the last measure to the end
	Cmd + Shift + Increase Bar Count	Cntrl + Shift + Increase Bar Count	Adds a duplicate of the first measure to the beginning
	Cmd + Shift + Decrease Bar Count	Cntrl + Shift + Decrease Bar Count	Removes the second measure without removing the first measure (because often the first bar is important, but you still want to remove from the front.)
	Arrow Up	Arrow Up	Move selected notes up
	Opt + Arrow Up	Alt + Arrow Up	Move selected notes up (an octave)
	Arrow Down	Arrow Down	Move selected notes down
	Opt + Arrow Down	Alt + Arrow Down	Move selected notes down (an octave)
Virtual Pedal	Arrow Left	Arrow Left	Move notes left by a division (eg. 16th note)
	Arrow Right	Arrow Right	Move notes right by a division (eg. 16th note)
	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)
Drum Set Editor	L	L	Trigger left foot switch (accent)
	P	P	Trigger right foot switch (pause)
	R	R	Trigger right foot switch (pause)
	Arrow Down	Arrow Down	Select next instrument
	Shift + Arrow Down	Shift + Arrow Down	Select next instrument (grow/shrink selection)
	Arrow Up	Arrow Up	Select previous instrument
Editable Fields	Shift + Arrow Up	Shift + Arrow Up	Select previous instrument (grow/shrink selection)
	Delete/Backspace	Delete/Backspace	Delete selected instrument(s)
	Escape	Escape	Clear instrument selection
	Return	Enter	Save
	Escape	Escape	Cancel

# Changelogs

Please find the changelogs 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](mailto:support@singularsound.com).

## 2.0.4 Changelog 12/15/25)

- Implemented **BeatBuddy 1 and BeatBuddy 2 project modes**
- Added conversion **feature to convert BeatBuddy 1 projects to BeatBuddy 2 projects**
- **Implemented Autopilot** (in BeatBuddy 2 mode)
- **Added support for HD drum sets** (in BeatBuddy 2 mode)
  - Allowed 32 samples per instrument in HD drumsets (.DRMX), non-HD drum sets (.DRM) are limited to 16 samples per instrument
- Made improvements to the error message in the project footer
- Made the purple playback point reset to the beginning when the track is stopped using the MIDI editor's Stop button
- **Implemented drum folders** (in BeatBuddy 2 mode, for organizing drums into folders on BeatBuddy 2)
- **Created and added support for Drum Set Folder files** (.PBDF). These files can be used to import multiple drum sets inside of a folder.
- Improved cleaning of unused files on save
- Improved UI and MIDI editor scrolling experience
- Made speed improvements on saving the project, exporting, and converting
- Improved conflicts between the browsers undo/redo functionality, and BBMO's undo/redo functionality
- Changed default choke fill delay from 1/4 to 1/8 (more commonly used)
- Updated terms of service and now requires 'Agree' checkbox to be ticked before using BBMO
- Allowed duplicating a drum set with empty instruments, to more easily make multiple drum sets from an empty template. Note, you cannot save a project if an instrument is empty
  - Before, the instruments without samples would get deleted when you copied a drum set.
  - Now you can set up all the instruments, then make copies to have different drum sets using different samples, without having to re-add all the empty instruments again
- Added a 3rd party cookies pop-up
- **Implemented a new start page design**
- **Implemented a unified login system**, login via your [singularsound.com](https://singularsound.com) account

## Bug Fixes

- Fixed issue with Default Drum Set dropdown list showing as transparent in light mode
- Brought back the Bar Count field in the MIDI Editor for fill files
- Fixed the error pop-up on entering the project
- Fixed issues scrolling in the MIDI editor
- Fixed issues importing files in various non-4/4 time signatures
- Fixed playback starting in the wrong place if you click on the grid to place a start point for playback in the MIDI editor window

# Changelogs

- Fixed issues with deleting the currently open drum or drum folder
- Fixed an issue with the virtual BeatBuddy where the last part's transition would not wait until the end of the measure to complete the transition during playback on the BBMO
- Fixed the issue in the virtual player where the transition would loop indefinitely
- Fixed the issues caused by importing specific songs
- Fixed the issue when adding several blank velocity layers, which corrupted the drum set
- Fixed playlist numbering when some are deleted and added on the BeatBuddy 1 or 2 (only ever have playlists 1-17)
- Fixed error reporting in drum set - now shows all errors instead of just the first error in the list
- Required a double click for editing the project name
- Allowed nested folders in the song editor's drum set dropdown to support Drum Folders
- Set fill choke delay to be set to 1/8 note by default when adding an instrument to a choke fill group for the first time
- We now display the official icon next to official Singular Sound drum sets, these drum sets are designated internally and cannot be set by customers or third parties
- Made the selection box range's outline in the MIDI editor more easily visible in dark mode
- Allowed symbols (such as !#\$%&\$><~\*^%+-(.)'"/) in the text fields on bbmo (such as song name, folder name, playlist name, drum set name, etc)
- Allowed symbols common in other languages (e.g. áéíóú, ñ, ü, etc)
- Fixed an issue where a note would choke itself in the virtual player
- Fixed crash on BBMO when certain bad files are imported
- Increased logging in case of errors
- Fixed an issue where MIDI notes would disappear after moving them in certain cases
- Fixed issues with searching for a song and moving it within the filtered search results
- Fixed an issue with new blank songs where the tempo would reset to the default 120bpm if you first changed the tempo, then created/imported a MIDI file in an empty slot
- Fixed an issue where a part with no transition file would visually display a transition on the virtual BeatBuddy before each fill in autopilot in the BBMO
- Fixed issues with file extension capitalization (.drm vs .DRM)
- Fixed freeze when importing a corrupted song
- Fixed an issue where songs could have more than 32 parts, which is the maximum number of song parts
- Fixed bug where you could rename a song from the playlists screen
- Fixed an issue where the MIDI editor would appear blank and be scrolled out of view
- Fixed issue where drums would not show on the BeatBuddy 1 or 2 in the order they were saved in the BBMO
- Fixed issues with the three-dot pop-up menus
- Fixed errors when importing samples (only 16 samples per instrument are allowed in for a regular drum set (.drm), 32 samples in total for HD)
- Fixed bug where you could bypass the sample limit by dragging and dropping multiple at once
- Fixed bug where exporting a song with a new name would also rename it in the project

# Changelogs

- Fixed the MIDI editor incorrectly folding when adding the first note to a track of a newly created blank MIDI file
- Fixed the issue where exporting a song folder with a newly edited name would cause a crash
- Fixed the issue where changing the velocity of a group of MIDI notes would cause a divide by 0 error (for non-nerds, dividing by 0 is not possible, in math this is considered “undefined”)
- Fixed the issue where the screen kept scrolling if you deleted the currently open MIDI file
- Fixed alignment of the beat grid in triplet subdivisions
- Disabled changing tempo while the song is playing since it caused too many edge cases and bugs
- Fixed issues where copying/pasting midi notes would paste unintended MIDI notes
- Fixed the issue where if a song was imported into a project without its intended default drum set, thee default would be set. Now, the standard kit is automatically set as the default drum set in this case.
- Fixed the issue where editing the project name to be shorter wouldn't actually rename the project file
- Fixed the issue where, when creating a new instrument in a drum set that already uses most of the possible General MIDI instruments, the instrument list wouldn't adjust size
- Fixed the issue where double-clicking to add a MIDI note in a blank space of the MIDI editor grid would occasionally not work
- Removed the unnecessary number next to the choke fill delay setting (UI glitch)

# Changelogs

## 1.5.6 Changelog (8/26/25)

- Improvements and fixes to content made using the BeatBuddy Manager Legacy edition on the BeatBuddy Manager Online
  - Pre-existing projects will import song part files to start at the correct time if there is empty space at the beginning of a measure, the MIDI File Start Point will set automatically
  - Short partial measures that used negative MIDI tick values in the BeatBuddy Manager legacy were being ignored by the BBMO in v1.5.4, and were being positioned incorrectly in v1.5.5, v1.5.6 is importing these files correctly
  - Fixed issue with files in BeatBuddy playing back silently when edited in the BBMO and loaded on the BeatBuddy. This was caused by songs that had "negative ticks" in the BeatBuddy Manager Legacy that were then imported and edited in the BBMO. Reimport unaltered content with this version to fix the issue. Note that this will not fix any content that was corrupted originally.
- Filename management improvements
  - Exporting a BeatBuddy song with new name will not change the name of the song in your project
  - MIDI file imports will be named in your project using the name you see in your file explorer, not their original name when created by a/your DAW (if it was edited)
- Playlist numbering issues fixed
- Improved error logging capabilities
- Added a cancel button to build an accent pop-up dialog
- Fixed velocity dynamic range values incorrectly overlapping in drum editor
- Fixed MIDI file exporting so it doesn't also rename the MIDI file in the BBMO on export
- Fixed renaming for folders and drumsets
- Added feature to remove empty measures at the start of an imported MIDI file. This is particularly useful if you use Logic Pro to create your MIDI files.
- Changed alphabetization feature to ignore "an", "the", and "a" when sorting drums or songs
- Fixed issues with resizing MIDI notes, leaving the song, and loading it again
- Fixed MIDI editor grid numbering, sizing, and shading for triplet divisions
- Added a check that each song has a main beat in existing parts before allowing saving
- Made velocity inputs safer, reset velocity if a number isn't entered
- Fixes to UI, spelling, and spacing (mobile background got cut off, and error message became two lines)

## 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

# Changelogs

## 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

# Changelogs

## 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