

BEATBUDDY



This manual was written for firmware version 1.85

To check the Firmware version on your BeatBuddy, press the **Drum Set** and **Tempo** knobs at the same time and select **About BeatBuddy**.

If you do not have the latest version of the firmware,
please visit: myBeatBuddy.com/downloads

If you have any questions, comments or suggestions,
please email us at support@myBeatBuddy.com

We love to help!

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Change Log: Firmware 1.85

Sobriety function

Control how drunk your BeatBuddy is! One of the things BeatBuddy fans always tell us is that they love how their BeatBuddy never gets drunk (or shows up late, or drinks your beer, the list goes on...), but sometimes it's kinda fun to jam with a drunk drummer! So we've included a Sobriety setting (just press the Drum Set and Tempo knob at the same time to enter Settings - it's the fourth option down). When Sober, BeatBuddy plays perfectly as always. When **Tipsy**, BeatBuddy's had a few beers and starts drifting on the tempo a bit. When **Drunk**, BeatBuddy has had way too many beers and a few shots and starts drifting on the tempo A LOT as well as throwing in some random fills. When **Wasted**, BeatBuddy is probably a danger to himself and to others, especially your musical sanity -- he'll be all over the place tempo wise, throwing in random drum fills, transitioning to other song parts when he's not supposed to and just banging on the cymbals in the most annoying way. Luckily, unlike your human drummer, BeatBuddy sobers up instantly. Just change his setting :-)

Sleep Mode

You may have noticed that like most guitar pedals, the BeatBuddy does not come with a power button. The only way to turn it off is to unplug it. So we created a sleep mode that puts the BeatBuddy in a low power state. Just press the Drum Set and Tempo Knobs at the same time to enter Settings and select Sleep Mode. This will put your BeatBuddy to sleep until you're ready to jam with him again. Don't worry, unlike most heavy sleeping drummers, the BeatBuddy can be woken up with a touch of any button or knob.

Visual Metronome while stopped

Many players have told us that they begin some songs by playing alone and then bringing in the drums after an intro -- but it's hard to play that intro to the right tempo without the drum going. So we made the visual metronome active while in stopped mode so you have a visual cue of the tempo of the drums when you bring them in. And since some intro fills aren't full bar fills (they may start on the second or third beat of the bar, instead of the first), the beat where the intro fill starts is darker than the rest. But if you like the way your BeatBuddy was without the visual metronome active while stopped, you can adjust it in **Settings > Main Pedal > Visual Metronome**.

Hands free folder navigation

You can set your footswitch to go to the next song or to the last song in a folder, but until now there was no way to use the footswitch to enter or exit the folders themselves. So we added the capability that when a footswitch is set to Song Advance or Song Back, holding the footswitch down enters or exits a folder. Please note that this will only work with Momentary (unlocked) type footswitches, not latching (locked) ones. We changed Official BeatBuddy Footswitch from latching to

momentary around 1 year ago. To test the type of footswitch you have go to **Settings > Footswitch > Footswitch detector**.

Complete MIDI Control

One of the most common requests we have gotten is for full MIDI support so that the BeatBuddy can be integrated with other systems, programs and devices. We have worked extensively to map (with MIDI CC Controls) practically every function of the BeatBuddy to MIDI so that you guys can have the most powerful possible tool and use it in creative ways. You can control the Volume or Tempo with an app like MIDI Designer. Or you can set a MIDI footswitch to trigger an outro fill with a single press or to skip from song part 1 to song part 3 and then back to song part 2 -- you can skip to any part at will! This is especially useful for Keyboard Players who would like the BeatBuddy to sit next to them on the keyboard instead of on the floor so they can see the BeatBuddy's screen. For full details on MIDI Mapping, see the User Manual.

Autopilot Mode

Because of the BeatBuddy's new capability to respond to CC commands, it is possible have the CC commands programmed into them so fills and transitions are played automatically. We will be releasing new versions of the Most Popular Cover Songs packages in the BeatBuddy Library which the BeatBuddy will play the way the original song was played -- but you will still have the capability to improvise using all of the BeatBuddy's live control functions. Stay tuned for the announcement regarding this new content.

Instant song selection with Bank Select / Program Change

Now you can use Onsong or other apps to instantly go to a certain beat when selecting a song -- this is especially useful for musicians who have hundreds, if not thousands, of songs in their repertoire and don't want the hassle of search for that one beat on their BeatBuddy when the audience requests a random song. Just select the song in Onsong, and your BeatBuddy will instantly go to the beat you have set to that song!

Technical Detail

To select a song, set your app to MSB 0 (make sure this value is always 0), LSB (0-127) selects the BeatBuddy song folder where 0 is the first folder, 1 is the second folder, etc. -- we know this is confusing, but that is how the MIDI standard works, beginning at 0, not at 1. And Program Change selects the song in the folder, where Program Change 0 is the first song, Program Change 1 is the seconds, etc.

MIDI Merge

The BeatBuddy now has the capability to merge MIDI commands it receives with the MIDI commands the BeatBuddy generates and output the merged commands through the MIDI Out port. This allows you to use a tablet to control the settings on your BeatBuddy and other devices in your MIDI chain while at the same time using the BeatBuddy as a source of MIDI clock and other MIDI commands. The MIDI Merge

protocol we developed has the lowest possible latency. To enable this feature, select: Settings > Main Pedal > MIDI Messages > MIDI Out > Output Type > MIDI-Merge

Added additional settings

Settings > Main Pedal > MIDI Messages > MIDI Out > Sync > Always On / While Playing / Disable

You can now set when the MIDI Clock signal is sent out by the BeatBuddy. This is useful for if you want to play with your MIDI connected device (like your looper or effects), but one of your songs doesn't include the drums, so you don't want the BeatBuddy's tempo affecting your other device.

Settings > Main Pedal > MIDI Messages > MIDI In > Control Change (CC) > Enable / Disable

You may want to pass CC MIDI commands through the BeatBuddy to your other devices, but not have the BeatBuddy be affected to them.

Settings > Main Pedal > MIDI Messages > MIDI In > Notes Off > Choke Notes / Ignored
BeatBuddy now chokes notes when external notes are received with a velocity of 0. This allows long notes to be cut short.

Settings > Main Pedal > MIDI Messages > MIDI Out > Notes > Enable / Disable

Some devices (notably the Pigtronix Infinity) have trouble when receiving MIDI Notes, so we have set this default to off. If you wish to turn on MIDI Out Note streaming so the BeatBuddy's MIDI notes are sent to another device (such as your DAW), change this setting.

Settings > Main Pedal > MIDI Messages > MIDI Out > Next Part & Time Signature > Enable / Disable

Some devices (notably, the Eventide Timeline) seem to have problems when receiving certain MIDI Messages, such as the the time signature midi message or the Next Part Midi message (CC102).

Many bug fixes:

Critical bug that was causing the BeatBuddy to reset after 2 to 3 hours of playing
Bug that caused a reboot of the BeatBuddy when no accent hit was present and footswitch was pressed

USB connection bug that prevented correct operation when BeatBuddy is in Folder / Drum Set / Song Selection window

Various minor bugs

Firmware 1.41

Count-in intro

This changes the intro to a single rim shot sound per beat. So if the song is in 4/4 time, it will play 4 rim shots to count you in before the main beat starts. This is very useful when playing with other musicians, so you can all start on time! Select: Settings > Main Pedal > Intro > Count in.

Disable default tempo

This will turn off the song's default tempo, so when you are changing between songs, it will keep the tempo you set it at instead of changing to that song's default tempo. This is very useful when you know the tempo of the song you want to play but are not sure which beat to use, so you can try many different beats quickly without having to adjust the tempo each time. Select: Settings > Main Pedal > Default Tempo > Disable.

Disable default drum set

This will turn off the song's default drum set, so when you are changing between songs, it will keep the drum set you set it at instead of changing to that song's default drum set. This is very useful when you know which drum set you would like to use (especially if you're trying out a new drum set that you downloaded), but are not sure which beat to use, so you can try many different beats quickly without having to adjust the drum set each time. Select: Settings > Main Pedal > Default Drum Set > Disable.

Press Drum Set knob to set Default Drum Set

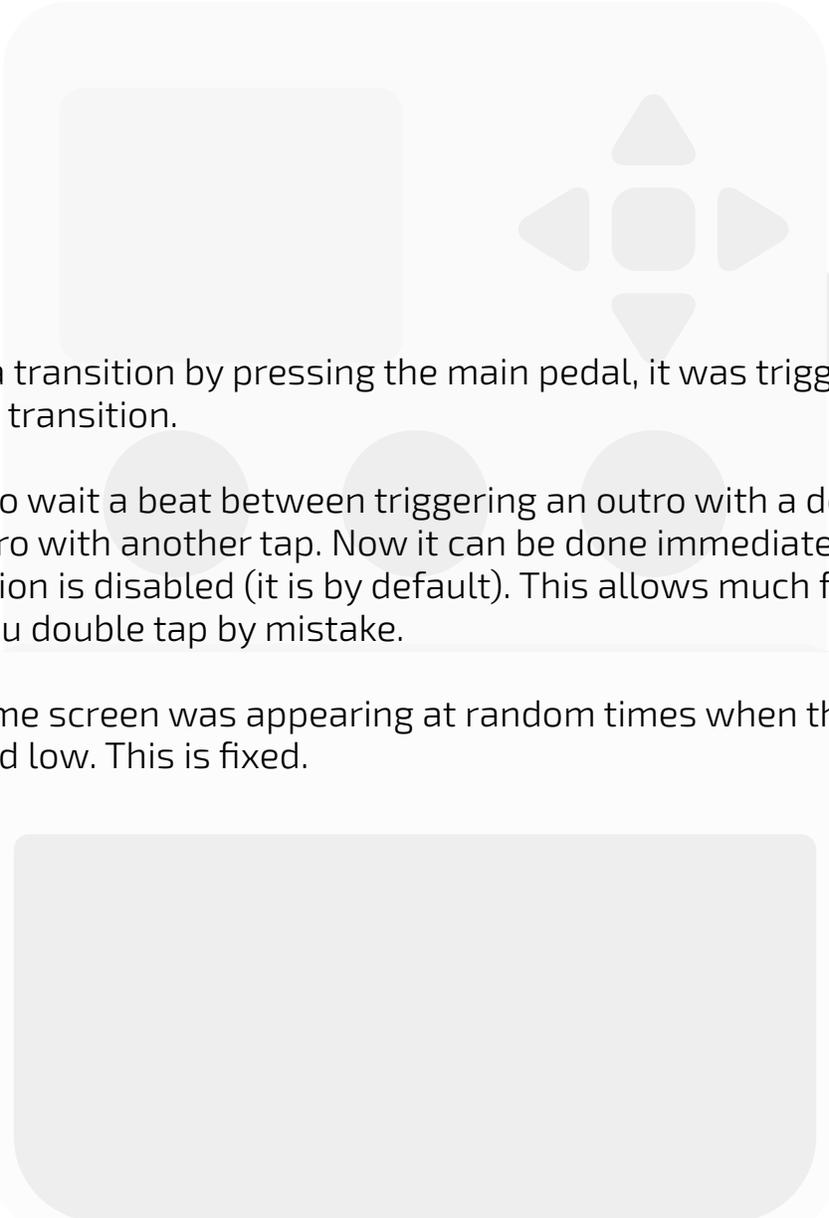
Now you can set the default drum set of a song by holding down the drum set knob, in the same way you can set the default tempo by holding down the tempo knob.

Added 0% and 100% in the cue fill period

At 0%, when the pedal is pressed the drumfill & transition always trigger immediately. At 100% the player always wait until the next bar before launching the drumfill & transition. Default is set to 0% so that fills and transitions are always triggered immediately. To change, select: Settings > Main Pedal > Cue Period

Support of External MIDI notes

Do you edit beats in other software and want to test it on the BeatBuddy without having to load it into a song? Do you have an Electronic drum set that you want to trigger better quality sound? Now if you stream MIDI notes into the BeatBuddy IN cable, the BeatBuddy will play those MIDI notes on the BeatBuddy's ultra high quality drum sets!



Bug Fixes

When Cancelling a transition by pressing the main pedal, it was triggering an outro fill. It now cancels the transition.

It was necessary to wait a beat between triggering an outro with a double tap and cancelling the outro with another tap. Now it can be done immediately. As long as the triple tap stop option is disabled (it is by default). This allows much faster cancelling the outro when you double tap by mistake.

Headphones volume screen was appearing at random times when the headphones volume was turned low. This is fixed.

1. Introduction

Congratulations and thank you for purchasing your BeatBuddy!

What it does

BeatBuddy is the world's first pedal drum machine that enables musicians to easily control the beat hands-free. Just by pressing a pedal, you can start a beat, insert fills, transition from verse to chorus, throw in drum breaks (pauses), trigger accent hits such as hand claps or cymbal crashes and more! It is the closest thing to having a real drummer. And it won't drink all of your beer! In fact we have a **Sobriety setting** so you can control how drunk your BeatBuddy gets, no beer required!

Content format

The BeatBuddy is a MIDI based drum machine. The beats in the songs are MIDI files. MIDI files are like musical notes on sheet music, which tell the musician what to play on an instrument. The drum sets on the BeatBuddy are collections (libraries) of WAV sound files - which are recordings of the actual drum sounds. The MIDI files trigger the WAV files in the drum sets. That is how the BeatBuddy is able to play any beat, any time signature, using any drum set at different tempo settings to get a completely different sound.

Whenever possible, the BeatBuddy's drum sets and beats were set up using the [General MIDI Drum Map](#), so that most beats work with most drum sets.

Please note that not all beats and drum sets sound good together -- it may sound strange to play jazz beats on a heavy metal drum set -- or it may sound cool! You decide.

Content Organization

The BeatBuddy's beats are organized into 'songs', each comprising 'song parts' (such as verse or chorus). Each song part has a main beat loop, an accent hit and multiple fills associated with it. When transitioning between song parts, the song parts are played in order until the last song part is played, and then it goes back to the first song part.



The entire combination of songs and drum sets on your BeatBuddy is called a **Project** and is all stored on the SD card. You may have one Project per SD card.

What the BeatBuddy is Not

The BeatBuddy is not a traditional drum machine:

Drum machines have traditionally been used to create beats. The BeatBuddy is a performance tool, and cannot be used to create beats. New beats can be created on the many beat creation software programs available (such as Guitar Pro, Cubase, ProTools, GarageBand, Ableton, EZ Drummer, etc.) and loaded onto the BeatBuddy with the BeatBuddy Manager Software (available as a FREE download at myBeatBuddy.com/downloads).

The BeatBuddy is not a traditional effect pedal:

Unlike other effects pedals, the BeatBuddy is not intended to modify your instrument's sound. It has input jacks only in case you want to put both the BeatBuddy and your instrument into the same sound system without the need for a mixer. The beats are not changed by your instrument's sound. No instrument needs to be plugged into the BeatBuddy for it to work normally, so the BeatBuddy can be a stand-alone tool used by any musician.

2. How to plug in.

Power

The BeatBuddy uses a 9V 500mA center-negative power supply.

If you use a power supply of more than 9V or plug it directly into AC power you will destroy your BeatBuddy, and your warranty will NOT be valid! This would be painful for everyone - especially your BeatBuddy. Do not do this!

The power supply must have a minimum of 300mA (0.3 Amps) for the BeatBuddy to turn on. More amps won't harm your BeatBuddy. If you use a center-positive adapter, it won't harm your BeatBuddy either, but your BeatBuddy won't turn on.

Using your pedal board's power supply

If you would like to use your pedal board's 'octopus' power supply (a single power supply that powers all of your pedals), make sure it is 9V and center negative (most are) BEFORE plugging it in! To calculate if your pedal board's power supply has enough Amps to power the BeatBuddy, add up all of the Amps that your other pedals require (usually written on the bottom of the pedal. Remember: 1000 mA [milliAmps] = 1.0 A [Amps]) and add 0.3 Amps for the BeatBuddy's requirement. If this total is more Amps than your power supply can produce (for example, the total of all of your pedals plus the BeatBuddy is 2.5 Amps but your power supply can only produce 2.0 Amps), then the BeatBuddy won't turn on (neither will any of your other pedals), because there isn't enough power available.

SD Card

All of the BeatBuddy's content (beats, drum sets) are stored on the SD card. The SD card must be properly inserted into the BeatBuddy for it to work.

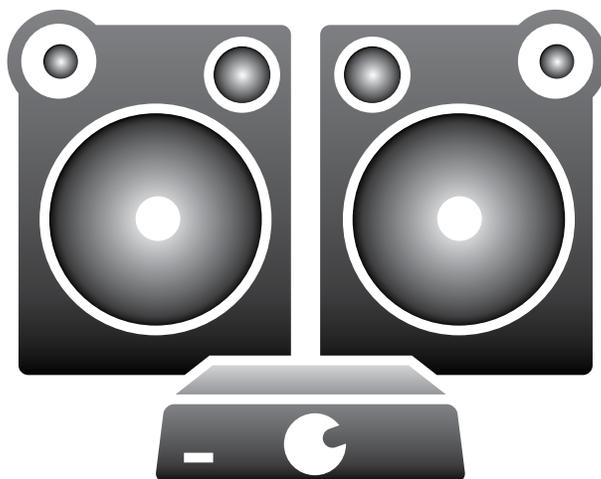


The BeatBuddy SD card comes loaded with 10 drum sets and 200+ songs in many different styles. If you lose your SD card, you can download the default BeatBuddy content to put on a new SD card at myBeatBuddy.com/downloads.

Sound System

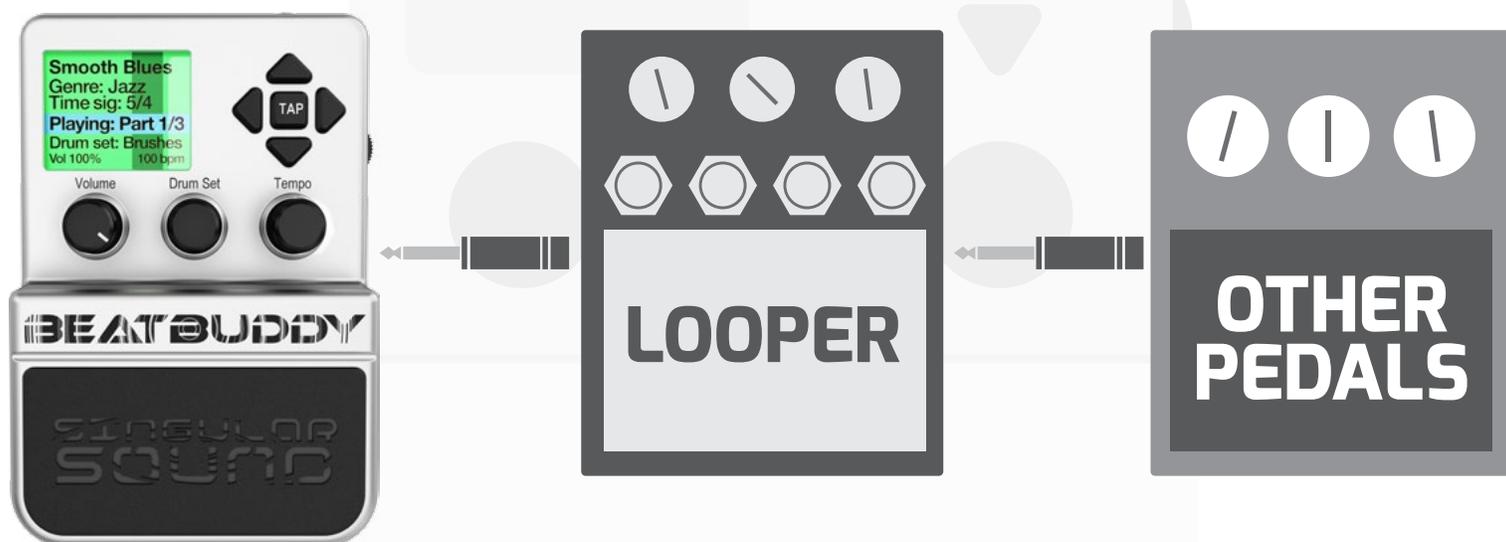
BeatBuddy can be used without an instrument plugged into it. It will produce sound whether an instrument is plugged into it or not. The input jacks are there in case you want to put both the BeatBuddy and your instrument sounds into the same speaker without the need for a mixer.

The BeatBuddy produces 'line-out' level analogue sound, similar to a standard music player or computer headphones jack. You can plug the BeatBuddy into any speaker system that accepts 1/4" (6.5mm) or 1/8" (3.5mm) audio jacks.

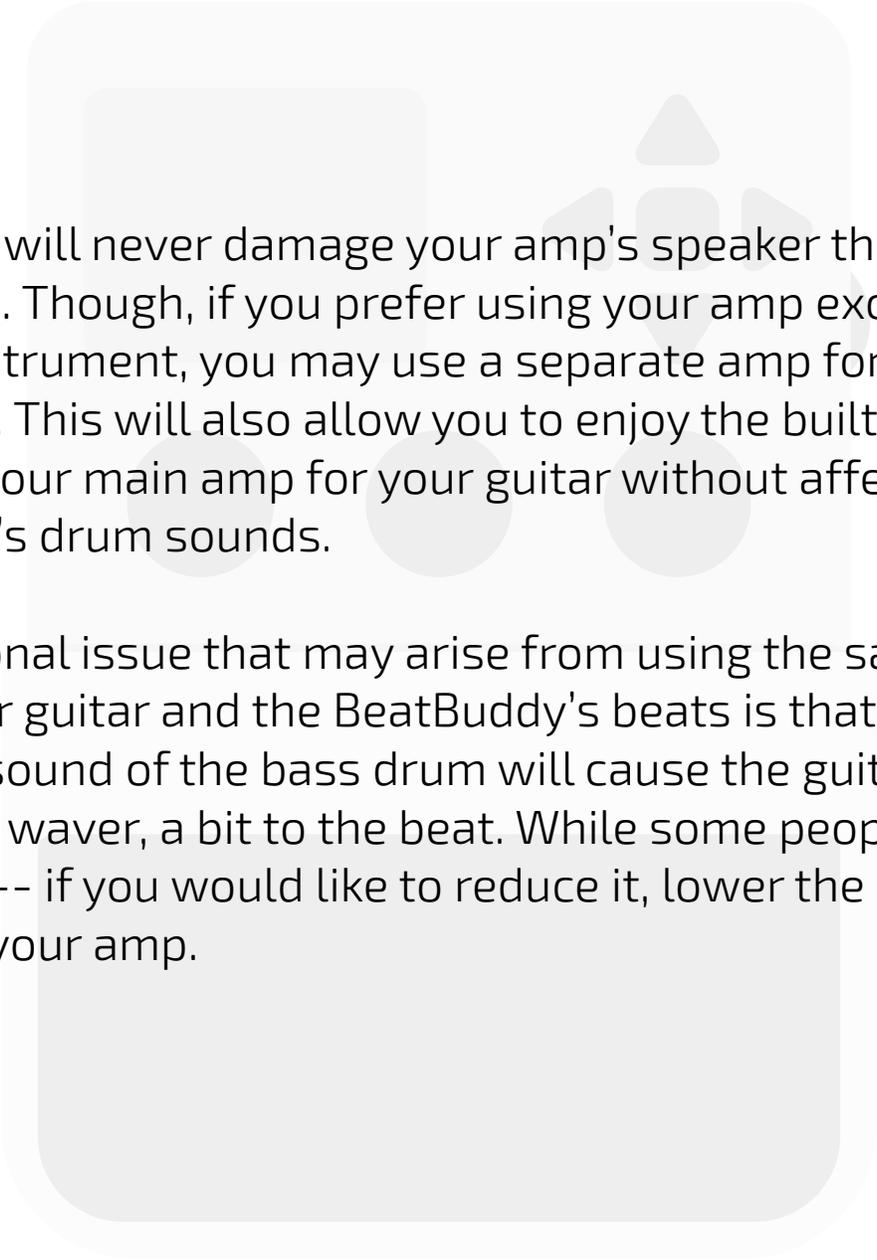


However, like all audio, the better the sound system it is plugged into, the better the BeatBuddy will sound. The BeatBuddy sounds best when played through a high quality full range stereo sound system. A PA system or a home stereo system is ideal (you can plug the BeatBuddy's headphones port into the Aux input on your home stereo or guitar amplifier, if it has one).

Many electric guitar amps and bass amps are not full range speakers (they clip off the higher frequencies), so they muffle the BeatBuddy's sound. Acoustic guitar and keyboard amps are full range. If you're not sure if your amp is full range, listen to the BeatBuddy on high quality headphones to compare. If there is a considerably noticeable difference in the audio, then connecting it to a higher quality full range speaker system will enable you to hear the BeatBuddy's full potential. But as always, trust your own ears and do what sounds best to you.



If you have the BeatBuddy plugged into an amp, any effects on the amp will affect the sound of BeatBuddy (unless the BeatBuddy is plugged into your amp's AUX jack, then it is fine). So if your amp's distortion is on, the beats will sound distorted. It is highly recommended to have your amp set to a 'clean' neutral tone for the best sound and use other effects pedals instead of the amp's effects. If you are using BeatBuddy with other effect pedals, it is recommended to place BeatBuddy after all of the other pedals in the effects chain so that the BeatBuddy's sound isn't affected by your other pedals.



BeatBuddy will never damage your amp's speaker through normal use. Though, if you prefer using your amp exclusively for your instrument, you may use a separate amp for BeatBuddy. This will also allow you to enjoy the built in effects of your main amp for your guitar without affecting the BeatBuddy's drum sounds.

One additional issue that may arise from using the same amp to play your guitar and the BeatBuddy's beats is that on some amps, the sound of the bass drum will cause the guitar to tremolo, or waver, a bit to the beat. While some people love this effect -- if you would like to reduce it, lower the Bass (Low) setting on your amp.

3. How to use the BeatBuddy

1. **Visual Metronome:** Shows where the beat is in the measure
2. Name of song
3. Folder where song is stored
4. Time signature of beat
5. Playback status
6. Drumset currently selected
7. Volume and tempo values



- a. **Volume knob:** Adjusts the volume of the beats. Does not affect the sound level of any instrument that is plugged into the BeatBuddy
- b. **Drum Set knob:** Changes the drum set (sounds) being played by the beat.
- c. **Tempo knob:** Scroll to change the tempo (speed) of the beat, measured by BPM (Beats Per Minute). Press to enter the Songs selection screen. While in Songs selection screen, turning the tempo knob scrolls through songs and pressing the tempo knob selects the currently selected song. Pressing the Drum Set knob exits to the Folder selection screen (where you can use the Tempo knob to scroll through and select a folder) and pressing the Drum Set knob again exits to the home screen.
- d. **Up/Down arrows:** Scroll up and down in the screen menu
- e. **Left/Right arrows:** Selects folder/song (right arrow) exits folder (left arrow)
- f. **Tap button:** Enters Tap Tempo mode: Press the button or pedal to the tempo of a song, and the BeatBuddy will calculate the tempo BPM
- g. **Headphones Volume:** Controls the volume sent to the headphones jack (including beats and any instrument sound, if present)



When song is playing:
Pause/unpause beat

When no song is playing:
Advances to next song in the folder



First tap: Start beat (with optional intro fill)
Tap once: Insert fill (different fill each time)
Hold down: Begin transition
Release: End transition and advance to next song part
Double tap: End song (with optional outro fill)
When no song is playing: Hold down to enter tap tempo mode

Inserts accent hit (can be any sound & different for each song part)
Option*: Dedicated tap tempo

Advanced Commands

Tap pedal once during outro fill or transition to cancel the outro or transition and return to the song part that was playing.

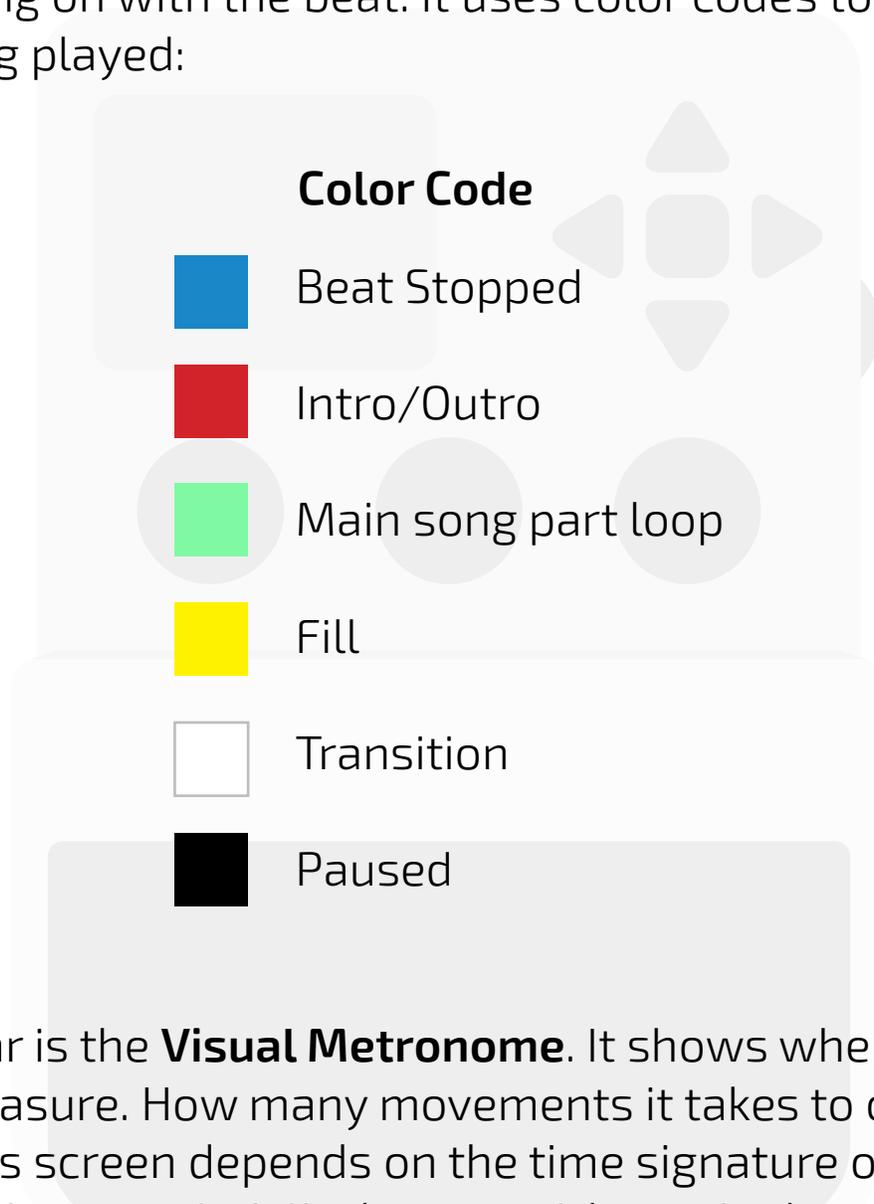
While song is paused:

- Tap pedal to restart the beat with a fill.
- Hold down pedal to stop song. This is useful if you want to stop the BeatBuddy immediately without an ending fill by pausing it.

*Footswitch functions can be changed in the Settings menu by pressing the Drum Set and Tempo knobs at the same time

Visual Display:

The BeatBuddy uses a first of it's kind visual display to show you what is going on with the beat. It uses color codes to show what part is being played:



The dark bar is the **Visual Metronome**. It shows where the beats is in the measure. How many movements it takes to cross the BeatBuddy's screen depends on the time signature of the beat. If the time signature is 4/4, there are 4 beats in the measure and so there are 4 movements to cross the screen. If the time signature is 5/4, then there are 5 movements, etc. All fills and transitions end at the end of the measure, so you can know when the beat will change by watching when the bar will reach the end of the screen. This is great for timing your song changes.

Type of footswitch: It is highly recommended you use the official [BeatBuddy footswitch](#) (sold separately), since we designed our footswitch to withstand the heavy use of a BeatBuddy performance. If you are not using a BeatBuddy footswitch, make sure that the footswitch is compatible with the BeatBuddy and that the BeatBuddy is configured to the type of footswitch you are using. The BeatBuddy is compatible with standard momentary or latching dual footswitches which have a single TRS (Stereo) ¼" output (one switch is connected to the Left channel and the other to the Right). It is NOT compatible with ABY switches.



Make sure that the footswitch is connected to the BeatBuddy with a stereo (TRS) cable and that the cable is plugged in all the way.



To configure the BeatBuddy to your footswitch, press the Drum Set and Tempo knobs down at the same time to enter the Settings menu. Select 'Footswitch' and then 'Footswitch Detector' and follow instructions. The BeatBuddy will save your settings, so you only have to use the 'Footswitch Detector' again if you use a different footswitch.



4. Tips & Tricks

- Want to know which beat to use with a particular famous song? Or would you like to find a custom beat made just for that song? Look it up on the our [BeatBuddy Tools](#) page!
- Navigate through settings, folder and song lists quickly by turning the Tempo knob. Pressing the Tempo knob selects an item and pressing the Drum Set knob exits the current setting or folder.
- End the song with fast presses on a cymbal crash accent hit to simulate a drummer doing a 'swell' as the song ends with a big finale.
- Stepping on both the Pause and Accent hit footswitches at the same time stops the drums with a crash cymbal sound (if the accent hit is a crash cymbal) -- a nice effect.
- While paused, press on the main pedal to unpaue with a fill by pressing the main BeatBuddy pedal instead of using the footswitch to unpaue with the regular main beat. This adds a dramatic flourish when unpausing the beat.
- Starting a song with a double tap will play just the outro fill and end the song... when only a single fill is required!
- If the song or drum set name is too long to be displayed on the screen, you can see it scroll again by pressing the Drum Set or Tempo knob twice.

- Hold the Tempo or Drum Set knob down to set the default tempo or drum set (respectively). So if you like a certain tempo or drum set for a certain song, you don't have to adjust it every time you select that song. The setting will be saved!
- If you know you want a certain tempo or drum set, but are not sure which beat to use, disable the default tempo and/or drum set in the Settings menu so that you don't have to keep adjusting the tempo and drum set while changing songs.
- To navigate between folders hands free, set one of the footswitch buttons to song advance or song back. Pressing once when the song is stopped will go to the next or last song in the folder, holding the footswitch button down will exit or enter a folder. To select a song in the folder, press the main BeatBuddy pedal.
- You can load a rimshot sound ('ba dum tss') or the sound of applause into the first accent hit of a song, and use it as comedic relief in a show.
- Use the BeatBuddy Manager (see next section) to create a folder on the BeatBuddy with the songs you'll use for a show (you can name these folders "Coffee House Gig", "Tuesday Nights", etc.), so you don't have to navigate to find the songs you want in a live performance. For added ease, use a footswitch attachment to scroll through the songs, hands-free.

If you think of a cool new tip or trick, please share it with the BeatBuddy community at myBeatBuddy.com/forum.

Thanks! :-)

5. BeatBuddy Manager

Extra content can be downloaded from the BeatBuddy Online Library at myBeatBuddy.com/library or from the user forum at myBeatBuddy.com/forum.

BeatBuddy Manager software (available for free download at myBeatBuddy.com/downloads) will enable you to manage BeatBuddy content. Re-arrange the content on the BeatBuddy, create new songs by importing MIDI files, add existing songs to the content, and load an SD card with the content.

To use the BeatBuddy Manager software with your BeatBuddy, you can either connect the BeatBuddy to your computer with the included USB cable (make sure the SD card is properly inserted in the BeatBuddy), or put the BeatBuddy's SD card in your computer's SD card reader. Then when you are finished, insert the SD card back in the BeatBuddy.

6. Settings

The settings give you many options to customize the BeatBuddy to suit your needs and playing style. To enter the Settings screen, press the Drum Set and Tempo knobs at the same time.

You can use the arrow buttons to navigate the settings, or use the tempo knob to scroll up and down.

Pressing the Tempo knob selects the currently highlighted item.

Pressing the Drum Set knob exits to the previous screen.



Sleep Mode

This puts the BeatBuddy in a low power state -- wake him up any time by pressing any knob, button or pedal.

Footswitch

Footswitch > Footswitch Detector

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

Footswitch > Footswitch Configuration

Manually adjusts the footswitch settings. Not necessary if you use the Footswitch Detector.

Footswitch > Footswitch Configuration > Footswitch Type

Sets the type of footswitch. Either latching (locked - press once for on, press again for off) or momentary (unlocked - press for on, release for off).

Footswitch > Footswitch Configuration > Footswitch Order

Makes the Left switch Right and Right switch Left.

Footswitch > Footswitch Configuration > Footswitch Polarity

The type of momentary switch used. Default Off is when you have to press the switch to turn 'On' the circuit. Default On is when you have to press the switch to turn 'Off' the circuit.

Footswitch Functions

Changes the functions of the optional external footswitch attachment.

Footswitch Functions > 1st Switch Stopped

The function that the 1st switch (Left) will do when pressed while no song is playing.

Footswitch Functions > 1st Switch Playing

The function that the 1st switch (Left) will do when pressed while a song is playing.

Footswitch Functions > 2nd Switch Stopped

The function that the 2nd switch (Right) will do when pressed while no song is playing.

Footswitch Functions > 2nd Switch Playing

The function that the 2nd switch (Right) will do when pressed while a song is playing.

Functions:

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.

Pause/Unpause: Pauses and Unpauses the beat.

Tap Tempo: Sets the Tempo beats per minute to the speed that the switch is tapped.

Song Advance: Loads the next song in the current folder

Song Back: Loads the last song in the current folder

Outro Fill: Triggers the outro fill and ends the song

Main Pedal

Intro

Main Pedal > Intro > Enable

If an Intro beat is present in the song, it will play it normally.

Main Pedal > Intro > Count in

Instead of the intro beat, it will play a single sound for each beat in the first measure to 'count you in' before the main beat starts. This is very useful for when a group of musicians are practicing together and want to all start at the same time.

Main Pedal > Intro > None

No intro is played. The main beat begins immediately when the pedal is pressed.

Default Tempo

Main Pedal > Default Tempo

When enabled, it will automatically load the saved tempo for each song. But if you know the tempo of a song you want to play but 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, press and hold down the tempo knob.

Default Drumset

Main Pedal > Default Drum set

When enabled, it will automatically load the saved drum set for each song. But 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, press and hold down the drum set knob.

Mute Pause

Main Pedal > Mute Pause

When enabled, mutes the beat while paused. Normal pause (mute pause disabled) stops the beat and when unpaused starts the beat at the beginning of the measure. Mute Pause should be enabled when the BeatBuddy is being controlled by another MIDI device so that it doesn't go out of sync with the other device when paused. If MIDI Enabled option is selected, then Mute Pause is automatically enabled when BeatBuddy is acting as Slave in MIDI Sync.

Main Pedal Unpause

Main Pedal > Main Pedal Unpause > Tap

While paused and the main pedal is tapped (pressed quickly), you have the option to unpause the song from the beginning with the intro fill (Intro option) or to unpause with the next fill in the currently playing song part (Fill option).

Main Pedal > Main Pedal Unpause > Hold

While paused and the main pedal is held down, you have the option to stop the song (useful if you want to end the song immediately by pausing it and don't want to have to restart the song to stop it), or initiate the transition into the next song part.

MIDI Messages

See dedicated MIDI Document.

Cue Fill Period

Main Pedal > Cue Fill Period

This allows you to set the amount of the measure that has been played before the fill is played in the next measure, rather than in the current one. So if the setting is at 75%, and you tap the pedal before 75% of the measure has been played, then the fill will start immediately and end in the current measure. If you tap the pedal after 75% of the measure has been played, it will wait until the next measure to play the fill.

Start Beat

Main Pedal > Start Beat > Press/Release

We designed the BeatBuddy to start playing the beat when you release the pedal, rather than when you press down on it. This was to allow us to add additional features, such as entering tap tempo mode by holding the pedal down while a song is stopped, and stopping a song or starting a transition by holding the pedal down while a song is paused. However, this causes around 1/10th of a second of delay in starting the beat (so the BeatBuddy can distinguish between a press and a hold). For most people, not

noticeable. However for those who want to bring the drums in at an exact time, select 'Press' to set the BeatBuddy to start the beat immediately upon a pedal press. Of course, with the 'Press' setting enabled, you can't use the features which require holding down the pedal while the beat is stopped or paused.

Triple Tap Stop

Main Pedal > Triple Tap Stop

When enabled, allows the function of stopping the song immediately with a quick triple tap. This function is disabled by default because some users accidentally triple tap and stop the song unexpectedly when they are attempting to double tap to initiate an ending fill. But it is useful to stop songs quickly - especially if you don't have a footswitch to pause the beat. **PLEASE NOTE:** You will not be able to cancel an outro with an additional tap, if triple tap stop is enabled.

Release Time

Main Pedal > Release Time

Our goal is to make the BeatBuddy sound perfect. And in pursuit of perfection, no detail is too small. When the drummer hits the hi-hat and then closes it, the hi-hat mutes, or 'chokes', the sound of the open hi-hat as it closes. On a physical drum set, the resonance of the open hi-hat fades out as the hi-hat closes. But because the BeatBuddy is digital and was performing this instantly, the transition was too abrupt, creating a 'skipping' sound. So we added a 'release time' algorithm which fades out the choked sound over a period of time. This creates a smoother and more realistic sound. We put in a release time of 100ms (1/10th of a second) because we think this sounds best. But if you want to experiment with the amount of Release Time used, you can adjust it with this setting.

Visual Metronome

Main Pedal > Visual Metronome > Stopped & Playing / Playing Only / Disable

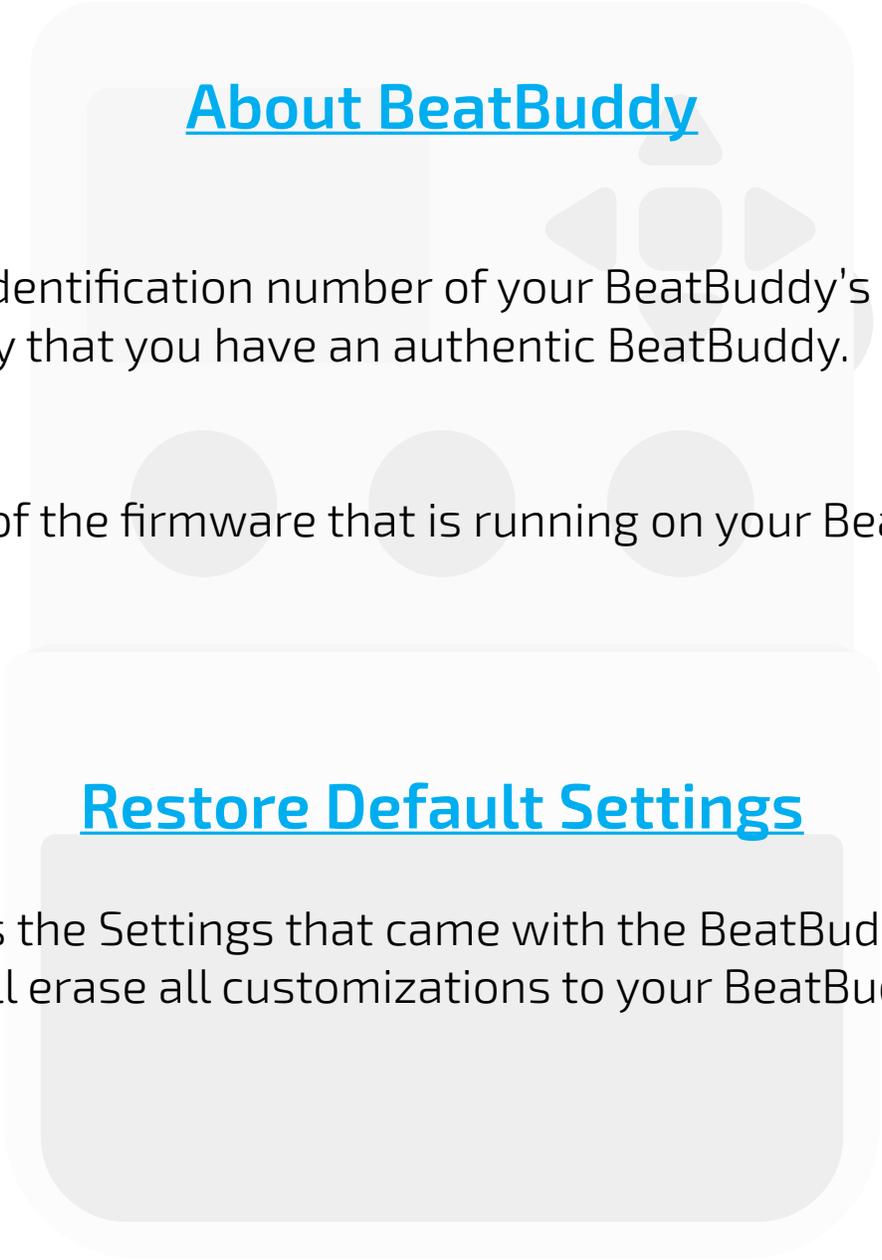
This controls when the Visual Metronome is active.

Sobriety

Sobriety

Sober / Tipsy / Drunk / Wasted

Control how drunk your BeatBuddy is! One of the things BeatBuddy fans always tell us is that they love how their BeatBuddy never gets drunk (or shows up late, or drinks your beer, the list goes on...), but sometimes it's kinda fun to jam with a drunk drummer! So we've included a **Sobriety** setting (just press the Drum Set and Tempo knob at the same time to enter Settings - it's the fourth option down). When **Sober**, BeatBuddy plays perfectly as always. When **Tipsy**, BeatBuddy's had a few beers and starts drifting on the tempo a bit. When **Drunk**, BeatBuddy has had way too many beers and a few shots and starts drifting on the tempo A LOT as well as throwing in some random fills. When **Wasted**, BeatBuddy is probably a danger to himself and to others, especially your musical sanity -- he'll be all over the place tempo wise, throwing in random drum fills, transitioning to other song parts when he's not supposed to and just banging on the cymbals in the most annoying way. Luckily, unlike your human drummer, BeatBuddy sobers up instantly. Just change his setting :-)



About BeatBuddy

ID

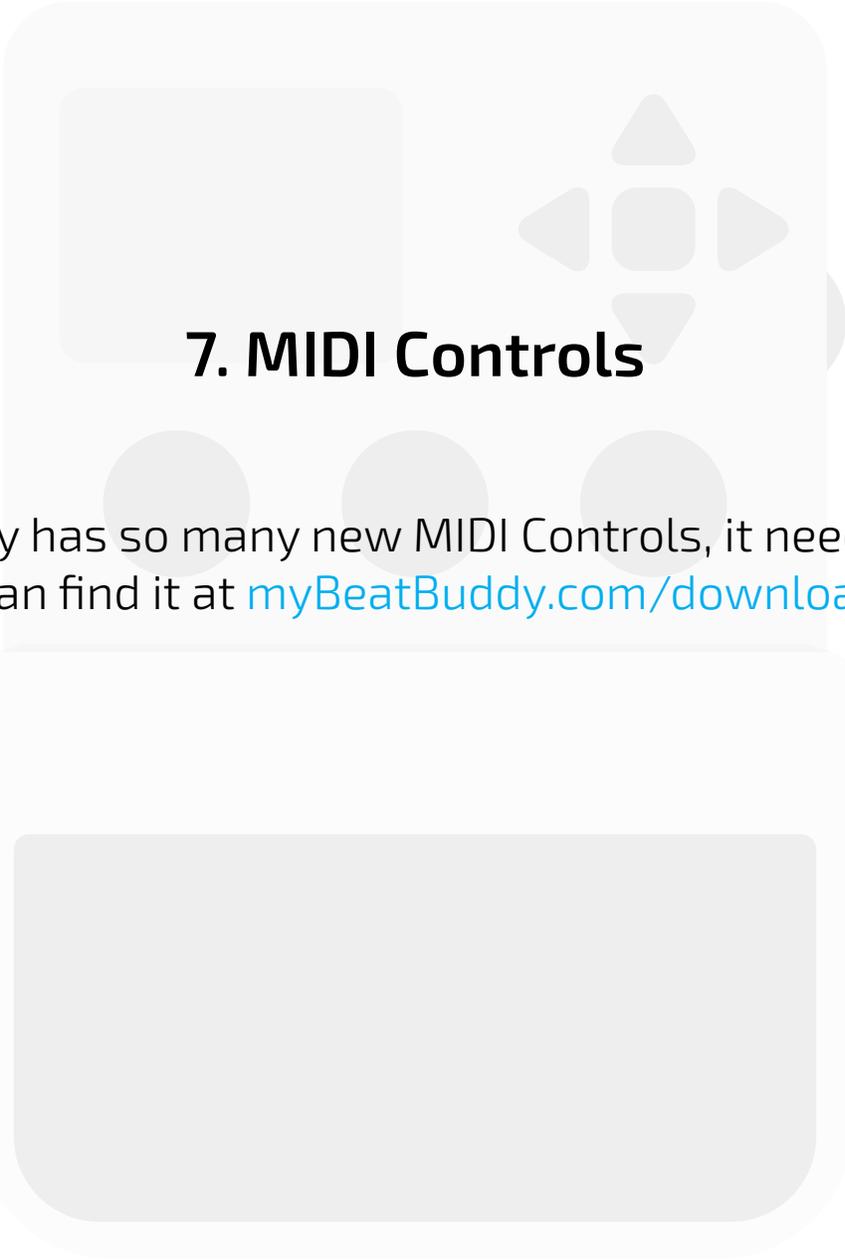
The unique identification number of your BeatBuddy's CPU. This is used to verify that you have an authentic BeatBuddy.

Version

The version of the firmware that is running on your BeatBuddy.

Restore Default Settings

This restores the Settings that came with the BeatBuddy from the factory. It will erase all customizations to your BeatBuddy.



7. MIDI Controls

Our BeatBuddy has so many new MIDI Controls, it needed its own manual! You can find it at myBeatBuddy.com/downloads.

8. Technical Support

If you notice anything strange with your BeatBuddy, first make sure all the cables are firmly connected.

Then power the pedal off for a minute then plug it back in.

If that doesn't work, the files on the SD card may have been corrupted (this happens on rare occasions), and you should delete all of the files from the SD card and re-load your saved Project with the BeatBuddy Manager or the SD Card backup files which have the Default Content that came with your BeatBuddy.

The SD Card backup files and the BeatBuddy Manager Software is available at [myBeatBuddy.com/downloads](https://mybeatbuddy.com/downloads).

If you're having trouble fixing any problems with your BeatBuddy, please email us at support@mybeatbuddy.com

9. Technical Specifications

Dimensions

5" long x 3.5" wide x 2.5" high (127mm x 86mm x 63mm)

Power

9v DC, 300mA, center negative

Output Impedance

~26 ohms

Input Impedance

> 1Meg ohms

Max Input Level

3.5 dBu

Signal to Noise

95 dB typical

D/A

24 bits, 44,1 kHz

Frequency Response

10Hz to 20 kHz

10. Warranty

Your BeatBuddy comes with a full one year warranty on parts and workmanship from the date of purchase. During this period we will repair or replace (at our option) defective units free of charge.

Most issues can be solved by writing to us at
support@myBeatBuddy.com

If we cannot help you fix the problem, we will have you send the BeatBuddy in for servicing.

The warranty remains valid only if the serial number on the unit is not defaced or removed. It does not cover damage due to misuse, unauthorized tampering, accident or neglect.

To validate your warranty please register your BeatBuddy within 30 days of purchase at myBeatBuddy.com/warranty.

Thanks for reading the manual! If there is anything you don't understand, or think that can be explained better, please contact us at support@myBeatBuddy.com or visit the BeatBuddy Community Forum at myBeatBuddy.com/forum