

# Forever Beats

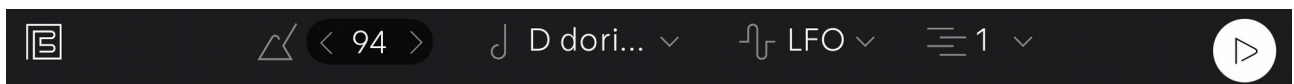
## *The Forever Beats User Manual*

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### Global Sequencer Navigation

On the top panel you can make changes that affect the global behavior of the sequencer.



From left to right:

- The “F” button gives access to the main menu
- Use the stepper to set the tempo
- Use the Scale drop down to set the scale the sequencer is in
- The LFO drop down – more on this in the LFO section

- The composition drop down – this opens a slide down panel for building compositions

## Step sequencer

### Tracks

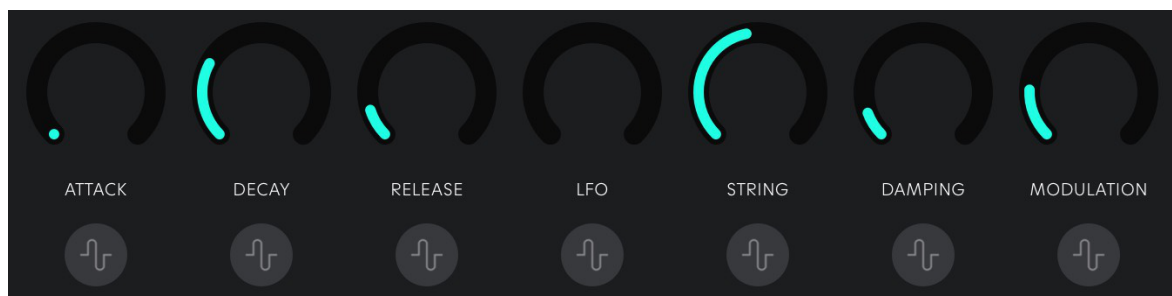
There are 6 tracks and each track has its own instrument. Navigate between the tracks using the numbered buttons on the left hand side. The six instruments are:

1. Kick – a meaty kick drum composed of a mix of sin and saw waves.
2. Snare – in default configuration provides a typical snare noise and can also make a various textural sounds.
3. Metal – FM based synthesizer with square wave partials providing a set of metallic sounds.
4. Drone – A softer sounding synth composed of several partials floating around the stereo space.
5. FM – Uses an FM algorithm and a spring resonator to produce a variety of sounds, some more textural based some more melodically orientated. Not a typical FM synth.
6. Pad – A warm synth with resonance and an LFO.

### Instrument

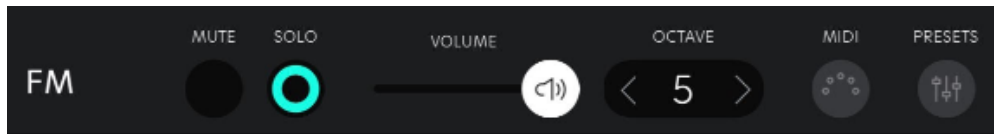
Each instrument has its own set of parameters for changing the sound. These are found in the bottom left panel and modulated with the dials. The left most dials are typically concerned with envelopes, the dials in the middle are the instrument specific parameters and panning (if the instrument has it) is the right most dial.

Each parameter can be modulated with one of two LFOs. See the LFO section for details.



## Track Control

Each track has a set of track specific controls.



From left to right:

1. The instrument name.
2. Mute – mute the track.
3. Solo – solo the track. If multiple tracks are set to solo, they will play together.
4. Volume – set the volume of the track.
5. Octave – set the octave that the instrument of this track is playing in.
6. Open track specific MIDI settings.
7. Select from the available instrument presets.

## Main Sequencer Control

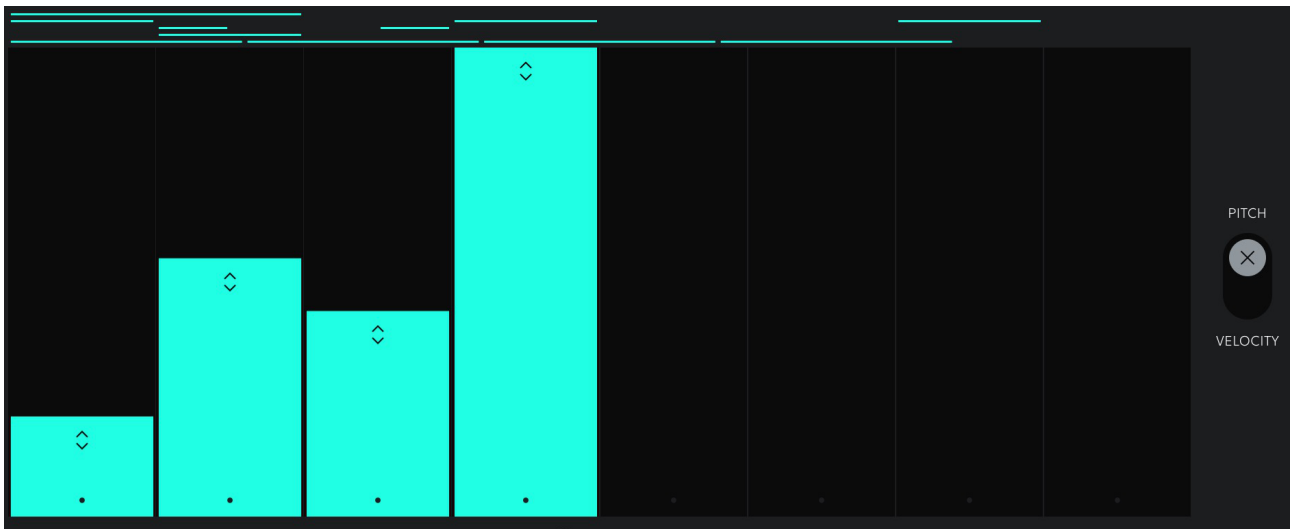
The main sequencer has two modes of operation which are set by the pitch/velocity toggle on the right hand side.

When in Velocity Mode the steppers control the velocity of individual notes. When a stepper bar is as high as it can be, the velocity will be as loud as it can be.

When in Pitch Mode the different heights represent different notes in a range of one octave. The notes are quantized to the scale set in the top navigation bar.

Use touch based gestures to change the pitch/velocity of notes on the step sequencer.

The thin bars above and below the main touch interface indicate what is happening in the other tracks.



## Per Track Sequencer Settings

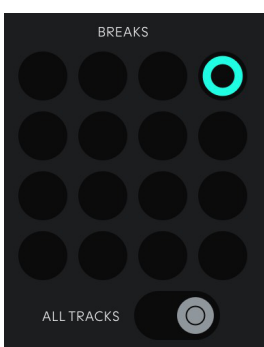
Each track has a couple of tools for manipulating the sequence as it is playing. Combine these features for unexpected results.

## Breaks

The different locations on the 4x4 breaks matrix indicate which steps get triggered and in which order. This can be used for live jamming/performance scenarios or to quickly generate new ideas out of an existing sequence.

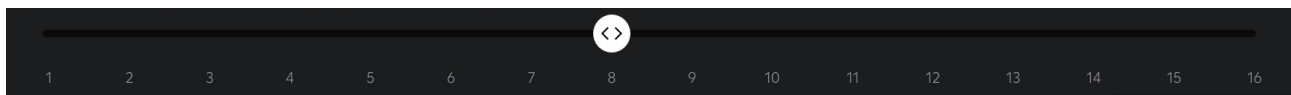
The best results are achieved when it is being applied to all tracks, so the "all tracks" slider should be slid to the right.

The behavior of the breaks feature is also indicated on the main step sequencer. If it enabled the step sequencer will jump through the steps in a different order. All steps that will be played have a small black dot at their base.



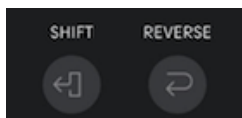
## Variable Step Length

Each track has its own step length. The default is 16. Slide this slider for different tracks to generate polymetric measures.



## Sequence Manipulation

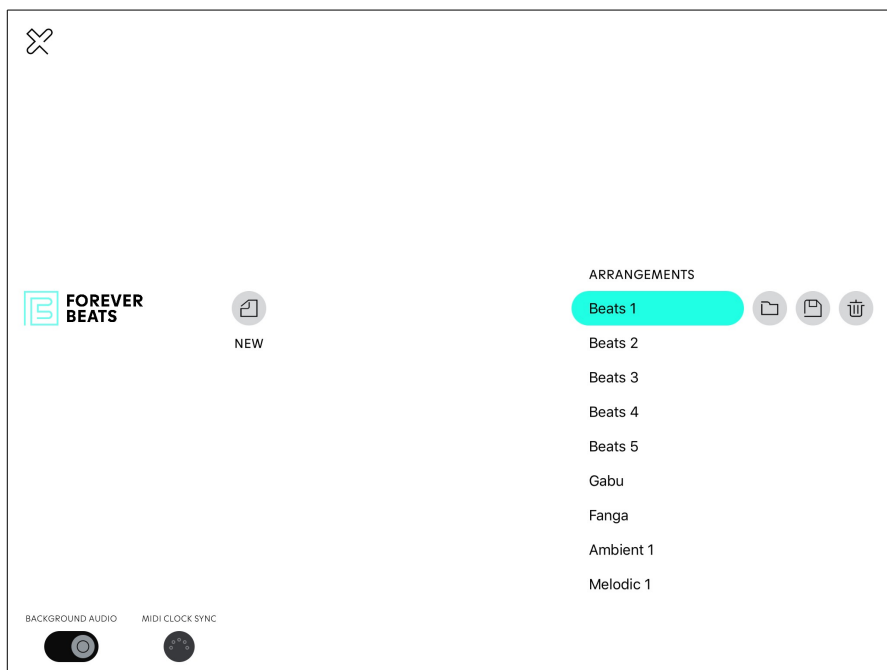
Use shift to shift the whole tracks steps one beat to the left. Use reverse to reverse the sequence of the selected track.



## Settings

On this page are the global settings and options for managing arrangements. An arrangement is considered to be a snapshot of everything on the main interface, including the instrument settings, the composition settings and all of the steps in the step sequencer. On this page are options for creating, loading, saving and deleting arrangements.

In the bottom left are also some global settings. Use the switch to enable/disable background audio and use the MIDI icon to open the MIDI sync dialogue. More on this in the MIDI section.

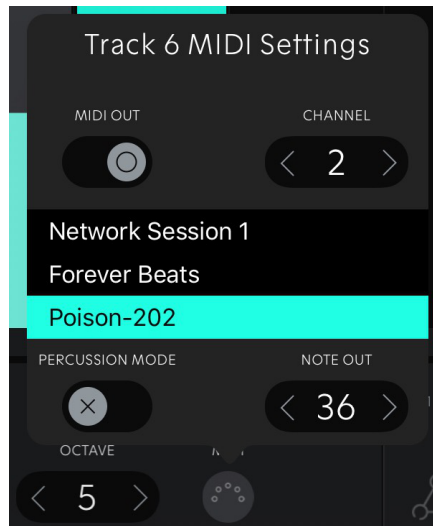


## MIDI

Forever Beats can send MIDI note data to hardware and software on a per track basis. It can also be synced and sync other instruments with MIDI clock.

## MIDI Out

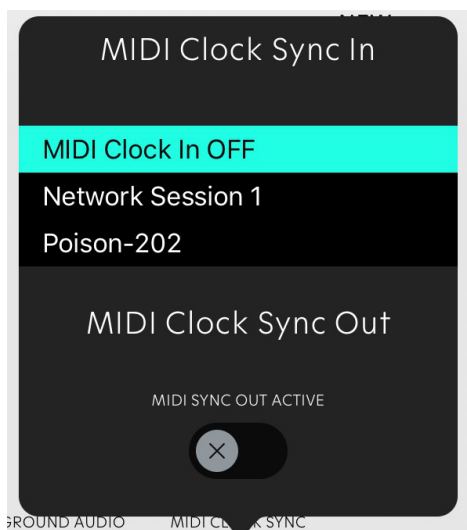
Each track has its own MIDI out channel. Set the track to send MIDI data but activating the “MIDI OUT” switch. Specify a channel with the “channel” stepper and specify a target with the list of instruments. In the example below MIDI OUT is activated for track 6 and is sending MIDI note data to Poison Synth on channel 2.



If you wish to use Forever Beats as a control surface for a drum machine, activate the “PERCUSSION MODE” switch. This will send a MIDI note for every active step in the track but on a specified note. In this case the “NOTE OUT” value is set to 36, typically a kick drum on most drum machines.

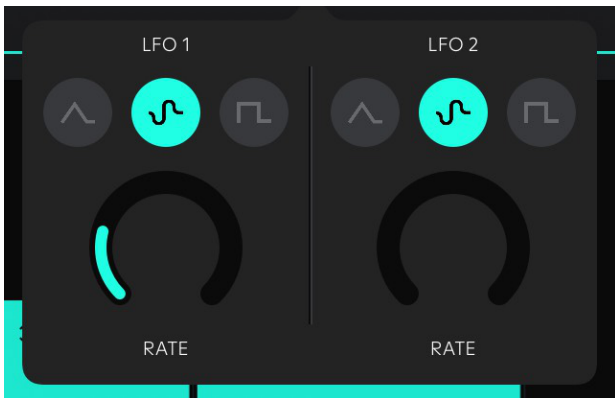
## MIDI Clock Sync

If you wish Forever Beats to have its tempo set by another app with MIDI clock, select the app from the list under “MIDI Clock Sync In”. To use Forever Beats to set the tempo of other apps, set the “MIDI SYNC OUT ACTIVE” switch to active. This will send out MIDI clock data to any apps that are listening to Forever Beats.



# LFO

There are two LFOs. The type of wave form and the rate of the wave can be set for each LFO. This pop up is accessible from the top navigation panel



Most instrument parameters can be modulated by these two LFOs. Below each dial there is a wave icon. This opens the dialogue below. Use the two switches to activate an LFO for this dial. The extent of the effect of the LFO can be set with the “DEPTH” dial.

