



GROOVEMONKEE

PROFESSIONAL MIDI BEATS



INSPIRE YOUR MUSIC

groovemonkee.com

Table of Contents

Introduction.....	1
PBF File	1
MIDI Files.....	1
How to use the midi files	1
BeatBuddy Manager Software Download.....	1
Using the BeatBuddy Manager Video	1
BeatBuddy Compatible Products.....	1
Beats and Fills.....	2
Editing the Loops.....	2
Installing a Studio One Pitchlist.....	2
Using a Pitchlist in Studio One.....	3
Support	3
Groove Monkee Glossary.....	4

Introduction

Thank you for your interest in Groove Monkee! This pack features midi files and a BeatBuddy PBF file. You can import the PBF file into any project with the BeatBuddy manage software.

PBF File

One complete song from Groove Monkee collections that include a PBF file. This includes: Big Easy, Blues Rock, Country, Contemporary Rock, Led Head Vol. 1 and Rock 2.

Import the PBF file (Import->Folder) into any project with the BeatBuddy manage software. Back up your work first!

MIDI Files

Over 200 midi loops mapped especially for BeatBuddy and selected from over 20 Groove Monkee professional midi packs.

How to use the midi files

IMPORTANT: You must use the BeatBuddy Manager software available from Singular Sound (mybeatbuddy.com). You can use our midi loops to build your own songs using the BeatBuddy Manager.

1. With the Manager, you add individual midi files for intro, beat 1, beat 2, fills, ending, etc.
2. Then save your song and import it into BeatBuddy.

Please take some time to get familiar with the Manager. It's easy to use but if you're not familiar with it, it will take some time to learn but it's worth it!

Note: Our download does not include BeatBuddy .pbf files!

BeatBuddy Manager Software Download

As of late 2015, the BeatBuddy Manager was a free download from: <http://mybeatbuddy.com/downloads/>

Using the BeatBuddy Manager Video

Here's a link to a short video by Jonathan Aldridge demonstrating how to use midi files with the Manager software:

https://www.youtube.com/watch?feature=player_detailpage&v=XZyN9gNk0w4#t=361

BeatBuddy Compatible Products

All of our commercial midi pack now include midi files with 100% correct mappings for BeatBuddy. Each midi pack has a folder ending with "BB" inside the "other midi mappings" folder.

Note: The only exception is Afro-Cuban percussion which is only mapped for Battery 3.

Beats and Fills

In our commercial products, we provide you with grooves with and without fills at the end. We also include additional fills. Here are a couple of examples showing you how to determine the difference.

Tip: our file names start with the recorded tempo (e.g. 090 means 90 BPM).

Jazz example:

122 Soft Jazz 04 (no fill at the end)

122 Soft Jazz 04a (variation with no fill at the end)

122 Soft Jazz 04 Fill 1 has a fill at the end

Hard Rock example:

110 HT4 1 CH

This is from the "Half-time" folder and has no fill at the end.

"CH" indicates it was played using the closed hi-hat. Also available with open hat (**110 HT4 1 OH**) and Ride (**110 HT4 1 Ride**). Closed hat can often be assumed if no other indication is given.

110 HT4 1 Ride F1 has a fill at the end (files ending with F1, F2, F3, etc. are variations with fills at the end)

Like most packs, there's a folder with extra drum fills. Within these folders, you'll find extra 1-bar fills you can use with Beat Buddy. Some packs, like Groove Monkee Progressive, have 2-bar fills as well.

For Hard Rock, the extra fills are organized using the same "feels" used for the beats. An example of a "feel" here is "Half-time" (with the snare played on beat 3).

Example: **110 HT4 1 Fill 03**

Editing the Loops

We highly recommend *Studio One* by Presonus. They have a fully functional FREE version for both Mac and PC. We've included a "pitch list" for Studio One. The pitch list gives you a visual representation of BeatBuddy's kit layout, showing exactly where all the drums are situated. Please consult the Studio One manual for additional information on using pitchlists within Studio One.

Installing a Studio One Pitchlist

Copy the pitchlist into your Studio One "Pitch Names" folder and the next time you start Studio One, it will appear in the list of available pitchlists. Here is the typical location the folder on a PC:

C:\Program Files\PreSonus\Studio One 2\Presets\User Presets\Pitch Names

Using a Pitchlist in Studio One

Here's how to add a pitch list to your project:

1. Select your track and access the editor by pressing F2
2. Press the "drum" icon (snare drum with two sticks) above the "piano roll" display on the left side
3. Press the "edit pitch names" icon (a wrench)
4. Select the pitchlist from the drop down box and press OK

A pitchlist is a visual representation of the specific drums used by BeatBuddy or whatever you're using. This allows you to quickly edit your files without guessing the location of the drums.

Tip: If you want to hear the drum loops while editing, use one of the drum kits from the "Presence" instrument. Many follow the full general midi mapping so they basically match the BeatBuddy kits - enough to hear what's going on and make your edits.

Support

If you have any questions, please contact support@groovemonkee.com

ENJOY THE GROOVES AND ROCK ON!!

GROOVE MONKEE

www.groovemonkee.com

Groove Monkee Glossary

075 – Three numbers at the beginning indicate the file's recommended tempo. This example would be 75 bpm.

2x – Double time; Typically this is a groove with snare hits on every "upbeat". Counted as "one AND two AND three AND four AND" with snare hits on each "AND".

8ths or 8th – usually refers to the hi-hat or ride pattern that is played as 8th notes.

16ths - usually refers to the hi-hat or ride pattern that is played as 16th notes.

42TF – Four on the floor; a kick on each beat and counted as "ONE, TWO, THREE, FOUR" in 4/4 time.

BB – Backbeat; Snare hits on two and four and very common in popular music like rock, pop, etc.

Crashes – We use this to mean crash cymbals instead of the hi-hat.

Displaced – Instead of snares on beats 2 and 4 (backbeat), one of the snares is moved (displaced) by an 8th or 16th. For example, the groove might have the snares on beat 2 and the upbeat of 4 ("4 AND").

F1 - F1, F2, F3 etc. indicates Fill 1, Fill 2, etc. This tells you that the loop has a drum fill at the end. Our fills typically get longer as the number increases.

FT – Floor Tom; We use this to mean the floor tom is used to keep time instead of the hi-hat or ride.

HT – Half-Time; Instead of snares on beats 2 and 4 (backbeat) the snare is played on beat 3 only.

HFT – Half-Time feel; a backbeat with 16th hat or ride, straight or shuffled.

Hybrid – An 8 bar groove that changes feel every 2 or 4 bars. For example, the first 4 bars might have a "half-time" feel with a backbeat thereafter.

Mixed - We use this to mean a groove with both snare and toms. For instance, a backbeat groove with a snare on beat 2 and a floor tom on beat 4.

OH – Open Hi Hat.

QTR – Quarter notes; We use this to mean a hi-hat or ride pattern played on every beat and counted as "ONE, TWO, THREE, FOUR".

Ride - We use this to mean the ride cymbal is used to keep time instead of the hi-hat.

Shank – the thicker part of the stick is playing the edge of the hi-hat for a heavier sound.

Single BB – a snare on 2 OR 4 but not both.

Stick – the snare is played to sound like a wood block or clave. Typical in ballad or lighter feels.

Trips – a groove based on 16th note triplets.

Var - variation