

iDrum User's Guide

Kit Selection Screen

Use this view to select an iDrum Kit, create new kits, and rename or delete kits.

Previewing Kits:

To preview kits, simply tap the *play* button in the lower right hand corner of the screen. Touch the list and slide your finger up or down to scroll through the list, or flick to scroll quickly. Selecting an item from the list will automatically play a preview of the kit.

To select a kit and edit its sounds and patterns, tap the *arrow button* next to its name in the list.

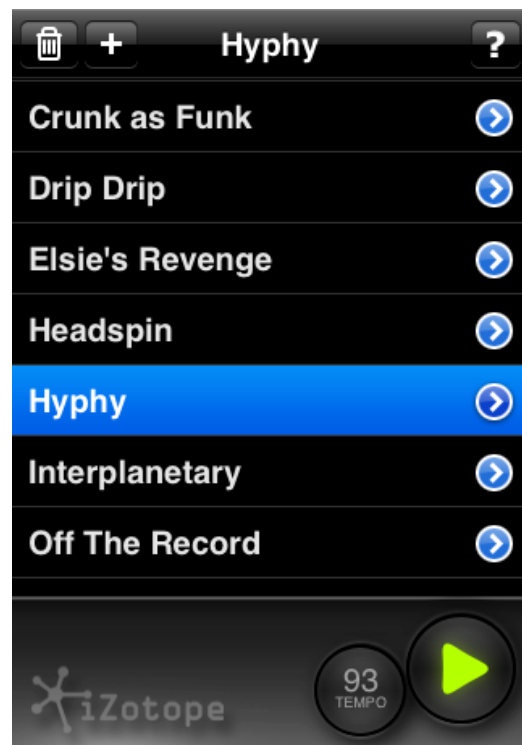
Copy a Kit:

Tap the + button to create a copy of a kit. iDrum will prompt you to enter a name for the new kit. Once you have entered this information, the new kit will appear in your iDrum Kit Selection screen. If you want to create an entirely new kit, start by copying an existing kit and then open it to delete its patterns and replace its sounds.

Deleting a Kit:

Select the kit you want to delete, then tap the *trash can* button in the upper left corner of the screen. To be safe, iDrum will ask if you're sure you want to delete your kit.

*NOTE: iDrum **automatically** saves changes you make to kits (there is no 'save' button). If you accidentally modify or delete one of the kits that came with iDrum, you can reset iDrum's factory content from the iPhone/iPod Touch settings menu.*



Song View

Song view shows an overview of all of the *patterns* within your iDrum kit, and allows you to organize multiple patterns into a *song*. In iDrum, your songs can be made of up to 16 patterns. Each of these 16 patterns shares the same sounds and tempo (speed), but each can have a completely different rhythm. In the song view, each pattern is represented by a box in the grid.

Playing Through a Song

When you tap *play* in song mode, iDrum will play through connected patterns in order from left to right, top to bottom. The currently playing pattern will have a green outline and display a green play icon inside of its box.

Making Islands

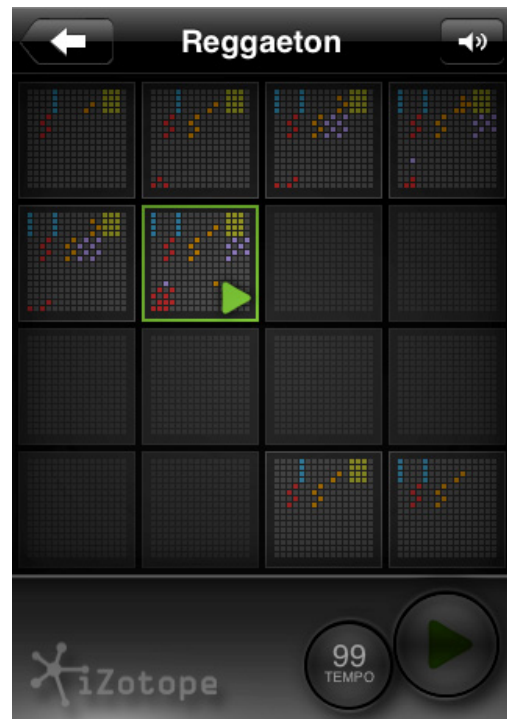
In iDrum a group of connected patterns is known as an *island*. When iDrum reaches an empty pattern (the end of an island) it will loop back to the beginning of the island. This lets you separate and organize different sections of your song or even perform by jumping between islands while iDrum is playing.

Jumping to a Different Pattern or Island

If you want to jump to a pattern or jump between islands, first touch and hold the iZotope logo at the lower left of the screen, then touch the pattern you want to jump to. The border of the pattern you've selected will blink until the current pattern has finished playing, then iDrum will jump to the new pattern you've selected.

Copying Patterns

If you touch and hold a pattern in the grid, you can drag it to an empty square to create a copy of the pattern. By using the copy feature, you can drag patterns to empty spaces and also overwrite one pattern with another. This is useful for changing the order of patterns—first copy the patterns you want to work with to empty spaces, then drag them to different squares to change their playback order. You can drag patterns to the bottom of the screen (the iZotope logo) to erase them completely.





Editing a Pattern

When you're ready to edit a pattern or create your own pattern, just tap a pattern's box in the song view to edit the pattern. To create a pattern from scratch, simply tap a blank box.

Tap Tempo

This button sets the speed, or *tempo*, at which iDrum plays back the current kit and its patterns. Tap the button in rhythm at the speed you want iDrum to play back, and iDrum will interpret your taps to set the tempo of the Kit. You can also hold this button and drag up to increase the tempo, or drag to the left to decrease the tempo.

Pattern View

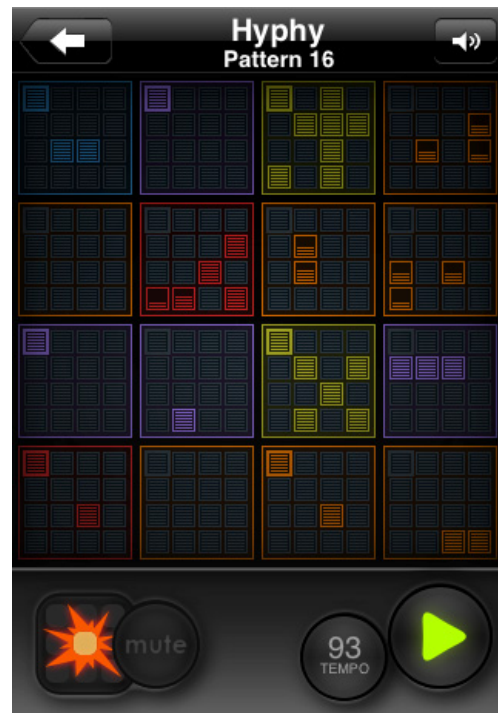
iDrum's pattern view shows you an overview (grid) of all of the parts contained within the pattern you've selected. In iDrum, a *pattern* is made up of up to 16 parts. Each *part* holds a different sound.

At a Glance

You'll notice that the pattern view displays 16 squares with smaller squares inside of them, and that they are different colors. This view lets you see what is happening in each of the parts at a glance. Each part's box holds a sound and a rhythm for that sound. These parts are color coded to help you quickly see which sounds are where:

Color Key

- Blue – Kick Drums (Bass Drums)
- Yellow – Hi Hats
- Red – Snare Drums
- Orange – Percussion (includes sounds like claps, cymbals and hand drums)
- Purple – Effects (includes sound effects and musical sounds)



Editing a Part

Tap a box in the pattern view's grid to zoom in and edit its part (see next section for details).

Shake to Clear

In pattern view, you can shake the iPhone or iPod touch handset several times to clear all parts within the current pattern.

Mute Mode

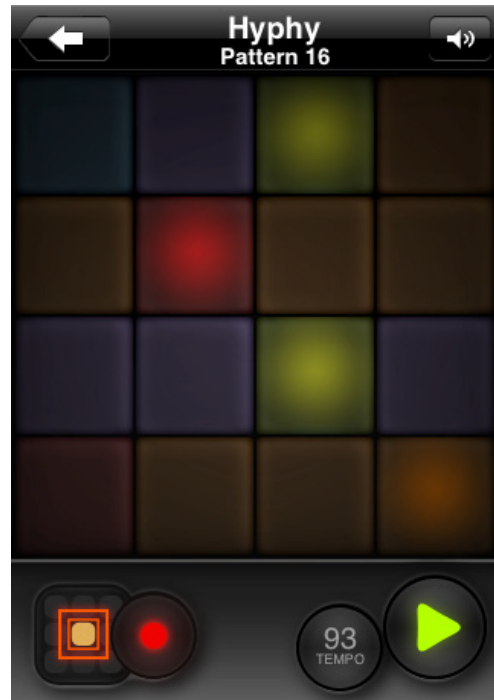
To enter mute mode, tap the *mute* button in the lower right corner. You can use mute mode to silence sounds in a pattern. You may want to use this to simply hear how different parts work together by silencing other parts. Or you can use it to “perform” with the current pattern by turning parts on or off dynamically.

Pad Mode

Tap the *pad* button in the lower left corner of the pattern view to enter pad mode. With pad mode enabled, you can tap on squares in the grid to trigger their sounds, allowing you to play out a rhythm with your fingers. Note that you can use multiple fingers to tap more than one pad at the same time!

To record a pattern by tapping the pads, tap the *record* button next to the *pad* button. As the pattern repeats, iDrum remembers which pads you have tapped, and will incorporate your performance into the current pattern. Don’t worry about your timing being perfect—iDrum automatically corrects your timing as the pattern repeats.

If you make a mistake and want to clear the rhythm on a pad, just touch and hold the pad for a couple of seconds until it flashes.



Part View

In iDrum, each *part* is made up of a sound and 16 steps that can be used to create a rhythm with that sound. The part view allows you to change the rhythm of individual sounds within a pattern. You can also change the sound of a part in this view by browsing through additional drum sounds and samples.

Steps

Each part is made up of 16 *steps*. As an iDrum pattern plays back, these steps determine when a drum sound or sample is triggered, allowing you to create and change rhythms by turning steps on or off.

Tap on a step in the part view to turn that step on or off. When the step is turned on, it will glow.

Part View Gestures:

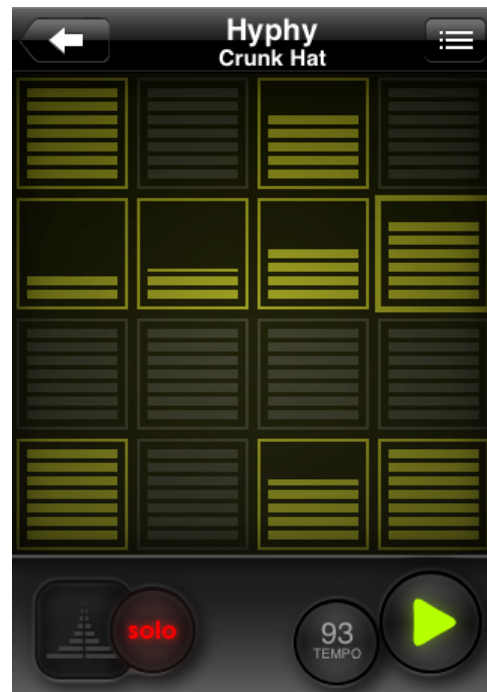
Flick to Next Part – If you flick the part view iDrum will navigate to adjacent parts. Flick to the left to move to the next part to the right of the current part. Flick up to move to the Part below the current part, and so on.

Shake to Clear - From the part view, if you want to clear all of the steps to create a new rhythm, simply shake the iPhone/iPod several times and the steps will go blank.

Changing Velocity

In addition to just turning a step on or off, you can also control how loud an individual step is, we call this the step's *velocity*. When a step is on, touch the step and drag your finger up and down to adjust its velocity. You can use this to create variations in how loud the sounds in a pattern are.

Note that if you drag too fast, you will flick to the next part, so you should plant your finger on the step for a moment before adjusting the velocity. Once you've planted



your finger on a part for a moment, you can drag to the right or left to adjust multiple steps at once.

You can use multiple fingers to tap or drag multiple steps at the same time. To quickly reset a step's velocity and enable it, double-tap the step.

Solo

Tap the *solo* button to mute all other sounds in the kit. This allows you to hear just the part you're working with. To disable solo, simply hit the button again.

Choosing a Sound

Tapping the *menu* button in the upper right corner of the Part View brings you to the Sound Selection menu. From this menu you can scroll through iDrum's library of sounds and assign any sound to the current part.

By using the colors at the top of the screen, you can choose to only search through one type of sound (Kick Drums, FX, etc), or to view all of the sounds at once.

Drag or flick the list to scroll through the available sounds. If iDrum is playing back, simply selecting an item from the list will preview the new sound as part of the current pattern. If you want to preview a sound, tap the small *play* Button next to the sound's name.

Volume and Pan Overlay

Tap the *overlay* button in the lower left corner of the Part view to enable the volume and pan overlay. This view allows you to change the overall volume of a part and pan the sound left or right. Move the blue ball up or down to increase and decrease volume. Move it left and right to pan the sound left and right.

