

## BeatMaker 2 Template Quickstart Guide

QuNeo Version 1.2.3

July 2013

Our BeatMaker 2 template includes a BeatMaker project file (.bm2) that can be loaded onto an iPad/iPhone for use with Intua's BeatMaker 2 music workstation software. This project file goes with QuNeo's factory preset number 16, which is specifically set up for controlling BeatMaker's drum machines. This preset will give you control over drum pad triggers (with velocity), filter cutoff/resonance/key, effects, and volume.

### To use the Template, you will need:

- QuNeo
- QuNeo Remote Power Kit (sold separately)
- iPad
- iPad camera connector kit
- BeatMaker 2 installed on your iPad
- An FTP client for transferring files between your computer and iPad
- A working wireless internet connection

All of the necessary files for getting started with the QuNeo and BeatMaker are included in the QuNeo Software Installer. When running the QuNeo installer, if on Mac, make sure to click the "iPad" checkbox when prompted with the window on the right during the installation.

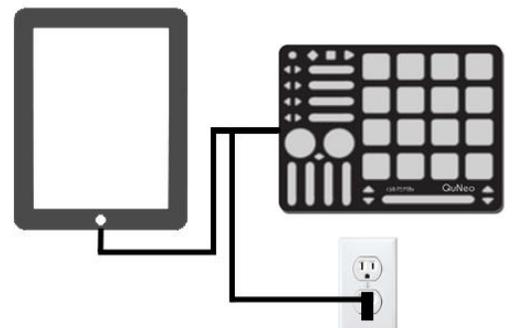
The project and sample files will be installed to the QuNeo directory in: "Software Templates/iPad 1.0/Beatmaker 1.0/". The QuNeo directory defaults to the "Applications" folder (**mac**) or the C: drive (**Windows**).

Select the components you want to install; clear the checkbox if you do not want to install. Click Next when you are ready to continue.

- QuNeo Editor
- Ableton Live
- Serato
- Mixxx
- Battery
- Reason
- Traktor
- iPad
- Logic
- Monome Bridge
- Djay

### How to connect QuNeo to an iPad:

The image to the right shows QuNeo connected to an iPad using the QuNeo Remote Power Kit (sold separately through our online store: <http://store.keithmcmillen.com/>). This includes a Y USB cable and a power supply. You will also need the iPad Camera Connection Kit (sold by Apple: <http://store.apple.com/us/product/MC531ZM/A>).



## Setup/Using the BeatMaker template:

To use the BeatMaker template, you will need to transfer the project and sample files from your computer to the iPad. To do this, you first need to have both your computer and your iPad connected to the same WiFi network. Please refer to the iPad documentation and your computer's operating system manual for more information on connecting to your WiFi network.

BeatMaker acts as an FTP (File Transfer Protocol) server to transfer files. You will need to have software known as an FTP client installed on your computer; it will connect to BeatMaker and allow you to manage files on your device. For more detailed information on how to do this, please refer to pages 72-74 (the SHARING section) of the BeatMaker 2 manual:

[http://www.intua.net/media/intua/downloads/BeatMaker2\\_UserManual.pdf](http://www.intua.net/media/intua/downloads/BeatMaker2_UserManual.pdf)

- 1 Open BeatMaker on your iPad and create a new project or load an old project.
- 2 Once the project is open, press the SHARING button in the Studio view as shown to the right:



- 3 Select the FILE TRANSFER option in the SHARING window:



- 4 The FILE TRANSFER screen will appear (shown to the right).



- 5 Connect your computer to your iPad via your preferred FTP client (see BeatMaker manual for instructions on this)

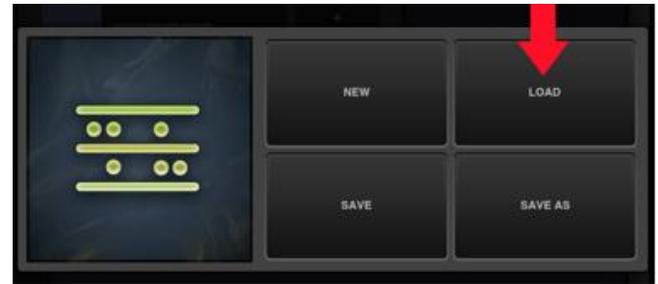


- 6 Once connected, drag and drop the installed BeatMaker template folder into the FTP client. This will begin transferring the files to your iPad.
- 7 When done transferring, you may exit your FTP client on your computer and close the FILE TRANSFER window in BeatMaker. BeatMaker will then update its file database (shown below).

- 8 You will then be taken back to your currently loaded project. Press the CURRENT PROJECT button to open up the PROJECT window.



- 9 In the PROJECT window, select LOAD.



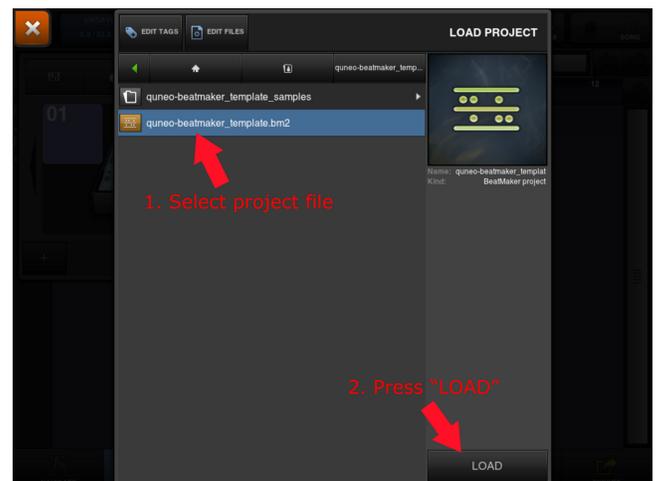
- 10 You will now be in the LOAD PROJECT window. All of the content you add via FTP will be located in the My Content folder. Press "My Content".



- 11 Locate the "quneo-beatmaker\_template" folder and press it.



- 12 You should now see the quneo-beatmaker\_template project file and samples folder. Select the "quneo-beatmaker\_template.bm2" file, then press the LOAD button. The project will be loaded and you will be taken back to the project's Studio view.



13 Now it's time to add QuNeo to the mix. Connect your QuNeo to the iPad using the QuNeo Remote Power Kit and iPad Camera Connection Kit.

14 Push the INFO button to bring up the INFO window.



15 Click on MIDI Setup to open BeatMaker's MIDI settings.



16 Make sure that QUNEO is turned ON under the INPUTS section (if QUNEO does not appear on the list, try restarting BeatMaker and unplug/replug the QuNeo).

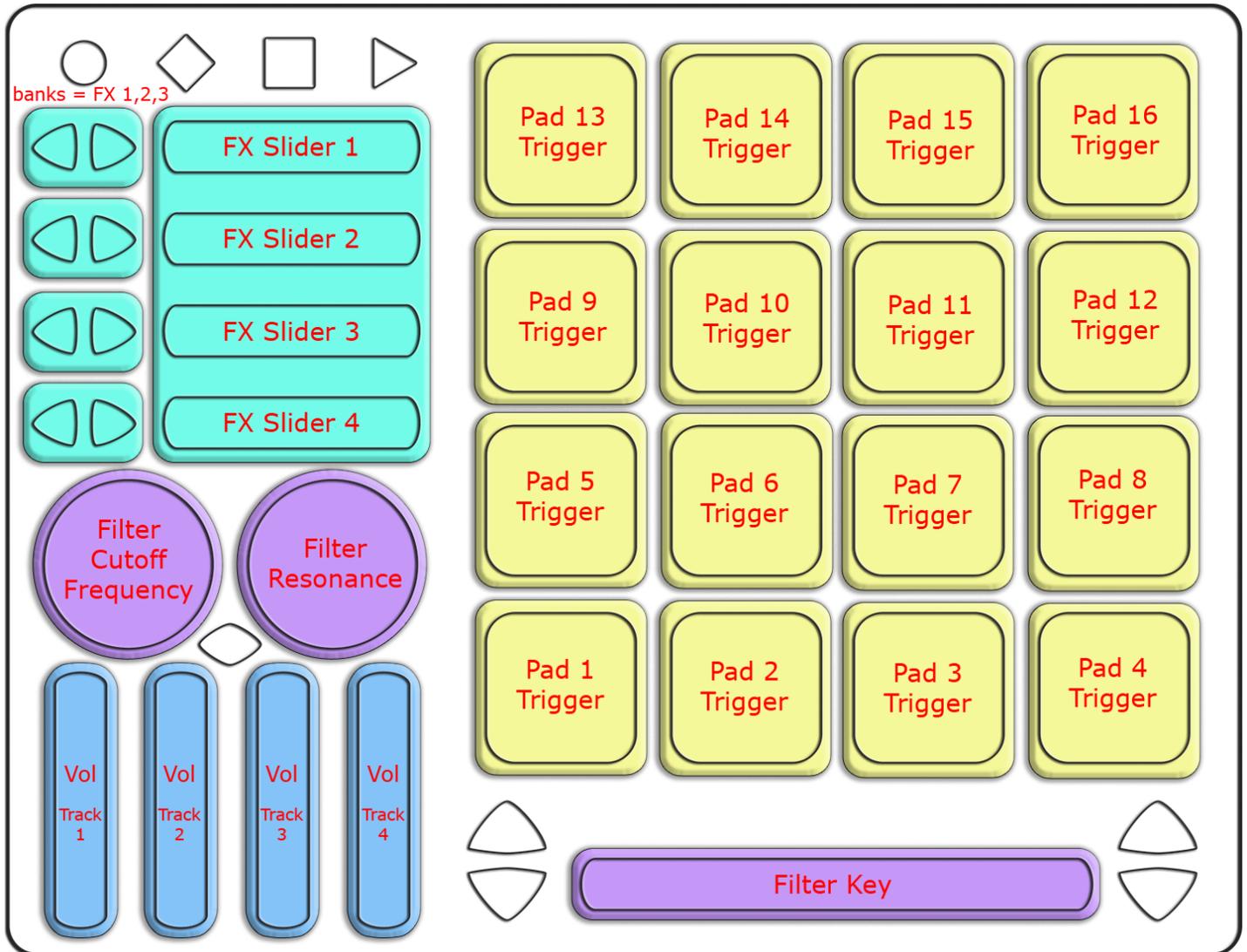


17 Close the MIDI SETUP window and select one of the drum kit tracks and click its picture to open up the drum machine view, then start playing!



## How the Template works:

Below is an image showing how the QuNeo is mapped to BeatMaker's controls in factory preset #16. Each pad is in Drum Mode and outputs a MIDI note to trigger one of BeatMaker's drum pads. The vertical sliders each output a location CC to control the volume for tracks 1-4 in BeatMaker. The horizontal sliders are set up to control the first four sliders on the currently selected track's effects. Using the bank buttons next to the horizontal sliders you can access control for all three of a track's effects (bank four has nothing set as there are a maximum of three effects per track). The left rotary is mapped to filter cutoff frequency and the right rotary is mapped to filter resonance. The long slider controls a track's filter key.



## MIDI Output diagram for QuNeo preset 16:

This image shows what MIDI data will output for each sensor in the "BeatMaker iPad" preset. In this preset the Pads use Drum Mode. Banks are enabled only for the Horizontal Sliders. Rotaries are set to use Location instead of Direction. Pass Thru Widths for the rotaries are set to 127. Velocity response is enabled for all notes.

