

AutoBeat 2

Quick Guide

Introduction

AutoBeat is a novel 12-track MIDI beat generator plugin that leverages the power of AI to generate unlimited beats in various styles. From hip-hop to techno, AutoBeat never runs out of ideas. The workflow is simple: choose your parameters, click on the generate button, edit, share or clear and start again. And again. And again.

This Quick Guide is designed to get you started in no time!. Alternatively, you can watch our AutoBeat YouTube tutorial series:

Installation

AutoBeat is installed by default in the following locations:

Mac

AU

```
/Library/Audio/Plug-Ins/Component/Autobeat.component
```

VST3

```
/Library/Audio/Plug-Ins/VST3/Autobeat.vst3
```

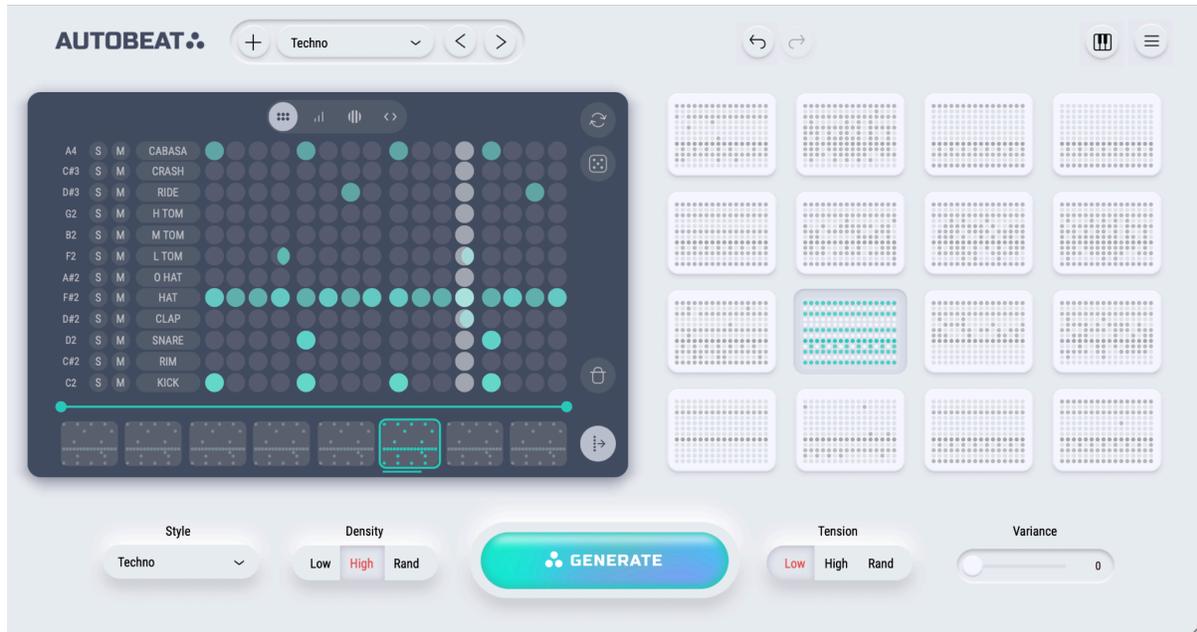
Windows

VST3

```
C:\Program Files\Common Files\VST3\Autobeat.vst3
```

You can uninstall AutoBeat by simply deleting those file(s).

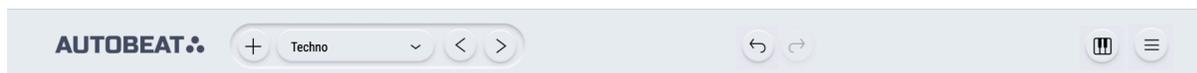
Usage



The workflow is straightforward: You select the available parameters (Style, Density, Tension, Variance) and AutoBeat will generate either a beat set of 1 to 16 beats OR a single beat for you. Once happy with the result, you can export your beats as MIDI data by dragging and dropping the beat thumbnails directly into your DAW.

Note: AutoBeat is a MIDI plugin - this means that it does NOT produce sound on its own. For that you can route AutoBeat to your favourite drum machine/sampler/synth. You can see more on our YouTube tutorial series.

Top Panel



From left to right

Preset panel

Select, save, load and delete the factory as well as your presets.

Undo/redo buttons

You can undo/redo various actions.

Midi In mode button

When ON, you can play the beats via MIDI notes. Every beat can be assigned to any MIDI note.

Settings button

It displays the settings menu.

Parameter Panel



From left to right

Style selector

You can select one of the available styles/genres, including random selection as well a mixed (the generated style will be a mix of the available styles, e.g. a drum'n'bass kick combined with a trap hi-hat line).

Density selector

You can select the Density level, where density is the number of events in the generated beat. Higher density means busier beats.

Generate button (beat set)

This button will generate an entire beat set (up to 16 beats) that will be automatically assigned to the available beat pads. The structure and order of the generated beats follows that of a song (intro, verse, chorus etc.). If a beat pad is locked it will not be overwritten. Generation is limited to the track selection. Thus, it is possible to keep for example the hihat and tom parts of an existing beat set and only generate the rest of the tracks.

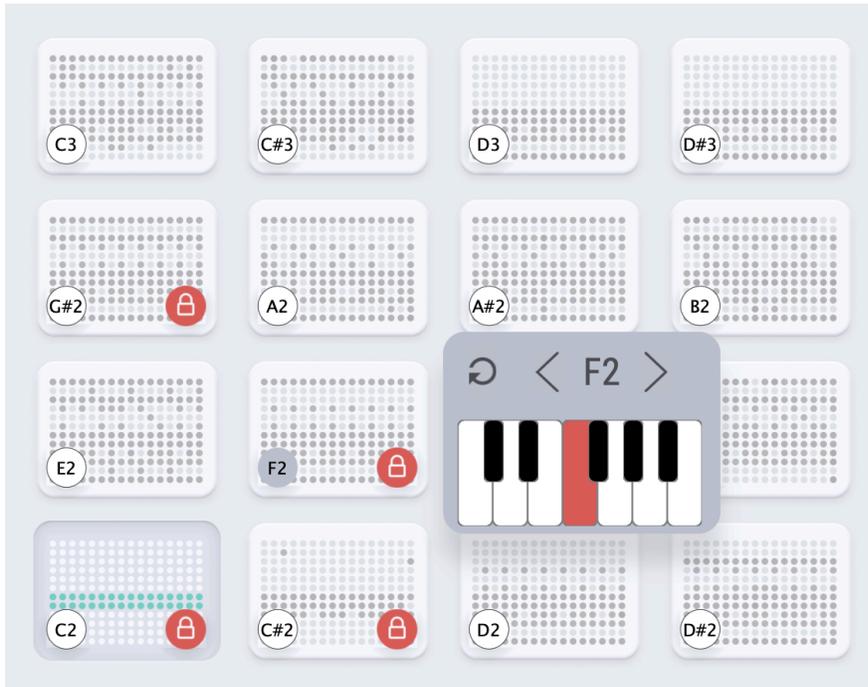
Tension selector

You can select the Tension level, low Tension means more predictable, "straight" beats where as high Tension generates beats with more off-beat events.

Variance selector

Variance is the amount of "random" (not belonging to the style) events that can be generated with the beat.

Beat pads

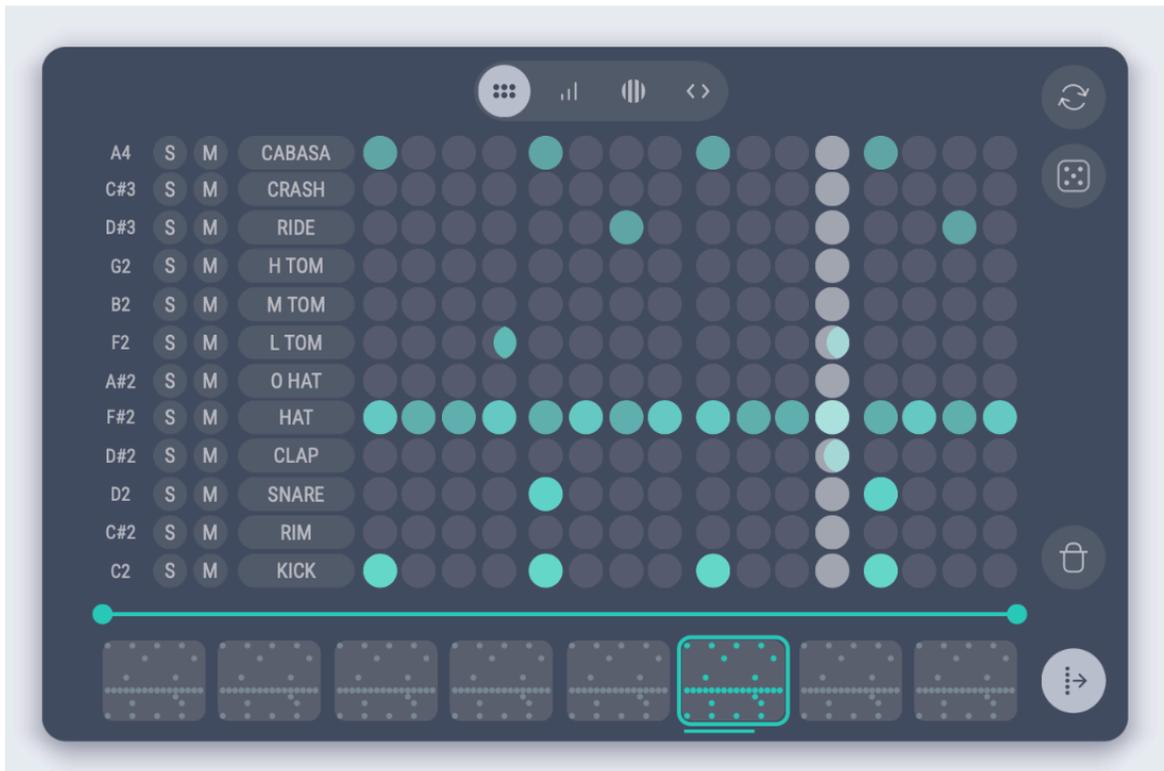


This is an overview of the generated beats. Every pad contains one 8-bar beat. Every pad can be also assigned to a MIDI note and played via MIDI. If you lock a pad, the Generate button in the Parameter panel will NOT overwrite the beat with a new one. Therefore, you can keep the beats you like and regenerate the rest!

You can also copy, paste and clear beats, either by right-clicking on the pad or by the standard copy/paste/clear commands on the keyboard:

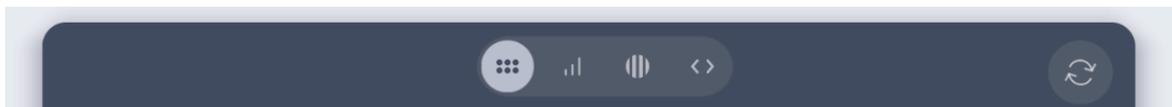


Beat editor



The beat editor displays the currently selected beat.

Top panel



From left to right

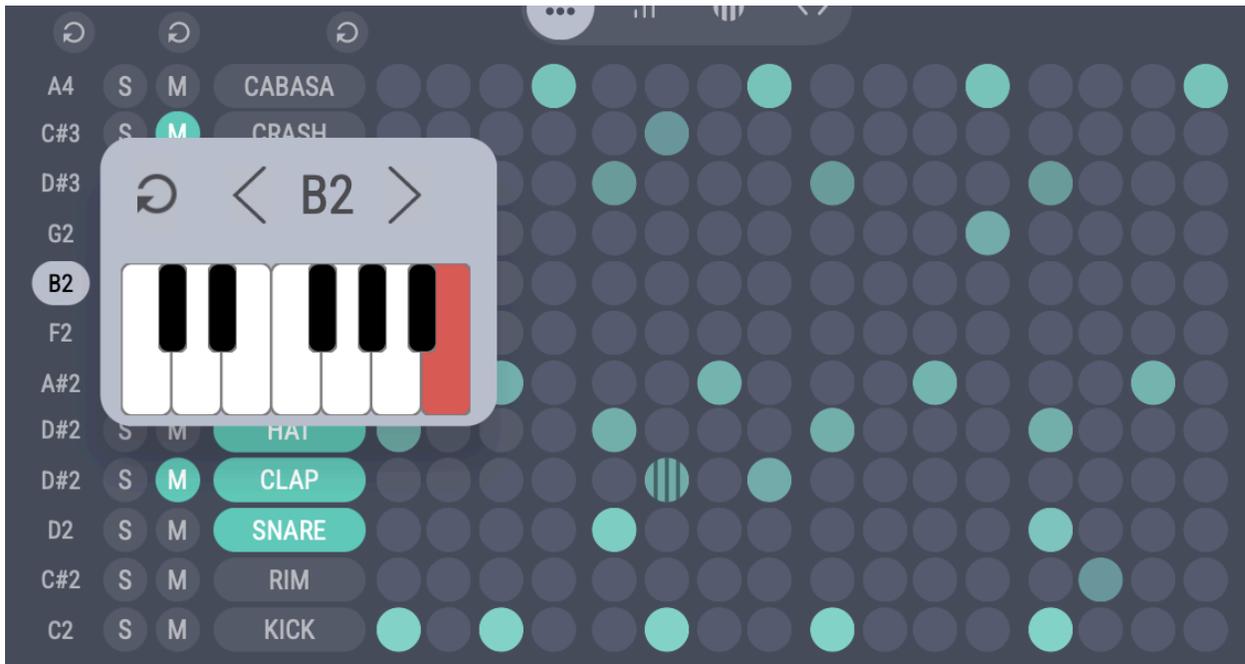
Beat edit mode buttons

Here you can select the beat edit mode: step, velocity, ratchet, nudge (time shift). When a mode is selected, you can select a step on the beat editor and modify the selected property (e.g. turn on/off when in step mode or adjust its velocity if in velocity mode). Ratcheted steps can NOT be nudged and vice-versa.

Generate button (single beat)

This generate button, contrary to the beat set generation button, will generate a single beat that will overwrite the currently selected beat displayed in the editor. If no track is selected, the beat will generate all tracks, otherwise it will generate only the selected tracks.

Step editor



In the step editor you can edit a beat by turning steps on/off, adjusting their velocity, adding ratchet and a rhythmic offset so that you can create effects such as swing.

Every track has its own set of controls (left to right):



Pitch selector

You can assign a MIDI note to every track. The default pitch mapping follows the General MIDI standard.

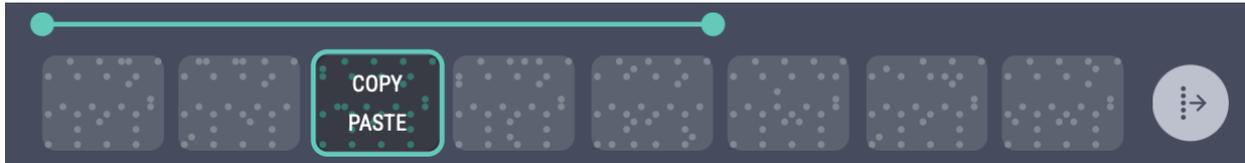
Solo/Mute buttons

Turn the solo and mute on/off for the specific track.

Track selection button

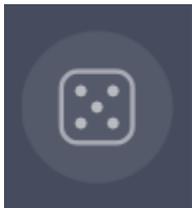
If the button is on, the track is added to the track selection so it will be included in the beat generation and editing. If no track is selected, the whole beat will be editable.

Bar editor



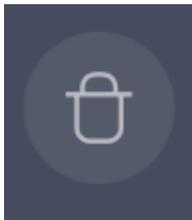
In the bar editor you can set the length of the beat with the loop indicators at the top. You can also copy and paste (the selected tracks) bars. The *Follow Playhead* button on the right allows you to edit a different bar than the one playing when it is off. When on, the editor follows the playback position.

Randomise button



It creates a variation of the existing beat.

Clear bar button



It clears the selected tracks on the selected bar.

Support

For any questions and/or feedback and suggestions, please reach us out at:
<https://www.axart.net/contact-us>

You can find more tutorials and information on our Youtube channel: