ujam

beatMaker

User Guide

beatMaker

User Guide

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Beatmaker User Guide Rev E

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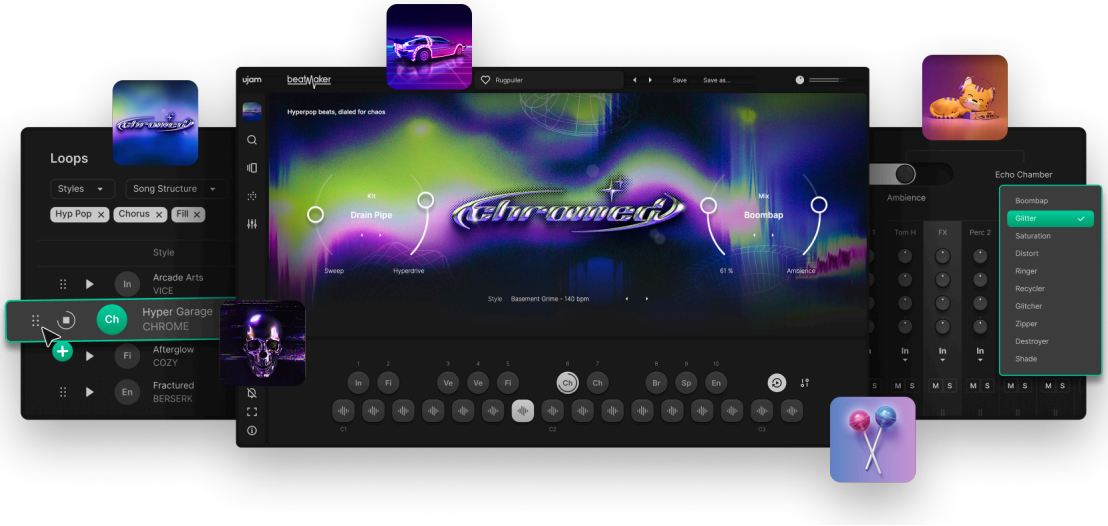
Welcome to the UJAM Beatmaker Series



Thank you for purchasing UJAM Beatmaker. We hope these powerful virtual instruments will provide years of fun and great beats for you!

What is UJAM Beatmaker?

UJAM Beatmaker is your virtual session drummer, designed to help you build dynamic drum tracks in real time—without the need for programming. More than just loops, Beatmakers respond to your MIDI input, giving you the feel and flexibility of a real drummer. Each style comes with multiple variations, letting you easily shape your track's progression from intro to drop. Beatmaker speaks the language of acoustic drumming, bringing natural movement and musicality to any electronic genre.

About the Beatmaker series

The Beatmaker series covers a range of electronic styles, with each title offering genre-specific sounds, grooves, and kits. Load a Preset, trigger song parts live, and tweak dynamics on the fly. Everything's pre-mixed and performance-ready, and easy to switch to other titles to find just the right feel for your track's foundation–stay creative and finish tracks faster with pro results.

Beatmaker vs. Audio Loops

Loops are widely used in music production, but tend to be pretty static. There are certain limitations to an audio or sliced loop once it has been imported and tempo-corrected.

UJAM Beatmaker gives you the flexibility of a real drummer. You can shape grooves in real time to match your song's dynamics—no need to hunt for the perfect loop (or five similar ones to build a full track).

Easily tweak drum sounds, ambience, filters, decay, and pitch with intuitive controls. And if building drum parts from scratch isn't your thing, Beatmaker's pattern-rich styles offer instant inspiration and professional polish.

Each Beatmaker is at home in a specific musical genre with its own set of rules pertaining to sound, arrangement, effects and culture. As similar as the Beatmakers are in terms of engine and user experience, each UJAM Beatmaker honors that particular genre in various ways – from the look and feel to the drum sounds to special controls to specially set up mix presets. You can always trust a UJAM Beatmaker to deliver true to the genre it's designed for.

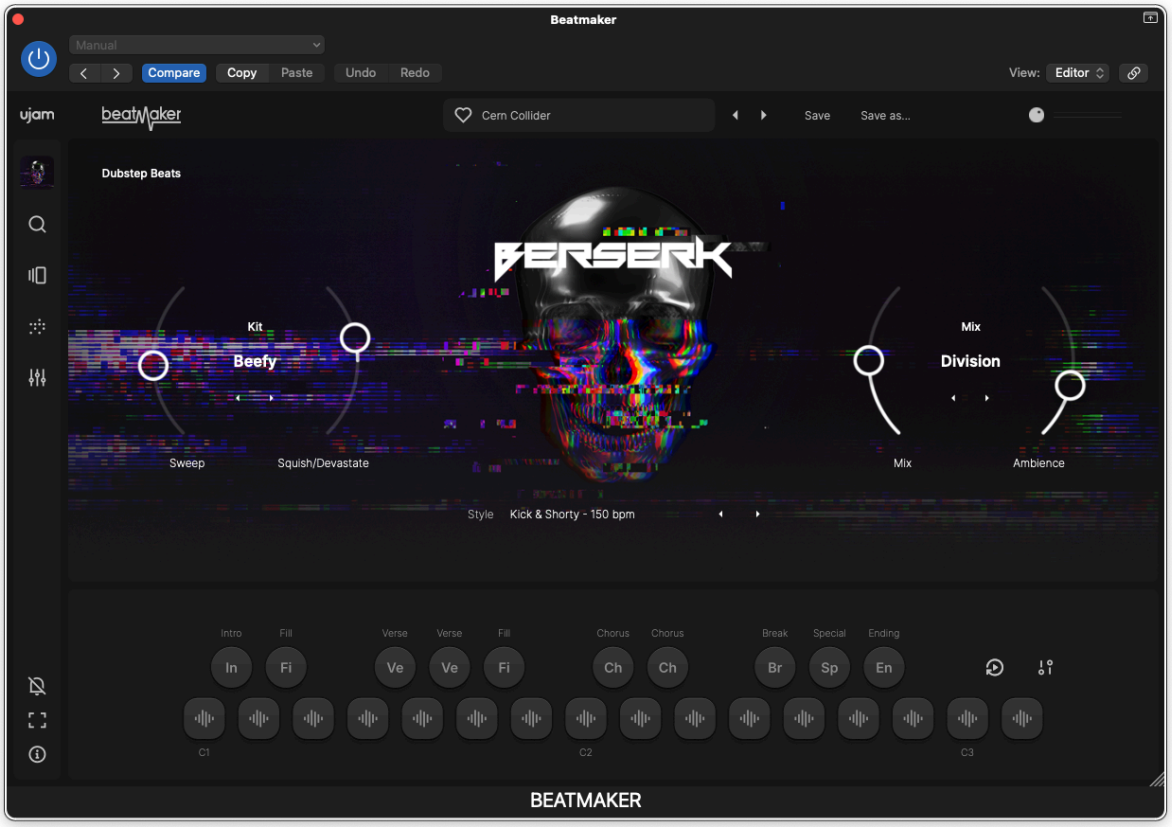
What's New?

This is the third generation of Beatmaker, and a number of new features have been added:

- All of the Beatmaker titles are now integrated into a single frame. This provides a cleaner plug-in list in your DAW and enables several other useful features.
- Preset Browser allows search/filter of presets across all titles, see recommended tempo and genre, preview any preset, load presets and titles
- Loop Browser with song structure labels and tempo plus graphic loop display
- Loops and one-shots consolidated to 2 octaves for playability on smaller controllers
- 16 keys for individual drums hits and 10 keys for Loops
- Loop Intensity slider
- Mixer with individual pan, ambience, filter and saturation controls, global EQ sweep, effect and ambience with mix controls
- Three New Titles: CHROMED (hyperpop & glitchcore), GLOOM (minimal, ambient), and KAYA (modern afrobeat)

Beatmaker Titles

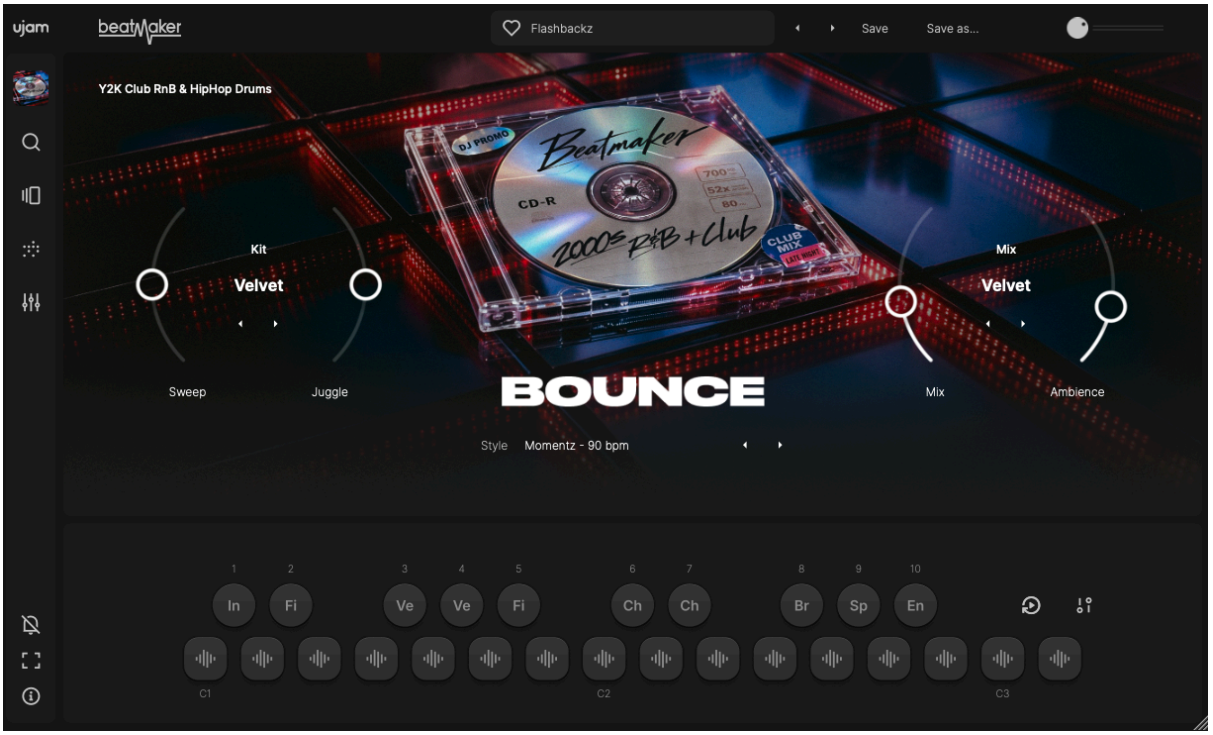
BERSERK



Beatmaker BERSERK is a dynamic virtual drum instrument tailored for producers seeking to craft intense electronic music, particularly within the realms of dubstep and moody electronica. With unique styles and distinct drum kits, BERSERK offers a vast array of sonic possibilities. Its intuitive interface facilitates effortless manipulation of beats, allowing users to mix and match kits, styles, and mix presets seamlessly.

A standout feature of BERSERK is its "Devastate/Squish" control, a specialized effect that introduces custom compression and distortion to add extra intensity to beats. This control can also be set to a negative value, bringing everything to mono with a tight, crunchy distortion, ideal for distinguishing different sections of a track, such as verses and choruses. With its combination of powerful features and an emphasis on streamlined workflow, BERSERK empowers users to produce compelling, high-energy tracks with ease.

BOUNCE



Y2K Club R&B & HipHop

BOUNCE brings the unmistakable rhythmic feel of Y2K R&B, Hip-Hop, and club music straight into your production. With 10 punchy Drum Kits and Mix Presets, 25 groove-driven Styles, and the REPEAT control for stutters, chops, repetitions, and rhythmic variations, BOUNCE makes it easy to create everything from slick R&B grooves to hard-hitting Hip-Hop and club beats. Whether you're after authentic early-2000s flavor or simply want a tight, energetic groove with serious bounce, BOUNCE puts the sound and feel of the era right at your fingertips.

CHROMED

Hyperpop beats, dialed for chaos. CHROMED is the go-to Beatmaker for crafting glitchcore, digicore, and hyperpop bangers that push the limits of sound design and tempo. It plays loud, weird, and fast but with surgical precision—think distorted 808s, blown-out snares, choppy vocals, and glitchy textures–like the internet had an armégerized meltdown. CHROMED gives you full control over the chaos. Customizable kits, breakneck rhythms, and wild FX chains help you blur the lines between pop, punk, and pure noise. Perfect for producers who want their beats to slap, scream, and sparkle—all at once.

CIRCUITS

The perfect solution for music producers who crave the warm, classic sound of vintage drum machines. With its collection of authentic analog samples and grooves, CIRCUITS offers a quick and easy way to add that classic touch to any genre of music.

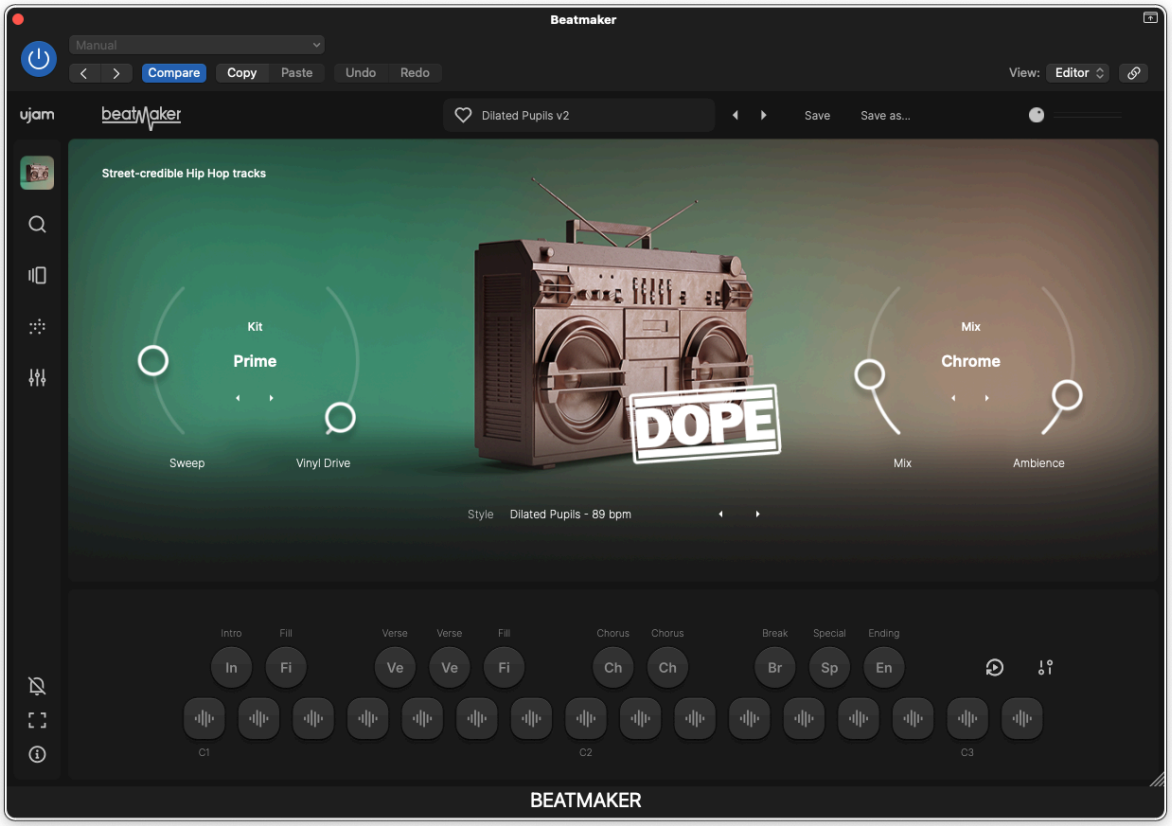
Its vintage samples provide a punchy and sparkly layer to your drums without compromising the clarity of your mix. The imperfections in the analog sounds give a retro feel that is hard to replicate with digital tools alone. Bring your listeners back to the 70s and create the perfect back-to-future drum groove with Beatmaker CIRCUITS.

COZY

Beatmaker COZY is designed to deliver the essence of Lofi Hip Hop Beats for those who crave music to relax and study to. This plugin introduces a feeling of perfect laziness, where the snare hits just a touch late, setting the pace for your soothing rhythm. It's like coming home late, but right on time.

Embedded within these beats are warm drum sounds reminiscent of aged tapes and the distinct crackle of dusty vinyl. Although COZY creates a lo-fi sound, no compromises have been made on sound quality: The drum samples used are some of the best available, ensuring beats of the highest integrity, even with the roughened fidelity. The comfort in this relaxing sound makes COZY the perfect plugin whether you need to focus on work or unwind after a long day.

DOPE

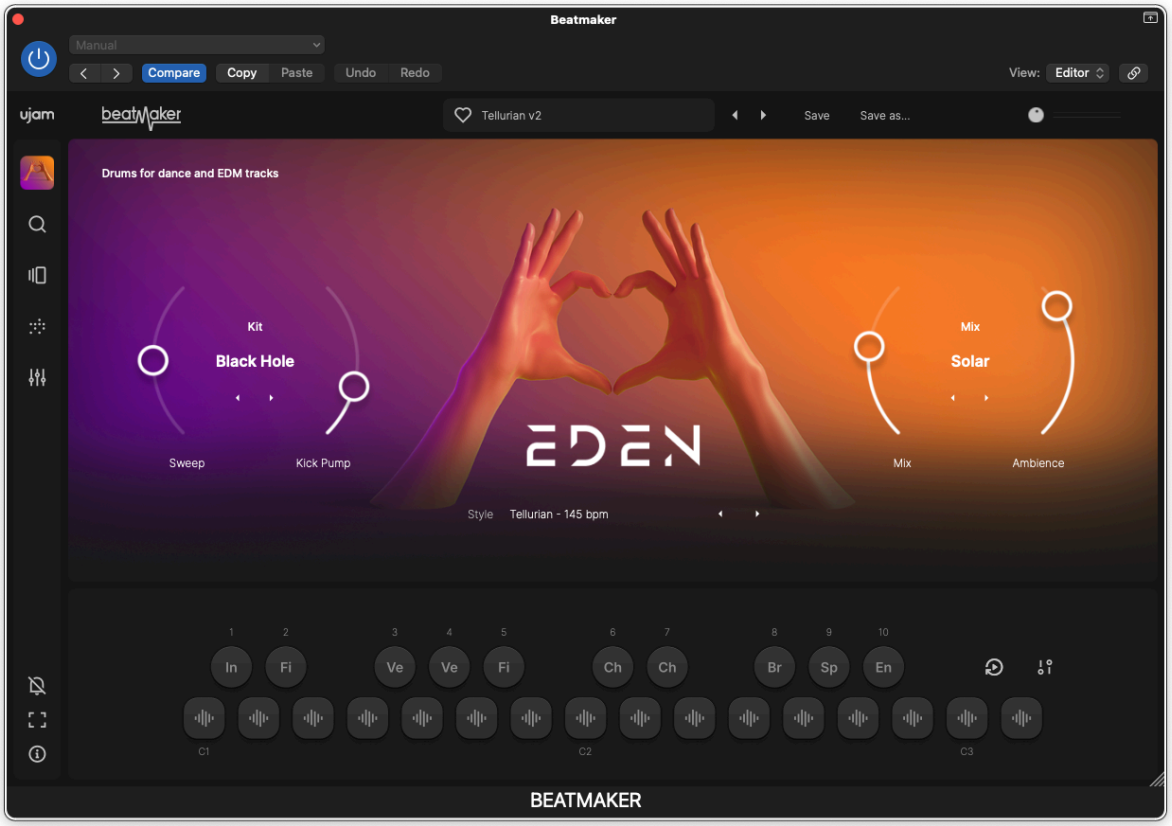


Beatmaker DOPE is a hip-hop beat production tool designed to provide a fast-track solution for creating street-credible hip hop tracks. This software eliminates the need to search through vinyl records for the perfect sampled beat, as it offers a broad selection of carefully crafted drum kits and matching grooves.

It's tailored for Boom Bap, Hip-Hop, and Rap styles, offering authentic sounding and satisfying electronic hits, beats, and grooves and also features a special control called 'Vinyl Drive', which simulates retro turntable noise & compression to add a retro punch and dirt to the sound.

Think of Beatmaker DOPE as your friend who works at the local record store and has been digging through classic records for the past twenty years to create the most authentic drums you could ask for, and on top of that, your friend is also great at mixing.

EDEN



Beatmaker EDEN is a dance music and EDM specialist, known for providing the driving beats that keep the dancefloor full and the party going all night long. It is equally at home headlining small, intimate clubs in Berlin or enormous global festivals, making it a versatile tool for any DJ or music producer.

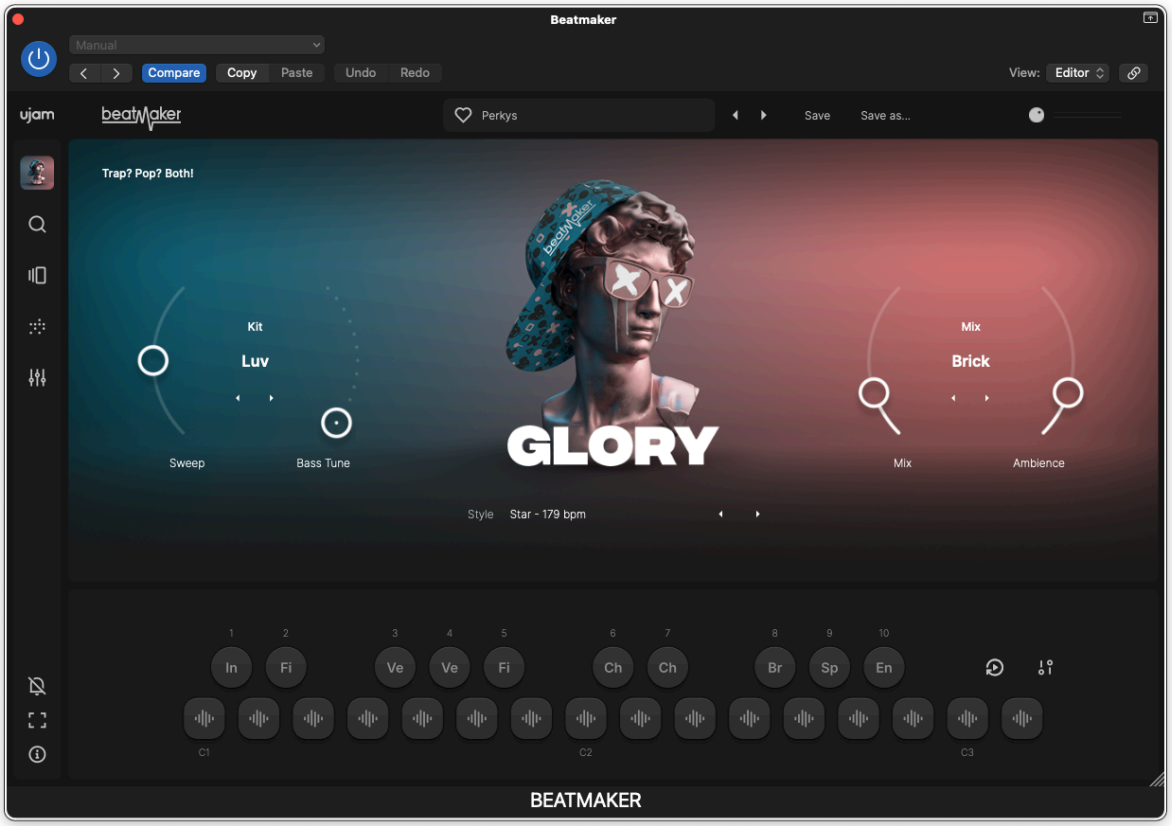
One of the special features of EDEN is the 'Kick Pump', which provides dynamic side-chain compression for that characteristic pumping sound found in many dance and EDM tracks.

With Beatmaker EDEN, users can create unique and stunning tracks that will have partygoers raving until dawn.

GLOOM

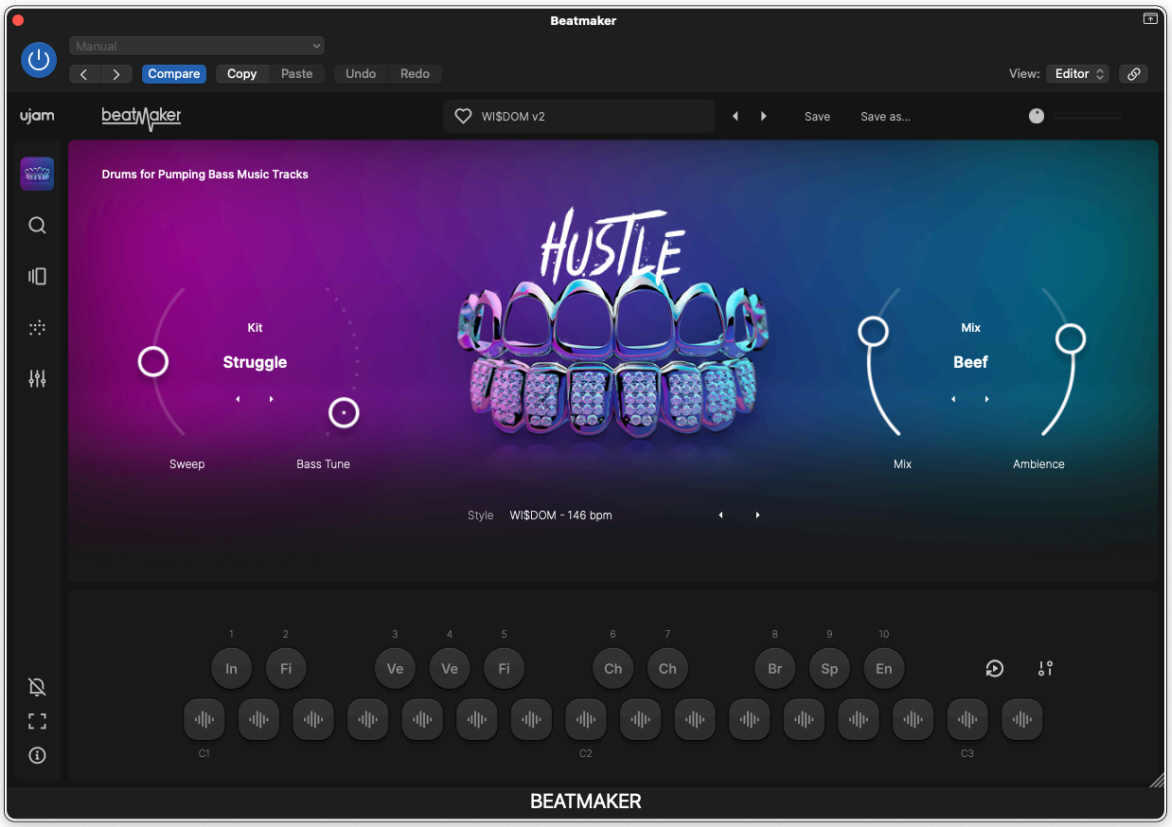
GLOOM is a Beatmaker created for producers who work in minimal, ambient, and textural styles. Unlike some Beatmaker instruments that focus on high-impact drums, GLOOM provides subtle, low-intensity rhythmic elements. It includes a curated set of soft, often more organic sounds like clicks, low pulses, and evolving tones. These beats sit well in mixes without dominating them.GLOOM is a unique Beatmaker designed for minimal, ambient, and textural music production. Unlike other Beatmaker instruments that prioritize powerful drums, GLOOM offers understated, low-intensity rhythmic elements. It features a carefully selected collection of soft, often organic sounds such as clicks, low pulses, and evolving tones, allowing its beats to integrate seamlessly into mixes without overpowering them.

GLORY



GLORY is the virtual beat maker for all kinds of trap and modern hip-hop. Where heavy, tuned 808-kick drums meet frantic hi-hats at the top of the billboard charts. Create beats that bounce and roll with GLORY!

HUSTLE

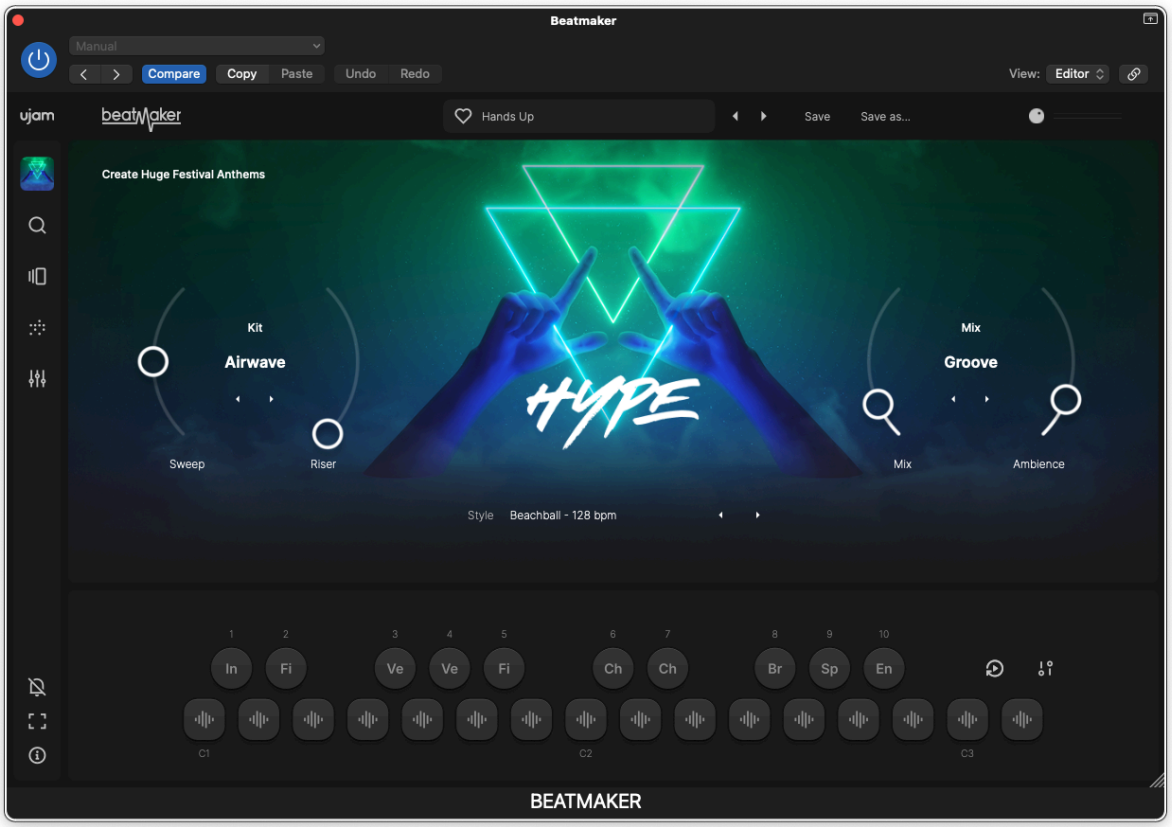


Beatmaker HUSTLE is your perfect tool for creating bass music styles such as Trap and Grime. It's spot-on for a broad spectrum of modern urban genres, ranging from Dirty South and Hip Hop to Big Room Bass Music. HUSTLE enhances your production with a diverse array of grooves that will shake the room, along with an array of gritty sounds.

Designed with a unique flair, HUSTLE can instantly infuse your production with the vibe of cruising through Atlanta in a high-end sports car, showing off your gold grill.

HUSTLE embodies the essence of bass music genres, capturing their spirit through its distinct sounds, patterns, and mixes. It offers an almost limitless array of believable beats, drawing inspiration from the legendary Roland TR-808 drum machine.

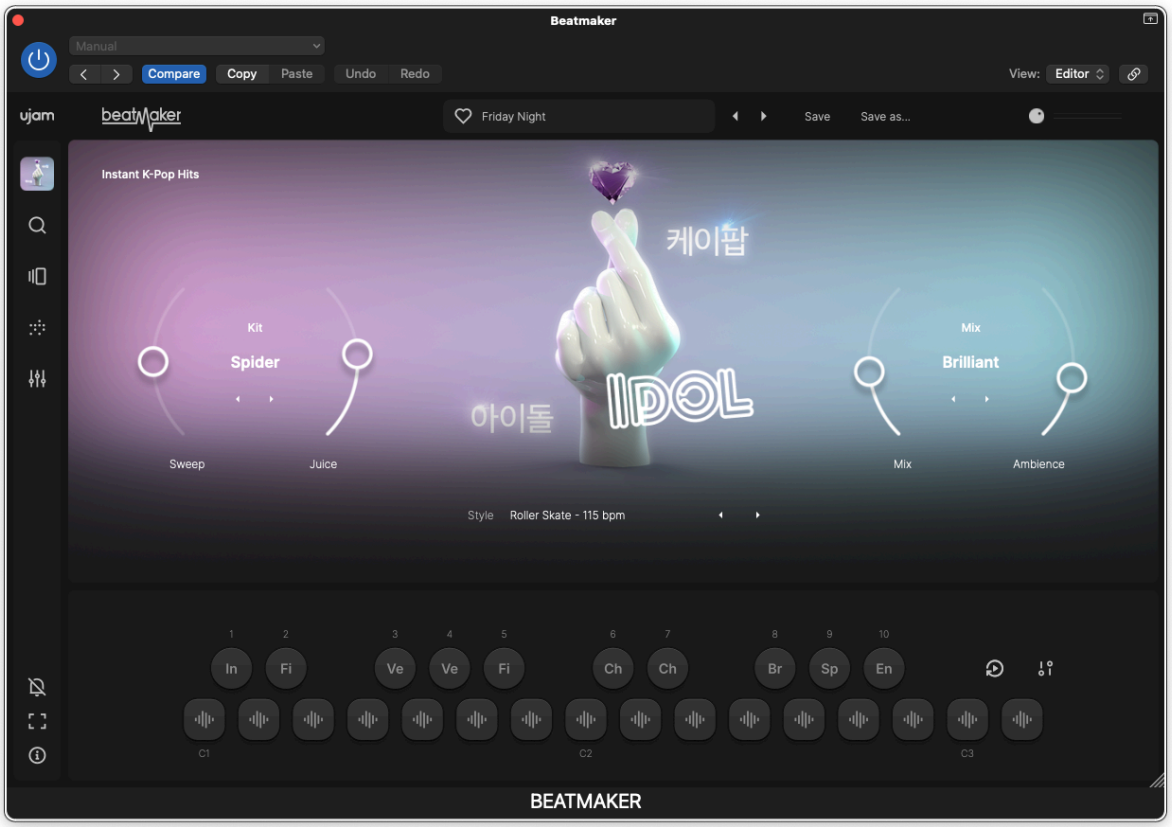
HYPE



An instrument loaded with Progressive House and EDM samples, presets and full grooves, so you can lay down your drum tracks in minutes.

With Beatmaker HYPE, you can create driving beats that put conventional sample packs to shame, all by touching a single key. It instantly syncs to your DAW's tempo, and you can play a near-infinite variety of loops just like you would an instrument.

IDOL



IDOL puts the bright and hyper-processed sound of K-Pop beats in your hands. Keep the good feels coming with clean and polished drum samples, making beats just like the ones in countless chart-topping Korean pop songs!

KANDY

KANDY is a bleeding-edge Beatmaker, employing extremely processed samples and state-of-the-art sound design for the top of the billboard charts. Easily create beats for the entire bandwidth of modern A-list pop music!

KANDY delivers hybrid sounds that fuse different genre influences, ranging from broken dance rhythms to techno-inspired stompers, thus reflecting the genre-fluid nature of current pop music. This Beatmaker is for chart breakers, allowing for fast and easy production of outstanding beats. KANDY ensures that you can play a near-infinite variety of beats, helping your music leave a lasting impression.

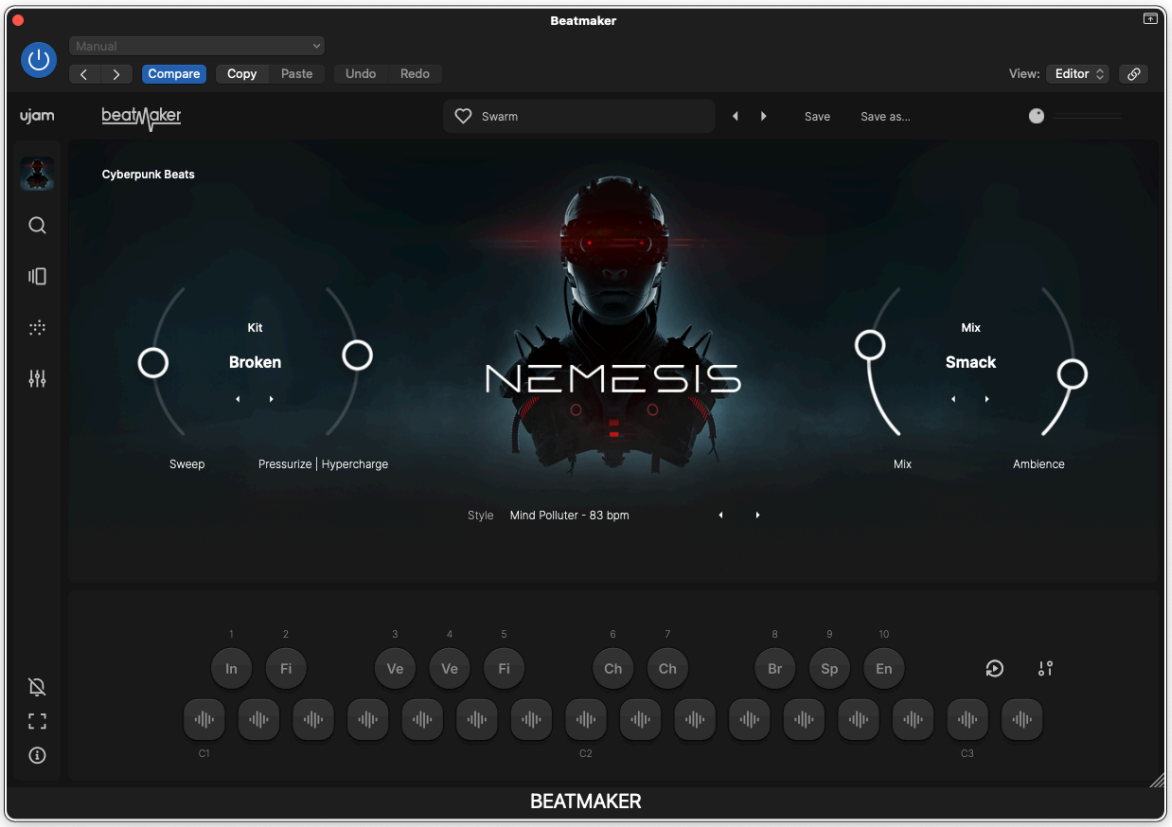
One of the standout features of KANDY is the proprietary 'Sweetness' control. It shapes the sound with the aid of multiband compression and a transient designer, ensuring that the drums cut through the mix effectively. This special control takes the Beatmaker's capabilities to another level, providing you with the tools to create the best pop beats for your music.

KAYA

KAYA is designed for modern Afrofusion styles, covering a range of rhythms and sounds derived from various African-origin genres, including popular styles such as AfroPop and Amapiano. KAYA provides users with a versatile toolkit of both sonic and rhythmic components that reflect the foundational elements of these modern global genres.

The core of KAYA features an authentic collection of drum sounds that are production-ready to ensure immediate usability, allowing producers to achieve everything from smooth, laid-back grooves to raw, highly energetic patterns without external processing. KAYA is designed to enhance workflow efficiency, enabling users to maintain stylistic integrity while producing dance music or integrating rhythmic texture into broader musical projects.

NEMESIS



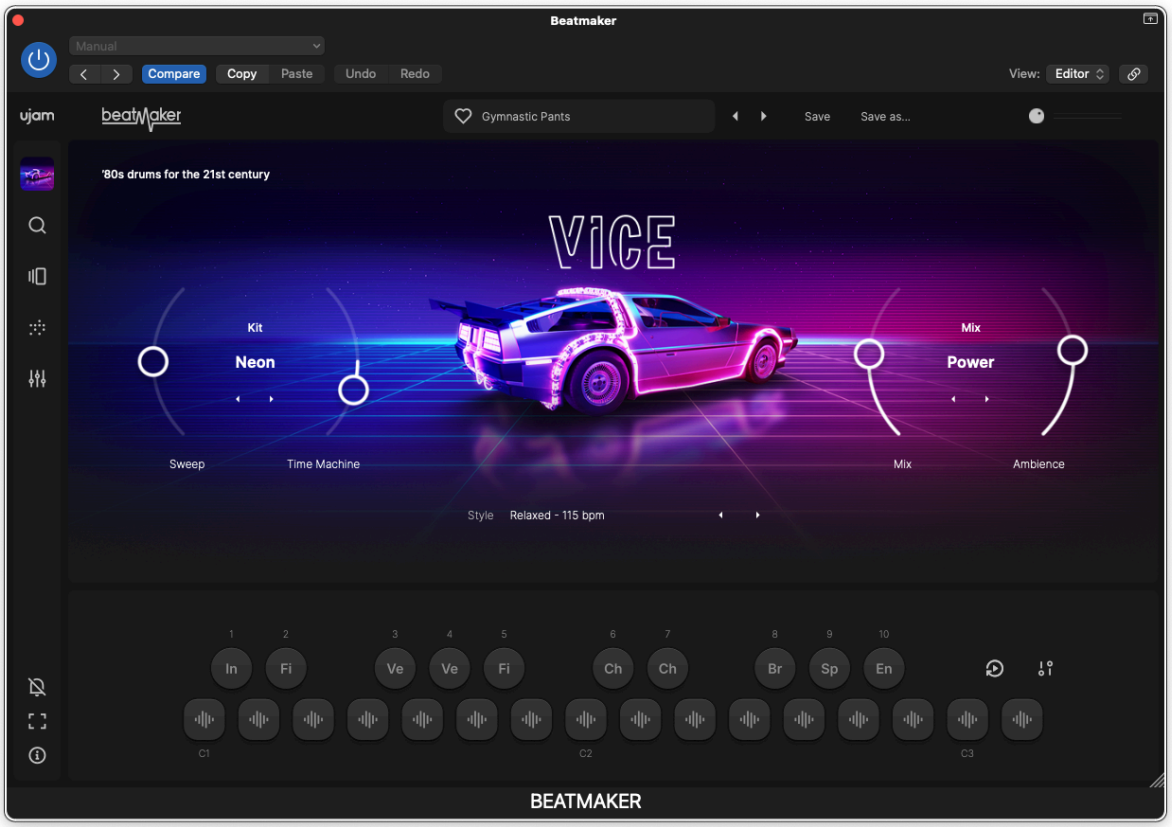
The heavy-hitting drum sounds in NEMESIS have been designed to be aggressive and futuristic. The Mix presets provide different types of distortion and compression for beats so tough and punchy, they'll cut through any mix.

NEMESIS really shines in any situation that requires heavily processed, broken aesthetics.

RICO

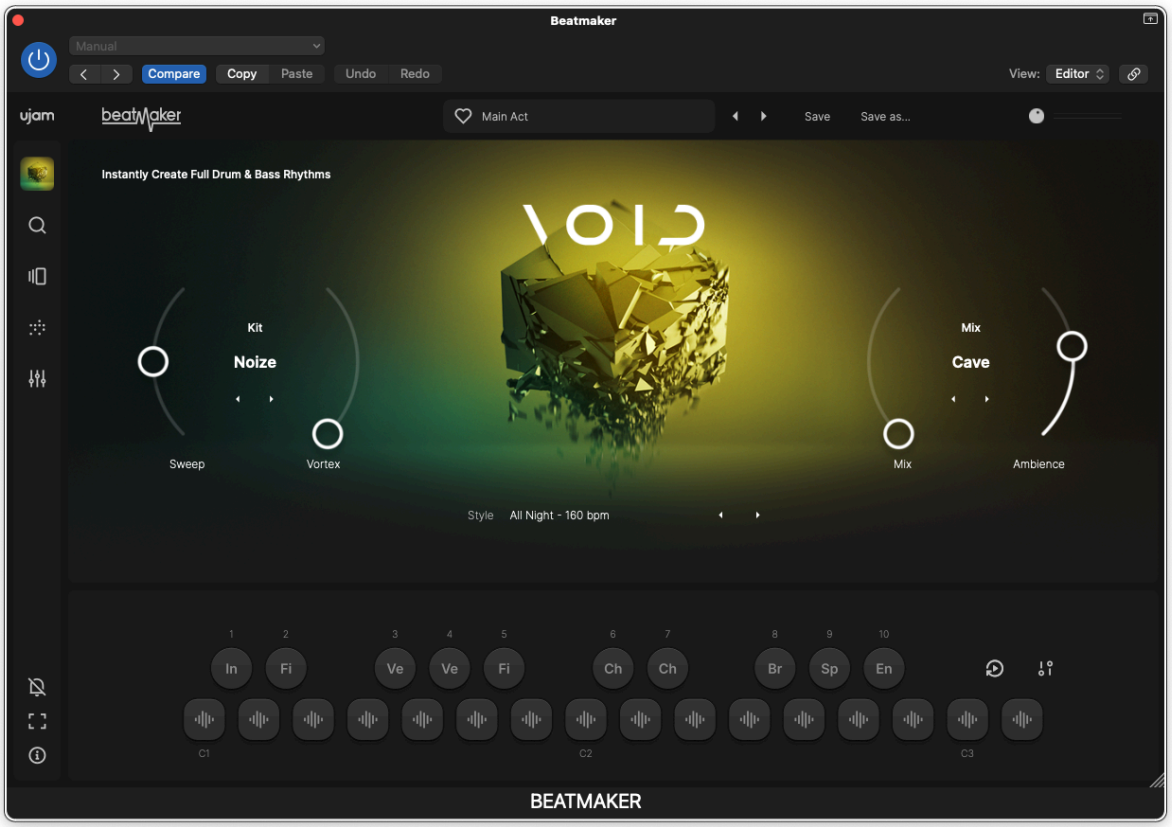
RICO adds a Latin club or dancehall feel to any pop tune you create! Spice things up with deep, bassy kicks and the classic boom-chak rhythm of reggaeton that always gets the crowd moving and grooving. Whether you need straight-ahead beats or authentic world percussion grooves, RICO gives you all the pieces you need.

VICE



VICE takes the synthetic, hyperbole charm of 80s drum machines and grooves and transports them into today's 20s – with modern sampling and mixing technology, a sleek and inspiring user interface, latest effects and processing – the best of the 80s and UJAM's trademark Beatmaker series in one hot product

VOID



VOID gives the tools to create the perfect breakbeats without the need for samplers, beat slicing or monotonous rearranging. With just a few notes, you can craft the perfect fills and breakdowns to make your fans scream with delight.

VOID lets you break away from 4-to-the-floor rhythms and experiment with heavy syncopation found in liquid, jungle, and neurofunk beats. Even if you've never created DnB before, VOID's transparent interface makes it easy to create crazy bangers without overthinking it. VOID is the perfect tool to glue together your dirtiest leads, smoothest pads, and thumping basslines.

Installation & Activation

Beatmaker titles are installed & activated by the UJAM App. To get started:

1. Sign up for a free ujam.com account
2. Download the UJAM App
3. Launch the UJAM App and sign in
4. Open the settings to define the desired plug-in formats and file management
5. Start a trial or install a purchased plug-in (there's a 'refresh now' link at the bottom of the UJAM App to sync to your account, but activation should be automatic)
6. See more info about downloading and installing

Sample Content

The samples that make up the audio content are packed into 'blob' files (e.g. BM3-BERSERK_part1.blob). These files are installed on your boot drive by default, but some users prefer to have the content in a different location - either to keep all VI content organized or to save space. This can be managed during or after installation. During standard installation, they will be put into the default locations on your main system drive.

Installing to a Different Location

The sample content can be installed to a different location if desired.

1. Launch the UJAM App (or select Show from the UJAM icon in the menubar)
2. Click the settings icon in the upper right
3. Click the toggle to the right of "Choose Content Folder"
4. Navigate to the desired location and click "Open"
5. Install the plug-in(s)

Changing the Content Location After Installation

The sample content can be moved any time using a built-in command.

1. Launch the UJAM App (or select Show from the UJAM icon in the menubar)
2. Click the ••• menu to the right of your plug-in
3. Select "Move Content"
4. Navigate to the desired location and click "Open"

Controller hardware for UJAM Beatmaker

UJAM Beatmaker requires MIDI note input for playing and recording musical performances, and optionally pitch bend, modulation and sustain pedal data for added real-time variation.

If you have a MIDI controller (keyboard), this will be the easiest and most straightforward MIDI input method, and it's most fun as this way you control your virtual drum machine in real-time. In addition to triggering samples and loops, the pitch bend on your controller can gradually mute the kick drum or snare, and the modulation wheel can filter the high end to create crescendos and decrescendos.

Of course, you can also control UJAM Beatmaker by using MIDI step sequencers or by entering MIDI notes manually into MIDI tracks.

For getting to know UJAM Beatmaker, for testing purposes, and for trying out various arrangements, you can also use the interactive keyboard in the middle of the UJAM Beatmaker window. This works best with the Latch function enabled. *(Keep in mind that notes played on the Interactive Keyboard don't get recorded into your DAW.)*

Start playing!

Before we look at things in more depth, let us first explore the Beatmaker basics since that may be all you need for now.

The keyboard section along the bottom of Beatmaker's UI lets you trigger individual drum hits and loops. *(See Keyboard Layout for differences in Beatmaker version 3.)*

- Use the white keys from C1 to D3 to trigger individual drum hits
- Use the black keys from C#1 to A#2 to play loops

Walkthrough

With UJAM Beatmaker installed on your computer, and (ideally) a MIDI controller connected, let's make some sound and learn about the control keys.

1. Start your DAW and insert Beatmaker on a stereo track. The default preset will load, and that's a good starting point. Move up the black keys (starting with F#1) to go from Verse to Chorus and other song parts.

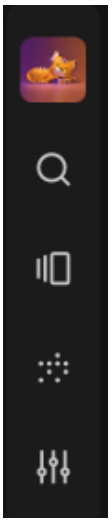
   TIP: Activating the Latch button will let the loop continue playing even after releasing the key. You can also use a sustain pedal (or MIDI CC 64) to mimic Latch mode.

2. Note that Intros and Fills only play once and then fall back to the previous Verse or Chorus, while Breakdowns play while you hold them. Endings finish off the song.
3. Intros can be half a bar, one bar or two bars long.
4. To gradually tweak the performance, turn the mod wheel up (or the Loop Intensity slider in the Loop Playback settings down) and notice how the overall sound gets less energetic.
5. Move the pitch wheel (or Kick/Snare slider in Loop Playback settings) up to gradually mute the kick drum, or down to mute the snare. This is great for intermezzos and lead-ins and can also be automated.
6. Now stop playback and try the white keys (or onscreen keyboard) and notice how they behave differently. These can be used to play 'live' drums or to program your own grooves.

UI Navigation

Beatmaker version 3 changed from individual titles (listed separately in your DAW's plug-in menu) to a 'frame' format (similar to Usynth and Virtual Pianist). With any of the v3 titles installed you'll simply see BEATMAKER in your DAW, and after loading that can select any of the titles you own. To accommodate this and other new features (like a full mixer) we have expanded to multiple pages for the various controls.

The vertical menu on the left provides access to the expanded functionality in Beatmaker version 3. Select the page you want from the vertical icons on the left side:



Main window – Adjust the Kit or Mix, trigger loops and samples, etc.

Preset Browser – Search, filter, preview, mark your favorites and more.

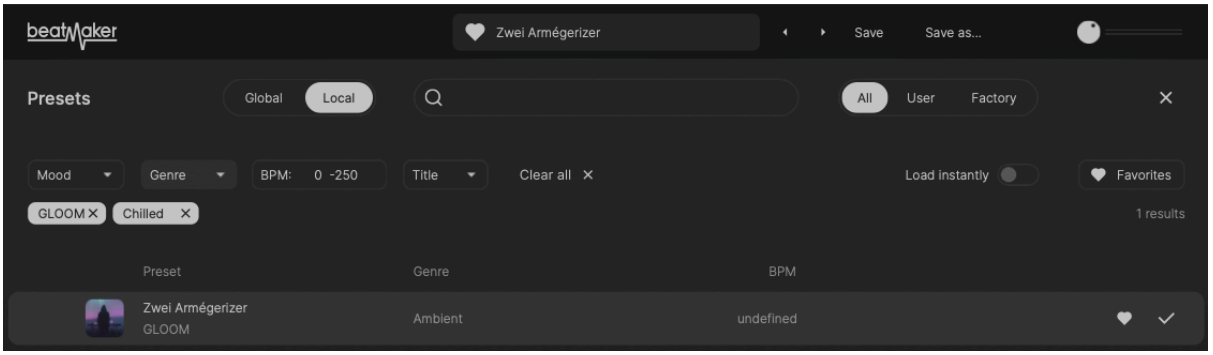
Title Browser – Select the Beatmaker title (loading a preset in the Preset Browser can also change the title).

Loop Browser – Preview and load loops, drag & drop MIDI to a track, and see a graphic representation of the loops.

Mixer View – Adjust the level, panning, effects and more for each part.

Note: The previews don't follow/match the project's tempo – these are simply mp3 samples which demonstrate the sounds.

Presets

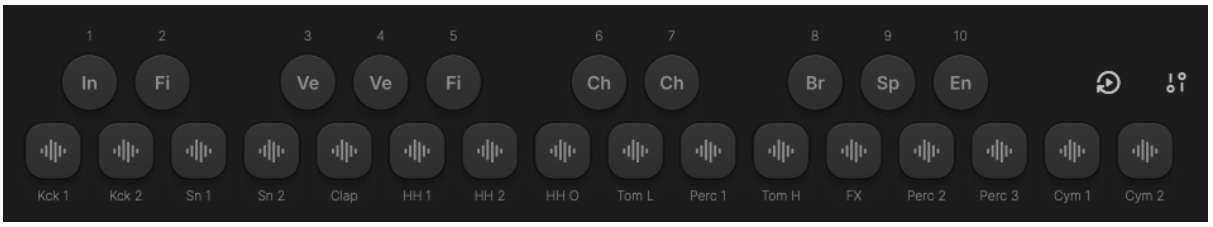


A Preset is a complete Beatmaker setup, i.e. it will recall the Style and Kit along with other settings*. Enable Latch and trigger a Loop, then click the left and right arrows to step through different presets. You can also click the preset name or the magnifying glass on the left for the Preset Browser. You can search, filter and mark favorite presets.

If you've made changes that you want to recall later, save a User Preset before changing presets. After adjusting your settings, save that as a new User Preset by clicking "*Save As*" or click "*Save*" to overwrite an existing User Preset.

**Note that the Output settings in the Mixer View are not saved with Presets since it's more common to set them up for your system and not have them change with each Preset.*

Interactive Keyboard



You can use the Interactive Keyboard, but that's usually for auditioning parts–you'll likely want to use a MIDI Keyboard controller to trigger notes and loops or record MIDI data. The Interactive Keyboard also doubles as a display for notes received and played by UJAM Beatmaker. The layout is similar for all Beatmakers, with little deviations in some of the special Instruments. This means that you can use MIDI patterns you created for one Beatmaker with any other one, or you can use dragged-and-dropped phrases between the different Beatmakers.

Keyboard Layout

Key	Midi Note*	Drum *or* Loop
C1	36	Kck 1
C#1	37	Intro
D1	38	Kck 2
D#1	39	Fill
E1	40	Sn 1
F1	41	Sn 2
F#1	42	Verse
G1	43	Sn 3, Clap
G#1	44	Verse
A1	45	HH 1
A#1	46	Fill
B1	47	HH 2
C2	48	HH 3
C#2	49	Chorus
D2	50	Tom L
D#2	51	Chorus
E2	52	Tom M, Perc
F2	53	Tom H, FX, Perc
F#2	54	Break
G2	55	FX 1, Bass, Perc
G#2	56	Special
A2	57	FX 2, Perc
A#2	58	Ending
B2	59	Cym 1
C3	60	Cym 2
D3	62	Cym 3
C#5	85	Off

Keyboard mapping in Beatmaker version 3 does not follow the GM standard, but is condensed down to about two octaves to be able to work with smaller keyboard controllers. Some adjustments are necessary if you want to use UJAM Beatmaker as a drum module, or Drag & Drop loops to MIDI tracks for triggering other virtual instruments.

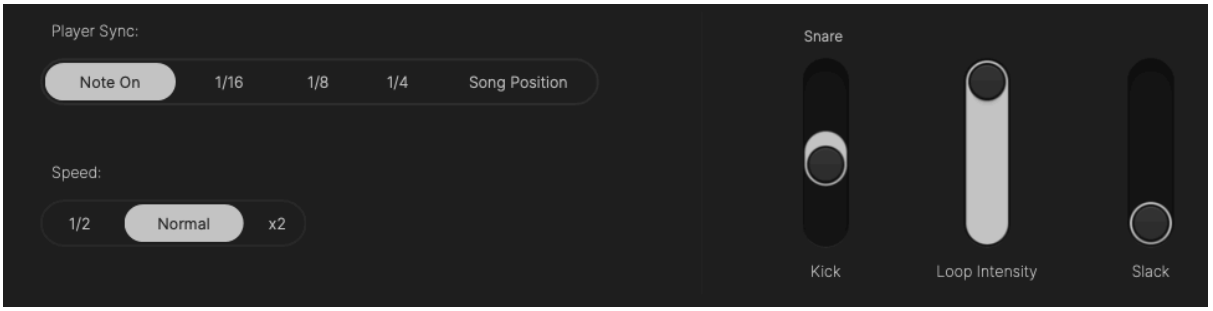
Black keys start the loops. The loop plays while the key is held. If latch is enabled the loop will continue playing until another loop is triggered or the same key is pressed again to stop the loop.

White keys let you play individual drum hits. These (and the Loops) can be triggered from a controller keyboard or MIDI notes on your DAW tracks.

Note also that drum parts vary slightly between titles.

**MIDI note number 60 is called C3 in some DAWs and by some synth manufacturers. Other DAWs and synth manufacturers refer to it as C4.*

Loop Playback settings



In the bottom right next to the Latch button you'll find the Loop Playback button.

Player Sync

Note On - The Plugin starts playing the phrase (from its beginning) at the beginning of the played / inserted MIDI Note, no matter if on time or not.

1/16 - The Plugin starts playing the phrase (from its beginning), but synced to the next on-time 1/16th note, counting from the moment of the input MIDI Note.

1/8 - The phrase is synced to the next on-time 1/8th note, counting from the moment of the input note.

1/4 - The phrase is synced to the next on-time 1/4th note, counting from the moment of the input note.

Song Position - Unlike the others, this works more like an "un-mute button" where the phrase is basically always playing in the background (inaudibly) and only gets "unmuted" when triggered by a MIDI note. This means that the phrase is always synced to the current DAW measure (if the DAW is on the count of "1", the phrase will be there too).

Speed

This three-way switch allows you to set drumming to half time, normal, or double time in relation to the song tempo.

TIP: You can use this as a fixed setting to adjust to an existing playback, or you can automate this control to add variation to your beat. Look for it in the automation menu of our Beatmaker DAW track.

Humanize (CHROMED, RICO, COZY)

The Humanize slider lets you gradually adjust how loose or tight your beats are. At the bottom position (0%) your beats are fully quantized. This setting suits the musical genre of BM RICO and it is also helpful if you want your MIDI notes to match with other programmed tracks. At the top position (100%), beats are slightly “off timing” for a great groove and feel. So as you move the slider from left to right, hits will get moved away from the perfectly quantized grid position.

Quantize (DOPE, HUSTLE, VOID)

The Quantize slider lets you gradually adjust how loose or tightly quantized your beats are. At the bottom position (0%), your beats are slightly “off timing” for a great groove and feel. At the top position (100%), beats are fully quantized, which is sometimes what you want to match them to other programmed tracks.

Slack (BERSERK, VICE, NEMESIS, GLOOM, GLORY)

The Slack control emulates the sloppy timing of drum machines and samplers in the age of MIDI cables and slow processors. It slightly delays the snare and the HiHat against the Kick, creating a feel of inaccuracy that can be very interesting particularly in bigger mixes or when combining various drum grooves. It can be used for a typical 80s sound and also works great for modern electronic music with broken beats, such as Breakbeat or Trap.

Swing (BOUNCE, CIRCUITS, EDEN, HYPE, KANDY)

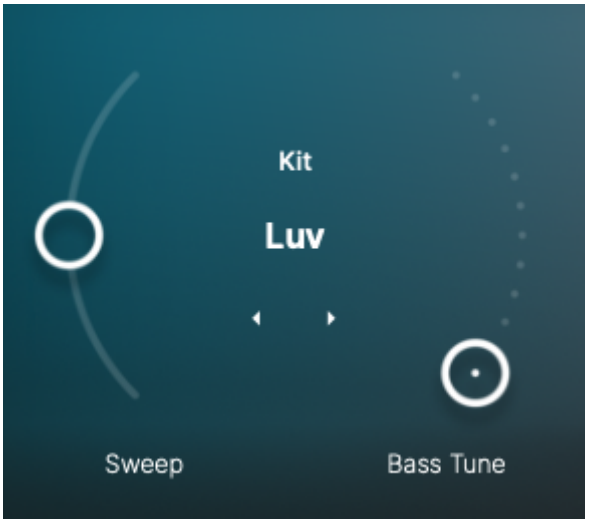
Adjust the slider to syncopate the beats of Beatmaker Eden. Turn the control up to move off beats towards a triplet timing.

The “Swing” feature is also often called “Shuffle.”

Player Sync

You can now quantize the Beatmaker player to match the playback, this setting can be found in the micro timing overlay. Quantize to the current grid, 1/4, 1/8, or 1/16 notes. This keeps the Beatmaker always in sync with the DAW timing position to make sure you have the phrase in time and on the right beat.

Kit section



Kit section of BM GLORY

In this section you can select a drumkit by either clicking its name to open the list, or by stepping through the list using the small arrows. There are 10 kits to choose from, each with its own set of samples. Use the kit names as a guideline.

Sweep Slider

This slider is placed on the left of the Kit Section and acts as a filter. Turning it down emphasizes the low frequencies and cuts the high frequencies to create a muffled sound. Turning it up emphasizes the high frequencies (like cymbals) and cuts the low frequencies for a thinner sound.

Special Controls

Every Beatmaker has a dedicated special slider custom-built for that particular genre. The Special Sliders are located to the right of the Kit Selector:

BERSERK: Squish/Devastate

Another bidirectional slider. Your beats deserve some punch? Turn it down towards *'Squish'* to use multiband compression and transient design.

You want a rather deformed and electrified sound? Turn it up towards '*Devastate*' and use multiband distortion to shape the frequencies to your liking.

BOUNCE: Juggle

The Juggle slider adds repeat or reverse effects to the drums. Move the slider upward/left to create repeats: at lower positive values, some drum hits are repeated randomly, with increasingly pronounced repetitions toward +100%. Move the slider downward/right to reverse drum hits: lower negative values reverse some hits, with more of the drums reversed as you approach -100%.

CHROMED: Hyperdrive

A futuristic concoction of short gated reverbs, slapbacks and glitch fragments that increase in hyperactivity as you dial toward maximum values

CIRCUITS: Boost + & Boost -

When you turn the slider up to "Boost +", the equalizer settings are adjusted to boost the low-end and high-end frequencies of the drum samples, resulting in a fuller and more pronounced sound. In addition, a slam compressor gets activated, which compresses the sound and adds more punch to the drums. This setting is perfect for creating powerful and energetic beats.

On the other hand, when you turn the slider down to "Boost -", the equalizer settings are adjusted to reduce the low-end and high-end frequencies of the drum samples, while boosting the mids. This results in a more focused and defined sound that can cut through a mix. In addition, a transient designer is activated, which analyzes the audio signal and applies gain adjustments to specific frequency bands in order to shape the transient response of the signal. This setting is great for creating a more nuanced and detailed drum sound.

This bipolar slider is a powerful and versatile tool that can help you achieve a wide range of drum sounds, from tight and focused to big and bold. Experiment with the settings and find the perfect balance for your tracks.

COZY: Nostalgia

The Nostalgia slider in Beatmaker COZY integrates multiple audio effects into a single dial, infusing tracks with vintage and LoFi elements. This control simulates the nostalgic crackle

of vinyl records, adjusts tones using EQs, and moderates drum hit intensity and frequency range for added LoFi charm. It even incorporates a Convolution effect that mimics an old tube microphone, adding vintage complexity. A bus compressor maintains track balance, while a saturation effect enhances the audio warmth.

DOPE: Vinyl Drive

The Vinyl Drive control simulates the effect of a retro turntable noise & compression. It adds dirt, punch and crackling to gradually age the sound of your beats.

EDEN: Kick Pump

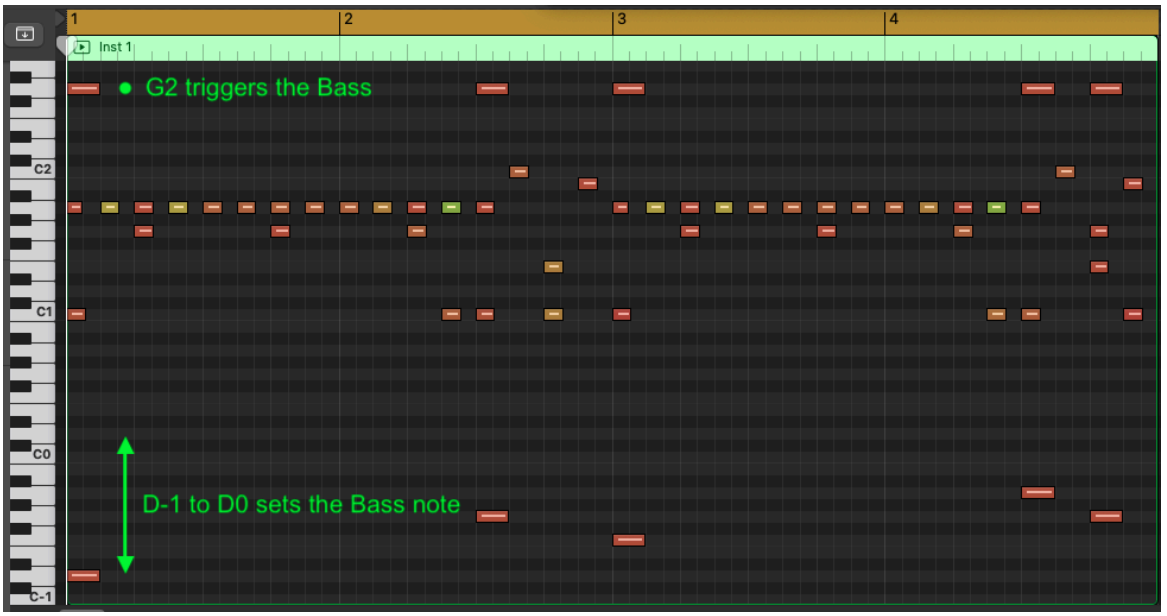
The Kick Pump control sends the Kick drum into a sidechain compressor, creating that typical super-compressed pump where the rest of the signal bows to the Kick Drum.

GLOOM: Diffuse

The Diffuse control smears the ambience to add reverse-reverb and stereo delay effects.

GLORY, HUSTLE: Bass Tune

A tuned bass is a pivotal feature in the beats produced by Beatmaker GLORY and HUSTLE. The *Bass Tune* control provides you the flexibility to tune the bass across a full octave. Beatmaker GLORY and HUSTLE boast an impressive feature that enables you to manipulate the bass slider either through automation or MIDI notes! Simply jot down some MIDI notes within the range of D–1 to D0 to seamlessly control the tuning of your 808s.



HYPE: Riser

A single knob controls a combined highpass filter, reverb and subtle delay—perfect for creating high-impact builds without the need for multiple automation lanes. This pushes your drums into the background in a way that a simple filter never could, setting you up for a much stronger chorus or drop.

IDOL: Juice

The proprietary Juice control punches up the lows and highs with multiband compression and EQ for a clean, dramatic sound, with a gentle stereo spread to neatly tie everything together and add some excitement.

KANDY: Sweetness

The proprietary Sweetness control shapes huge sounds with the help of multiband compression and a transient designer so the drums cut through the mix better.

KAYA: Life

The Life control uses a mixture of beatcutters and multitap delay layers with some random repetition and reverse effects to increase energy.

NEMESIS: Pressurize & Hypercharge

This slider pushes sounds in different directions: Hypercharge uses multi-band distortion for a more aggressive, electrified sound. It can really be driven over the top, especially in combination with the Mix Presets. Pressurize uses multi-band compression to condense the signal, and cut through the mix.

RICO: Me Gusta

Turning the slider up will increase the stereo width, to give your beat a bit more space in the mix. It also boosts the low frequencies and decreases high frequencies. Pulling the slider downwards does the opposite and also boosts the mids, so make sure to try it both ways!

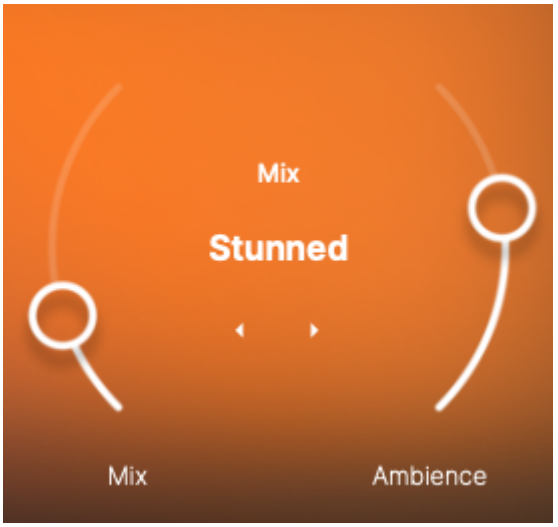
VICE: Time Machine

This slider will let you travel through time! Pulling the slider down will send the beat to the ’80s (thins the sound), while pulling the slider up to 2080 makes the sound thick. Everything above 80% of the Time Machine knob creates the most futuristic sounds you can imagine.

VOID: Vortex

The Vortex slider creates the impression of sending the beat into a … well … vortex, whirling it around as you move the slider upwards. Use it to create mind-blowing risers and drops. From a technical perspective, Vortex combines an LFO-modulated notch filter sweep with compression.

Mix section



The Mix Section of Beatmaker looks rather simple, yet under the hood it features a mixing console with multiple audio processors in each channel strip, with hundreds of parameters macro-controlled by the Preset selector and the Amount knob.

Mix Presets

Mix presets recall multiple parameters in a Beatmaker's built-in mixing console. Each Beatmaker has its own set of 12 Mix Presets, optimized for its particular genre. Turn up the Amount Control and go through the Mix Presets by clicking on the name or arrows in the center of the circle element until you find the one that suits your track best.

Mix Slider

Lets you set your preferred balance between a neutral setting of the Mixing Console and the preset's most extreme setting. This is not a simple Dry/Wet control, but actually a macro control, turning the mixing console's parameter individually under the hood. With the Amount Control fully up, step through the Mix Presets until you've found the type you like, and then dial down the Amount until you the amount of processing is just right.

Ambience Slider

Adjusts the amount of reverb and/or delay effect specific to the currently loaded style.

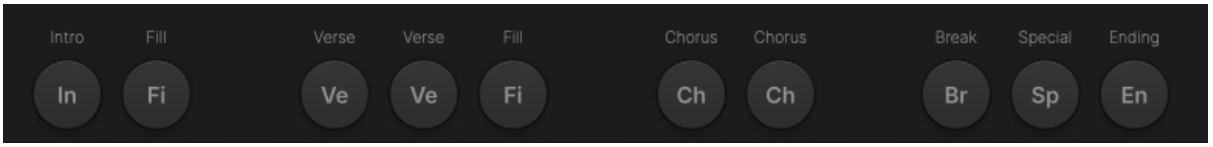
Styles and Loops

Although you can use MIDI to play individual drums, the real power of UJAM Beatmaker (particularly over audio loops) is in playing drum performances that you can real-time-control. You can tell your 'drummer' what to play and when to play it to create a complete song, and even automate various aspects to make performance more dynamic.

Styles

Beatmaker organizes drum performances into 20 styles with suggested tempos. Styles include loops (song parts) for intros, verses, choruses, breakdowns, fills, endings, and bonus special parts. Note that the bpm indication is just the common default for that style, but you can use all styles at any tempo. There's also no rule against using a chorus loop as your verse. The style is only one part of a preset–it can be changed without affecting other settings so load a preset then select a different style to find something new and inspiring.

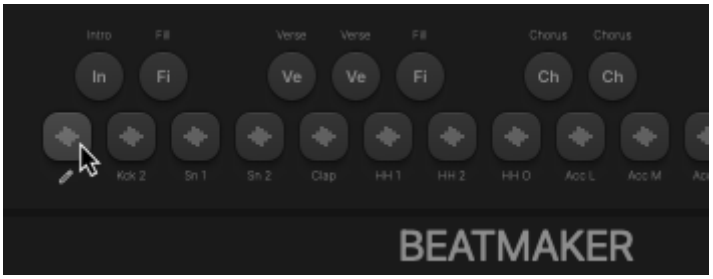
Loops (Song Parts)



- Each Style has 10 active song parts, laid out on the black keys from C#1 to A#2.
- The parts always play in sync with the main sequencer (see *Loop Playback Settings*) so you don't have to hit them right on the beat.
- Some of the parts – like the Verse and Chorus – have variations.
- Some of the song parts loop, some play only once after you hit the key, while others only play while you hold a key. Fills play once then switch back to the previous part.

Editing Individual Drums

You can easily edit the individual parts in a Kit.



1) Hover over a drum button in the bottom row of the main window (or Mixer View)
2) Click the pencil icon directly under the button
3) In the Samples window that opens:
    a) Click one of the 10 icons to preview that sample
    b) Double click an icon to load that sample
    c) Adjust the controls like Attack, Decay, etc.
    d) Click "x" in the upper right when done

Samples

10 different samples are available for each part. Click one to preview the sound. Double+click one to load it into that part.

Attack

Controls where the sample starts. In the minimum position, sample playback starts from the beginning. Increase it to start playback later in the sample to soften the initial sound.

Decay

Controls how fast a sound fades. In the max position, the drum plays its original envelope. At the min position, drums and cymbals become very short.

Dynamic

Adjusts the velocity responsiveness of the samples. From 0% (ignores velocity) to 100% (velocities of your MIDI notes will affect volume and the sound similar to real drums.

Pitch

Lets you tune the drums up or down by six semitones.

Mixer View

The Mixer gives you complete control of the individual drum parts.

top section of Mixer View

Mix Preset

Choose from 12 effects and adjust balance using its Mix slider. (Also adjustable on the right side of the main page.)

Special Effect

This is the same control found in the Kit section on the main page. *(See Special Controls)*

Ambience

Choose from more than a dozen reverb effects and adjust the amount using the Ambience slider.

Saturation

This adds warm harmonic distortion (adjustable per part) affecting the dynamic behavior as well as the overall 'dirtiness' of the signal. In lower settings, it creates a nice little lo-fi edge, whereas in higher settings the sound will start pumping and become more distorted.

Filter

Adjust the knob to the left to reduce high frequency content, to the right to reduce the lows.

Ambience

The Ambience knob lets you adjust the amount of space. Ambience can make the entire groove change its character from bone-dry to the Hamilton Mausoleum.

Pan

The Pan knob determines where the part sits in the stereo field. Adjust from -100 (left) to +100 (right) with 0 being centered.

Output

Individual outputs allow you to route specific 'drums' from Beatmaker to separate channels in your DAW's mixer, enabling you to use the full multi-channel mixer functionality of your DAW if you want to go deep, or to route individual signals into special effects processors. You can choose to send any Instrument Channel either to the Master Section (INT) or to an Individual Output (EXT).

The exact setup of a multi-output Beatmaker will depend on your DAW, so we recommend checking out the corresponding instructions in your DAW user guide. Typically…

Insert a multi-output version of Beatmaker. This usually happens when selecting it from a menu of available virtual instruments, e.g. in the AU Instrument menu in Logic. Set up the Aux Channels for that multi-output instrument. In Logic, for example, after instantiating a multi-output Beatmaker, you will find a "+" icon in the Mixer channel of that instrument. Click it to create additional Aux buses and you'll see and hear those Beatmaker channels you set to "Individual" separated out to those buses.

Note that the Output settings in the Mixer View are global (not saved with Presets) since it's more common to set them up for your system and not have them change with each Preset.

Volume

The slider and level meter under each channel helps maintain the mix between elements.

Sweep

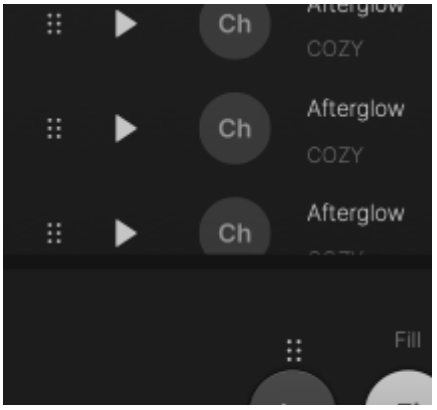
This is a dual filter. With the knob straight up, the filter is bypassed. Turning it towards the minimum position applies the resonant low pass filter (LPF) creating a typical synth filter sweep. Turning it towards max engages the high pass filter (HPF) shaving off the low end.

Maximize

The Maximizer is a popular audio processor that maximizes the perceived volume of a signal without actually raising its technical level. Higher maximizer settings result in the drums cutting through a mix even at lower levels, helping you avoid internal distortion in Beatmaker because of excessive volume levels.

Note: You'll likely want to find the right balance of Maximizer, Saturate and Volume settings depending on your material.

Drag and Drop Loops



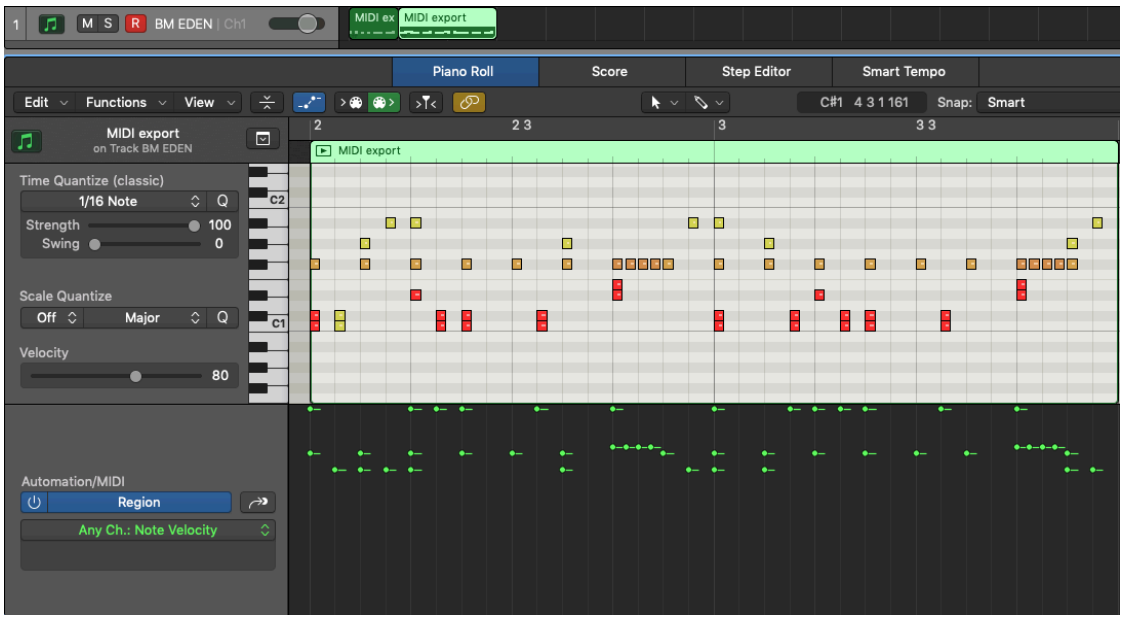
While the Loops in Styles aren't directly editable, Beatmaker lets you drag Loops into tracks in your DAW, where it will be converted to a MIDI region with editable notes.

To create a MIDI clip/region from a Loop, click and hold in the dotted drag area of any Loop key on the Interactive Keyboard and drag it to the target track.

You can then edit just like any other MIDI sequence, e.g. change note positions, velocities, add instruments, etc.

Use this feature when you want to create your own parts using the included Loops as a starting point.

Note: When you drag Intros, Fills and Endings, note that some of these start mid-bar, so you might sometimes have to adjust the start of the resulting MIDI region after dropping it. Also, while Beatmaker will internally shorten Choruses or Verses when you play a Fill, you'll have to do it manually in dropped MIDI regions.

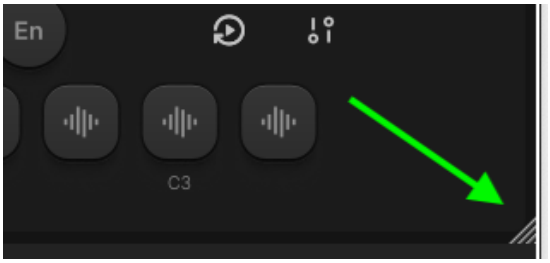


MIDI regions/notes created by dragging phrases into Logic Pro

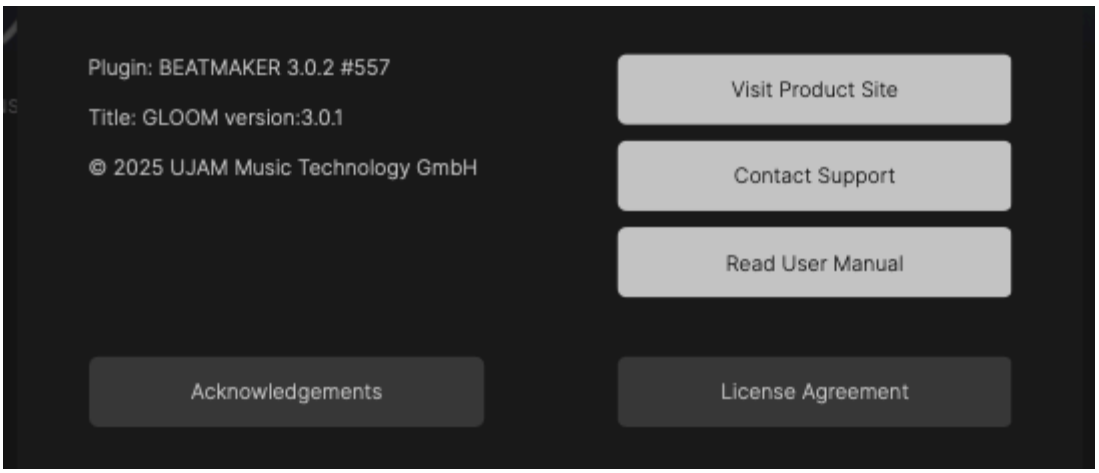
Resizable Interface

The user interface is resizable to fit different sizes of screens.

To resize, either click the “window” icon in the bottom left corner, or simply drag the three stripes in the bottom right corner of the user interface.



About Page



Clicking the (i) in the lower left opens the About Page - a place for information about your version and licensing status of your Beatmaker titles. It is also a portal to other services:

- Acknowledgments – *lists the people that made it all happen*.
- Visit Product Site – *takes you to the product page on our website*.
- Contact Support – *in case you have questions or need help*.
- Read User Manual – *opens this document*.
- License Agreement – *legal terms for using the product*.

Support & Community

Stuck? Need a tip? Just want to show off what you made?

- Submit a Ticket to ask a question, get some help, or share your ideas on improving our products.
- See our Beatmaker articles or search for a topic.
- Subscribe to our YouTube channel for "How-To" videos.
- Follow us on Instagram to catch announcements and other product info.
- Join our community on Facebook or Discord to post a question, comment, or even share a track.

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