

iDrum

the drum machine for Mac OS X



quick start guide

Welcome

Thank you for purchasing iDrum, the Drum Machine for Mac OS X. iDrum was born out of a deep love for vintage and modern-day drum machines, and was designed from the ground up to capture the same feel. The result is an indispensable, easy-to-use tool that is also a lot of fun to play.

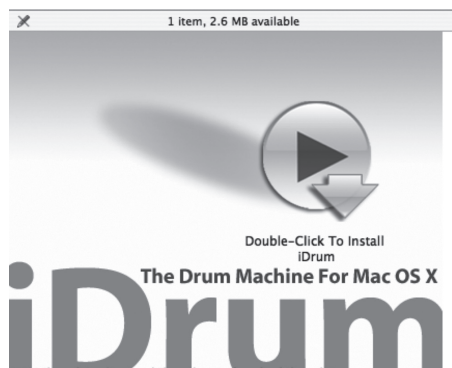
This Getting Started Guide will help you get started quickly and easily. Despite its power, iDrum is simple to use. We strongly encourage you to read the “Installation” section and the appropriate “Using iDrum” section for your host application (GarageBand, Logic, Digital Performer, or Pro Tools) before you use the program for the first time.

Enjoy!

The iDrum Team

Installation

Place the iDrum CD-ROM in your Mac’s CD Drive and double-click on the iDrum installer icon found on the iDrum CD-ROM.



Authorization

iDrum must be authorized after installing. While there is a 10 day period in which iDrum will run without restriction before requiring authorization, we encourage you to authorize it as soon as possible. Authorization helps us provide the highest level of support to our customers.

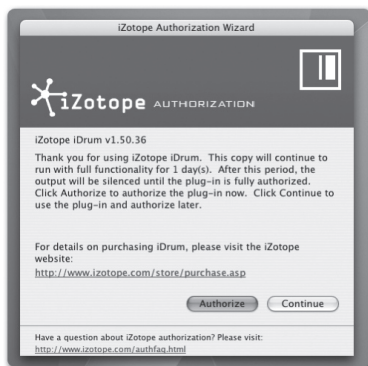
Challenge/Response

Internet Authorization

1. Click the link in "Step 1".
2. On the web site, enter your serial number, user name, and password, or follow the instructions to register and create a new account.
3. Copy the resulting Response.
4. Paste the Response into the box in "Step 2" and click "Next" to complete authorization.

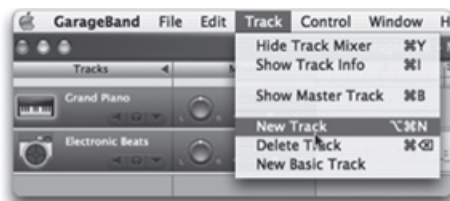
Manual Authorization

1. On the computer you want to authorize, write the challenge in "Step 1".
2. On a computer with internet access, visit <http://www.izotope.com/activate.html>.
3. Enter your serial number, user name, and password, or follow the instructions to register and create a new account.
4. Select the product you want to authorize by clicking "authorize with challenge/response".
5. Enter the Challenge you wrote down and click "Submit".
6. Type the resulting Response into the box in "Step 2" and click "Next" to complete authorization.



Using iDrum in GarageBand

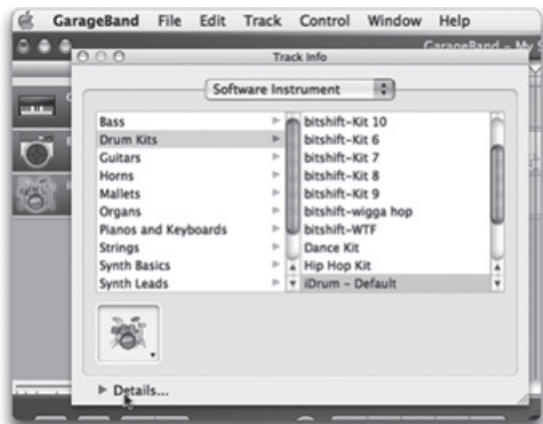
1. Create a new track using GarageBand's "New Track" menu item.



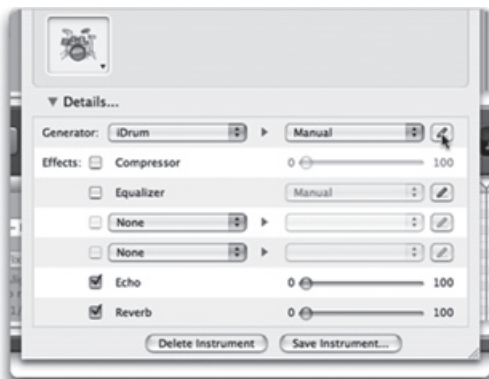
2. In the New Track dialog, make sure the Software Instrument tab is selected. Then select "iDrum – Default" in the "Drum Kits" section and press "OK."



3. Double-click on the track (or click on the "Info" button) to bring up the Track Info window. Click on the "Details" disclosure triangle to display the track details.



4. Click on the "Edit" button (it looks like a pencil) next to the Generator pop-up buttons to open iDrum's musician interface.

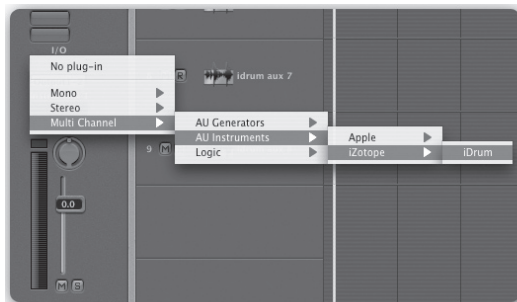


5. Push GarageBand's "Play" button and iDrum will start syncing to your song, playing its default pattern. Start experimenting by pushing buttons, or check out "Loading iDrum Files" or "Trying Different Sounds" in this guide for more on what you can do with iDrum.



Using iDrum in Logic

1. Select an Audio Instrument object. Click-hold on the instrument slot and select iDrum from the iZotope sub-menu.
2. Logic automatically opens iDrum's musician interface, and you're ready to make some beats.



Using iDrum in Digital Performer

1. From Digital Performer's "Project" menu, choose "Add Track," "Instrument Track" and then "iZotope: iDrum (stereo)."

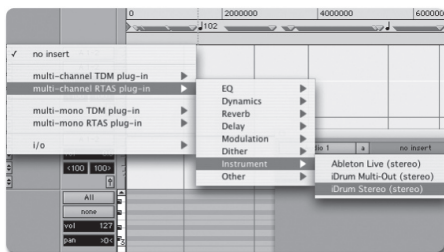


2. Digital Performer will create a new Instrument Track with iDrum inserted in the first slot and open iDrum's musician interface.



Using iDrum in Pro Tools

1. In Pro Tools, add an instrument track.
2. In the “inserts” section, select iDrum from the instruments menu.



Slave To Host

Whenever you are running iDrum in a host application like GarageBand, Logic or Digital Performer, you'll probably want to have “Slave To Host” engaged. Slave To Host makes iDrum sync to the host's tempo and transport, and keeps iDrum's song mode position in sync with the host's song position.



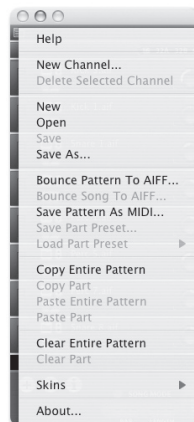
The iDrum Menu

Since plug-ins do not have the ability to show menus in the Mac OS Menu Bar, most of iDrum's functionality is accessed via a contextual menu. This is the primary means of accessing iDrum's extensive online help.

To access the menu, hold down the “Control” key and click anywhere in iDrum's window. Musicians using a two- or three-button mouse can simply right-click. Alternatively, you can click on the menu button in the upper-left hand corner of iDrum's window to display the menu.

NOTE: In Digital Performer 4.1.2, you must use the menu button, as contextual menu clicks (control-click or right-click) do not work.

Some of the Menu items may be disabled depending on whether a channel is selected or if there is iDrum data in the Mac OS clipboard.



Loading iDrum Files

Unlike manufacturers of hardware drum machines, we had no constraints on the number of samples and patterns we could include with iDrum. There are approximately 200 iDrum files installed by default—each with several patterns—and over 500 drum samples!

Here's how to get started with the included files. Remember that unlike standard audio loops iDrum files are completely flexible—you can change sounds, parts, tempo, effects, anything! Start experimenting with some of the included patterns and you'll be creating your own beats in no time.

To load an iDrum file:

1. Bring up the iDrum menu by control-clicking (or right-clicking) anywhere in iDrum's window, or by clicking on the menu button in the upper left-hand corner of iDrum's window.

NOTE: The factory iDrum files are located in `/Library/Application Support/iDrum/Kits`.

2. Select 'Open...' from iDrum's menu.
3. A standard Mac OS X "Load File" dialog appears. Find the iDrum file you want to load and press the "Open" button. iDrum will load the specified file. Please be aware that this will erase any currently loaded pattern and song data, so be sure to save your work before loading a new file.

Exploring the Step Programmer

If you're new to step-oriented drum machines, you might be wondering what the row of sixteen buttons to the right of each channel is. By default, each of these buttons represents a 16th note in a single bar of 4/4 time. So a 'four-on-the-floor' kick pattern would look like this:



In iDrum jargon, this is called a "Part." You edit a part by clicking on a step to toggle it on or off. When a step is active, it appears lit up. An inactive step appears grayed out. When a step is inactive, that step will not sound regardless of any other settings for the part. When a step is active, you can change the volume of the step by clicking on the step, holding down the mouse button, and dragging up or down. A step with its volume at zero has the same effect as an inactive step: no sample is triggered for that step.

Since each step can have its own volume, you can create great groove dynamics. For example, a syncopated “off” beat hi-hat pattern might look like this:



Trying Different Sounds

There are various ways to change a channel's sample to another audio file on your hard drive. You can step through all the files in a folder quickly, jump directly to a file in a given folder, or specify a new file to load via a file dialog.

Stepping Through Samples

Click on the “stepper” control to the left of the channel's file name. This will load the next file located in the same folder as the current sample's file. This feature is extremely useful for quickly previewing all the sounds in a given folder in context with the rest of your pattern.



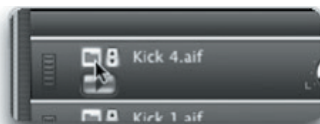
Jumping Directly to a Sample

You can jump straight to any audio file in the current sample's folder by click-holding on the file name and selecting the file you want to load in the pop-up menu that appears.



Using a File Dialog To Load a New Sample

If you want to replace the current sample with one that isn't in the same folder, click on the “Load File” button to the left of the stepper control. Select the file you want to load in the file dialog.



Moving On...

This Getting Started guide has barely scratched the surface of what is possible with iDrum. You can export your patterns and songs as AIFF audio files and MIDI files, mangle the sound of each channel beyond recognition, get funky with the swing feature, and more.

Remember that help on all these features is only a click away when you're using iDrum. Just bring up the iDrum menu and select "Help." (Okay, that's two clicks.) You can also read iDrum's Help at any time by launching the Mac OS X Help Viewer and selecting "iDrum" from the "Library" menu.

Once again, thank you for purchasing iDrum.

Have fun making music!

Support

If you have further questions about iDrum, please be sure to consult iDrum's online help. These extensive resources will often provide the solution to your problem. We also recommend that you visit the iDrum FAQ on iZotope's web site: <http://www.izotope.com>. The FAQ is updated regularly with answers to common questions. Finally, if you are still having difficulty, please contact M-Audio's technical support department using the following contact information:

Phone: 626-633-9055

Fax: 626-633-9060

Online: <http://www.m-audio.com/tech>

Mail: M-Audio Technical Support, 5795 Martin Rd., Irwindale, CA 91706-6211, USA

- **Additional Sound Design:** Adrian Clarida, Ned Bouhalassa www.nedfx.com
- **Additional Skins:** Adam Fothergill at Strange Flavour www.strange flavour.com,
Cris 'atariboy' Pearson www.atariboy.com

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