



# FingerBeat Instructions Manual

Designed for your hands & fingers  
The Elionze Group



version 1.3

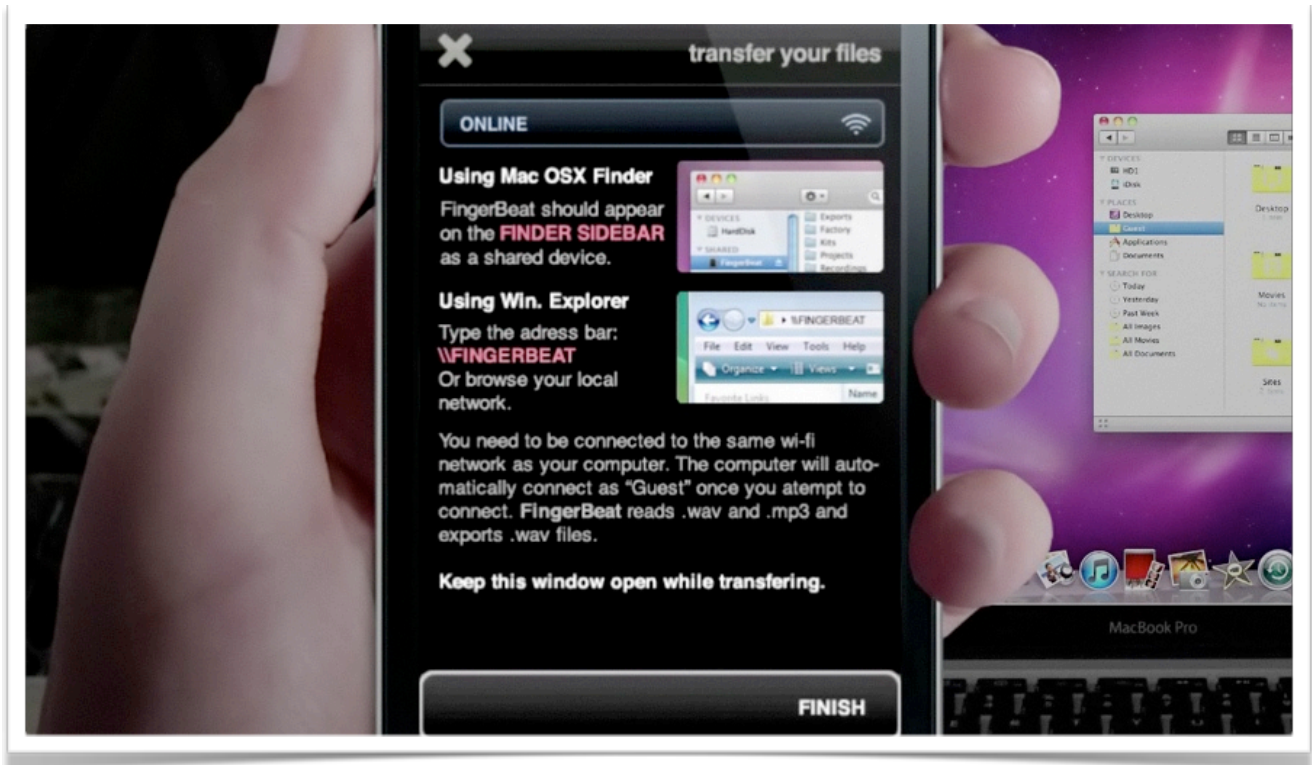


# New Features in This Version

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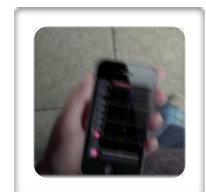
## Import and Export

Make FingerBeat available as a network drive from a computer via wi/fi using **OSX finder** or **Win Explorer**. Or use iTunes files sharing via usb cable. Imports (.mp3 .wav).



## Shake to Undo

Recall previous state by **shaking** your device. A confirmation popup will then appear.



## Dynamic Colour Coding

Every channel or pad colour corresponds to it's loaded sound. group: **Kick Drum, Bass, Snare/Clap, Instrument, Percussion, Hi Hat/ Cymbal, Lead Synth, Hit/Fx and My Recordings.**



# Introduction

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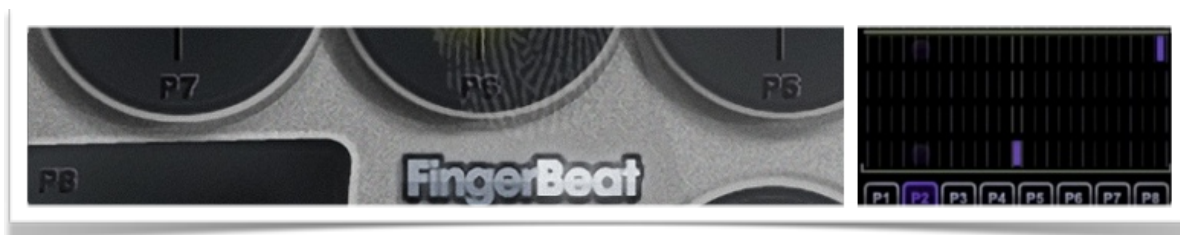
## Interface & Navigation

**FingerBeat** interface works like viewing from a camera. Use the safe area to drag and shift your view at any time.



## Pad/Channel Numbers

Each pad refers to individual channel from **1** to **8**. Tap desired number to view and **edit notes**. This will also bring up the keyboard for note editing workflow.



## Recording & Events

Tap **Record** button for your actions to be recorded. They will appear as spheres both in the pads and sequencer.



# Express Yourself

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## Keyboard

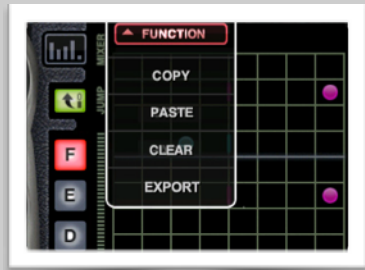
Tap keyboard button to **Play** and **Record** quick melodies. Last notes played becomes the pad sound.



## Pattern Functions

Before you execute desired function, select or unselect channels to **Copy**, **Paste**, **Clear**, **Export** per channel or as a group.

*Tips: If pattern jump button is enabled, entire pattern chain will be exported.*



## Mixer

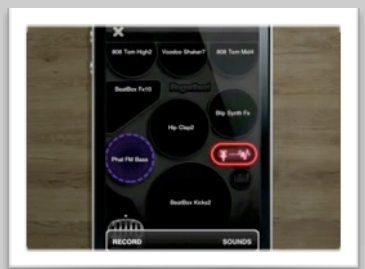
Enables **Volume** and **Balance** per channel.

Tap or Drag to **Mix**, **Mute**, **Unmute** and perform live while swaping patterns with your thumb.



## Record & Load sounds

Tap **Kit Editor** button to **Record** any sound using the **Microphone** or **Load** existing ones.



## Kit Memory Slots

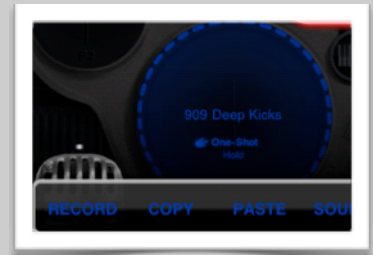
Tap the **File** button on the top left to create a **New** beat, **Open** existing, **Save** current state, **Rename** slot and **Export** beat. Use the file slots to quickly access your new beats.



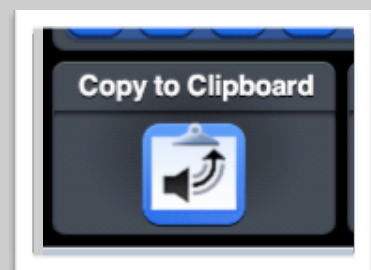
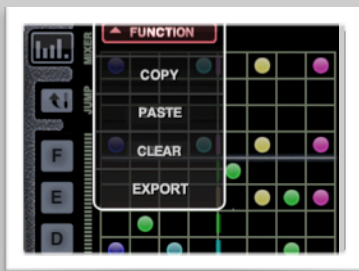
## Sonoma AudioCopy/AudioPaste™

Import and export audio renderings from and to other iOS applications that support the Sonoma AudioCopy/AudioPaste API.

To import audio from another application into a pad, use the AudioCopy functionality in the other application, switch to FingerBeat and choose **Paste**



To export audio from FingerBeat into another application, choose **Export** in either the **Function** menu in the sequencer or the **File** menu in the kit list, press the **+** button for more options and choose **Copy to Clipboard**.



You can then jump directly to the other application using the built-in list of **Supported** applications installed on your device or simply exit FingerBeat and launch the other application. Your exported audio will then be available to paste from the second application

You can also use the ACP functionality to copy/paste audio within FingerBeat

*Tip: Check the list of supported applications at <http://www.sonomawireworks.com/iphone/mapi/#apps>*

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## Sing over your Beat

Tap the microphone to hear yourself sing over your creations.

*Tip: You will need to connect headphones*







# FingerBeat.com

FINGERBEAT IS CREATED BY:  
Sérgio Santos, Sérgio Alex, Miguel Durão

FOLDER SHARING SOFTWARE WRITTEN BY:  
Jeremy Stone

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