



 Roland
zenbeats
Start Guide

Roland zenbeats start Guide

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How to Read This Manual

Zenbeats is designed to work across all device types on Windows, macOS, iOS and Android. While this guide primarily focuses on the mobile versions, all topics are applicable to the macOS and Windows versions as well with the exception of mouse vs touch input.

Tap (mobile version) ↔ click (desktop version)

Long tap (mobile version) ↔ right click (desktop version)

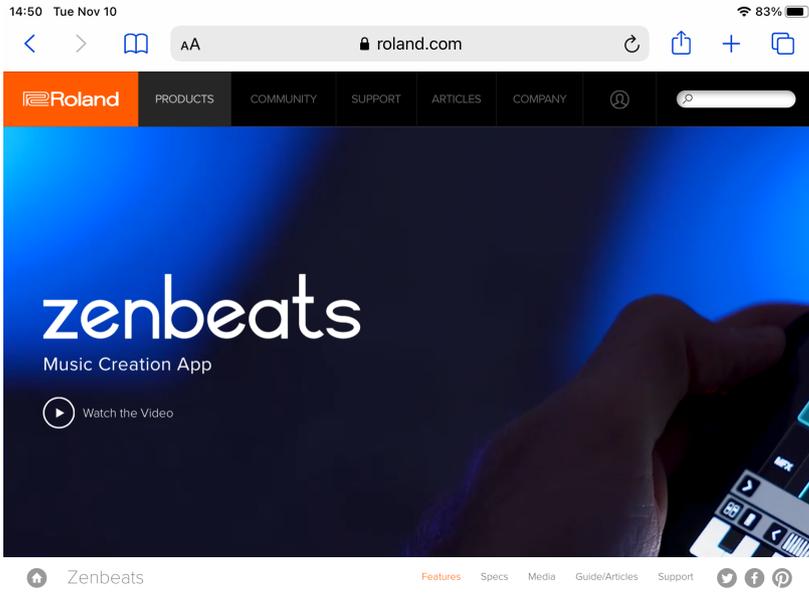


PART.1

Zenbeats Installation and Peripheral Setup

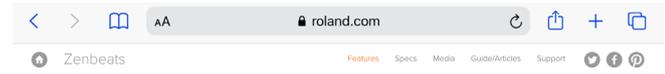
First, let's install Zenbeats and set up peripheral devices to make songs. The basic functions of Zenbeats can be used free of charge by anyone.

1-1 How to Download and Install Zenbeats



1 Zenbeats can be downloaded from Roland's website (https://www.roland.com/global/products/rc_zenbeats/).

There are download links at the bottom of the web page. Tap on the button that matches your device's platform.

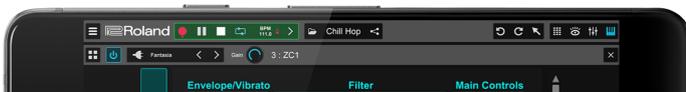


Find Your Creative Flow

Roland Zenbeats is a music creation app that keeps you in an effortless artistic flow. Get started on any device or platform. With its collection of both modern and legendary sounds, Zenbeats brings Roland's history of innovation into a new, accessible format.

Try it for free

Download



Try it for free
Choose your platform to download

Zenbeats for iOS

Zenbeats for Android

Zenbeats for Mac

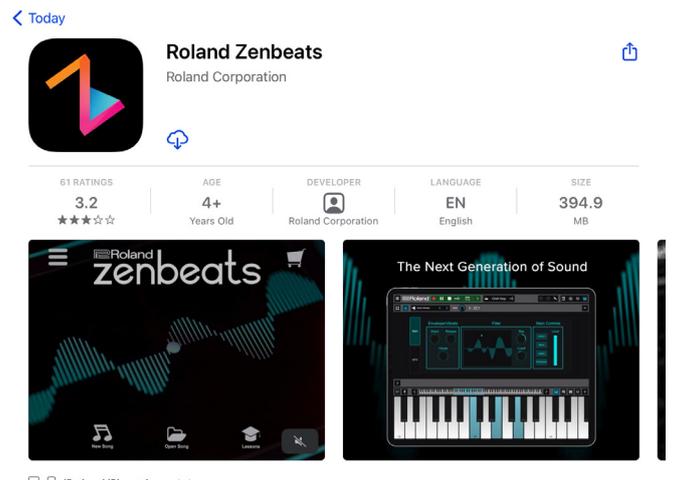
Zenbeats for Windows

▲ Click on the button to download the Zenbeats application for your chosen environment.

2 Mobile versions of Zenbeats (iOS and Android) are installed automatically on download. Windows and macOS versions require you to download an installer and follow the on-screen instructions.

POINT Zenbeats is compatible with 4 platforms

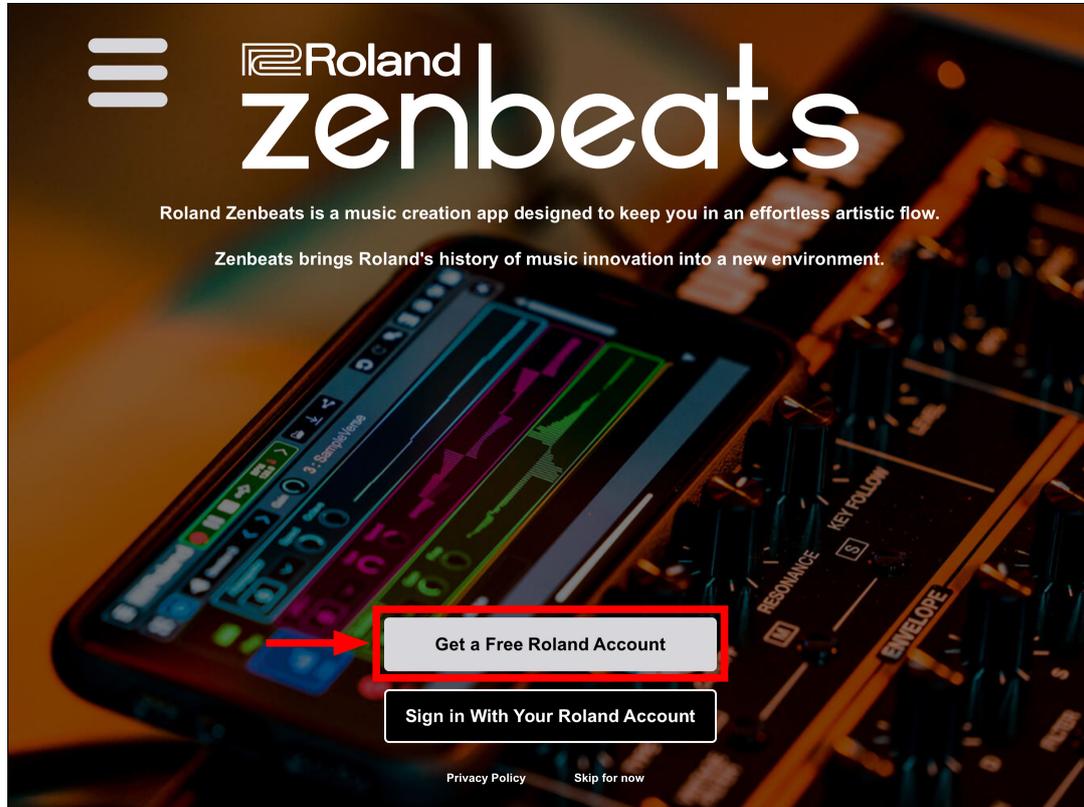
iOS, Android, macOS and Windows. This gives you the same experience no matter which platform you use. You can also exchange files. For information on sharing files between devices, see page [p.50](#) of this guide.



1-2 Start / Sign in to Zenbeats

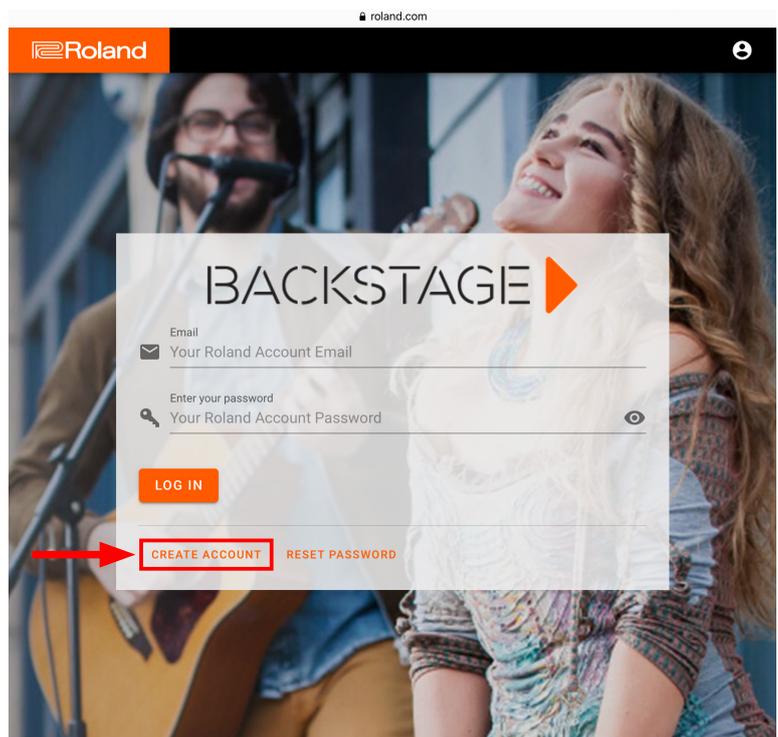
1

When installation is complete and Zenbeats is launched the user is taken to the home screen for the first time. To access the store, download free content or purchase an unlock you must create a free Roland account. If you already have a Roland account skip to step 6. If you do not have an account tap "Get a Free Roland Account" on the home screen to create your Roland account.



2

The default web browser will open, and the login screen Roland Account (BackStage) will be displayed. Tap "Create Account." If you already have a Roland Account and have forgotten the password tap "Reset Password."



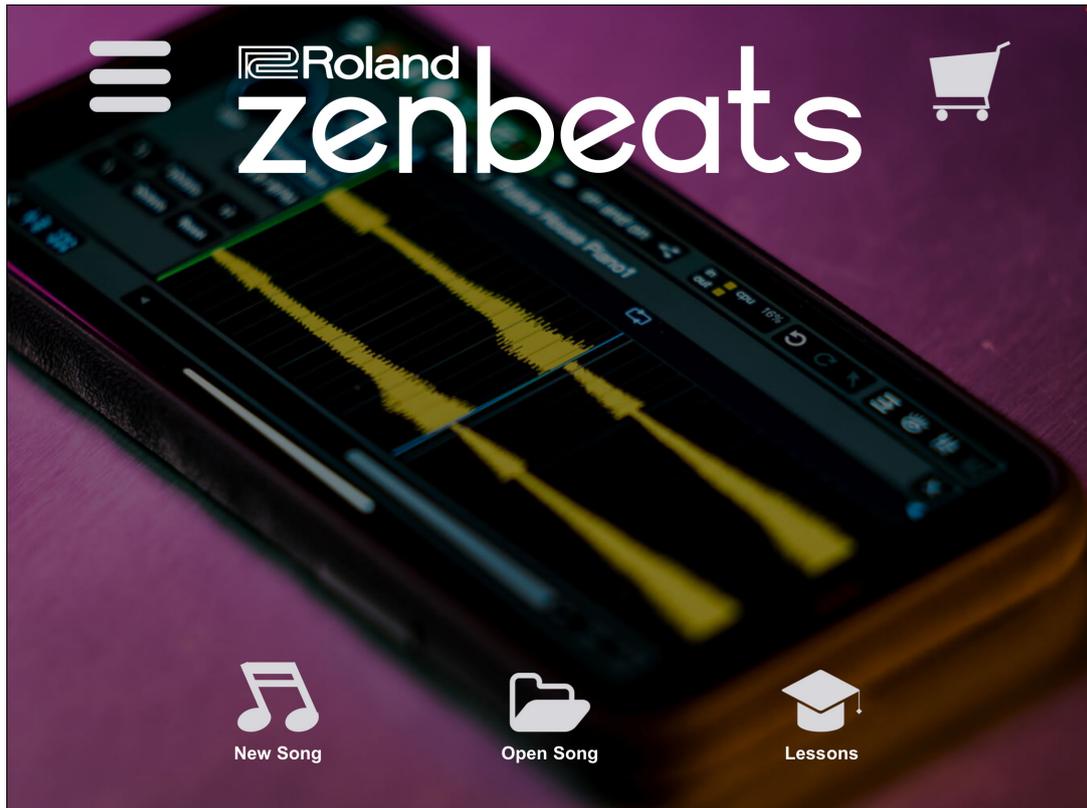
- 3** Follow the on-screen instructions and enter all the required information. Enter an email address you want to use with your Roland account (this must be a valid email address), and tap "submit." An email verification will be sent and is required to create your Roland account. Enter your name, password, etc. and tap "Sign Up" when you have completed entering all items.

The image displays two screenshots from the Roland mobile application. The left screenshot shows the 'Create Roland Account' screen. At the top, there is a progress indicator with four steps, and a 'SIGN IN HERE' button. Below, it says 'Please enter the email address you want to use to create your Roland Account.' There is an 'Email*' input field. A red arrow points to the 'SUBMIT' button. At the bottom, there are 'BACK' and 'RESEND LINK' options. The right screenshot shows the registration form. It has the same progress indicator and 'SIGN IN HERE' button. The form includes: 'Email*' (suzuki@dawlesson.net), 'Region*' and 'Language*' dropdowns, 'First Name*' and 'Last Name*' input fields, 'Enter your password*' and 'Enter your password (Confirm)*' fields with a note that passwords should be 8 or more characters and contain at least 1 lowercase letter, 1 uppercase letter, and 1 digit. There are checkboxes for 'Sign me up for Roland news and promotions.' and 'I have read and agree to the terms of use and privacy policy.*'. There are links for 'TERMS OF USE' and 'PRIVACY POLICY'. A red arrow points to the 'SIGN UP' button. At the bottom, there are 'BACK' and 'RESEND LINK' options. Below the form is a banner image of a person playing drums.

- 4** An activation link for your account will be sent to the email you submitted. Tap the "Account Authentication" button in the email to activate your Roland account. Activation links are only valid for 24 hours after being issued.

- 5** In Zenbeats, tap "Sign in with your Roland Account" (1). Enter the email address and the password you selected for your Roland account, and tap the "Sign In" button (2).

The image shows a screenshot of the Zenbeats app interface. At the top, there is a text prompt: 'Sign in with your Roland account (and get the VIP Expansion pack for free!)'. Below this, there are two input fields: 'Email address:' and 'Password:'. A red box labeled '(2)' highlights these two input fields. At the bottom of the screen, there are two buttons: 'Get a Free Roland Account' and 'Sign in With Your Roland Account'. A red box labeled '(1)' highlights the 'Sign in With Your Roland Account' button. The background of the app shows a drum set and a keyboard.



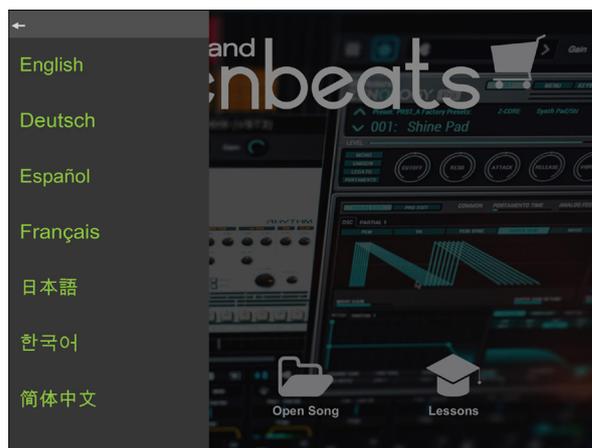
POINT About the free version and the paid version (Unlock)

The free version of Zenbeats gives you all the basic tools needed for music production. You can purchase additional loops/presets/content from the Zenbeats in-app store. Some features are restricted (locked) until you pay for the full unlocked version. For details, see "Enjoying Zenbeats More-Free and Paid Versions" at the end of this guide. (This guide contains explanations about the features of the paid version.)



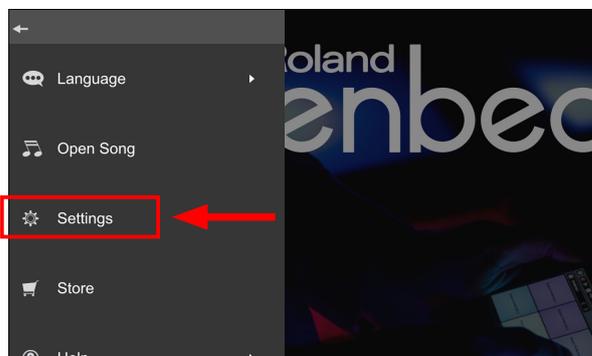
1-3 How to Set the Language

- 1 Zenbeats can be used in English, Japanese, Korean, Chinese, Spanish, French and German. Language selection is made from the home screen under Main Menu/Language.



1-4 Setting up an Audio Interface

- 1 Zenbeats allows you to use the device's built-in audio drivers (speakers and microphones) or an external audio interface. If you are recording audio, for best results, connect an external interface. Audio devices can be found in Main Menu/Settings/Audio.



- 2 Tap the "Audio" tab (1) in Settings and select the name of the Audio Device you want to use (2). Set the buffer size and inputs/outputs of your device in this section. (See your audio device manufacturer's instructions for setting buffer size and sample rate). Tap "Ok" (3) when complete.



▲ If necessary, set the buffer size and input/output. For more information, please refer to the instruction manual of your Audio Interface.

POINT What is an Audio Interface?

Audio interfaces are external sound devices with professional grade inputs and outputs. These inputs and outputs enable you to connect to professional devices such as microphones, instruments, external speakers and more. While Zenbeats works with a variety of audio interfaces, we recommend the Roland Rubix series. The Rubix series features high quality recording and playback and can be used on iOS, macOS and Windows devices. The Rubix comes in 3 different models based on your needs.

The compact Rubix22 with 2-inputs / 2-outputs.

The mid range Rubix24 with 2-inputs / 4-outputs plus a high performance compressor / limiter. There is also the Rubix44 with 4-inputs / 4-outputs and 2 compressor/limiters and additional monitoring options.

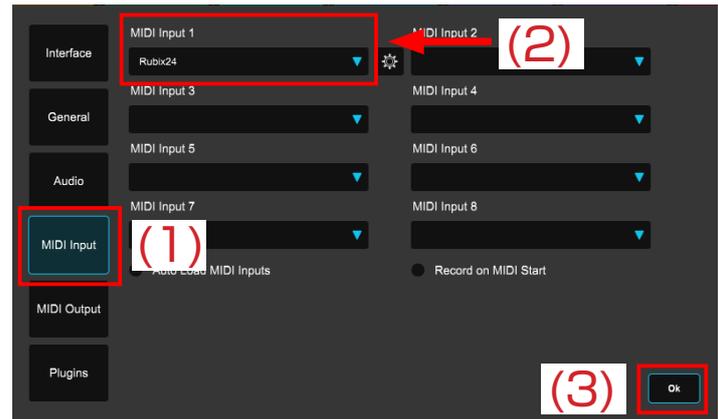


▲ Rubix 22

1-5 Connecting a MIDI Controller to Zenbeats

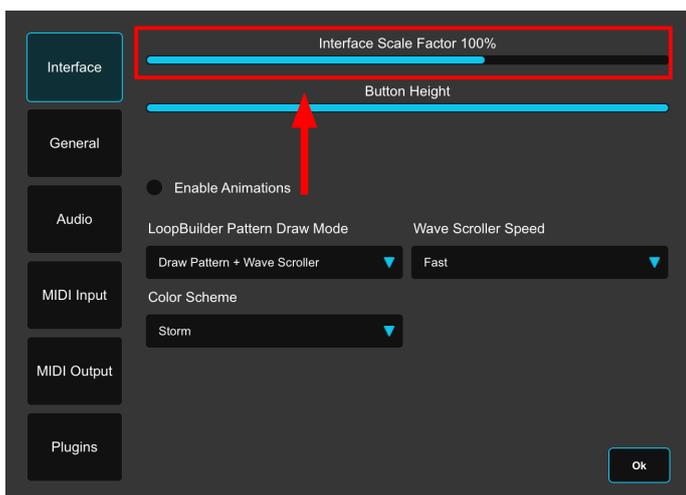
1 Tap "Settings" in the Zenbeats main menu to open the Settings window.

2 Tap the "MIDI Input" tab (1). Make sure your MIDI controller is attached to your device. Zenbeats has slots for up to 8 MIDI input devices. Tap the MIDI Input field (2) to display your connected devices, and select the device from the list. Zenbeats also supports Bluetooth MIDI on iOS and Android. To connect a Bluetooth MIDI device, tap the "Bluetooth MIDI Devices" button then select the device from the list. When you are done click the "Ok" button (3) to save the changes.



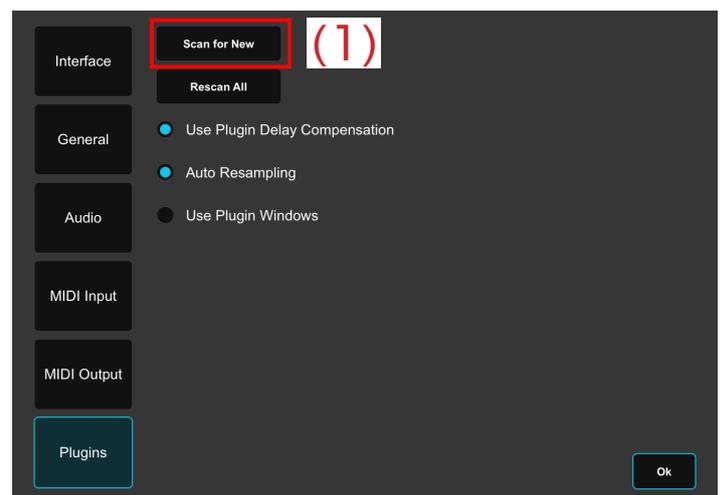
1-6 Zenbeats Interface Scale Factor

On install, Zenbeats will detect your screen size and select a default interface scale factor. You can manually edit the size of the interface by opening Settings/Interface and adjust the Interface Scale Factor. The larger the scale factor number, the larger the items will appear in Zenbeats.



1-7 Using Third-party Plugins in Zenbeats (VST, AU, AUV3)

Zenbeats can host third-party instrument and effect plugins. If you have plugins installed on your device and they are not displayed, go to Settings/Plugins and tap "Scan for New" (1). Be sure to set your plugin scan directories when using Windows and macOS.

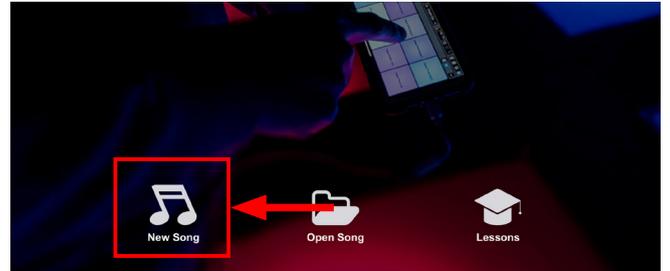


Zenbeats Home Screen Overview

The home screen has several shortcuts to create and access song and lesson files. Let's start with creating a new song, then we'll explore a demo project.

2-1 Create a New Song

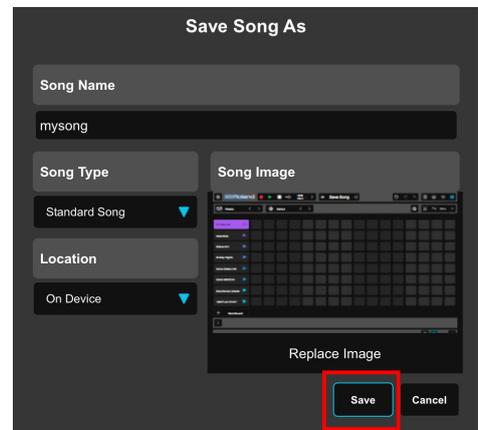
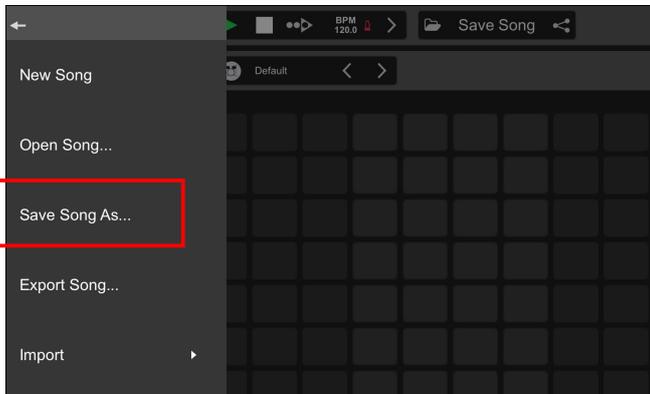
- 1 To create a new song, tap the "New Song" button.



2-2 Saving Songs

- 1 Once you've created a new song, you can save it by tapping on the main menu, tap "Song," then tap "Save Song As..."

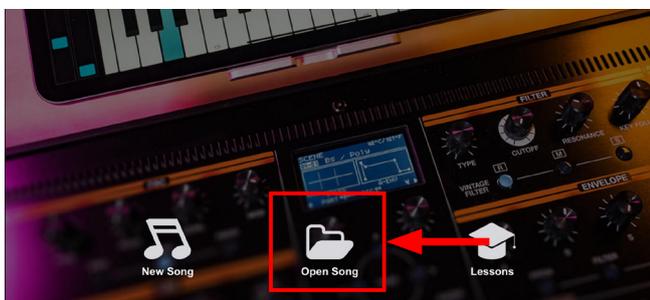
- 2 This will display the Save Song window where you can set the song's name and type, as well as location. Tap the "Save" button when ready.



2-3 Opening Songs

- 1 To open a song, just click the "Open Song" button from the home screen to display your songs. You can also access "Open Song" functions from the Main Menu in the "Song" sub-menu.

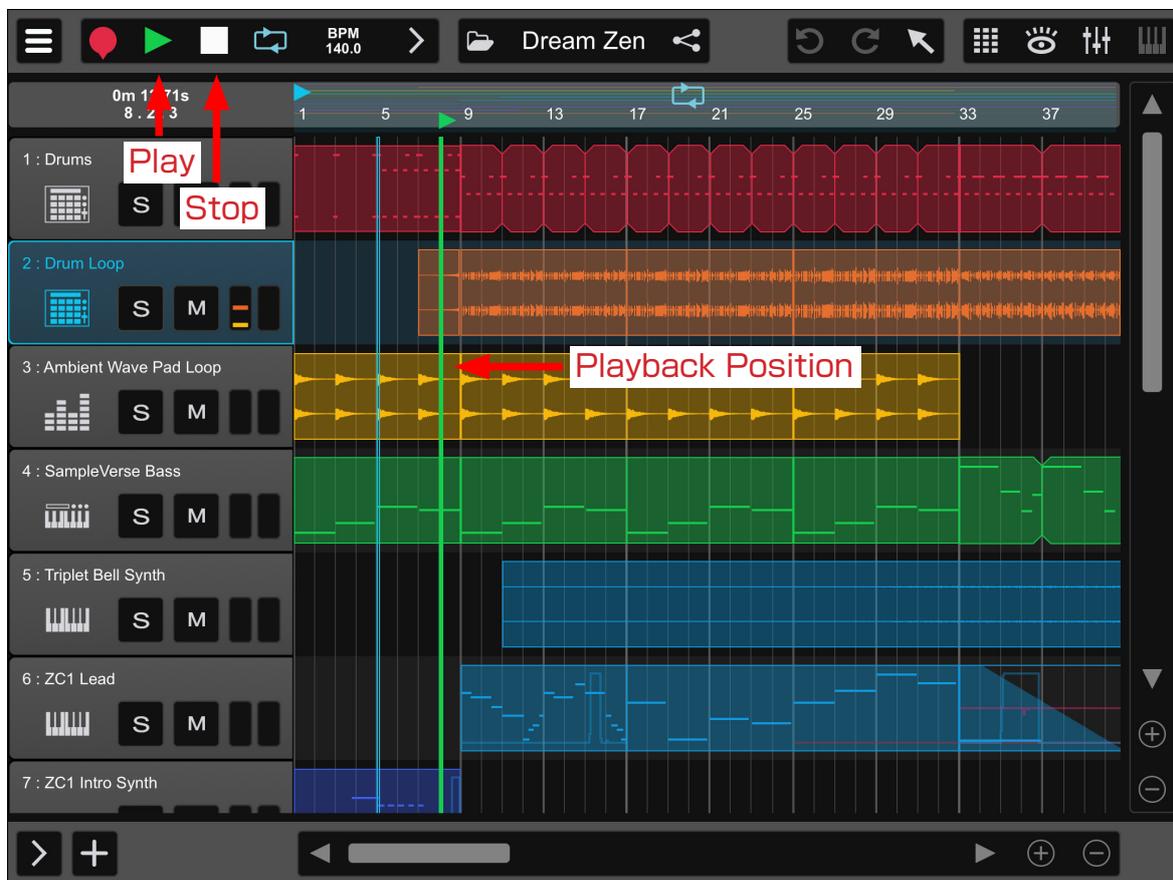
- 2 You can see all saved songs in the "My Songs" tab as shown below. To open a song, select the song file (1) then tap the "Open" button (2). You can also double tap a song file to open it.



2-4 Starting and Stopping Playback

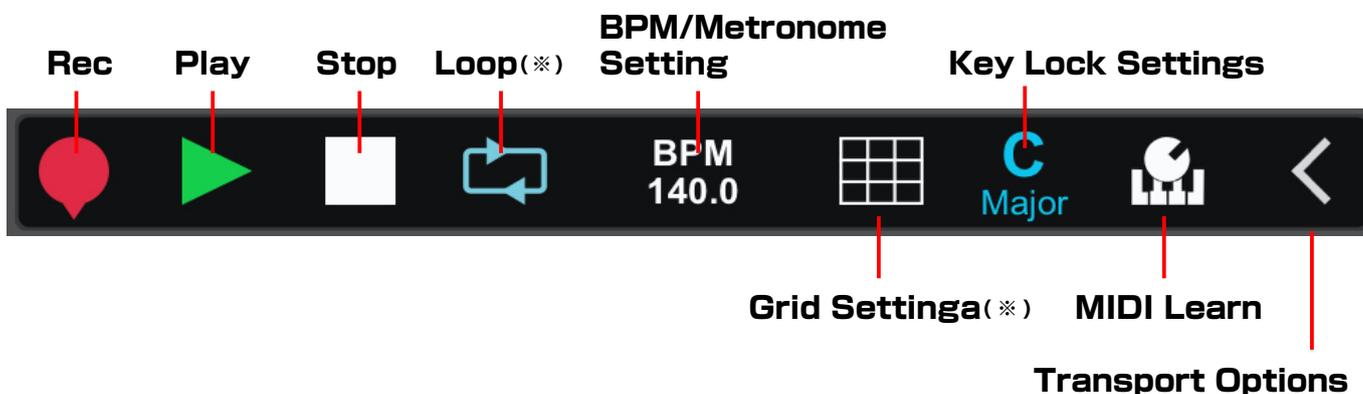
1 With your song open, you can always see the play and stop buttons at the top of the screen. Tap the [▶] to play the song. You can stop playback by pressing the [■]

2 You can change the start time of the playback by moving the green playback marker. To do so tap anywhere in the mini-timeline above the tracks.



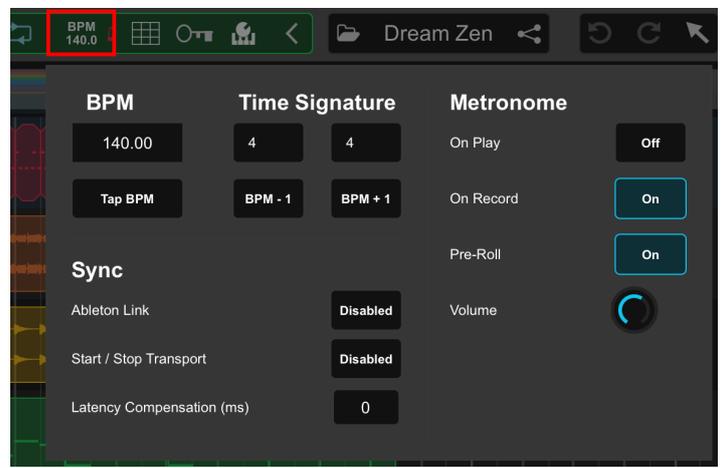
2-5 Transport

In addition to basic functions like playing, stopping and recording, the Transport section controls key elements of the song such as Tempo, Key, BPM and Metronome settings.



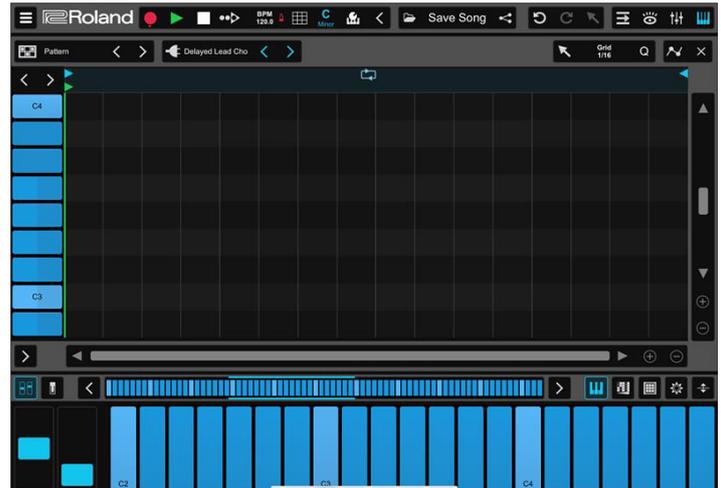
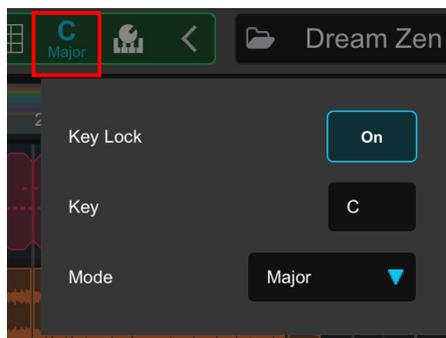
■ BPM/Metronome

You can adjust the Tempo, Time Signature and Metronome options here.



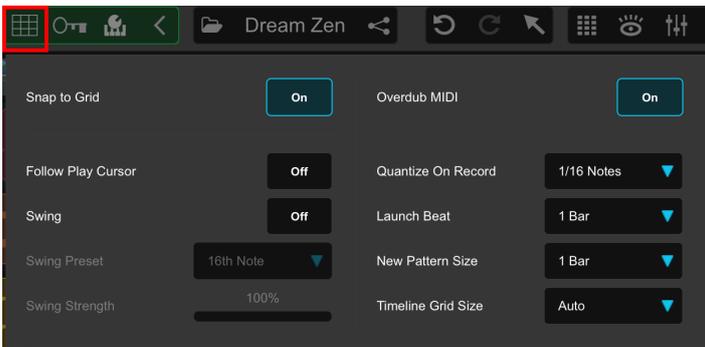
■ Key Lock

If you're new to music creation (or keyboard playing) Key Lock will make creating unique melodies and phrases easy. Simply turn it on then specify a key and mode. Once enabled, notes played on the on-screen keyboard and in the MIDI Editor will be locked in key so you can play freely without hitting incorrect notes.

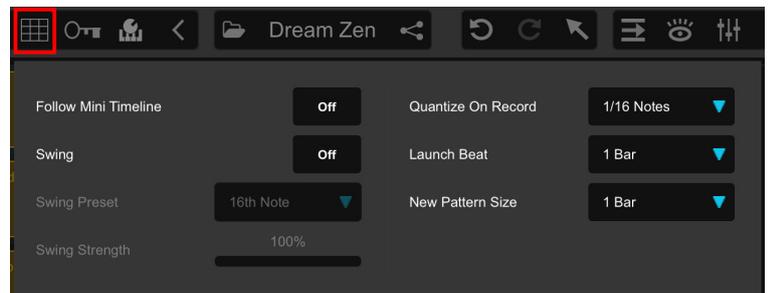


■ Grid Setting

In the Grid Settings, you can enable/disable snap functions, enable Swing, Quantize on Record and more.



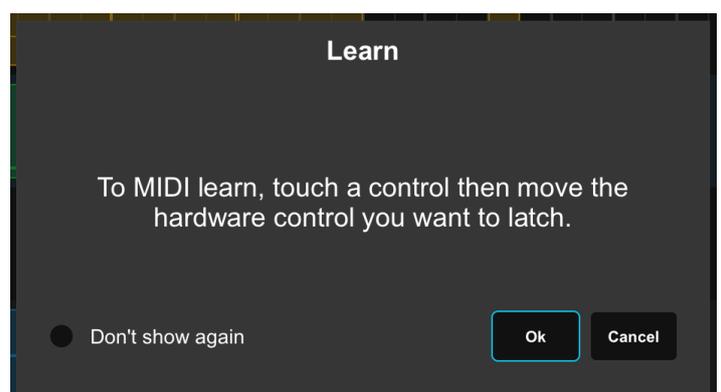
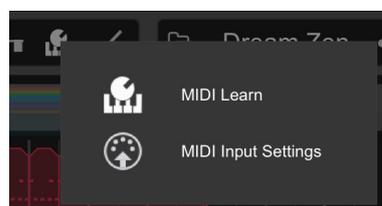
▲ Timeline



▲ Loopbuilder

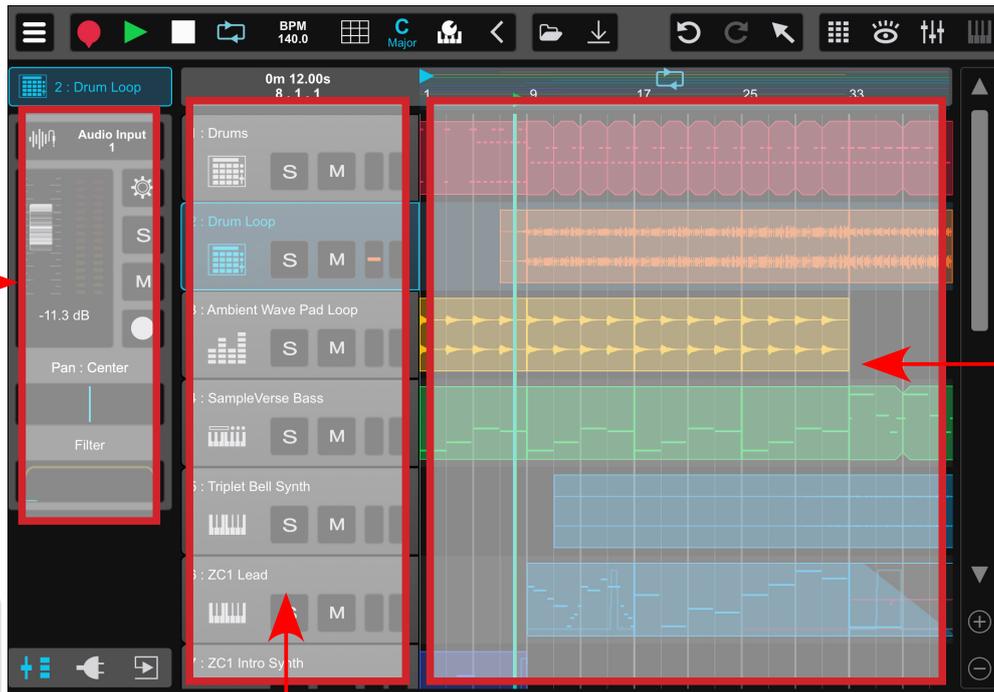
■ MIDI Learn

If you are using a MIDI controller with Zenbeats, you can quickly assign your controller's buttons, knobs or sliders to Zenbeats parameters. Just tap "MIDI Learn", then select the Zenbeats parameter, and finally grab the hardware controller you want to assign.



2-6 Timeline View Overview

Timeline view is a linear editing screen that enables you to easily arrange and edit audio and MIDI patterns by time and musical measures. This is the most commonly used mode for creating complete arrangements with long phrases (like vocals).



② TrackMixer

Displays the mixer for the selected track.

① Track

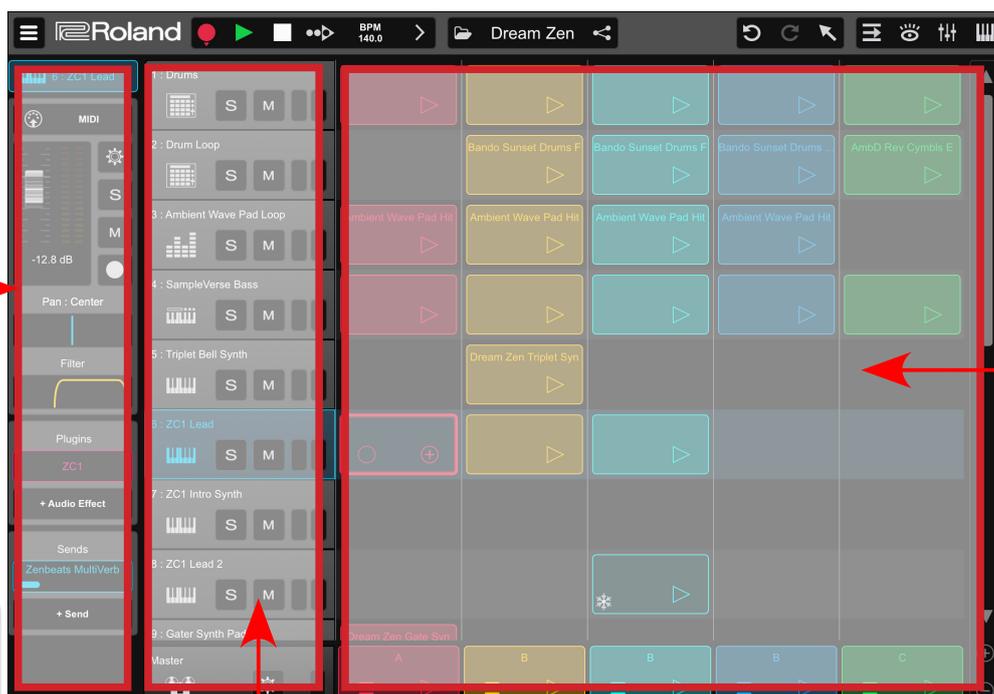
Displays a list of tracks used in the song.

③ Edit Area

This is the area for arranging performance information and editing performance data.

2-7 LoopBuilder View Overview

LoopBuilder view is a clip-based arranger that enables you to quickly assemble a song by creating or importing loops into each cell. Unlike Timeline view (which plays all patterns from start to finish), clips in LoopBuilder view can be triggered individually and play until you tap stop. This allows you to create freely and focus on building ideas for your song.



② TrackMixer

Displays the mixer for the selected track.

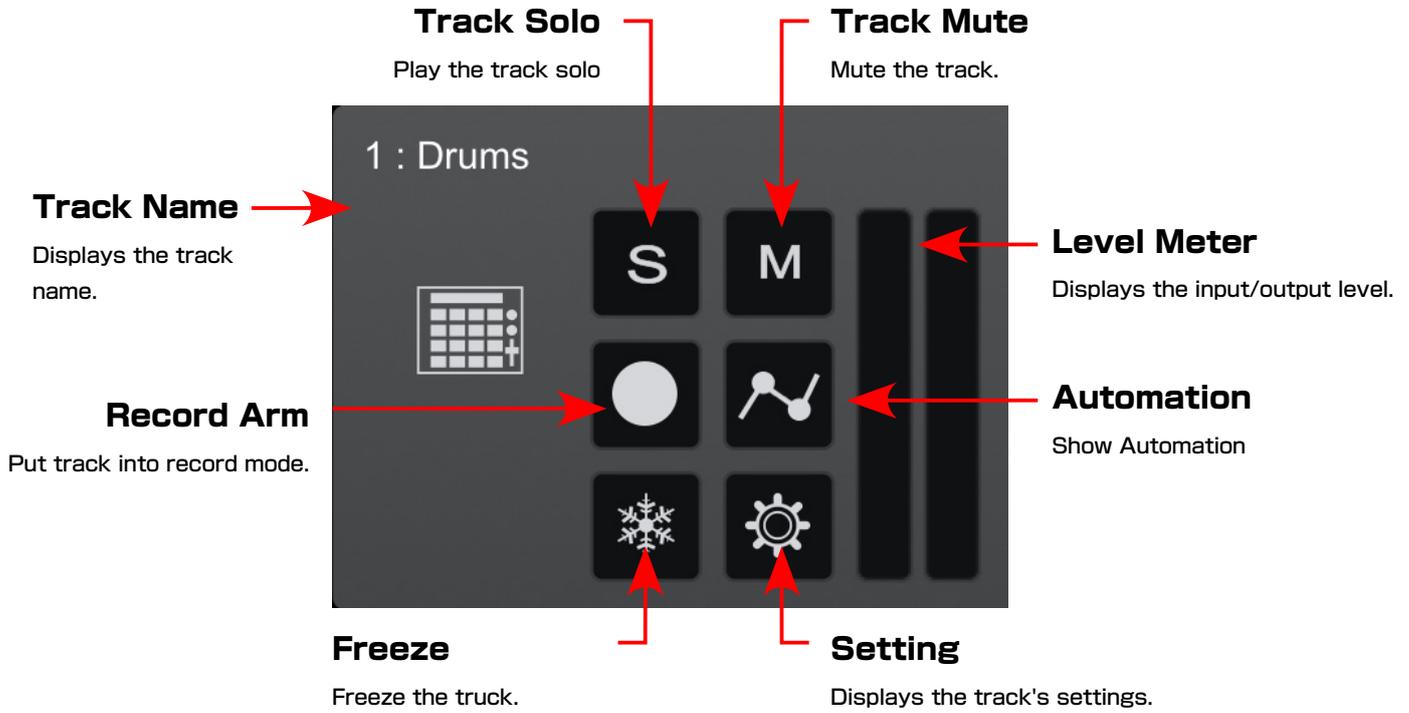
① Track

Displays a list of tracks used in the song.

③ Edit Area

This is the area for arranging performance information and editing performance data.

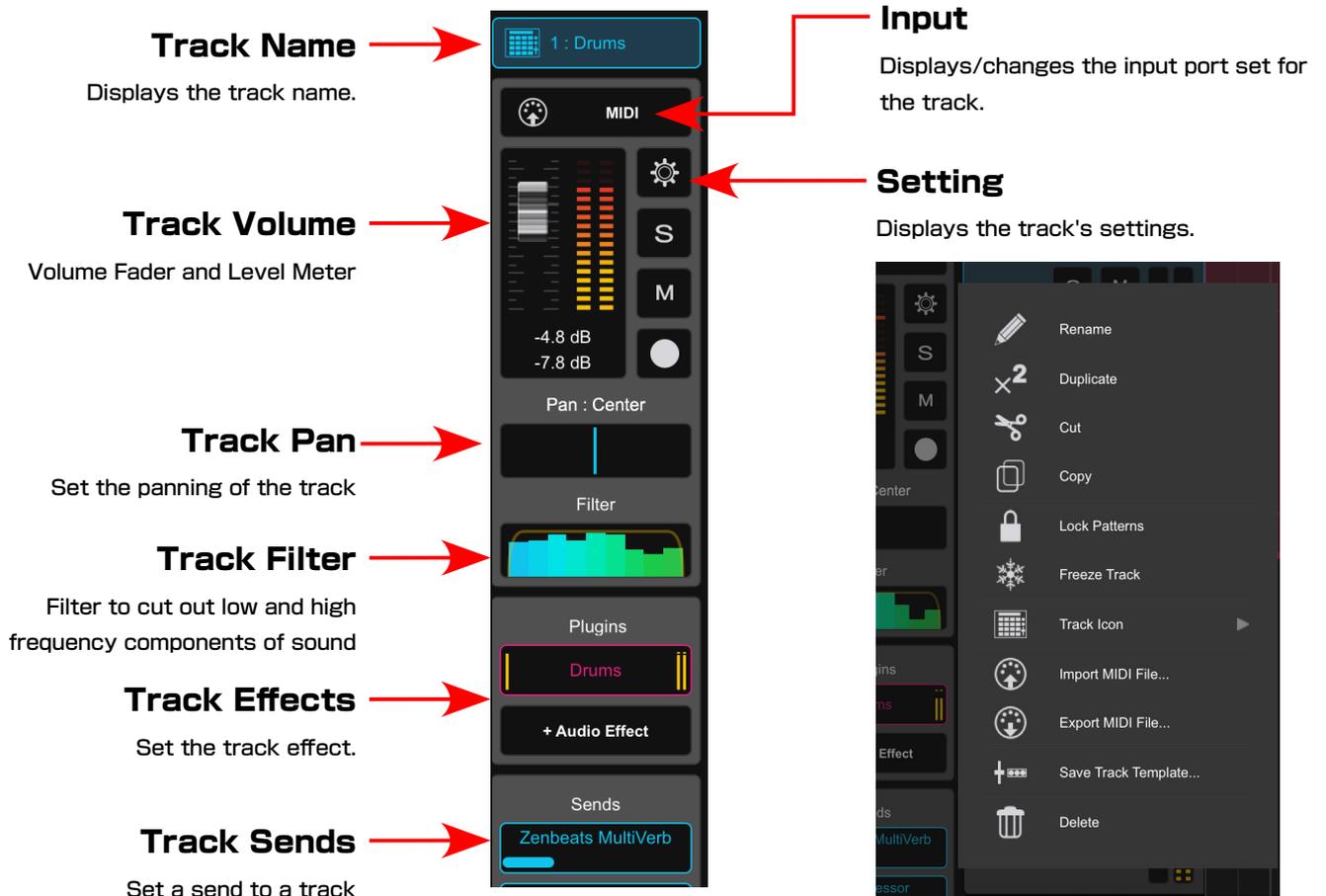
① Track Panel



POINT What are Tracks?

Tracks contain individual elements of your song. The most common track types for creating music in Zenbeats are instrument tracks for hosting virtual instruments, drum tracks for adding beats to your song and audio tracks for recording external sources or importing audio loops.

② Track Mixer



③ Edit Area

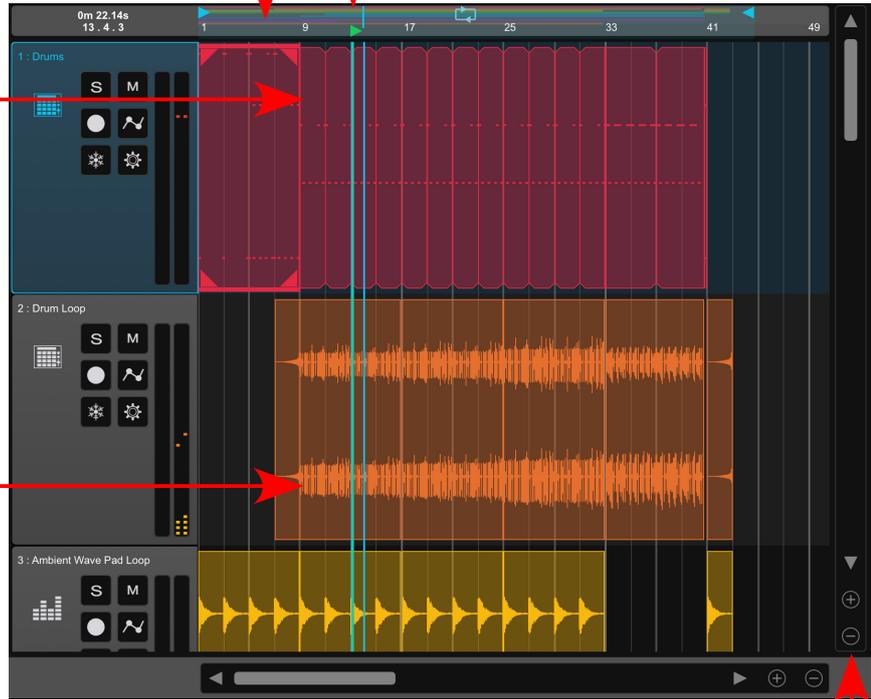
■ Timeline View

Timeline
Displays the time axis (number of measures).

Playback Position

Displays the current playback timing. Tap on the screen to move to that position.

Pattern
It contains performance data.



Screen Zoom

Adjusts the screen size.

■ Loopbuilder View

Cell
It contains performance data.

Start Recording

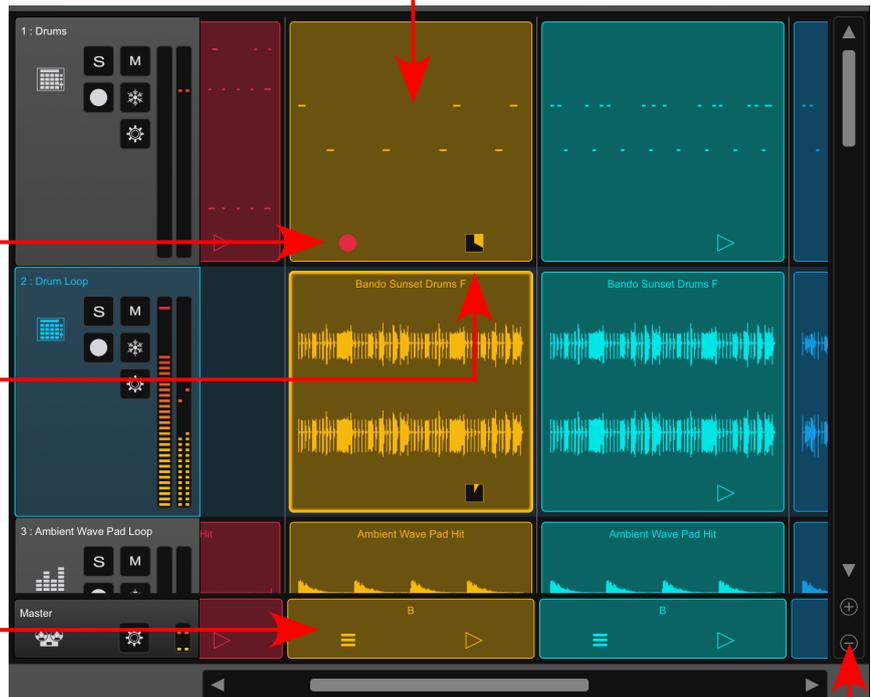
Recording.

Playing Loops

Play a loop.

Song Parts

Play all cells in the same column at once.



Screen Zoom

Adjusts the screen size.

2-8 Tools and View Switches

To the right of the Transport bar there are tools for common functions and view switches to change sequencer modes and views.

Song Management

Save the current song.

Share

Export and share your songs.

Tool

Change the operation of the tap.



Song Open

Open the song file.

Undo / Redo

Mode switching

Toggles between the Timeline view and the Loopbuilder view.



On-screen instruments

Display On-screen keyboard or drum pads

System Stats

Toggle the system stats, send track, master track and mini-timeline display.

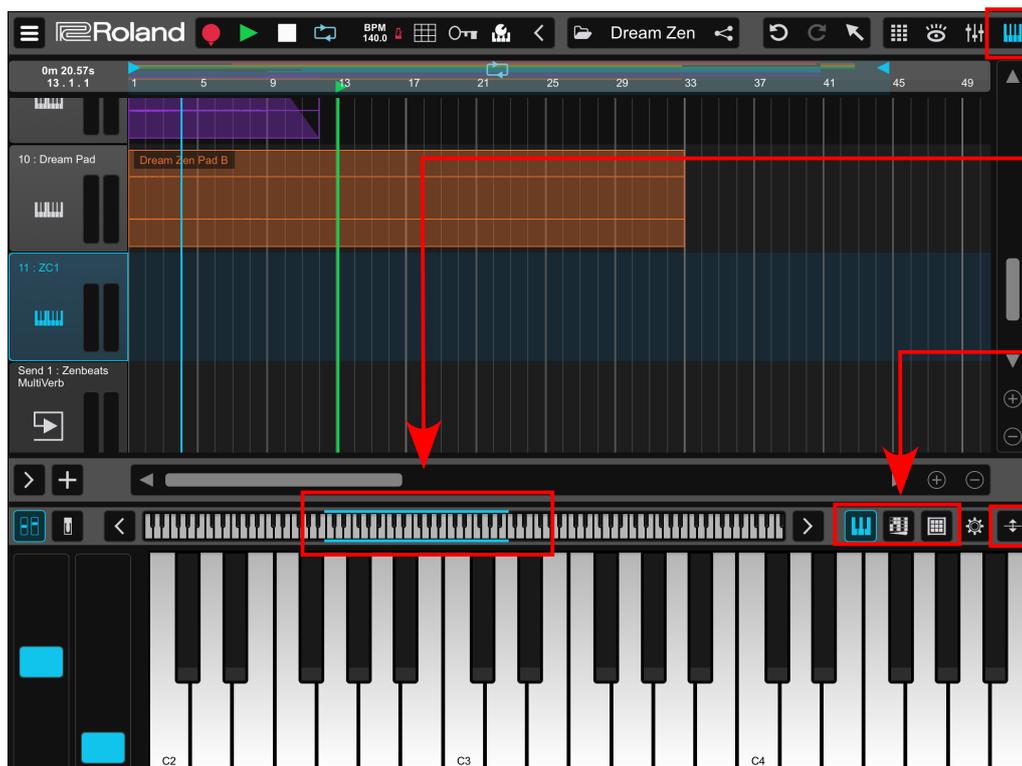
Mixer View

Display Mixer View.

2-9 On-screen Instruments

When instrument or drum tracks are selected, you can enable on-screen instruments to play them using the touch screen. Instrument tracks will display a keyboard and drum tracks will display drum pads.

■ Instruments Track



Keyboard range

Sets the range of the keyboard.

Display Mode

Switches the display of the On-screen instruments

Display Area

Adjusts the display area of On-screen instruments

■ Drum Track



Display Mode

Switches the display of the On-screen instruments

Display Area

Adjusts the display area of On-screen instruments

2-10 Mixer View

The Mixer view will display all of your tracks in one view. You can quickly make adjustments to volume and pan settings along with adding and editing effects.

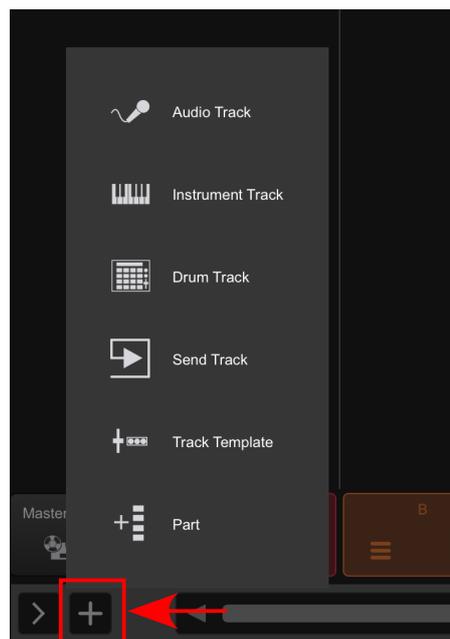
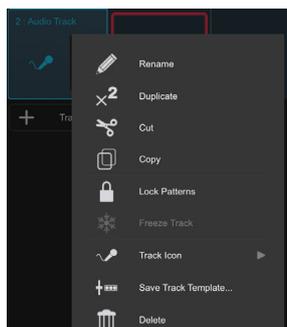


2-11 Adding Tracks and Exploring Track Types

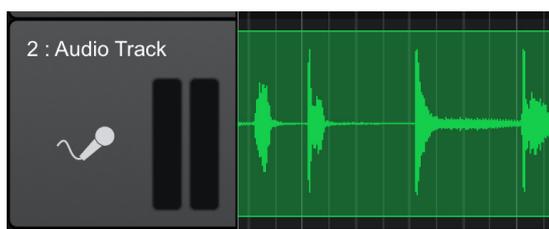
Zenbeats has four track types available. Choose from audio tracks, instrument tracks, drum tracks and send tracks. To add tracks, just tap the "+" button located at the bottom left side of the screen.

POINT What is a Track Template?

Track templates are custom track configurations (or presets) that can save you time. For example, let's say you add an audio track and then add 4 custom effects that you like to use on your vocal performance. You can save that track as a Track Template by tapping on the Track Settings menu and tap "Save Track Template..." From there, you can add your vocal track template on any song, by tapping "+ Track" and tap "Track Template" from the menu.

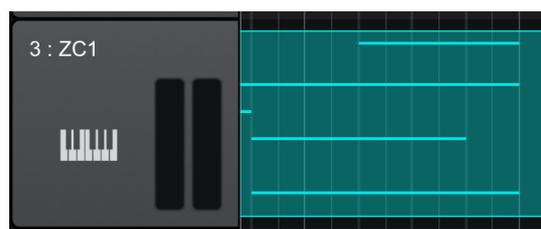


■ Audio Track



Use audio tracks when you want to make music using audio loops or for recording audio from an external source. Audio is displayed as a wave form and can be edited in the Audio Editor.

■ Instrument Track



Use instrument tracks to create music using virtual instruments. Performances can be recorded using the on-screen instruments or an external MIDI controller. Unlike audio tracks, instrument tracks have more editing flexibility as you can add and edit notes in the MIDI Editor.

■ Drum Track



Use drum tracks when programming rhythmic instruments such as drums and percussion. Each track contains a drum machine as well as a step sequencer view that makes programming drum beats fast and easy.

■ Send Track



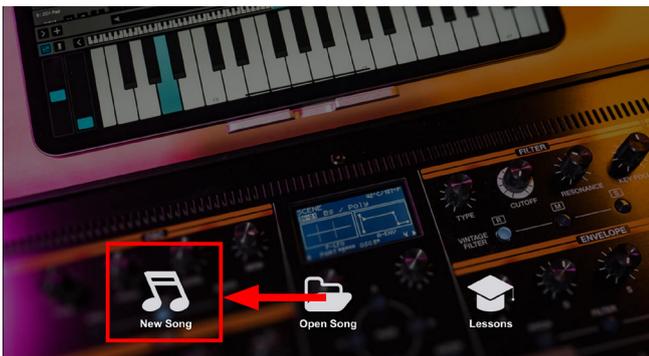
Use send tracks to host common effects (like reverb or delay) that can be used on all other tracks by connecting them via the send section on the mixer.

Making Music Using Audio Loops

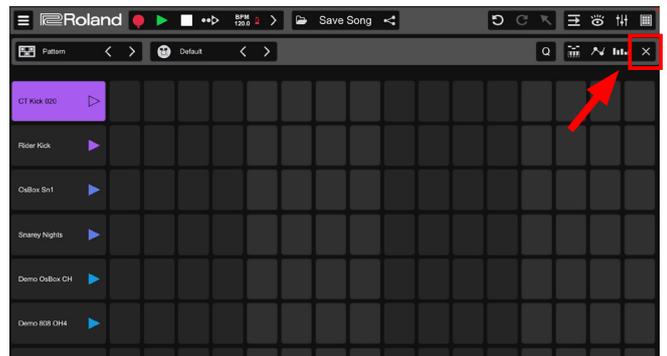
Zenbeats includes a wide variety of audio loops that can easily be used to build a song.

3-1 Creating a Song and Adding an Audio Track

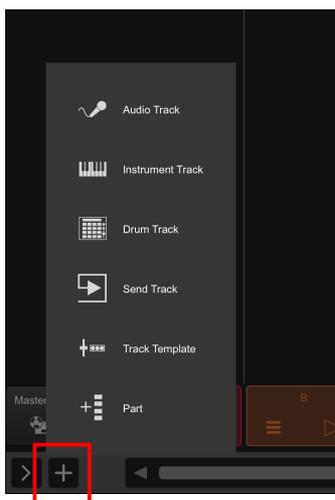
1 From the home screen, start by tapping the "New Song" button to create a song file.



2 By default, new songs start with a single drum track and show you the drum editor. Tap the "X" button in the upper right to close out of the Drum Editor.



3 To begin building your song using audio loops, start by adding an audio track. Tap the "+" button at the bottom left of the screen and tap "Audio Track." *Audio Loops can be used in both LoopBuilder and Timeline views.

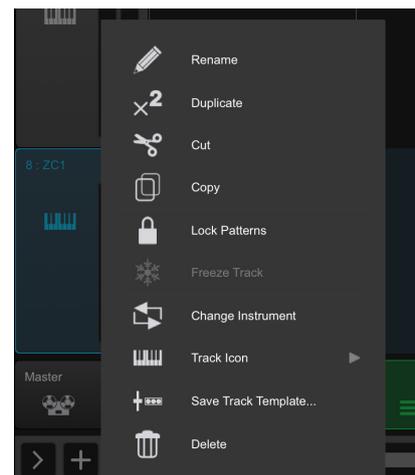


POINT What is a loop?

Loops are short phrases of audio material that are designed to be repeated in your song. Although loops do not have the editing flexibility of MIDI, you can freely adjust the tempo and pitch of any audio loop in the Audio Editor.

POINT Deleting unused tracks

Tracks can easily be deleted from a song by long tapping on a track, then tap "Delete" from the pop-up menu. Please note: deleting a track will remove any instruments, effects and patterns as well. If you accidentally delete one by mistake, you can recover it by tapping the "Undo" button.

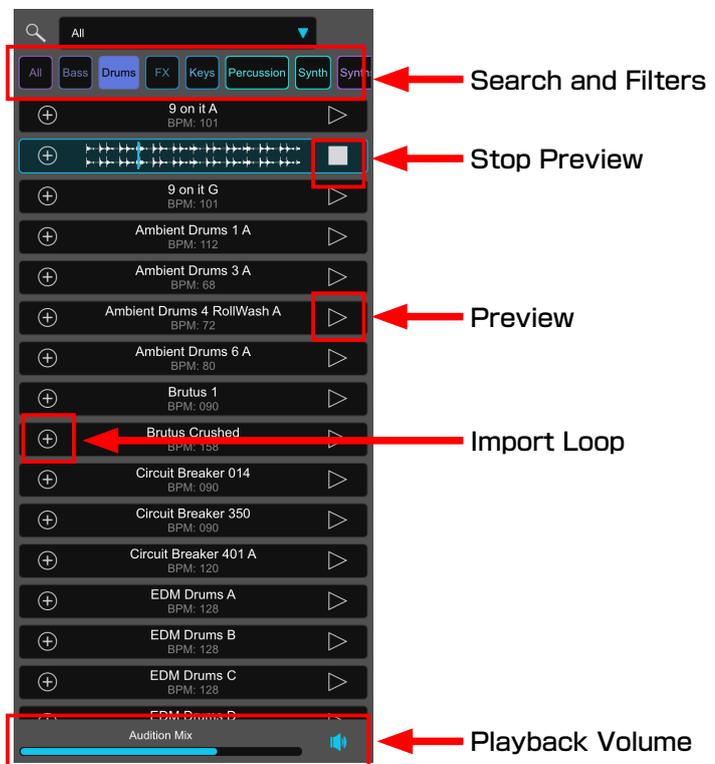


3-2 Adding Loops

1 To add a loop, select a loop cell, then tap on the [] button to open the Loop Browser. The Loop Browser will appear on the right side of the screen and display all available loops.

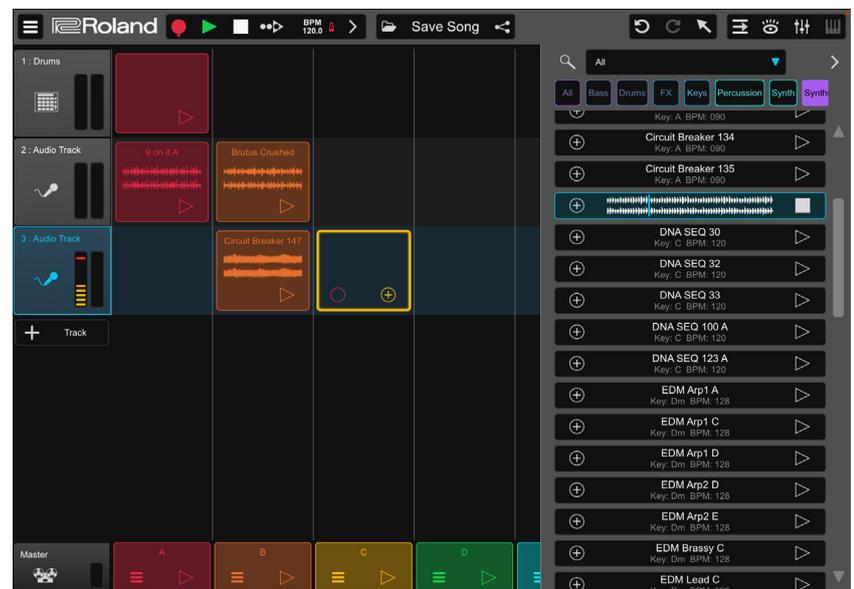


2 Zenbeats contains a wide variety of loops to choose from such as drums, basses, keyboards and more. You can quickly search for specific loop types by using the search and filter options. You can audition loops by tapping the [] located to the right of each loop.



3 When you find a loop you like, tap the [] button to add it to your empty loop cell. Tip: you can also drag and drop loops from the browser to any empty cell on an audio track.

4 Repeat the steps above to add additional loops to your song. You can audition new loops while your project is playing. This will help you decide if the new loops fit your existing ones. Use the "Audition Mix" slider to adjust the volume of the loops you are previewing. Tip: while you can add loops in any cell on an audio track, try to keep them organized by putting similar instruments on the same track.



3-3 Playing with Loops

1 LoopBuilder makes it easy to audition and arrange loops into song parts. You can freely play loops in any section to experiment with different arrangement ideas. To play a loop, just tap the [▶] on the loop cell. *Note: only one loop can be playing on a track (horizontally), but you can mix and match loops on different tracks from any song part.



2 If you want to play all loops in a column simultaneously, tap the [▶] on the song part at the bottom of the column.



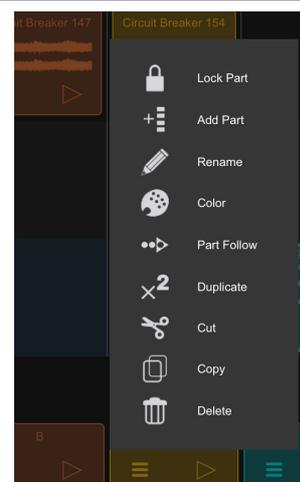
3 If you wish to replace an existing loop, you can drag and drop another loop on top of it from another cell or from the Loop Browser. You can also rearrange song parts on the Master Track by tapping and dragging them left or right.



4 Enable Part Follow to play your song parts sequentially. With Part Follow on, tap play on song part A and it will automatically play the next part when part A has completed a loop.

POINT Song Parts Settings

You can customize song parts by tapping on the menu button on the song part. This will display a menu that gives you common functions such as copy, paste, duplicate and individual Part Follow options.



3-4 Editing a Loop

1

You can edit several properties of a loop in the Audio Editor. Get started by double tapping on any loop to open the Audio Editor

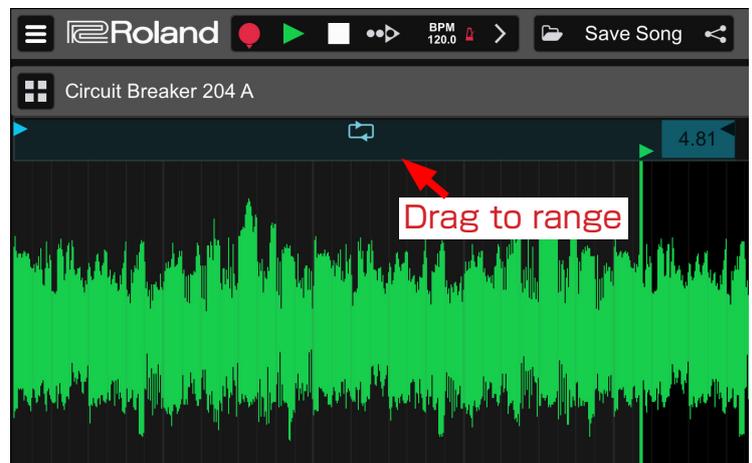


▲ The Audio Editor can edit stock loops as well as recorded audio files in both LoopBuilder and Timeline views.

2

You can change the length of the loop by adjust the top handles on the left or right side of the loop range. If you need to make fine adjustments, tap the menu button in the upper left of the editor window and turn off "Snap."

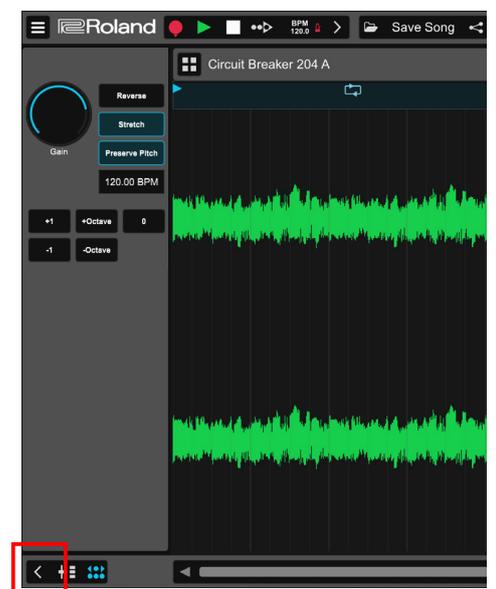
You can also crop and fade loops in and out with the crop and fade handles in the waveform view.



3

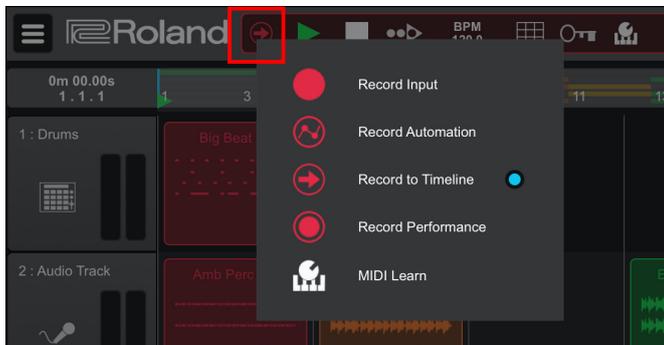
You can edit more in the Audio Inspector. Tap the [>] located in the lower left to show the inspector. The inspector allows you to play the audio backwards by tapping the "Reverse" button. You can also adjust the gain of the loop as well as the pitch by semitone or octave if "Stretch" is enabled.

In addition to controlling pitch, Stretch is also used to conform the loop to your song tempo.

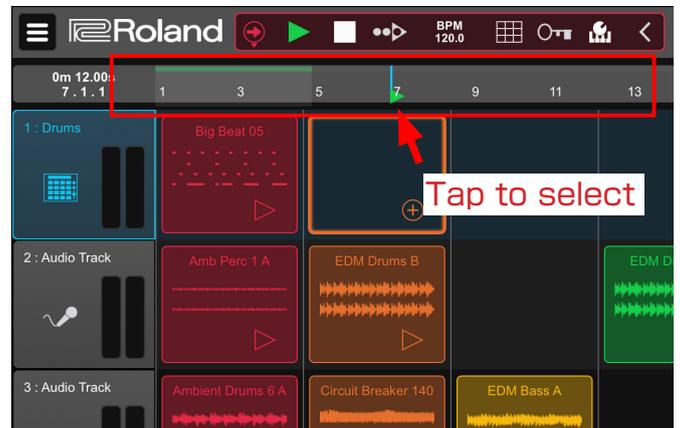


3-5 Recording Your Loops to Timeline View

1 You can record individual loops and song parts to Timeline view for more editing capabilities. To get started, tap and hold (or right click) on the Record button and select "Record to Timeline."



2 This will enable the mini-timeline view to appear. You can place the playback marker anywhere on the mini-timeline to specify where you want to begin recording.



3 To start recording, tap play on a loop or song part. This will begin recording the loops to the Timeline view. You can play the loops or song parts in any order and record more than one arrangement.



POINT Switch to Timeline view for more editing capabilities.

As you can see all loops are recording on their respective tracks. After recording is complete, you can switch to the timeline view to edit them in detail.

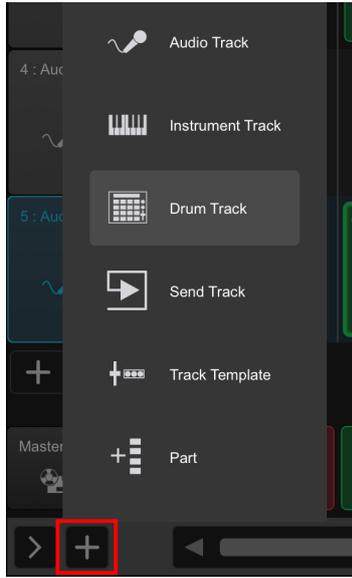


Making Beats with the Drum Track

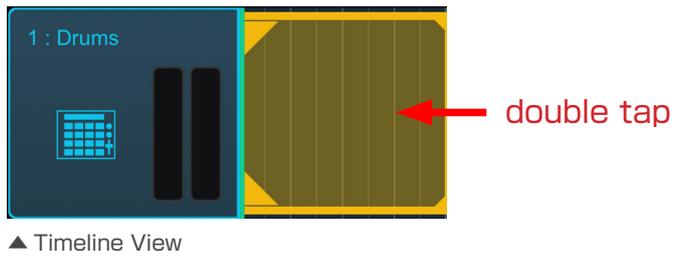
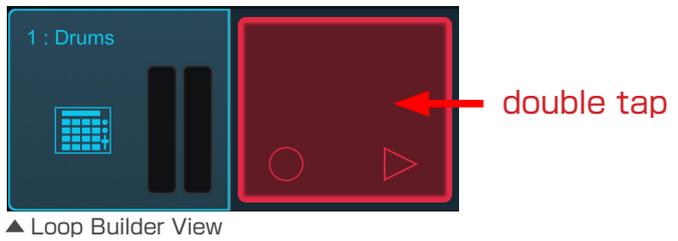
With a drum track, you can easily make beats using the step sequencer.

4-1 Open the Drum Track

1 To create a drum track tap the [+] button at the bottom left of the screen and then tap "Drum Track."



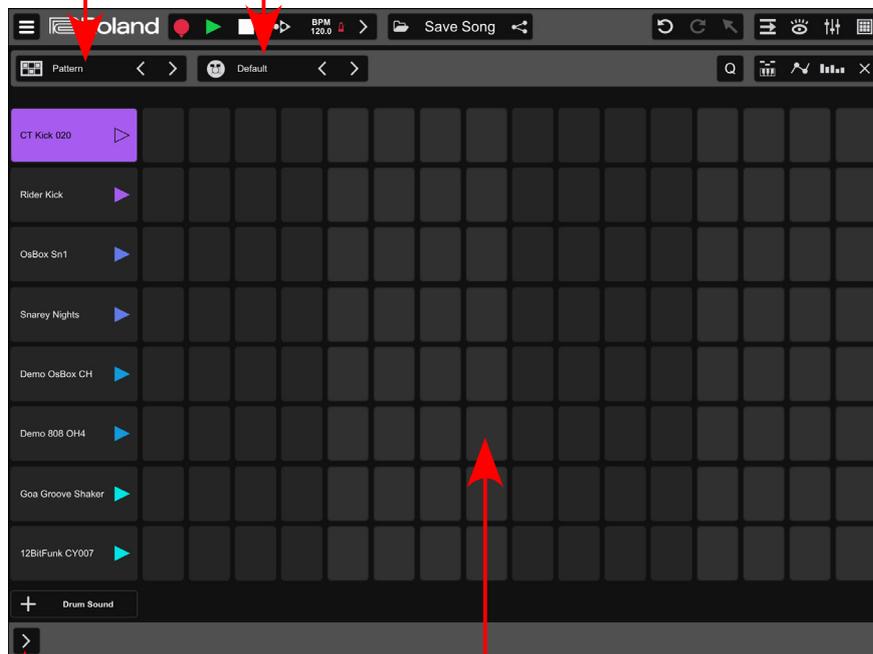
2 In LoopBuilder view, double tap on an empty cell to open the Drum Editor. In Timeline view, an empty pattern is created by double tapping on a drum track.



3 Double tap the pattern to open the Drum Editor view.

Drum Kit Menu

Drum Pattern Menu



Drum lanes →

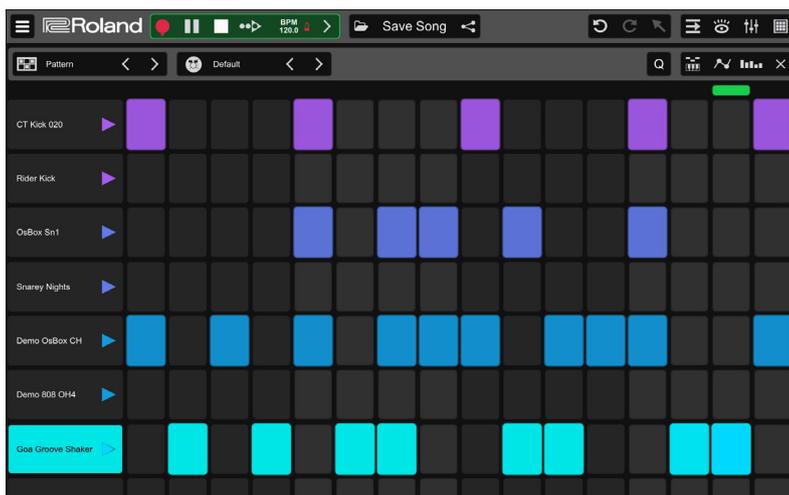
Drum Inspector

Drum sequencer

4-2 Programming with the Drum Editor

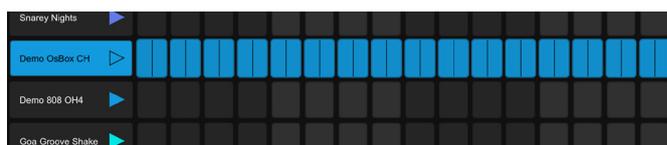
4-2-1 Adding Notes

In the Drum Editor, the vertical axis (drum lanes) represents each drum sound, and the horizontal axis represents the notes to be played. You can audition each drum lane by tapping a lane's play button. You can also edit the pattern as it plays. To add notes, tap an empty note cell.



POINT Use Auto-fill to add multiple notes.

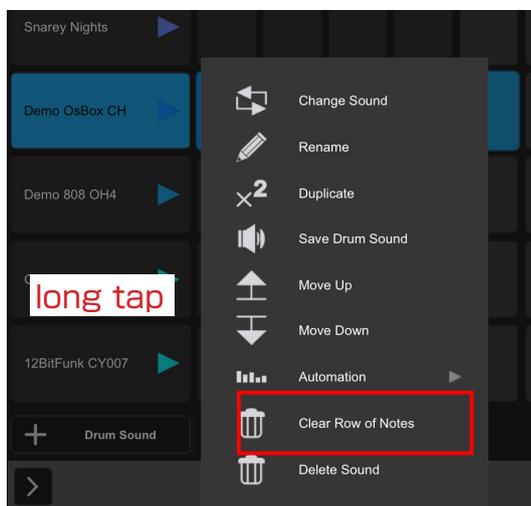
You can program phrases quickly by tapping and holding a note, then swiping to the right. This will add notes at regular note intervals.



4-2-2 Deleting Notes

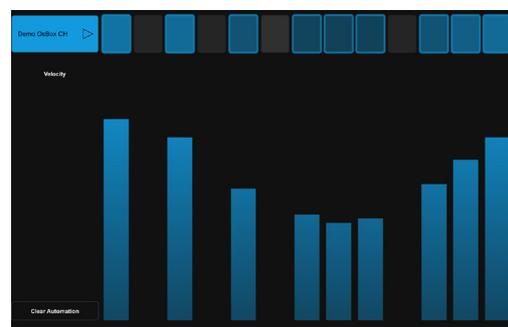
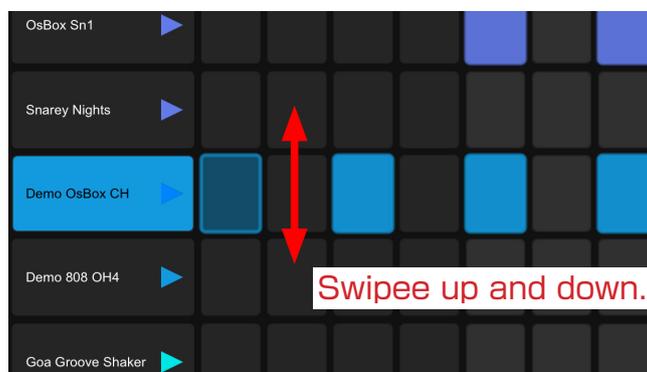
To delete a programmed note, tap an existing note to delete it.

If you want to delete all the notes in a row, you can long tap the drum lane and tap "Clear Row of Notes" from the drum lane menu.



4-2-3 Adjusting Velocity

To adjust the velocity, tap and swipe up and down on a note. The velocity of the note is represented by the intensity of the color of the drum cell. Lighter colored cells show weaker hits and darker cells show stronger hits.



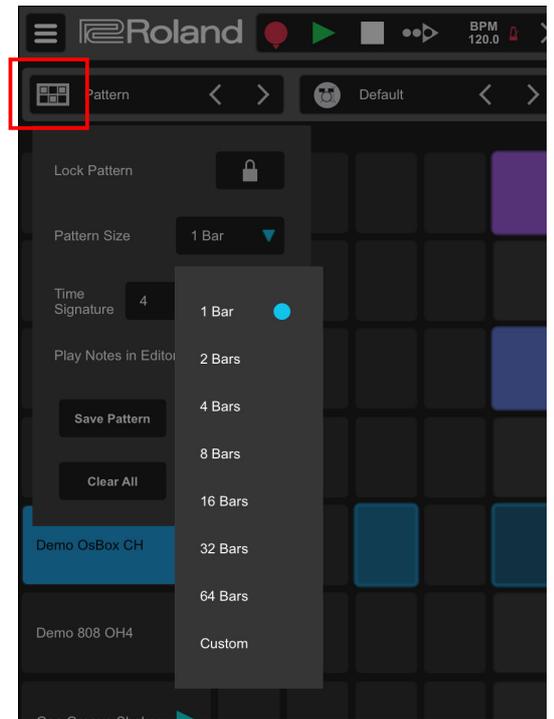
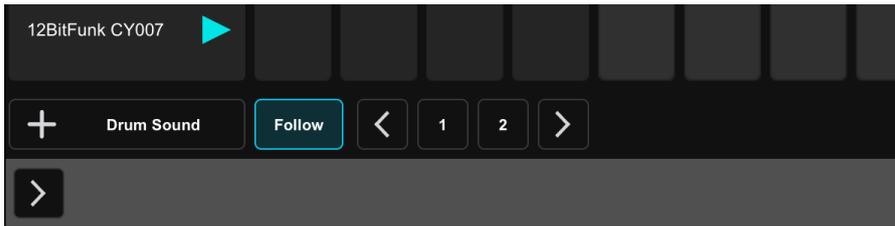
▲ Velocity can be adjusted from the Drum Automation Editor.

4-2-4 Changing the Length of the Pattern

The Drum Editor builds beats in one bar increments. To change the pattern size open the drum pattern menu.

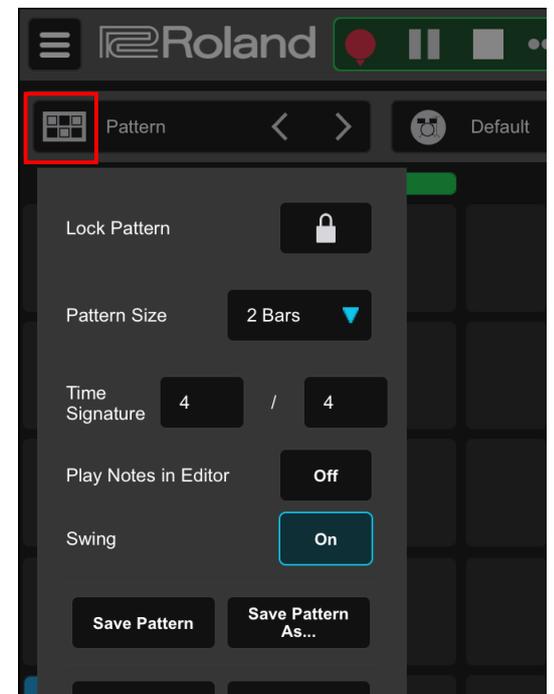
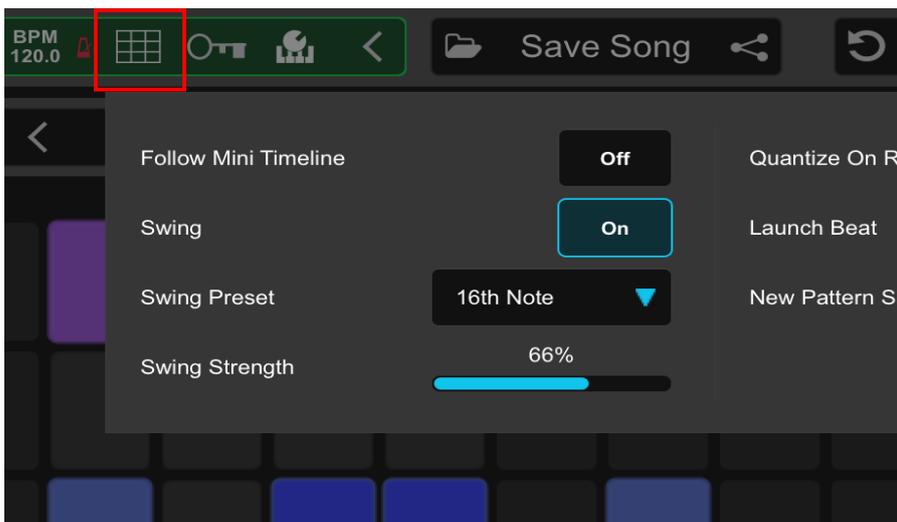
If you select Custom Pattern Size, you can set the pattern to any size.

Pattern sizes larger than one bar will use page buttons at the bottom of the screen. If "Follow" is on, the page will automatically switch to the next page as the pattern plays.



4-2-5 Using Swing in a Beat

If you want to add groove or swing to a rhythm, use the Swing function. Open the Grid settings in the Transport and set the "Swing" to on. Use the "Swing Preset" and "Swing Strength" sliders to adjust the groove.

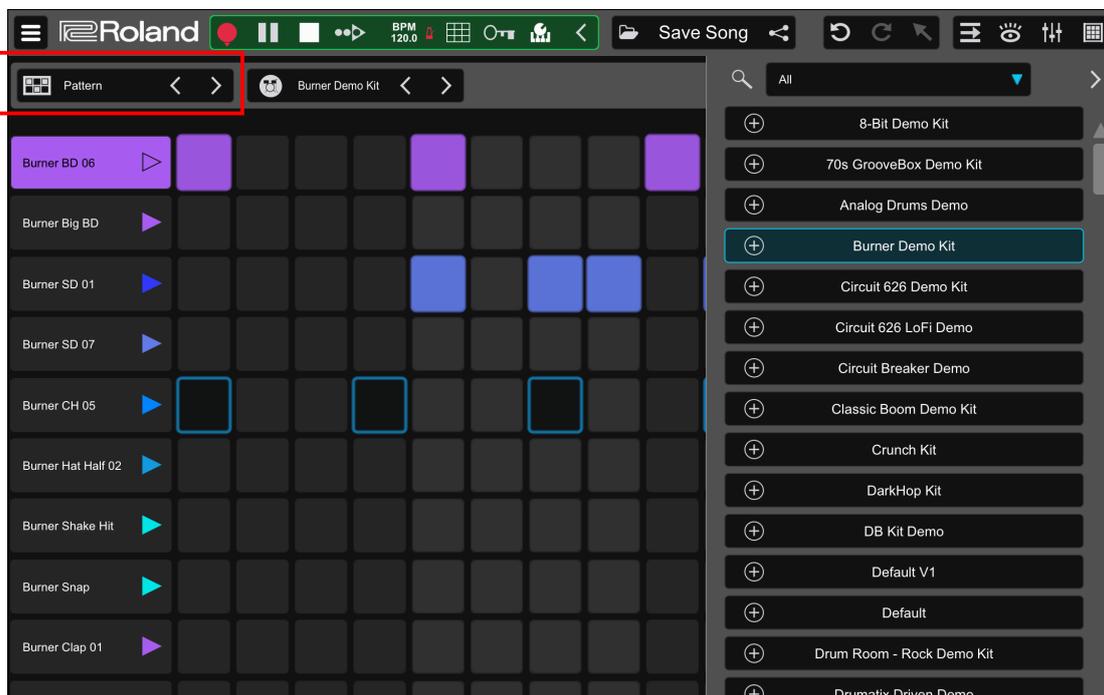


POINT What is Swing?

Swing is a parameter that causes the rhythm to shuffle. By moving the pronunciation timing closer to triplets, you can give the rhythm a unique groove. The Swing Preset from Zenbeats includes 16th/8th/4th notes, as well as three specialized swing presets; dubstep swing, hip-hop swing and house swing. The groove will vary depending on the tempo and genre of the song, so try adjusting the strength of the swing as you play.

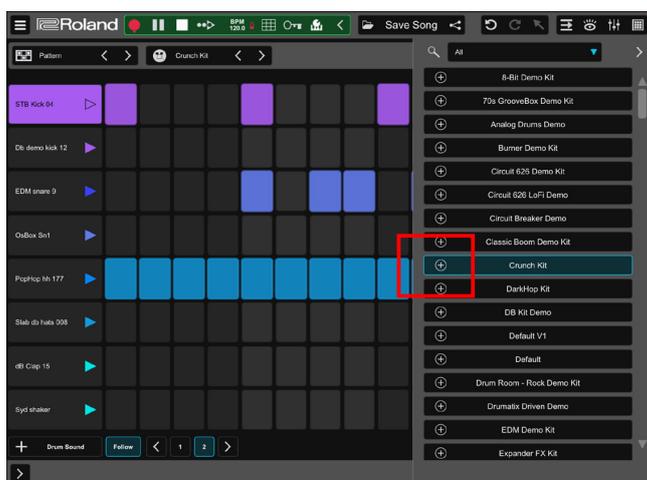
4-3 Using Drum Patterns

- 1 Zenbeats has various types of drum patterns. They can be loaded from the Drum Pattern Browser or menu. Tap the drum pattern menu on the Drum Editor screen to open the browser.



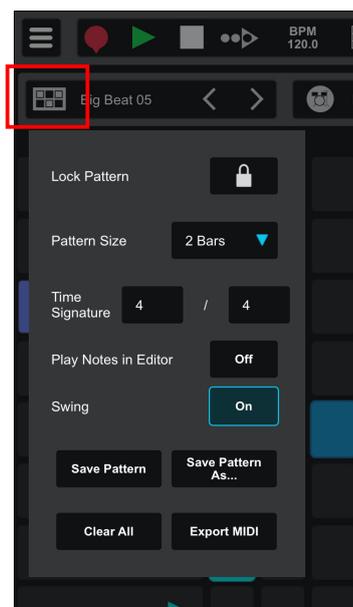
- 2 Select a pattern and a preview performance will begin. Find the Drum Pattern of your choice.

Once you have decided on a pattern, tap the [] button to the left of the pattern name, and the pattern will be loaded into the Drum Editor.



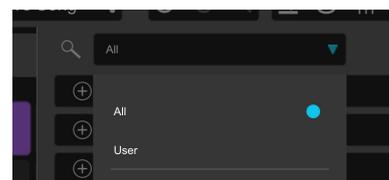
- 3 You can edit an imported Drum Pattern. The new pattern can be saved as an original pattern by tapping the "Drum Pattern" icon and tap "Save Pattern As..."

The saved pattern will be available for loading from the Drum Pattern Browser or menu.



POINT Locating your saved Drum Patterns

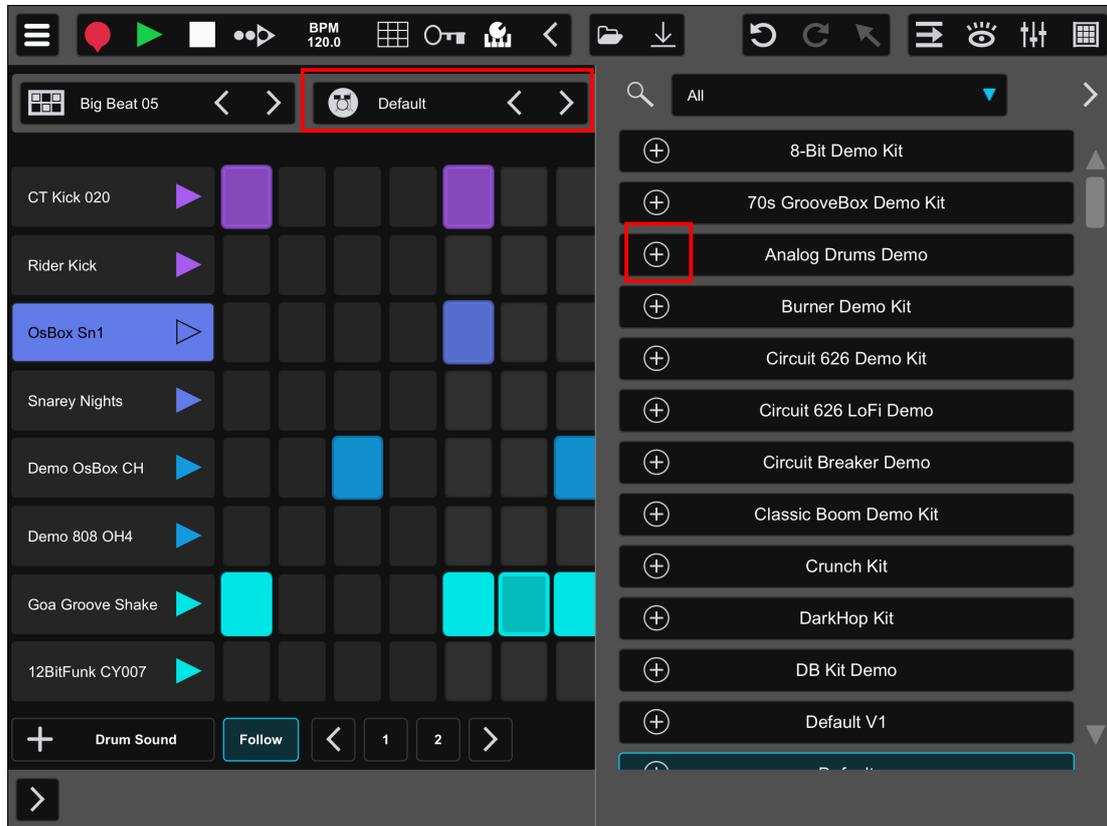
To quickly find original patterns in the Drum Pattern Browser, use the filter (at the top) and select "User" from the list. With "User" selected, only patterns created by the user will be displayed. The Drum Pattern Browser also has a keyword search function to search for specific patterns by name.



4-4 Changing the Drum Kit

1 Zenbeats drum kits cover a wide range of drum sounds, from classic drum machines to the latest dance music. If you want to change the drum kit, tap the drum kit menu to open Drum Kit Browser.

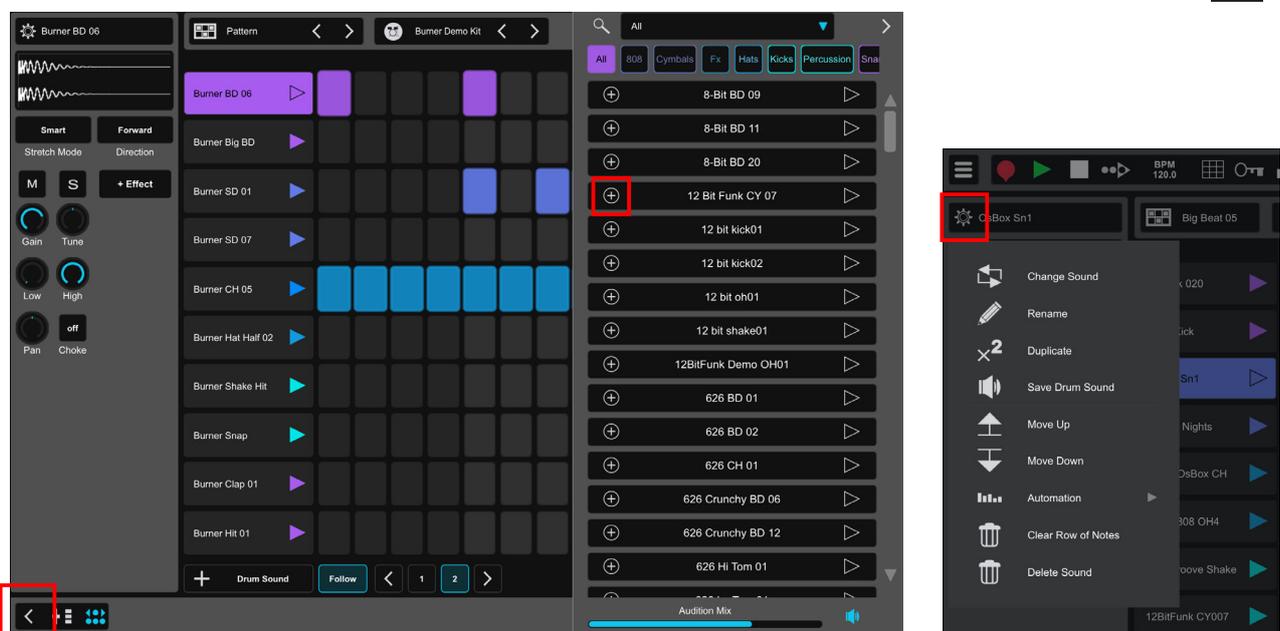
2 When you select a Drum Kit, that kit will play with the current pattern as a preview. Once you have decided on the kit you want, tap the [] button to the left to load the kit.



4-5 Changing the Sound in a Drum Lane

1 You can change sounds not only for the entire drum kit, but also by changing each drum sound. With the drum lane you want to edit selected, tap to open the Drum Inspector

2 You can customize a drum sound by using the parameters in the Drum Inspector. If you want to change the sound itself, tap "Change Sound" from the "Setting" menu, search for a drum hit in the browser, and load it by pressing the [] button.

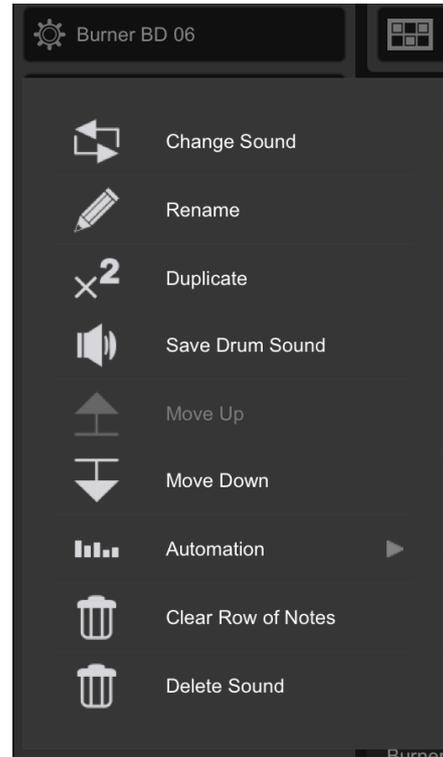


POINT**Drum Inspector Settings**

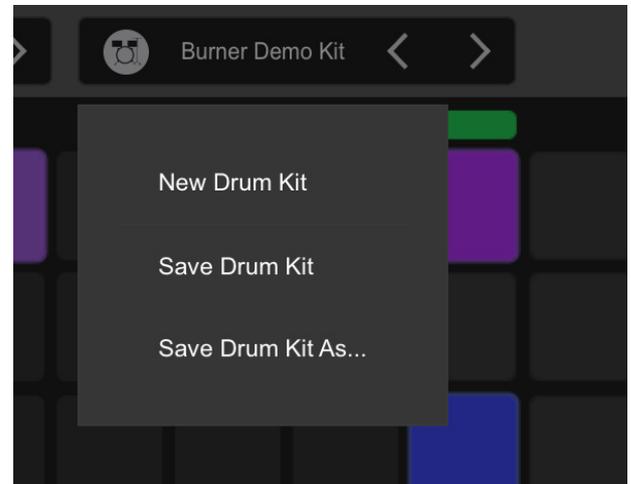
Displays the edit menu (shown at right). You can change sounds, save tones and configure automation settings.

Tone Parameters

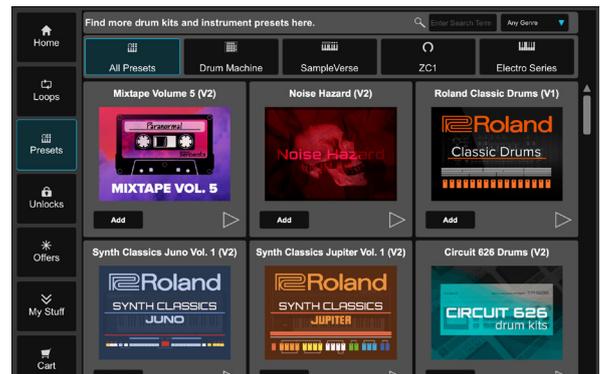
Gain: Adjusts the volume.
 Tune: Changes the pitch.
 Low: Cuts off the low frequency range.
 High: Cuts off the high frequency range.
 Pan: Adjusts the position of the sound in the left/right stereo field.
 Choke: Sounds selected with choke on will be cut short when the next choked sound plays.

**4-6 Saving a Drum Kit**

Customized drum kits can be saved as new kits. Tap the drum kit icon and select "Save Drum Kit As..." and save it with a name of your choice. The new kit you created can be recalled from the Drum Kit Browser.

**POINT****Get new Drum Kits and Patterns**

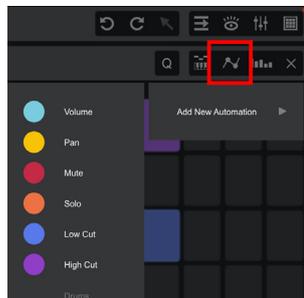
The drum kits and rhythm patterns available for drum tracks can also be expanded by purchasing additional drum kits and patterns from the "Presets" tab in the Zenbeats in-app store. The Zenbeats store offers a large selection of drum kits and patterns to choose from covering a wide variety of musical genres. Tapping on each title will give you a description, and tapping the play button will allow you to sample the demo sounds.



4-7 Drum Pattern Advanced Editing

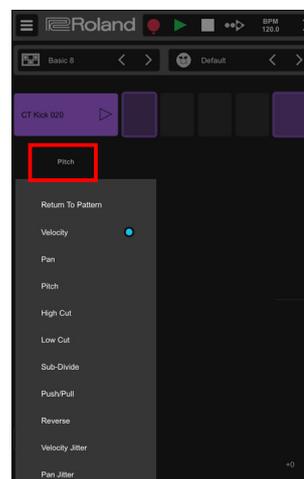
4-7-1 Using Pattern Automation

Using the Automation function, you can make various changes to the drum pattern over time. Tap the "Pattern Automation" button and then select the desired parameters from "Add New Automation." Swipe on the screen to draw the automation. The parameters that can be automated are Volume, Pan, Mute, Solo, Low Cut and High Cut.



4-7-2 Using Drum Graph Automation

Automation can also be set per Drum Lane. Tap the "Drum Graph Automation" button to open the Automation for the selected drum lane. Tap the button to open the automation for the selected drum lane.

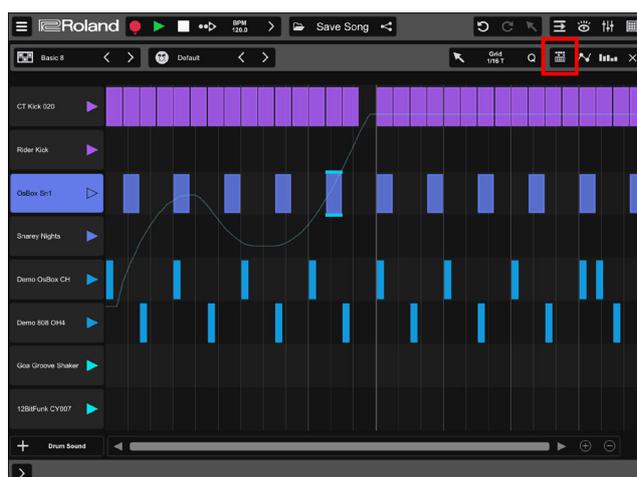


POINT Adding a Sub Step

Automation's Sub-Divide is useful for creating phrases with finer resolution than 16th notes, such as the hi-hats often heard in music genres like Trap. As you increase this value, you can add a series of beats by splitting the notes. You can easily create mechanical grooves by adding beats that cannot be played by hand.

4-7-3 Editing Drums in the Note Editor

Tap the  button to open the drum pattern in the Note Editor, which will be introduced in PART 5. With the Note Editor, you can precisely time each note and create phrases that are finer than 16th notes.



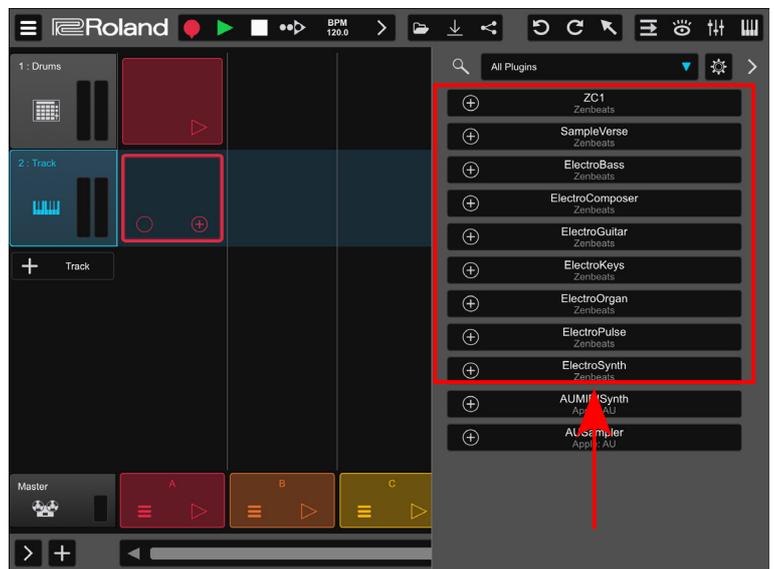
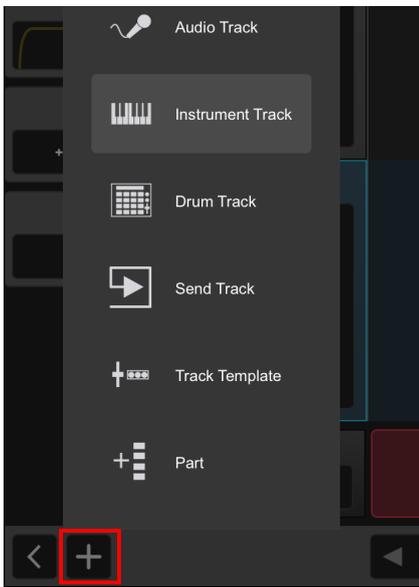
How to Program and Edit an Instrument

This chapter will show you how to use and edit instruments such as piano, bass and synthesizers in Zenbeats.

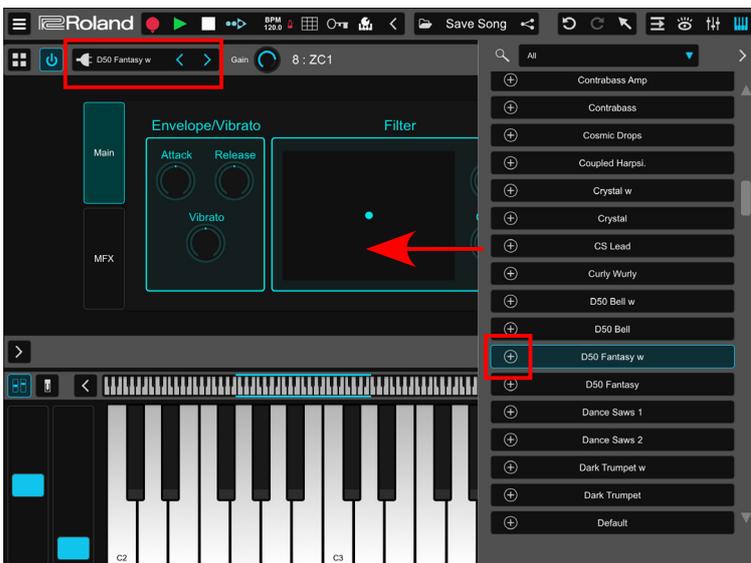
5-1 Launching an Instrument and Loading a Preset

1 Zenbeats includes 9 different instruments. Tap the [+] button at the bottom left of the screen and then tap "Instrument Track."

2 An Instrument track will be created and the Instrument Browser will be displayed on the right side of the screen. Tap the name of the instrument you want to use from the list.

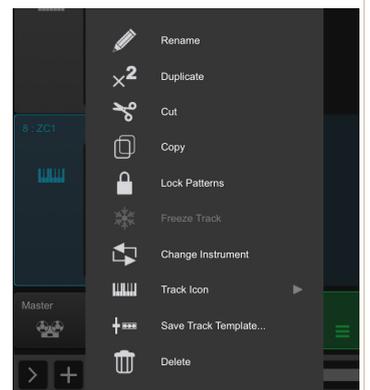


3 Each instrument has preset sounds. Tap the instrument preset menu  to open the Preset Browser. Tap a preset name to preview it (you can play it with a MIDI keyboard or programmed data). When you decide on a tone, tap the  button to load the preset.



POINT Changing an Instrument

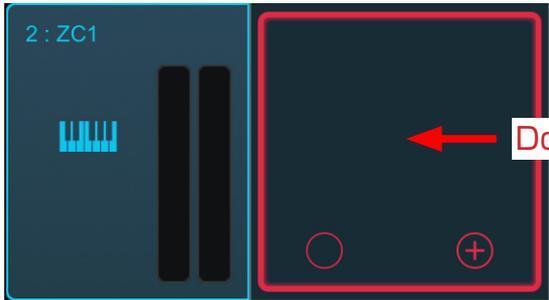
After loading an instrument. If you want to set up a different instrument for a track, long tap the track icon and tap "Change Instrument." The Instrument Browser will launch again, and you can specify the instrument you want to change.



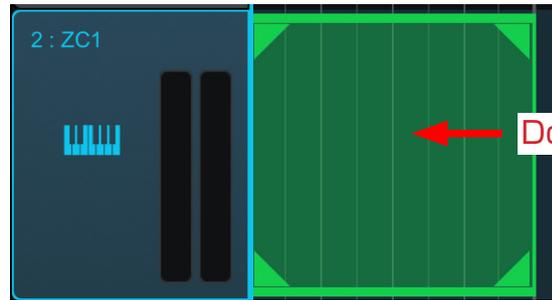
5-2 Open the Note Editor

1

In Loop Builder view, double tap on the empty cell of an instrument track to open the Note Editor. In Timeline view, double tap to create an empty pattern. You can then double tap on the pattern to open the Note Editor.



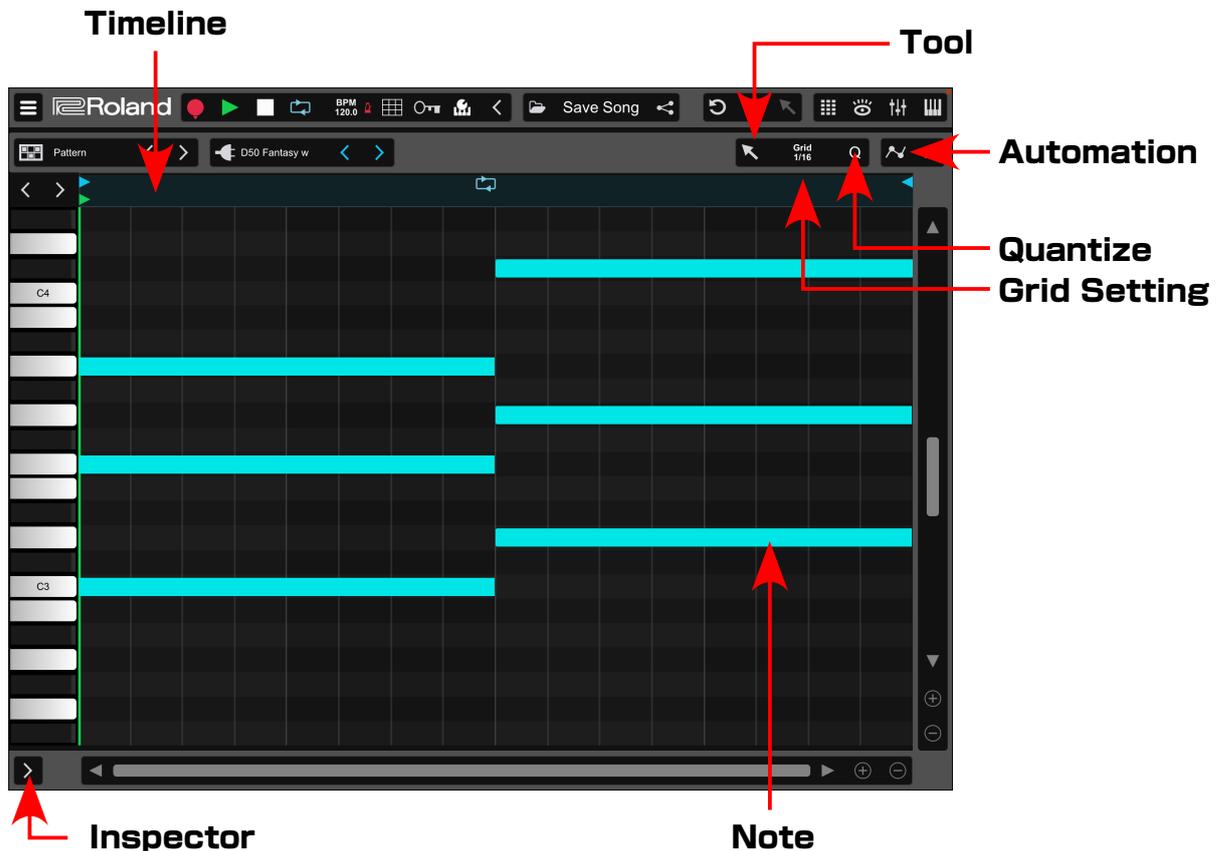
▲ Loop Builder View



▲ Timeline View

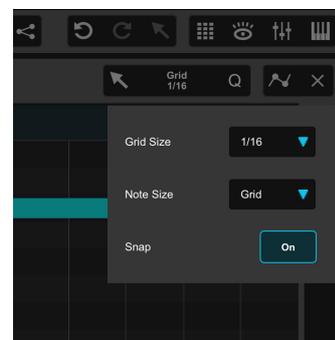
2

The Note Editor is a phrase editing screen that allows you to fine-tune the pitch, length, timing, etc. The vertical direction shows the pitch, the horizontal direction shows the time, and the pronunciation is displayed as a Note on the screen.



POINT Grid Setting

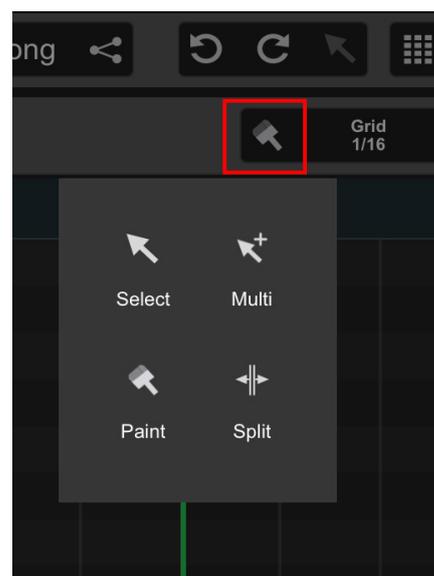
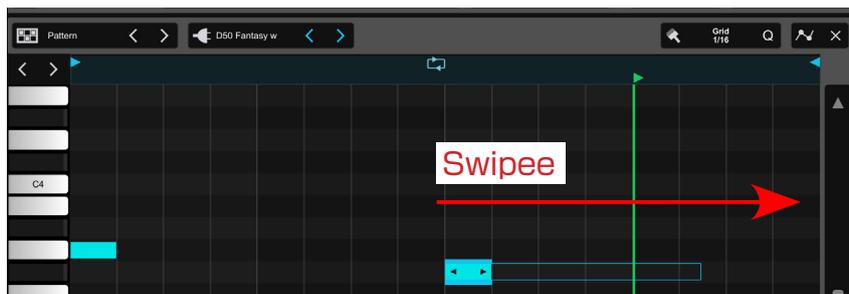
The MIDI Editor's grid size (the vertical lines displayed on the screen) can be fine-tuned and snapping can be set. Snapping is useful when you want to create a well-timed phrase, as it acts as a grid sticker when editing the Note. On the other hand, if you want to reproduce nuanced performances and off-grid timing variations, you need to turn off snapping.



5-3 Editing a Phrase in the Note Editor

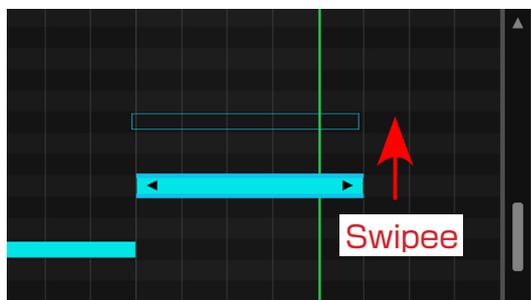
5-3-1 Adding or Removing a Note

To add a Note, you can double tap anywhere in the Note Editor Grid or you can use the Paint tool for faster editing. To use the Paint tool, select it from the tool menu located in the upper right of the Note Editor window. With the Paint tool selected, you can add or remove notes anywhere with a single tap. Tip: to create long notes with the Paint tool, just tap and swipe right.



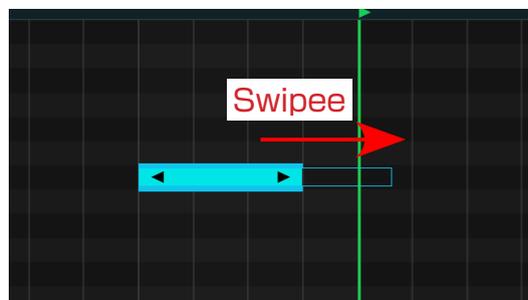
5-3-2 Moving a Note

By selecting Select tool and swiping the Note up, down, left and right, you can adjust the pitch (up and down) and timing (left and right).



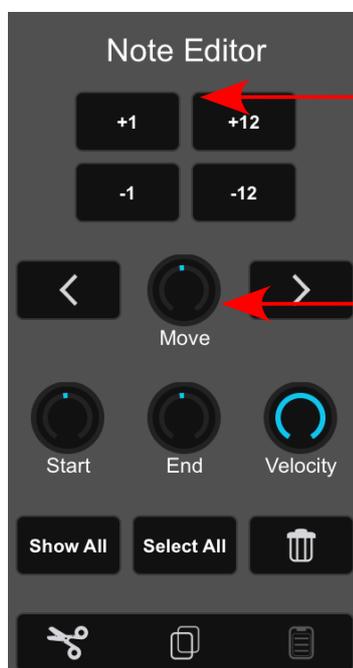
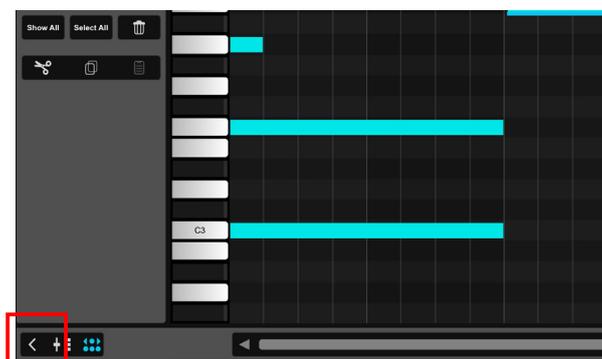
5-3-3 Adjust the Note Length

By swiping the left and right edges of the Note with the Select tool, you can adjust the note length (right end) and the start timing of the phrase (left end).



5-3-4 Note Editor Inspector

Tap the  button at the bottom left of the screen to display the Inspector for the Note Editor. Select the Note you want to edit and change the parameters in the Inspector.



Note Pitch Parameters

Change the pitch and timing of the selected Notes by semitone or by octave.

Note Length and Timing Parameters

Move: moves the timing of the Note. Velocity: adjusts the strength of the Note.

Start: adjusts the start timing of the Note.

End: adjusts the end of the Note.

POINT**When programming in the Note Editor**

You can also double tap on the screen with the Select tool to create a new event. Notes will be created the same size as the grid (e.g. if the grid is 1/16, a 16th note) will be added.

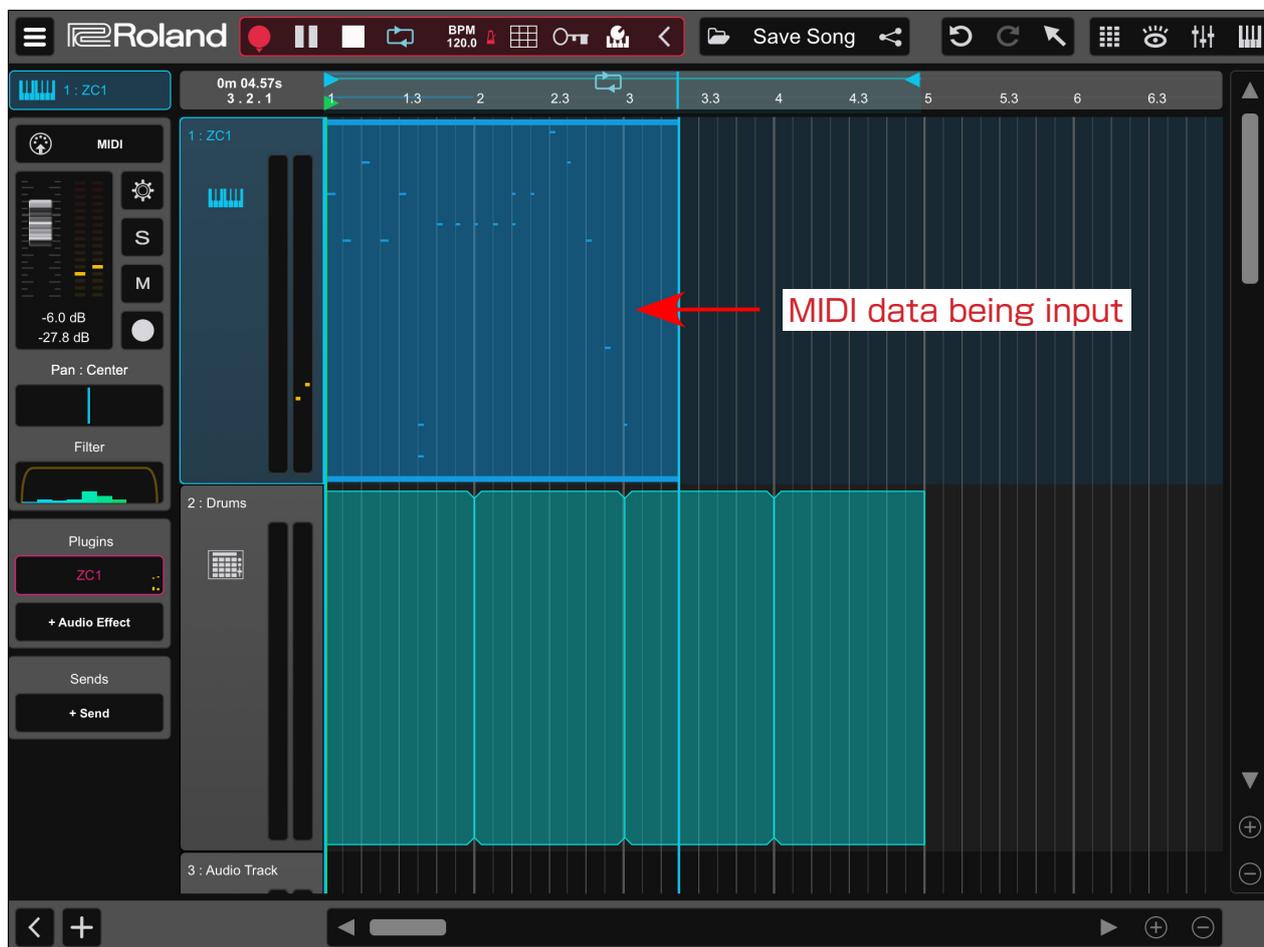


5-4 Real-time Input Using a MIDI controller

Using a MIDI controller, it is possible to record the performance directly into Zenbeats.

Select an instruments track and tap the  button on the transport to start recording. When you finish playing, tap the  button to end recording.

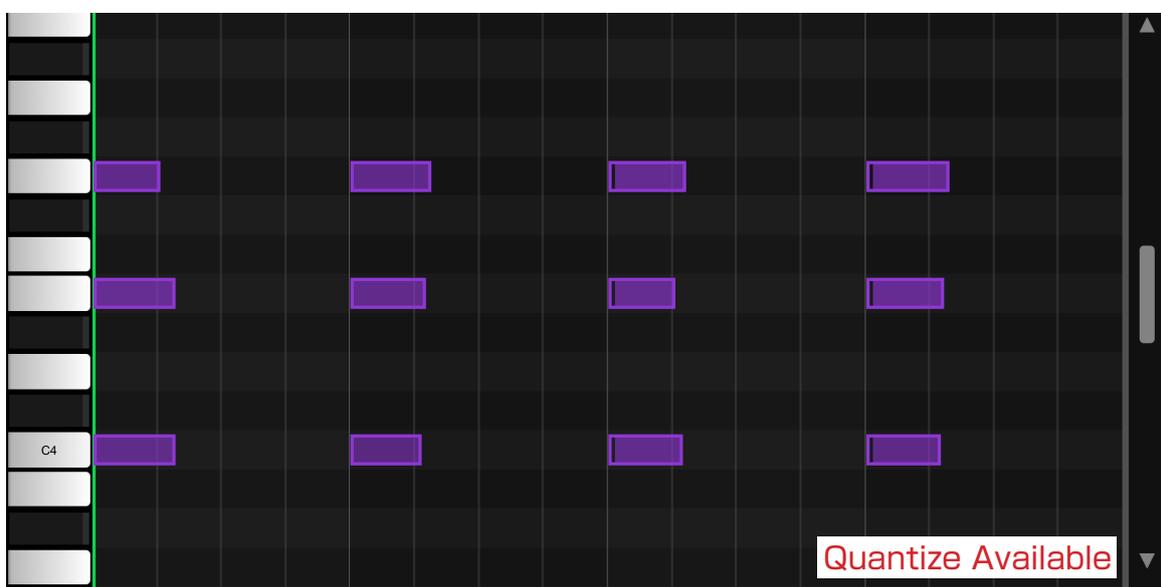
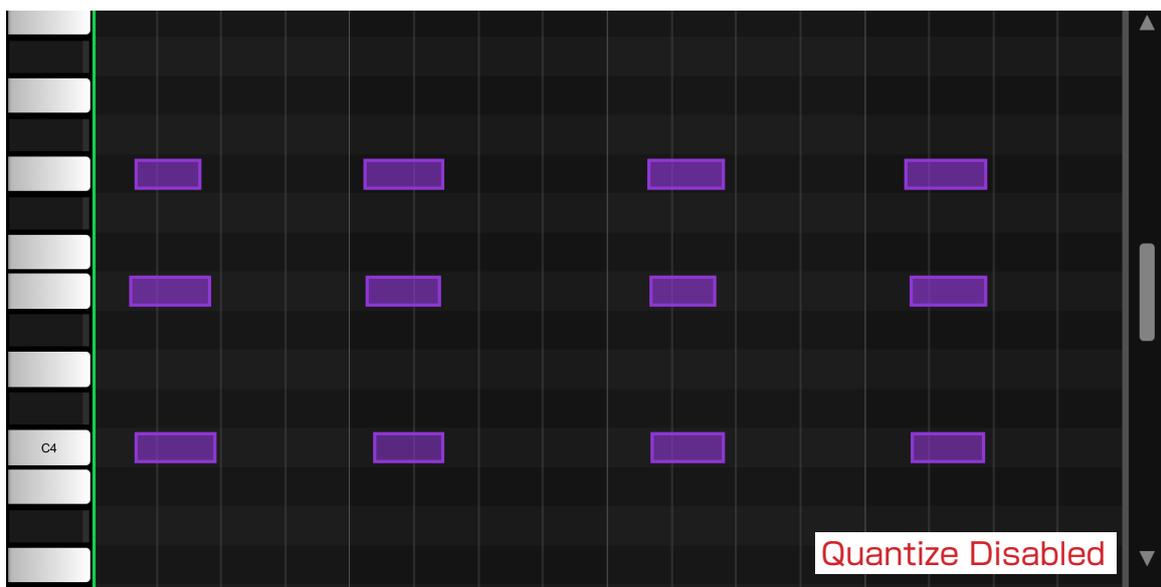
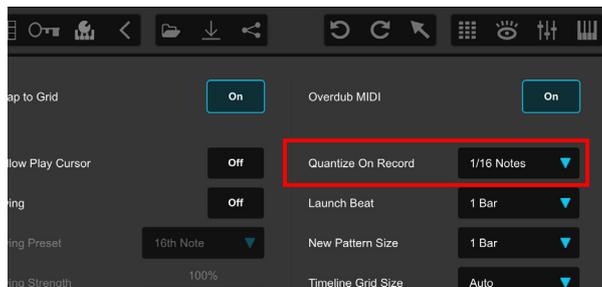
You can combine this with the Key Lock function ([p. 11](#)), which allows you to play only with specific keys or scales, to make real-time input easy, even for people who are not very experienced at playing musical instruments.



POINT**Quantize on record and Quantize editing.**

By using the Quantize function, you can create a perfect performance by correcting the timing. In addition, during real-time input, quantize can also be automatically applied at the time of input by setting the "Quantize On Record" in the Grid settings in the Transport (on by default). Try it on both settings and see which works best for you.

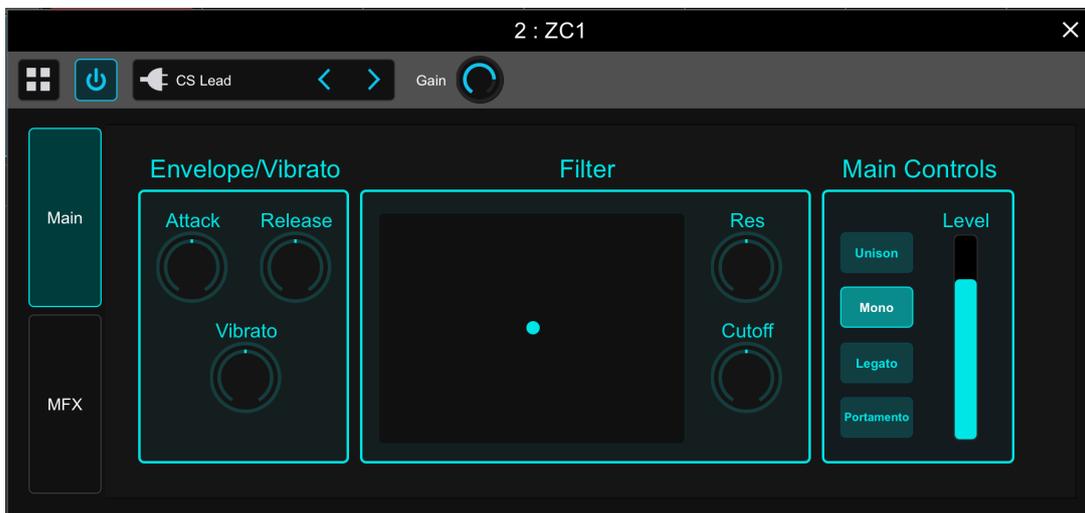
You can also quantize manually per Note after recording. In that case, select the relevant Note in the MIDI Editor and tap the "Q" button located in the upper right of the Note Editor.



5-5 Using ZC1

New in Zenbeats 2.0 is ZC1, a new flagship instrument based on Roland's ZEN-Core Synthesis System. ZC1 includes 60 presets in the free version and over 800 presets and 90 MFX in the Unlocked version. ZC1 also supports importing and exporting tones from other ZEN-Core products like Zenology and compatible hardware.

■ ZC1 Main View



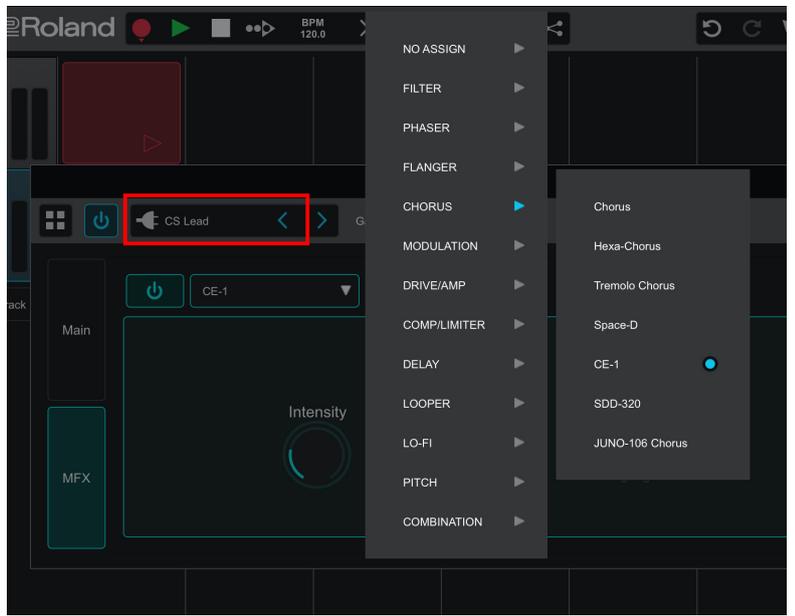
In the Main View, you can adjust basic settings for the voices such as Filter and Amp Envelope, etc. The Cutoff and Resonance of Filter can be adjusted with the XY pad in the center of the screen.

■ ZC1 MFX View



In MFX View, you can edit the MFX effects. By tapping the effect name, you can switch effect type. The screen displays the parameters for the selected effect. Also, the effect can be turned off (bypass).

By tapping an effect name, you can switch the effect type. A wide variety of effects are included in ZC1, from standard effects to combination effects that combine multiple effects.

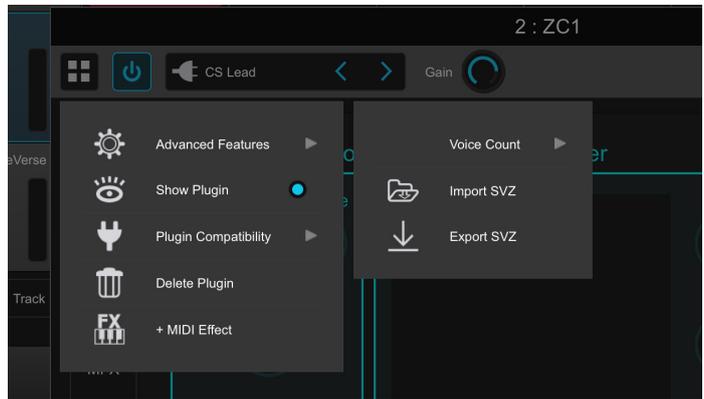


Import/Export ZEN-Core Synthesis System Tones

ZC1 can import hardware/software tones that support the ZEN-Core Synthesis System. ZC1 can export tones to play.

ZC1 -> Import SVZ from "Advanced Features" to import the desired tones.

To export a tone, use "Export SVZ" to export a SVZ tone file.



POINT ZEN-Core compatible products

Sounds created on the ZEN-Core Synthesis System can be played on a completely different ZEN-Core product. Product specific tones are not compatible.

[HARDWARE]

- JUPITER-X
- JUPITER-Xm
- FANTOM Series
- MC-707
- MC-101
- RD-88
- AX-Edge



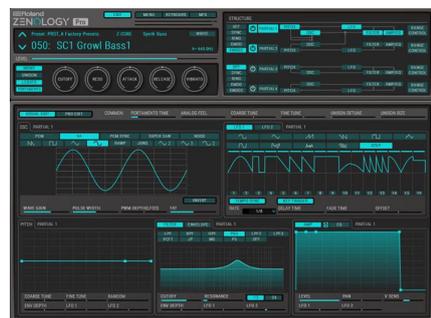
▲ JUPITER-X



▲ FANTOM

[SOFTWARE]

- ZENOLOGY
- ZENOLOGY Pro
- ZC1

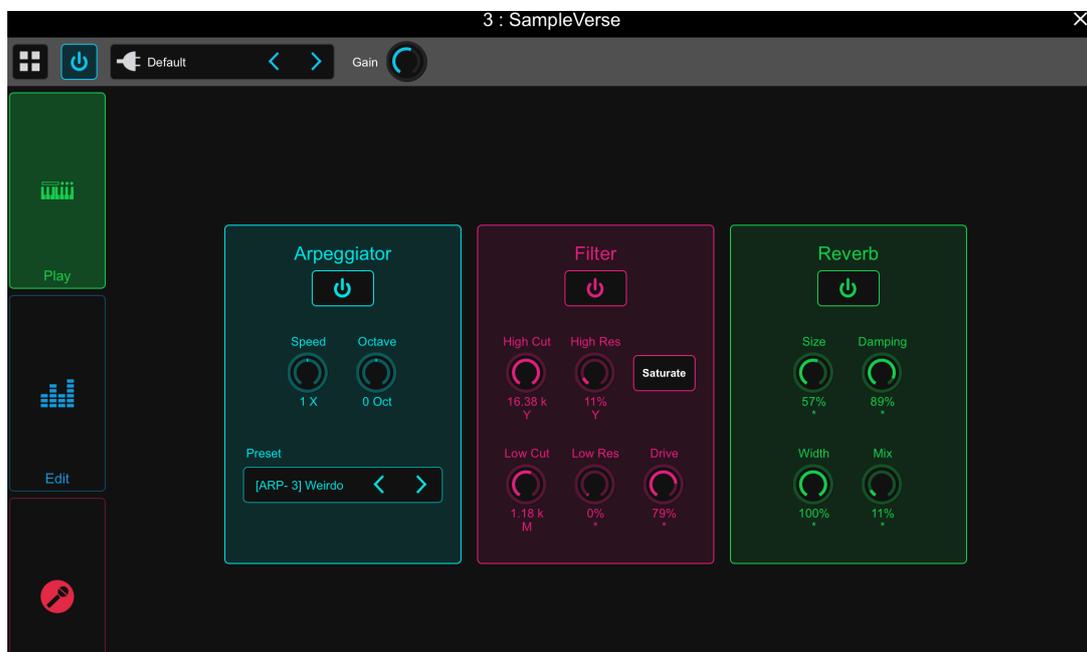


▲ ZENOLOGY Pro

5-6 How to Use SampleVerse

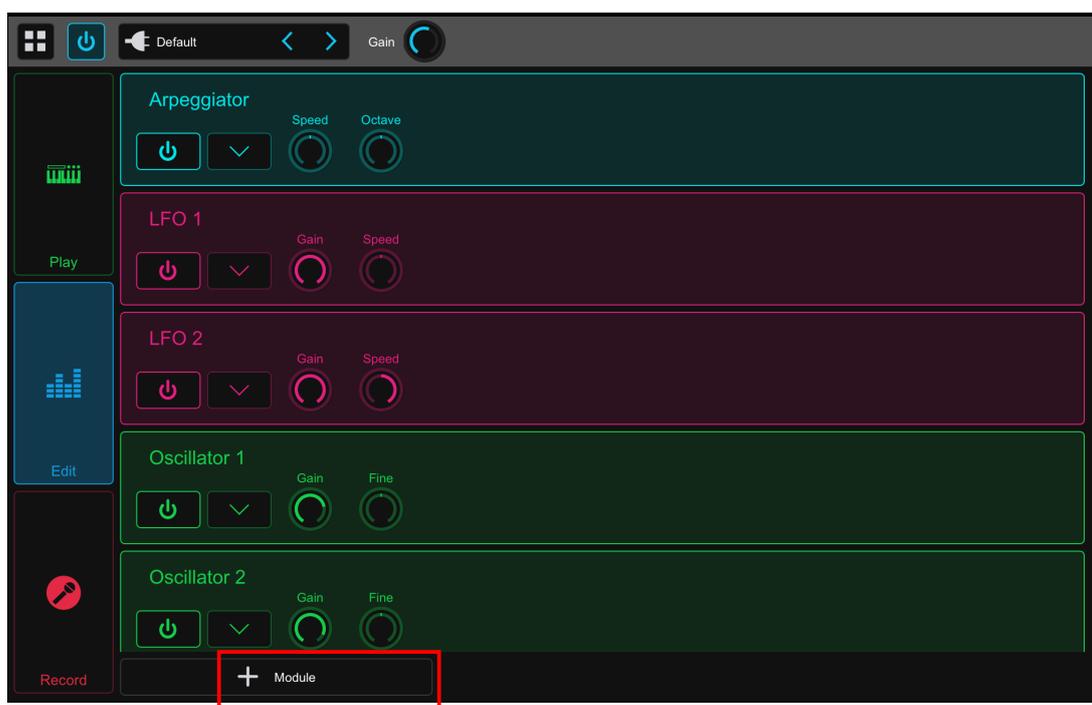
SampleVerse is a unique instrument that allows you to record, edit and play samples that you import or record. Recorded samples can easily be combined with up to three oscillators, LFOs and an arpeggiator to create original sounds and phrases.

■ SampleVerse Play View



Play View is a quickstart page that allows control of the Arpeggiator, Filter and Reverb parameters. Play View also contains the pattern preset information.

■ Edit View



You can edit each module, such as Oscillator and LFO, by tapping the  button of each module. By tapping the  button of each module, you can open the module's edit view. Modules can be added by tapping the  **Module** button.

Oscillator Module



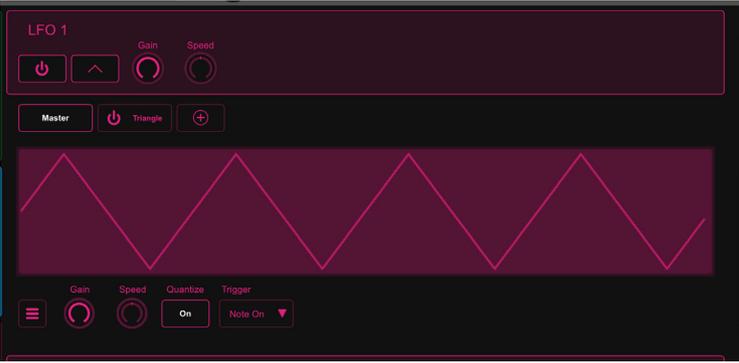
The Oscillator Module creates the basic sound of the Synthesizer voice: Waveform (Sine / Square / Triangle / Saw / Inverted Saw), Pitch, Amp Envelope, Filter, etc. Each Oscillator Module allows you to combine up to 5 waveforms at once.

Sample Bank Module



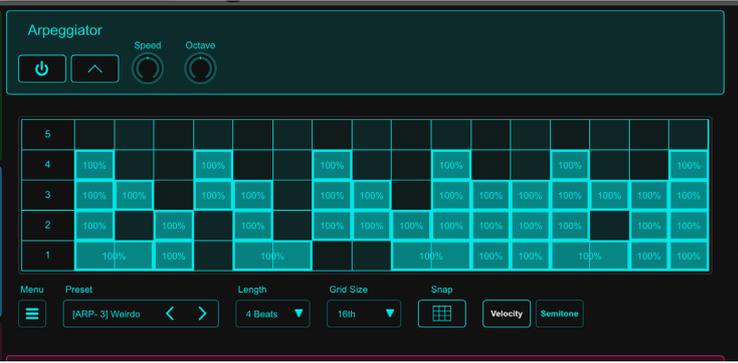
Sample Bank Module allows you to use imported audio files and audio sampled from the Record Page describe below. By tapping on the Sample Bank item, you will be able to import various pre-loaded Sample Banks.

LFO Module



LFO Module allows you to have various modulations to your sound. LFOs can be customized by selecting the waveform (Sine / Square / Triangle / Saw / Inverted Saw / Step). Swipe directly on the parameter or waveform to modify the waveform.

Arpeggiator Module



The Arpeggiator Module allows you to play complex phrases easily. You can create your own patterns in the Arpeggiator, or you can load preset patterns.

Master Module



The master output section is for editing Level, Filter, Reverb, etc., for the entire preset.

Record View

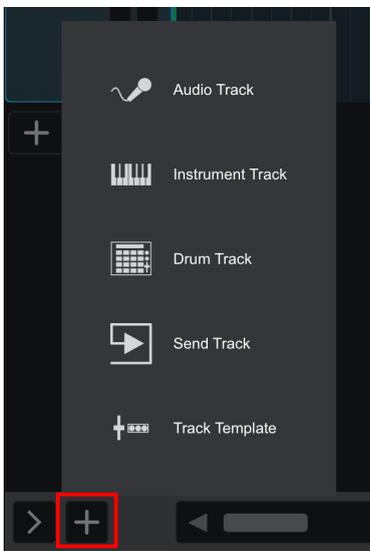


In Record View, you can sample from your microphone or an instrument input. After you set a input source to an Input channel, tap the Rec button to start sampling. SampleVerse will automatically record multiple samples and assign them to notes based on their detected pitch. When you are done sampling, you can edit the playback direction, loop section and amp envelope. If you save the sample to a Sample Bank, you can load it into the Sample Bank Module and play it in combination with other synth sounds or play it in the Arpeggiator in any project.

You can record, edit and save audio in Zenbeats using an external audio interface or the device's built-in microphone (if available).

6-1 Recording to an Audio Track

1 Tap the [+] button at the left-hand bottom of the screen to open the track menu. Tap "Audio Track." This will add an audio track to the song.



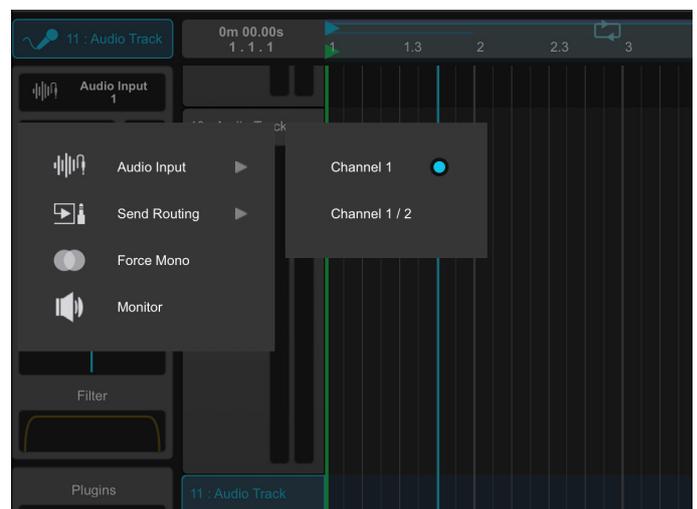
2 Connect a microphone or audio line input to your audio interface. If using the device's built-in audio device, please make sure the microphone is active. If using an external audio interface please refer to the manufacturer's instructions on connecting the device.



3 Select the audio track you want to record on using a mouse or the touch screen. Tap the show/hide arrow at the bottom left-hand side of the screen to show the channel strip for the track.



4 Tap the routing menu on the channel strip header to reveal the audio input options. Here you can select the audio input channels you want to record from.



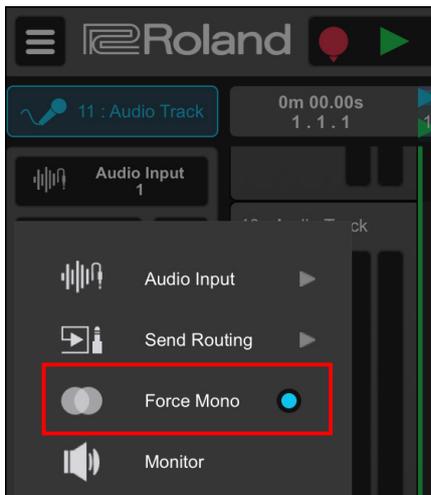
POINT**Mono vs Stereo**

there are two types of audio input devices, mono and stereo. An example of a mono device is a microphone or a guitar cable. An example of a stereo device is usually an electronic drum set or a synthesizer. These devices usually have a Left and a Right input. In Zenbeats you can set a track to record in Mono or Stereo. Recording a Mono input as stereo will just mirror the input and create a 2-channel file. If you wish to record in stereo tap "Audio Input" on the channel strip header menu and select "Channel 1/2" (Note: this will only be available if your audio device has two available inputs. Some built-in sound interfaces only have 1 input channel).

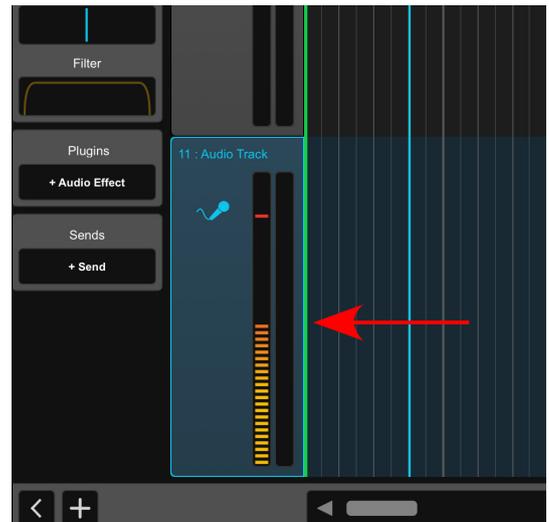
5

If you want to set audio playback of a track to monoaural select the routing menu on the channel strip and select "Force Mono."

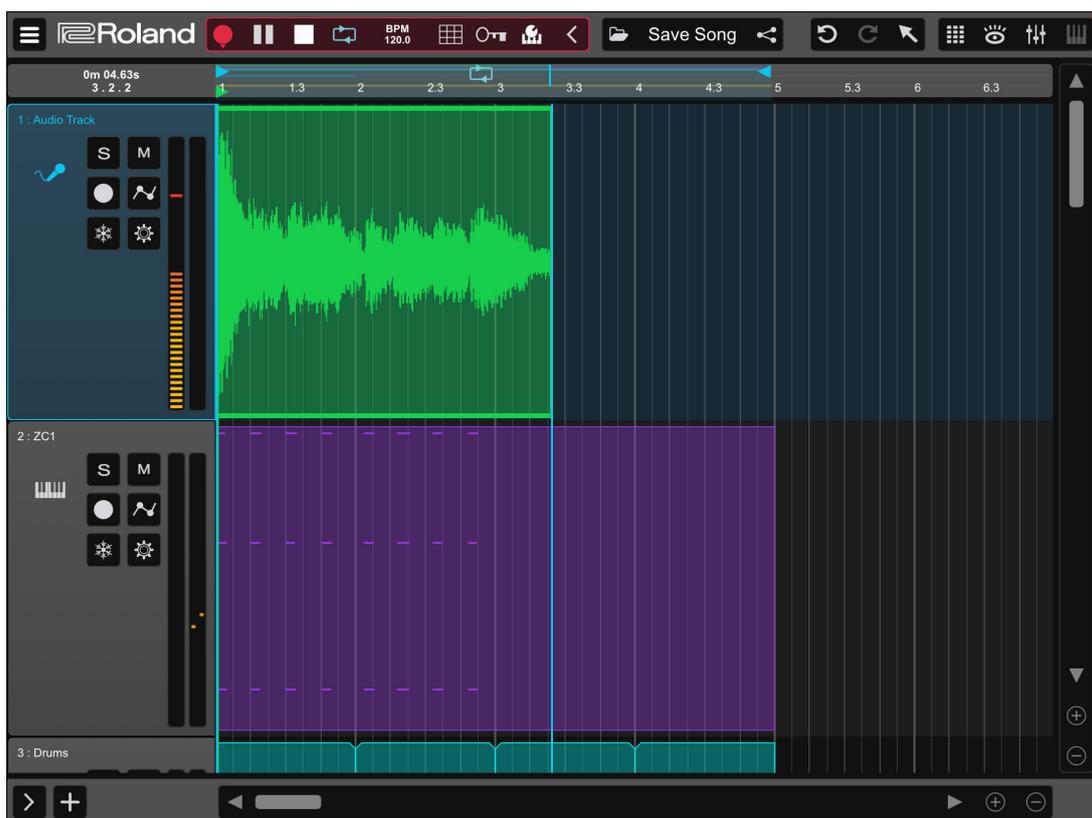
This will force the track audio to play back in mono. If you select "Monitor" any incoming audio signal will now be heard during recording.

**6**

The Input Meter responds to the signal strength of your input. Input level adjustments are made on the audio interface if you want to increase or decrease the audio input strength.

**7**

Tapping the Record button on the Transport bar will engage recording. Tapping the Record button a second time will stop the recording process. Metronome count and volume options can be found under the "BPM" menu.



6-2 Audio Editing

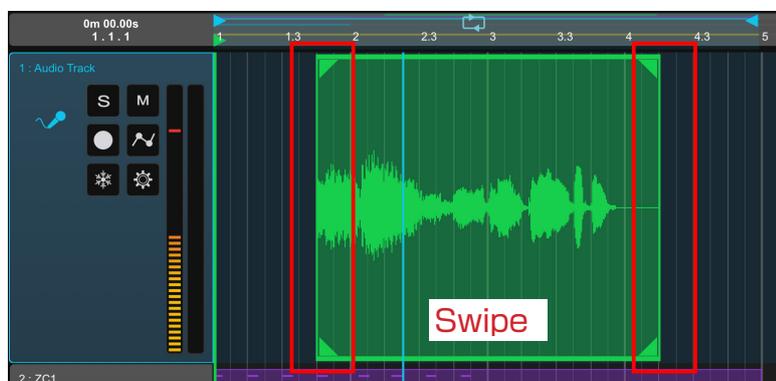
6-2-1 Moving Audio Patterns

Audio patterns can be moved left or right or be moved to another audio track. This is done by selecting the audio pattern and dragging the audio pattern to the desired location. This applies to both Timeline and Loopbuilder views.



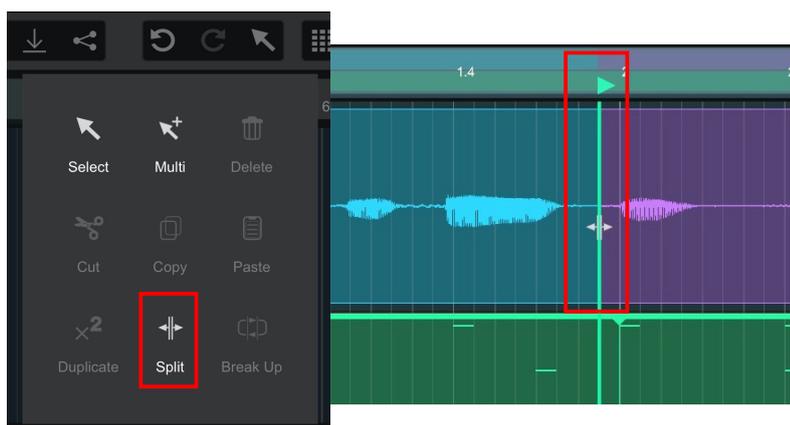
6-2-2 Audio Pattern Resize

Audio patterns can be resized by selecting the audio pattern and the far left or right pattern resize arrows. The pattern resize arrows appear at the bottom left and bottom right-hand side of a pattern. Simply drag left or right to resize the pattern as desired.



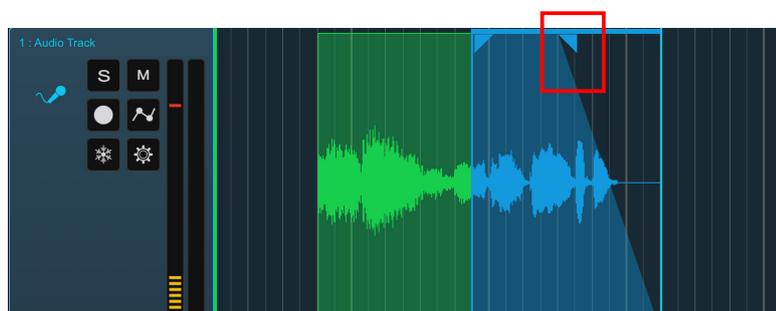
6-2-3 Splitting Audio Patterns

Timeline audio patterns can be split by tapping the tool menu on the top bar and tapping the Split tool. With the Split tool tap the areas of the audio pattern where you want the split. The split tool can also be accessed by long tapping a pattern to display the pattern menu option.



6-2-4 Pattern Fade

To engage pattern fade tap an audio pattern to select it. When the pattern is selected pattern fade arrows will appear at the upper left and upper right-hand sides of the pattern. Select these arrows and drag the pattern fades in or out. This allows you to fade a pattern in or out in timeline view without opening the audio editor.

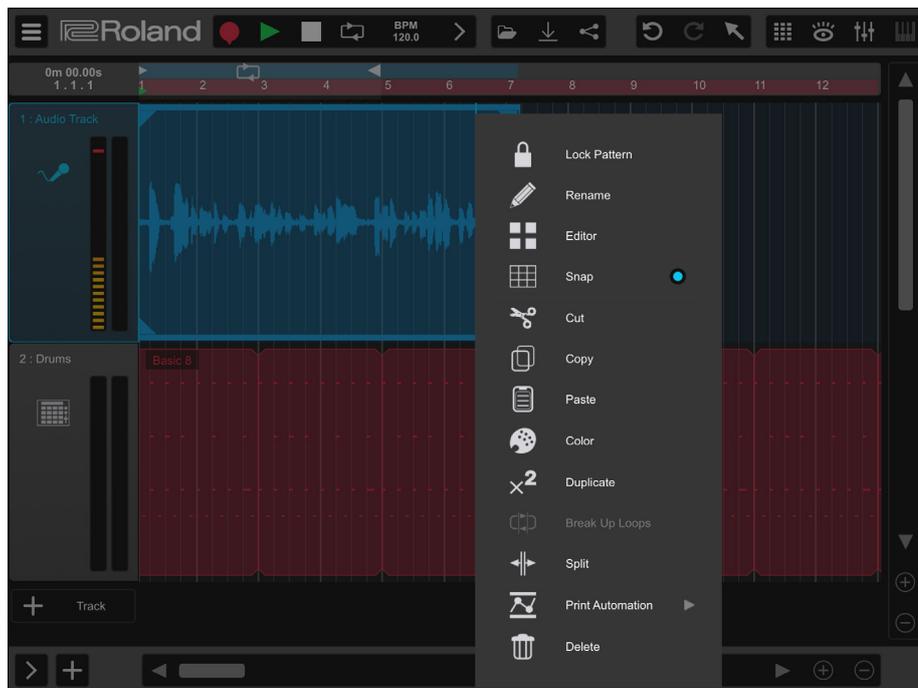


6-2-5 Copy Pattern

You can cut, copy and paste audio patterns on both LoopBuilder and Timeline views. Audio patterns can be pasted on their original track or another audio track. To copy a pattern long tap an audio pattern to open the pattern menu. The copy, cut, and paste functions are located there.

6-2-6 Delete Audio Pattern

Audio patterns can be deleted by selecting the pattern and then selecting the "delete" key on a QWERTY keyboard. The delete pattern function is also located in the pattern menu. Long tap a pattern to show the pattern menu and select the "Delete" option in the pop-up menu.



6-3 Audio Editor

To open the Audio Editor double tap an audio pattern. The Audio Editor allows the user to change the pitch, bpm and gain of an audio pattern. The user can also reverse the audio pattern and use pattern fading and pattern resizing in the Audio Editor.



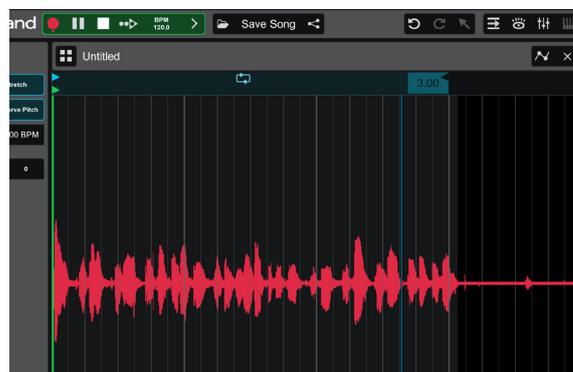
6-4 Loopbuilder Audio Recording

Users can record audio to an empty audio cell in LoopBuilder view. The user will need to select the record button on the blank audio cell to engage recording. To record into a loop cell and keep other loops in the song part playing, select the blank audio cell and select the record button on the Transport bar to engage recording on a desired cell.



POINT LoopBuilder Patterns

Audio patterns in LoopBuilder can only be edited in the Audio Editor. There you can edit the pattern length and loop region.



When all the song parts are recorded, you can adjust the volume and effects settings to your desired levels.

7-1 Open Mixer View

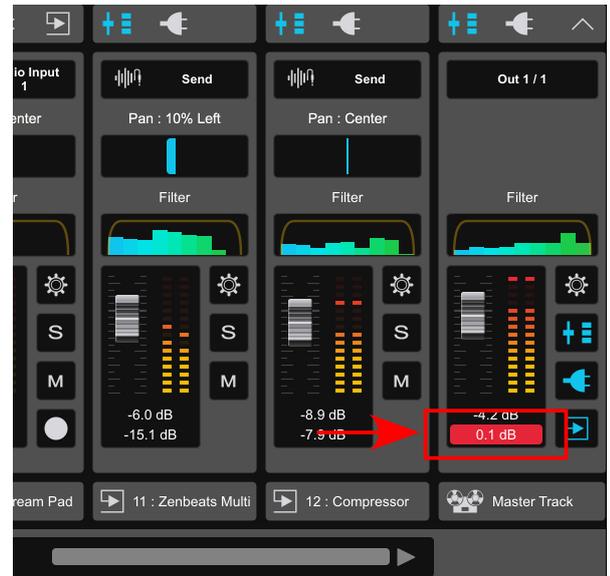
To open the Mixer View tap the Mixer icon on the upper right-hand side of the screen. This will open the channel strips for all the tracks in the song including the sends and the master track.



- Show**: Switches the display items on the mixer screen.
- Input**: Displays/changes the input port set for the track.
- Track Pan**: Set the panning of the track.
- Track Filter**: Filter to cut out low and high frequency components of sound.
- Track Volume**: Volume Fader and Level Meter.
- Settings**: Displays the track's settings.
- Track Solo**: Play the track solo.
- Track Mute**: Mute the track.
- Record Arm**: Put track into record mode.
- Track Name**: Displays the track name.

7-2 Adjusting Volume

By moving the faders up and down you can adjust the volume of each track. The volume settings range from +10 dB to off on each channel. The VU (Volume Unit) meter indicates the track volume level. If the volume level is too strong, the meter will be red to indicate channel clipping. Track Pan (Left and right) and Track Filter adjustments are also found on the channel strip.



7-3 Effect Plugins

Zenbeats includes effect plugins that can help you shape your mix. Third-party plugins can be used as well (Android excluded).

1

In Mixer view tap the Plugin icon on the master track. This will switch the mixer view to display the plugin racks for each track.

2

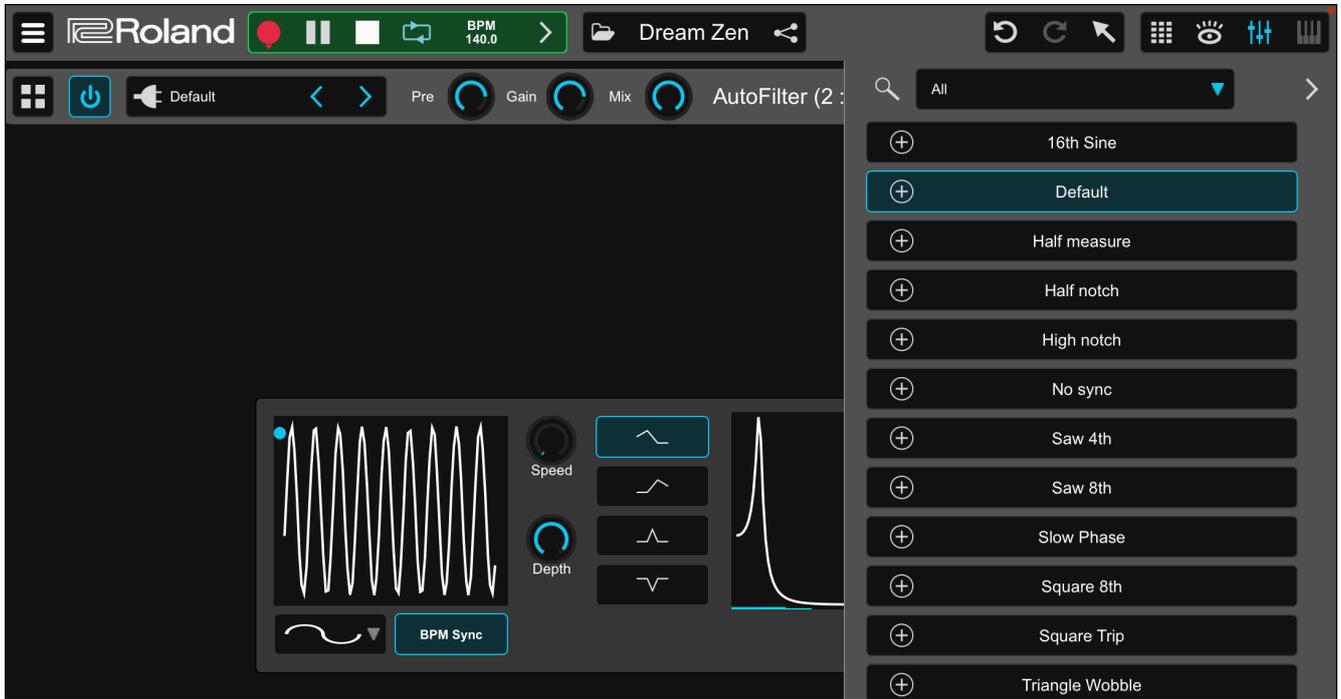
Tap the "+Audio Effect" button on a track. This will open the Effect Browser on the right side of the screen. Here you can view, sort, search and add an effect plugin to the track.



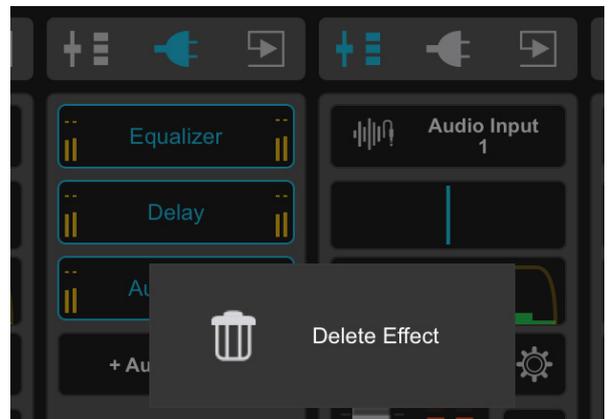
▲ In the Plugins section of each channel strip you can view the effects that are loaded on each track. To open the effect on a channel strip simply tap the plugin's name, and the plugin editor will open.

3 If you want to add an effect to a track from the Effect Browser simply tap the "+" beside an effect's name. This will add the effect to the track and close the browser. If you want to add more than one effect to a track you can tap the "+" beside an effect and drag/drop the effect to the track.

4 Parameter adjustment and preset changes can be made in the plugin editor.



5 If you want to remove an effect from a track's effect rack you can do so by long tapping the effect's name to show the delete option. Effects can also be deleted in the plugin editor by selecting "Delete" in the plugin menu.

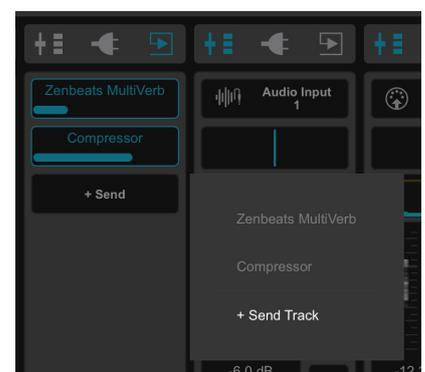


7-4 Using a Send Track

In addition to being used as track effects, effect plugins can be used on a send track. Send tracks allow you to load multiple effects on the track and send the audio signal from your track to the send track.

1 Tap the send track icon on the master track in Mixer view to show send slots on each track.

2 Tap "+Send" on a track to create a new send track.



3 The Effect Browser will open. Here you can add any available effect to the send track. Send tracks can load up to 8 effects. Send track naming will automatically be set to the name of the first loaded effect. You can rename the send track by switching to the channel strip view, tapping the track menu (gear icon) and tap "Rename."

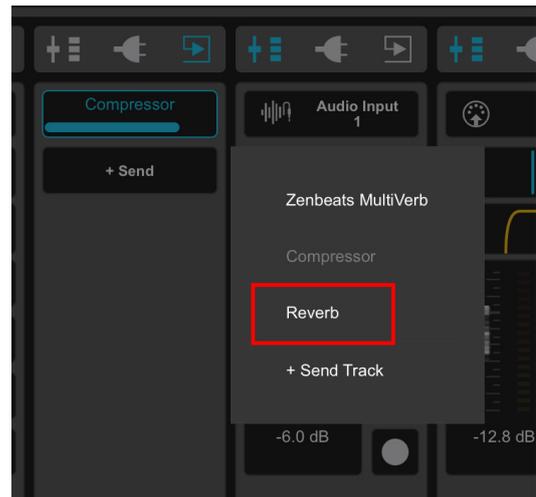


4 Once a send effect is loaded in the plugin view, you can adjust the plugin parameters in the plugin editor.

5 The amount of the effect applied is controlled by the amount of feed from each channel to the send track.

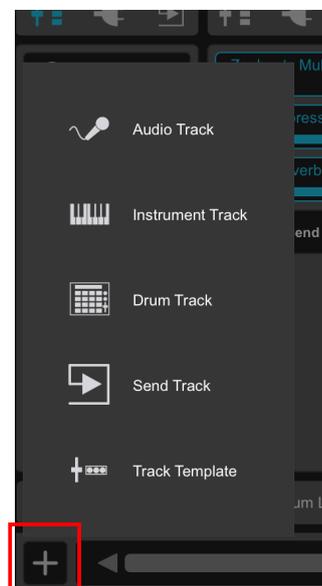
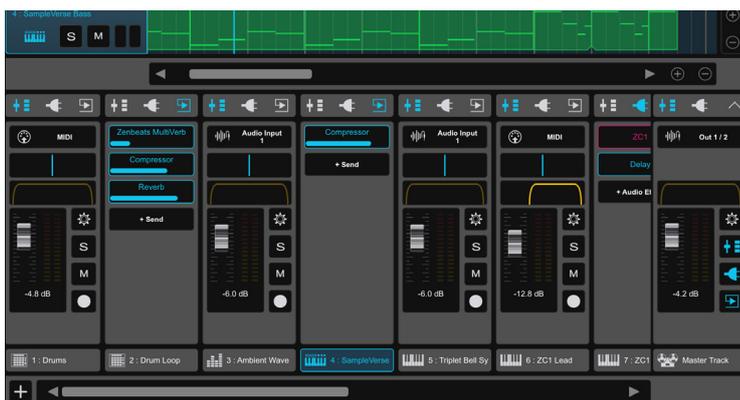
You can adjust the feed amount by manipulating the slider below the send name.

6 If you want to create other send tracks you can tap "+Send" and assign an effect. Up to 8 sends can be assigned per track.



POINT Creating a send track

Send tracks can also be created by tapping the "+Track" button and then tap "Send Track." Send tracks can also be loaded from "+Track" menu and tapping "Track Templates" (this case only works if there are saved send tracks as templates).

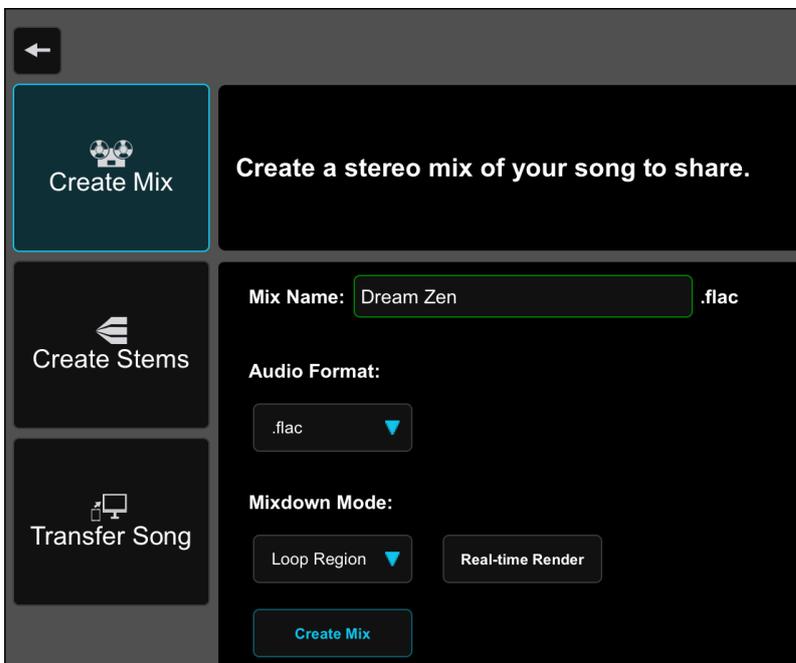
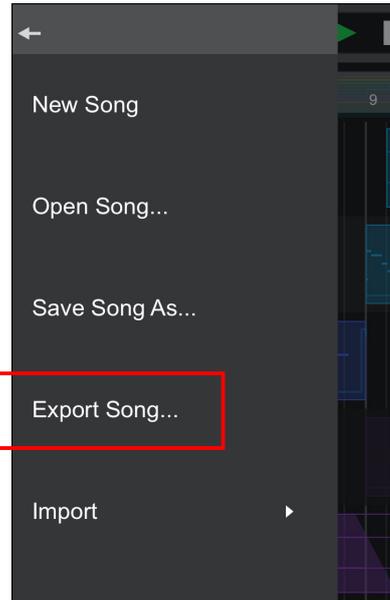


7-5 Export/Mixdown Song

Completed songs can be exported as a stereo audio file (.wav/.flac/.ogg).

1 To create a mix, tap "Export Song..." under main menu/Song or tap the "Share" icon on the Top bar.

2 Tap the "Create Mix" tab. This will display the stereo mixdown options for the song.



In this section you set the mix name, audio format (.wav/.flac/.ogg), mixdown mode (Loop Region and Entire Song for Timeline or Entire Song or Part Follow for LoopBuilder). Note: Zenbeats renders mixdowns quickly offline. Some external plugins do not support offline rendering. Please enable the Real-time Render option if errors occur.

POINT About Audio Format

Zenbeats can export audio in three formats: flac, ogg, and wav. Each format has the following characteristics:

FLAC

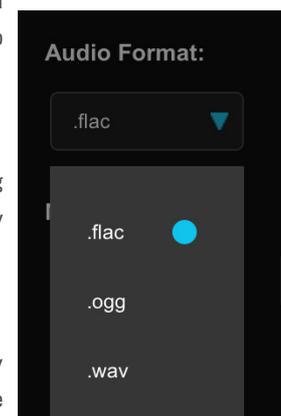
An abbreviation for Free Lossless Audio Codec, a lossless compression method that can be reverted to its original form without altering the sound as in mp3, etc., and is also used in high-resolution distribution.

OGG

A multimedia container format capable of compressing file sizes while preserving sound quality; unlike FLAC, it cannot be completely undone after compression (lossy compression).

WAV

It is the most widely used digital audio format and is characterized by its high quality sound due to its uncompressed nature. This makes it ideal for files that need to be stored in high quality for use in professional applications.

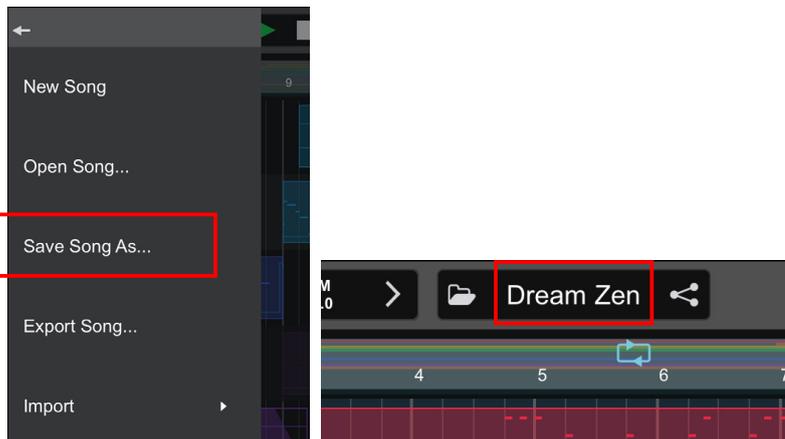


Zenbeats is a multi-platform experience that runs on Windows, macOS, iOS and Android. Zenbeats songs can be created on one device and loaded on another device regardless of platform.

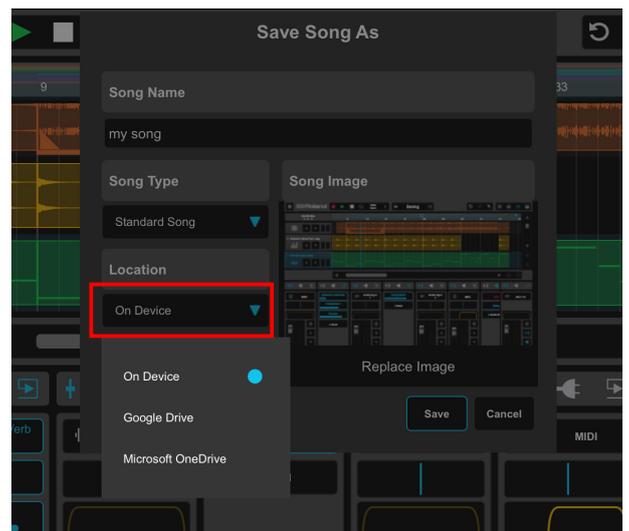
8-1 Upload to a Cloud Service (Google Drive/Microsoft OneDrive)

Zenbeats songs can be saved locally to the device or to a cloud storage service (Google Drive or Microsoft OneDrive). This allows the user to save and download songs from a cloud service or to share their song with another user through the cloud service.

1 Tap "Save Song As..." from main menu/Song or tap the "Save Song" icon on the transport to bring up the Save Song dialog.

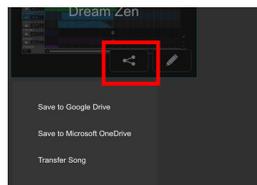


2 Note the Location field. Here you can select Google Drive, Microsoft OneDrive, or the Local Device as the song's save location.

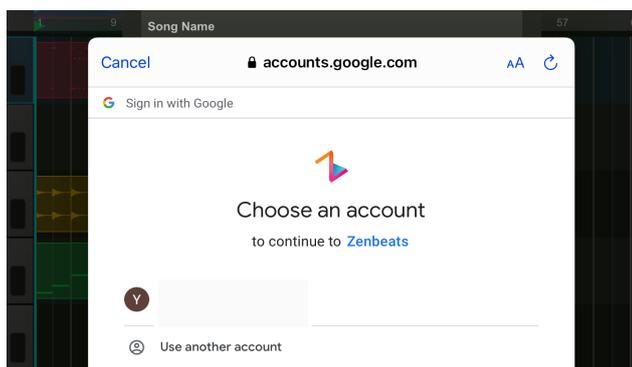


POINT Upload from the the My Songs page

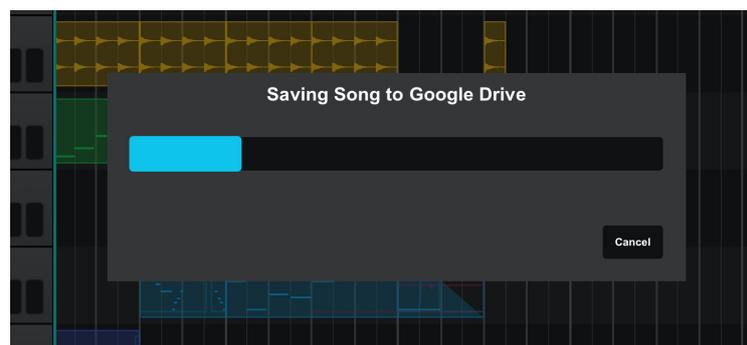
You can also upload saved songs from the Open Songs/My Songs page. Tap a song tile to expose the share menu. By selecting this menu you can now upload it to your cloud account.



3 If you have not previously uploaded or saved to your cloud account, you will be prompted with the cloud login dialog.



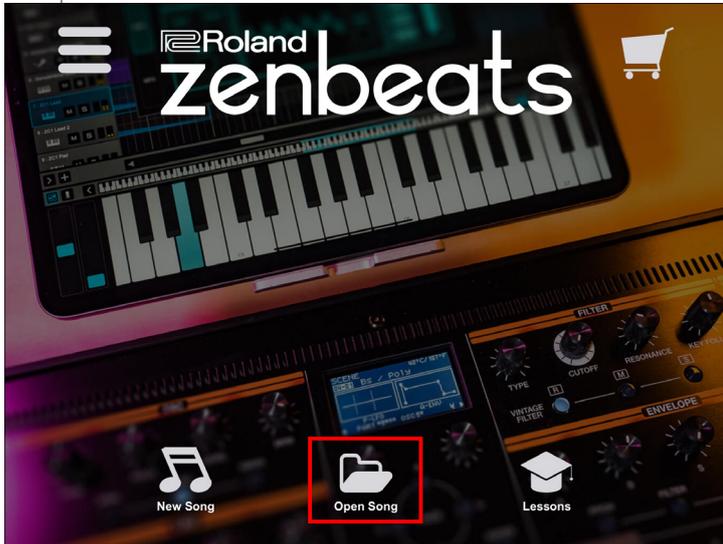
4 After you log into your cloud account, tap the "Save" button. The song file will be saved to the cloud account. Depending on the size of the song and your internet connection this may take several minutes.



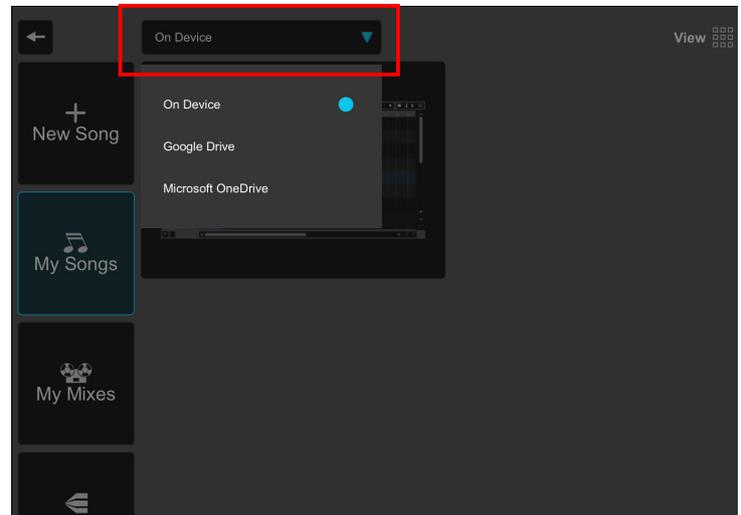
8-2 Opening Songs from Cloud Services

Song files stored on Google Drive/Microsoft OneDrive can be opened on all versions of Zenbeats. The following section will explain how to open a song from a cloud account to Zenbeats on an iPad.

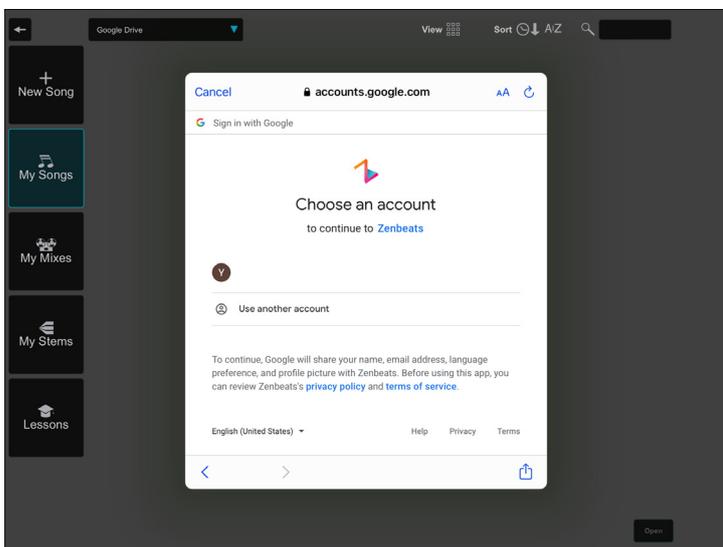
- 1 Open Zenbeats and tap "Open Song."



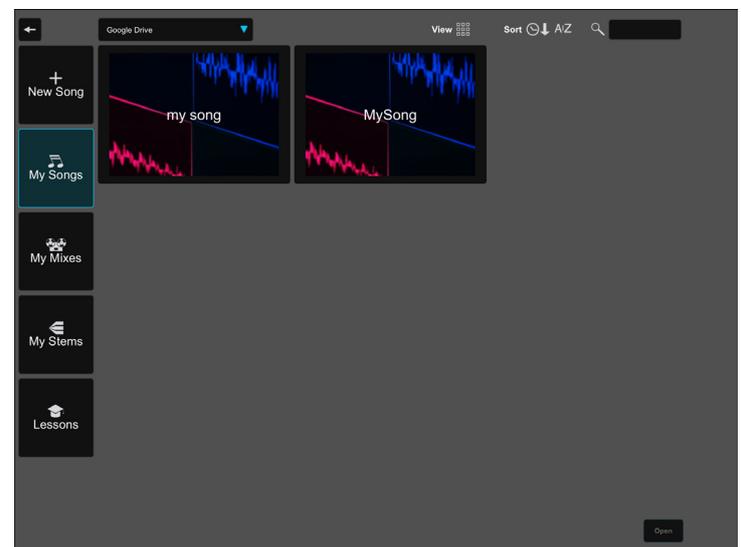
- 2 Tap the "My Songs" tab to see your saved songs. Then Select "Google Drive" from the location drop down.



- 3 Log in to Google Drive.

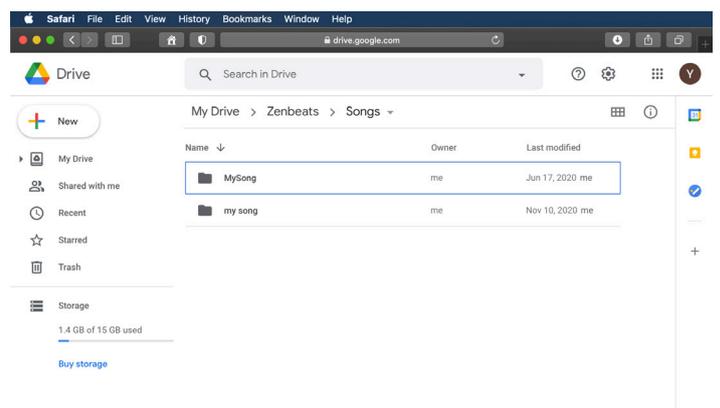


- 4 Zenbeats now shows the songs that are saved on Google Drive. Select a song to open from the Google Drive location.



- 5 "If you want to share the song files with other Zenbeats users, log in to Google Drive (via app or browser) and share the song folder via their native sharing methods."

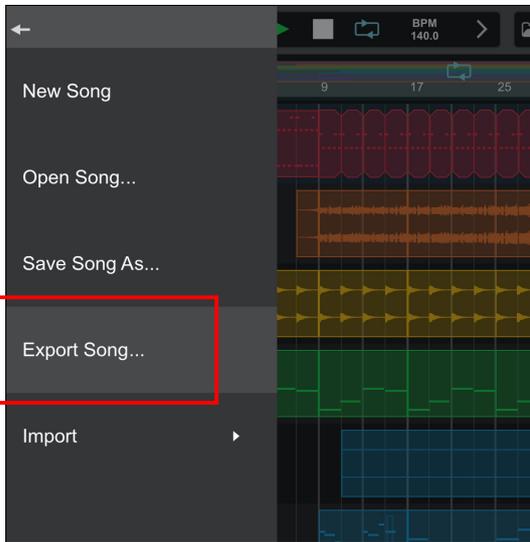
#For more information on how to share files with Google Drive and Microsoft OneDrive, please refer to the help for each service."



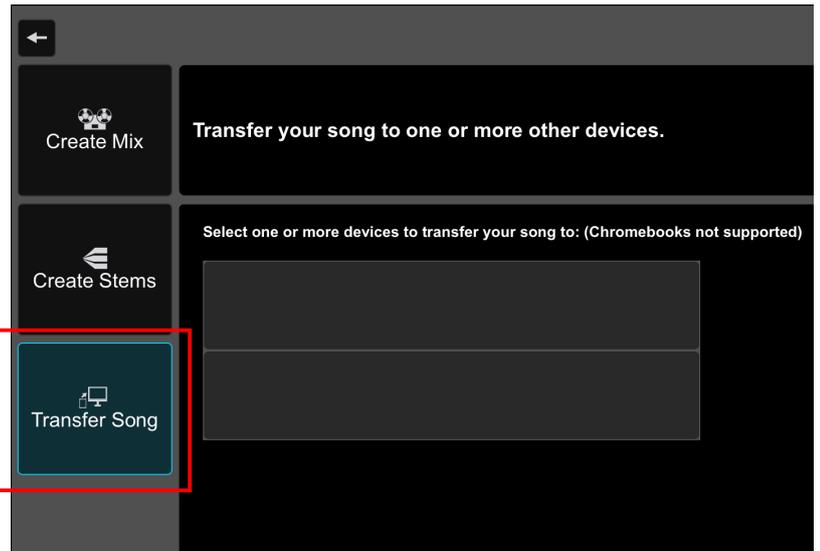
8-3 Song Transfer

If you have two devices with Zenbeats installed you can transfer songs between them using Song Transfer. Note: to use Song Transfer both devices must be on the same network.

- 1 Tap "Export Song..." from main menu/
Song.



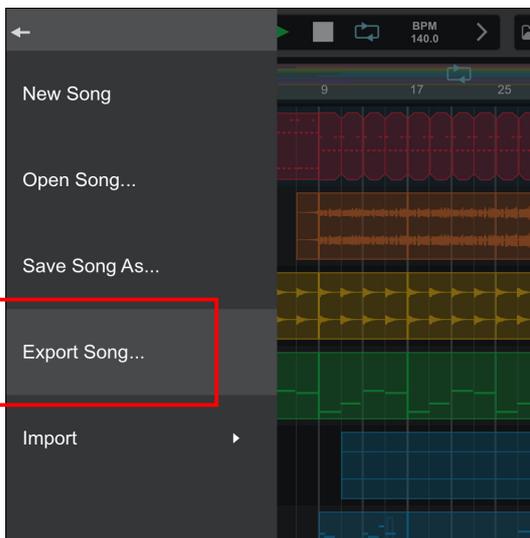
- 2 Tap "Transfer Song" and select the device you wish to transfer to. From there, tap the transfer button to begin. (Note: Song Transfer can only be done between two devices using the same user account on the same network. Transfer does not work between user accounts.)



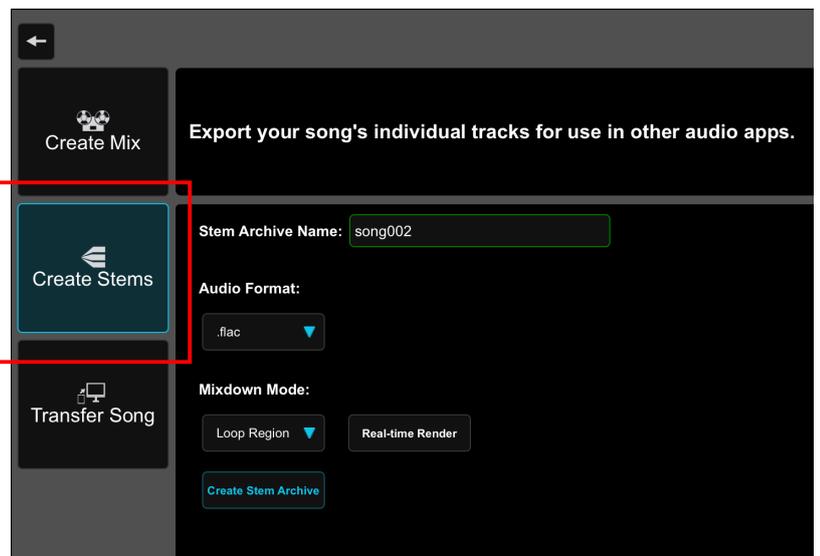
8-4 Stem Export

Zenbeats has a stem export option to mixdown individual tracks for use in other DAWs.

- 1 Tap "Export Song..." from main menu/
Song or tap the Share icon on the
transport bar.



- 2 Tap the "Create Stems" tab on the left tab. Here you can set the audio format and mix options. To mixdown your tracks to stems tap "Create Stem Archive" and Zenbeats will mix each track in your song to a separate audio file.



POINT

Why Export Stems?

Song files created in Zenbeats will not be able to be opened in any other software. The two avenues a user has to move their Zenbeats project are: 1. Create Mix (stereo mixdown of the song) or 2. Export Stems (stereo mixdowns of all the tracks in their song). Stem export allows you to share your projects with others regardless of what DAW they use.



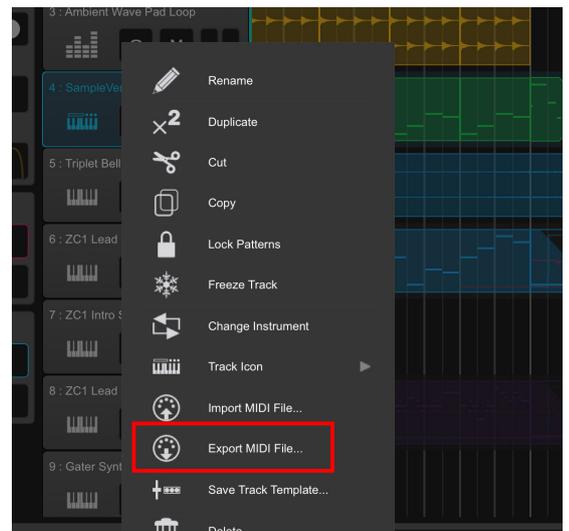
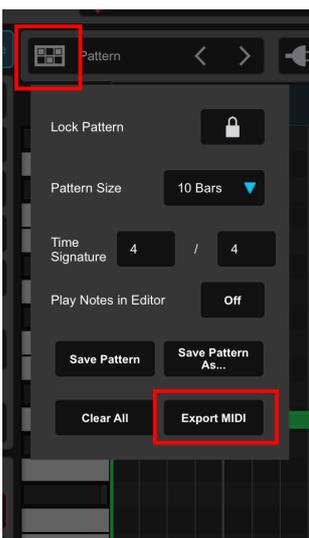
名前	変更日	サイズ	種類
1 ドラム.wav	今日 8:04	22.7 MB	WAVEオーディオ
1 ドラム.wav.speak	今日 8:05	473 KB	音頻
2 Xtra Hats.wav	今日 8:04	22.7 MB	WAVEオーディオ
2 Xtra Hats.wav.speak	今日 8:05	473 KB	音頻
3 Banger Drums.wav	今日 8:04	22.7 MB	WAVEオーディオ
3 Banger Drums.wav.speak	今日 8:05	473 KB	音頻
4 ベース.wav	今日 8:04	22.7 MB	WAVEオーディオ
4 ベース.wav.speak	今日 8:05	473 KB	音頻
5 808.wav	今日 8:04	22.7 MB	WAVEオーディオ
5 808.wav.speak	今日 8:05	473 KB	音頻
6 Roads w Filter.wav	今日 8:04	22.7 MB	WAVEオーディオ
6 Roads w Filter.wav.speak	今日 8:05	473 KB	音頻
7 SampleVerse Arp.wav	今日 8:04	22.7 MB	WAVEオーディオ
7 SampleVerse Arp.wav.speak	今日 8:05	473 KB	音頻
8 String Pad.wav	今日 8:04	22.7 MB	WAVEオーディオ
8 String Pad.wav.speak	今日 8:05	473 KB	音頻
9 Synth Sample.wav	今日 8:04	22.7 MB	WAVEオーディオ
9 Synth Sample.wav.speak	今日 8:05	473 KB	音頻
10 SampleVerse Lead Guitar.wav	今日 8:04	22.7 MB	WAVEオーディオ
10 SampleVerse Lead Guitar.wav.speak	今日 8:05	473 KB	音頻
11 SampleVerse Vocals.wav	今日 8:04	22.7 MB	WAVEオーディオ
11 SampleVerse Vocals.wav.speak	今日 8:05	473 KB	音頻
12 Room Verb.wav	今日 8:04	22.7 MB	WAVEオーディオ
12 Room Verb.wav.speak	今日 8:05	473 KB	音頻
13 ディレイ.wav	今日 8:04	22.7 MB	WAVEオーディオ
13 ディレイ.wav.speak	今日 8:05	473 KB	音頻

8-5 Exporting MIDI Data

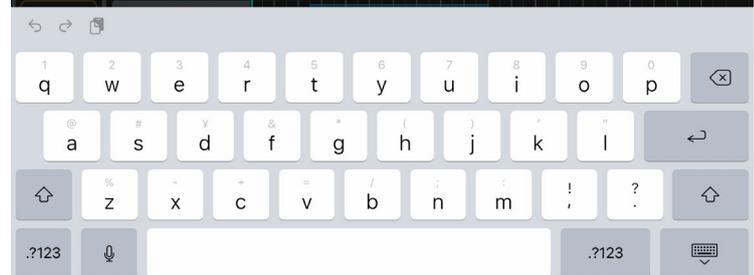
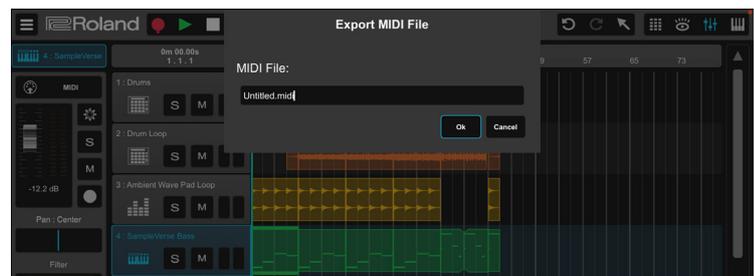
Instrument and drum patterns can either be saved for recall inside Zenbeats pattern save/load options or you can export them as MIDI files. Exported MIDI files will only contain the raw note information and will not retain instrument or plugin sounds.

1 To export a MIDI pattern in Zenbeats long tap a MIDI/drum pattern and tap "Export MIDI File."

2 MIDI patterns can also be exported from their pattern menus located in the Note or Drum Editors.



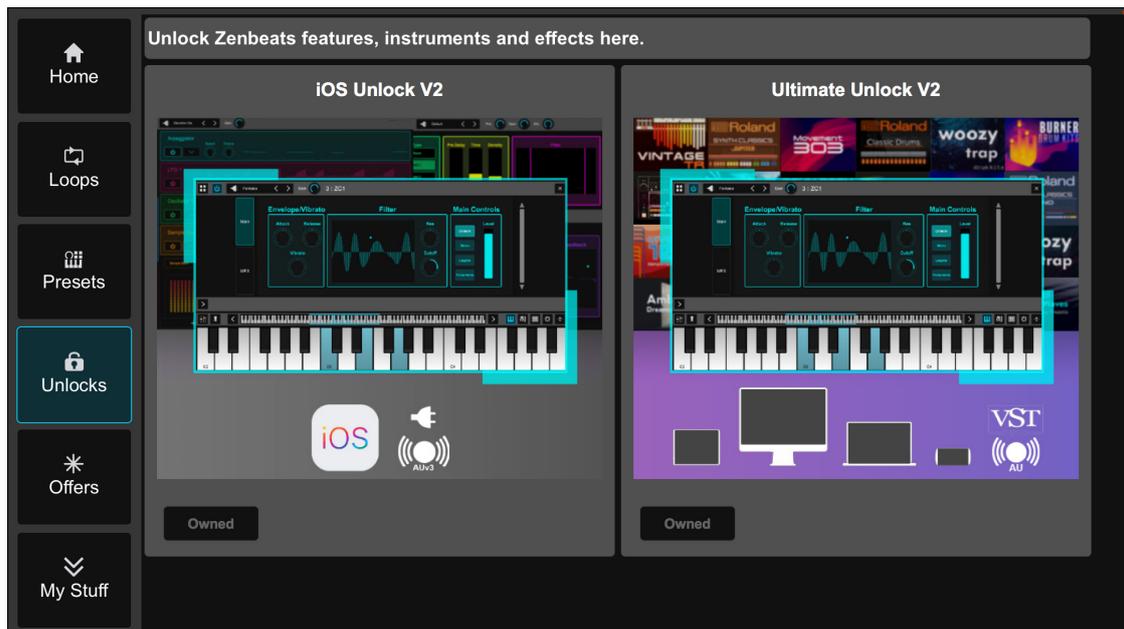
3 Name the MIDI file and tap "Ok", and your MIDI file will be exported from Zenbeats. You can find your exported MIDI files in the Zenbeats User/MIDI Patterns directory.



Enjoy Zenbeats even more - About free and paid versions

With the free version of Zenbeats, you get music production essentials plus the ability to purchase additional loops and presets in the Zenbeats in-app store. When you're ready to expand, there are three ways to unlock the full Zenbeats experience:

- **Platform Unlock** : get all features, instruments and effects on your favorite platform devices. Includes: 2,500+ presets, loops and sounds (1.5 GB), full ZC1 synthesizer with 90 built-in MFX, full SampleVerse modular synthesizer with editor, VST/VST3/AU/AUv3 plugin support, and unlimited mixing and export capabilities.
- **Ultimate Unlock** : get all features, instruments, effects and store packs on all platforms and devices. Includes: 10,000+ presets, loops and sounds (7 GB), full ZC1 synthesizer with 90 built-in MFX, full SampleVerse modular synthesizer with editor, VST/VST3/AU/AUv3 support, and unlimited mixing and export capabilities.
- **Roland Cloud Core Membership** : sign up for Roland Cloud Core Membership and receive Zenbeats Ultimate Unlock including everything above. Plus, you'll get access to the wider world of ZEN-Core, including ongoing expansions. With this flexible workflow, you'll be able to use the same tones in ZC1 as in ZENOLOGY and ZEN-Core-compatible hardware.



Zenbeats features, instruments and effects can be unlocked from the Zenbeats in-app store from the Unlocks tab.

■ COMPARISON CHART

MAIN FRATURES	FREE	UNLOCK	ULTIMATE
Platforms Supported	All	1 (purchased per OS)	All
Number of Tracks	Unlimited	Unlimited	Unlimited
LoopBuilder Mode	○	○	○
Timeline/Automation Mode	○	○	○
Saving/Sharing/Song Transfer	○	○	○
Stem/Loop Exporting	-	○	○
Track Freeze	○	○	○
Mixer View	○	○	○
Track Effect Slots	2	8	8
Track Sends	2	Unlimited	Unlimited
Audio Editor(Reverse Added)	○	○	○
MIDI Editor(V2)	○	○	○
VST/AU Support	-	○	○
Ableton Link	○	○	○
Bluetooth MIDI(iOS/Android)	○	○	○
Included Preset, Loops and Sounds	450(1 GB)	2,500(1.5 GB)	10,000+ (7 GB)
INSTRUMENTS	FREE	UNLOCK	ULTIMATE
ZC1	Limited 57 Preset Tones 3 Drum Kits	Full 837 Preset Tones 3 Drum Kits	Full 869 Preset Tones 3 Drum Kits
SampleVerse	Limited 25 Preset 25 MB - Size	Full 125 Preset 900 MB - Size	Full 365+ Preset 5.2+ GB - Size
Drum Machine	Full 5 Drum Kits 78 Patterns	Full 55 Drum Kits 240 Patterns	Full 435+ Drum Kits 800+ Patterns
ElectroSeries - 7 Instruments	Full 56 Preset	Full 175 Preset	Full 365+ Preset
EFFECTS	FREE	UNLOCK	ULTIMATE
EQ	Full	Full	Full
Reverb	Full	Full	Full
Compressor	Full	Full	Full
Delay	Full	Full	Full
Chorus	Full	Full	Full
Flanger	Full	Full	Full
AutoWah	Full	Full	Full
Filter	Limited	Full	Full
Limiter	Limited	Full	Full
AutoFilter	Limited	Full	Full
Drive	Limited	Full	Full
Gater	Limited	Full	Full
Bitcrusher	Limited	Full	Full
Glitch6	Limited	Full	Full
Zenbeats MultiVerb	Limited	Full	Full
Zenbeats Chorus	Limited	Full	Full