# TDPRO

The*Drums Professional

## Generalities

The*Drums Professional is a complete pattern-based editor/sequencer/librarian to build drum parts with your MIDI equipment. You have room for 100 different patterns and up to 300 song measures; your sequence could then be saved in T*DPro internal format, or as a Standard Midi File to be imported in your favourite sequencer.

Further to this, the Librarian window switches The*Drums Professional in a Master Pattern Manager, to collect and play your favourite drum pattern library.

## HW/SW Requirements

To use The*Drums Professional you require:

- Windows 3.1
- 2 mB memory
- 286/386 (or better)
- MIDI System (MIDI interface / MIDI Synth) or PC Sound Card

## ToolBar



This button will create a new   pattern window that will be added in the Pattern List of the file. You can have up to 100 patterns in a file.



This is the Division/beat button. Clicking on it, a dialog box will open, allowing you to choose the desired division or beats per measure.



The Configuration Box will list all the MIDI devices available on your system. Choose one device for input (if available) and one for output. Most of Sound Cards do not have input capabilities. This means that you will not be able to record in real time.
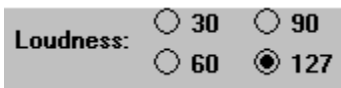


Change the global tempo setting. This button is not available while playing.



Quit The*Drums Professional.



Midi Channel setting. The drop-down list will show you a choice from channel 1 to channel 16. This is a global channel.



Loudness selection. You have a four-band loudness selection for each note you are going to set up in the pattern.

## Windows

## Menus

[File Menu](#)
[Edit Menu](#)
[Settings Menu](#)
[Windows Menu](#)

## Pattern Window

## Generalities of Pattern Window

You can select a pattern by clicking into the pattern window area; once selected you can perform following actions:

- edit the notes;
- record in Real-Time from your MIDI synth;
- play the pattern into an infinite loop;
- copy the pattern into another one;
- blank the pattern;
- clear a beat column;
- clear an instrument row;
- copy or move one row to another.

## Edit the pattern

The note editing is achieved by clicking directly into a "note" box in the pattern grid. If the box already contains a note, it will be cleared, otherwise a note will be placed at the selected loudness.

You can edit the pattern also during playback. This function will greatly help you, as you can directly figure out how your pattern will sound, while it grows in complexity.

**Clicking over a note box with the right mouse button, you will hear at the instrument.**

## Real Time Recording

I you press the record button in your pattern window, you will start the real time recording function. Playing your synthesizer, you will see the notes filling the patterns in real-time. Before starting this function, be sure to properly set the MIDI channel on The*Drums Professional the same as the drum channell on your synth.

To stop the recording function, press the stop button into the pattern window, or press the space bar. At this time, if you have played keys not listed in your drum kit, you will be prompted for that.

## Playing the pattern

Once you have selected a pattern, pressing the play button (or the space bar) you will start an infinite   playback loop. During playback you can select other patterns, and The*Drums Professional will play them. In this way you can also test a specific pattern sequence, jumping from one to another.

To stop playback, press the stop button or the space bar.

## Drum Kit Window

From this window you can manage all the functions related to the setting of the right kit of drum instruments. In the distribution disk of The*Drums Professional you can find several files with a choice of drum kits from the main synths or Sound Cards.

To edit a kit, simply click on the instrument you want to change and then edit the name and the key in the two edit windows above the list. Each time you change an instrument, all the patterns will be updated.

Once you have defined you   Drum Kit, save it with a name and Set it as Default Drum Kit. Each time you will start The*Drums Professional, this kit will be auto-loaded. If you do not set a default Drum Kit, a standard assignement will be loaded.

**Drum Kit Conversion**
This feature represents great aiding tool into the jungle of drum keys assignement. You can specify a conversion criteria from one drum kit to another, and then apply it to the current working file.
In the distribution disk you will find several already-made conversion files (i.e.: from General MIDI to MT-32 or viceversa, etc..)

## Song Window

The Song Window will allow you to build up your song sequence, picking up measures from the list of the patterns. You have up to 300 measures available.

After having selected a pattern in the pattern list, clicking on the "Add" button will place the selected pattern into the song vector, after the last measure. If you need to insert a measure, select the song measure after which you need to insert, select the pattern from the pattern list, and then click on the "Insert" button. This will slide all the measures after the insertion point.

To delete a measure, select it in the song vector list and click on the "Delete" button.

Once you have defined your sequence of measures, clicking on the play pushbutton will start the playback of the song from the selected measure. The Fast-Forward button will reset to the first measure.

The "ClipCopy" button will copy the song in MidiFile format into the Windows Clipboard; you can then import them into your favourite sequencer, if it allows the same clipboard format. (i.e.:Cakewalk for Windows).

## Pattern List Window

The Pattern List Window will always keep an updated status of your file. It will list all the patterns in the file, even those closed and not visible.

To open a pattern from the list, select it and double-click or press the "Retrieve" button.

On top of the pattern list you have the status of opened, total and free patterns.

## Librarian Window

This window will act as a **Master Pattern Manager**. Once you have set up your files with hundreds of Patterns, the Librarian Window allows you to view to the file pattern list, play the selected pattern, and import it into your working file.

Notes:

-to reach the above features, the working file should have almost one pattern free;

- the "Audition" function will play the pattern with its original tempo, but with the current drum kit, not with the saved one;

- if the Division/beat ratio is different, a recalculation will be made upon importing;

# File Menu

This is the menu of command related to file storing and retrieving on/from the disk.

### File/New

This blanks the current workspace and re-load the default configuration file. If you have made changes to your work that have not been saved to disk, you will be asked if you would like to proceed with the command. If you choose to proceed, the work in memory will be completely erased.

### File/Open

Load a "The*Drums" file (.tdp)) from the disk into the workspace. If you have made changes to your work that have not been saved to disk, you will be asked if you would like to save it now.   A dialog box will pop-up with a list of files.

### File/Save

Updates the current opened file with the new changes. If no file has been opened, you will be prompted to enter the file name.

### File/Save As

Save the current workspace into a new file. You are prompted to input the filename . On the new patterns file, following data will be saved:

> Patterns data (only the patterns containing at least one note)
> the tempo setting
> the instrument settings
> the Divisions/beat
> the song vector

### Save MidiFiles
Save the current song in a Standard Midi File - format 0 or format 1. The format 0 will save all your song into one track, as usually done by most of the commercial sequencers. The format 1 will generate a separate track for each instrument. To allow this function you have to set the song vector pattern list. The resulting standard MIDI file will take also care of the quantization setting, channel and tempo.Only registered copies will save MidiFiles.

### File/Import MIDI file

This function will allow you to load Standard Midi Files generated by other programs.   Before accessing the File/Import function, you need to be sure that the Instrument table you have loaded is coherent with the one inside the Midi File to read.
Specify in the dialog box how many measures you   want to load and from which channel. The*Drums will then try to do his best to fit the MIDI file measures into equivalent patterns. When you have finished to edit the file, remember to Save As ... it.

### File/Registration

This is the function to enter your registration fields, you will receive after the registration will be processed. Be careful to enter correctly the uppercase/lowercase sequence. This function will be inhibithed upon correct registation will be entered.

**File/Exit**

Quits the program.

# Edit Menu

This menu will be accessible only when you have selected a pattern to edit.

### COPY SONG

This function will save the song to the Windows Clipboard, to allow data exchange with other Windows Applications.

### CLONE PATTERN

It could be easier to edit an already made pattern, than to create a new one from a white paper. So, when you have built the main rhythm, copy the pattern into a blank one. This command will let you 'clone' one pattern onto another.

### BLANK PATTERN

Use this function to clear all the notes set up on the selected pattern. The pattern will still exist into the pattern list, but it will be all blank.

### DELETE PATTERN

This will definitely remove the pattern from the pattern list.

### CLEAR BEAT/CLEAR INSTRUMENT

Selecting these options you could erase the notes of a single instrument or a single beat.

### COPY/MOVE A LINE

You can copy or move an entire line from one instrument to another. Useful to double a rhythm.

### AUTO-GENERATOR

This feature   allows to fill an instrument pattern automatically and random. This will help in giving a new "Human Feel" to your patterns, by selecting the percentage of the instrument presence. Build the essential parts of your rhythm, and then auto-fill a snare, a cup, or whatever you think could give you much realistic sounds. Input in the dialog box the percentage of instrument fill and the loudness at which you want the new notes entered.

## Settings Menu

### MIDI Configure

Before   playing a song the MIDI hardware must be configured. The first time you run The*Drums Professional, a configuration box will pop up.   You must do this before you can play. The dialog box displayed is used to select the proper MIDI output and input devices . Once you have successfully configured The*Drums Professional, this configuration information is remembered in the TDPRO.INI file, so you should only have to configure once. The configuration is also tested whenever the program is started, to make sure your equipment has not been changed.
If you need to change the MIDI devices, you can access the MIDI Configure function in the Settings menu.
Access this function to change your MIDI output or input device. The input device is not mandatorily requested to playback, but you need it if you want to record from your keyboard.
You can activate the **MIDI THRU** check box if you need to re-route the Midi In signals towards the Midi Out. It depends upon your equipment configuration.

### Timebase

This command sets the number of "ticks per beat" used in a drum song.   This affects the resolution of a song's timing.   In standard time (4/4), the number of ticks per beat is the number assigned to a quarter note.

### Division/beat
This function will change the default setting of the number of divisions per beat, increasing or decreasing the quantization of the pattern. On the same dialog box you can also choose the 3 or 4 beat per measure.

## Windows Menu

The Window Menu controls which windows are displayed. The*Drums Professional is based on a multi-document interface, so you can open as many windows your hardware supports.

**Tile/Cascade**       Tiles or cascades any window that are not minimized.
**Arrange Icons**          Arranges the icons for any minimized window
**Close All Patterns**
                    Will close all the pattern window, while still keeping the patterns in the pattern list.

Selecting any of the following options restores the selected window if it is minimized. This also brings the window up to the front of all non-minimized windows.

Drum kit
Song
Pattern List
Librarian

# Registration

The*Drum Professional is being distributed as Shareware. This allows you to evaluate the program to see if it performs properly, before you are obligated to pay for it. If you use it for more than 30 days, then you must register.

The registration fees are:

> - **new users: 30 US$**
> - **upgrade users from The*Drums (all versions): 15 US$**

To register The*Drums Professional send me a cheque or money order (to pay with VISA/MASTERCARD see below), including your name, address, current version number and computer/MIDI setup. The current version information is found in the File/About dialog box. If you would like a copy mailed to you, please add an additional 5$, and I will send you the most recent version available.

When I receive your cheque, I will send you a letter (or E-Mail if registered thru CompuServe) containing your personal registration code. Use the File Register command to unlock the program.

I can be reached at:


Fabio Marzocca
Via Prassitele 16/b
00125 Casalpalocco (ROME)
ITALY
Ph.: ++39-6-52.35.40.65

on CompuServe: 100015,2217
on McLink: mc3796
on Internet: 100015.2217@compuserve.com   - or - mc3796@mclink.it

## CompuServe Registration

If you have a CompuServe account, you can also register online. Type **GO SWREG** at any CompuServe ! prompt. The registration fee will automatically be added to your monthly CompuServe bill. You will receive e-mail from me on CompuServe, containing your registration information, You should have this within 24-48 hours. The most recent version of The*Drums Professional can always be found in the MIDIFORUM on CompuServe, in library 11.

## MediaTech Innovations

MTI will also accept registrations for The*Drums Professional. They accept Visa/Mastercard, and will accept international orders. MediaTech Innovations   can be reached via normal mail, phone or fax at:

MediaTech Innovations
4995 Minas Drive
San Jose, CA 95136-2651

orders only: 1-800-MTI-MIDI (1-800-684-6434)
phone & fax: (408) 267-5464

put on the envelope: "ATTENTION: THE*DRUMS REGISTRATION"

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**EUROPEAN USERS.**

All European users should route their orders to:

WindowShare SARL
B.P. 2078
57051 - METZ cedex 2
France

Fax:(+33)87 32 37 75
Ph: (+33)87 30 85 57
MiniTel 3615 WinShare

WindowShare will accept credit card.

## Note to Cakewalk Users

The Cakewalk for Windows (WinCake) users will find a useful function in the ClipCopy function of the Song Window or in the Copy Song function of the Edit Menu. This will allow them to easily export the song in the Windows Clipboard, switch to WinCake application and, from there, paste to One track the entire drum song.
This will superseed the need to save to a file and then retrieve, wasting time. The*Drums Professional uses the Standard MIDI File format for the Clipboard as WinCake does, allowing the data exchange from the two applications.

Further to this, if you are running an MPU401, install the 12Tone Systems driver in place of your Windows mpu401.drv. This will allow you to run The*Drums Professional and WinCake simultaneously, listening to the music playing while testing your drum pattern!

## Commercial

In addition to The*Drums Professional shareware, also available for PC-Windows are the following commercial products published by MediaTech Innovations:

- "Rhythm Brainz" the ultimate drum pattern and song composing tool
- "Rhythm Brainz plus" - the ultimate freeform multi-instrument pattern & song composing tool (including drums)

## <span style="color:red">Rhythm Brainz</span> Features

**General**:

 Rhythm Brainz includes a printed user manual, with a detailed explanation about MIDI and MIDI studios.

 Rhythm Brainz contains a full on-line context sensitive help system utilizing hypertext links and hotspot graphics with pop-up definitions.

 Rhythm Brainz can be used to create polyphonic musical patterns and songs (though Rhythm Brainz Plus is a better choice of products for this task)!

**Pattern Features**:

 Two types of patterns and hence pattern grids are available: voiced patterns, and pitched patterns:

 Pitched patterns use a piano roll display for composing musical patterns that use a single instrument voice.

 Voiced patterns where each part (the horizontal rows) can play any voice from any MIDI port & channel (you are not limited to a single global MIDI channel for all parts).   Because you can assign each part voice independently to any MIDI channel, you do not have to assign all of your voices to drum & percussion sounds.   For example, you can play drums, bass, and chords within the same voiced pattern.

 You may freely mix pitched patterns and voiced patterns within songs.

 Patterns and songs are stored as independent files, allowing you to use the same patterns for different songs.

 Patterns and songs have a small text field so you can add a short description to your compositions.

 Each pattern is independent.   The number of beats, resolution (number of divisions), and kit used can be different for each pattern!   That's right, each pattern can play in a different meter referencing a different kit!

 The number of beats & resolution is freely variable up to a maximum of 64 events

per pattern-measure.   This means that you can compose in many more time signatures than just 3/4 and 4/4.

 You can even mix patterns of different meters within a song.

 Each pattern event can accept the full MIDI volume range from 1 to 127, allowing greater articulation and dynamics in your compositions.   A 16 segment configurable loudness selection bar is provided to give you quick access to the 16 loudness settings that you use most often.

 Patterns can also include a MIDI program change command to access a specific program on your synthesizer or sound card.

 Real-time Cut, Copy, & Paste editing may be performed on either a single part or all parts of an entire beat.


## Song Features:

 Enhanced song window shows real-time status and song memory usage.

 Tempo changes can be inserted anywhere within a song, and as often as you like.

 You can create repeating sections within a song.   Repeating sections can also be nested to 4 levels deep.

 Endless song looping is also supported.


## Miscellaneous Features:

 An external control function allows you to activate Rhythm Brainz functions from any MIDI controller   a really great option for live playing situations!

 A programmable metronome is available while recording.

 A MIDI Thru feature is available, featuring a "smart" rechannelization mode.

 Enhanced Standard MIDI File exporting of patterns, and songs.

 All program settings can be stored in setup files.   You can have an unlimited number of setup files.   And, Rhythm Brainz can auto load settings, patterns, and songs allowing you to resume exactly where you left-off.

 Rhythm Brainz works hand-in-hand with MTI's unique midi brainzä Studio Manager for advanced kit building.   The Studio Manager comes included with Rhythm Brainz. The Studio Manager allows you to associate any of the sound devices and their instrument programs with your computer's interface ports and MIDI channels (or just the channels if you are using a sound card).   The program-to-channel associations allow you to select instrument programs & voices by name, letting the software automatically handle sending the correct program change commands and sending noted to the correct MIDI channels.

# <span style="color:red">Rhythm Brainz PLUS</span> Features

Rhythm Brainz PLUS may be used for more than just easily composing/programming drum & percussion tracks.   Its expanded pattern grid and advanced Kit Editor lets you compose full multi-instrument patterns & songs!   For example, with Rhythm Brainz PLUS you can easily add a bass-line, piano chords, and brass stabs to your drum beats.   And just like Rhythm Brainz, all voices can be readily accessed and edited live in real-time.

 Includes all of the cool & easy-to-use (point & click   and   drag & drop) composing features of Rhythm Brainz, plus   . . . .

 A uniquely expanded pattern composing grid with up to 128 custom voice assigments.
When selecting voiced instruments for segments of the pattern grid, you can easily select a musical scale for the instrument so that you cannot compose a note out of key.

 The ability to simultaneously drive up to four ports (e.g., Windows MIDI device drivers).

 Enhanced cut, copy & paste editing.

 Enhanced block selecting for editing & transformation operations.

 Programmable song jukebox (may also be controlled externally).

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*For futher product information and working demonstration versions as well as current pricing and shipping information please contact:*

MediaTech Innovations                 telephone & fax: 1-408-267-5464
4995 Minas Drive              toll-free order line: 800-MTI-MIDI
San Jose, California 95136-2651 USA

CompuServe email: 72662,1106
Internet email: 72662.1106@compuserve.com
AOL email: MIDIBrainz
GEnie email: MEDIATECH

Also look for information, demonstration versions, etc. in the MediaTech Innovations' on-line support section in the CompuServe MIDI C Vendor forum (section #2; use the command: GO MIDICVEN).

# MediaTech Innovations™