BEAT EVO

USER MANUAL

M LIVE

Please read this manual before using the device

SAFETY PRECAUTIONS

The symbols in this manual are used to emphasize warnings to be followed in order to avoid accidents.
The meaning of the symbols is as follows:

⚠ Something that can cause damage or damage the device.

OTHER SYMBOLS

① Required actions

🚫 Prohibited actions

OPERATION WITH EXTERNAL AC/DC POWER SUPPLY UNIT.

① Connect the device to the mains power supply and use it only with the external power supply unit supplied by the manufacturer with the device. In case of damage, contact the technical service department and replace only with power unit identical to the one supplied with the B.Beat

🚫 Do not use exceeding the range of the system and other electrical equipment. Before connecting the external power supply unit to the power supply network, check the power supply unit's compliance to

the technical characteristics of the power supply network.

OPERATION WITH POWER BANK

Use power banks with these characteristics: PowerBank 10000mAh/24° complies with the technical safety requirements of EN 62368-1.

ALTERATION

🚫 Do not open the unit or try to alter the product.

MANAGEMENT

① Do not drop, tip over the unit or exert excessive force.

① Be careful not to allow any foreign object or liquids into the unit.

🚫 The device may be used by children not less than 8 years of age and by persons with reduced physical, sensory or mental capacities, or lacking the necessary experience or knowledge, provided that they are supervised or after they have received instructions regarding the safe use of the device and understanding of the inherent hazards.

🚫 Children should not play with the device.
Cleaning and maintenance intended to be carried out by the user must not be carried out by children without supervision.

🚫 Do not use near or in explosion-prone environments.

🚫 Do not use in excessively humid places, or in rain or water jets. Do not immerse the device in liquid materials.

⚠ The device should be placed on stable and solid surfaces, at a minimum distance of 15 cm from the edge of the surface in order to prevent accidental falls.

🚫 The device should not be used if enclosed inside boxes or containers of any kind.
The support feet must not be detached from the bottom of the device. Do not use the device on non-rigid, flat surfaces.
If you want to use the device in conjunction with stands or other supports, it is suggested that you use the B.Beat Plier Stand, which allows you to join B.Beat to microphone stands and other stage stands.

⚠ Leave the ventilation grille of the device located at the bottom clear.

ENVIRONMENT

🚫 Do not use the unit in extreme temperatures (high or low).

🚫 Do not use near heat sources, such as radiators and stoves.

🚫 Do not use in excessively humid places or in water.

🚫 Do not use in places with excessive vibration.

🚫 Do not use in places with excessive dust or sand.

EXTERNAL AC/DC POWER SUPPLY UNIT MANAGEMENT

① When disconnecting the AC adapter from the system, always
grasp the body of the adapter itself.
In case of a thunderstorm, or if the unit is not used for a long period, unplug it from the AC outlet.

① Connect the power unit only to power grid outlets that are easily accessible by the user.

CONNECT CABLES AND INPUT/OUTPUT JACKS

⚠ Always turn off all equipment, before connecting cables.

⚠ Always unplug all connection cables and the AC adapter before moving the unit.

🚫 Connect the device only to instruments that comply with the safety requirements of the applicable harmonized technical product standards. Connect the connecting cables to the auxiliary accessories in such a way that they do not present the danger of pulling downward due to possible unintentional bumping, in order to eliminate the risk of the device falling down.

PRECAUTIONS FOR USE. INTERFERENCE WITH OTHER ELECTRICAL EQUIPMENT

B.BEAT equipment complies with the essential requirements of Annex I of Directive 2014/35/EU (Electromagnetic Compatibility Directive). In particular, the equipment is designed and manufactured on the basis of technological progress, so that:
a) the electromagnetic disturbance produced does not exceed the level above which radio and telecommunications equipment or other equipment cannot operate normally;

b) exhibit a level of immunity to foreseeable electromagnetic disturbances based on the use for which they are intended that allows their normal operation without unacceptable deterioration.
However, equipment susceptible to interference or emitting powerful electromagnetic waves could cause interference if placed nearby. In such a case, place the other device away from each other. With any kind of digitally controlled electronic equipment, including, electromagnetic interference can cause malfunction, damage and destroy data, and create troubles. Be careful

CLEANING

Use a soft, dry cloth to clean the unit. If necessary, slightly moisten the cloth. Do not use abrasive cleaners, waxes or solvents, including alcohol, benzene and paint solvents.

MALFUNCTIONS

If the unit breaks down or fails to work, unplug the AC adapter immediately, turn off the unit and disconnect the other cables. Contact the distributor from whom you purchased the unit or a
B.BEAT service center with the following information: product model, serial number and detailed symptoms of error or malfunction, along with your name, address and telephone number.

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DISPOSAL

INFORMATION TO USERS pursuant to Legislative Decree No. 49 of March 14, 2014, "Implementation of Directive 2012/19/EU on waste electrical and electronic equipment (WEEE)."
The WEEE symbol on the equipment or its packaging indicates that the product, at the end of its useful life, must be collected separately from other waste.
Separate collection of this equipment that has reached the end of its life is organized and managed by the manufacturer. The user who wishes to dispose of this equipment should then contact the manufacturer and follow the system the manufacturer has adopted to allow separate collection of the equipment that has reached the end of its life.

B.Beat Data Sheet

Internal Audio File Format	PCM (uncompressed) 48 kHz 24 bit
Compatible Audio Formats when importing (will be converted into internal format)	WAV 44.1 kHz, 48 kHz, 96 kHz 16/24 bit MP3 fixed bit rate [64 - 320] kbps MP3 VBR OGG fixed bit rate [64 - 320] kbps AAC STEMS MTA M-Live
Internal Video Format	H-264 HD / Full HD (1280 x 720 / 1920 x 1080)
Compatible Video Formats when importing	MP4, MOV
Compatible Image Formats	JPG, PNG
Digital processing Internal audio	8-channel D/A 24 Bit Sigma/Delta 48 kHz. Typical S/N Ratio = 112 dB
Display	24" OLED, 128x64, Monochrome
Gain output	+3.0 dB
Jack Audio output	6 Jack Audio output 6.5 mm mono, balanced
Headphone Jack Output	1 Jack Stereo Output 6.5 mm
Jack Audio Input	2 Mono Line Inputs L/R, Only-Left/Stereo
Internal memory	64 - 256 Gb (depending on version)
Network interface	RJ45 10/100/1000 Mbps Ethernet socket
MIDI port	Mini Jack 3.5 mm Cable Type-B
Pedal	Switch Pedal N/O o N/C
Power supply	USB-C 5.1VDC, 3A, 1700mA consumption. Autonomy with 10000mAh/24A PowerBank battery about 6 hours.
Video	Video Type A output. Maximum resolution 1920x1080
USB port	USB 2.0 Type A per Memory Stick, Wireless 📶 USB interface
External power unit	AC/DC Adapter Mod. TAP15-050S300E1 INPUT 100-240VAC Freq 50-60Hz OUTPUT 5.1VDC - 3A
Wireless 📶 connection:	Internal
E.Beat Software:	Included

Thank you for Choosing B.Beat EVO. It is a version of B.Beat that includes Internal Wireless connection and the E.Beat software (see page 41 for details). B.BEAT is the ideal tool to enrich and simplify Live performances of Bands using Stereo or Multitrack Sequences, even with synchronized Video and Images Here we want to summarize the main features of the device:

READING MUSIC FILES AND VIDEOS

B.BEAT plays Music files in WAV 24 Bit per sample format (if the file is 16 or 32 Bit it is converted to 24 Bit), Audio Multitrack, Stems, Midi, Video Mp4 and JPG. B.BEAT reads various digital formats[1], from simple Mp3 files to full-fledged multitrack audio projects from Daw, up to 16 Mono or 8 Stereo tracks. B.BEAT can store a high number of Backing Tracks, and the available space depends on the versions of Internal Memory available:
For example, in the 64 GB version with Backing Tracks on 4 mono tracks: about 30 hours of music can be stored. The calculation is approximate and depends on several factors that cannot be standardized.

⚠ We suggest completing the editing of the Backing Tracks through the DAWs you use for recording before importing the project to B.BEAT. Any changes related to timbres and effects will not be possible once the project is uploaded to B.BEAT.

Backing Tracks can be synchronized to a Video or Images that will be transmitted to Video Wall from Video output. Synchronization operations must be carried out with dedicated Apps before uploading Audio - Video projects to B.Beat.

INTEGRATED DIGITAL MIXER

B.BEAT Includes a digital mixer to handle 6 separate outputs, two inputs, a Headphone output for Click, return from Mixer and Backing tracks; with 4 convenient potentiometers the musician can balance in real time what he/she wants to hear in headphones during the performance. With the 6 outputs, the tracks that make up the Backing Tracks can be sent to the stage mixer. A Stereo audio signal can return to B.Beat from any source through the two inputs, and B.Beat also recognizes the Click track and can direct it to any of the 6 available outputs and to the headphone output at the same time.

B.BEAT ON STAGE

B.Beat is designed and engineered to have maximum reliability during LIVE performances. There is a special button on the [LIVE] panel that can be used the moment the Show starts because from that moment on, the B.Beat processor will be busy ensuring maximum performance without wasting resources.

B.Beat handles individual Backing Tracks that can be organized into convenient Playlists, or actual Shows consisting of multiple scenes. Projects can contain Music, Video and Images but also MIDI tracks to send messages to the various devices you use for Live performances. The philosophy behind B.Beat is to simplify the management of Backing tracks and Videos during a Show. With B.Beat there is no need to bring to the stage Computers, Tablets, Sound and Video Cards, Cables, Mixers - more or less small - and other accessory devices: B.Beat solves the issue in a few square Cm. and 600 gm. of weight.

PREPARING B.BEAT FOR THE SHOW

Backing tracks and videos that make up the show you want to run with B.Beat must be made with your DAW and dedicated Apps. Once you have finished the studio work by also completing the synchronization with the videos that accompany the music you are ready to transfer the music material to B.Beat. The video may also be unsynchronized.
Connect B.Beat to your Computer (Windows or Mac OS) via network cable and launch the B.Beat Manager App: from now on you can import all the material needed for the show to B.Beat. On B.Beat Manager you can compose playlists, or you can assemble a real show consisting of several scenes. You can also join the audio tracks with a Midi track that can be used to launch Midi controls to the Devices you use on stage.
If you have Mp3 backing tracks that you want to simply upload to B.Beat without going through the PC, you can use the USB flash drive and very quickly transfer the files to the internal memory, or you can play them directly from the flash drive. If they were Backing Tracks lacking Click you can add it directly from B.Beat or from B.Beat Manager via a special feature based on Artificial Intelligence algorithms[2]

ADVANCED FUNCTIONS

B.Beat can transmit on screen both a video commenting on the music, as well as a video which includes the lyrics of the song being playing. In addition, it can wirelessly send the sheet music of the songs via the app Prompter (for Android and iOs) available free of charge. Text information and sheet music can be uploaded via the the accompanying B.Beat MANAGER App.

SONG SERVICE WEBSITE

B.Beat can read MTA (multitrack Audio) format files produced and distributed by M-Live through Song Service website. The music repertoire is vast, and new Backing Tracks from the international pop repertoire are produced every week. MTA Files are multitrack files that B.Beat reads at 8 stereo tracks. The Backing Tracks are organized as follows: Track 1 Drums, Track 2 Bass Guitar, Track 3 Guitar, Track 4 Keyboards, Track 5 Orchestra, Track 6 Wind instruments, Track 7 Click, Track 8 Melody. Audio projects with 16 separate stereo tracks are also available, which can be freely adapted to B.Beat with any DAW. Website address:

www.songservice.it*
www.song-service.com*
www.song-service.de*

Good music, with B.Beat!

[1] WAV 44.1 kHz, 48 kHz, 96 kHz 16/24 bit - MP3 fixed bit rate [64 - 320] kbps - MP3 VBR OGG fixed bit rate [64 - 320] kbps – AAC – STEMS – MTA M-Live 8 tracks stereo or 16 mono (Audio multitrack)

*For copyright reasons, the Song Service may not be available in all countries.

INDEX

WHAT YOU FIND IN THE BOX

B.BEAT EVO

you will become inseparable!

ACCESSORIES THAT ARE NOT PART OF THE DEVICE AND SUPPLIED WITH IT.

POWER SUPPLY

NETWORK CABLE

USER MANUAL,
you are reading.

OPTIONAL ACCESSORIES

M-Pen for Wireless 📶 connection and Hotspot generation
(It isn't necessary for the EVO Version: Wireless connection is internal)
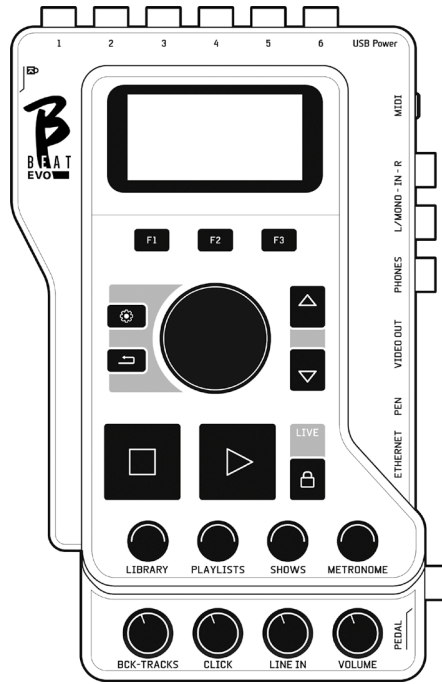
B.Beat Hard Bag, custom-made hard bag

B.Beat plier, pole stand

Front panel

Function keys: F1 - F2 - F3 time by time are assigned to different functions, depending on the screens. Function descriptions are in the lower boxes of the display.

UP – DOWN: generically serve to scroll through lists on the display, to change the position of the active cursor, or to increase/decrease a selected value.

SYSTEM key: to access the System menu

BACK key: go back one Alpha Dial level - Enter: The Alpha dial is used to remove a list on Display, to change a value (e.g., the volume of a track). Pressed in the center provides ENTER consent.

STOP: pressed once stops the playback of the current Song/Video in the pause position. Pressed the second time sends the current song/video to the top. Pressed the third time empties the Ram memory of B.Beat. B.Beat can load Audio Backing Tracks synchronized to video, or audio and video unsynchronized and independent. In this case, the Play and Stop buttons will relate to music and pictures independently. You can select Video or Audio with the F2 key from the Player screen.

PLAY: the Play key starts the Audio Backing Tracks (if we are positioned on AUDIO or the Video if we are positioned on Video). When the player is paused, press Play again to restart it.

LIVE: sets B.Beat in live operation, to avoid blockages and incidental actions, such as unintentional pressing of a key. To turn it on: press Live and confirm your choice with F3, to turn it off press LIVE again and F3 to confirm. If we are in Live mode upon pressing any key you will be asked if you want to turn Live mode off.

LIBRARY: gives access to individual items contained in internal memory, Backing Tracks and Videos. If inserted it gives access to the USB flash drive. When a USB Stick is inserted, we can position on the flash drive and browse its contents. Individual tracks (stereo Mp3 or Wav) can be played at will.

PLAYLIST: gives access to the list of Playlists contained in B.Beat. Playlists can be played or edited.

SHOWS: gives access to the list of Shows and Scenes contained in B.Beat's internal memory.

**METRONOME:** gives access to metronome management.

POTENTIOMETERS:

BCK-TRACKS: adjusts the level of the Backing Tracks going to the headphones. This data is manageable both with B.Beat manager and by B.Beat.

CLICK: adjusts the headphone level of the Click or Metronome track

LINE IN: adjusts the headphone level of the signal coming in from the Line In inputs.

**VOLUME:** adjusts the overall output volume.
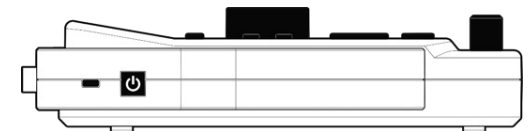
Left Side

SWITCH ON: pressed once turns on B.Beat. The second time sets B.Beat to the off position, and a confirmation message appears on the display to turn off B.Beat. Long press of this button (>2.5") directly turns off B.Beat.

LOCK: allows B.Beat to be secured to prevent theft or accidents; use a standard Kensington cable.

Let's take a look at **B BEAT EVO**
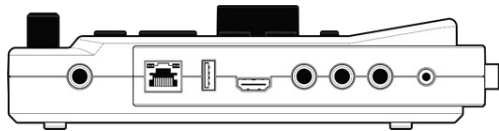
Right Side

PEDAL: a Start Stop pedal can be connected. The first press corresponds to PLAY, the second press corresponds to STOP. Here is a list of features:
• Pressed once: PLAY
• Pressed the second time: STOP (pause)
• Pressed twice quickly: the Next song pointed starts.
• Pressing more than 1 second: in case we have a loaded Playlist enters the playlist [corresponds to ENTER].
• When in playlist: pressed once scrolls down the list, pressed twice quickly scrolls back up the list.
• When in Playlist: held down for more than one second stores the item pointed.

ETHERNET: to connect via network to the PC.

USB: USB flash drives or Wireless 📶 M-Pen M-Live connection flash drives can be inserted. When you insert a USB flash drive B.Beat displays its contents in the Library window. Connecting the Wireless 📶 M-Pen flash drive to the USB slot will open the connection for Smartphone and Tablet for the purpose of using the Prompter App and viewing sheet music and Lyrics of backing tracks.
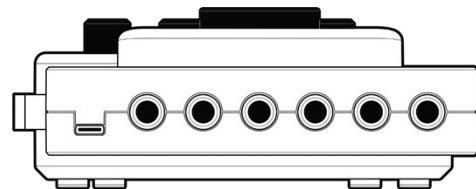
VIDEO: you connect any video peripheral with an Video interface.

PHONES: headphone output, dedicated to the drummer. This channel allows listening to the Click, Backing Tracks and return from the Line In inputs.

L/Mono: Left or mono channel input

In – R: Right channel input

MIDI: Midi output for use with appropriate MIDI cable - MiniJack (3.5mm) Type B.

Back

USB Power: power supply input. It can be used with the power supply provided as standard, or with power bank 10000mAh/24A. It is recommended to use a cable of at least 3A and maximum length 1m. It is not possible to determine at first glance whether a device will work from license plate data.

OUTPUT: 6 Mono Audio outputs that can convey separate, click, stereo or mono tracks.

B.BEAT CONNECTION TO REMOTE CONTROL

B.Beat can beremotely controlled by an external external peripheral device. The control peripheral can be as desired:
1. Personal computer with the B.Beat App Manager. Connection is made via cable-Ethernet or via Wireless.
2. B.Beat is connected to the Ethernet network cable supplied as standard. In this way the B.beat functions as an expansion (EXPANSION) of the main B.Beat (MAIN).
3. Using the Prompter App (for iOS and Android) and the Remote control function. This App runs on Smartphone or Tablet. If you using an Apple tablet connected via cable to B.Beat you must have a Sim inserted in the Tablet. In this case the connection can be done via a wireless network (either a generic network or the network generated by B.Beat) or via cable with a PC Port data cable.

WIRELESS CONNECTION TO B.BEAT

B.Beat can be connected to Smart Device (Smartphone or Tablet) to be controlled remotely via the App Prompter available for Android and iOS. First of all we recommend downloading the APP from the APP Store or Google PAY. The Prompter App is free of charge and will allow you to control your B.Beat as well as being able to view lyrics and sheet music synchronised with the Backing Tracks. One downloaded the App you can turn on B.Beat. Enter into the Wireless 📶 session of your smart device and select the B.Beat network xxxx [four digits identifying your B.Beat unit]. The login password is 12345678, which you can then change using the B.Beat MANAGER. When you are entered the B.Beat connection you can use the remote control

from the App to manage the B.Beat.
For more information about the App prompter please visit: https://www.m-live.com/en/plug-in-promoter/

PROMPTER USE WITH B.BEAT

Once you have downloaded the Prompter App and correctly connected to the B.Beat you can use the app in connection to the B.Beat. The Prompter App can be used to view lyrics and sheet music within audio projects and also to control the B.Beat during the musical performance musical performance on stage.

Lyrics and sheet music can be written within audio projects with the application B.Beat Manager application, and for this we recommend reading the online help of the B.Beat manager software.
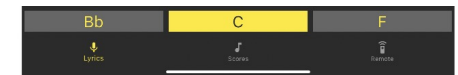
Tapping Lyrics takes you to the lyrics view lyrics, tapping Scores will take you to the to the sheet music, by tapping Remote you access to the remote control page of the B.Beat:
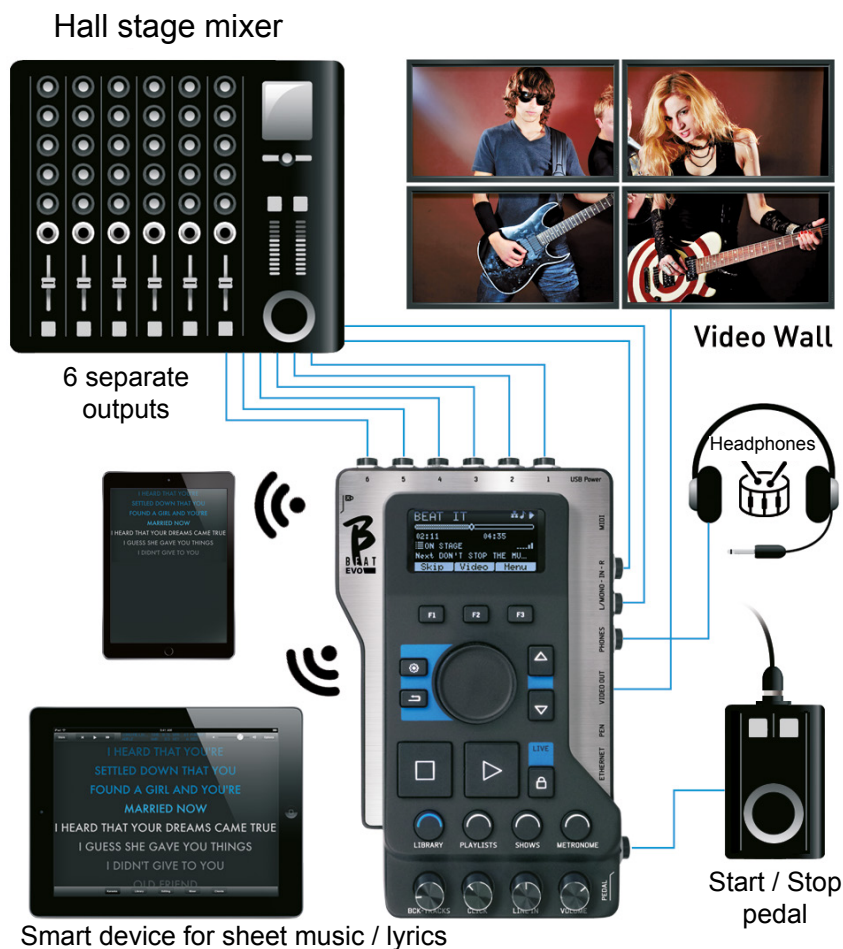
MAIN FEATURES
AND CONNECTIONS

The primary function of B.Beat is to accompany your live performances by playing pre-recorded Audio tracks on DAW. In addition to audio tracks B.Beat can play videos and/or images that can be transmitted on video Walls; it reads and transmits Midi Files that contain messages for your instrument set up on stage. Let's first see a complete connection diagram of B.Beat by imagining a Live Set Up, on a stage.

Hall stage mixer

6 separate outputs

Video Wall

Headphones

Smart device for sheet music / lyrics

Start / Stop pedal

All Audio, Video, Images and Midi material must be prepared through a DAW and other Audio Video synchronization programs. Once the sound and video material for your Show is properly assembled and mixed you will be ready to transfer it to B.Beat. For this we use B.Beat Manager, a software made available in both Windows and Mac versions.
If you have Audio Backing Tracks available in Mp3 Stereo or Wav format you can upload them to B.Beat using the USB input, with a flash drive. B.Beat reads the contents of the flash drive and plays it in real time, or it can import the files within its memory.
To transfer the Backing Tracks repertoire, Videos, Images and Midi Files synchronized to audio you can use the B.BEAT Manager software; below are the connection diagrams:

CONNECTING B.BEAT
TO COMPUTER

Here are the ways to connect B.Beat and Computer, which can be PC or Mac:

The easiest way to connect B.Beat to the Computer is to use the Ethernet network.

It goes like this:
1. Connect the provided network cable between B.Beat and the Computer

2. Turn on B.Beat

3. Launch the B.Beat Manager App

4. After about 60 seconds the App will detect the B.Beat connected, so you can connect to the B.Beat by pressing the button on B.Beat Manager:

CONNECT

5. The display of B.Beat shows this screen confirming the connection made

Transfer
Connected, now you can use B.Beat Manager
Exit
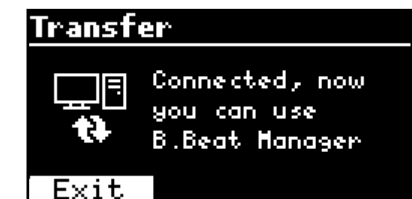
If your PC does not have Ethernet input you have two options:

1.Use a USB - Ethernet interface for PC.

2.Generate a Wireless Hotspot with B.Beat to which the PC can connect.
The password to enter B.Beat Hotspot by default is 12345678.

3.Connect the Computer to the hot spot of B.Beat which will be detected automatically. The default password is 12345678. It can be changed later by the B.Beat Manager software.

To connect B.Beat to the Wireless 🛜 network we suggest this procedure:

1.Connect the B.Beat to the pc via the provided Ethernet cable (or via hotspot as above)

2.open B.Beat manager on pc and connect to B.Beat (see above)

3.in the Software click on options (gear icon in the upper right corner)

4.open the "networks" tab

5.select the wi-fi network you want to connect to

6.type the password of the Wireless 🛜 network in use

7.click on save and connect

8.Your B.Beat is connected to the Wireless 🛜 network in use (if you are connected to the PC on Hotspot at this point the connection to B.Beat will be cut off but you can re-enable it as above)

9.disconnect the Ethernet cable from B.Beat

10.also connect your pc to the wi-fi network (if you have not already done so)

11.open the B.Beat manager on the pc and connect to the B.Beat in the new Wireless 🛜 network in use.
The mentioned procedure also applies to

Hotspot networks generated by Smart Phone or Tablet. From now on, the network data (address and password) are stored on B.Beat, which will automatically recognize the network. This solution is perfect when you are using B.Beat at home and want to use Wireless 🛜.
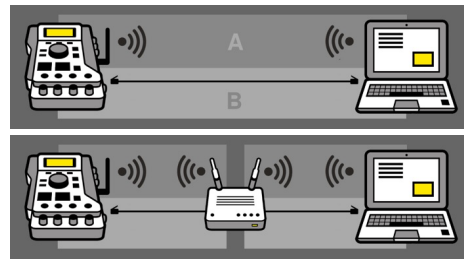
To transfer a large number of Backing Tracks and Videos we recommend using the Network cable connection mode. The network connection ensures maximum speed and reliability when passing data.

INSTALLATION OF
B.BEAT MANAGER SOFTWARE

The B.Beat manager software is available in two versions for two operating systems: Windows 7 and following - macOS 10.15 Catalina and following. Full compatibility is not guaranteed on earlier systems. The software can be downloaded for free from this address
Windows
https://download.m-live.com/download/bbeat/manager/bbeat_manager_win.exe
Mac
https://download.m-live.com/download/bbeat/manager/bbeat_manager_mac.dmg

BACKING TRACKS
- FORMATS

Audio Backing Tracks can be of different formats which we summarize here:

1.Audio Mp3 or Wav (or other digital formats) into a stereo track (without click)

2.Audio Mp3 or Wav (or other digital formats) in two mono tracks (with click in one of the two tracks)*

3.Audio multitrack (mp3 or wav or other digital formats) **

4.Stems (audio multitrack according to an established protocol)

B.Beat can play the 4 formats we have listed.

*B.Beat automatically recognizes the Click if present in one of the tracks in the Audio project or Stereo file you want to import.

⚠ ** B.Beat can read single Backing Tracks with a maximum number of 16 Mono tracks. This means that if Backing Tracks had stereo tracks the maximum number of tracks would be 8. Backing Tracks can also have mono or stereo tracks, the important thing is that the maximum number of "channels" does not exceed 16. For example, 3 stereo and 10 mono. If your Backing Tracks has more tracks you will have to delete some tracks or mix them with other tracks in the project through your DAW.

IMPORTING A PROJECT
AUDIO MULTITRACK ON B.BEAT

Once you have created on your DAW the Audio file that constitutes the Backing Tracks you can save the same project to separate tracks, so each track will constitute a single Audio file (Wav or Mp3). Save it to a folder that will contain all the tracks in that single Audio project.

⚠ The maximum number of tracks you can read with B.Beat is 16 mono, or 8 stereo.

You are now ready to import the project you just created into B.Beat:

1.Connect B.Beat to the PC in a preferred mode

2.Launch the B.Beat Manager program

3.Press this button in the main screen of the B.Beat Manager program:

➕ Create new **AUDIO PROJECT**
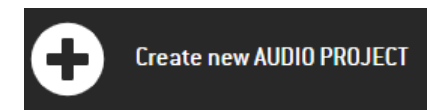
From this point you can transfer Audio projects to B.Beat. See B.Beat Manager Software guide.

IMPORTING A VIDEO OR IMAGES TO B.BEAT

B.Beat can play Video files in Mp4 and MOV format.

Video files can be previously synchronized with an Audio project. Synchronization can be done with any Video Editing software for example iMovie, Final CUT and others.

Once you have synchronized the video with the music you can transfer both the audio and video project to B.Beat and create a project that will be handled by B.Beat as if it were a single Audio and Video item. This is especially effective for performances in which you want to combine a Video commentary with music. The video can be associated with Backing Tracks even without being synchronized, but the moment you join it to the music on B.Beat manager the two items will be joined and will be played together by B.Beat.

The video can also be transferred to B.Beat without being joined to Backing Tracks, in which case the file will be independent of the music but can be played at any time, and will accompany your performances.

You are now ready to import the Video/Images to B.Beat:

1.Connect B.Beat to the PC in a preferred mode

2.Launch the B.Beat Manager program

3.From the Library menu, select Media.

4.Click on the key:
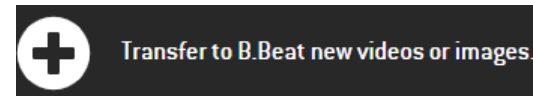
From this point you can transfer video File to B.Beat. See B.Beat Manager Software guide.

WRITING TEXTS AND DISPLAYING THEM

Via B.Beat manager you can write the lyrics of songs and synchronise them to the music. For this please consult the online help of the B.Beat Manager. The lyrics will be then sent to the dedicated Video output to be displayed on the monitor for the prompter (Prompter).

IMPORT SHEET MUSIC ANDVIEW THEM

Via B.Beat manager you can import scores as PDF files and synchronise them to the music. For this see the help online help of the B.Beat Manager. The sheet music will be sent via Wireless (with M-PEN2 or Wireless antenna included in the PLUS model) to be displayed on the Prompter app.

IMPORT MIDI FILE TO B.BEAT

Projects imported from the PC to B.Beat can contain Audio, Video and Image tracks and even a MIDI File. With the Midi File you will be able to issue particular controls to the various devices in your set up. These messages, when synchronized with the music, will allow for greater effectiveness of your performance. Through Midi you can throw exclusive program or system change messages to keyboards and expanders or other modules you use in the live part of the show. In addition, the Midi File can contain the lyrics and chords of the backing tracks, in which case they will be imported to B.Beat and read via M-Live's Prompter App available for Smartphones and Tablets of all types. Writing Lyrics and chords can be done on the Daw using meta event Midi. See the "Lyrics and chord writing" chapter.
You can create the MIDI FIle on your DAW, and then you will transfer it to B.Beat within an Audio-Video project that will make up the sound and video part of the show. The Midi track will be played by B.Beat through the MIDI output. The Midi File can be of any type (0 or 1), can contain all Midi messages including Notes, and up to 16 Midi channels. Tempo changes are allowed. MIDI is recommended for channel and system messages. To properly transfer the Midi file associated with the Audio project, it is recommended that the Midi file be saved to the same folder where the Audio and Video tracks of the project are

contained. Switching to B.Beat from computer can be done simply by pressing the "+CREATE new AUDIO PROJECT" key from the main screen of B.Beat Manager:
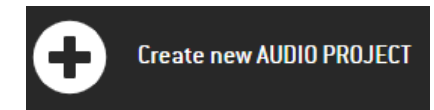
Then you can drag the folder that contains the Backing Tracks and the associated Midi File.
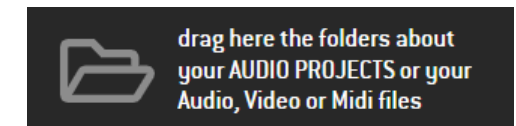
For further procedures for importing files and creating Playlists and Shows, refer to the B.Beat Manager online help.

PLAYLIST AND SHOW

B.Beat can play single Backing Tracks, accompanied by Video - Images and Midi Files, or it can organize the repertoire into Playlists that are built either on B.Beat but even better on PC with the B.Beat Manager software.

Playlists are setlists that can be changed throughout the evening, either temporarily or permanently. We will then see how you can interact with the Playlist during a live performance. The Playlist provides a lot of flexibility between songs, and you can make changes very easily.

The **Show** is a developed playlist. A Show consists of several scenes. Scenes may contain one or more items called SLOTs. Shows can be built with B.Beat Manager software. Show management allows combining Music with Videos and/or images so that your show is perfectly organized and just press PLAY to start it. The sequences between Audio and Video or images will be automated, including pauses and other connecting details between the various scenes that make up the show. The Show offers the advantage of having automatic sequences that link music tracks to each other, but you can also insert Pause or you can create Slots where the only thing playing is the Click or metronome.

Playlist and Show environments are easily accessible with dedicated keys:

PLAYLISTS   SHOWS

OPERATING ENVIRONMENTS

B.Beat during performance can be operated in 4 different operating environments that can be reached by clicking the relevant key. By default, B.Beat will turn on in the Library environment, but then it will be placed in the last selected environment before turning off.

LIBRARY

```
Audio Prj        5
I WANNA BE YOUR S…
LA FLACA
THAT'S AMORE
WALK OF LIFE
 MEDIA ┃ TXFER ┃ Load
```
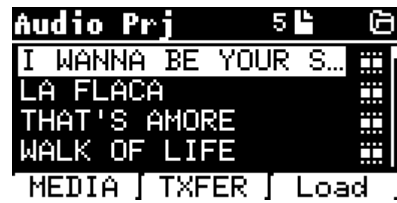
By pressing the Library key we enter the general archive of all Audio or Video projects that have been imported from the various sources (PC/USB FLASH DRIVE) and by means of the Alpha Dial and the UP and DOWN keys we can scroll through the list. By selecting PRJ or MEDIA we choose whether we are interested in the Audio or Video archive. If we have inserted a USB Flash Drive into the dedicated slot of B.Beat the USB function giving access to the flash drive will appear on the F2 key. When you select a File these possibilities open up:

1)PRESS PLAY: sets the selected item into play, if a song is already playing it will switch to the new one immediately.

2)PRESS ENTER: enters a subpage from which it is possible to:
a)Set as next: places the selected item on the NEXT SONG location, in fact the item will be ready to play at the end of the current execution.
b)Delete: deletes the selected item. Selecting this option will open a new window to confirm or cancel your choice.

3)PRESS F3 LOAD: the chosen song is

loaded into memory, ready to be played. If another song that is playing is loaded into memory, a confirmation screen appears because the current performance will be stopped. Press OK to confirm or Cancel to cancel.

```
Load project?        ♪
      Load will stop
ⓘ    the player!
      Continue?
 Cancel            Ok
```
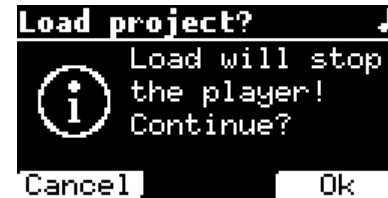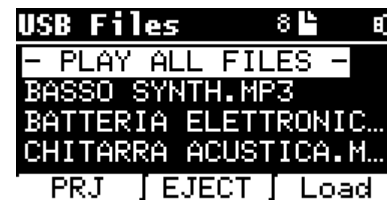
When the USB Flash Drive is not plugged in, the F2 key controls the TXFER function that allows connecting to the B.Beat Manager if connected to the PC.

USING THE USB FLASH DRIVE

B.Beat reads USB flash drives that can contain Backing Tracks in Mp3 or Wav format.
The following screen appears when inserting a USB flash drive into the B.Beat drive:

```
USB Files        8
─ PLAY ALL FILES ─
BASSO SYNTH.MP3
BATTERIA ELETTRONIC…
CHITARRA ACUSTICA.M…
 PRJ  ┃ EJECT ┃ Load
```

From this screen, which lists the names of the files contained on the flash drive, you can:

1) Browse the flash drive archive (through the Alpha Dial, Up Down keys).

2) Play the files directly (even in sequence if you select "Play all files"). Point to a file and press Play to play it.

3) Import the files into B.Beat's internal archive.
a)Point a file with Alpha Dial or up - down
b)Press Enter on Alpha Dial
c)From the next screen, press "Import"

4) Select a project as the Next Song from the flash drive.

a)Point a file with Alpha Dial or up - down
b)Press Enter on Alpha Dial
c)From the next screen, press Set as next
d)Since then, the project is placed in the Next Song location.

When a USB flash drive is inserted into B.Beat, the internal memory can be accessed by pressing the LIBRARY key, and the flash drive by pressing the F2 USB key. If you want to eject the flash drive press F2 Eject from the Flash Drive read position.

PLAYING A BACKING TRACKS

To play an Audio project:

1) Press [Library]
2) Turn [Alpha dial] or press [up and down] to select the file
3) Press [Play] to play, the song starts.
4) The Player screen appears

```
I WANNA BE …  ▲✎▶
▪▪▪▪▪▪▪▪▪▪●▪▪▪▪▪▪▪▪▪
01:24        -02:50
☰List 1        …▪▪▪
NEXT:Wild World    MAN
  Skip  Video  Menu
```

At the top is the title of the running File, the icons on the right indicate that B.Beat is connected to a network, the running file has an associated Video, the file is in the paused position.
Under the title is the Song Position Pointer. We can move along the Song by turning the Alpha Dial. SPP will move to the desired point, and pressing Enter will move to that point.
Below the SPP are the time indicators: time elapsed from the beginning, time to the end of the song.
The running Playlist, if any, is described under the indicators. Otherwise this line is blank.
On the right are the Vu Meters that report the levels of the Output outputs: be careful if the volume potentiometer is at zero these vu meters are not active.
NEXT: indicates the Song that will follow

the current one. The Next song can be freely selected, or it can be the Song in the playlist if we are using a Playlist or Show. To the right of NEXT the word MAN indicates that Play next will have to be done manually, either by pressing PLAY or by pressing the Start/Stop Pedal if present.
This screen allows you to check the Player's status and perform some actions:
STOP: if pressed once the running project will be set to Pause. If pressed a second time the project will go to TOP. If pressing Stop the third time, the memory will be emptied and it will go to the Playlist screen.
PLAY: activates playback of the current project. If the key flashes Blue means the project is paused, press Play to continue. When the Play key flashes quickly, it means a Song is loaded into memory, ready for Play.

ALPHA DIAL: by turning the alpha dial the song position moves along the Time line of the project loaded in memory, the display shows the target song position (GO TO) in minutes and seconds. By pressing enter the performance starts from the chosen Song Position. This can happen even while the project is running.

If a PLAYLIST is loaded, this icon appears on the Player screen: ☰

The playlist is playing, and when you press the ENTER key, you will go directly to the list of projects contained in the Playlist. From here you will be able to perform some Playlist selection and editing actions. See PLAYLIST chapter.
Function keys on the PLAYER screen:

1.SKIP (F1)
allows you to "skip" or in technical terms skipping the Backing Tracks that appear in the "Next" field. The "Next" field indicates which is the title that will be played after the Backing Tracks being played; if the Next field is blank (---), it means that there will be no Projects to be played at the end of the current run.

2.VIDEO (F2)
if Backing Tracks and a video are running we can access the management of the video without affecting the Play of the musical Backing Tracks. Pressing F2 VIDEO opens a screen that allows controlling Stop and Play of the running video.
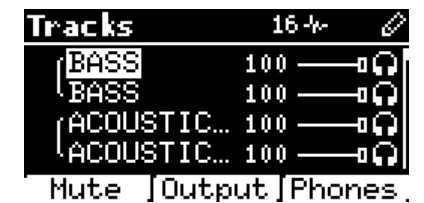
3.MENU (F3)
offers two options:
a.Edit tracks
b.Level Meters

EDIT TRACKS

⚠ Editing of tracks and mixes on the DAW is recommended to be completed. In any case B.Beat and especially the B.Beat

manager software allow some interventions for the purpose of improving performance. These interventions can be done from the Edit Tracks page:

```
Tracks      16-ᴧ-   ✎
 [BASS       100 —▪🎧
 [BASS       100 —▪🎧
 [ACOUSTIC… 100 —▪🎧
 [ACOUSTIC… 100 —▪🎧
  Mute  Output Phones
```

From this screen you can select a track (press Up or Down keys to move along tracks) and make changes as follows:

• Mute a track:
select the track with Up and Down
-> press [F1] Mute.

Press F1 again if you want to Unmute.

The Mute icon appears on the left:
The Family Mute: on B.Beat it is possible to set Instrument Families. This option is managed from B.Beat Manager - see specific guide. For example, we can set various instrument families (keyboards, bass, percussion etc.) and assign them to the specific family. In this way we can define a Mute relative to the specific family, from B.Beat manager. By activating the Mute mode of a family all tracks belonging to the specific family will always be muted, for all Audio projects uploaded to B.Beat. If we want to exclude the Family Mute from a specific project, we can always do so from the Mute function on Edit Tracks. This icon appears next to the track name

when an instrument family is in Mute mode:

Family Mute can only be used on Backing Tracks that have separate tracks. For example, on the MTA files that can be downloaded from the website **www.songservice.it**

• **Send the track to the Headphone output:**
select the track with Up and Down
-> press [F3] Phone.

The icon appears on the right

Press F3 again if you want to exclude the track from the Headphone output.

⚠. The headphone output will be adjusted via the BCK-TRACKS potentiometer.

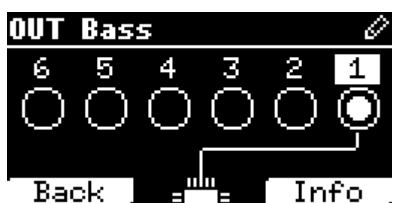• **Adjust the volume of a track:**
select the track with Up and Down
-> turn the Alpha Dial to turn down/up the volume. The value is indicated in graphics and by a number from 0 to 100.

• **F2 Output key:**
Pressing F2 accesses the Audio output setting:

Each track can go out on one or more of the 6 available outputs. To select one or more outputs:

Turn the Alpha Dial and select an output, press ENTER to enable the output, press again to disable the same output.

By pressing F3 INFO you can check which track comes out on the selected output.

• **Playing a Video (Media)**

Press [Library]

Press the function key [F1 - MEDIA]

Turn [Alpha dial] or press [up and down] to select the file

Press [play] to launch playing

The Main screen appears

PLAYLIST

The Playlist is a set of Audio Projects (or audio + video) that is selected from the B.Beat Library and can be played in sequence according to a preset order. Between songs the Playlist can stop or it can continue automatically via Autoplay (see System menu -> Autoplay).

The Playlist can also be used as a simple

---

binder of Projects that are used at particular events. Projects can be recalled at will.
When the Playlist is loaded into memory the complete list of songs contained can be viewed by pressing ENTER, on the Alpa Dial from the main page of the Player.
The Playlist environment contains the list of Playlists that have been transferred from B.Beat Manager or have been created on B.Beat. The following functions are possible from this operation section:

1.**PLAY key:** Immediately play the selected playlist through Up and Down

2.**ENTER key:** to access the contents of the Playlist and edit it at will.

3.**F1 Delete key**: delete the selected playlist through Up and Down

4.**F2 New key:** create a new Playlist

5.**F3 LOAD key:** load the selected Playlist into memory through Up and Down

SELECT A PLAYLIST

Press [PLAYLISTS] the list of Playlists stored in memory appears.

Turn [ALPHA DIAL] or [up and down] to select

Press F3 [LOAD] to load the Playlist into memory. Now it is ready to play. Alterna-

---

tively, you can press PLAY and the Playlist will start immediately.

⚠ If the Player is playing an audio or video a confirmation screen will appear before loading the memory and stopping the current playback.

NEXT SONG

The title of the Song next to the one in Play appears when a Playlist is playing in the "NEXT" field. Pressing the F1 "Skip" key allows you to skip the next Song and move on to the next one. When you press skip, a window appears asking you to confirm your choice. Basically, when a Playlist is played, you can decide, even while the Playlist is playing, to change the Song lineup.

AUTO PLAY

System menu > Options > Auto Play: If you select the Auto Play "ON" function at the end of one Song the next one will start immediately. Conversely, the next song starts only by pressing the Play button or the Start Stop pedal if connected.

PLAYLIST > [ENTER] EDIT

B.Beat allows editing a Playlist. To edit:

Press [PLAYLISTS] Turn [Alpha Dial] or [Up Down] to select the Playlist you want to edit.

Press ENTER on alpha dial to enter the following screen:

```
List 1          4📄    ☰
01 I WANNA BE YOUR …
02 WILD WORLD
03 WILD WORLD
04 LA FLACA
   Move  Remove   Add  .
```

Three options appear: More, Remove, Add.

To move a Song from its position:
Press F1 [MOVE] turn [ALPHA] or [Up Down] to move
Press F1 [CANCEL] to exit or F3 [OK] to confirm.

To delete a Song from the Playlist:
Turn [ALPHA] or [Up Down] to select the Song to be deleted
Press F2 [Remove]
Confirm with F3 [Remove] in the next confirmation screen, or F1 [Cancel] to cancel the choice.

To add a Song to the Playlist:
Press F3 [ADD] the page will move inside the LIBRARY and you can select the Song to be added to the Playlist by scrolling through the list via [Alpha Dial] or [Up Down].
Once you have found the Song to add press F3 [ADD] to add the song or F1 [CANCEL] to cancel the operation.

The Song will automatically be added to the bottom of the Playlist. Then it can be moved with the MOVE function.

PLAYLIST > F2 DELETE

To delete a Playlist.

Select the Playlist you want to delete via [ALPHA] or [Up down]. Press F2 [Delete] and a screen will appear asking for confirmation: Press F3 [Delete] to delete the Playlist, press F1 [Cancel] to cancel the operation.

PLAYLIST > F3 NEW

Press F3 [NEW] to create a new Playlist. The new playlist will automatically be named LIST # since on B.BEAT there is no way to name items. At a later time we can change its name from the B.BEAT Manager software.

PLAY A PLAYLIST

We have seen how to create, edit, search and select a Playlist. Now let's see what we can do while a Playlist is running.

Let's select a Playlist and load it into memory using the F3 [LOAD] key. At that point we can start the Playlist at will. The Player screen appears as shown below:

```
List 1          4📄    ☰
01 I WANNA BE YOUR …
02 WILD WORLD
03 WILD WORLD
04 LA FLACA
   Move  Remove   Add  .
```

Pressing ENTER takes you to the display of the Playlist, and the songs in the playlist.

```
List 1                ☰
01 ▶I WANNA BE YOUR…
02 NWILD WORLD
03  WILD WORLD
04  LA FLACA
   Skip   Next   Load  .
```

From this screen there are three possible functions:

F1 [SKIP] Excludes the selected song from playing the playlist. Select the Song by turning [ALPHA DIAL] or [Up down] press F1 [SKIP]. An icon will appear indicating that the Song will not be played in the current Playlist.
F2 [NEXT] Inserts the selected song into the Next location. So the song will be played after the one playing. Select the Song by turning [ALPHA DIAL] or [Up down] press F2 [NEXT]. The letter "N" appears next to it, and the song is placed in Next location.
F3 [LOAD] Loads the selected song into memory, ready to be played. Select the Song by turning [ALPHA DIAL] or [Up down] press F3 [LOAD]. The song will be loaded into the Player and ready to be played.

UP and DOWN buttons: When the playlist is in STOP mode, use the Up and Down buttons to move quickly through the playlist. When you find the track of interest, press Play to play.

ⓘ If the Player is playing an audio or video a confirmation screen will appear before loading the memory and stopping the current playback.

PLAY: to play any of the Songs in a playlist. Select the Song by turning [ALPHA DIAL] or [Up down] press PLAY. The song will start immediately, interrupting the Song that is playing.

SHOWS

The Show is a tool for organizing a show from its preamble until the moment the lights go out on the stage. The Show tool allows organizing all the moments of our evening, both when we are active on stage playing and singing but also in the breaks, for example with videos and background images. To create and edit the Show refer to the B.Beat Manager Software guide.
Structurally, the B.Beat Show is divided into Scenes, which in turn contain Slots.

The Slot is an event that can contain:

1. Backing Tracks with or without background images
2. Images

3. Video
4. Audio tracks (uploaded to B.Beat as projects)
5. Metronome [without Backing Tracks] with or without background images
6. Breaks (moments when the show goes on but, for example, there is a musical break)

The Scene can contain a video/background image that can be alternative to the video/image contained in the Slot. The video contained in the Slot takes precedence over the Scene Video. The scene can be placed in LOOP so at the end it starts again from the beginning. This can be useful in Pauses if we have a playlist of recorded audio tracks: the Playlist will be repeated from the beginning until we stop the Scene to move on to the next one. The video part accompanying the music, if present as images or video sequence, will also be repeated.
The show and scenes can be built easily on B.Beat Manager, refer to the guide on B.Beat manager to explore this topic further. Once the programming of the Show is completed, the Show must be transferred to B.Beat for Live performance.

By pressing the **"SHOWS" Key** we access the list that collects them within B.Beat.

The screen has the usual three assigned Function keys: F1 [SHOWS] shows the list of archived Shows. F2 [SCENES] Shows the list of archived Scenes. F3 [LOAD]

pressing this key will load the show or a selected scene into memory, at which point it will be ready to be played with the PLAY key.
To select a Show we can scroll through the list with Alpha Dial or the Up and Down keys. Pressing PLAY runs the selected Show or Scene.

Here is the screenshot of the Player when we load a Show:

```
LA FLACA          ⊞🔊▶
▱◌━━━━━━━━━━━━━━━━━
00:18           -03:56
🎚Rock 1           ▁▁▂📶
NEXT:I WANNA BE YOUR... MAN
    Skip  Video  Menu
```

The icon 👾 represents the Show, to the right is the title of the loaded Show (or scene).

When we load a SHOW the B.Beat is ready to play the list of all the events contained in the SHOW, which, we remind you, is a highly developed Playlist. Here are the differences that characterize a SHOW:

1. The SHOW contains a series of SCENES, SCENES consist of one or more Audio and/or Video contents (called SLOTS).

2. Within a Show you can put Scenes in the lineup. A Scene can consist of several SLOTS.

3. Each event (Slot or Scene) is

connected by a transition that can be automatic (the next slot starts automatically after a delay of "n" seconds) or manually (pending consent from the Play button).

When running a Show the options we have are similar to those in the Playlist, in fact by pressing the ENTER key we access the list of SCENES and the events contained in the scenes.

ENTER (IN SHOW ENVIRONMENT)

When loading a Show into memory, the Enter key allows you to enter the SHOW and view the Scenes and Slots. From this screen you will have some operational possibilities:

F1 [SKIP] Excludes the selected SLOT from the execution of the Scene. Select the SLOT by turning [ALPHA DIAL] or [Up down] press F1 [SKIP]. An icon will appear indicating that the SLOT will not be played in the current Scene.

F2 [NEXT] Inserts the selected SLOT into the Next location. So the SLOT will be executed after the one running. Select the SLOT by turning [ALPHA DIAL] or [Up down] press F2 [NEXT]. The letter "N" appears next to it, and the SLOT is placed on Next location.

F3 [LOAD] Loads the selected SLOT into memory, ready to be executed. Select the

SLOT by turning [ALPHA DIAL] or [Up down] press
F3 [LOAD]. The SLOT will be loaded into the Player and ready to be executed.

🛈 If the Player is running another Slot (audio or video) a confirmation screen will appear before loading the memory and stopping the current run.

PLAY: to play any of the SLOTS in a SHOW. Select the SLOT by turning [ALPHA DIAL] or [Up down] press PLAY. The song will start immediately, interrupting the SLOT that is running.

🛈 The PLAY button features immediate action, so if the Player is playing music or video these will be stopped permanently.

METRONOME

B.Beat includes a metronome. It can be used as guide during a Live performance. It can be placed within a scene that will make up a show.
Pressing the Metronome key takes you to the dedicated page.

```
Metronome              ■
BPM          120🔘
METER        4/4🔘
2ND BEAT       -🔘
VOLUME       100🔘
       Tap  Start
```

BPM: indicates the chosen speed. It can

be changed with Alpha Dial (rotate left or right) or with the TAP function.

TAP: press F2 [TAP] -> tap the stop button to give the metronome time -> press F3 [DONE] when you have completed.

METER: choose the metric subdivision. You can change the value with Alpha Dial.

2nd BEAT: choose a second beat within the measure, you can select the fourth or eighth of the measure on which you want the second beat.

VOLUME: choose the output volume of the metronome. Change the value with Alpha Dial.

SOUND: choose the sound to be used for the metronome. Turn Alpha Dial to select.

OUTPUT: choose the output. Change the value with Alpha Dial.

LIGHT: allows the CLICK sound to be associated with a timed light, in the METRONOME key.

Once the settings are made, the metronome is ready to go: press F3 [START] or Play to begin. THE metronome can be programmed within a SHOW as a Slot. We can program it if we need to send the Metronome to the musicians on stage during a performance, even without a musical base playing. From the Main screen we can change the BPM by pressing the two

arrows Up and Down.

SYSTEM

The System key gives access to a number of B.Beat settings, as well as managing the Wireless 📶 connection and System information.

```
System              ⚡
 Options»
 Network
 Mute Families
 B.Beat Info
 Software License
```
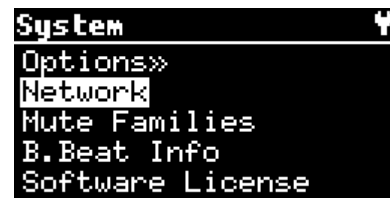
OPTION>>

The option menu contains the following submenus, which can be accessed by pressing ENTER:

AutoPlay: enables or disables the Auto Play function. Press Enter on Autoplay and then select Off or On. Auto Play ON enables automatic play while running the Playlist. When Autoplay is OFF at the end of each song in a playlist B.Beat stops until the Play button is pressed to continue the playlist. The function of Autoplay, Stop is specifically defined for Shows and scenes.

Stop on Pedal (Live): In LIVE mode activated, this option allows you to inhibit the STOP in case the pedal is accidentally pressed. It has two modes:

Disable - Allow. To activate it, select Allow > Save.

AutoHotSpot: if in the ON position, the Hot Spot function for connecting with Device or Mobile is always active when B.Beat is turned on, as long as you do not want to activate a Wireless 📶 connection to a public network. The Hot Spot allows Smart Devices to connect to B.Beat and use the Prompter App to display lyrics and Sheet Music.

Display Brightness: adjusts the brightness level of the Display. Press Enter and change the level via Alpha Dial.

Mono Headphone: Selects the mode in-headphone from two options, Mono or Stereo.

Midi Clock: B.Beat is able to send a signal MIDI Clock to synchronise other Midi devices on stage. To send the Midi Clock it is necessary to insert a Midi file in the audio project to be played. In addition, you must enable the MIDI Clock. MIDI CLOCK is enabled when is selected in ENABLE mode.

Sync Mode: Selects the Sync mode of B.beat. By default it is set to Main-When a device is set to Spare, the device will search at start-up for a Main device to synchronise with. For further clarification please read chapter SYNC MODE.

Video Output:
Output type selection Video.

MEDIA: Transmits video synchronised to the music.

PROMPTER: Transmits the lyrics.

Output Level: Allows you to set the output level of the device. If you want to exclude the volume knob from here we can set the general volume values that will be fixed and cannot be changed live.

Manual (pot): The output volume is controlled by the volume potentiometer, level maximum +10 dBu Fix +10 dBu: output level is 10 dBu, not modifiable by the Volume potentiometer Fix +4 dBu: output level is 4 dBu, cannot be not modifiable by the volume potentiometer Fix +0 dBu: output level is 0 dBu, not modifiable by the potentiometer Volume not modifiable by the volume potentiometer

Prompter Theme: Choice of theme for the prompter on video output, can be one between: Custom, Default, Inverted, Big, Small, Left. Configuration of the Custom theme theme is done from B.Beat Manager.

Prompter Scroll: Selects the speed of vertical scrolling of the text. possible options are Slow, Medium, Fast.

Key Brightness: adjusts the brightness level of the keyboard. Press Enter and change the level via Alpha Dial.

Time Format: to define whether the exe-

cution timeline should show a countdown or the actual duration of the song. Select with Enter and turn the Alpha Dial to choose the option.

Default L Output: B.Beat has 6 audio outputs. You can select which of these is assigned to the LEFT channel of a stereo Audio track. Press Enter to enter the configuration screen and turn the Alpha Dial to choose the desired output. Press Enter or F3 [SAVE] to set. Output 1 is selected at purchase.

```
Default L Output  ✎Ψ
┌─┐
│1│  2    3    4    5    6
└─┘
 ◉   ○    ○    ○    ○    ○

  Back      ▒▒      Save
```
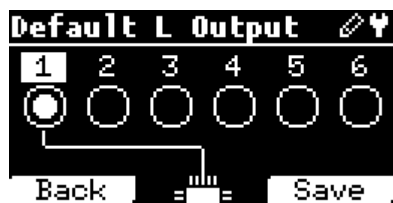
Default R Output: B.Beat has 6 audio outputs. You can select which of these is assigned to the RIGHT channel of a stereo Audio track. Press Enter to enter the configuration screen and turn the Alpha Dial to choose the desired output. Press Enter or F3 [SAVE] to set. Output 2 is selected at purchase.

Default Click Output: B.Beat has 6 audio outputs. You can select which of these is assigned to the CLICK track of a multitrack backing track. Press Enter to enter the configuration screen and turn the Alpha Dial to choose the desired output. Press Enter or F3 [SAVE] to set. Output 3 is selected at purchase.

Default Guide Output: B.Beat has 6 audio

outputs. You can select which of these is assigned to the GUIDE track (voice suggestions) of a multitrack backing track. Press Enter to enter the configuration screen and turn the Alpha Dial to choose the desired output. Press Enter or F3 [SAVE] to set. Output 6 is selected at purchase.

NETWORK

B.Beat connects to different entities in different manners.

B.Beat can connect to a computer via Ethernet cable, or via Wireless 🛜 also can generate a Wireless 🛜 Hot Spot to connect to Smart Devices (Tablet or Smartphone) for using the Prompter App and reading lyrics and sheet music.

Wireless 🛜 or Hot Spot connection are alternatives, if you use B.Beat as a Hotspot it cannot connect to a Wireless 🛜 network, and vice versa. Wireless 🛜 connection and Hot Spot generation are possible only with the optional M-Pen.

From the Network page we can check how B.Beat is connected and change its settings. In addition, we can obtain the data to enter its Hot Spot.

Ethernet: this item signals connection via network cable to a PC or network. By pressing F2 [INFO] we can see the IP ad-

dress of the current connection.

Hotspot: this item reports whether or not the private Wireless 🛜 network is activated. You can change the settings with the function keys:

1.F1 [BACK] to exit this page.

2.F2 [INFO] displays the IP and password to enter the network "12345678" by default; from the B.Beat manager Software you can change this Password in the options area. To connect to the B.Beat Hot Spot, the QR code can be used by pressing F3 [QR-code] on the Info page. It is necessary to connect to the B.Beat hot spot in order to use the Prompter App for the purpose of viewing lyrics and sheet music present in the Backing tracks.
3.F3 [ENABLE – DISABLE] to turn the hot spot on or off. NOTE: When the hot spot is active, it is not possible to use Wireless 🛜 connection to a public network.

Wireless 🛜: you can enable Wireless 🛜 connection to active networks to connect even without the Ethernet Cable. Entering the Wireless 🛜 page activates three functions:

1.F1 [BACK] to exit this screen.

2.F2 [INFO] to check the network to which B.Beat is connected

3.F3 [CONN - DISABLE] to search for an available network and connect. To in-

struct B.Beat on Wireless 🛜 networks, it is necessary to use B.Beat Manager. In fact, the App allows detecting the active and available network and setting B.Beat to recognize it, also you can enter the Network password. Once we have set B.Beat to recognize a particular Wireless 🛜 network all we have to do is press CONN and it will recognize it to enter it. This message appears if no Wireless 🛜 network is included among those that B.Beat is set to recognize: "USE B.BEAT MANAGER to connect". When B.Beat connects to a public network, the F3 fast becomes [DISABLE], and pressing it will disconnect B.Beat from the public network.

MUTE FAMILIES

are groups of tools that are established to simplify Mute operations in special cases. Families are created with the B.Beat Manager software, and audio project tracks can be assigned to specific families. For example: the violin can be assigned to the Family Orchestra, as can the viola and cello. If on B.Beat you MUTE the Orchestra family no tracks (including Violin, Viola and Cello tracks) assigned to that family will be played. This will allow you to quickly mute groups of instruments without going into editing projects one by one.

B.BEAT INFO

contains this information: Firmware version / Serial Number / Memory space available and used / Time elapsed since last power on.

BACKUP TO USB

Starts the full backup procedure to a pen drive USB STICK. Can be used as a Backup or to create a Virtual B.Beat to be use with the E.BEAT software.

SOFTWARE LICENSES

shows Firmware licenses.

FACTORY RESET

Returns B.Beat to factory conditions and erases all contents.

LYRICS AND CHORD WRITING

Our Backing Tracks can contain Lyrics and Chords that will be displayed by the Prompter App. The App runs on smartphones and tablets of all types, and is available for free in the Apple Store and Google Play. Backing Tracks in M-Live MTA8 format available at **www.songser-**

vice.it – www.song-service.com may contain the information of Lyrics and Chords. If you have Personal Backing Tracks and want to write lyrics and chords you can follow this procedure.

How to write a text for B.Beat - Prompter:
To write lyrics please consult the guide of the B.Beat MANAGER software. To import and synchronise sheet music, consult the guide of the B.Beat MANAGER software.B.Beat reads lyrics and chords in the formats M-Live and Lyrics standard formats.

EXPANSION OF AUDIO OUTPUTS WITH TWO B.BEAT

If you need to increase the number of output Audio channels of your B.Beat, you can "join" a second B.Beat in synchronism and share Audio projects. One part of the tracks of the same project will play on the main B.Beat using the output audio channels (MAIN) and one part will play on the other machine (Expansion) using the audio channels available on the second B.Beat.
In this way, for example, you can use 2 B.Beats and play a project with 12 output audio channels (6 + 6). Here is a list of combinations that can be used to increase the number of outputs of your B.Beat:

MAIN DEVICE	EXPANSION	NUMBER OF TRACKS	NUMBER OF OUT CHANNELS
B.Beat	B.BEAT	32	12
B.Beat	B.BEATX	32	14
B.BeatX	B.BEATX	32	16
B.Beat PRO16	B.BEAT	32	22
B.Beat PRO16	B.BEATX	32	24
B.Beat PRO16	B.BEAT PRO16	32	32

All B.Beat are Main, they can then be set as SPARE (except B.Beat X which is EXPANSION) (use with Audio Switch for redundancy) or as EXPANSION (use as Expansion to increase the number of tracks and channels). The mode setting is done on the SYSTEM>Option>Sync Mode page of B.Beat.
To change the mode: select SYSTEM, then click on OPTION and scroll down to Sync Mode, press enter. Scroll through the values with the Up and Down buttons or by rotating the alpha dial and select the mode.
The B.Beat MAIN is the one that is "coupled" to the Spare or Expansion unit. The Main manages and controls the actions of the Spare or Expansion. Once the two B.Beat are connected via the Ethernet cable, the Main machine controls the Spare, so any action performed on the Main will also affect the Spare.
A B.Beat set in Expansion mode can also function independently, without the controlling B.Beat MAIN.
In order to use two B.Beat in Expansion mode, projects called "Shared" must be created.
A Shared Project has one part of the tracks coming out of the B.Beat MAIN unit, and the others will be routed to the "Expansion" unit. The shared project can have a number of tracks greater than 16 (up to 32) and a number of Audio out channels

*For copyright reasons, the Song Service may not be available in all countries.

that will be the sum of the Audio channels available in the Main + Expansion machines.

HOW TO CREATE
A SHARED PROJECT

As we have already seen, to expand the outputs and tracks of an audio project, it is necessary to share the same project on two B.Beat: the MAIN and Expansion. This is done using the B.Beat Manager:

Creating a shared project from scratch:

1. Connect the B.Beat MAIN to the Computer and open the B.Beat Manager.
2. Choose: "Create new audio project"
3. From the window select "Add device to create shared projects"
4. Click on: Add device to create shared projects.
5. Choose the new device that will be merged with the B.Beat already in use

If the project has more than 16 tracks, these are loaded and automatically assigned to the two B.Beat units in alphabetical order.
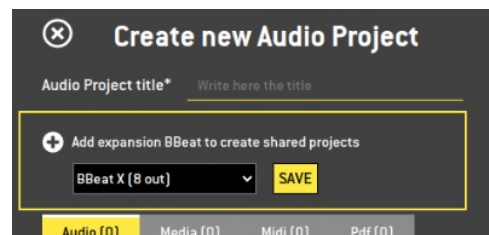
**Modify a Project by adding a second B.Beat unit:**

1. Connect the B.Beat MAIN to the Computer and open the B.Beat Manager.
2. Select the project we want to Share.
3. Select a track and open the window that is used to assign the audio output.
4. Click on: Add device to create shared projects.

Choose which model is used as Expansion. Then the Audio Outputs window will show at the top the outputs of the Main machine and at the bottom the audio outputs of the Expansion machine we have chosen. Then a track can be assigned to one of the two machines at our disposal.
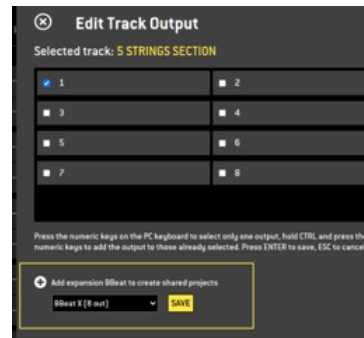
The maximum number of tracks that are manageable per B.Beat is 16. When 16 tracks are assigned to one of the 2 B.Beat, the Audio Output selection area will be disabled when new tracks are added. The Output channel of a track can be changed at any time in the editing page of the Audio project. The headphone output for shared projects is only active on the Main; therefore, it is not possible to assign the music tracks that will play on the Expansion to the headphone.

In the B.Beat manager, tracks that are managed on the Main and Expansion will be highlighted.
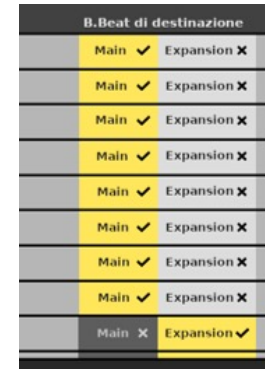
All Shows and playlists involving shared projects are manageable from B.Beat Main.

After the creation of the shared projects we have to "synchronise" the two B.Beat, i.e. the Main and the Expansion. After synchronisation between Main and Expansion, all shared project information resides on the two devices.
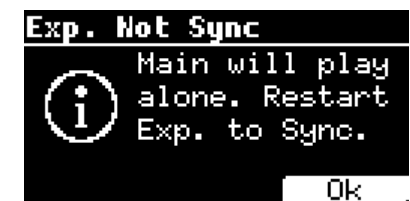
B.BEAT SYNCHRONISATION

1. Connect the two B.Beat with the Ethernet cable provided.
2. Switch on the two units.
3. As soon as the B.Beat Expansion detects a connected B.Beat Main, confirmation will be required (on Main) for the synchronisation of shared projects.
4. Choose OK to start synchronisation

Then the required confirmation:
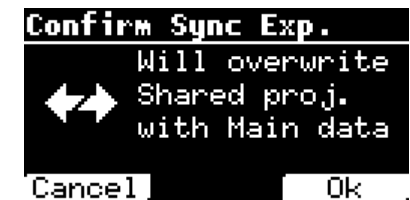
Upon confirmation, all shared projects are synchronised to the version on the B.Beat Main. If a shared project is present on the Expansion but not on the Main, it is deleted. Two B.Beat cannot play together if they are not synchronised. If the "Cancel" option is chosen, the following message appears on the Main:

OPERATION
OF THE EXPANSION

When the two B.Beat are connected and synchronised, their connection diagram is as shown:
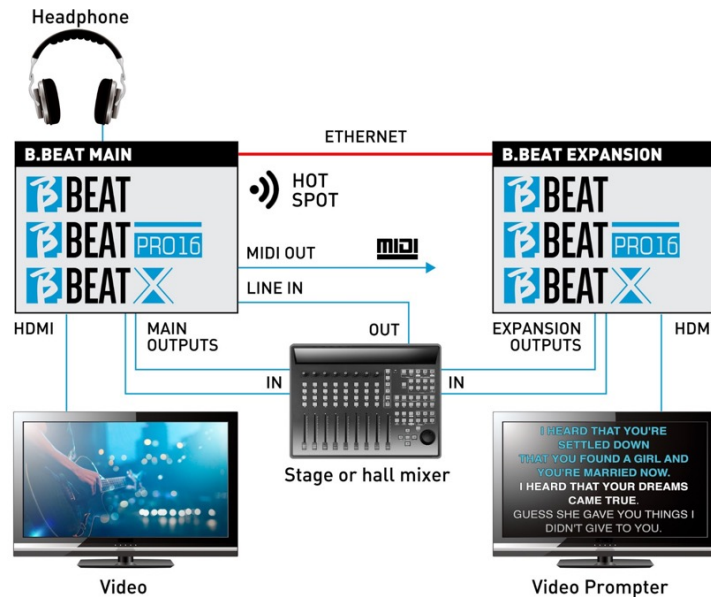
Once correctly connected, the music tracks are routed partly in the Main and partly in the Expansion. The hotspot will be generated by Main only, in order to connect the prompter and the Remote controller.
Commands (Play, Stop, etc.) can only be given by the MAIN unit.

VIDEO OUTPUTS

The video output of the B.Beat can be set to transmit video files or lyrics when they are present within the project. Having two devices in Expansion mode we can choose to use the two video outputs separately:

one for video and the other for prompter.

MIDI OUT

In expansion mode, both B.Beat Main and Expansion transmit Midi information, so both Midi outputs can be used indiscriminately.

PEDAL

The B.Beat MAIN pedal is the one that will be active to control the two machines.

Emulate and edit all the functions of B.Beat Manager to manage backing tracks without connecting B.Beat to the computer.
E.Beat is a software that allows you to 'emulate' a B.Beat via PC or Mac. With E.Beat, you can work on your Backing Tracks repertoire without connecting to B.Beat: you can prepare all your music at home or while touring with your band.
Once you have finished your editing work on the PC via E.Beat simply download everything to a USB Pen that you will then use to 'update' the physical machine.

1. Wherever you want and as much as you want with E-Beat you edit your performance modifying all parameters
2. Save your show, playlists and audio projects on the USB stick
3. Get on stage and update B.Beat with just the USB stick, no need to connect it to your PC

IMPORTANT: to use E.Beat you need to update the B.Beat Manager app to version 4.0 or higher.
With E.Beat you can edit your Audio projects: change volumes, assign tracks, define Audio routing. Perform all editing operations on your backing tracks. Combine Midi and video tracks to make your show unique. Upload sheet music and lyrics and synchronise them to the audio track, you can upload sheet music of several instruments to a single backing track. Organise your performances by creating complete Playlists and Shows down to the last detail.

For more information and to download E.Beat visit **www.songservice.it / www.song-service.com / www.song-service.de**

Display Icons

Icon	Meaning
	Hotspot active (optional M-Pen required to generate Wireless 📶)
	Active connection via Ethernet cable
	Active connection via Wi-Fi
	Play Status
	Pause Status
	Stop Status
	Live mode active
	Edit mode. You can change the data of: •Playlist •Project (Track)
	The adjacent number is the number of items in the selected environment
	The adjacent number is the number of tracks in the project
	Work environment: Library – internal memory
	Work environment: Library – external USB memory
	Work environment: Playlists
	Work environment: Shows
	Mute track (configured as mute)
	Muted track due to the configuration of the belonging family
	Headphone enabled output
	The item is a Project
	The item is a Project with a media (video or Jpg)
	The item is a metronome
	The item is a break
	The media is an image
	The media is a video, such as the slots of a scene.

Display Icons

Icon	Meaning
	Options menu
	Autoplay of Next (applies to single projects, playlists)
	Starting Next is manual (press play or foot pedal)
	Starting Next is automatic after a certain time (Show)
	The scene is in Loop mode (repeats).
	Information notification
	Request for action or confirmation
	Warning
	Request for shutdown
	Hotspot information
	Wi-Fi information
	Ethernet Information - Cable connected
	Ethernet Information - Cable not connected
	Delete item
	Live mode confirmation
	Metronome configuration
	Metronome Configuration - Tap
	Import audio files from USB
	File Transfer (B.Beat Manager) enabled
	System update or DSP
	Load item into memory
	Load item as NEXT
	Edit Tracks of a Project
	View Vu meters

NEW OPTIONS
(menù System>Option)

MIDI STOP

Possible values: Off, All Notes Off

If selected on All Notes Off, B.Beat sends the MIDI message All Notes Off (CC 123 value 0) on all 16 MIDI channels.

MIDI Input Setup

With this function you can remotely control the B.beat via Midi.

Play and Stop commands can be managed.

When the commands are not set, the menu is as in the following figure.

```
MIDI Input Setup
PLAY: <>
STOP: <>

    Back [ Clear ] Learn
```
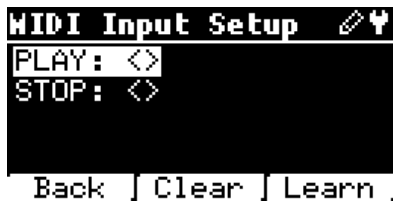
A MIDI event must be associated with the Play and Stop command. To do this, connect a MIDI keyboard/controller to the B.Beat via USB port. Enter the menu: System>Option>Midi input setup.

Select PLAY or STOP and press the F3 button to enter the Learn mode. At this point the B.Beat waits for a command from the MIDI keyboard/controller as shown in the picture.

```
Waiting for PLAY
    Only SysEx or
    Ctrl Change
    Allowed ...

Cancel
```
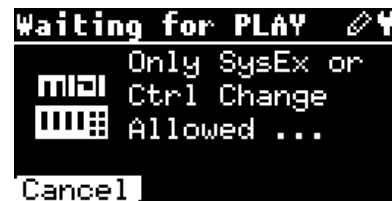
Upon receiving the command, the B.Beat asks for confirmation whether to save the received message with Save (F3) or to repeat the acquisition with Again (F2) or to cancel the operation.

```
MIDI Input Setup
    Received:
    B0777F
    Ctrl Change 77

Cancel [ Again ] Save
```
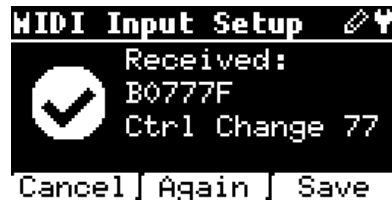
From the main menu, the saved command can be deleted using the Clear (F2) button.

```
MIDI Input Setup
PLAY: Ctrl Change 77
STOP: Ctrl Change 76

    Back [ Clear ] Learn
```
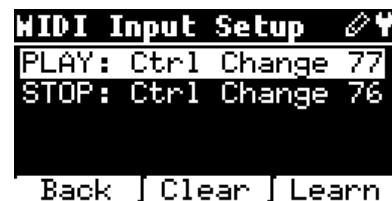
The following message types are supported: Control Change and System Exclusive

Note: An external USB MIDI adapter connected to B.Beat or the use of a Midi device with a native USB port is required.

Background Image

Allows you to set or remove a background image.

There are two options: None (no image), <Image name>.

Mono Line In
(B.Beat PRO16 - B.BeatX)

Set the Line In to Stereo (channel IN1 on headphone L, channel IN2 on headphone R) or mono (channels IN1 and IN2 both go on headphone L and R mixed). This also allows you to use only one channel between IN1 and IN2 and hear the sound in both channels of the headphone.

To perform the setting go to System Menu>Option>Mono LIne In and select one of two values: Possible values: Stereo, Mono. The function is only active on B.Beat PRO16 and B.BeatX. B.Beat is able to recognise the Mono or Stereo source automatically.

Mute Families (permanent)
System>Mute families

It will be possible to "Disable" a family and once disabled it will no longer be active, not even on power-up. This setting will be valid until it is changed within the Mute Families Menu itself.

To disable a sound family go to System>Mute families - select the desired family and press F2 which corresponds to Disab.

Please note that the Mute function (F3 button) will be active until the machine is switched off. Once switched back on, it will be in Play status.

```
Families
  GUIDE VOICE
  SERVICE
  DRUMS
  BASS
  Back [Disab.] Mute
```
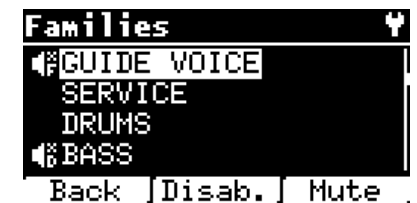
NEW FUNCTIONS

Tex Only Project.

It is possible to create a project that contains only the TEXT of the song, without any audio or video tracks. The lyrics can be advanced by pressing the pedal or Play. First create an audio project without tracks and without video. Then select the lyric editing page and create the lyrics. See the B.Beat MANAGER guide.

Once the project is created it is saved and is ready to be played on stage with the B.Beat. The advancement of the lyrics is manual and takes place at the press of the Play button or the foot pedal. It is possible to move within the song with the dialer in the same way as with a classic audio project.

Text (prompter) in USB Audio mode
(B.BeatX - B.Beat PRO16)

If we are playing a sequence with the PC via DAW and want to use B.Beat as a prompter, we can do so using the sound card functionality offered by B.BeatX and B.Beat PRO16.

This mode allows you to play an Audio Sequence from DAW (PC) and join a synchronised text to it, which will be sent from B.Beat to the TV. This function is useful when setting up and rehearsing the show. When we have not yet fully defined the musical part of the show and need to intervene with the DAW while the band is setting up the musical part, and therefore the singer may need to read the lyrics on the prompter.

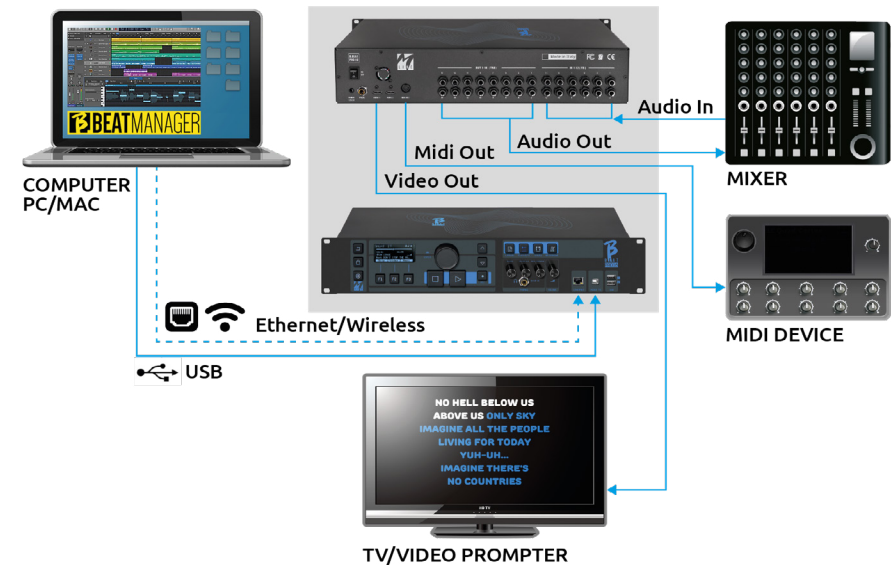Follow this procedure, having an experience of how to run a DAW:

1. Write and time a text on the B.Beat Manager following the standard procedure. The music sequence that will be played with the DAW must be loaded and the lyrics fully synchronised. It is assumed that the music sequence is the same one that will later be used by the DAW.

2. On B.Beat: set to USB Audio mode. B.Beat is set to USB Audio mode as soon as it is connected via USB to the computer.

3. On the Daw, select and load the Audio project to which we want to associate the text to be played

by the previously timed B.Beat.

4. On the same project, in the DAW, add a track containing Midi Time Code (MTC) generation. Please consult the DAW manual for this function.

5. In the same track just created, set the output to the MIDI port R1 of the B.Beat.

6. This setting is done in the configuration page of the connected devices of the DAW. When B.Beat is connected to a PC it shows 3 MIDI ports: OUT, which goes on the output connector, R1 and R2. Select B.Beat R1.

7. Set MTC start time to 00:00:00

8. Enable the Midi clock in the DAW on the same MIDI port R1.

9. Now launch the B.Beat Manager and connect it to the B.Beat.

10. Open the project whose text is to be displayed (either on Video output or via App Prompter or Remote Control).

11. Play the file from the Daw.

12. At this point, the DAW will play the music sequence and the B.Beat will send the synchronised text to the TV or DEVICE.

Control via MIDI In

This function allows control of the machine (PLAY and STOP buttons) via

COMPUTER PC/MAC

Midi Out
Video Out
Audio Out
Audio In

MIXER

MIDI DEVICE

Ethernet/Wireless

USB

TV/VIDEO PROMPTER

MIDI In e.g. from a keyboard, MIDI controller or other instruments with MIDI message capability.

An automatic message learning function is implemented. Control Change and System Exclusive are supported.

To connect the Midi In you need an external USB MIDI adapter connected to the USB input of B.Beat or you will need a Midi device with a native USB port.

Project management with folders

Files stored on B.Beat can be organised in folders, as on a PC.

This change is mainly related to the B.Beat Manager. For more details, please consult the online help of the B.Beat Manager.

Folders in B.Beat are shown with the folder icon to the right of the display. Pressing Enter enters the folder and displays its contents.

Adding colouring/alignment per single line (prompter)

The text editor allows differentiated colouring and alignment of each individual line regardless of the theme chosen for the Prompter. This configuration only applies to the display of texts via the Video output of the B.Beat and not on the App.

BEAT EVO

m-live.com