



USER MANUAL





Precautions for use and safety



Before using the equipment, read this manual carefully.

SAFETY PRECAUTIONS

In this manual, symbols are used to emphasise warnings to be observed in order to avoid accidents.

The meaning of the symbols is as follows:



Something that can cause damage or damage the device.

OTHER SYMBOLS



Actions required



Prohibited actions

OPERATION WITH UNITS OF EXTERNAL AC/DC POWER SUPPLY.



Connect the apparatus to the power supply and use the apparatus only with the external power supply unit supplied by the manufacturer with the apparatus. In the event of damage, contact the technical service department and replace only with a power supply unit identical to the one supplied with the B.BeatX



Do not use beyond 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 with the technical characteristics of the power supply network.

OPERATION WITH POWER BANK

Use Power Bank with these characteristics: PowerBank 10000mAh/24A compliant with the technical safety requirements of EN 62368-1.

MODIFICATIONS



Do not open the unit or attempt to modify the product.

MANAGEMENT



Do not drop or tip the unit and do not exert excessive force.



Take care not to allow foreign objects or liquids to enter the unit.



The appliance may be used by children of at least 8 years of age and by persons with reduced physical, sensory or mental capabilities, or lack of experience or the necessary knowledge, provided that they are supervised or have received instructions concerning the safe use of the appliance and understanding of the dangers involved. Children must not play with the device.

Precautions for use and safety



Cleaning and maintenance intended to be carried out by the user must not be done by unsupervised children.



Do not use near or in environments subject to danger of explosion.



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



The apparatus must be placed on stable and solid surfaces, at a minimum distance of 15 cm from the edge of the surface to avoid accidental falls.



The equipment must not be used when closed inside boxes or containers of any kind. The support feet must not be detached from the bottom of the apparatus. Do not use the device on surfaces that are not rigid or flat.



Leave the ventilation grille at the bottom free.

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.

MANAGING AN EXTERNAL AC/DC POWER SUPPLY UNIT



When disconnecting the AC-adaptor from the system, always grasp the body of the AC-adaptor. In the event of a thunderstorm, or if the unit is not used for a long period, unplug from the AC socket.



Only connect the power supply unit to power supply sockets that are easily accessible to the user.



Precautions for use and safety

CONNECT CABLES AND INPUT/OUTPUT JACKS

- ❗ Always switch off all equipment before connecting cables.
- ❗ Always unplug all connection cables and the AC adapter before moving the unit.
- ⊘ Only connect the device to instruments that comply with the safety requirements of the applicable harmonised technical product standards. Connect the connecting cables to the auxiliary accessories in such a way that they do not present a danger of pulling downwards due to possible unintentional shocks, in order to eliminate the risk of the device falling.

PRECAUTIONS FOR USE INTERFERENCE WITH OTHER ELECTRICAL EQUIPMENT

TheB.BeatX equipment complies with the essential requirements of Annex I of Directive 2014/35/EU (Electromagnetic Compatibility Directive). In particular, the equipment has been designed and manufactured with technological progress in mind, so that:

a) the electromagnetic disturbance produced does not exceed the level above which radio and telecommunications equipment or other equipment cannot function normally;

b) they have a level of immunity to foreseeable electromagnetic disturbance in accordance with their intended use that allows normal operation without unacceptable degradation.

However, equipment susceptible to interference or emitting powerful electromagnetic waves could cause interference if placed nearby. If this is the case, place the other appliance away from each other. With any type of digitally controlled electronic equipment, including, electromagnetic interference, it can cause malfunctioning, damage and destroy data, and create problems. Be careful

CLEANING

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

MALFUNCTIONS

If the unit breaks down or does not work, unplug the AC adapter immediately, switch off the unit and disconnect the other cables. Contact the distributor from whom you purchased the unit or a B.BeatX service centre with the following information: product model, serial number and detailed symptoms of error or malfunction, together with your name, address and telephone number.



Precautions for use and safety

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DISPOSAL

INFORMATION FOR USERS pursuant to Italian Legislative Decree no. 49 of 14 MARCH 2014 "Implementation of Directive 2012/19/EU on waste electrical and electronic equipment (WEEE)"

The crossed-out wheellie bin symbol on the equipment or on its packaging indicates that the product at the end of its service life must be collected separately from other waste.

The separate collection of this end-of-life equipment is organised and managed by the manufacturer. Users who wish to discard this equipment should therefore contact the manufacturer and follow the system the manufacturer has adopted to enable separate collection of end-of-life equipment.





Data Sheet B.BeatXX

Description	
Internal Audio File Format	PCM (uncompressed) 48 kHz 24 bit
Audio Format (sound card mode)	PCM (uncompressed) 48 kHz, 44.1 kHz 24 bit
Compatible audio formats when importing (which will be converted to the 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	MP4 MOV AVI
Image Formats compatible	JPG PNG
Video resolution for the text	1920 x 1080
Digital processing Internal audio outputs	8 D/A channels 24 Bit Sigma/Delta 48 kHz. S/N ratio Typical = 112 dB
Input	2 Line Jack 6.35 mm mono inputs, unbalanced - Impedance 10 k Ω - Range 18dBu, 6 Vrms - Typical THD+N -93 dB - Typical SNR 107 dB
Digital processing Internal audio inputs	2 channels A/D 24 Bit Sigma/Delta 48 kHz. S/N ratio Typical = 107 dB





Data Sheet B.BeatX

Description	
Output	- 8 Audio outputs Jack 6.5 mm mono, balanced - Range 10dBu, 2.5 Vrms - Range 20dBu, 5 Vrms (balanced) - Typical THD+N -94 dB - Typical SNR 112 dB
Display	NOT PRESENT
jack Headphone Output	- Stereo Jack 6.35 mm output - Typical SNR 105 dB - Range 6dBu, 1.5 Vrms
Internal memory	64 Gb – 128 Gb
Network Interface	RJ45 10/100/1000 Mbps Ethernet socket
MIDI port	MIDI OUT DIN 5-pole standard MIDI IN via USB-MIDI cable (optional)
Pedal	Switch Pedal N/O or N/C, Jack 6.35mm
Power supply	USB-C 5.1VDC, 3A, 1700mA consumption.
Video	1x Video Type A output Maximum resolution 1920x1080 with video
USB ports	2x USB 2.0 Hi-Speed Type A for Memory Stick, WiFi USB interface. Max. total current delivered for the two ports: 500mA
External power supply unit	USB-C 5.1VDC, 3A, 1700mA consumption. Autonomy with a 10000mAh/24A PowerBank battery about 6 hours

We present to you

Thank you for choosing B.BeatX, an innovative and unique product. B.BeatX 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 summarise the main features of the device:

MANAGING B.BEATX

B.BeatX is a black box that can be controlled in different ways: with a Second B.Beat connected via Ethernet to B.BeatX, with the Prompter App from Tablet or Smartphone via Wireless  or USB cable, with a PC connected via Ethernet or Wireless .

READING MUSIC FILES AND VIDEOS

B.BeatX plays Music files in WAV 24 Bit per sample format (if the file is 16 or 32 Bit it is converted to 24 Bit), Multitrack Audio, Stems, Midi, Video Mp4 and JPG. B.BeatX reads various digital¹ formats, from simple Mp3 files to full-fledged multitrack audio projects from Daw, up to 16 Mono or 8 Stereo tracks. B.BeatX can store many Backing Tracks and the available space depends on the available internal memory versions: For example, in the 128 GB version with Backing Tracks on 4 mono tracks, around 60 hours of music can be stored. The calculation is indicative and depends on several non-standardisable factors.

❗ We suggest completing the editing of the Backing Tracks via the DAWs you use for recording before importing the pro-

ject into B.BeatX. Any changes to timbres and effects will not be possible once the project is loaded into B.BeatX.

Backing Tracks can be synchronised to a Video or Images that will be transmitted to the Video Wall from the Video output. Synchronisation operations must be performed with dedicated Apps before uploading Audio - Video projects to B.BeatX.

INTEGRATED DIGITAL MIXER

B.BeatX includes a digital mixer to handle 8 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 the headphones during the performance. The 8 outputs can be used to send Backing Tracks to the stage Mixer. A Stereo audio signal can be fed back to B.BeatX from any source via the two inputs, and B.BeatX recognises the Click track and can feed it to any of the 8 available outputs and simultaneously to the headphone output.

B.BEATX ON STAGE

B.BeatX has been studied and designed for maximum reliability during LIVE performances. There is a special function [LIVE] that can be used the moment the show starts because from that moment on, the processor of the B.BeatX will be busy ensuring maximum performance without wasting resources.

B.BeatX handles individual Backing Tracks that can be organised into convenient

We present to you

Playlists, or actual Shows consisting of several scenes. Projects can contain Music, Video and Pictures but also MIDI tracks to send messages to the various Live devices. The philosophy behind B.BeatX is to simplify the management of Backing Tracks and Videos during a Show. With B.BeatX there is no need to bring Computers, Tablets, Sound and Video cards, Cables, more or less small Mixers and other accessory devices onto the stage: B.BeatX solves this issue in just a few square centimetres and 600 grams of weight.

PREPARING B.BEATX FOR THE SHOW


The Backing tracks and videos that make up the show you want to manage with B.BeatX must be created with your DAW and the dedicated Apps. Once you have finished your studio work by also completing the synchronisation with the videos accompanying the music, you are ready to transfer the music material to B.BeatX. The video may also be unsynchronised.

Connect B.BeatX to your computer (Windows or Mac OS) via network cable and launch the B.BeatX Manager App: from now on you can import all material required for the show into B.BeatX. On B.BeatX Manager you can compose playlists, or you can put together a real show consisting of several scenes. You can also combine the audio tracks with a Midi track that can be used to launch Midi commands to the devices you use on stage.

If you have Mp3 backing tracks that you simply want to upload to B.BeatX without going

through the PC, you can use the USB stick and very quickly transfer the files to the internal memory, or you can play them directly from the stick. If they were Backing Tracks without Click you can add it directly from B.BeatX or from B.BeatX Manager via a special function based on Artificial Intelligence algorithms

ADVANCED FUNCTIONS

B.BeatX can transmit via Video both a video commentary of the music and the video that includes the lyrics of the song being played. It can also send scores via Wireless  via the free Prompter app (for Android and iOS). Lyrics and scores information can be uploaded via the accompanying B.Beat MANAGER App.

SITO SONG SERVICE

B.BeatX can read MTA (Multitrack Audio) format files produced and distributed by M-Live via the Song Service site. The musical repertoire is vast and new Backing Tracks from the international pop repertoire are produced every week. MTA files are multitrack files that B.BeatX reads with 8 stereo tracks. The Backing Tracks are organised 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.BeatX with any DAW. Site addresses:

www.songservice.it *

www.song-service.com *

www.song-service.de *

Good music, with B.BeatX!

¹WAV 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.



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WHAT'S IN THE BOX



ACCESSORIES NOT FORMING PART OF THE APPARATUS AND SUPPLIED WITH IT.

POWER ADAPTER



NETWORK CABLE



QUICK START GUIDE,
you are reading it.



OPTIONAL ACCESSORIES

B.BeatX 64Gb requires M-Pen for Wireless connection.
B.BeatX 128 Gb Includes internal Wireless connection.



B.BeatX Hard Bag, custom-made hard bag





Rack Adaptation Panel





Let's take a look at **B.BEATX**

B.BEATX CONNECTION TO REMOTE CONTROL

B.BeatX is a black box that can be remotely controlled by an external peripheral device. The control peripheral device can optionally be:

1. Personal computer with the B.Beat Manager App. The connection must be made via Ethernet cable or via Wireless .
2. B.beat (all models) which is connected to the B.BeatX via the Ethernet network cable supplied as standard. In this way B.beatX functions as expansion of the main B.Beat.
3. Using the Prompter App (for iOS and Android) and the Remote control function. This App runs on a Smartphone or Tablet. If you use an Apple tablet connected via cable to B.BeatX, you must have a Sim inserted in the tablet. In this case, the connection can be made via Wireless  (either a generic network or the network generated by B.BeatX) or via cable with a USB data cable.

B.beatX is available in two versions: 64 GB or 128 GB. The 128Gb version includes internal Wireless  connection. While the 64 Gb version requires the optional M-Pen2 to connect via Wireless .

WIRELESS CONNECTION TO B.BEATX

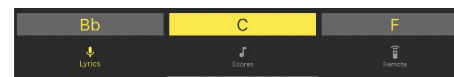
B.BeatX can be connected to Smart Devices (Smartphone or Tablet) to be controlled remotely via the Prompter App available for Android and iOS. First, we recommend downloading the APP from the APP Store or Google PLAY. The Prompter App is free of charge and will allow you to control your B.BeatX as well as display lyrics and scores synchronised with Backing Tracks. Once you have downloaded the App, you can switch on B.BeatX. When the front LED turns solid red you can connect: enter the Wireless  session of your smart device and select the network B.BeatX xxxx [four digits identifying your B.BeatX unit]. The login password is 12345678, which you can then change using the B.Beat MANAGER. When you have entered the B.BeatX connection you can use the remote control from the App to operate the B.BeatX.

For more information on the Prompter app visit: <https://www.m-live.com/en/plug-in-promoter/>

PROMPTER USE WITH B.BEATX

Once you have downloaded the Prompter app and are correctly connected to B.BeatX you can use the app in connection with B.Beat. The prompter APP can be used to display lyrics and scores within the Audio projects and also to control the B.BeatX during the musical performance on stage.

Lyrics and scores can be written within Audio projects with the B.Beat Manager application, for which we recommend reading the online help of the B.Beat manager software.



Tapping Lyrics takes you to the lyrics view, tapping Scores takes you to the scores, tapping Remote takes you to the B.Beat remote control page:



Once the Beat or the Prompter App is connected to the B.BeatX the buttons on the control panel control the B.BeatX.

Function keys: F1 - F2 - F3 they are assigned to different functions each time, depending on the screens. The description of the functions is in the lower boxes of the display.

UP – DOWN: generally used to scroll through lists on the display, to change

the position of the active cursor or to increase/decrease a selected value.

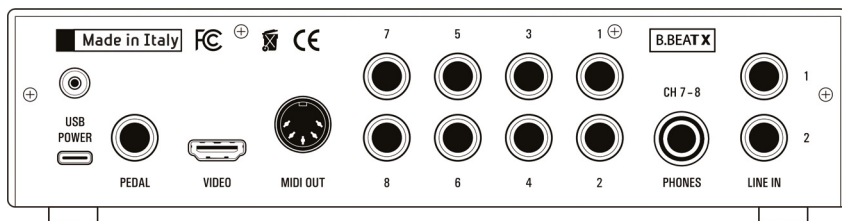
SYSTEM button: to access the System menu

BACK button: goes back by one level Alpha Dial – Enter: the Alpha dial is used to scroll through a list on the Display, to modify a value (e.g. the volume of a track). Pressed in the middle gives ENTER consent.

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

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

LIVE: puts B.BeatX in live mode, to avoid blockages and accidental actions, such as unintentional button presses. To activate: press Live and confirm your choice with F3, to deactivate press LIVE again and F3 to confirm. If you are in Live mode when pressing any button, you will be asked



whether you want to deactivate Live mode.

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

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

SHOWS: gives access to the list of Shows and Scenes in the internal memory of B.BeatX.

METRONOME: gives access to metronome management.

POTENTIOMETERS:

The CLICK, IN CH 1-2 and BCK-TRACKS potentiometers are active if B.Beat is set to PHONE ON mode. In this case, the headphone is active and from the B.Beat manager you can assign the tracks coming out of the headphone. If B.Beat is set in PHONE OFF mode the headphone output will not be active and channels 7 - 8 can go to the mixer. To activate PHONE ON mode, go to System>Option> Enable Headphones

When the value is set to ON, the headphone management in the B.beat Manager is activated and the Click/Backing/Line In potentiometers control the respective signals on the headphone. When the value is set to Off, channels 7-8 (B.Beat X) are managed as normal channels (and the headphone in the B.Beat Manager is disabled). To assign a track to the headphone, B.Beat Manager, the configuration app of B.BeatX, must be used. For further information, please consult the online help of the B.Beat Manager software.

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

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

BCK-TRACKS: adjusts the level of the Backing Tracks going into the headphones. This data can be managed with both B.BeatX manager and B.BeatX.

VOLUME: adjusts the general output volume.

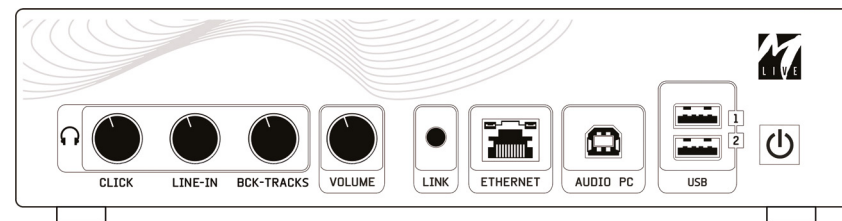
LED:

Solid red: machine switched on, not connected to device and ready.

Red flashing: if after 1 minute from switching on the LED continues flashing red, there is a problem. Check the power supply or contact service.

GREEN: B.Beat is connected to a device and ready to work.

BLUE: steady blue PLAY, flashing blue PAUSE. Slow flashing blue: a playlist or show is playing.



WHITE: sound card mode arrives.

ETHERNET: to connect to a PC or a B.Beat.

PC AUDIO: connection to the computer to use the internal sound card.

USB: USB sticks or M-Pen M-Live Wireless connection sticks can be inserted. When inserting a USB stick B.Beat displays its contents in the Library window. Connecting the M-Pen Wireless stick to the USB slot will open the connection for Smartphones and Tablets in order to use the Prompter App and view scores and backing track lyrics, or for remote management.

POWER ON: pressed once switches on the B.BeatX. If the button is pressed for a long time while switched on, the B.BeatX switches off.

ANTENNA: for model 128, connect the Wireless antenna.

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

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 functions:

- Pressed once: PLAY
- Pressed the second time: STOP (pause)
- Pressed twice quickly: starts the Next selected song.
- Pressed longer than 1 second: in case you have a loaded Playlist, it enters the playlist [corresponds to ENTER].
- When in playlist: pressed once scrolls the list down, pressed twice quickly scrolls back up the list.
- When in Playlist: held down for more than one second loads the selected element in the memory.

VIDEO: connects any video device with an Video interface.

MIDI: Midi output

OUTPUT: 8 mono Audio outputs that can convey separate tracks, clicks, stereo or mono tracks.

PHONES: headphone output, dedicated to the drummer. This channel allows you to listen to Click, Backing Tracks and the return from the Line In inputs. **WARNING:** the headphone signal uses channels 7 - 8. This means that all the tracks that were routed to the headphones will be output on those channels. If you plan to use the Headphones, it is recommended to switch the Phones ON mode and not to use channels 7 - 8. To activate Phones mode see System paragraph.

LINE IN: 1 - 2 inputs for external channels.



C'MON,
let's start!

MAIN FUNCTIONS AND CONNECTIONS

The primary function of B.BeatX is to accompany your live performances by playing pre-recorded DAW audio tracks. In addition to audio tracks B.BeatX can play videos and/or images and lyrics that will be sent via Video to a Monitor; 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.BeatX by imagining a live set-up, on a stage. B.BeatX includes a 2 in and 8 out Sound Card. Two B.BeatX (or even basic B.Beat) can be synchronised to be used as Main and Spare in case of failure or crash.



TRANSFERRING DATA TO B.BEATX

All Audio, Video, Images and Midi material must be prepared via a DAW and other Audio Video synchronisation programmes. Once the sound and video material of your show is assembled and mixed properly, you are ready to transfer it to B.BeatX. For this you use B.BeatX Manager, a software made available in both Windows and Mac versions.

If you have Audio Backing Tracks in Mp3 Stereo or Wav format, you can upload them to B.BeatX using the USB input, with a stick. B.BeatX reads the contents of the Stick and plays it in real time, or it can import files into its memory.

To transfer the repertoire of Backing Tracks, Videos, Images and Midi Files synchronised with the audio, you can use the B.BeatX Manager software, below are the PC connection methods.

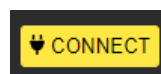
CONNECTING B.BEATX TO THE COMPUTER

Here are the connection modes between B.BeatX and Computer, which can be PC or Mac:

The easiest way to connect B.BeatX to the computer is to use the Ethernet network.

As follows:

1. Connect the supplied network cable between B.BeatX and the Computer
2. Switch on B.BeatX
3. Launch the B.BeatX Manager App
4. After about 60 seconds the App will see the B.BeatX connected, you can connect to the B.BeatX by pressing the button on B.BeatX Manager:



5. The remote display of B.BeatX shows this screen confirming the connection has been made










If your PC has no Ethernet input, you have two options:

1. Use a USB – Ethernet PC interface
2. Create a Wireless Hotspot with B.BeatX to which the PC can connect. The optional M-Pen2 is required to generate the hotspot. The password for entering the Hotspot of B.BeatX by default is 12345678.
3. Connect the Computer to the hot spot of B.BeatX which will be detected automatically. The default password is 12345678. It can be modified later by the B.BeatX Manager software.




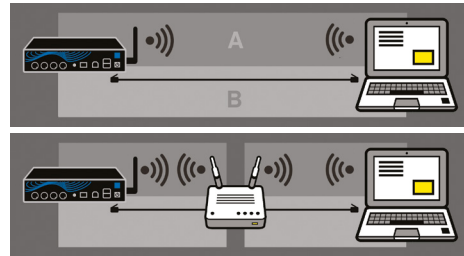


To connect B.BeatX to the wireless  network we recommend this procedure [optional M-Pen2 required]: B.BeatX 128 already has an internal Wireless  antenna, so there is no need for the optional M-Pen.


1. Insert M-Pen2 on B.BeatX
2. connect the B.BeatX to the PC via the supplied Ethernet cable (or via hotspot as above)
3. open the B.BeatX manager on the PC and connect to B.BeatX (see above)
4. in the Software click on options (gear icon top right)
5. open the "networks" tab
6. select the Wireless  network you wish to connect to
7. write down the password of the Wireless  network in use
8. click on save and connect
9. your B.BeatX is connected to the Wireless  network in use (if you are connected to the PC on Hotspot at this point the connection to B.BeatX will be interrupted but you can re-activate it as above)
10. disconnect the Ethernet cable from the B.BeatX
11. also connect your PC to the Wireless  network (if you haven't already done so)
12. open the B.BeatX manager on your PC and connect to the B.BeatX in your new Wireless 

network.

The above procedure also applies to Hotspot networks generated by Smart Phones or Tablets. From now on, the network data (address and password) are stored on B.BeatX, which will automatically recognise the network. This solution is perfect when you use B.BeatX 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 guarantees maximum speed and reliability during data transfer.

The B.BeatX 128 includes the Wireless  antenna and is in active Hot Spot mode. If we want to connect directly to B.BeatX 128 we can do so by selecting the B.BeatX-xxxx network

SOFTWARE INSTALLATION B.BEATX MANAGER

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

BACKING TRACKS – FORMATS

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

1. Audio Mp3 or Wav (or other formats digital) in one stereo track (without click)
2. Audio Mp3 or Wav (or other formats digital) in two mono tracks (with click in one of the two tracks)*
3. Multitrack audio (mp3 or wav or other digital formats) **
4. Stems (multi-track audio according to an established protocol)

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

*B.BeatX automatically recognises the Click if it is present in one of the tracks of the Audio project or Stereo file you want to import.

❗** B.BeatX can read individual Backing Tracks with up to 16 Mono tracks. This means that if Backing Tracks had stereo tracks the maximum number of tracks would be 8. The 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.



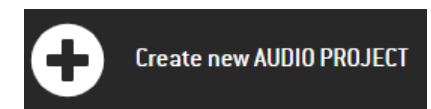
IMPORTING A MULTITRACK AUDIO PROJECT ON B.BEATX

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

❗The maximum number of tracks you can play with B.BeatX is 16 mono, or 8 stereo.

You are now ready to import your newly created project into B.BeatX:

1. Connect B.BeatX to the PC in one of the preferred modes
2. Launch the B.BeatX Manager programme
3. Press this button in the main screen of the B.BeatX Manager programme:



From this point you can transport audio projects to B.BeatX. See B.BeatX Manager Software guide.



IMPORT A VIDEO OR IMAGES ON B.BEATX

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

Video files can be previously synchronised with an Audio project. Synchronisation can be done with any video Editing software e.g. iMovie, Final CUT and others.

Once you have synchronised the video with the music, you can transfer both the audio and video project to B.BeatX and create a project that will be handled by B.BeatX as if it were a single Audio and Video element. This is particularly effective for performances where you want to combine a Video commentary with music. The video can be associated with a Backing Tracks even without being synchronised, but the moment you combine it with the music on B.BeatX manager the two elements will be joined and will be played together by B.BeatX.

The video can also be transferred to B.BeatX without being linked to a 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.

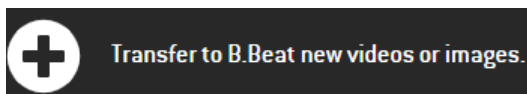
You are now ready to import the Video/Images into B.BeatX:

1. Connect B.BeatX to the PC in one of the preferred modes

2. Launch the B.BeatX Manager programme

3. From the Library menu, select Media.

4. Click on the button:





From this point you can transport video files to B.BeatX. See B.BeatX Manager Software guide.

WRITING LYRICS AND DISPLAYING THEM

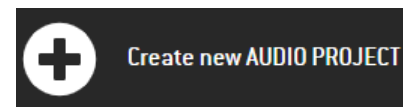
Using B.Beat manager, Song Lyrics can be written and synchronised to the music. For this, please consult the B.Beat Manager online guide. The lyrics will then be sent to the dedicated Video output, to be displayed on a monitor for the Prompter.

IMPORTING AND VIEWING SCORES

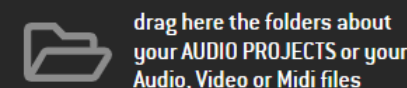
Using B.Beat manager, one can import PDF scores and synchronise them to the music. For this, please consult the B.Beat Manager online guide. Scores will be sent via Wireless  (with M-PEN2 or Wireless  antenna included in the PLUS model) to be displayed on the Prompter app.

IMPORT MIDI FILES ON B.BEATX

Projects imported from the PC to B.BeatX can contain Audio, Video and Images as well as a MIDI File. With the Midi File you will be able to issue particular commands to the various devices in your set up. These messages, if synchronised with the music, will make your performance more effective. Via Midi you can send program change or system exclusive messages to keyboards and expanders or other modules you use in the live part of the show. You can build the MIDI File on your DAW, and then transfer it to B.BeatX within an Audio-Video project that will form the sound and video part of the show. The Midi track will be played by B.BeatX through the MIDI output. In order to transfer the Midi file associated with the Audio project correctly, it is recommended to save the Midi file to the same folder where the Audio and Video tracks of the project are located. Switching to B.BeatX from the computer can be done simply by pressing the "+CREATE new AUDIO PROJECT" button from the main screen of B.BeatX Manager:



Then the folder containing the Backing Tracks and the associated Midi File can be dragged.



For further procedures for importing files and creating Playlists and Shows, please refer to the B.BeatX Manager online help.

PLAYLIST AND SHOW

B.BeatX is able to play single Backing Tracks, accompanied by Video - Images and Midi Files, or it can organise the repertoire into Playlists that can be built either on the B.BeatX or even better on a PC with the B.BeatX Manager software.

Playlists can be changed during the evening, either temporarily or permanently. You will then see how it is possible to interact with the Playlist during a live performance. The Playlist provides a lot of flexibility between songs, and changes can be made very easily.

The **Show** is an evolved playlist. A Show is made up of multiple scenes. Scenes may contain one or more items called SLOTS. Shows can be built with B.BeatX Manager software. Show management allows you to combine music with video and/or images so that your show is perfectly organised and all you have to do is 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 pauses or you can create Slots where the only thing playing is the Click or the metronome.

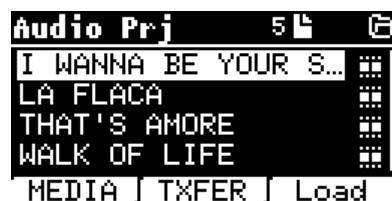
Playlist and Show environments are easily accessible thanks to dedicated buttons:



OPERATIONAL ENVIRONMENTS

B.BeatX during performances can be operated in 4 different operating environments that can be reached by clicking the relevant button. By default, B.BeatX switches on in the Library environment, but will then switch to the last selected environment before switching off.

LIBRARY



By pressing the Library key you enter the general archive of all Audio or Video projects that have been imported from the various sources (PC/USB STICK) and by means of the Alpha Dial and the UP and DOWN keys you can scroll through the list. By selecting PRJ or MEDIA you choose whether you are interested in the Audio or Video archive. If you have inserted a USB Stick into the dedicated slot of B.BeatX, the USB function will appear on the F2 button giving access to the stick. When a File is selected, these possibilities open up:

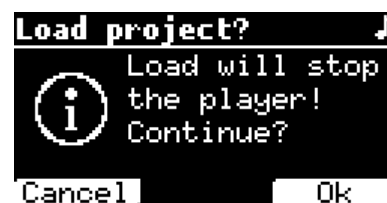
1) PRESS PLAY: play the selected item, if a track is already playing it will switch to

the new one immediately.

2) PRESS ENTER: enter a sub-page from which you can:

- a) Set as next: place the selected element on the NEXT SONG location, in fact the element 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.

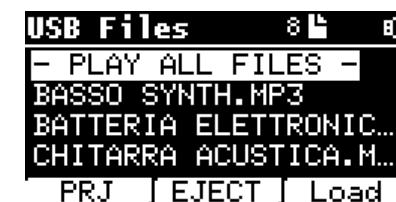


When the USB Stick is not plugged in, the F2 button controls the TXFER function to connect to the B.BeatX Manager, if you are connected to the PC.



USING THE USB STICK

B.BeatX reads USB sticks that can contain Backing Tracks in Mp3 or Wav format. When inserting a USB stick into the B.BeatX drive, the following screen appears:



From this screen, which lists the names of the files contained in the stick, it is possible:

- 1) Navigate the key archive (via the Alpha Dial, keys Up Down)
- 2) Play the files directly (also in sequence if you select "Play all files"). You point to a file and press Play to play it.
- 3) Import files into the internal archive of B.BeatX.
 - a) You 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 such as Next Song from the USB
 - a) You 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) From then, the project is placed in the Next Song location

When a USB stick is inserted into B.BeatX, the internal memory can be accessed by pressing the LIBRARY key, and the stick by pressing the F2 USB key. If you want to eject the stick press F2 Eject from the Stick read position.

PLAYING BACKING TRACKS

To play an Audio project:

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



At the top is the title of the running file, the icons on the right indicate that B.BeatX is connected to a network, the

running file has an associated Video, the file is in pause position.

The Song Position Pointer is under the title. You can move along the Song by turning the Alpha Dial. The SPP moves to the desired point and pressing Enter will switch to that point.

Below the SPP are time indicators: time elapsed since the beginning, time to the end of the song.

Under the indicators, the currently Playlist being executed is described, if present. Otherwise, this line is empty.

On the right there are the Vu Meters which signal the levels of the 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 you are using a Playlist or Show. To the right of NEXT the word MAN indicates that Play at next must be given manually, either by pressing PLAY or by pressing the Start/Stop pedal if present.

This screen allows you to check the Player's situation and perform certain actions: **STOP:** if pressed once, the project currently being executed will be placed in Pause. If pressed a second time, the project will be WRAPPED. If you press Stop the third time, the memory will be emptied and it will switch to the Playlist screen.

PLAY: activates playback of the current project. If the button flashes Blue, it means the project is paused, press Play to continue. When the Play button flashes quickly, it means that a Song is loaded in

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 destination 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 being executed.

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



The playlist is playing and when the ENTER button is pressed, the list of projects in the playlist is directly accessed. From here, some selection and editing actions can be performed on the Playlist. See the PLAYLIST chapter.

Function keys on the PLAYER screen:

1. SKIP (F1) allows you to skip the Backing Tracks that appear in the 'Next' field. The "Next" field indicates which title will be played after the Backing Tracks currently being played, if the Next field is empty (---), it means that there will be no Projects to be executed at the end of the current execution.

2. VIDEO (F2) if there is a Backing track and a video being executed, you can access the video management without affecting the playback of the musical Backing Track. Pressing F2 VIDEO takes you to a screen that al-



lows you to control Stop and Play of the currently playing 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. In any case, a number of interventions to improve performance are possible from B.BeatX and especially from the B.BeatX manager software. This can be done from the Edit Tracks page:




From this screen, you can select a track (press Up or Down to move along the 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.BeatX it is possible to establish Instrument Families. This option is managed from B.BeatX Manager; see specific guide. For example, you can



establish various instrument families (keyboards, bass, percussion, etc.) and assign them to the specific family. In this way you can define a Mute relative to the specific family, by B.BeatX manager. By activating the Mute of a family, all tracks belonging to the specific family will always be muted, for all Audio projects loaded on B.BeatX. If you want to exclude the family mute from a specific project, you can always do so from the Mute function on Edit Tracks. When an instrument family is muted, this icon appears next to the track name:



Family Mute can only be used on Backing Tracks that have separate tracks. For example on the MTA files that can be downloaded from 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

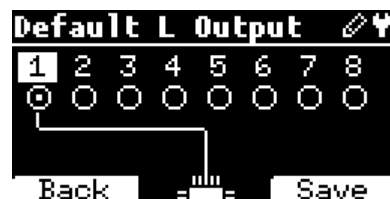


Press F3 again if you want to exclude the track from the Headphone output.

- ⓘ 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 lower/raise the volume. The value is indicated in graphics and by a number from 0 to 100.

- **F2 Output button:** pressing F2 accesses the Audio output setting:



Each track can go out on one or more of the 8 available outputs. To select one or more outputs:

Turn the Alpha Dial and select an output, press ENTER to activate the output, press again to deactivate the same output.

Pressing F3 INFO allows you to check which track comes out on the selected output.

- **Playing a Video (Media)**

1. Press [library]
2. Press function key [F1 – MEDIA]
3. Rotate [alpha dial] or press [up and down] to select
4. Press [play] to launch playback
5. The Main screen appears

PLAYLIST

The Playlist is a set of audio (or audio + video) projects that is selected from the B.BeatX Library and can be played in sequence in a predefined order. Between tracks the playlist can stop or can continue automatically via Autoplay (see menu System -> Autoplay).

The Playlist can also be used as a simple collector 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 contained tracks can be viewed by pressing ENTER, on the Alpha Dial from the Player's main page.

The Play List environment contains the list of Play Lists that were transferred from B.BeatX Manager or were created on B.BeatX. The following functions are possible from this operating section:

1. **PLAY button:** Immediately plays the selected playlist via Up and Down
2. **ENTER button:** to enter the content of the Playlist and edit it at will.
3. **F1 Delete key:** delete the playlist selected via Up and Down
4. **F2 New button:** create a new Playlist
5. **F3 LOAD button:** load the selected Playlist into the memory via Up and Down



SELECT A PLAYLIST

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

Rotate [ALPHA DIAL] or [up down] to select

Press F3 [LOAD] to load the Playlist in memory. It is now ready to play. Alternatively you can press PLAY and the Playlist will start immediately.

- ⓘ If the player is playing another audio video a confirmation screen will appear before loading the memory and interrupting 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 the choice. Basically, when I play a playlist I can decide, even while the playlist is playing, to change the song list.

AUTO PLAY

System Menu > Options > Auto Play: If you selected the Auto Play 'ON' function, at the end of a Song, the next song will



start immediately. Conversely, the next song only starts when the Play button is pressed, or the Start Stop pedal, if connected.

PLAYLIST > [ENTER] EDIT

From B.BeatX it is possible to edit a Playlist. To edit:

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

Press ENTER on alpha dial to enter the following screen:



three options appear: More, Remove, Add.

To move a Song from its position:

Press F1 [MOVE] wheel [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 your choice.

To add a Song to the Playlist:

Press F3 [ADD] the page will move to 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 be added 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] a screen will appear asking for confirmation: Press F3 [Delete] to delete the Playlist, press F1 [Cancel] to cancel.

PLAYLIST > F3 NEW

Press F3 [NEW] to create a new Playlist. The new playlist will automatically be named LIST # as there is no way to name elements on B.BeatX. At a later stage you

can change its name from the B.BeatX Manager software.

PLAYING A PLAYLIST

You have seen how to create, edit, search and select a Playlist. Now let's see what you can do while a Playlist is being executed.

Select a Playlist and load it into memory via the F3 [LOAD] button. You can then start the Playlist at will. The Player screen appears as shown below:



Press ENTER to access the Playlist display, and the songs contained therein.



From this screen there are three possible functions:

F1 [SKIP] Excludes the selected song

from the playlist being executed. Select 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 in the Next location. Then the song will be played after the one currently playing. Select 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.

UP and DOWN buttons: when the playlist is in STOP mode, the Up and Down buttons move quickly within the Playlist. Having found the relative song, press Play to play.

F3 [LOAD] Loads the selected song into memory, ready to be played. Select Song by turning [ALPHA DIAL] or [Up down] press F3 [LOAD]. The song will be loaded into the Player and ready to be played.

ⓘ If the player is playing another audio or video a confirmation screen will appear before loading the memory and interrupting the current playback.

PLAY: to play any of the Songs in a playlist. Select 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 organising a show from its preamble until the moment the lights go out on stage. With the use of Show you can organise all the moments of our evening, both when you are active on stage playing and singing but also in the breaks, e.g. with videos and background images. To create and edit the Show, we refer you to the B.BeatX Manager Software guide.

Structurally, the B.BeatX 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 on B.BeatX as projects)
5. Metronome [without Backing Tracks] with or without background images
6. Silence (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 an alternative to the video/image contained in the Slot. The video 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 you have a playlist of recorded audio tracks: the playlist will be repeated from the beginning until you stop the Scene to move on to the next one. The video part accompanying the music will also be repeated, if present in the form of images or a video sequence.

The show and scenes can easily be built on B.BeatX Manager, please refer to the guide on B.BeatX manager for more on this topic. Once programming of the Show is complete, it must be transferred to B.BeatX for Live performance.


By pressing the **SHOWS** button, you enter the list that collects them within B.BeatX.

The screen has the usual three Function keys assigned: F1 [SHOWS] shows the list of archived Shows. F2 [SCENES] Shows the list of archived Scenes. F3 [LOAD] pressing this button loads the show or a selected scene into memory, at which point it will be ready to be played with the PLAY button.

To select a Show you can scroll through the list with the Alpha Dial or the Up and Down keys. Pressing PLAY executes the selected Show or Scene.

Here is the screenshot of the Player when loading a Show:



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

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

1. The SHOW contains a series of SCENES, SCENES are composed by one or more contents (named SLOT) Audio and/or Video.
2. Within a show you can put the Scenes in the lineup. A Scene may 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 (awaits consent from the Play button).

During the execution of a Show the options you have are similar to those of the



Playlist, in fact by pressing the ENTER button you 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 its constituent 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 in the Next location. Then the SLOT will be executed after the one being executed. 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 playing another Slot (audio or video) a confirmation screen will appear before loading the memory and in-



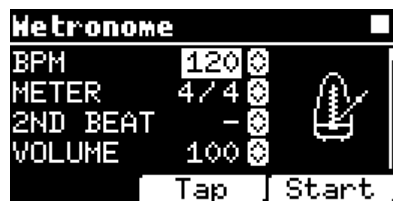
interrupting the current playback.

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

❗ The PLAY button is immediate-action, so if the player is playing music or video, these will be stopped permanently.

METRONOME

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



BPM: indicates the chosen speed. It can be changed with the 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 completed.

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

2nd BEAT: choose the presence of 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.

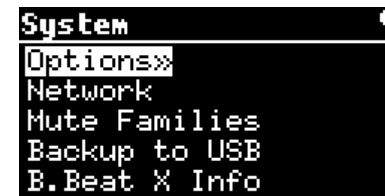
LIGHT: allows the CLICK sound to be associated with a timed light in the METRONOME button.

UP and DOWN keys: change tempo while the metronome is being executed.

Once the settings have been made, the metronome is ready to start: press F3 [START] or Play to begin. The metronome can be programmed within a SHOW as a Slot. You can programme it if you need to send the Metronome to the musicians on stage during a performance, even without a running music base. From the Main screen, you can change the BPM by pressing the two arrows Up and Down.

SYSTEM

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



OPTION>>

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

Stop on Pedal (Live): In activated LIVE mode this option allows STOP to be inhibited if the pedal is pressed accidentally. It has two modes: Disable – Allow. To activate it, select Allow > Save.

AutoHotSpot: if in the ON position, the Hot Spot function for device or mobile phone connection is always active when switching on the B.BeatX, provided that you do not wish to activate a Wireless connection to a public network. The Hot Spot allows Smart Devices to connect to B.BeatX and use the Prompter App to display lyrics and scores.

AutoPlay: activates or deactivates the AutoPlay function. Press Enter on Autoplay



and then select Off or On. Auto Play ON enables automatic play during the Playlist being executed. When Autoplay is in the OFF position at the end of each track in a playlist B.BeatX stops until the Play button is pressed to continue the playlist. For Shows and Scenes the function of Autoplay, Stop is specifically defined.

Enable Headphones: Selecting ON activates the Headphone output. (Not active on B.Beat) In this way, the headphone output on the front panel will be active and can be used during Live performances. In this case, it is suggested not to use output channels 7/8, (which are disabled in the B.Beat manager) because everything you want to hear from the headphone will come through those channels. Basically, if you want to use headphones, channels 7-8 cannot be used as outputs to the stage Mixer. Through the B.Beat manager you can select which tracks to send to the headphones.

Mono Headphones: Selects the headphone mode from two options, Mono or Stereo.

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

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

Midi Clock: B.Beat can send a MIDI Clock signal to synchronise other Midi devices on stage. To send the Midi Clock, it is



necessary to insert a Midi file into the Audio project to be played. In addition, the MIDI Clock function must be enabled. MIDI CLOCK is enabled when 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 the SYNC MODE chapter.

Video Output: Video output type selection. MEDIA: transmits video synchronised to music. PROMPTER: transmits lyrics.

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

Manual (pot): the volume of the outputs is controlled by the volume potentiometer, maximum level +10 dBu

Fix +10 dBu: the output level is 10 dBu, which cannot be changed by the volume potentiometer

Fix +4 dBu: the output level is 4 dBu, which cannot be changed by the volume potentiometer

Fix +0 dBu: the output level is 0 dBu, which cannot be changed by the volume control

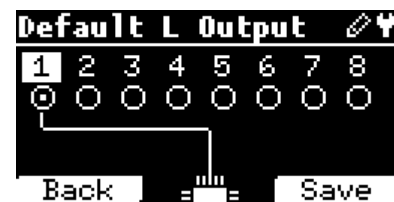
Prompter Theme: Choice of theme for the prompter on video output, may be one

among: Custom, Default, Inverted, Big, Small, Left. The configuration of the Custom theme is executed via B.Beat Manager.

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

Time Format: to define whether the execution timeline should show a countdown or the actual duration of the song. Use Enter and rotate the Alpha Dial to choose the option.

Default L Output: B.BeatX has 8 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 rotate the Alpha Dial to choose the desired output. Press Enter or F3 [SAVE] to set. Output 1 is selected upon purchase.



Default R Output: B.BeatX has 8 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 rotate the Alpha Dial to choose the desired output. Press Enter

or F3 [SAVE] to set. Output 2 is selected upon purchase.

Default Clic Output: B.BeatX has 8 Audio outputs. You can select which of these is assigned to the CLIC track of a multitrack backing track. Press Enter to enter the configuration screen and rotate the Alpha Dial to choose the desired output. Press Enter or F3 [SAVE] to set. Output 3 is selected upon purchase.

Default Guide Output: B.BeatX has 8 Audio outputs. You can select which of these is assigned to the GUIDE track (voice prompts) of a multi-track backing track. Press Enter to enter the configuration screen and rotate the Alpha Dial to choose the desired output. Press Enter or F3 [SAVE] to set. Output 6 is selected upon purchase.

NETWORK

B.BeatX connects to different entities, in different ways.

B.BeatX can connect to a computer via Ethernet cable, or via Wireless (optional M-Pen required for the 64Gb version) and can also generate a Wireless Hot Spot to connect to Smart Devices (Tablet or Smartphone) for using the Prompter App and reading out lyrics and sheet mu-

sic.

Wireless or Hot Spot connection are alternatives, if B.BeatX is used as a Hot-spot it cannot connect to a Wireless network, and vice versa. Wireless connection and Hot Spot generation are only possible with the optional M-Pen.

From the Network page you can check how B.BeatX is connected and change its settings. In addition, you can get the data to enter its Hot Spot.

The 128Gb version includes Wireless connection, in which case B.Beat is set in Hotspot ON mode.

Ethernet: this entry indicates the connection via network cable to a PC or network. By pressing F2 [INFO] you can see the IP address of the current connection.

Hotspot: this item indicates whether or not the private Wireless network is activated (with optional M-Pen). With the function keys you can change settings:


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.BeatX manager Software you can change this Password in the options area. To connect to the B.BeatX 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.BeatX hot spot in order to use the Prompter App for the








purpose of displaying lyrics and scores in the Backing tracks.

3.F3 [ENABLE - DISABLE] to activate or deactivate the hot spot. NOTE: when the hot spot is active, it is not possible to use the Wireless  connection to a public network.

Wireless : Wireless  connection to active networks can be activated to connect even without the Ethernet Cable. Entering the Wireless  page activates three functions (with the optional M-Pen):

1.F1 [BACK] to exit this screen.

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

3.F3 [CONN - DISABLE] to search for an available network and connect. To instruct B.BeatX on Wireless  networks, B.BeatX Manager must be used. With the App you can detect the active and available network and train B.BeatX to recognise it, and you can also enter the network password. Once you have trained B.BeatX to a particular Wireless  network all you have to do is press CONN and it will recognise it to enter. If no Wireless  network is included among those that B.BeatX is trained to recognise, this message appears: "USE B.BeatX MANAGER to connect". When B.BeatX connects to a public network the F3 fast becomes [DISABLE] and pressing it will disconnect B.BeatX from the public network.

MUTE FAMILIES

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

BACKUP TO USB

Starts the Total Backup procedure on a USB pen. It can be used as a Backup or to create a Virtual B.Beat for use with the E.BEAT software.

B.BEATX INFO

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

SOFTWARE LICENSES

It displays the Firmware licences.

FACTORY RESET

Resets B.Beat to factory conditions and deletes all contents.

WRITING SCORES AND LYRICS

Our Backing Tracks can contain Lyrics and Chords that will be displayed via the Prompter App. The App runs on smartphones and tablets of all kinds, and is available free of charge on Apple Store and Google Play. The M-Live MTA8-format Music Bases available at **www.songservice.it** - **www.song-service.com*** can contain Lyrics and Chord information. If you have your own Musical Bases and want to write lyrics and chords, you can follow this procedure.

To write Lyrics please refer to the guide of the B.Beat MANAGER software. To import and synchronise scores, please refer to the help of the B.Beat MANAGER software. B.Beat reads lyrics and chords in standard M-Live and Lyrics formats.

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





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

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

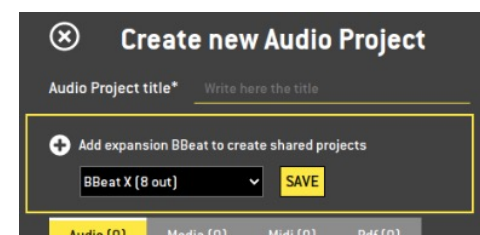
HOW TO CREATE A SHARED PROJECT

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

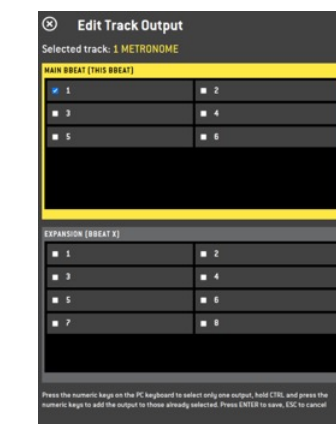
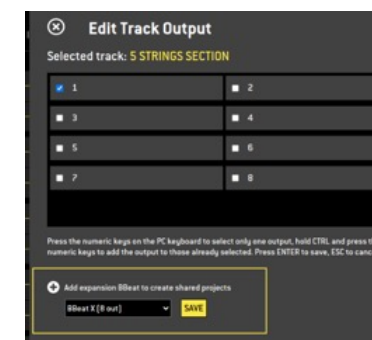
If the project has more than 16 tracks, these are loaded and automatically assigned to the two B.Beat units in alphabetical order.



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.

B.Beat di destinazione		
Main	✓	Expansion ✗
Main	✓	Expansion ✗
Main	✓	Expansion ✗
Main	✓	Expansion ✗
Main	✓	Expansion ✗
Main	✓	Expansion ✗
Main	✓	Expansion ✗
Main	✓	Expansion ✗
Main	✗	Expansion ✓

All Shows and playlists involving shared projects are manageable from B.Beat Main.

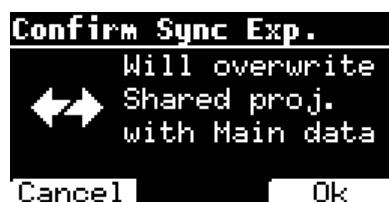
After the creation of the shared projects we have to “synchronise” the two B.Beat, i.e. the Main and the Expansion. After synchronisation between Main and Expansion, all shared project information resides on the two devices.

B.BEAT SYNCHRONISATION

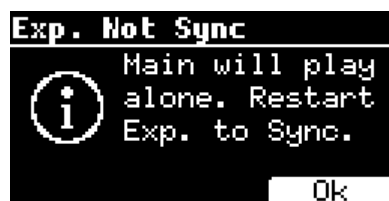
1. Connect the two B.Beat with the Ethernet cable provided.
2. Switch on the two units.
3. As soon as the B.Beat Expansion detects a connected B.Beat Main, confirmation will be required (on Main) for the synchronisation of shared projects.
4. Choose OK to start synchronisation



Then the required confirmation:

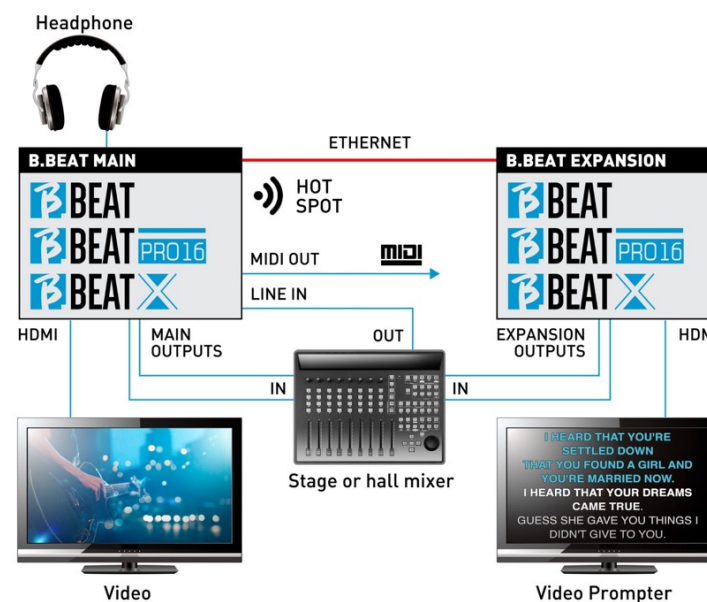


Upon confirmation, all shared projects are synchronised to the version on the B.Beat Main. If a shared project is present on the Expansion but not on the Main, it is deleted. Two B.Beat cannot play together if they are not synchronised. If the “Cancel” option is chosen, the following message appears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





E.BEAT

B.BEAT EMULATOR

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

ADDENDUM

NEW OPTIONS (MENU SYSTEM>OPTION)

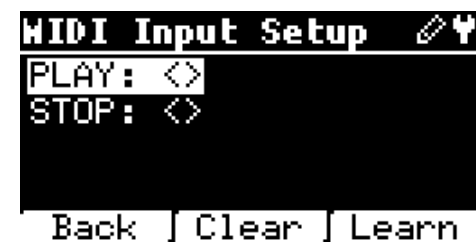
MIDI Stop

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.

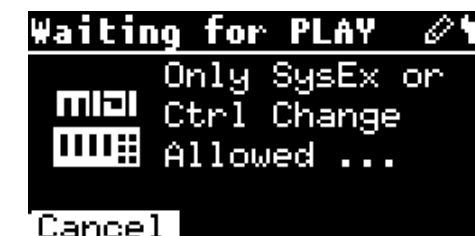
Play and **Stop** commands can be managed. When the commands are not set, the menu is as in the following figure.



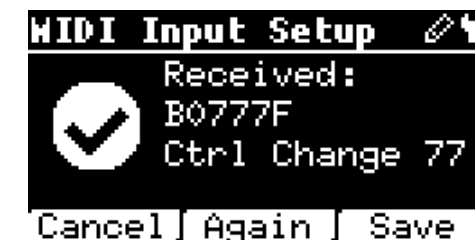
A MIDI event must be associated with the Play and Stop command. To do this, connect a MIDI keyboard/controller to the B.Beat via USB port. Enter the menu: System>Option>Midi input setup. Select PLAY or STOP and press the F3 button to enter the Learn mode. At this point



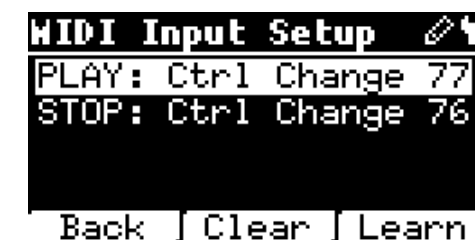
the B.Beat waits for a command from the MIDI keyboard/controller as shown in the picture.



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.



From the main menu, the saved command can be deleted using the Clear (F2) button.





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 PR016 - 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 PR016 and B.BeatX. B.Beat is able to recognise the Mono or Stereo source automatically.

Mute Families (permanent)

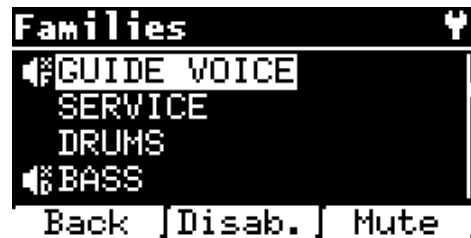
System>Mute families

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 Disable.

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.



NEW FUNCTIONS

Text-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.

Text (prompter) in USB Audio mode (B.BeatX - B.Beat PR016)

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 PR016.

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.

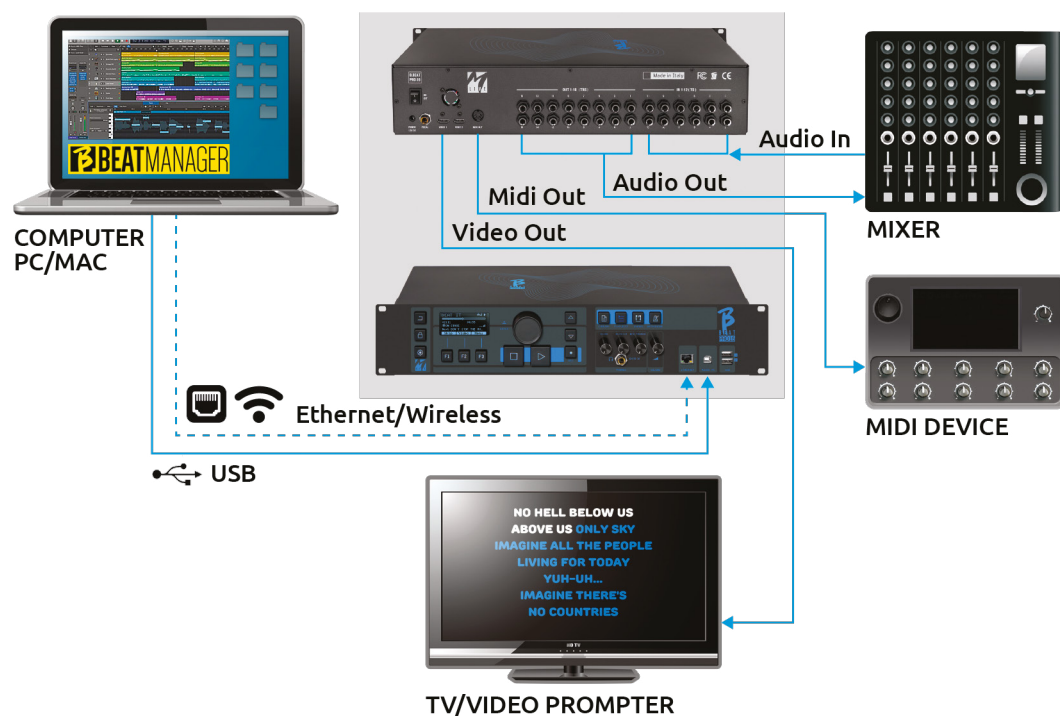
9. Now launch the B.Beat Manager and connect it to the B.Beat.

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 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.

Note on the video connection:



The connection to the video must be made in this way:

1. Connect the cable from B.Beat to the TV/Monitor
2. Turn on the TV
3. Turn on the B.Beat

In this way the B.Beat will automatically detect the video resolution being used. In case the B.Beat did not detect the video resolution you can perform a "quick restart": open the System menu and go down with Alpha Dial to the Quick Restart item and confirm it.



Display icons

Icon	Meaning
	Active hotspot (optional M-Pen required to generate Wireless )
	Active connection via Ethernet cable
	Active connection via Wireless 
	Play status
	Pause status
	Stop status
	Live mode active
	Edit mode. You are changing the data of: •Playlist •Project (Tracks)
	The adjacent number is the number of elements in the selected environment
	The adjacent number is the number of tracks in the project
	Working environment: Library - internal memory
	Working environment: Library - external USB memory
	Working environment: Playlists
	Working environment: Shows
	Mute track (configured as mute)
	Muted track due to the configuration of the family to which it belongs
	Headphone enabled output
	The element is a Project
	The element is a Project with media (video or Jpg)
	The element is a metronome
	The element is a silence
	The media is an image
	The media is a video, e.g. the slots of a scene
	Registration status
	Active synchronisation



	Options menu
	Autoplay of Next (applies to single projects, playlists)
	Starting Next is manual (press Play or pedal)
	Starting Next is automatic after a certain time (Show)
	The scene is in Loop mode (on repeat)
	Information notice
	Request for action or confirmation
	Warning
	Shutdown request
	Hotspot information
	Wireless  information
	Ethernet Information - Connected cable
	Ethernet information - Cable not connected
	Delete element
	Live Mode confirmation
	Metronome configuration
	Metronome configuration - Tap
	Import audio files from USB
	File transfer (B.BeatX Manager) activated
	System Update or DSP
	Load element into memory
	Load element as NEXT
	Edit Project Tracks
	View Vu meters
	Device synchronisation
	USB Audio Mode



B BEAT X



Ver. 4 - Settembre 2024



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