

Midi Drumz

Pattern Editor / Sequencer

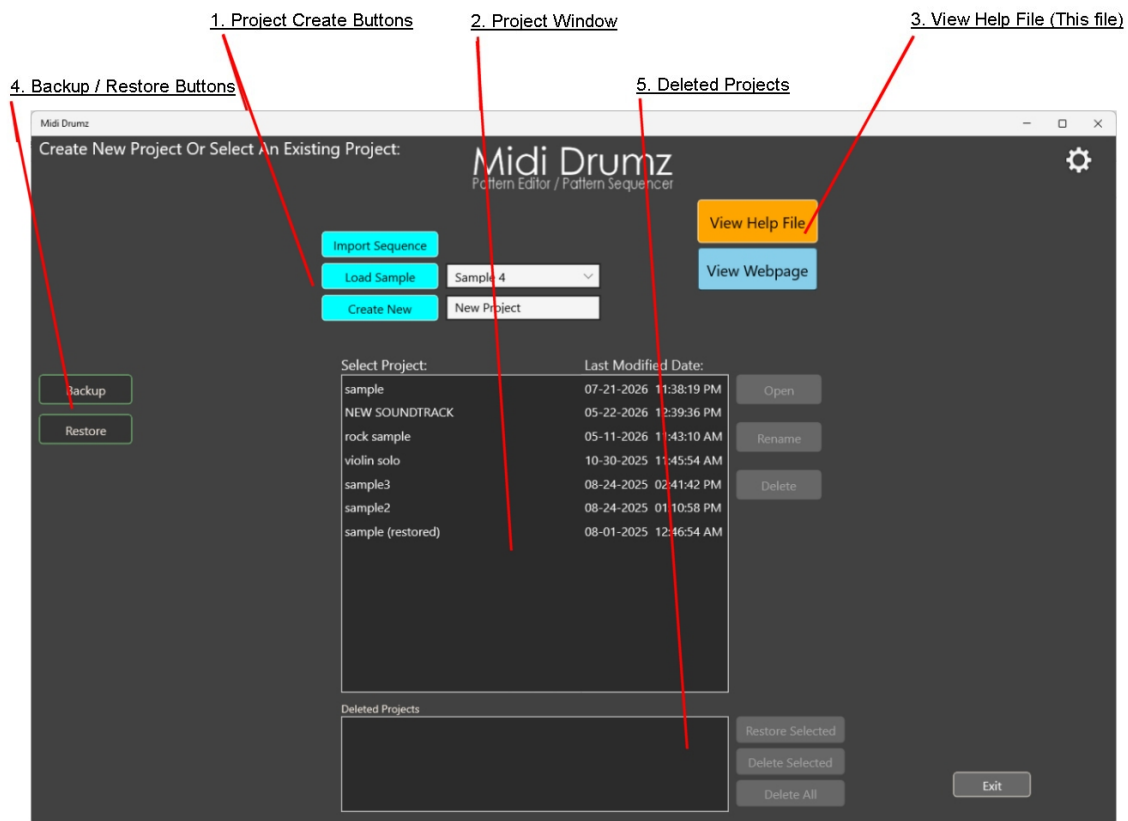


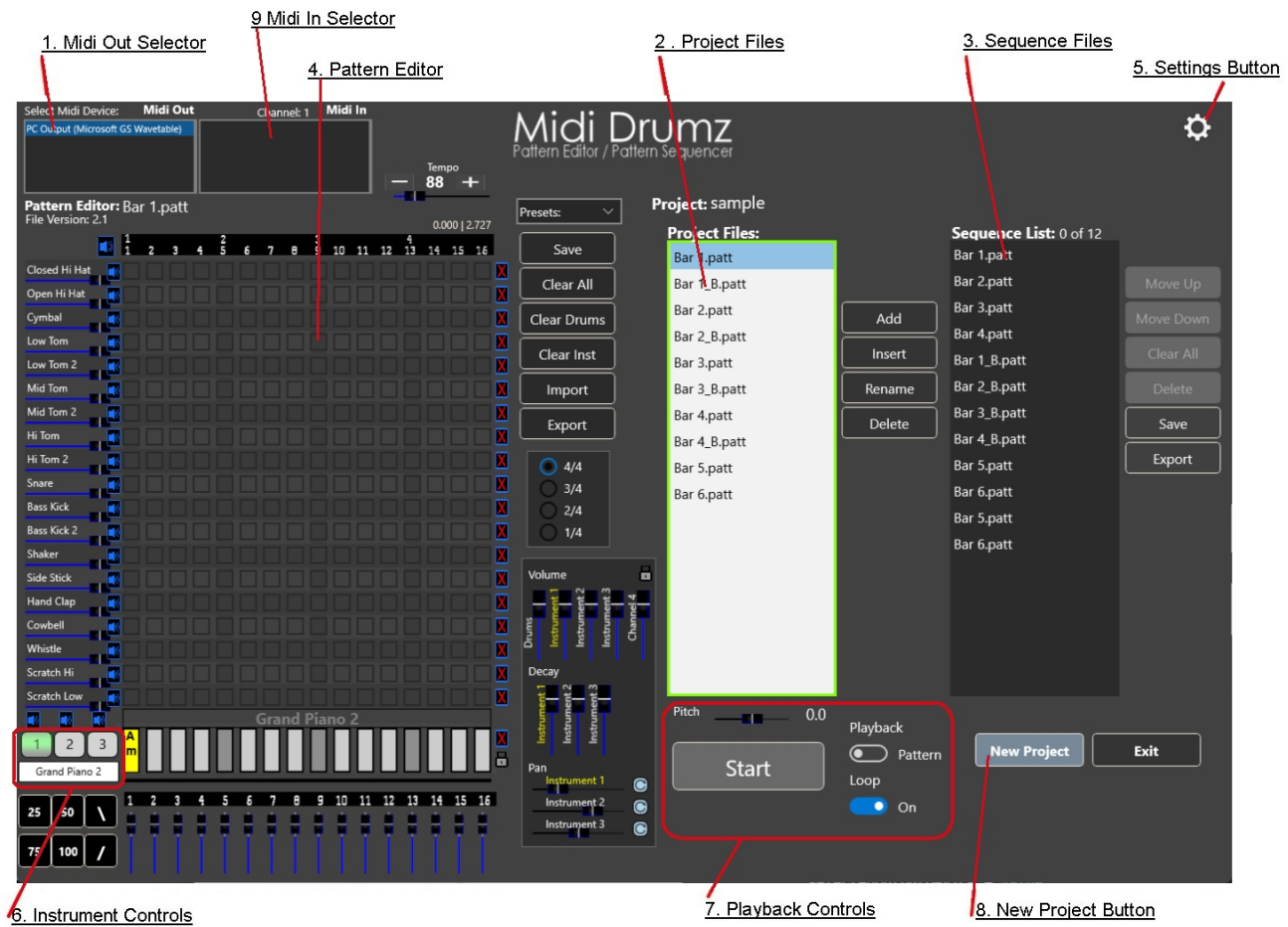
Midi Drumz Version 5.4.5

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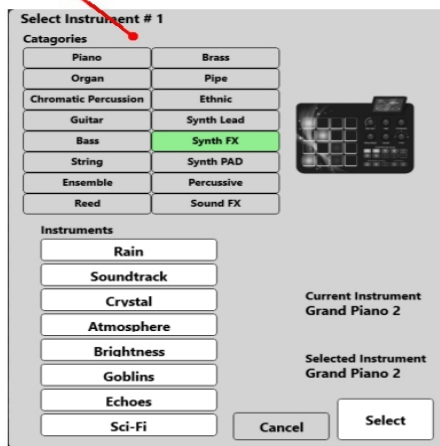
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Midi Drumz Interface Diagram

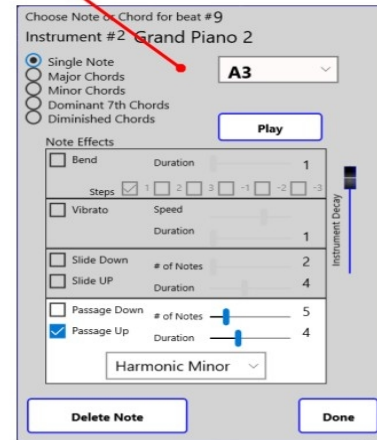




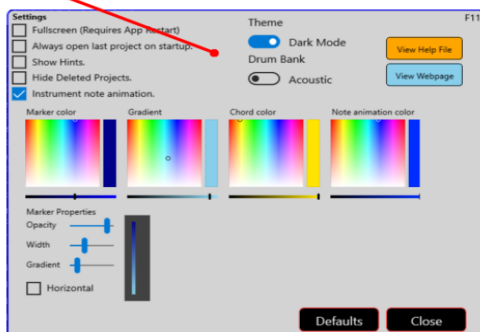
10. Instrument Selection Window



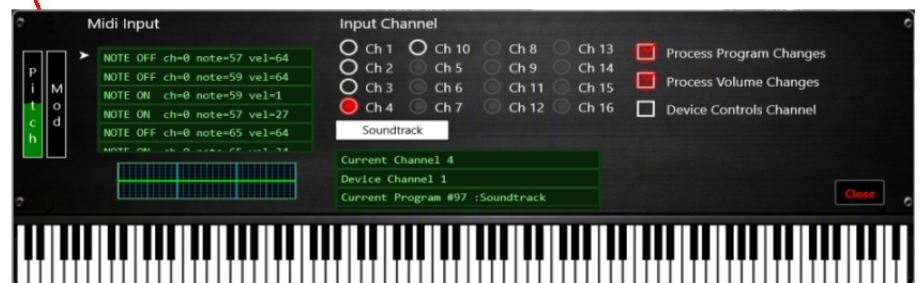
11. Note / Chord Selection Window



12. Settings Window



13. Midi Input Window



Getting Started, New Project Window

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Midi Drumz is a drum machine pattern editor and pattern sequencer. With Midi Drumz, you can create your own drum patterns and arrange them into full songs. The built-in import and export tools make it easy to share your patterns with other Midi Drum users.

To load a sample sequence file and patterns, click the Load Sample button at the top of the New Project Window.

Load Sample

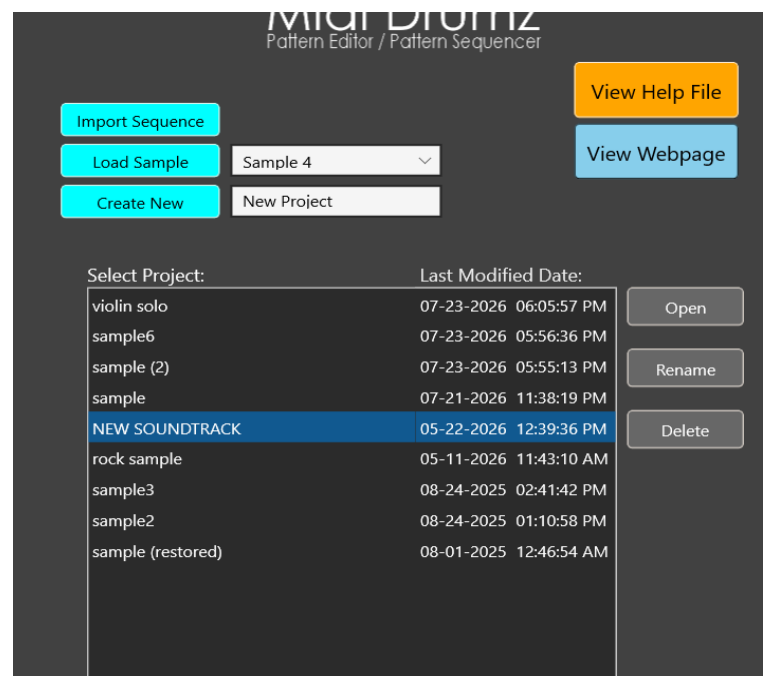
This provides some sample projects to help learn how Midi Drumz works

To create a new empty project, click the New Project Button and select a project name.

Create New

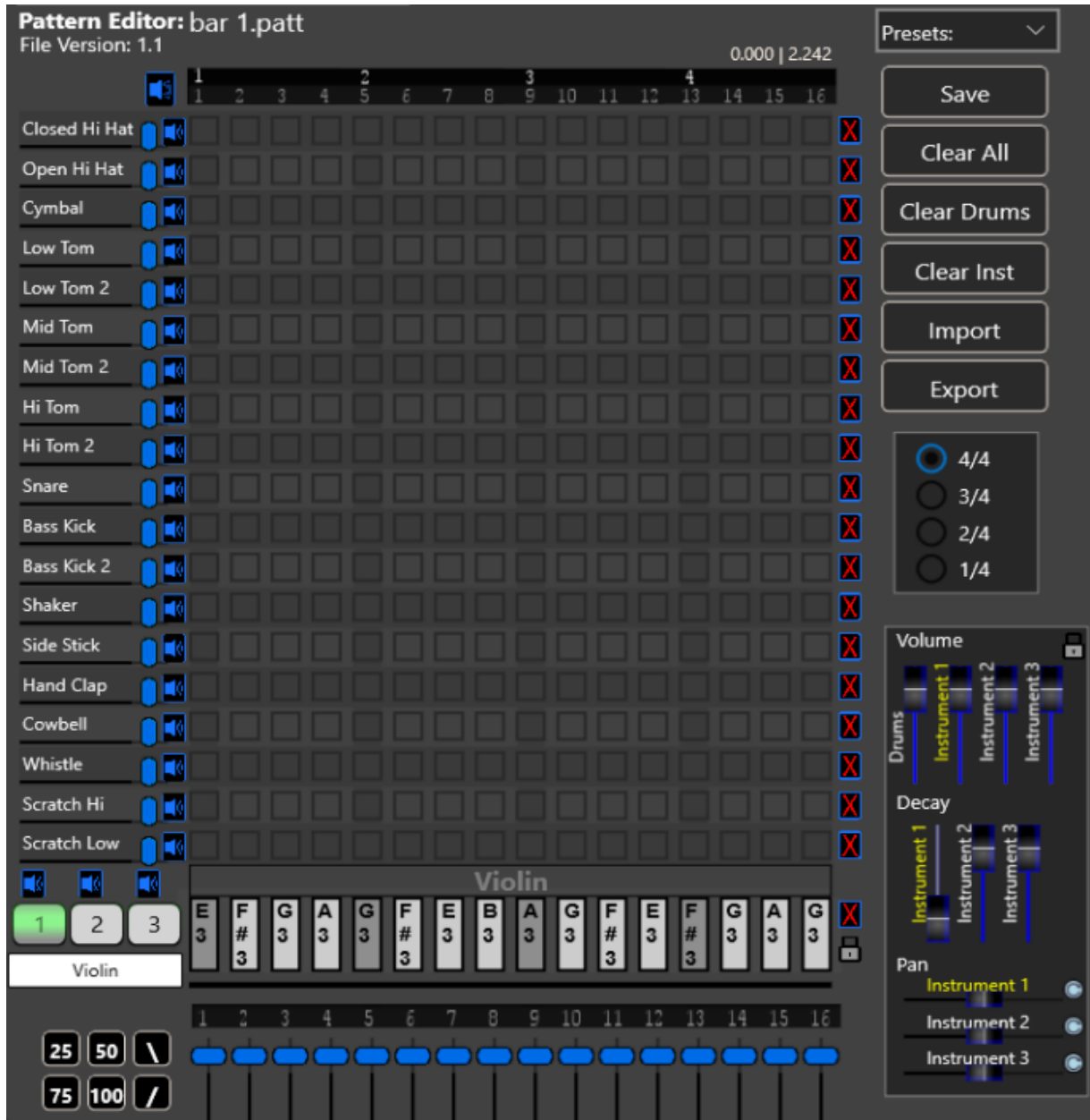
New Project

Saved Projects can be opened by clicking the Project name in the Project Window and clicking the Open button.

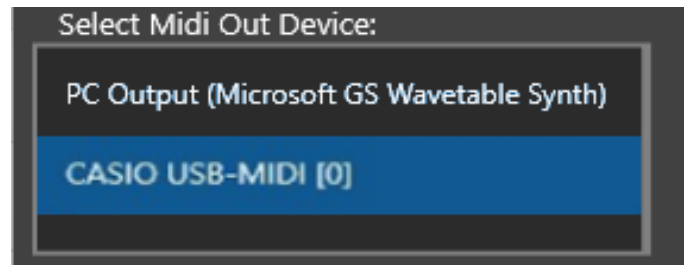


Pattern Editor

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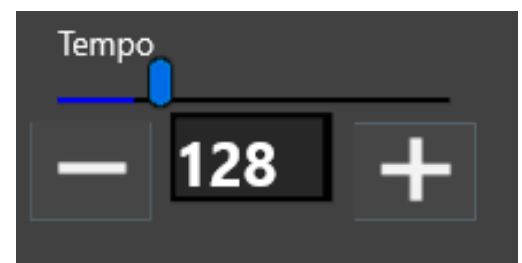


If you want to send the output to a connected Midi Keyboard, Select it from the Midi Output list.



Use the Tempo slider or buttons to set the Tempo for the Project.

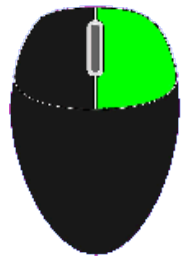
The Tempo is only saved with the Sequence file.



To add drum beats to the Pattern, click the Checkboxes next to the drum



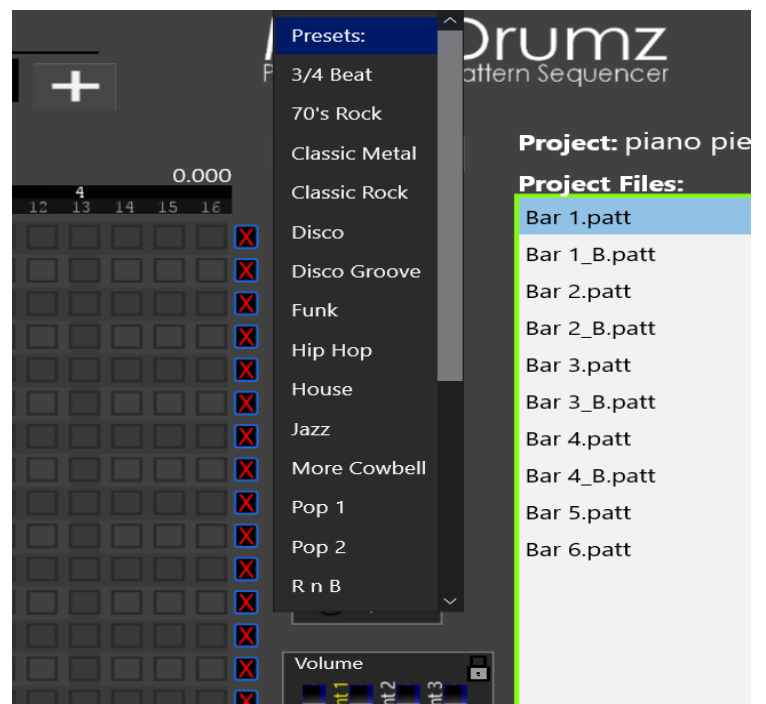
Left click on the checkbox to add a single beat.



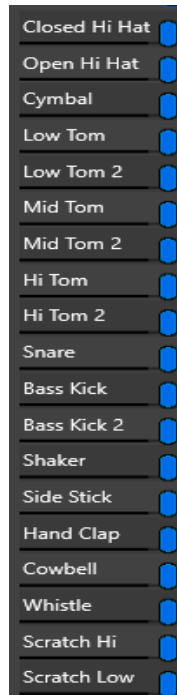
Right click on the checkbox to add triplets.



For a quick start, just select a drum pattern preset from the preset dropdown.



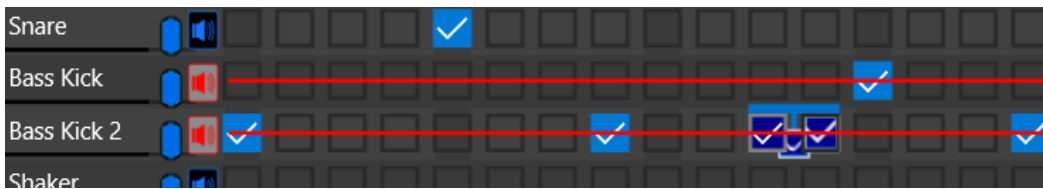
The sliders under the drum names control the velocity for that drum



The sliders at the bottom control the maximum velocity for that beat.



The Mute Buttons mute the drum during pattern editing and playback.



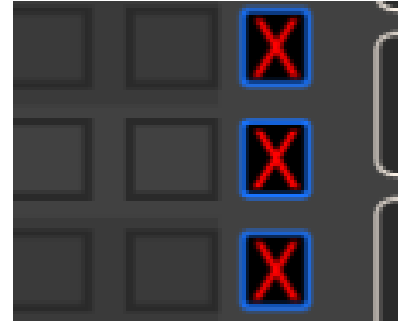
Clicking 1, 2, or 3, cycles between instruments.



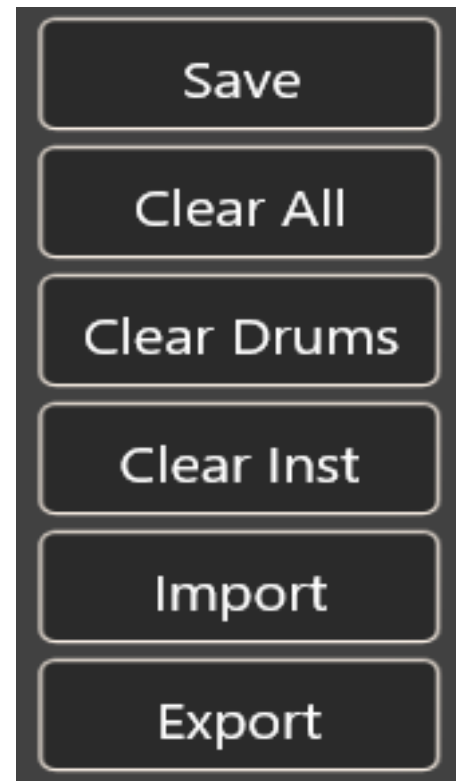
Each instrument has its own Mute Button above the Instrument Selection Button.



The X on the left side of the drum checkboxes, delete all checks for that drum.



The buttons on the right side of the Pattern editor allow you to Save the pattern to the project folder. The Clear All button, clears the pattern.



The Clear Inst button, clears all instruments from the pattern

Import and Export allows you to import and export patterns to the Project List.

When saving a new pattern, you can use the Auto Generate button to automatically choose a new pattern name.

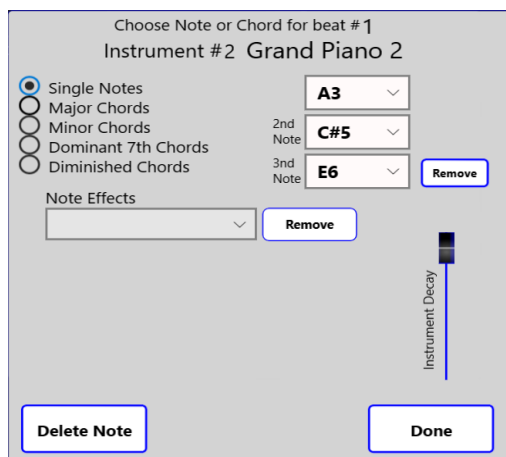
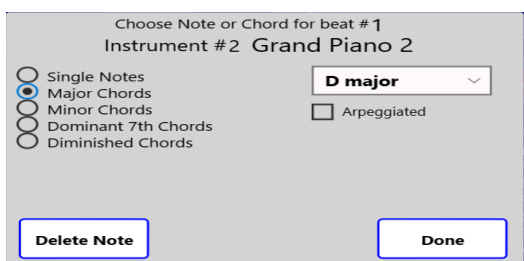
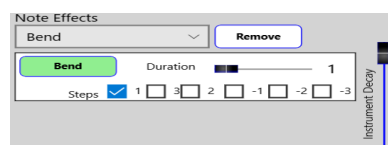
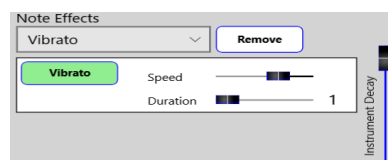
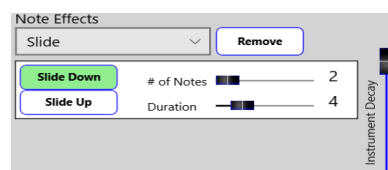
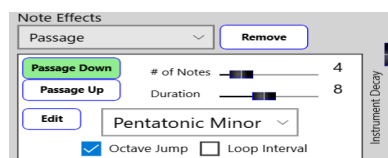


Click the note boxes to add a note or chord



Select up to 3 single notes or choose a chord type.

Effects can be added to single notes.



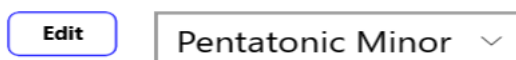
A passage is a sequence of notes produced by repeatedly applying the interval list (your scale) in a chosen direction (up or down).

Intervals are measured in semitones (half-steps).

- +1 → one semitone up
- +2 → two semitones up
- 3 → three semitones down
- 0 → stay on the same pitch

Direction of note movement depends on the Passage UP or Passage DOWN selection.

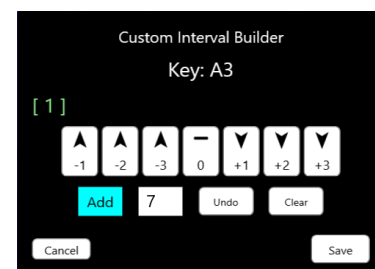
Select Edit to create a custom Interval.



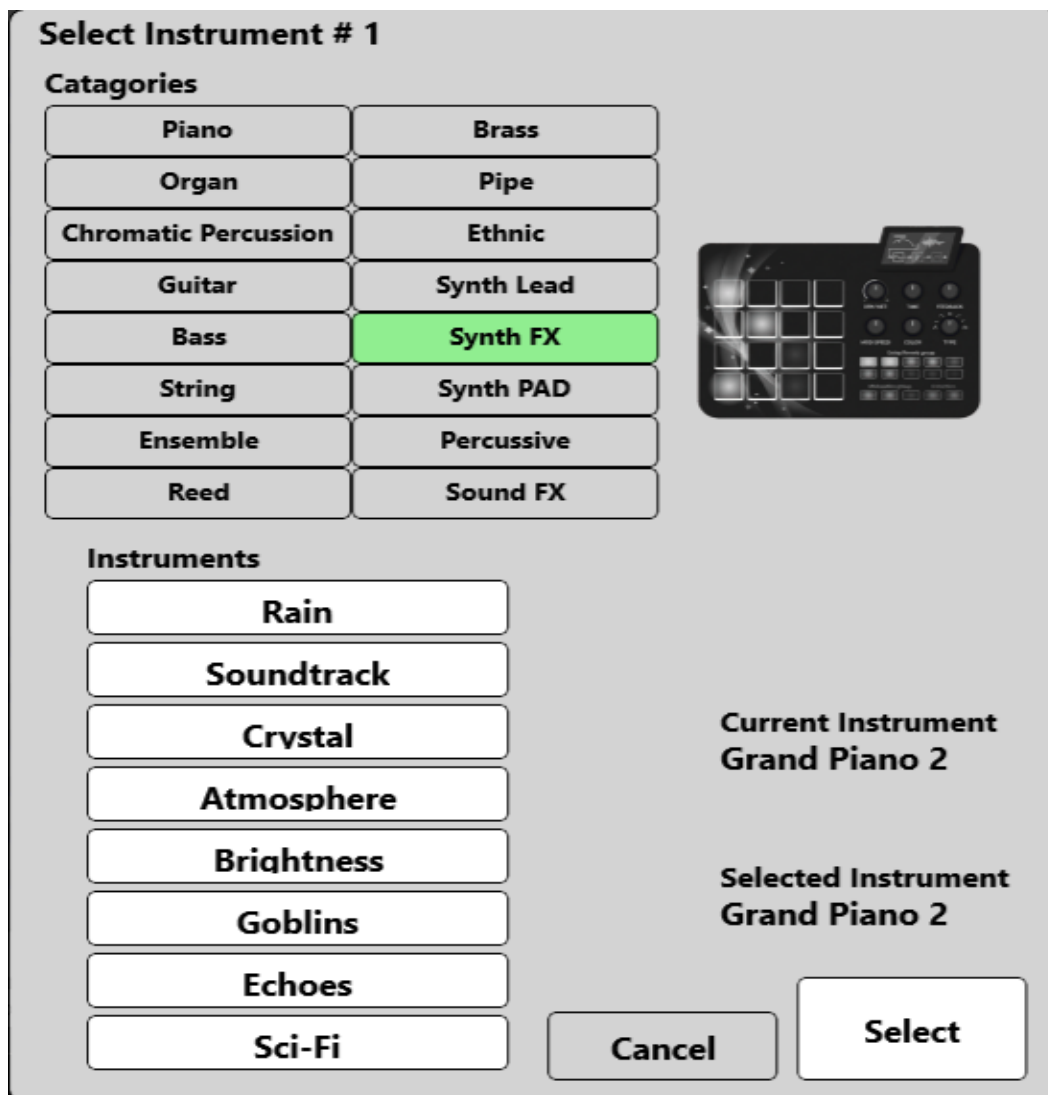
Octave Jump : Jumps to the next octave after playing the interval.

Loop Interval : Continues up or down the scale without jumping to the next octave. (Octave Jump is the default)

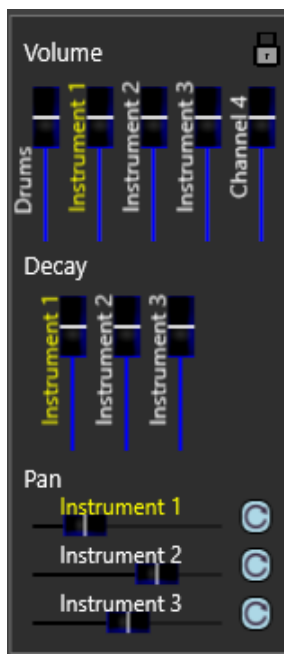
Example: A custom Interval with 1 note and Octave Jump will skip to the octave notes while, Loop Interval would continue chromatically up or down the notes.



Click the Instrument Selection Button to select an instrument from the available 128 instruments in the Instrument Selection Window.



Use the Volume, Decay, and Pan sliders to adjust each instrument

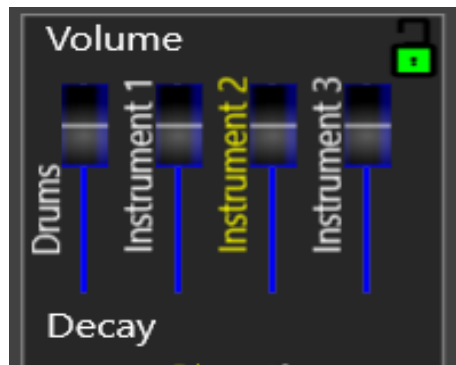


The selected instrument is highlighted during editing.

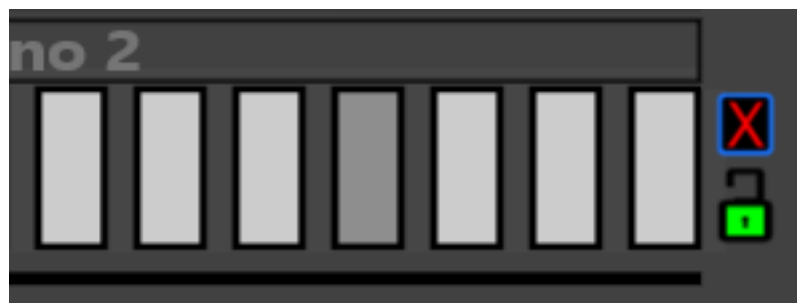
Clicking the lock in the top right corner of the Instrument sliders, prevent loading and resetting sliders during editing.



This can be useful to keep settings consistent between patterns during pattern creation.



Clicking the lock on the right side of the Instrument buttons, prevent loading and resetting the instruments.



This can be useful to keep instruments consistent during pattern creation.

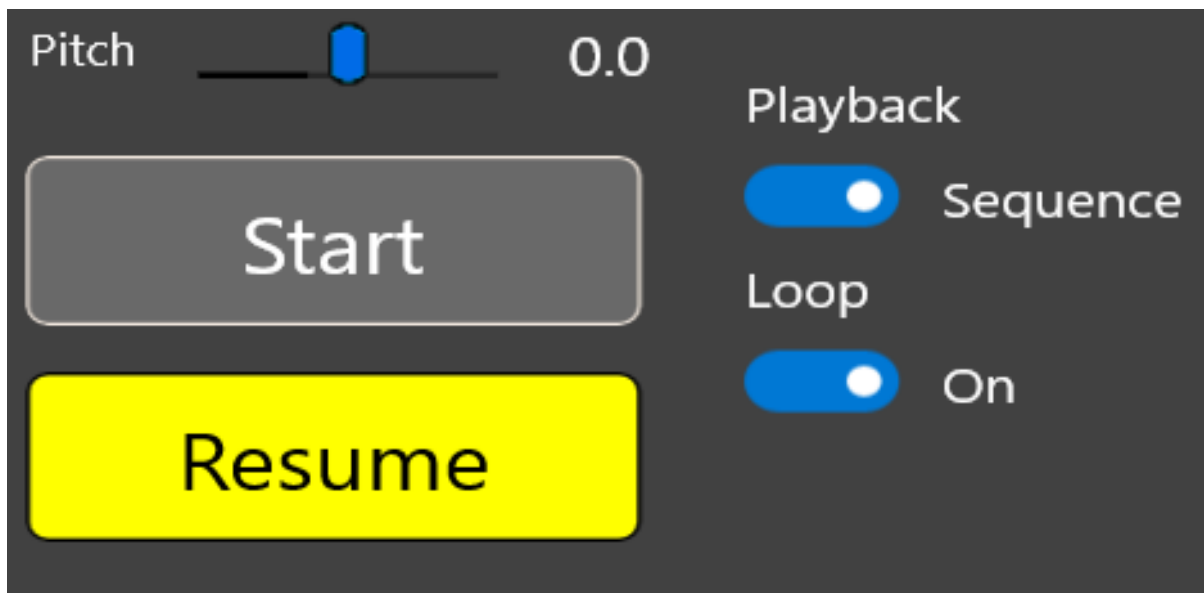
Use caution during playback as the will preven loading any changes between patterns if checked.

Use the Pitch slider to tune the pitch up or down.



Pitch is NOT saved with the Pattern or Sequence.

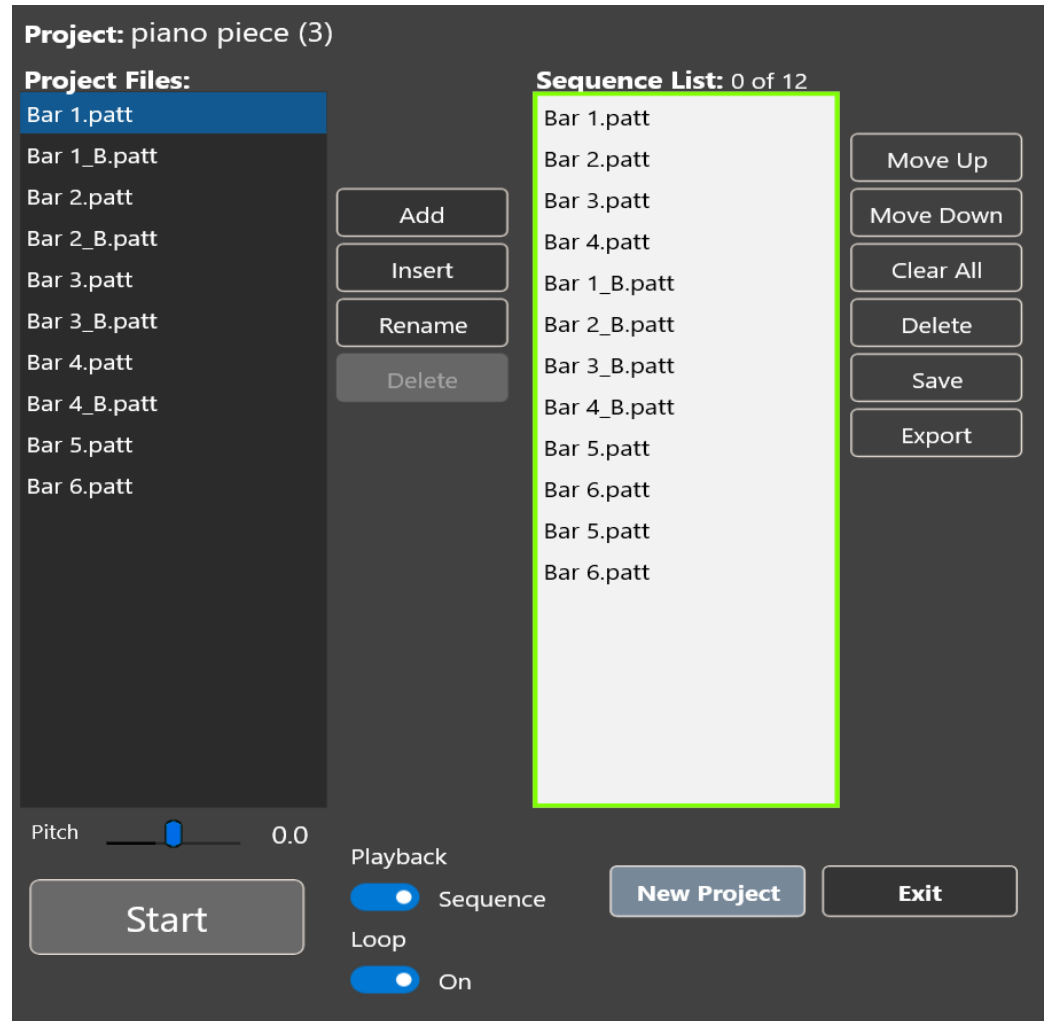
Click the Start Button to Start or Stop playback of the Pattern or Sequence.



Clicking the Resume Button will resume playback of the Sequence

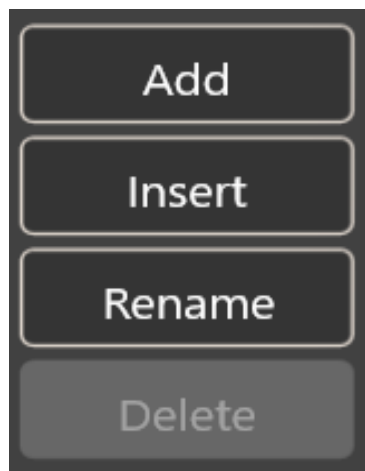
When the Loop Switch is on, playback of the Pattern or Sequence repeats when finished.

The Sequence Editor allows you to Sequence your saved Patterns



To add a pattern to the Sequence, select a Pattern from the Project Files list and click Add or Insert.

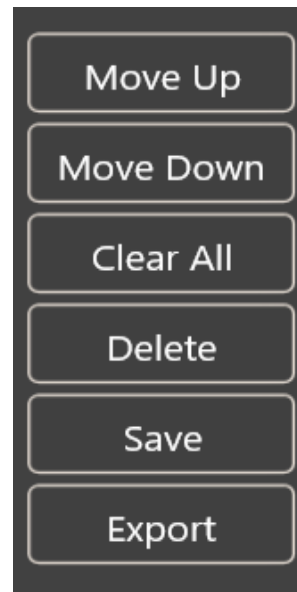
Clicking Delete, removes the Pattern from the Project and the Sequence list.



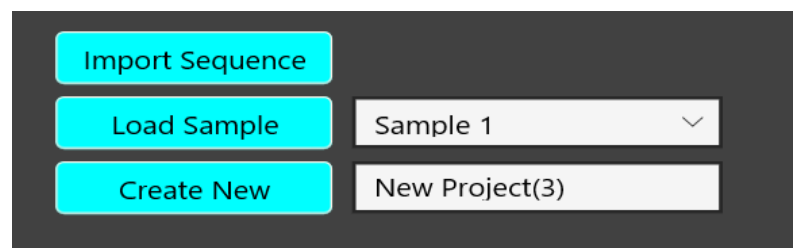
To edit the Sequence, use the buttons on the right side of the Sequence list.

Click Save to save the Sequence after editing.

Export will export the Sequence.

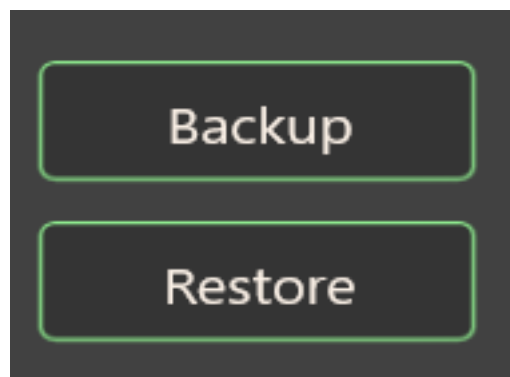


After Exporting, The Sequence file can be Imported from the New Project window.



The Sequence file contains, all Pattern files in the Project Files list and The Sequence list.

Use the Backup And Restore Buttons on the New Project Window to backup and restore all Projects in the Project Window.



When restoring Projects, you can select which Project to restore.

Select Projects To Restore

Restore will replace existing selected projects.
Backup file date: 11/17/2025 9:21:52 PM

fur elise (2)	<div>Select All</div> <div>Clear</div> <div>RESTORE</div> <div>Cancel</div>
New Project	
New Project(2)	
New Project(3)	
New Project(4)	
New Project(5)	
new sample	

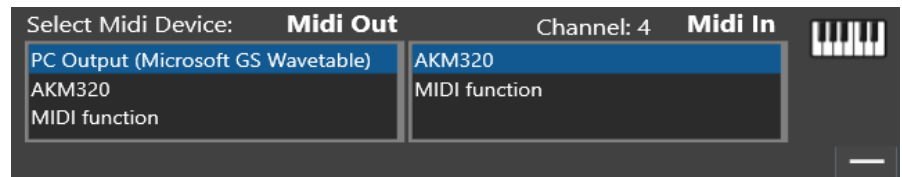
Click the New Project Button to go back to the New Project Window.

New Project

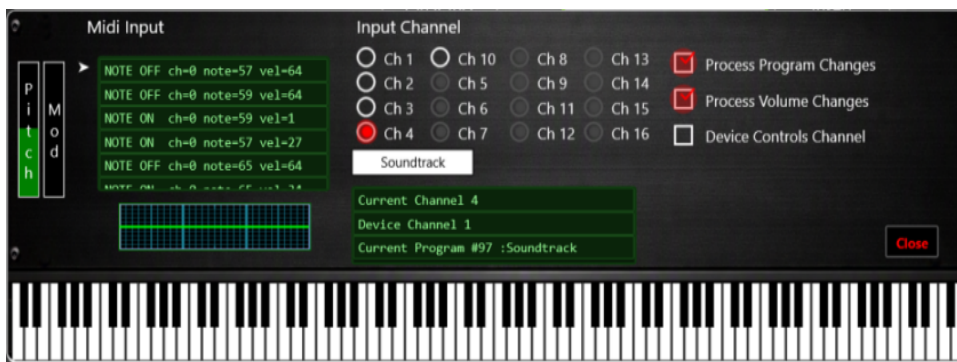
Exit

Midi Drumz Input allows you to play a connected Midi device through Midi Drumz.

When a Midi Input device is detected, the Midi keyboard button will appear on the right side of the Midi Input Window



Clicking the Midi keyboard button opens the Midi Drumz Input Window.



Input Channels 1, 2, and 3 are the dedicated channels for Instrument 1, 2, and 3. When selecting one of these channels, Input volume is controlled with the Instrument volume sliders.

Input Channel 10 is the Drum channel and when selecting this channel, the volume is controlled with the Drum Volume slider.

Input Channel 4 is the dedicated channel for Midi Input and volume can be controlled with the Channel 4 volume slider.

Channels 5, 6, 7, 8, 9, 11, 12, 13, 14, 15, and 16, are only selectable when the "Device Controls Channel" option is selected. When using these channels, volume is always controlled by the input device with no available volume slider.

Pitch and Mod Wheel are controlled from the attached Midi Input device

