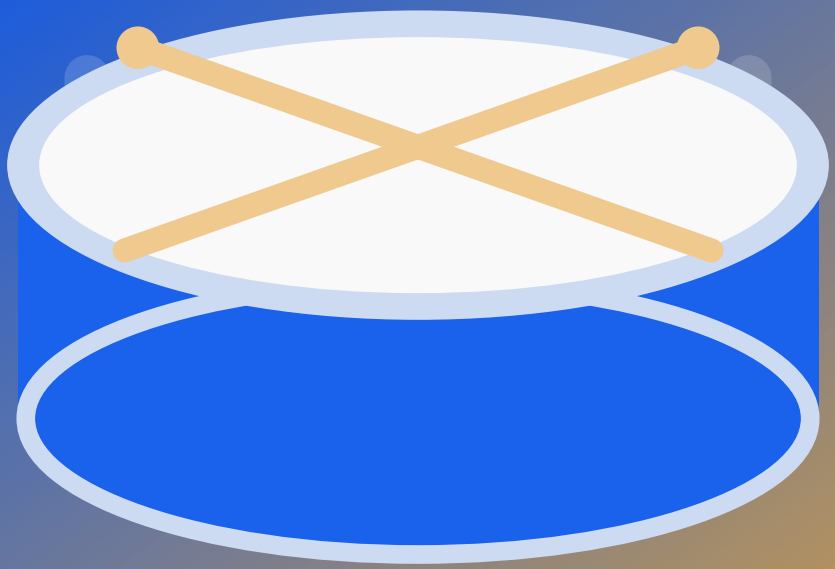
Drum Doodle

User Manual

A sketchbook for drummers. Doodle grooves, hear them, practice them and record your takes.



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1. Getting started

Drum Doodle lets you sketch drum patterns the way you would sketch on paper: tap squares on a grid and the app plays them back right away. Everything is stored on your device. You do not need an account.

The app has four tabs along the bottom:

- Home: your latest groove, your week at a glance and your favorites.
- Sketchbook: every groove you have made, with search, folders and filters.
- Practice: a metronome with tap tempo, a session timer and a practice log.
- Profile: your name, weekly goal, statistics and this manual.

> **Tip:** *The first time you open the app a short welcome tour runs. You can replay it from Profile > Replay welcome tour.*

2. Home

The big card at the top shows the groove you worked on last, under the title "Pick up where you left off". Press play on the card to listen, or tap the card to open the groove in the editor.

Below it you see your progress toward the weekly practice goal and a short list of recent and favorite grooves. "See all" jumps to the Sketchbook.

A small waveform symbol next to the BPM means the groove has an audio recording

attached.

3. Creating and editing a groove

Tap the plus button in the Sketchbook to start a new groove. The editor shows a grid where each row is a drum element and each column is one sixteenth note. A new groove starts with hi-hat, snare, bass drum and tom 1.

- Tap a square to switch a hit on or off.
- Drag your finger across the grid to paint several hits in one movement. Drag over filled squares to erase.
- Press play to hear everything loop: the pattern, your recording and the click, as set in the bar at the top. You can keep editing while it plays and the sound follows immediately.
- Change the tempo with the BPM control.
- Switch the metronome click on or off with the metronome button in the top bar.
- Use undo and redo in the toolbar if you change your mind.
- Give the groove a name and, if you like, a note about how to play it.

Elements: tap "Elements" above the pattern to choose which drums are included. You can use kick, snare, hi-hat, rim shot, tom 1–3, floor tom 1–2, cowbell 1–2, ride, splash and crash. Turning an element off removes its row; undo brings it back.

Notes view (Pro): switch from Grid to Notes above the pattern to read the groove as drum notation. Hands and cymbals are written with stems up, the kick with stems down, and ghost notes are in brackets. The current step lights up while the pattern plays. Switch back to Grid to edit.

The top bar: the bar at the top of the editor stays in place when you scroll. It has Play and Stop (play always starts everything that is switched on), the metronome click on and off, the tempo, and a master volume for the pattern and one for your recording. The pattern symbol and the waveform symbol switch the pattern and the recording on or off; the waveform symbol turns on by itself once you have made a recording.

Volume: each row of the pattern has its own fader in the mixer. Drag it up or down, or double-tap to reset it. The meter at the top of the mixer shows the level of what you hear. When you have a recording, its level is controlled separately. Every fader on a recording has one meter: it shows the incoming signal while you wait and record, and the output while the take plays.

4. Time signatures

Grooves are in 4/4 by default. In the time signature card you can pick a preset such as

3/4, 6/8, 5/4 or 7/8, or set the number of beats and the note value yourself with the plus and minus buttons.

The grid, the metronome and exported files all follow the time signature. The time signature is locked while the groove has a recording, because the recording is timed to the bar length. Delete the recording first if you need to change it.

5. Longer patterns with several bars (Pro)

With Pro, a groove can be up to four bars long. Choose the number of bars with the bar chips in the editor. The bars appear as small side-by-side thumbnails.

- Tap a bar to open it large and edit it. Tap Done to go back.
- Drag a thumbnail to change the order of the bars.
- Use the bar menu to move, duplicate or copy a bar over another one.

6. Feels and tags

Tag a groove with one or more feels, for example Funk, Shuffle or Doodle, so you can find it later. You can add several feels to the same groove. In lists the feels are shown with a tag symbol.

> **Tip:** *You can filter the Sketchbook on a feel with the feel chips in the filter bar.*

7. Sketchbook and folders

The Sketchbook holds all your grooves. Tap a groove to open it. Swipe a row or press and hold it for more options such as favorite, share, move to folder and delete.

- Search finds grooves by name across all folders.
- Sort the list by date or name with the sort menu.
- Favorites, Audio and the feel chips filter across everything. The Audio chip shows only grooves that have a recording.
- The first chip, Root, shows grooves that are not in any folder.
- Tap "New folder" to create a folder. Press and hold a folder chip to rename or delete it. Deleting a folder never deletes the grooves inside it, they move back to Root.
- Drag a groove from the list onto a folder chip to move it. Drag it onto Root to take it out of a folder.
- A new groove created while a folder is selected is saved in that folder.

8. Practice

The Practice tab is a metronome and a practice journal in one.

- Set the tempo with the dial, or tap the beat with Tap tempo.
- Start the metronome and the session timer starts with it.
- When you stop, tap Save to add the session to your log, or Discard to throw it away.
- The log shows your earlier sessions and feeds your weekly goal and statistics.
- Open Practice notes with the notes button to write down what you worked on and what to do next time.

> **Tip:** *Only one thing can play at a time. Starting the metronome stops a groove that is playing, and the other way around.*

9. Recording studio (Pro)

With Pro you can record yourself playing along with a groove. Open a groove and find the recording card below the pattern.

- Press record. The pattern and the click play in your headphones while you play.
- Stop when you are done. The recording is saved with the groove and its length follows the bars of the pattern.
- Listen back together with the pattern, or switch either one off with the pattern and waveform symbols in the top bar.
- Discard a recording with the delete button if you want to try again.

Count-in: before you record you can choose a count-in of 1 to 4 bars. The click plays for that many bars and the recording starts exactly on the first beat of the pattern. While it counts, and while you record, you see the position as bar and beat (for example "Bar 2 · beat 3"), a large beat number and one dot per beat, so you can follow the count in the pattern's time signature. You can cancel the count-in.

Only while recording: turn on "Pattern and metronome only while recording" if the pattern and click should be a guide for recording only. When you listen back right after, only your recording plays. Use the pattern symbol and the metronome button in the top bar to bring the pattern or the click back.

Mixer before recording: tap Mixer under the Record button to see the live level of every input, set the faders and use M (mute) and S (solo) under each channel. Your next recording starts with these settings. The same M and S buttons are in the channel mixer after you have recorded.

Pan: under each channel there is a pan control. It starts in the center. Drag it left or right to place the channel in the stereo picture, or double-tap to return to the center. Playback and mix exports become stereo as soon as a channel is panned; otherwise

they stay mono.

Stereo sources and linking: every input from your interface is its own channel, so a stereo source shows up as two channels (for example In 1 and In 2) that you pan yourself. Tap a pair under Link channels (1 + 2, 3 + 4, and so on) to link it. A linked pair shares fader, mute and solo, so one change affects both channels. Pan and phase stay separate. When you link two channels that are both in the center, they are placed hard left and right; you can change that afterwards. Linking works in the mixer before recording and on a finished recording.

Phase alignment: when several microphones pick up the same drum, the sound reaches them at slightly different times, and the channels can partly cancel each other. In the channel mixer, tap Align phase and choose two channels. Channel A stays where it is and you move channel B by dragging its waveform, or with the buttons for 1, 0.1 and 0.02 ms. You see the shift in samples and roughly how many centimeters of sound travel it corresponds to. Match automatically finds the best position for you, and Loudest hit jumps to a clear hit so it is easy to compare. You can play the loop while you adjust. The shift is saved per channel, is kept when you change the latency alignment (which moves all channels together), and is included when you export separate channels.

Templates: tap Templates in the mixer to save the current levels, pan and phase shift of every channel under a name. Apply a template to a recording, or to the mixer before you record. If the template has more or fewer channels than your recording, it is applied to the channels that match and you get a message. Delete templates you no longer need from the same menu. Phase shifts only apply to recordings, not to the mixer before recording.

Deleting a recording: tap the trash icon at the top right of the recording card. You are asked to confirm.

Meters: while you record, you see the input level of every channel and the output level. In the channel mixer, each fader has an input meter on the left and an output meter on the right that move while the take plays.

Latency alignment: every phone, tablet and audio interface adds a small delay. If your recording sounds slightly early or late against the pattern, open the alignment view. It shows a zoomed waveform that you can drag, plus buttons for 1 ms and 5 ms steps. Tap "Remember for…" (with the name of your headphones or interface) and Drum Doodle will apply the same correction to new recordings made with the same headphones or interface.

Loop: you can pick a section of the recording and loop it. Drag the two handles on the waveform; with Snap on they jump to eighth notes, with Snap off they move freely. They stop when the loop is as long as the pattern. To move the whole loop, hold a finger inside the loop until you feel a tap, then drag. Zoom in for fine adjustments.

Multichannel interfaces: if you connect an audio interface with several inputs, Drum

Doodle records up to eight channels at once. Use the channel faders to balance them. Without an interface a single microphone channel is recorded.

> **Tip:** *Use wired or built-in audio when you record. Bluetooth headphones add a large and varying delay.*

10. Sharing and exporting

Open a groove and tap the share button, or choose Share from the Sketchbook swipe menu.

- Drum Doodle file (.drumdoodle): the pattern, optionally with your recording. Another Drum Doodle user can open the file and add it to their sketchbook.
- Audio: WAV 24-bit, WAV 16-bit or M4A (AAC). You can export all channels mixed, a single channel, or a custom mix.
- MIDI: a standard MIDI file with General MIDI drum notes on channel 10. Drag it into your DAW or notation software.

The recording's latency correction and your mix settings are included in exported audio. Sharing a .drumdoodle file with audio sends a mono mix, without pan and phase shift.

Receiving a file: open a .drumdoodle file from Messages, Mail or Files and choose Drum Doodle. A preview appears, and you can add the groove to your Sketchbook.

Sharing a whole folder: open a folder in the Sketchbook and tap the card at the top (or press and hold the folder chip and choose Description and sharing). Write a description of the folder, then tap Share folder. All grooves in the folder are sent in one .drumdoodle file, together with the folder description and each groove's note. This is handy for a drum book or a series of lessons, for example swing patterns with an explanation. Recordings are not included. The receiver sees a preview of the whole folder and can add it, with editable copies, to their own Sketchbook.

> **Tip:** *Every groove has a Note field under its name. Use it for the lesson text: how to count the pattern, what to practice and at which tempo.*

11. Drum Doodle Pro

Drum Doodle is free for sketching, playing and practicing. Pro is a single one-time purchase, not a subscription, that unlocks:

- Recording takes, with latency alignment, loop, mute and solo
- Multichannel recording and the channel mixer
- Audio export in WAV and M4A, and MIDI export
- Patterns of two to four bars

- Sharing and importing .drumdoodle files, including whole folders
- Notes view (drum notation)

If you have bought Pro before, open the Pro screen and tap Restore Purchases.

12. Profile and your data

Type your drummer name at the top of the Profile tab. Set your weekly practice goal in minutes with the goal card. The tiles show your number of grooves, favorites, total practice time and your best streak in days.

All grooves, recordings and practice sessions are stored only on your device. They are not uploaded anywhere. If you delete the app, the data is deleted with it, so export or share anything you want to keep.

13. Troubleshooting

- No sound: check that the silent switch and the volume are not muted and that no other app is using the audio.
- The recording is early or late: use the latency alignment and remember the correction for your headphones or interface.
- Cannot change the time signature: the groove has a recording. Delete the recording first.
- Cannot record or export: these are Pro features. Check that Pro is unlocked, or restore your purchase.
- Microphone permission: if you declined it, allow Drum Doodle under Settings > Privacy & Security > Microphone.

Thanks for using Drum Doodle. Keep doodling.