

# BEATHAWK

Software User Manual

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## Technical Requirements



## BEATHAWK

Due to the high level of precision maintained throughout BeatHawk's signal path, performance gains are noticeable on newer hardware.

At a minimum, we recommend:

- » iPad 4+
- » iOS7+



Welcome to BeatHawk!

With BeatHawk you can easily:

- » Sample, edit and playback sounds
- » Create rhythmic and melodic progressions
- » Sequence progressions into songs in realtime
- » Export songs, stems or MIDI
- » Piano Roll Editor mode with Note and CC

BeatHawk offers many useful features:

- » Intuitive and fun workflow
- » Professional, studio-grade sound quality
- » Realtime pitch and time stretching
- » Professional filters, effects and render algorithms
- » Large library of included sounds and instruments
- » In-app store with many additional sound libraries
- » Compatible with external MIDI gear
- » Support for CoreMIDI, AudioCopy, IAA, Ableton Link, Audio Unit v3 and WIST



*The BeatHawk User Interface*



## Interface

CPU Meter  
[ red line along top ]

Main Menu

Current Project

Song Mode

Master Volume Slider  
[ Peak Meter ]

Help Menu



Pattern Timeline  
[ when transport is playing ]

Track / Pattern  
Editors

Pad Modes

[ Pad ]  
[ Volume ]  
[ Pitch ]  
[ Mute ]

Sound Selection

Pads

Erase

Select

[ without triggering sound ]

Repeat

[ speed = Grid division ]

Common Track  
Parameters

Filters + Effects

Trigger mode and  
choke groups

Undo / Redo

Transport

Quantize / Groove / Tempo

Each of the 16 pads in BeatHawk represents a unique track

A track can contain:

- » a single sound
- » a kit of sounds (e.g. a drum kit)
- » or a multi-sampled instrument

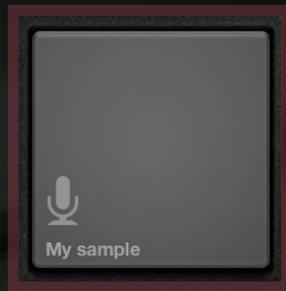
Different types of tracks have different icons, lets take a look at them:



kit or instrument



factory sound



user sound



tempo-locked or stretched



loop



To view the properties of a track select a pad (1) and then select the Track tab (2)

## PAD Modes: Pad

PAD mode is the most typical mode to work in, allowing the selection of individual tracks for editing and providing basic, single note entry while recording.

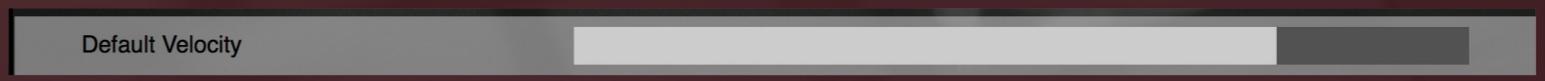
Touch and hold SELECT (1) while choosing a pad to temporarily disable the triggering of its sound (useful when you want to adjust parameters while recording or while working with very long samples).

To initialize a pad, hold down ERASE (2) and tap the pad you want to clear.

To use the NOTE REPEAT function set the QUANTIZE GRID (3) to the desired resolution then hold REPEAT (4) while touching a pad. Repeat functions regardless of whether Quantize is enabled or not.

You can change the repeating notes velocity by dragging your trigger finger up/down (5).

Default velocity can be adjusted in the General Preferences [\[learn more\]](#).



You can change the default VELOCITY in PREFERENCES

## PAD Modes: Pitch

PITCH mode allows you to play your sound with a 2-octave piano keyboard. This is useful for things like synth and bass instruments, drum kits, or for pitch shifting samples. Change the keyboard octave range with the OCT buttons [1].

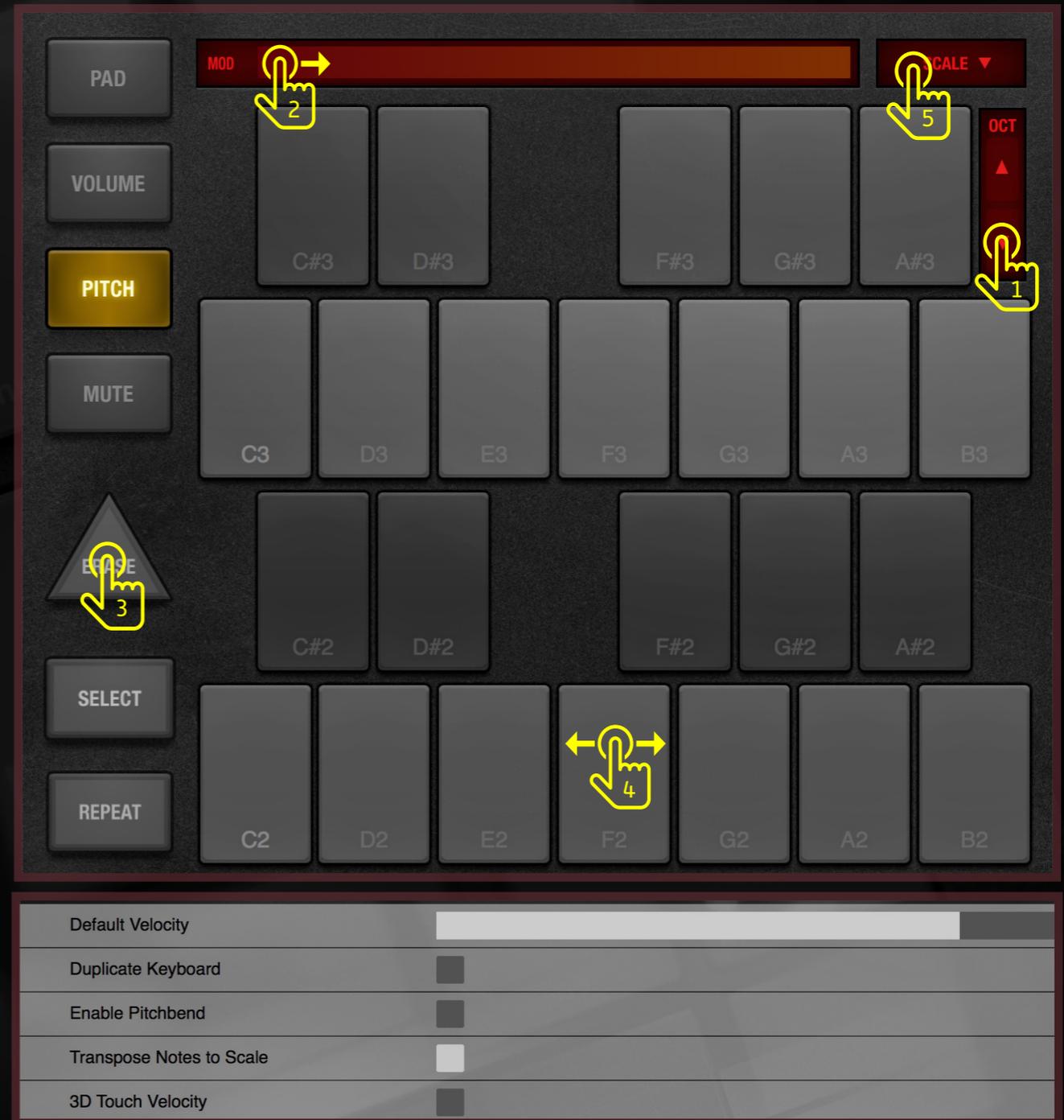
The MODULATION slider [2] provides interactive control over useful parameters like filter cutoff or vibrato rate. The controlled parameter is predefined. Slider movement is recordable.

To erase specific notes from your sequence while recording, hold down ERASE [3] and touch the notes you want to clear.

To interactively PITCH BEND notes drag your trigger finger left/right [4].

When a scale is selected "out of scales" keys are greyed out. And automatically transpose notes into the selected scale. "Chromatic" is the default scale [5]

Some options can be enabled in General Preferences [learn more [🔗](#)].



Options in PREFERENCES related to Pads

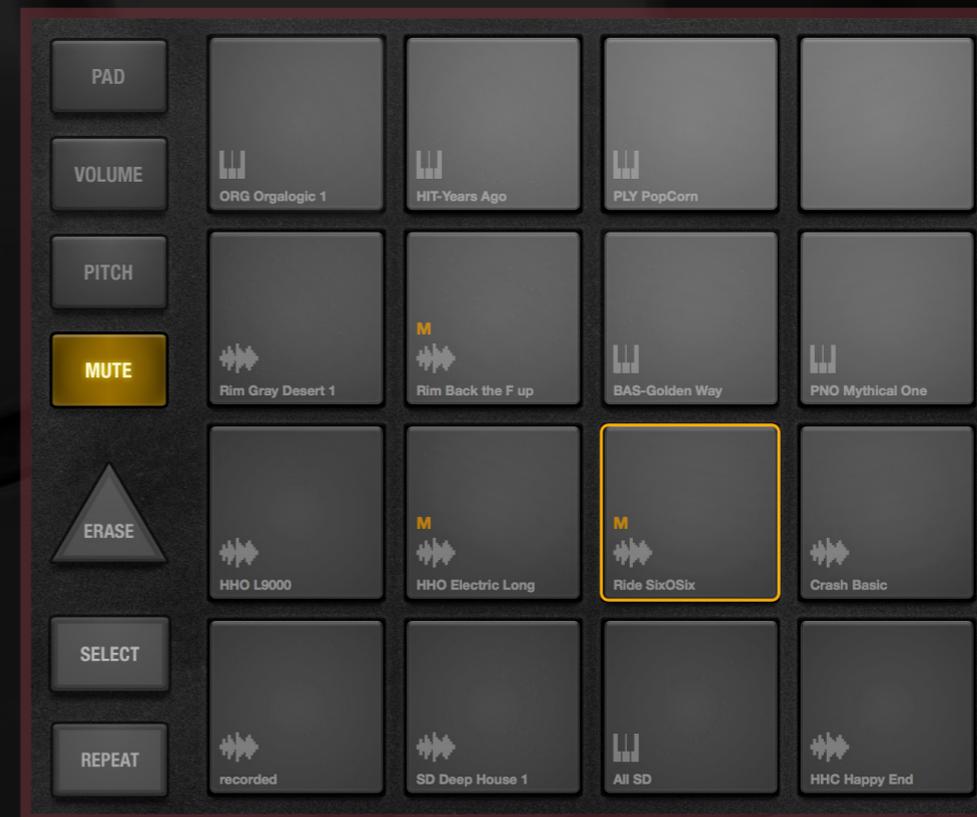
## PAD Modes: Volume and Mute

### VOLUME



VOLUME mode allows you to trigger a single note at different velocity levels. This is useful when you don't have a proper MIDI controller handy and want to create a dynamic performance.

### MUTE



MUTE mode allows you to mute individual tracks. Select a track once to mute it, select again to unmute. Muted status is designated by a yellow 'M' (also visible in PAD mode).

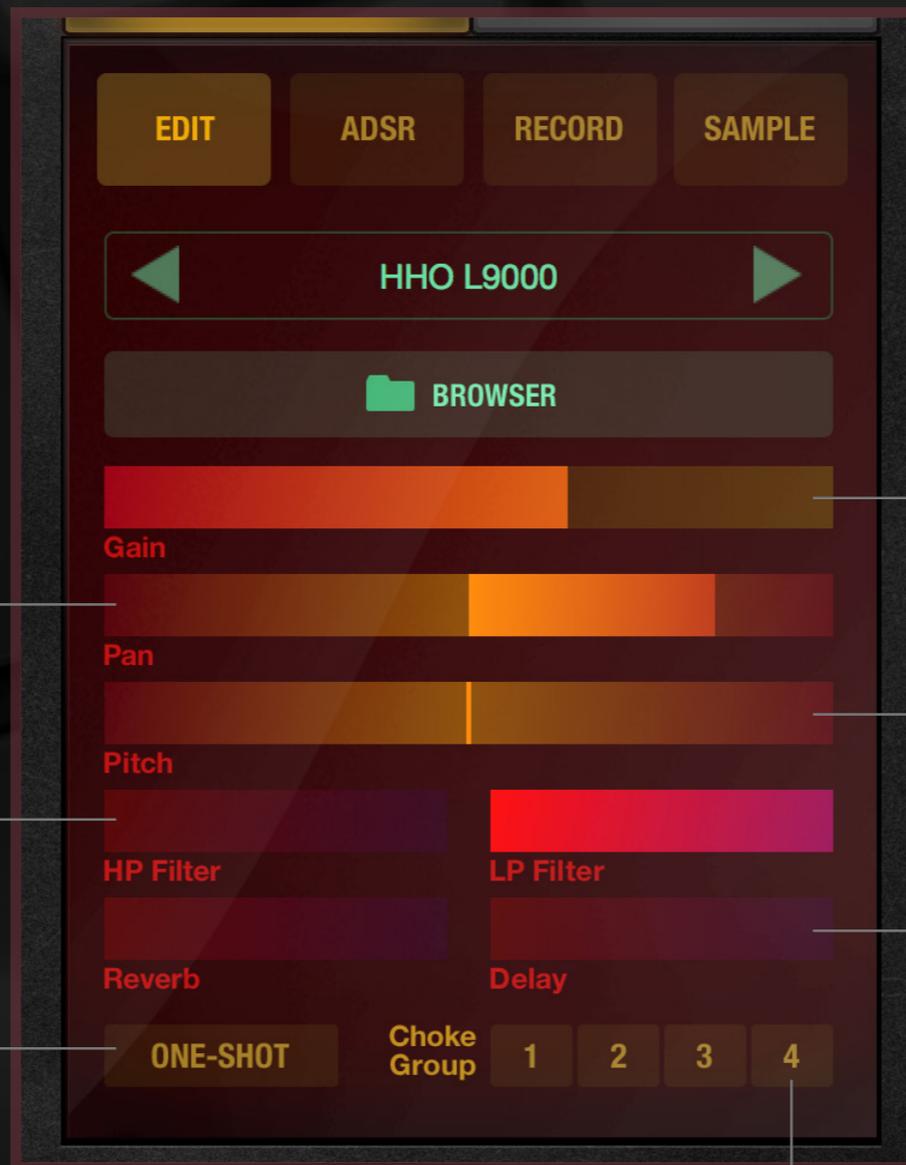
A muted track will neither playback recorded notes or allow new notes to be recorded to the track.

## Track / Edit

The Track/Edit panel provides all essential mixing and effect send parameters for your tracks.

The Track panel is contextual, its contents will change to reflect the track that is currently selected in PAD MODE.

Experiment with different settings to drastically alter your sounds and instruments for unique effect.



Touch-drag to change a sliders value

Double-touch a slider to enter the value numerically

**Pan**  
Adjust track pan from left to right

**HP/LP Filters**  
Adjust HP and LP filter cutoff frequencies from 20Hz to 20kHz

**One-Shot**  
(samples only)  
Enable one-shot trigger mode, sample will play completely regardless of press duration

**Gain**  
Adjust track gain from  $-\infty$  to +6dB

**Pitch**  
Adjust track pitch from -24 to +24 semitones

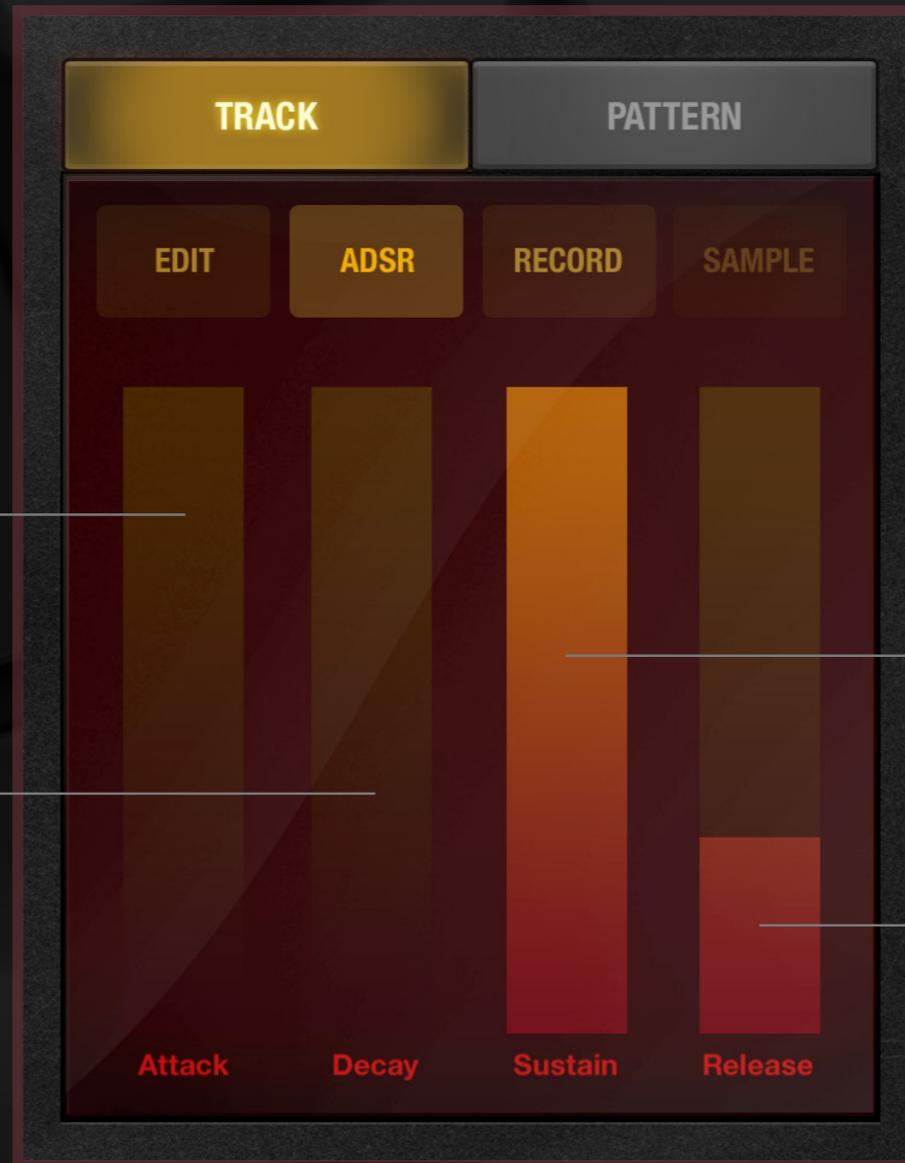
**Effects**  
Adjust delay and reverb effect send amounts from  $-\infty$  to +6dB

**Choke Group**  
Enable one of the 4 choke groups, setting max polyphony of all grouped tracks to 1 [useful for hihats, tuned bass drums etc.]

## Track / ADSR

The Track/ADSR panel allows you to edit the amplitude envelope for your sounds and instruments.

An amplitude envelope is a powerful tool for sculpting dynamics. Experiment with different settings to drastically alter the way your sound performs.



### Attack

The time it takes the sound to reach peak level after a note is pressed

### Decay

After the attack time is reached, the time it takes to reach the Sustain level



Touch-drag to change a sliders value



Double-touch a slider to enter the value numerically

### Sustain

The level of your sound (Gain) held after the Attack and Decay phases

### Release

The time it takes for your sound to reach zero level after the note is released

## Track / Record

The Track/Record panel allows you to record audio from your devices mic input to use on a track.

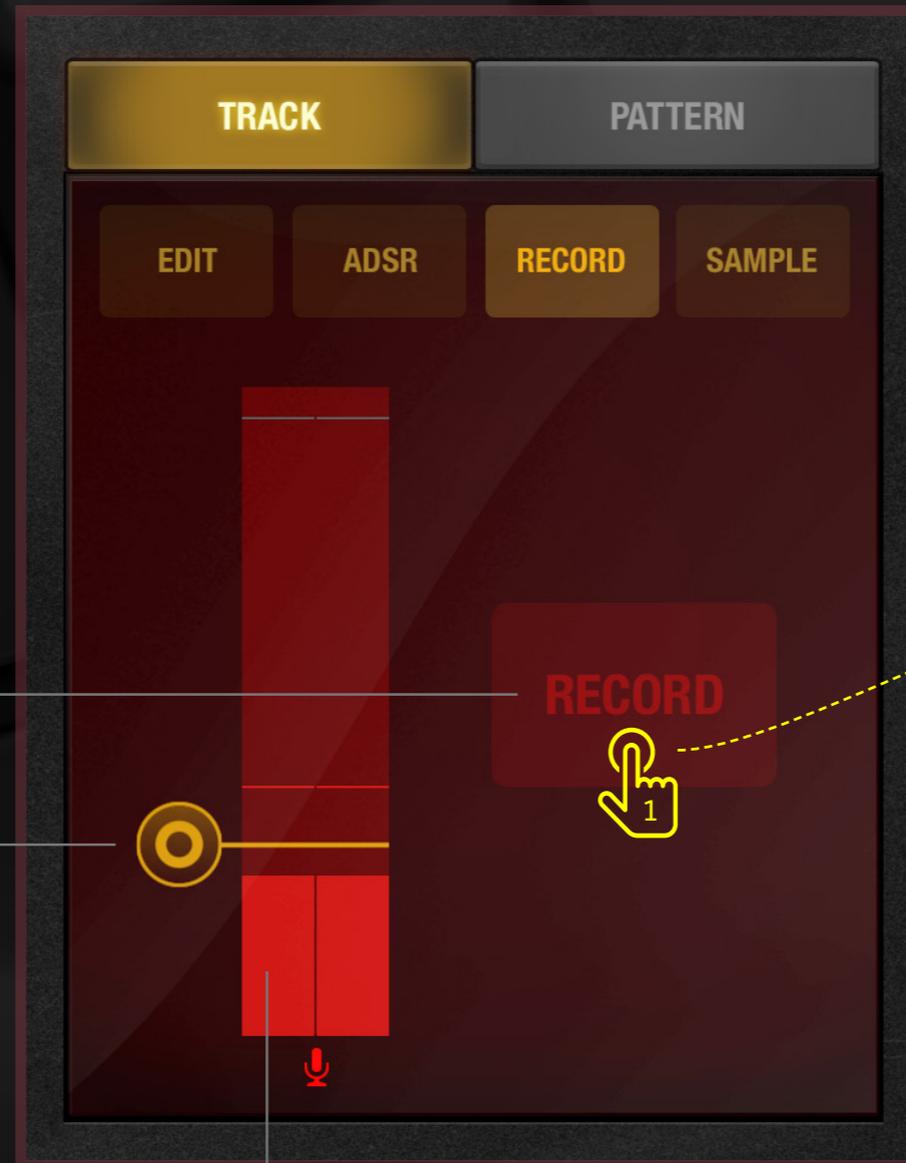
To record audio, first select the desired track then:

- (1) Set the Threshold Marker to the desired input level and hit **RECORD**
- (2) Once you've captured the desired audio hit **STOP**
- (3) Enter a name for the new sample and hit **SAVE**

The new sample is now loaded onto your track ready for trimming on the Track / Sample page, and is available in the Browser / User Library.

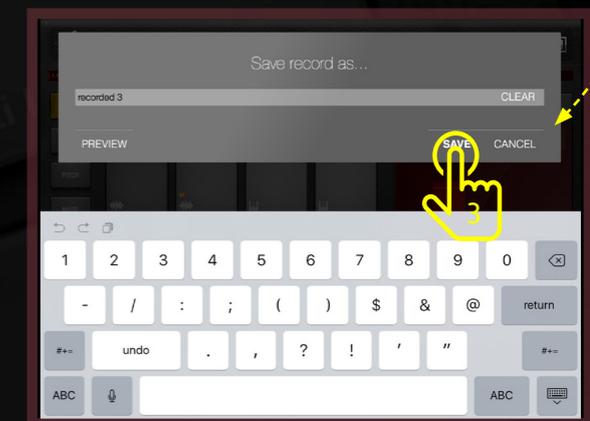
**Record Start/Stop**  
Turn record mode on/off

**Threshold Marker**  
Set the level that incoming audio must reach before recording begins



**VU Meter**  
Incoming signal level

Touch-drag to change threshold markers position



## Track / Sample

The Track/Sample panel allows you to change the start and end times of your sounds by dragging the Green (start) and Red (end) markers.

Zoom-to-Start and Zoom-to-End with the magnification buttons to make precise adjustments.

Realtime time-stretching can be enabled via STRETCH mode. Audio can be freely stretched from 50% to 200% of its original duration without changing pitch.



Touch-drag to change a markers position

Sample Start Marker  
Set the location where your sample begins

Sample End Marker  
Set the location where your sample ends

Zoom-to-Start  
Zoom up to the sample start marker for precise editing

Zoom-to-End  
Zoom up to the sample end marker for precise editing

Stretch Mode  
Press to activate STRETCH mode slider

## Working with Loops

BeatHawk loops are special files that have transient markers embedded into them. In addition to being able to trigger them like a regular sample, loops offer a couple unique qualities:

- » Loops will play in sync to your project regardless of the tempo
- » Loops can be time stretched at ratios of  $1/4$ ,  $1/2$ ,  $x2$ , and  $x4$
- » Loops can be split into segments and mapped to your keyboard (Pitch Mode)



Loop Icon

Transient Markers

Playback Speed

Time stretch loop from  $1/4$  speed up to  $4x$  speed

Map to Keyboard

Maps slices to keyboard (use Pitch Mode to trigger)

## Accessing the Browser



**BROWSER (1)** opens a full-screen interface allowing the navigation, preview and loading of sounds and instruments. Both factory and user sounds are presented, as well as a wide variety of expansion libraries which can be purchased directly from the browser.

Pressing the < > arrows (2) will change the current sound, navigating up and down through the current directory, in this example:

EDM Factory > Drum Elements > Bass Drum >  
as shown in the opposite image



*The Browser Interface*

## The Browser Interface

### Library

Navigate the sound library from left-to-right as you would a typical file system.

BeatHawk includes 2 factory libraries: EDM Factory and URBAN Factory

Additional libraries are available for preview and purchase.

Purchased libraries will appear in the list above User Library, while unpurchased libraries appear below it and have a Cart icon in the corner.

All user sounds, recordings, and track and stem exports are located in the User Library



**Cell Selection**  
Quickly change the pad you're editing without returning to the main screen

**Play/Stop**  
Play the current pattern to hear how newly selected sounds sit in the mix

**Prev/Next**  
Navigates through the currently selected directory

**Load Sound**  
[LOADED] state indicates that the selected sound is currently loaded

[LOAD] state indicates the selected sound is not loaded

Tap to load the sound

Tap a sound to select it, then tap and hold to preview

**Exit**  
Return to the main screen

## Selecting Multiple Directories

You may want to browse and navigate the contents of multiple directories at once, for example, to review the kick or snare sounds of all your libraries.

To do this simply two-finger touch the additional directories...

Then to deselect a directory, simply two-finger touch it again.

This functions at all levels:  
Library, Category and Group



Two-finger touch to select multiple directories



## The Browser Menu

A menu icon  designates the Browser menu, select it to access the following options:

### BROWSE TO PAD

Select to navigate to the sound loaded on the currently selected pad

### SELECT ALL PACKAGES

Selects all top-level libraries

### RESTORE PURCHASES

Upon reinstalling BeatHawk, use to re-authorize previous expansion purchases

Additional options are available with the User Library [\[1\]](#) selected:

### AUDIOCOPY - PASTE

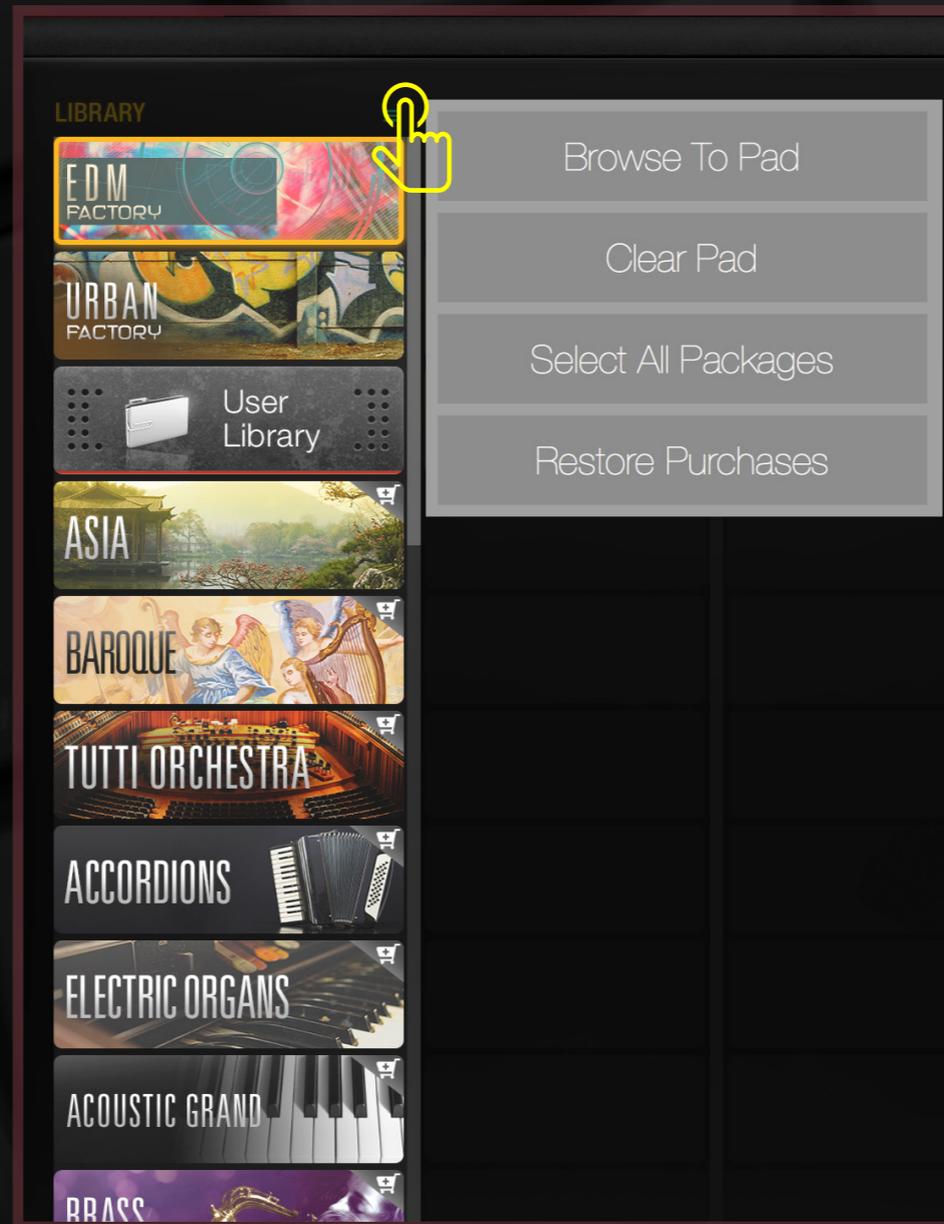
Paste a sound from the AudioCopy clipboard to your User Library

### ICLOUD - IMPORT FILE

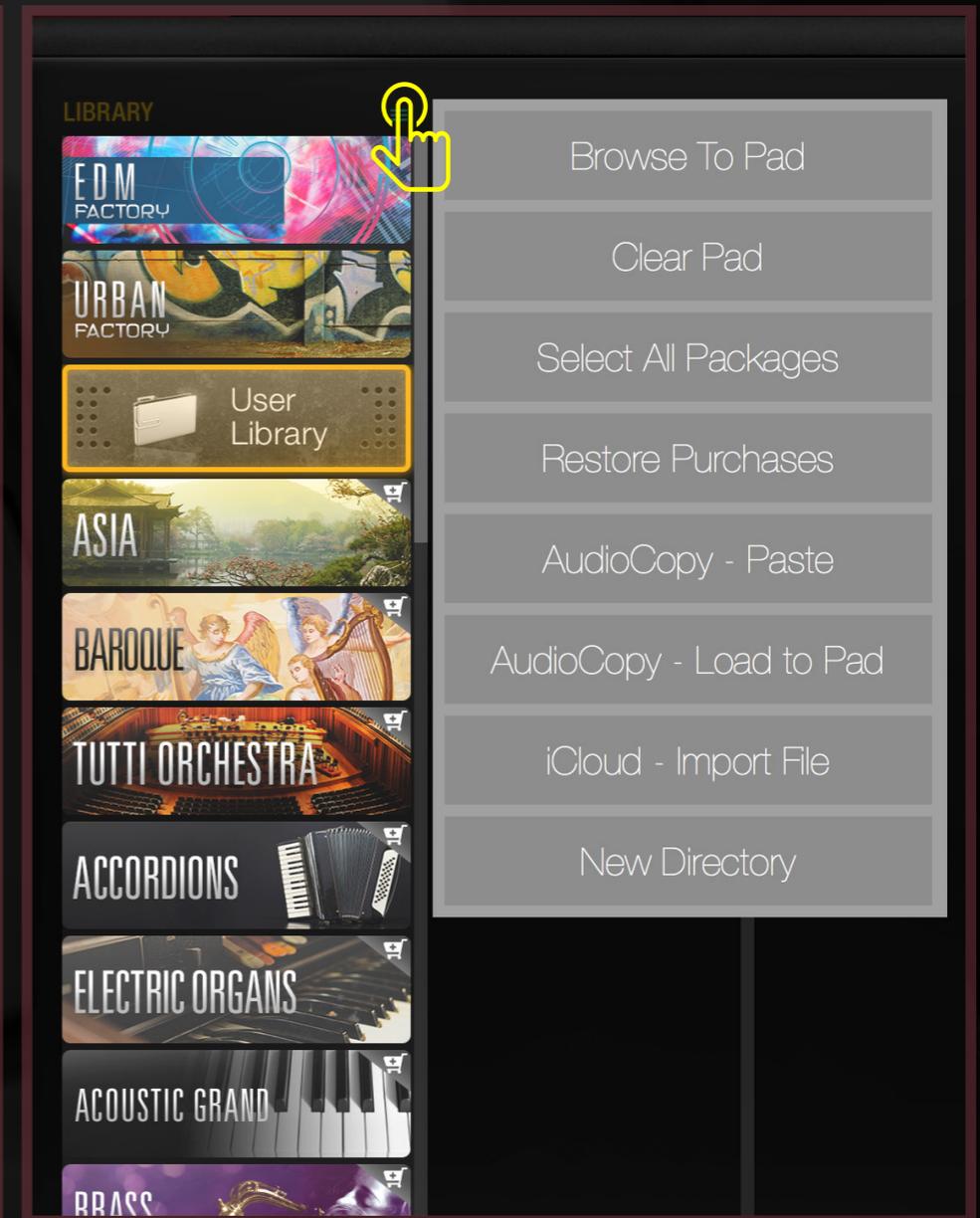
Import a file from iCloud or any iCloud-supported services

### NEW DIRECTORY

Create a new sub-directory in the User Library



*The Browser Menu*



*The Browser Menu with User Library selected*

## The User Library Menu

A number of options are available within BeatHawk to help you organize your sounds and exports. These options include sub-folder management, file management, AudioCopy and iCloud import and export.

Options are available in context menus, accessible by two-finger touching directories or sound files.

Menu options include:

### New

Create a new directory

### RENAME

Rename a sound or directory

### DELETE

Delete a sound or directory

### ICLOUD - IMPORT/EXPORT

Import or export sounds from iCloud and iCloud-supported services

### SOUNDCLOUD/YOUTUBE - EXPORT

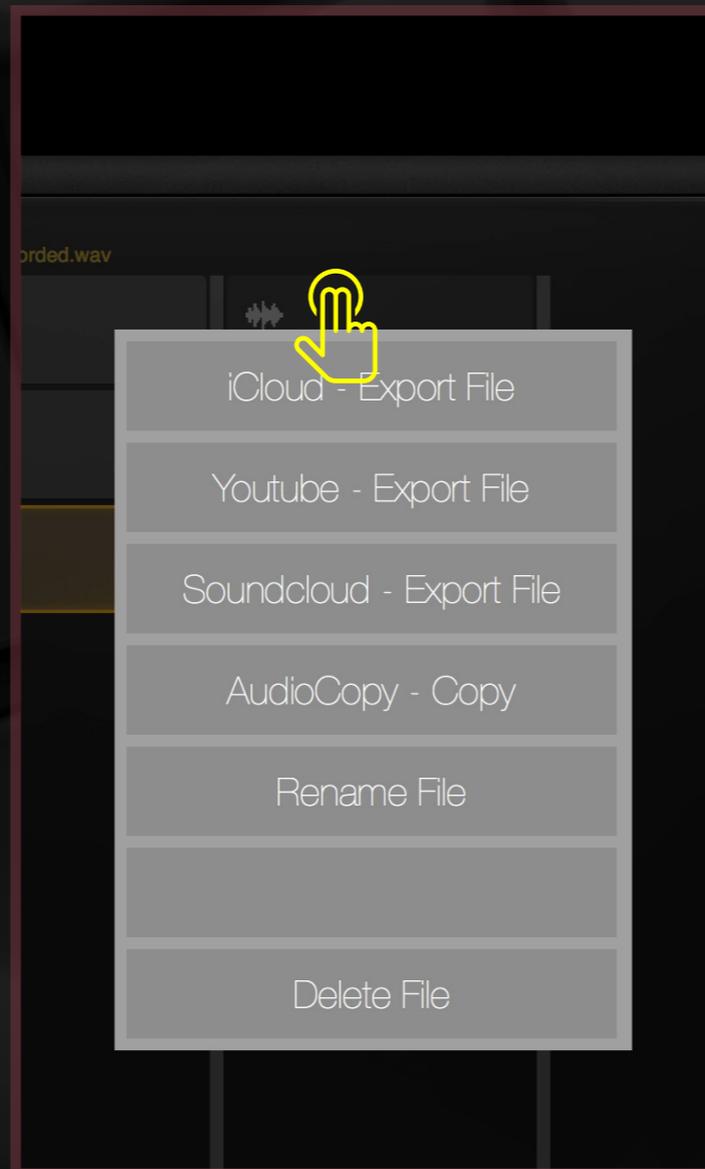
Export sounds to SoundCloud or Youtube

For more information on using iCloud, see: [iCloud File Management, pg.40](#)

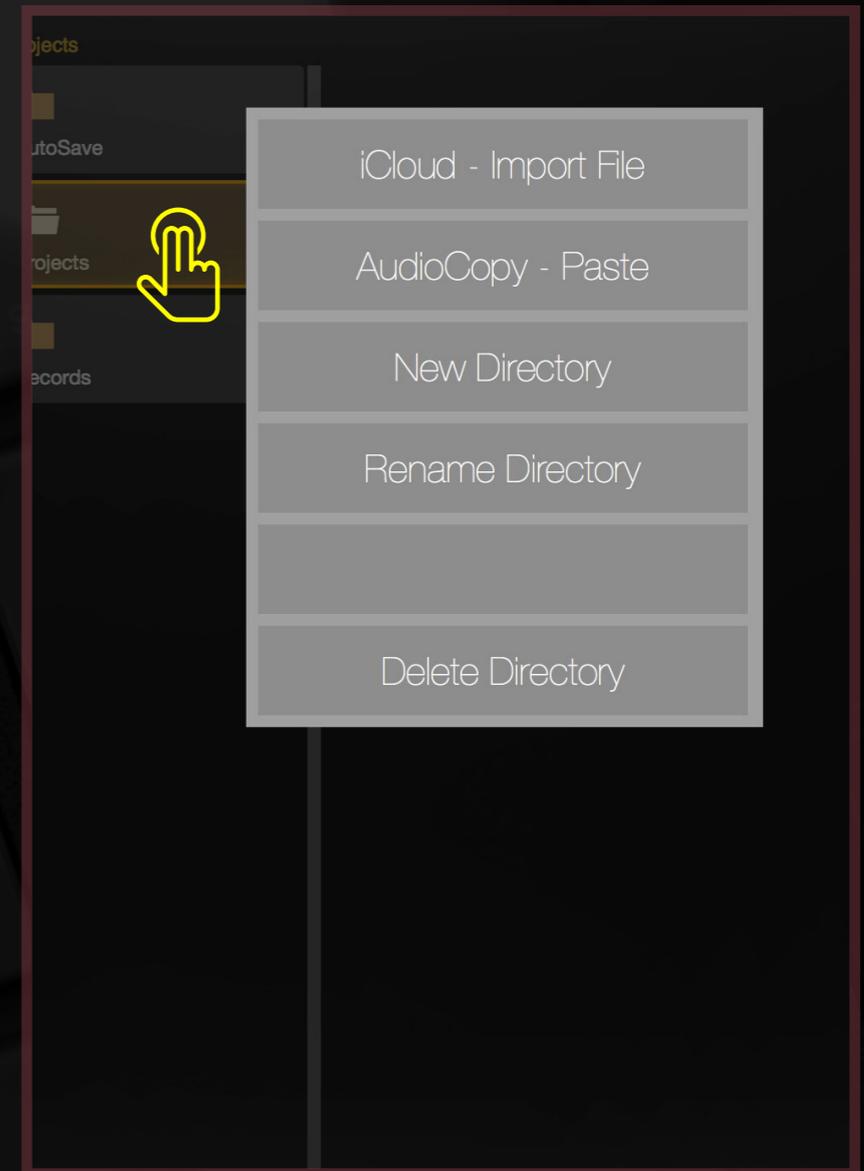
### AUDIOCOPYY - COPY/PASTE

Copy or Paste sounds to/from

Sound file context menu



Directory context menu



One-finger tap to audition sounds



Two-finger tap to access the options menu

## Expansion Libraries: Overview

Expansion libraries are a fast and inexpensive way to personalize and focus BeatHawk to your musical tastes. Genre and instrument specific collections were all created with the utmost attention to quality, extending UVI's legacy of studio sound libraries to the mobile arena.

Within each expansion you will see a short description of the material and a detailed list of the included sounds and instruments. You can also listen to a demo song created with the expansion to get an idea of its focus and qualities.

The screenshot shows the 'EXPANSION DETAILS' screen for the 'FUNK' expansion. On the left is a 'LIBRARY' list with categories: MELLO, VINTAGE BLUES GUITAR, 808, LATIN PERCUSSION, WORLD PERCUSSION, ATLANTA URBAN, DISCO, ELECTRO POP, FUNK (highlighted), and SCRATCH. The main area features a large image of a woman with glasses and the word 'FUNK' overlaid. Below the image is a description: 'FUNK by UVI. A massive collection of construction kits, loops, instruments and samples dedicated to the classic funk sound of the 70's. Whirling synths, grooving guitars, sure-footed bass lines and funky beats abound. From upbeat and groovin' to smooth and mellow, Roots Funk delivers a timeless vibe.' To the right of the description is a 'PLAY DEMO' button and a 'BUY PACK 4,99 EUR' button. Below the description is a 'SPECS' table:

SPECS	
PRESETS:	32
LOOPS/PHRASES:	360
SIZE:	245mb

On the far right, there are playback controls: a play button, a stop button, a 'CURRENT PATTERN' label, and an 'EXIT' button at the bottom.

## Expansion Libraries: Making a Purchase

To purchase an expansion follow these steps:

- (1) Tap the BUY PACK button
- (2) Authorize your account and Tap BUY
- (3) After your purchase has completed tap OK
- (4) Your expansion will begin downloading (indicated by the alert at the top of the screen and a progress indicator on the expansion tab)
- (5) Once the download has completed the expansion tab will move above the User Library tab, activated and ready for use!

## Overview

A project can contain up to 16 patterns, each of these patterns can:

- » be 1 to 16 bars in length
- » store sequences for each track
- » store modulation for each track
- » be duplicated or deleted

Patterns cannot:

- » store unique tempo information
- » change what sample or instrument is loaded on a track

Understanding patterns:

**6**  
Selected Pattern  
Indicated by an inner yellow outline

**10**  
Used Pattern  
Indicated by a bright red outline

**10**  
Pattern Length  
Indicated by markers beneath the pattern number (1-16 bars)

**14**  
Empty Pattern  
Indicated by no pattern length markers and a dimmed red outline



To create, edit or change patterns select the Pattern panel

## Pattern Length, Copy, Paste and Clear

Working with patterns in BeatHawk is easy.  
Patterns have only one editable attribute: *length*

To modify a patterns length:

- [1] Select a pattern from the grid
- [2] Touch the LENGTH menu
- [3] Choose a length from the menu (1-16 bars)

Upon choosing a new length you will see the  
timeline update to the new value you chose [4]

Three other commands exist for working  
with patterns; *copy*, *paste* and *clear*

Select a pattern and touch COPY  
to copy to the clipboard...

Select a pattern and touch PASTE  
to paste from the clipboard...

Select a pattern and touch CLEAR to erase all  
note and modulation data from the pattern...



## Recording a Pattern

Before recording you should set a project tempo and decide if you want to use quantization or not.

After you've set those parameters simply choose a pattern from the grid [1]

Set the desired pattern length [2]

...and hit RECORD [3]

At this point you will hear a 1-bar count in (4 beats of the metronome), the PLAY button will turn red and recording will start, and it will continue until you hit STOP or the RECORD button again.

While in RECORD mode you can freely change pad modes or play notes with an external MIDI device.

Useful functions while in RECORD mode:

Pressing the REPEAT button [4] while triggering a sound will create a note repeat pattern based on the current Quantize Grid Resolution setting

Pressing the ERASE button [5] while triggering a sound will spot-erase that sound

Pressing the UNDO/REDO button [6] will move backwards/forward through your sessions history (use with caution!)



### Quantize/Grid

Enabling Quantize will sync the notes you record to the grid resolution (1/16 in this example)

### Tempo

To change the tempo use the TAP button, touch-drag the display, or double-touch the display to enter a value numerically



Interface

CPU Meter  
[ red line along top ]

Main Menu

Current Project

Song Mode

Master Volume Slider  
[ Peak Meter ]

Help Menu

Current Pattern

Select Pattern

View Modes

[ Pad ]  
[ Pitch ]  
[ Pitch + CC ]

Current Track

Notes

Mute / Solo

Quick Menu

List MIDI CC

CC Event

Undo / Redo

Tools

[ Navigate ]  
[ Add Fill ]  
[ Add Repeat ]  
[ Resize ]  
[ Move ]  
[ Erase ]

Timeline

Close

Snap to grid

Grid Resolution

Grid

Note Event

Transport

## Views

Step Editor helps you edit recorded events graphically.  
We provide 3 different views in order to edit in detail a sequence.

### PAD VIEW [1]

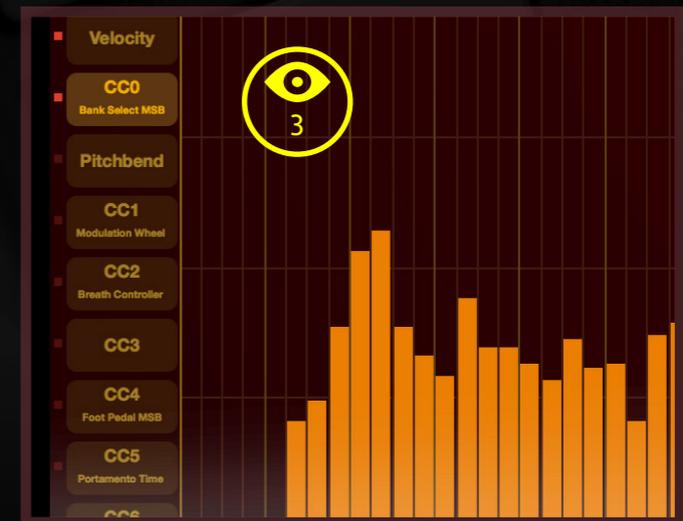
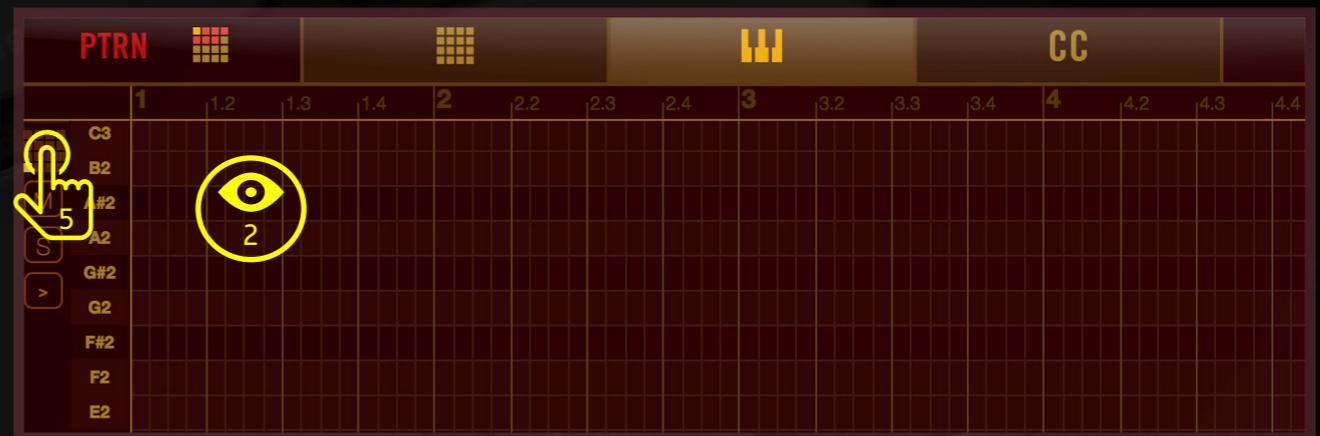
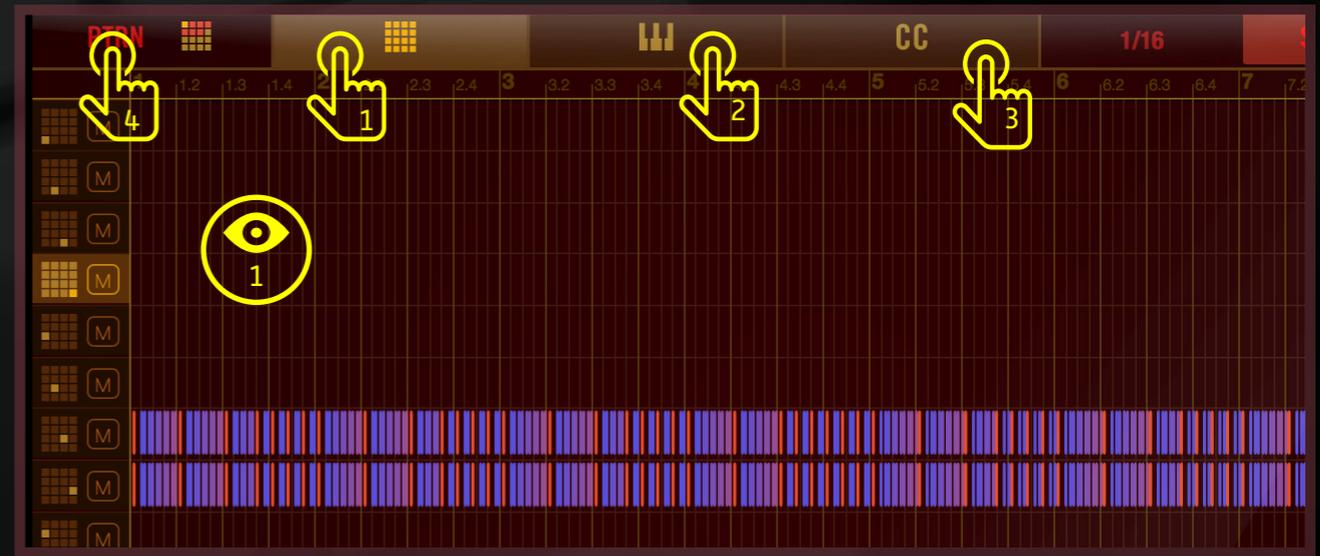
This view displays all pads of the selected pattern. Basically each row corresponds to a Pad. You can change the current pattern [4] [6]

### PITCH VIEW [2]

Displays all note events of the selected pad and selected pattern. This is a piano roll view. You can change the current pattern [4] [6] or change the selected pad [5] [6]

### CC VIEW [3]

This View is shared with pitch view.  
It displays all CC events of the selected pad and selected pattern.  
You can choose among the 128 CCs in the list and add/edit/delete them.  
The first element of the list is the velocity of the notes in the pitch view, you can only edit and delete them.



## Tools 1/2

Step Editor helps you edit recorded events graphically.  
We provide 6 different tools to make this comfortable and easy to use.

### NAVIGATE

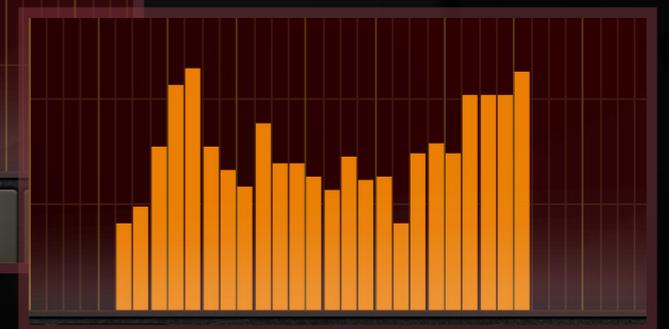
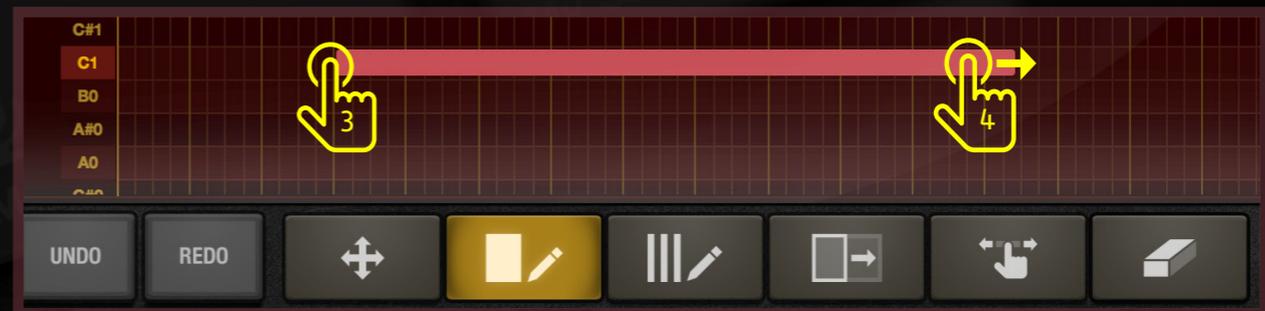
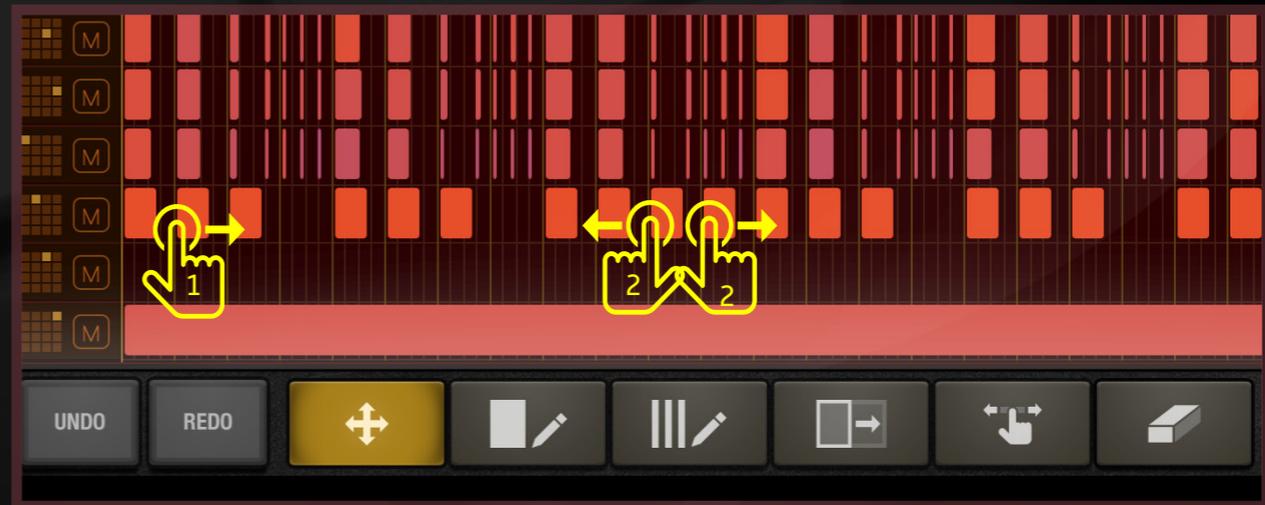
Drag up/down/left/right in to navigate [1]  
Two finger pinch to zoom in and out [2]

### ADD FILL

Touch were you want to add a note [3] and then adjust the size [4]

### ADD REPEAT

Touch were you want to start adding events [5] and then adjust the number of notes you want to add [6]  
Dragging up/down adjusts the note.  
The amount of generated notes is related to the grid resolution.

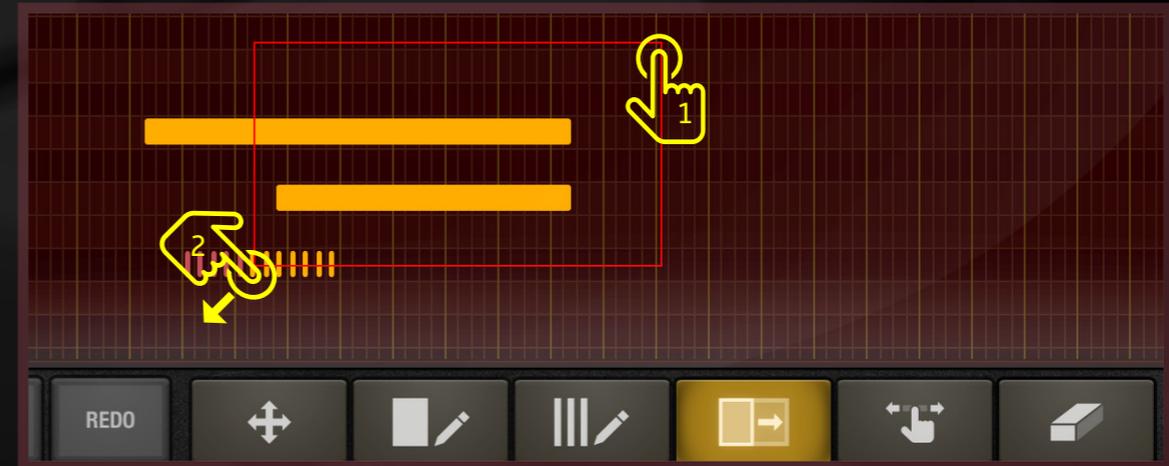


## Tools 2/2

### RESIZE

- Simple resize:  
Simply touch a note and drag left / right

- Multiple resize:  
First, select multiple notes by touching the grid [1] and dragging [2] over the notes you want to select.  
Then, you can resize these notes by touching a selected note and drag left / right [3]. Touching the grid unselects the notes.



### MOVE

- Simple move:  
Simply touch a note and drag left / right / up / down

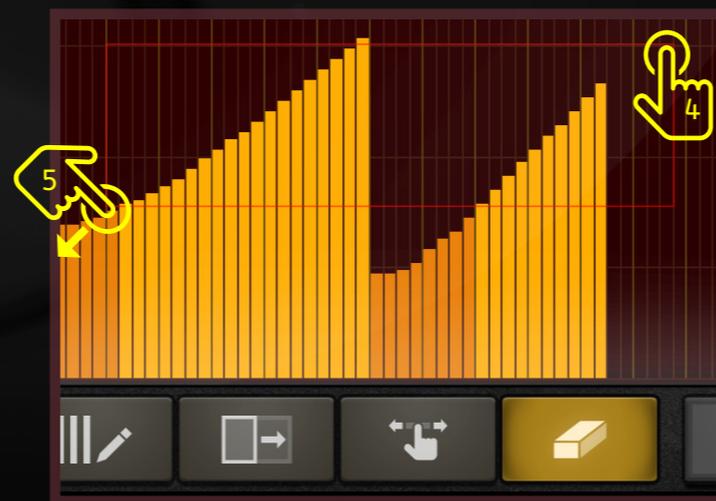
- Multiple move:  
First, select multiple notes by touching the grid [1] and dragging [2] over the notes you want to select.  
Then, you can move these notes by touching a selected note and drag left / right / up / down [3]. Touching the grid unselects the notes.



### DELETE

- Simple delete:  
Simply touch a note to delete it

- Multiple delete:  
Select multiple notes by touching the grid [1] and dragging [2] over the notes you want to delete.  
Multiple CC can be deleted the same way [4] [5]



## Saving Your Project

Once you've spent some time working on sounds or recording some patterns you're going to want to save your progress.

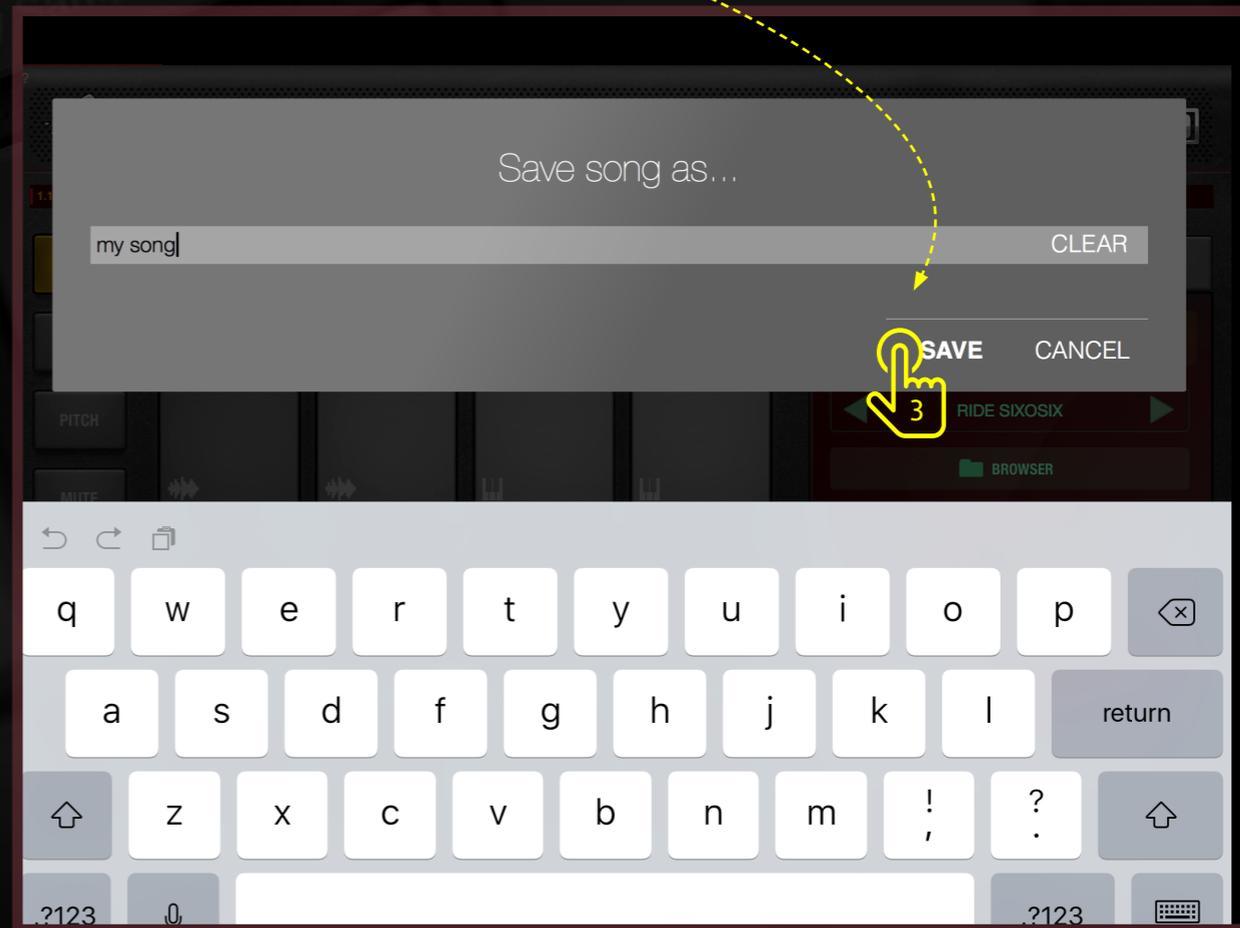
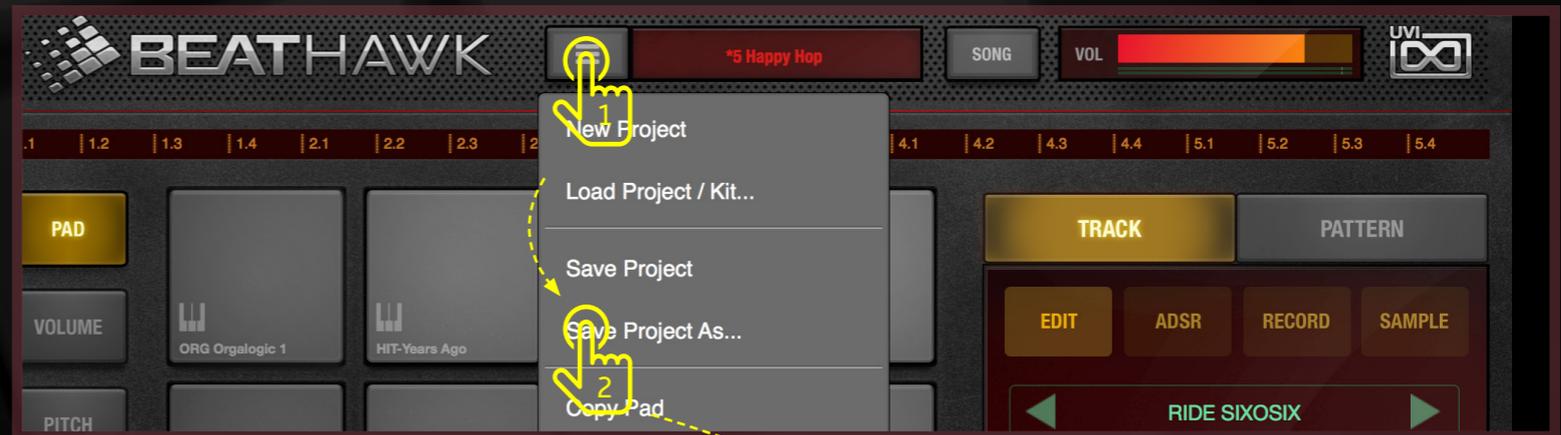
BeatHawk offers a typical interface for doing this with both explicit and iterative save options.

If it's your first time saving a project:

- [1] Select the menu icon 
- [2] Select SAVE PROJECT
- [3] Enter a project name and hit SAVE

If you've already saved your project and simply want to update the file, select *Save Project* again

If you've already saved the project but want to make a copy to experiment with, select *Save Project As...*



## Loading a Project or Kit

There are two load options within BeatHawk:  
*Load Project* and *Load Kit Only*

### Load Project

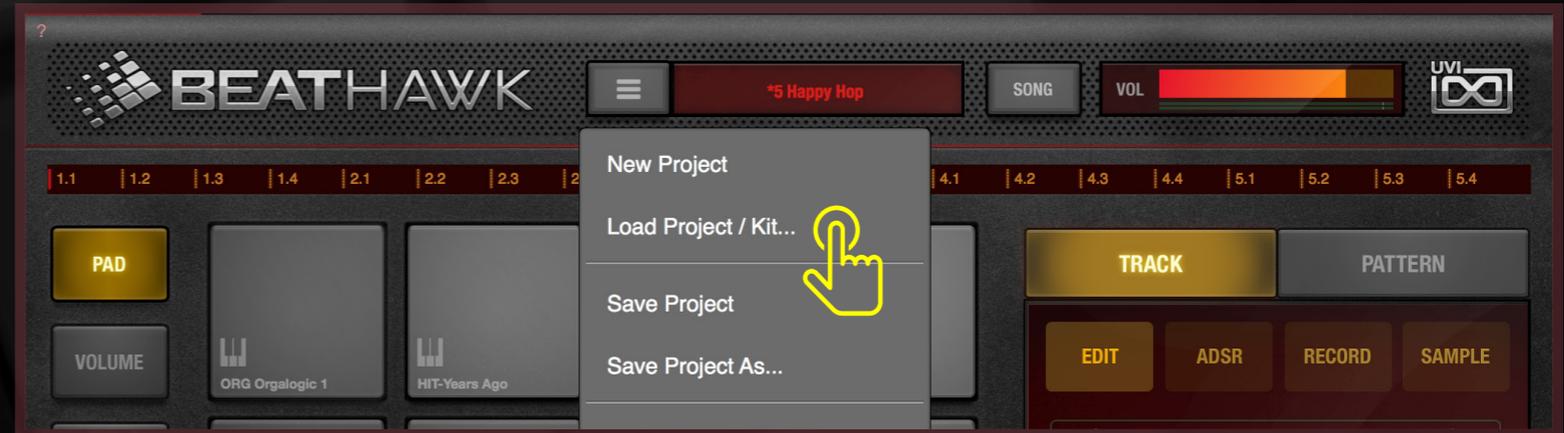
Loads the entire project including all pad sounds, pattern data and song sequence

### Load Kit Only

Loads only the pad sounds, maintaining whatever pattern data and song sequence that exists in your current project

If you want to open an old project and keep working on it choose *Load Project*

If you want to load sounds from an old project and hear how they work with your current patterns and song choose *Load Kit Only*



Load Project  
Loads sounds, pattern and song data

Load Kit  
Loads sounds only



Two-finger touch a User Song to rename/delete



Interface

CPU Meter  
[ red line along top ]

Main Menu

Current Project

Song Mode

Master Volume Slider  
[ Peak Meter ]

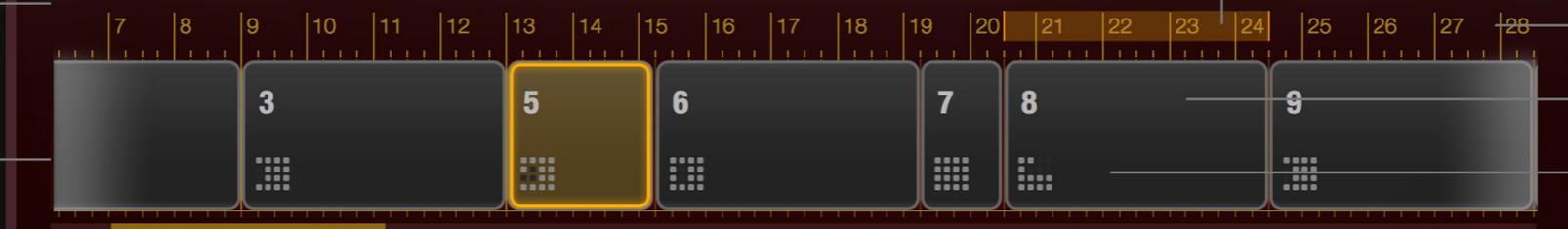
Help Menu



Loop markers

Playhead

[Tap to position manually]

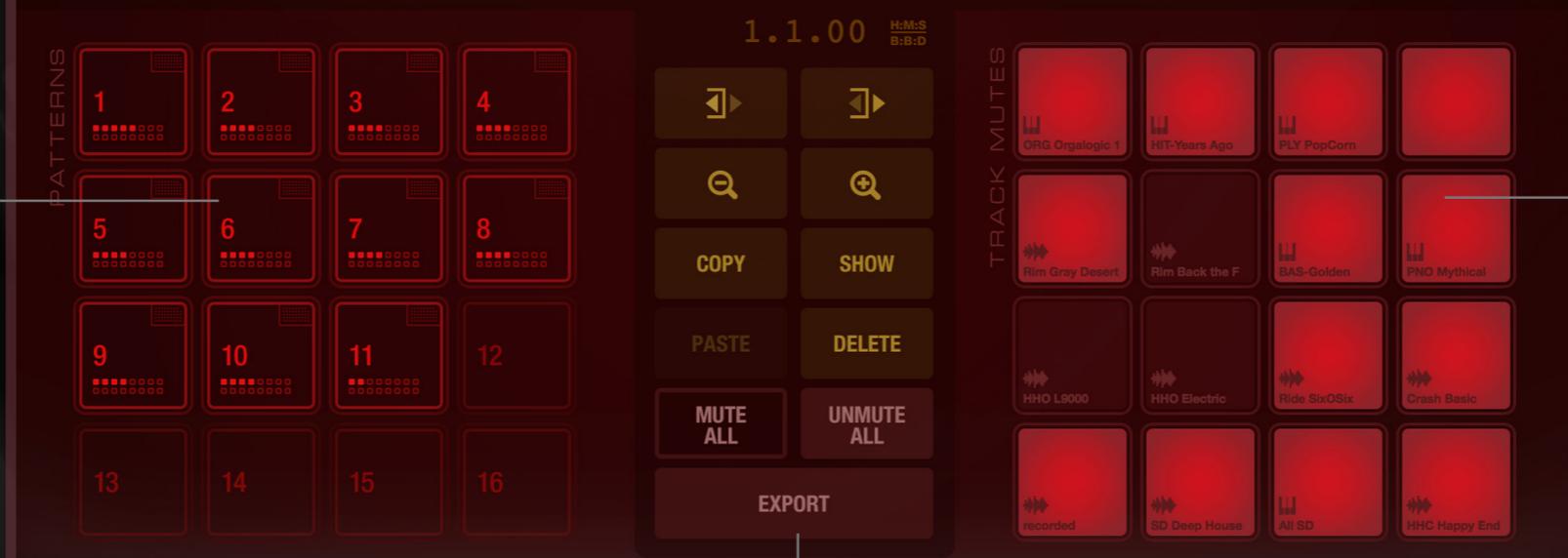


Bar Number

Regions / Patterns

Song Timeline

Patterns



Track Mutes

Undo / Redo



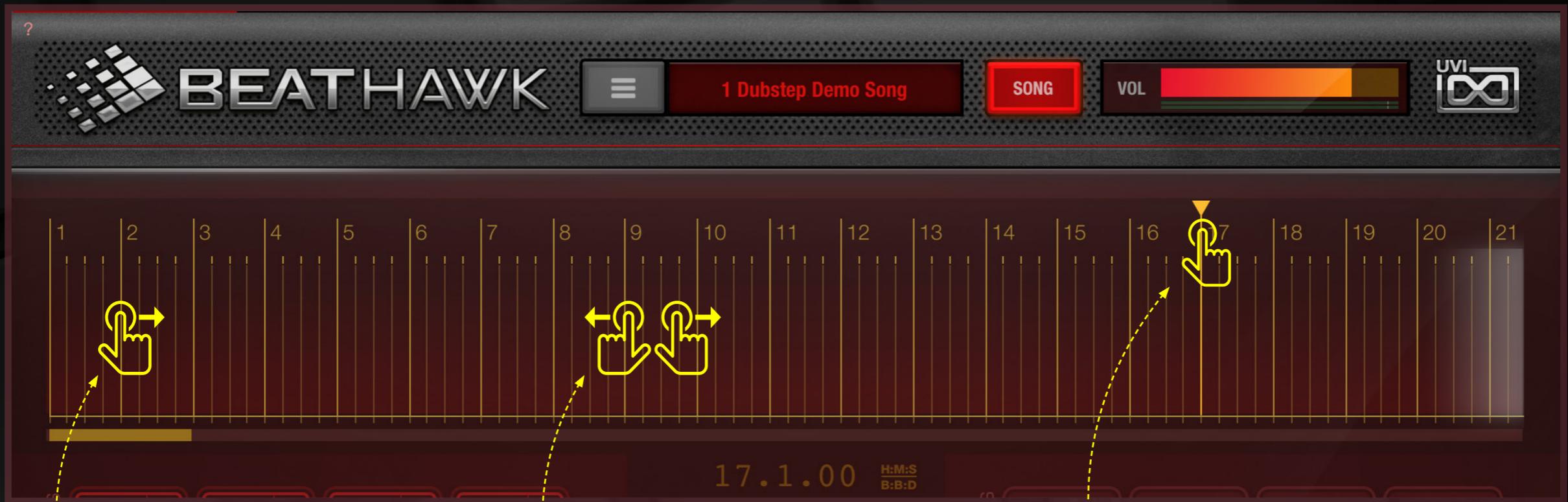
Transport

Tempo

Editor

Loop

## Navigating the Timeline



Touch-drag to scroll

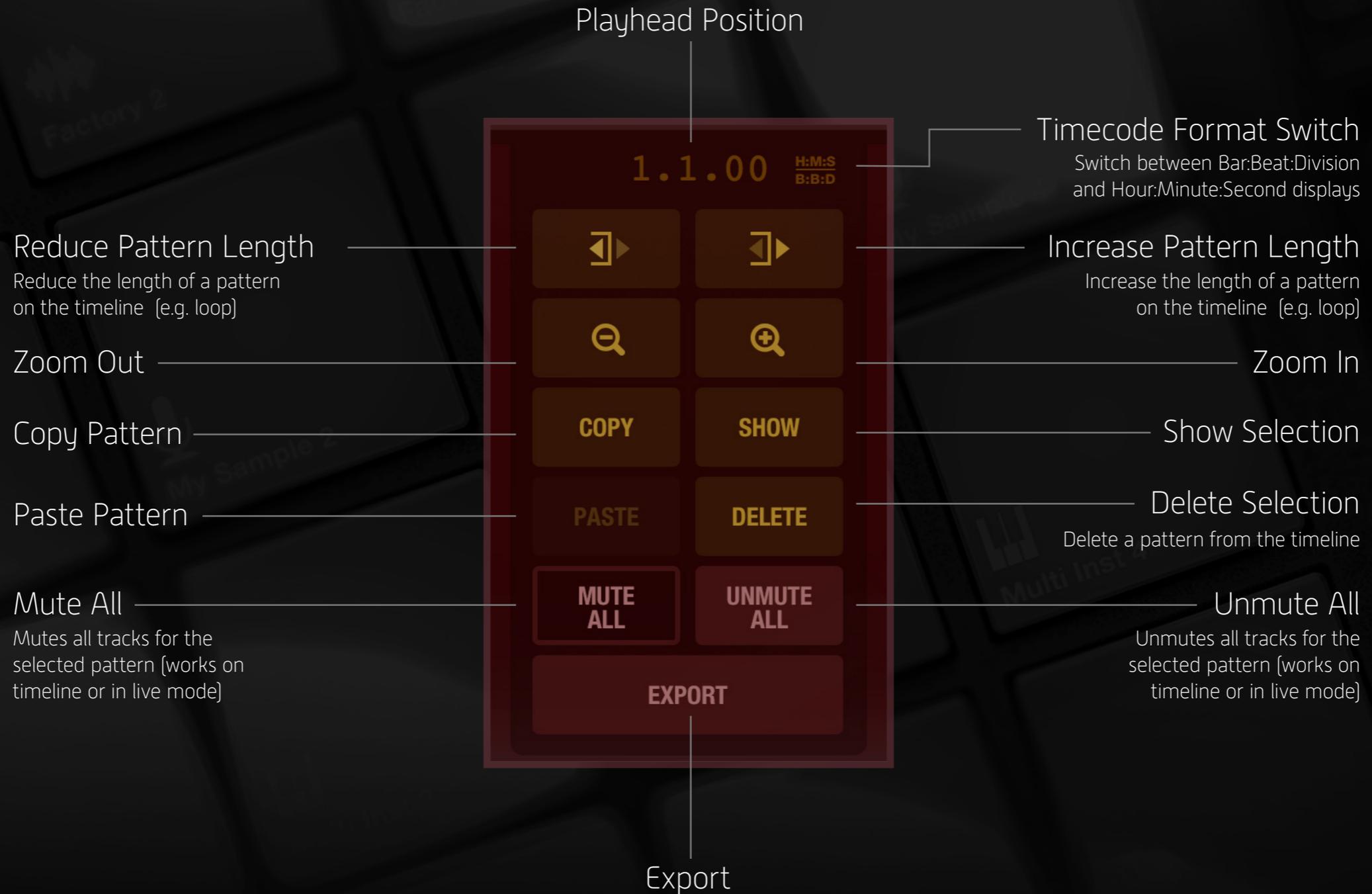


Two-finger pinch or expand to zoom in/out



Tap on the header to move the Playhead manually

## The Editor Panel



## Adding Patterns to the Timeline

Making songs in BeatHawk is as simple as arranging the patterns you've already created. Additionally, you can mute tracks of instanced patterns to create progressions or even entire songs with just a single pattern.

Arrangements can be made by dragging patterns onto the timeline or in real time, by hitting RECORD and playing the patterns the same way you would play pads.

Lets take a look at moving patterns to the timeline manually:

- (1) Push and hold on a pattern
- (2) Drag the pattern onto the timeline



*With a simple touch-drag we've added a pattern to our song!*

## Track Mutes

Sequentially unmuting tracks in a pattern can be a great way to create builds or interesting musical progressions. In fact, you can create an entire song with a single pattern if you want.

Using Track Mutes is easy. Now that we've got a pattern on the timeline lets mute everything but the drums, which in this case is the upper 8 tracks.

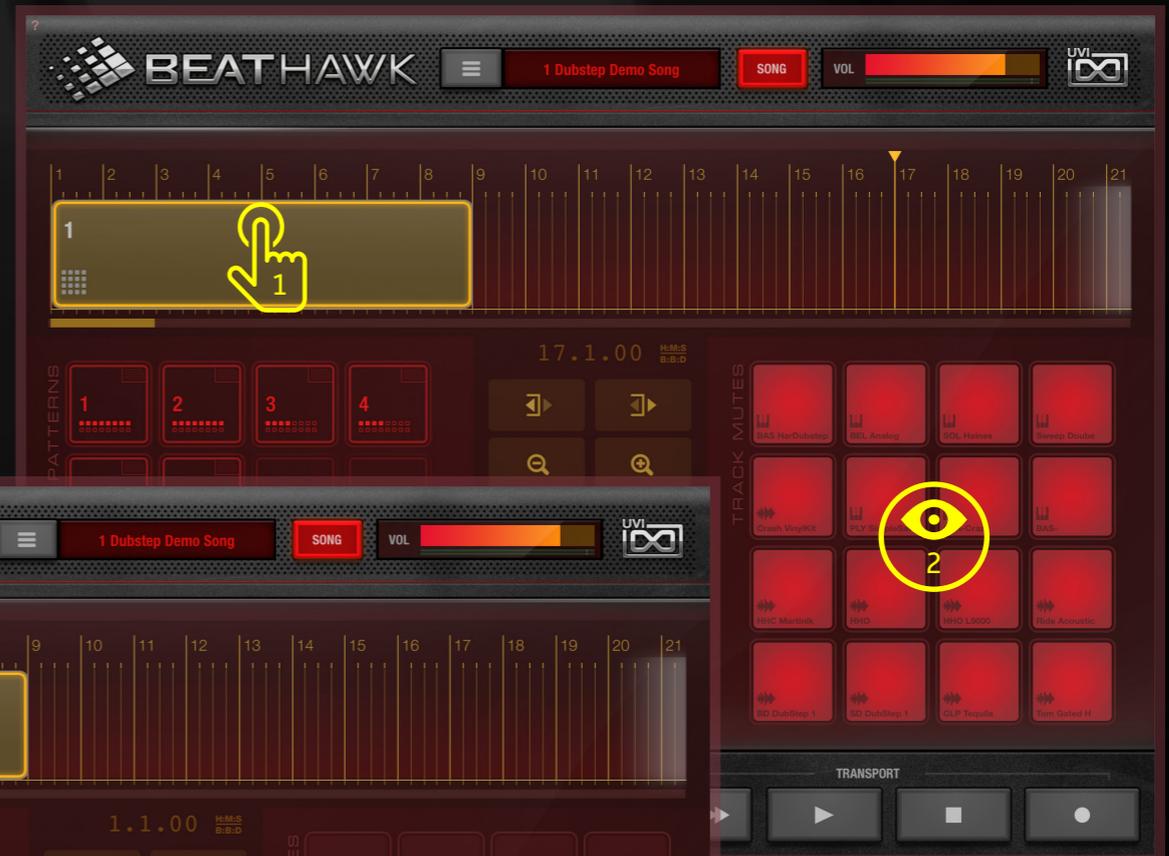
Tap the pattern on the timeline to select it (1)

Bright red track mutes indicate that all the tracks are currently active (unmuted) (2)

Now we want to mute the top 8 tracks, to do that:

Tap the Track Mutes for tracks 1-8 (3)

We can now see both in the Track Mute section and the region mute icon (4) that tracks 1-8 are muted.



## Copy / Paste, Unmute All

Now that we've got a region with some tracks muted lets copy/paste the region and unmute the tracks so our song has a progression.

With our pattern still selected on the timeline hit COPY (1)

Then hit PASTE (2)

Quickly unmute all the tracks of the second region by hitting UNMUTE ALL (3)

We can see that the first region has tracks 1-8 muted and the second region has no active mutes (4)



## Changing a Regions Length

In addition to muting tracks in a region we can change their length as well. Making a region shorter simply truncates the pattern, while making a region longer repeats the pattern.

Lets change the first region of our song from 8 bars to 4 bars in length:

Select the first region [1]

Tap the Reduce Pattern Length button until the region is 4 bars long [2]

Increasing pattern length works the same way.



## Realtime Record

Another way to create arrangements in BeatHawk is with realtime recording. When the RECORD button is armed the Pattern grid will act like pads, allowing you to interactively playback and sequence your patterns in realtime.

Track mutes and track mute controls are fully functional in this mode, so you can quickly experiment with and get a feel for your progressions.

Realtime record can also be used to overdub existing arrangements, e.g. if you enter realtime record mode and you have regions on the timeline already, your performance will overwrite existing regions. This can be a very fast way to make otherwise complex edits to an arrangement.

- To enter realtime record mode simply hit RECORD [1]
- You can now play your patterns as pads to preview them and adjust track mutes.
- To start recording hit PLAY [2]
- Perform your song via the pattern grid [3]
- While [3] is pressed you can record mute changes automations within the bring recorded region by pressing mute button. [4]
- Press RECORD [1] again at anytime to exit realtime record mode

[5] A region with mutes automations

You can enter realtime record mode anytime the transport is playing by hitting RECORD [1]



## Exporting a Song

BeatHawk can export songs 3 different ways:

- » as a stereo 44.1kHz/24-bit WAV file
- » as stems (1x stereo 44.1kHz/24-bit WAV per track)
- » or as a multi-track MIDI file

If you simply want to share your song a basic Export is all you need. However if you want to work on your track further or migrate it to a DAW, Export Multi and Export MIDI will be very helpful.

To export your song tap the EXPORT button [1]

Select which type of documents you want: [2]

**Export** = stereo mix of your song

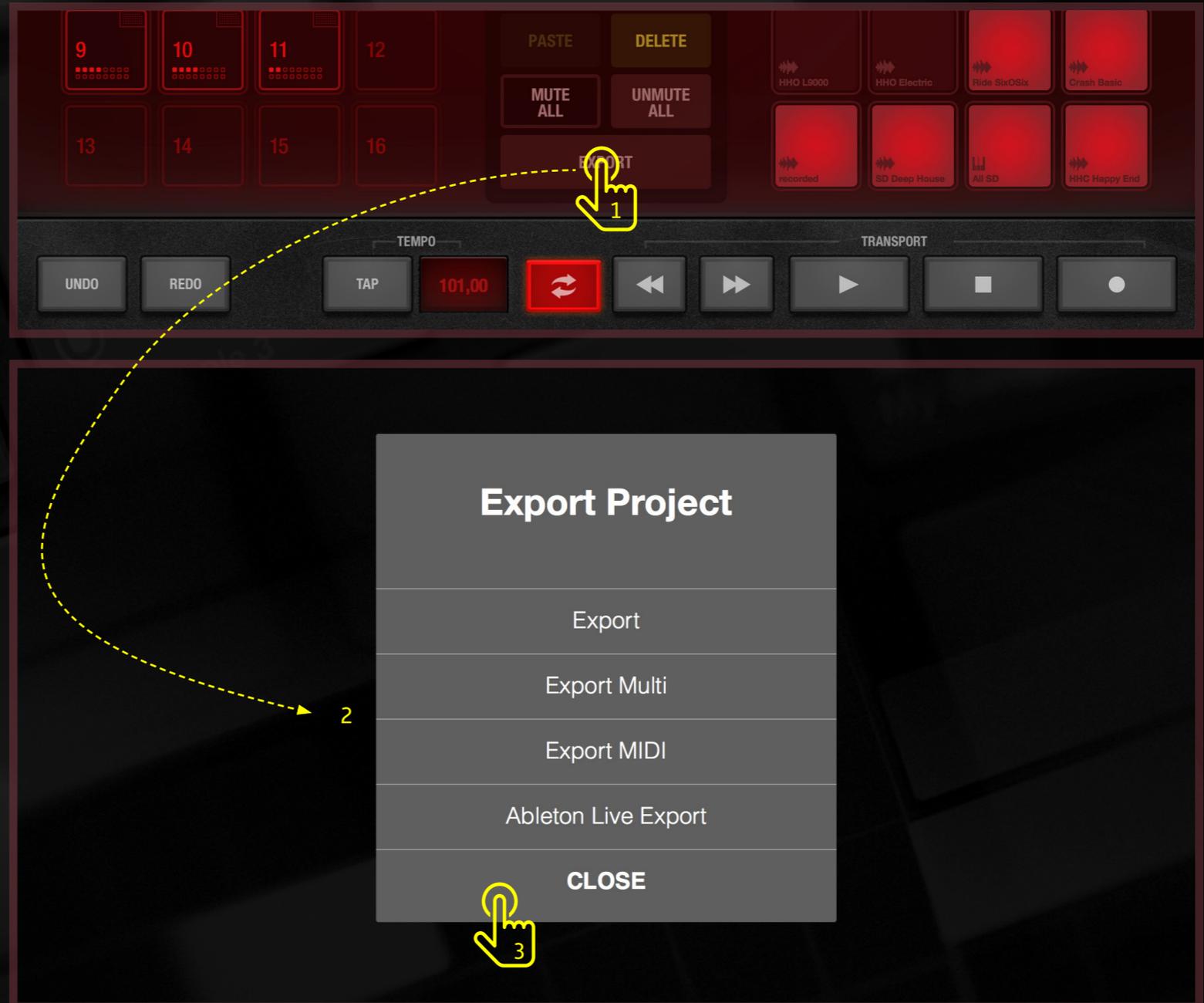
**Export Multi** = individual files for each track

**Export MIDI** = multi-track MIDI file

**Ableton Live Export** = convert project to Ableton Live (.Zip)

Once you've finished tap CLOSE [3]

Exported files will be available in the Browser / User Library tab, and through iTunes File Transfer ([learn more](#) ).



## Preferences - Global

### Global Tuning

Adjust the global tuning of all BeatHawk instruments

### Metronome - Volume

Set volume of metronome while in record mode

### Metronome - Bypass

When enabled turns the metronome click off

### Pitch Mode - Default Velocity

Set the default note velocity while in PITCH mode

### Pitch Mode - Duplicate Keyboard

Shows 1 octave twice instead of 2 octaves in PITCH mode

### Pitch Mode - Enable Pitchbend

While pressing a note in PITCH mode, drag left or right to bend pitch +/- 24 semitones

### Pitch Mode - Transpose Notes to Scale

While playing, notes will be automatically transposed to the selected scale. No out of scale notes!

### Pitch Mode - 3D Touch Velocity

Changes velocity according the force of the touch on the screen.

### Sync - IAA/AU Sync Timeline Position

Always Sync position with host [\[learn more\]](#)

### Sync - WIST Sync

Enable WIST Sync [\[learn more\]](#)

### Sync - Ableton Link Settings

Settings for Ableton Link [\[learn more\]](#)

The screenshot shows the 'Global' settings tab in the BeatHawk application. The interface is dark-themed with a red border. At the top, there are three tabs: 'Global', 'MIDI/Audio', and 'Effects'. The 'Global' tab is selected and expanded, showing several settings:

- Global Tuning:** A horizontal slider set to approximately 75%.
- Metronome:** A sub-section containing:
  - Volume:** A horizontal slider set to approximately 80%.
  - Bypass:** A toggle switch that is currently turned off.
- Pitch Mode:** A sub-section containing:
  - Default Velocity:** A horizontal slider set to approximately 75%.
  - Duplicate Keyboard:** A toggle switch that is currently turned off.
  - Enable Pitchbend:** A toggle switch that is currently turned off.
  - Transpose Notes to Scale:** A toggle switch that is currently turned on.
  - 3D Touch Velocity:** A toggle switch that is currently turned off.
- Sync:** A sub-section containing:
  - IAA/AU Sync Timeline Position:** A toggle switch that is currently turned off.
  - WIST Sync:** A toggle switch that is currently turned off.
  - Ableton Link Settings:** A button labeled 'OPEN'.
- Misc:** A sub-section containing:
  - Version:** Displayed as '2.0.0 (76)'.

At the bottom right of the settings panel, there are two buttons: 'RESET' and 'CLOSE'.

## Preferences - MIDI/Audio

### Audio/MIDI Preferences

Opens the Audio and MIDI Settings editor

#### Device

Select iPad or available USB Audio Interface

#### Sample Rate

Defaults to 44.1 kHz

Lower frequency rates = reduced sound quality but higher performance

#### Audio Buffer Size

Defaults to 256 samples

Larger buffer sizes = more latency but higher performance

#### Active MIDI inputs

Select an external MIDI source

### Audio - Background Audio

Enable/Disable Background Audio

### MIDI - Send Omni

Allows a MIDI keyboard with a single channel to address all tracks in BeatHawk

### MIDI - MIDI Select

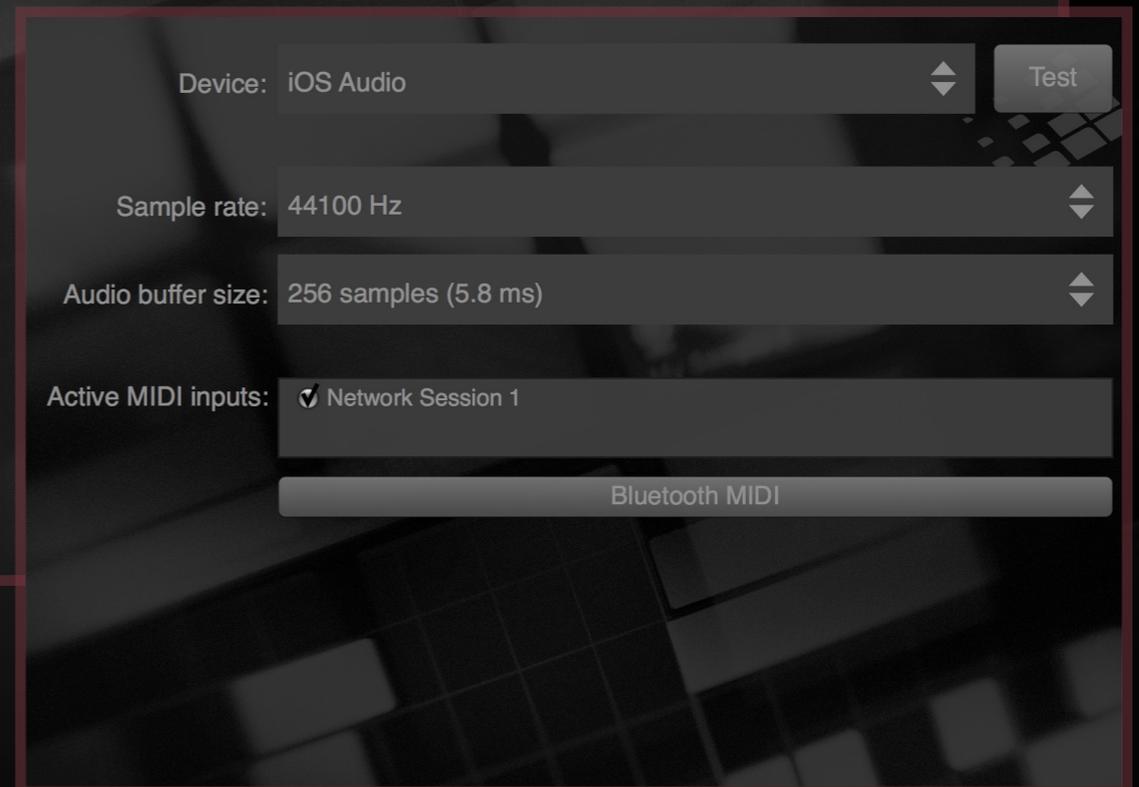
Track select based on incoming MIDI message channel

### MIDI - Send to Selected Pad

Ignores incoming MIDI channel messages

### MIDI - Receive Events From Channels

Choose what MIDI channels to listen to for events



## Preferences - Effects

### Reverb - Decay Time

Set the decay time of the reverb effect from .25s to 25s

### Reverb - Room Size

Set the room size of the reverb effect from 4m to 50m

### Reverb - Decay Low

Decay time multiplier for low frequencies from .1x to 10x

### Reverb - Decay High

Decay time multiplier for high frequencies from .1x to 10x

### Delay - Time

Set the delay lines repeat time from 1/64th triplet to 32x

### Delay - Feedback

Set the delay feedback amount from 0-100%

### Delay - Damp High Cut

Set the dampen high cut frequency from 1 - 20kHz

### Delay - Damp Low Cut

Set the dampen low cut frequency from 20Hz - 4kHz

The screenshot shows a settings window with three tabs: Global, MIDI/Audio, and Effects. The Effects tab is active. It contains two main sections: Reverb and Delay. Each section has several parameters with corresponding sliders.

Section	Parameter	Value Range (Approximate)
Reverb	Decay Time	0.25s to 25s
	Room Size	4m to 50m
	Decay Low	0.1x to 10x
	Decay High	0.1x to 10x
Delay	Time	1/64th triplet to 32x
	Feedback	0% to 100%
	Damp High Cut	1 - 20kHz
	Damp Low Cut	20Hz - 4kHz

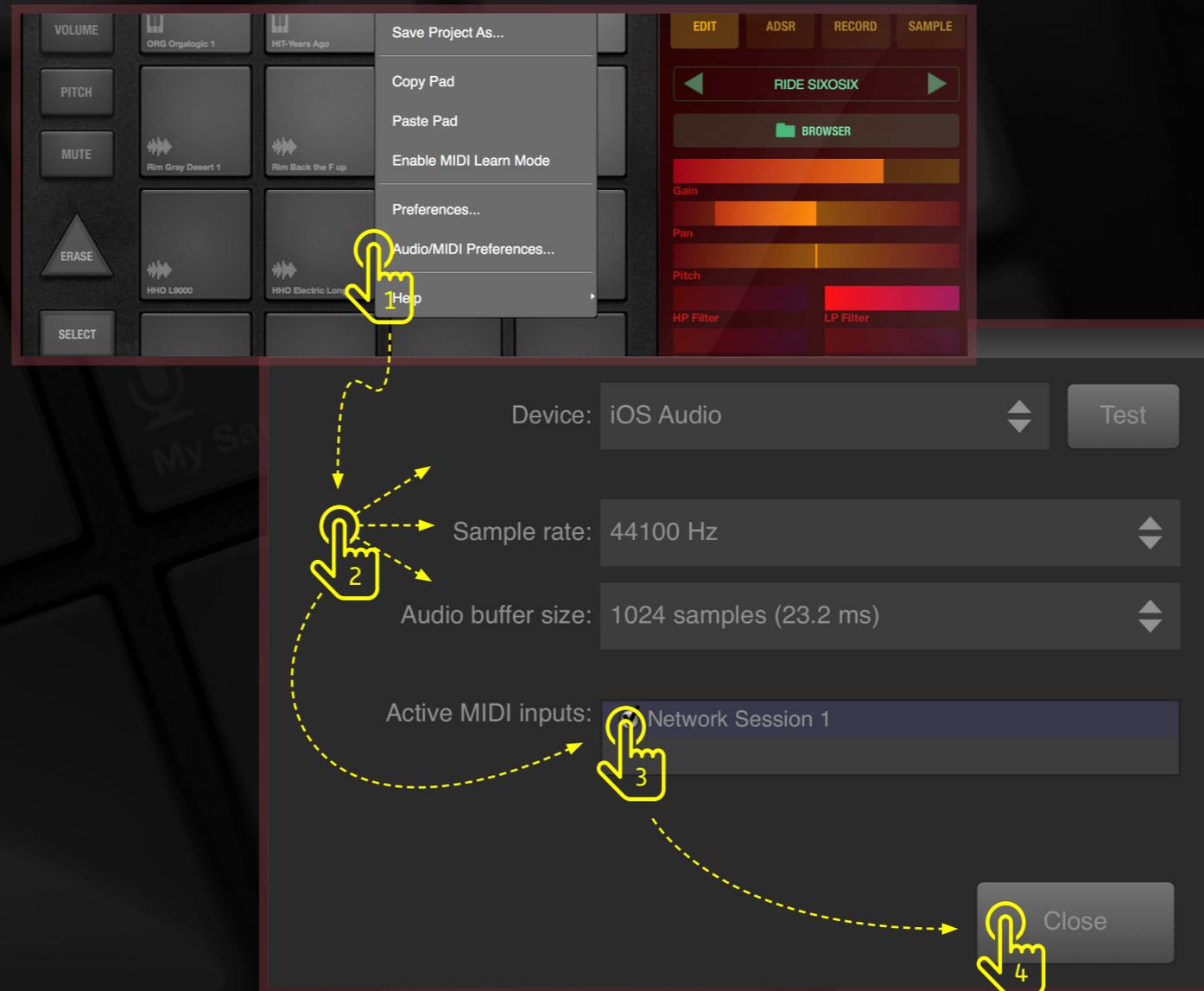
At the bottom right of the settings window, there are two buttons: RESET and CLOSE.

## Working with External Audio and MIDI Devices

BeatHawk is compatible with all CoreAudio and MIDI Class Compliant devices, including MIDI keyboards, pad controllers and audio interfaces that can be connected to your iPad. As well, BeatHawk can hear MIDI over Wi-Fi through Network Sessions.

To configure BeatHawk to use an external device:

- [1] Select the menu icon and choose **AUDIO/MIDI PREFERENCES...** from the list
- [2] Select the desired audio interface from the Device menu, as well as desired sample rate and buffer sizes
- [3] Select the desired MIDI devices you would like BeatHawk to listen to
- [4] Tap CLOSE when you're finished



## iCloud File Management

BeatHawk supports file import and export from Apple's iCloud and iCloud-supported services such as Dropbox, Google Drive and Microsoft OneDrive.

For more information on iCloud Drive and how to enable it, see:

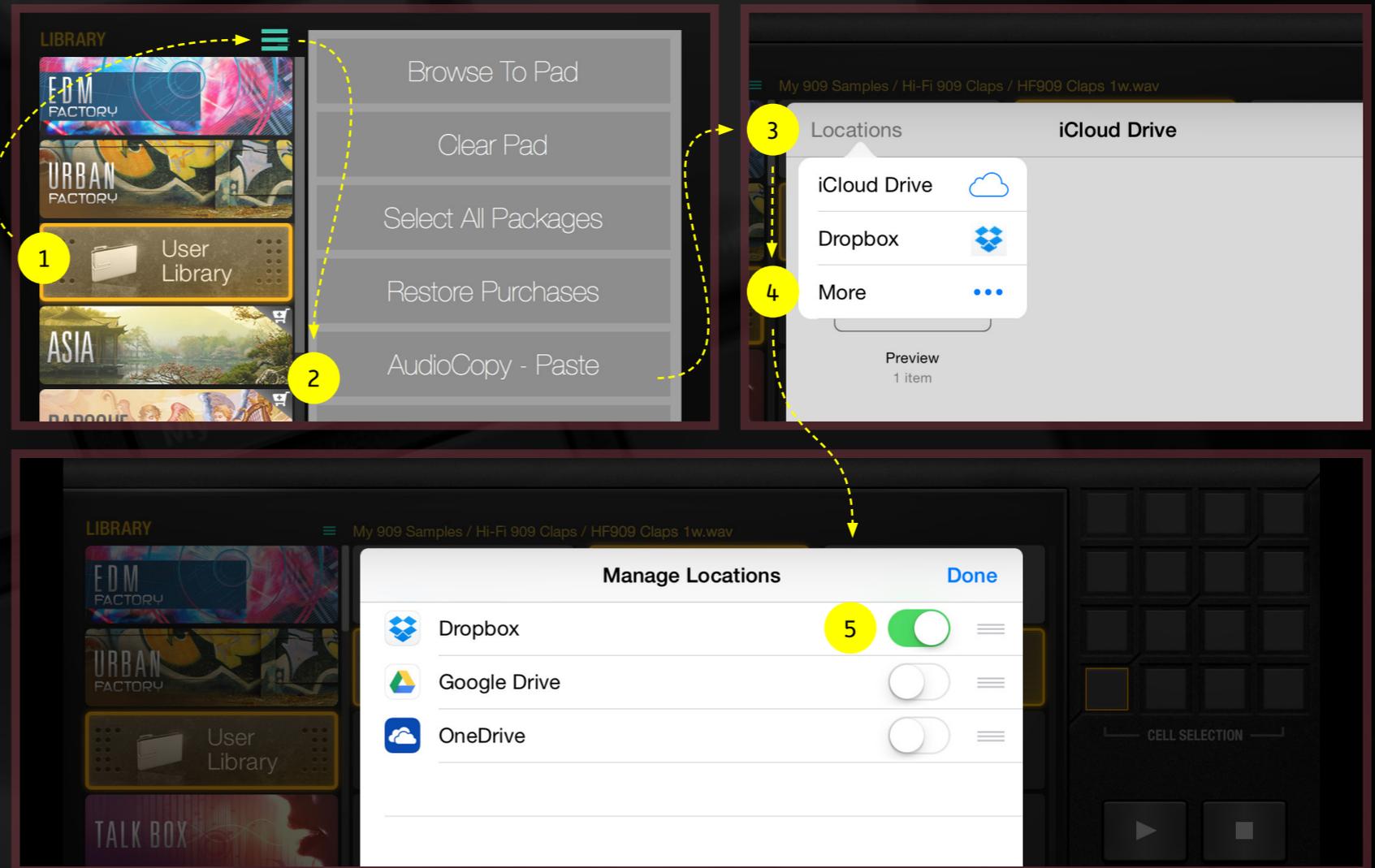
[Apple iCloud Drive FAQ](#)

To use other services such as Dropbox, Google Drive or OneDrive, you must first install their corresponding app from the AppStore on the same iPad that BeatHawk is installed on.

Once installed, you need to enable these services as iCloud locations:

- [1] With the [User Library] tab selected, press the menu button
- [2] Press [iCloud - Import File]
- [3] Press the [Locations] menu toggle
- [4] Choose the [More] option
- [5] Activate the desired service(s)

Once completed, the specified services will be available within the Locations menu as import and export destinations.



*Transfer files to/from BeatHawk through Apple's iCloud and iCloud-supported services such as Dropbox, Google Drive and OneDrive*

## Import Files via iTunes File Sharing

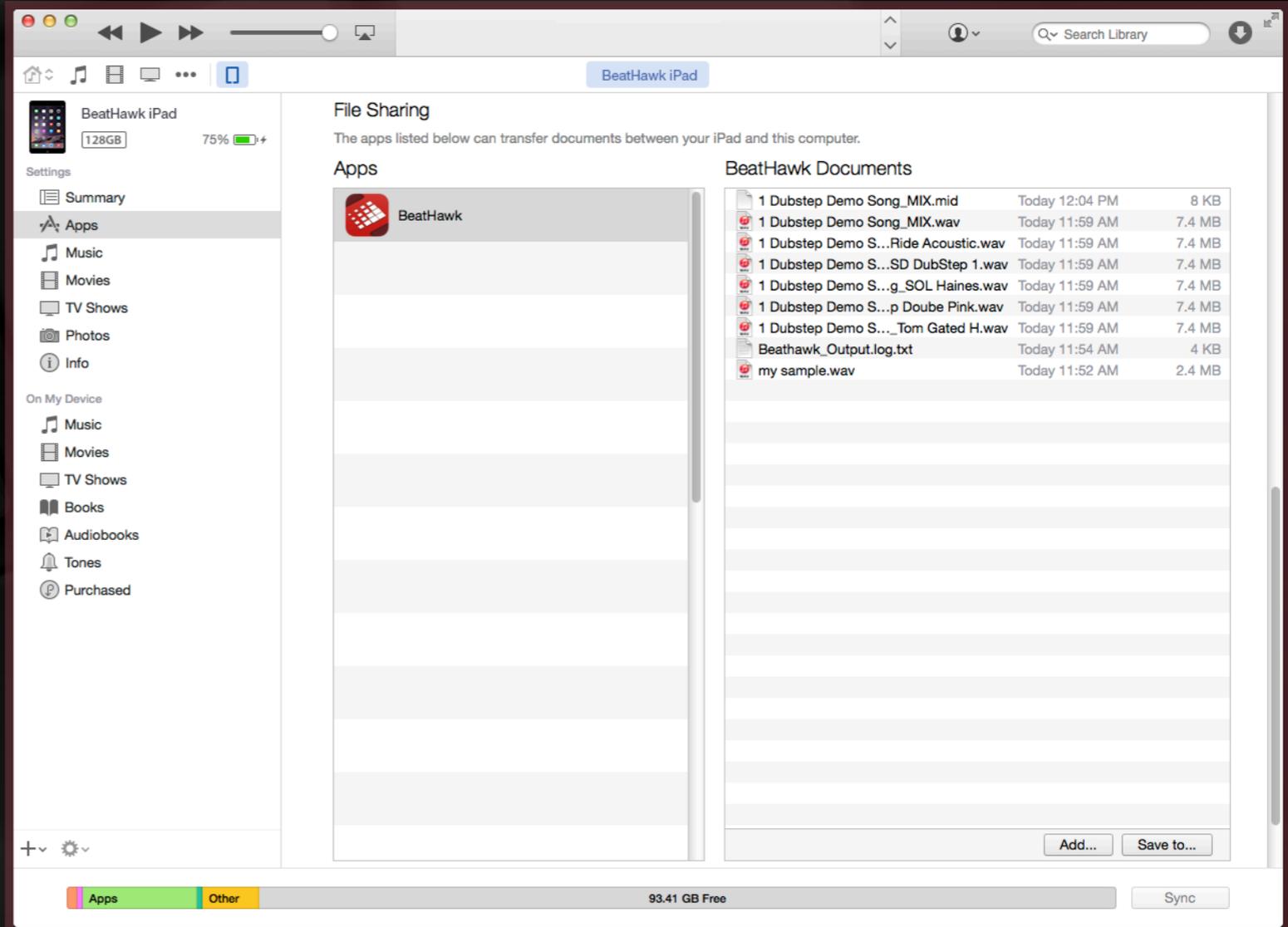
Accessing your files in BeatHawk is accomplished through iTunes File Sharing. To do this:

- [1] Connect your iPad to a trusted computer with iTunes
- [2] Open iTunes and navigate to:  
**iPad Settings > Apps > BeatHawk**  
*(visible in the opposite image)*

You will see a list called BeatHawk Documents, you can drag and drop your own samples to import them into beathawk.

At each startup Beathawk scans this folder and move the files inside the App and make them available in the **Browser** under the **User Library** tab.

Supported formats:  
**FLAC, WAV, MP3, M4A, and AIF**



*Transfer files to BeatHawk through iTunes with a simple drag-n-drop*

## IAA, AudioBus, Audio Unit, Ableton Link and WIST

BeatHawk can be used as an audio source for other apps on your iPad with Inter-App Audio and through AudioBus. Setting up these connections is relatively simple.

### Inter-App Audio

IAA compatible apps each have their own method of integration. Consult the user manual for the app you want to use to learn more. In GarageBand, selecting BeatHawk as an audio source is done through the input menu.

### AudioBus

BeatHawk is fully AudioBus compliant. To set BeatHawk as an audio source simply select it from the input menu.

### Audio Unit v3

Allows loading BeatHawk as a plugin inside your favorite DAW. Works like IAA transport wise.

For more information on AudioBus:

<http://audiob.us/>

### Ableton Link

Synchronize the timeline with any other application that are connected to the same local network. Link needs to be enabled in the BeatHawk preferences. Joins automatically any ongoing session.

### WIST Sync

WIST is a protocol that allows multiple devices to be synced over Bluetooth. BeatHawk is natively WIST compliant, simply enable WIST Sync in the BeatHawk preferences on both devices and connect one to the other via Bluetooth. The device that initiates the Bluetooth connection will be the slave device by default.



Using BeatHawk as an Audio Unit in Cubasis



Using BeatHawk as an input source in Audiobus

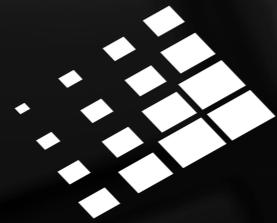
[beathawk.com](http://beathawk.com)

[uvi.net](http://uvi.net)

[youtube.com/user/UVIofficial](https://youtube.com/user/UVIofficial)

[facebook.com/UVI.Official](https://facebook.com/UVI.Official)

[twitter.com/UVIofficial](https://twitter.com/UVIofficial)



# BEAT HAWK

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