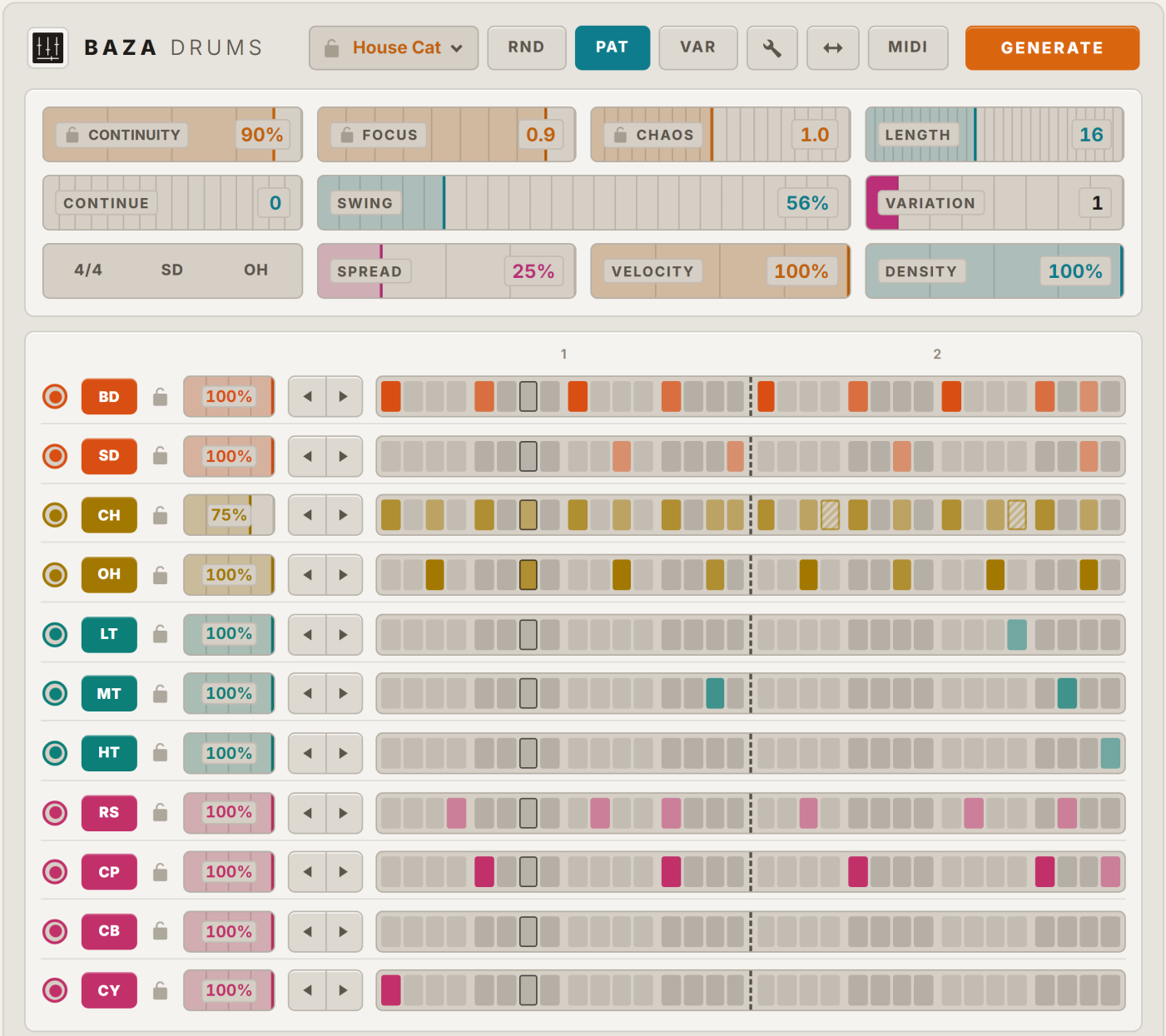
BAZA DRUMS

Baza Drums

User Manual

Version 2.0 · VST3 · AU · VST2



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01

Welcome to Baza Drums

Baza Drums writes drum patterns. It learned from thousands of grooves how drums play together, and it makes new ones in the style you choose: in seconds, as often as you like, and always as MIDI you can play with any drum sound you own.

Press **Generate** and Baza Drums writes a new groove for eleven drum instruments, from kick to cymbal. Its models were made from real drum performances and curated by producers, so what comes out has the feel of played drums, not of a random sequencer.

Baza Drums makes no sound of its own. It plays MIDI notes, which you send to the drum instrument of your choice: a drum rack, a sampler, a hardware drum machine. Your sounds, your mix.

1.1. What You Can Do with It

Generate, don’t scroll through presets

Choose a style and shape the result before you press **Generate**: how closely Baza Drums follows its model, how adventurous it gets.

Keep what works

Lock the kick and snare you like and generate everything else again, or generate a single instrument with one click.

Get eight at a time

Each press gives you eight variations of the groove. Play one, or let Baza Drums switch between them as your track plays, for phrases that keep moving.

Edit by hand

The pattern editor shows every step. Add a hit, make it an accent, take it out.

Take the MIDI with you

Drag the pattern into your DAW as a MIDI clip, or record what the plug-in plays.

1.2. About This Manual

This manual shows Baza Drums with its built-in **Studio** theme in light mode. With another theme the controls look different, but they are in the same places and work the same way.

Keys and mouse buttons are written like this: `Shift` + click means hold down the Shift key while you click. They are the same on Windows and macOS.

02

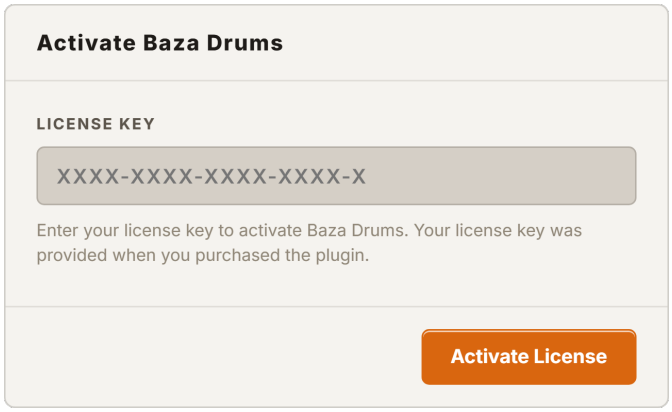
Getting Started

2.1. Installation

Baza Drums comes as a VST3, an AU (macOS only) and a VST2 plug-in for Windows and macOS. Run the installer for your system, then start your DAW; if it does not find Baza Drums, let it scan for new plug-ins.

2.2. Activating Your License

The first time you open Baza Drums, it asks for your license key. You received the key when you bought the plug-in.



1. Type or paste the key into **License Key**. The dashes are added for you.
2. Click **Activate License**.

Baza Drums is activated once the dialog closes. Activation needs an internet connection.

Managing Your Devices

Each activation is tied to one computer. To see which computers use your license, or to free one up for a new computer, sign in at baza.run. The **Device ID** of the computer you are on is shown in the About dialog: click the logo in the top-left corner of the plug-in window.



Problems with a license? Write to support@baza.run and include the Device ID.

2.3. What Your License Allows

Your license key is for Baza Drums alone, and for the versions of Baza Drums it was sold for. Here is how Baza Drums keeps to it.

How many computers

Your license runs on a set number of computers at a time; your account at baza.run shows how many, next to the computers that use it. If all of them are in use and you activate Baza Drums on another computer, the computer on which you activated it longest ago is deactivated to make room. A computer that was deactivated, by you or to make room, cannot be activated again while all places are in use: deactivate another computer in your account first.

What counts as a computer

The Device ID comes from the computer itself, not from the user, the DAW or the plug-in format. Every DAW and every user account on one computer share one activation, though each user account activates once. Renaming the computer keeps its Device ID; reinstalling the operating system or changing its main hardware may give it a new one, which counts as another computer.

Checking online

Whenever you open the Baza Drums window and the computer is online, Baza Drums checks the license with baza.run. If the check finds the license no longer valid, because the computer was deactivated, the license has expired or it has been revoked, Baza Drums stops at once and asks for a key. If baza.run cannot be reached, Baza Drums goes on working.

Working offline

Baza Drums works without the internet for 30 days after its last successful check. After that it stops until the computer is online again and you open its window.

End dates

A license can have an end date. If yours has one, your account shows it, and Baza Drums stops after it.

What is sent

Each check sends your license key, the Device ID, the computer's name, and the name and version of Baza Drums. baza.run keeps them with the time and the internet address of the check, to show your computers in your account and to answer for the license.

While it is not activated, Baza Drums opens its window with the activation dialog, plays no notes and exports no MIDI.

To see and manage your computers, add the license to your account once: sign in at baza.run and enter the key under **Claim a License**. A license belongs to one account.

2.4. Setting Up in Your DAW

Baza Drums plays MIDI notes and nothing else, so it needs an instrument to play. How you connect the two depends on your DAW. Baza Drums plays along with your DAW's transport and follows its tempo.

Ableton Live

1. Drag Baza Drums onto a MIDI track. Name it, say, *Baza Drums*.
2. On a second MIDI track, load a Drum Rack or another drum instrument.
3. In the second track's **MIDI From** choosers, choose the track with Baza Drums, then **Baza Drums**.
4. Set the second track's **Monitor** to **In**.

Logic Pro

Load Baza Drums into the **MIDI FX** slot of a software instrument track, above the drum instrument. Logic sends what Baza Drums plays straight into the instrument.

Other DAWs

In Bitwig Studio, Cubase, FL Studio, Reaper, Studio One and others, use Baza Drums like any plug-in that generates MIDI: put it on a track of its own and send its MIDI output to the track with your drum instrument, or load it in front of the instrument on the same track if your DAW allows that. Your DAW's manual explains how it routes MIDI between tracks.

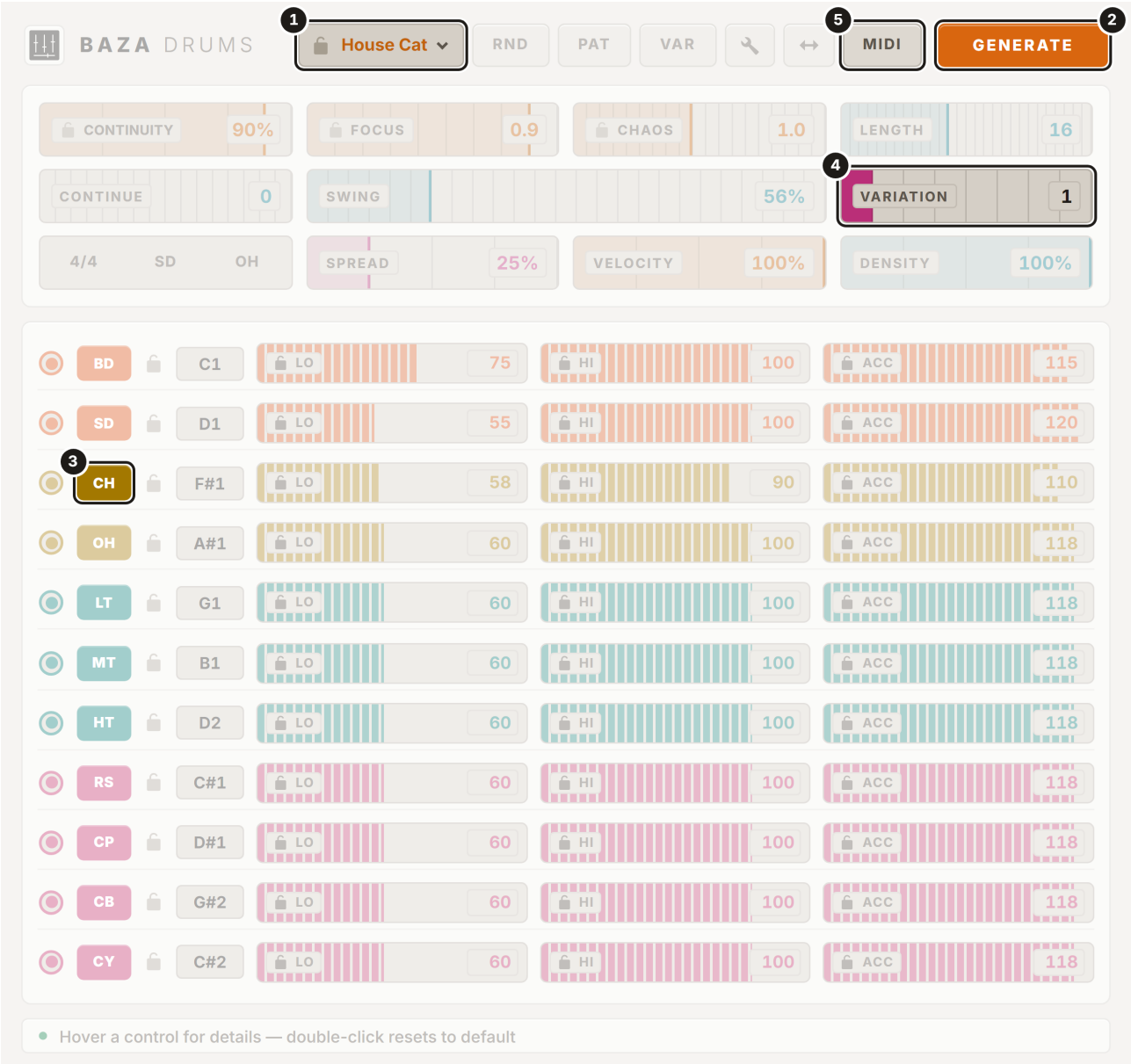
Matching Your Drum Kit

Out of the box, Baza Drums plays the notes of the General MIDI drum map, which most drum racks and kits follow. If your instrument has its sounds on other notes, change the **Note** of each instrument (see Instruments).

NAME	INSTRUMENT	NOTE	MIDI NOTE NUMBER
BD	Bass drum (kick)	C1	36
SD	Snare drum	D1	38
CH	Closed hi-hat	F#1	42
OH	Open hi-hat	A#1	46
LT	Low tom	G1	43
MT	Mid tom	B1	47
HT	High tom	D2	50
RS	Rim shot	C#1	37
CP	Clap	D#1	39
CB	Cowbell	G#2	56
CY	Cymbal	C#2	49

> Baza Drums calls MIDI note 36 C1, as Ableton Live does. Some DAWs and instruments call the same note C2 or C3. The note numbers are always the same.

2.5. Your First Groove



❶ Choose a **Model** at the top: the style Baza Drums generates in. *House Cat* is a good start.

❷ Press **Generate**. Start playback in your DAW to hear the groove.

❸ Not happy with the hi-hats? Click **CH** to generate them again and keep everything else.

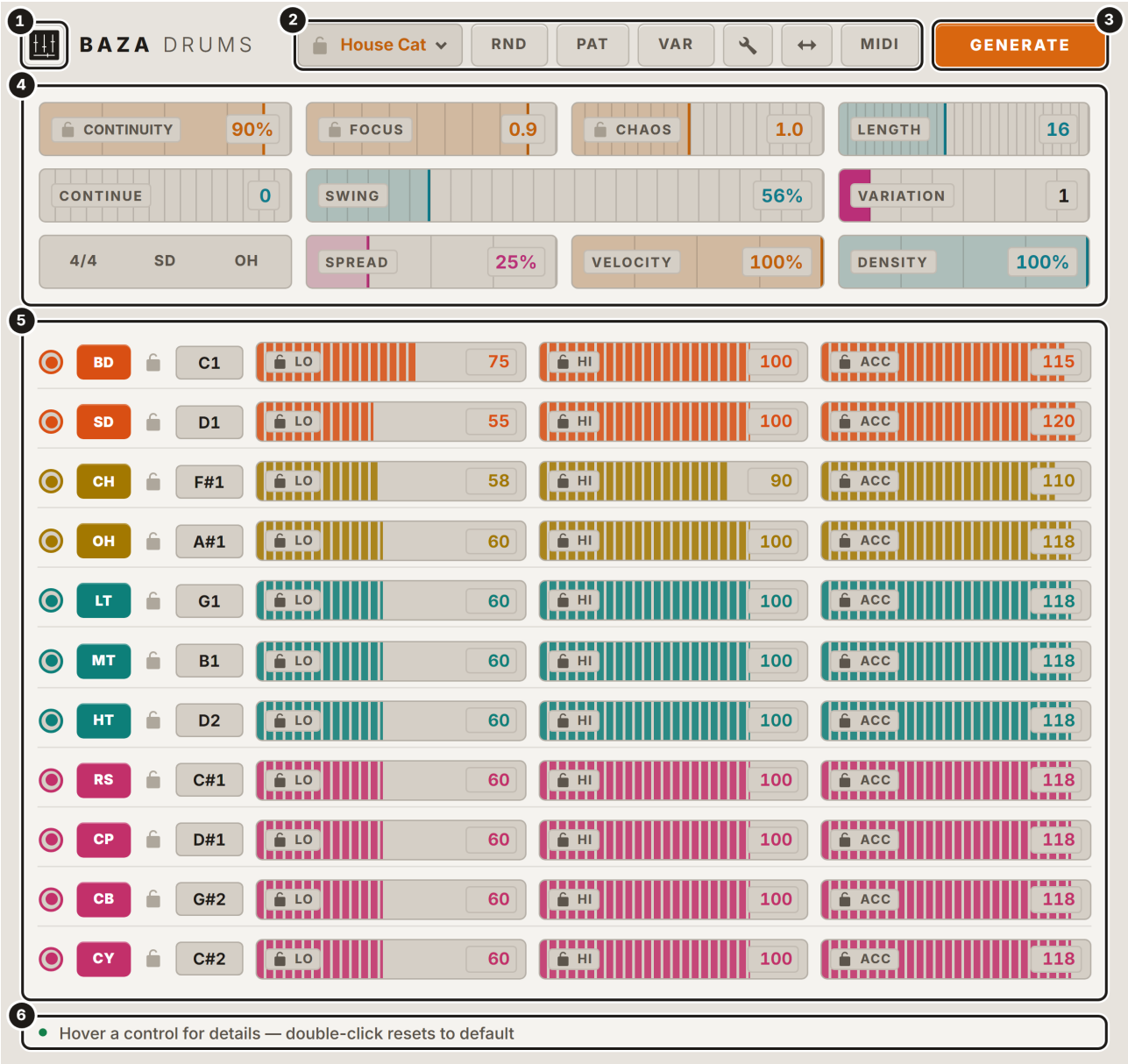
❹ Move the **Variation** slider to hear the seven other variations that came with the groove.

❺ When you like what you hear, drag the **MIDI** button onto a track in your DAW.

That is all it takes. The rest of this manual shows how to steer what Baza Drums generates, and what to do with it afterwards.

03

The Window at a Glance



❶ **Logo**: opens the About dialog, with the theme and dark mode.

❷ **Toolbar**: the model, randomize, the pattern editor, variation switching and its settings, the wide view, and MIDI export.

❸ **Generate**: writes a new groove.

❹ **Global controls**: how the model generates, the pattern length and swing, the variations, and the overall velocity and density.

❺ **Instruments**: one row for each of the eleven drums, with its note and its velocities.

❻ **Status bar**: explains the control under the pointer.

3.1. The Toolbar



❶ **Model**: the style Baza Drums generates in. See Model.

❷ **RND** randomizes the settings that are not locked. Shift + click resets every setting to its default. See Randomize and Locks.

❸ **PAT** shows the pattern editor in place of the velocities. See The Pattern Editor.

❹ **VAR** switches between variations as your DAW plays. See Switching Variations as You Play.

❺ The **wrench** shows the variation settings and the ranges **RND** uses. See Variation Settings.

❻ The **arrows** widen the window, so that everything fits next to the pattern editor. See The Wide View.

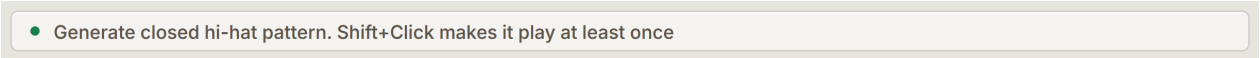
❼ **MIDI** exports the pattern: drag it to your DAW, or click it to save a MIDI file. See Exporting MIDI.

❽ **Generate** writes a new groove with the current settings.

3.2. Using the Controls

All controls in Baza Drums work the same way. Most of them are sliders: a bar that fills up as the value grows, with the value printed on the right.

TO ...	DO THIS
Set a value	Click in the slider, or drag left and right.
Fine-tune a value	Hover over the slider and turn the mouse wheel, or use the arrow keys.
Go back to the default	Double-click the control.
Set a range	In a range slider, drag the left or the right end. The end nearer to the pointer moves.
Choose from a list	Click the list to open it, then click an entry.
Find out what a control does	Hover over it. The status bar at the bottom of the window explains it.



04

Generating Patterns

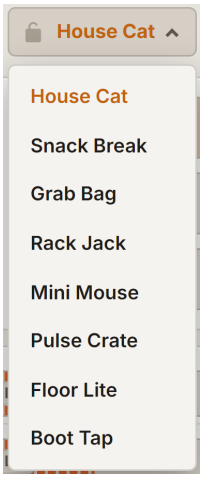
Each press of **Generate** writes a new groove: a pattern for every instrument that is not locked, in eight variations. The model in the toolbar and the controls in the top rows decide what kind of groove it is. They have their effect at the next press: changing them does not change the groove that is playing.



4.1. Model

The model is the style Baza Drums generates in. Each one learned from a different collection of grooves, from four-to-the-floor house to broken beats, hip-hop, rock and Latin rhythms. Their names are made up on purpose: *House Cat*, *Snack Break*, *Grab Bag* and the others tell you more about their mood than a genre name would. Choose one from the list at the left of the toolbar. Point at a name in the list, and the status bar says what the model plays. Try a few with the same settings to find the ones you like.

Choosing another model generates a new groove straight away.

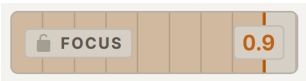


4.2. Shaping the Result



CONTINUITY 0–100 %, default 90 %

How closely the groove follows the phrases the model learned. High values play long, coherent phrases the way they were learned. Lower values mix in shorter fragments, which makes for combinations the model never heard, and for looser grooves.



FOCUS 0.1–1.0, default 1.0

Which choices the model considers at each step. At 1.0 it considers all of them; lower values leave out the unlikely ones, so the groove sticks to what is typical of the style.



CHAOS 0.1–2.0, default 1.0

How adventurous the model is when it chooses. Below 1.0 it prefers the most likely next step and plays it safe; above 1.0 it gives unusual choices a better chance, up to grooves that surprise.

Low **Chaos** with high **Focus**, or the other way round: both make a groove tidy, in different ways. Lower **Focus** removes the unusual choices altogether; lower **Chaos** only makes them less likely.

4.3. Pattern Length, Continue and Swing



LENGTH 4–32 steps, default 16

How many steps the pattern has before it starts again. A step is a sixteenth note, so 16 steps are one bar of 4/4. Odd lengths make patterns that drift against the bar.



CONTINUE 0–16 steps, default 0

At 0, **Generate** starts a new groove from scratch. Above 0, the new groove carries on from the last steps of the current one, as many as you set here, so it follows on naturally from what was playing. Press **Generate** several times to write a phrase that keeps developing.



SWING 50–75 %, default 50 %

Delays every second sixteenth note for a shuffled feel. At 50 % the steps are straight; 66 % is a triplet shuffle. Unlike the controls above, Swing changes the groove that is playing straight away.

4.4. Fixed Parts: 4/4, SD and OH



The three buttons in the third row lay a fixed part over whatever is generated, for the classic house foundation:

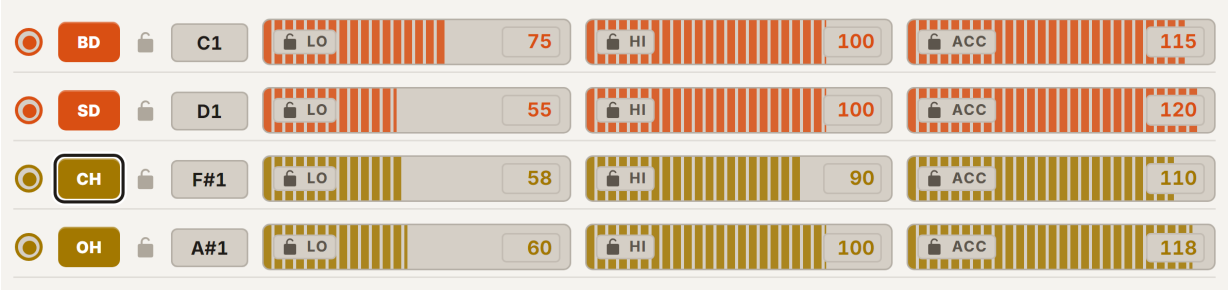
- **4/4** plays the kick on every beat: four on the floor.
- **SD** plays the snare on beats 2 and 4.
- **OH** plays the open hi-hat on the off-beats, between the kicks.

They work straight away, and they stay when you generate again. In the pattern editor, the steps they add are marked with a strip along the bottom.

4.5. Generating One Instrument

Click the name of an instrument, such as **CH**, to generate a new pattern for that instrument alone. The others stay as they are, and the new part is written to fit them: hi-hats that know where the kick is.

Shift + click makes sure the instrument plays at least once in every variation. Use it for instruments that are often silent, such as clap, rim shot or cowbell, when you want to hear them.



05

Instruments

Each of the eleven instruments has a row of its own. The rows are coloured by family: kick and snare, hi-hats, toms, and percussion.



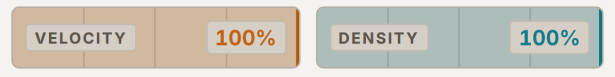
1. **On/off**: mutes the instrument. A muted instrument is still generated, so the others fit around it, but it does not play.
2. **Name**: generates this instrument again. Shift + click makes it play at least once. See Generating One Instrument.
3. **Lock**: keeps this instrument's pattern when you press **Generate**. The other instruments are generated to fit it.
4. **Note**: the MIDI note the instrument plays. Click and type a note name such as D#1, or turn the mouse wheel. With Shift the wheel and the arrow keys move by an octave.
5. **Lo**, **Hi** and **Acc**: the velocities of the instrument's soft, normal and accented hits.

5.1. Velocity: Soft, Normal and Accented Hits

Baza Drums does not only decide *whether* an instrument plays on a step, but also *how*: each hit is soft, normal or accented, as in the grooves the model learned from. Soft hits are the ghost notes on a snare, the quieter strokes between the hi-hats; accents are the hits that push.

Lo, **Hi** and **Acc** set the MIDI velocity, from 0 to 127, for each kind of hit. Bring them closer together for a flatter, more machine-like feel, or further apart for more dynamics. Each has its own lock, so **RND** can leave it alone.

5.2. Overall Velocity and Density



Velocity 0–100 %, default 100 %

Scales the velocity of every hit of every instrument. Use it to bring the whole kit down without changing its dynamics.

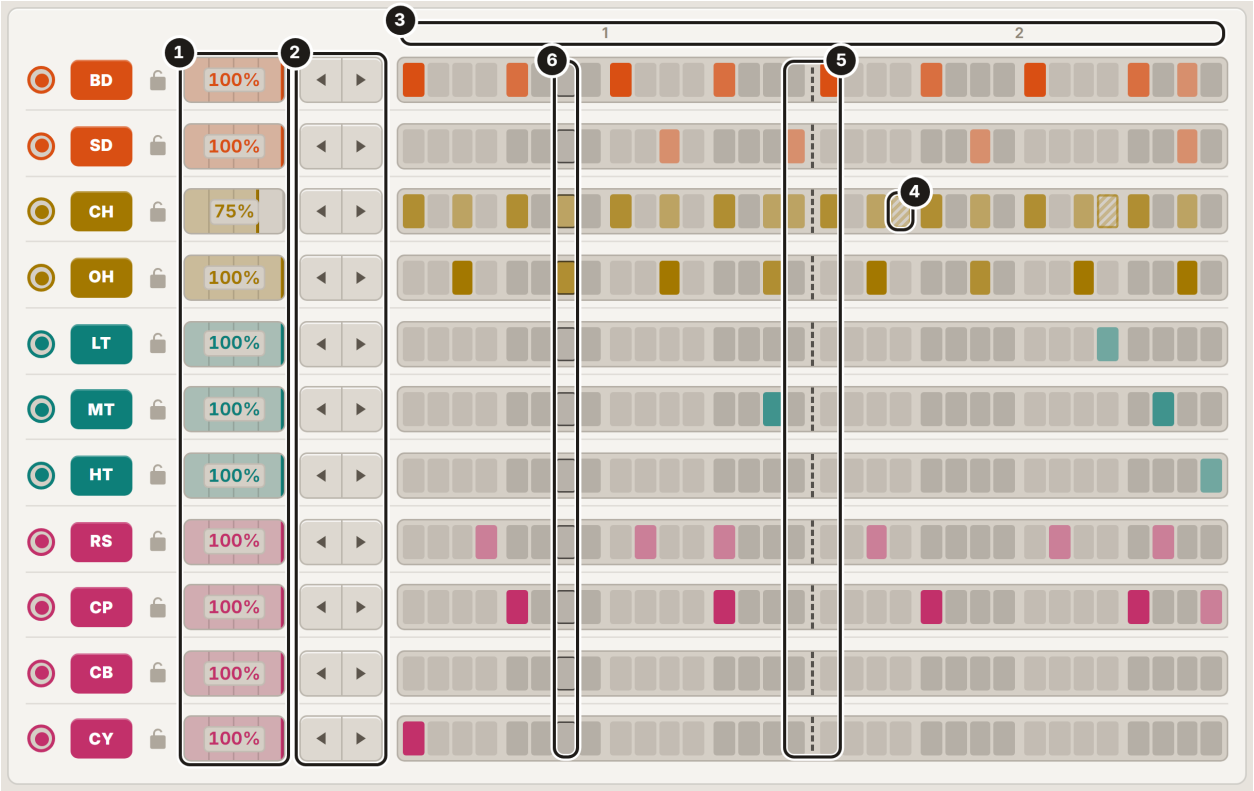
Density 0–100 %, default 100 %

Scales the density of every instrument. Lower it to thin out the whole groove at once; see Density.

06

The Pattern Editor

Click **PAT** to see the pattern itself. The velocities make way for a grid with a column for each step and a row for each instrument.



❶ **Density** of the instrument.

❷ **Shift** moves the instrument's pattern a step back or forward.

❸ The number of the variation shown below it.

❹ A thinned-out hit: in the pattern, but left out because of the instrument's density.

❺ Where a variation ends and the next begins.

❻ The step your DAW is playing.

6.1. Reading the Grid

The grid shows 32 steps, two bars. When the pattern is shorter, it shows what follows: when it is stopped, the variation on screen and then the next ones; when your DAW plays, what Baza Drums is about to play. A dashed line marks where one variation hands over to the next, and the number above says which one it is.

STEP	STATE	MEANING
	Off	The instrument does not play.
	Soft	A soft hit, at the **Lo** velocity.
	Normal	A normal hit, at the **Hi** velocity.
	Accent	An accented hit, at the **Acc** velocity.
	Thinned out	A hit that density leaves out. It comes back when you raise the density.
	Fixed	Added by **4/4**, **SD** or **OH**; the strip along the bottom marks it.

6.2. Editing Steps

TO ...	DO THIS
Add a hit, or make it louder	Click the step. Each click moves it on: off, soft, normal, accent, and off again.
Remove a hit	Right-click the step.
Edit a run of steps	Click and drag along the row. Every step you pass gets the same state as the first one.
Edit only the variation on screen	Hold **Shift** while you click or drag. Without **Shift**, your edit goes into all eight variations.



Your edits are part of the pattern until the instrument is generated again. Lock an instrument you have edited, and **Generate** will leave your work alone.

6.3. Density

Density decides how many of an instrument's hits play: at 100 % all of them, at 50 % at most half the steps. Density removes hits in an order that suits the instrument, so the important ones, such as the kick on the beat, stay longest. What is left out is still part of the pattern, shown hatched in the grid, and comes back when you raise the density again.

Each instrument has its own density, next to its name in the pattern editor. The **Density** control in the global panel scales all of them together.

6.4. Shift

The arrow buttons next to the density move the instrument’s pattern one step earlier or later; **Shift** + click moves it by a beat. What moves out at one end comes back in at the other. Shift a hi-hat by a step to turn a groove inside out, or move a clap a beat for a half-time feel.

07

Variations

Every press of **Generate** writes eight variations of the groove. Variation 1 is the groove itself; variations 2 to 8 are versions of it that differ more or less, depending on **Spread**.



VARIATION 1–8

The variation that plays, and that the pattern editor shows.



SPREAD 0–100 %, default 25 %

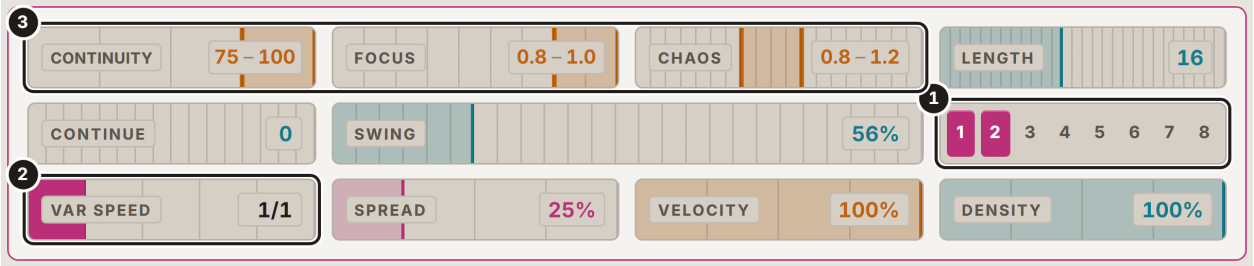
How far variations 2 to 8 move away from variation 1. Low values make variations that are close to the groove, for subtle movement; high values make each one a groove of its own, for fills and breaks. Spread takes effect at the next press of **Generate**.

7.1. Switching Variations as You Play

Turn on **VAR**, and Baza Drums moves from one variation to the next as your DAW plays, for phrases that keep changing without you touching a thing. Which variations take part, and how often it switches, you set in the variation settings.

7.2. Variation Settings

Click the wrench to show the variation settings. The panels get a coloured frame, and some controls make way for others.



❶ **Variations**: the ones **VAR** plays, in order from left to right. Click a number to add it or take it out. Variations 1 and 2 are on to begin with.

❷ **Var Speed**: how often **VAR** moves on to the next variation. At 1/1 it switches every bar, at 1/2 every half bar, down to 1/16, every step. Each variation goes on where the last one left off, so short values cut the variations into each other.

❸ The **ranges** of **Continuity**, **Focus** and **Chaos**. See Ranges.



Start with two variations that are close to each other at 1/1, so the groove alternates every bar. Then add a third one with more going on, as a fill every few bars.

08

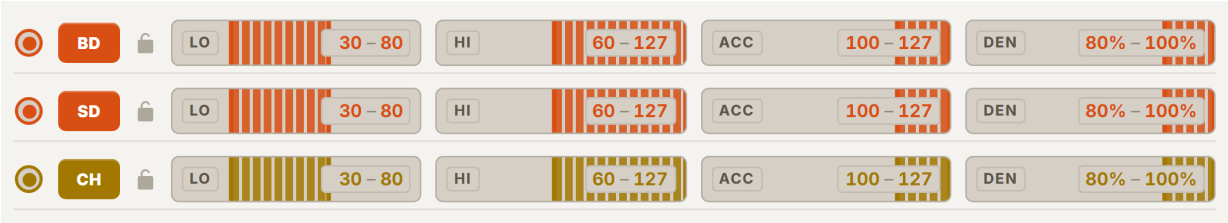
Randomize and Locks

RND rolls the dice on your settings: the model, **Continuity**, **Focus** and **Chaos**, and every instrument's velocities and density. Press **Generate** afterwards to hear what the new settings make of the groove. (When **RND** picks another model, the new model generates a groove straight away, as it does when you choose one yourself.)

Shift + click on **RND** resets every setting to its default.

8.1. Ranges

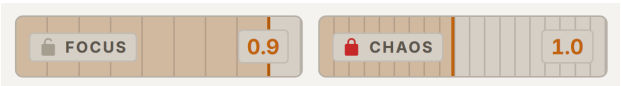
RND does not pick values just anywhere: it picks each one from a range. To see the ranges, click the wrench. Each control turns into a range slider; drag its ends to set the lowest and the highest value **RND** may choose.



The ranges of **Focus** and **Chaos** do a second job: variations 2 to 8 take their **Focus** and **Chaos** from them, while variation 1 uses the values you set. The wider the ranges, the more the variations differ in character.

8.2. Locks

Many controls carry a small padlock in front of their name. Click it to lock the control: the padlock closes and turns red, and **RND** leaves the control as it is.

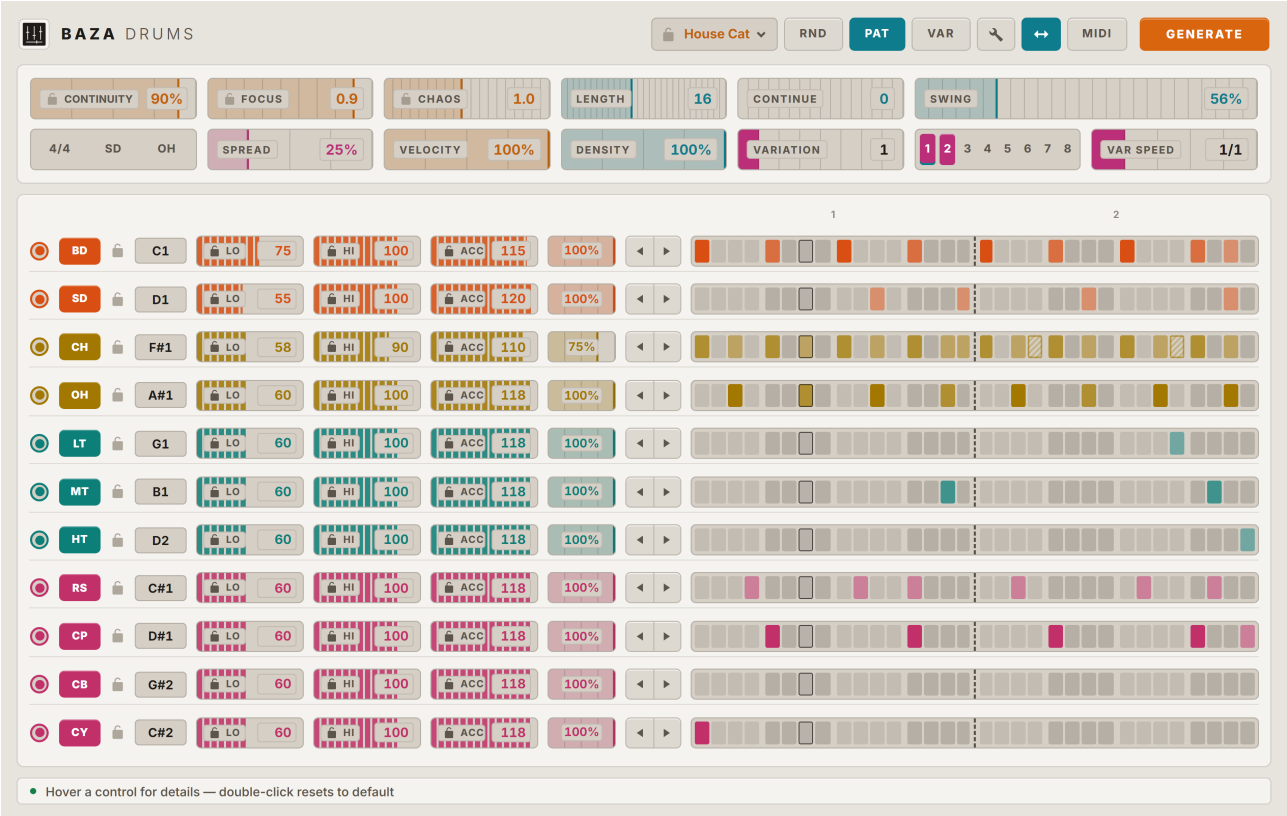


The padlock next to an instrument's name locks the instrument's pattern. **Generate** keeps it as it is, and writes the other instruments to fit around it. Lock the kick and snare you like, and generate until the hi-hats and percussion match them.

09

The Wide View

Click the arrows in the toolbar to widen the window. The global controls take two rows instead of three, and with the pattern editor on, each instrument's note, velocities, density and shift sit next to its steps. Everything is in reach at once.



Click the arrows again to return to the compact window. Baza Drums remembers the view you used last, and the pattern editor too.

10

Exporting MIDI

There are three ways to take the groove into your DAW:

Drag and drop

Drag the **MIDI** button onto a track or into a clip slot of your DAW. It drops the pattern as a MIDI clip.

Save to a file

Click **MIDI** and choose where to save the MIDI file.

Record

Record the MIDI that Baza Drums plays on the track that receives it, as you would record a keyboard. This captures variation switching and everything you change while it plays.

What the MIDI contains is described in What Baza Drums Sends.

The exported pattern is the variation on screen, as long as the pattern **Length**. With **VAR** on, it is all the variations **VAR** plays instead, one after another.



11

MIDI and Parameters

11.1. What Baza Drums Sends

Baza Drums plays while your DAW plays, in time with its tempo. It comes in at the first bar line after you start playback and counts from there: each time you start, the pattern, the variation sequence of **VAR** and **Every Bar** (below) start from the top. It sends nothing while the transport is stopped.

MIDI	VALUE
Channel	10, the drum channel of General MIDI.
Notes	One per instrument, as set by its **Note**. See Matching Your Drum Kit for the defaults.
Velocity	The instrument's **Lo**, **Hi** or **Acc**, depending on the hit, scaled by the overall **Velocity**. The kick that **4/4** adds always plays at 127.
Note length	A thirty-second note. Drum instruments play the whole sound regardless; set your sampler to *one-shot* if it cuts the sound off.
Timing	On the sixteenth-note grid. **Swing** plays every second sixteenth later.

Of the MIDI it receives, Baza Drums reads only the control changes of its CC map (see Control Changes). Notes and everything else are ignored, and nothing is passed on. Keep it on a track of its own, or in the MIDI effect slot in front of your drum instrument (see Setting Up in Your DAW).

The MIDI files that the **MIDI** button exports have the same channel, notes, velocities, note lengths and swing, at 480 ticks per quarter note. They carry no tempo, so they play at the tempo of your song.

11.2. Automation and MIDI Control

Every control in the window is also a parameter of the plug-in, under the name it has in the window. Your DAW can record and play back its changes as automation, and you can control it from a MIDI controller with your DAW's MIDI learn or MIDI mapping, for parameters the CC map below leaves out. Parameters change the groove just as the controls do: a change to **Swing** is heard straight away, a change to **Chaos** at the next **Generate**.

The global parameters:

PARAMETER	RANGE	DEFAULT	SEE
Model	the list of models	House Cat	Model
Continuity	0–100 %	90 %	Generating Patterns
Focus	0.1–1.0	1.0	
Chaos	0.1–2.0	1.0	
Length	4–32 steps	16	Generating Patterns
Continue	0–16 steps	0	
Swing	50–75 %	50 %	
Force 4/4, Force SD, Force OH	on/off	off	Fixed Parts: 4/4, SD and OH
Variation	1–8	1	Variations
Spread	0–100 %	25 %	
VAR	on/off	off	Variation Settings
Var Speed	1/1–1/16	1/1	
Variation 1 On to Variation 8 On	on/off each	1 and 2 on	
Velocity, Density	0–100 %	100 %	Instruments
Continuity Min, Continuity Max	0–100 %	75–100 %	Ranges
Focus Min, Focus Max	0.1–1.0	0.8–1.0	
Chaos Min, Chaos Max	0.1–2.0	0.8–1.2	
Lock Continuity, Lock Focus, Lock Chaos, Lock Model	on/off	off	
Every Bar	1–8	1	Every Bar and Shift Bar
Shift Bar	0–8	0	

Each of the eleven instruments has the same set of parameters, which start with the instrument's name, so that your DAW lists them together:

PARAMETER	RANGE	DEFAULT
SD On	on/off	on

PARAMETER	RANGE	DEFAULT
SD Note	0–127	see below
SD Lo, SD Hi, SD Acc	0–127	see below
SD Density	0–100 %	100 %
SD Shift	0–31 steps	0
SD Lock, SD Lock Lo, SD Lock Hi, SD Lock Acc, SD Lock Density	on/off	off
SD Lo Min, SD Lo Max	0–127	30–80
SD Hi Min, SD Hi Max	0–127	60–127
SD Acc Min, SD Acc Max	0–127	100–127
SD Density Min, SD Density Max	0–100 %	80–100 %
SD Generate	a trigger	–

The notes and velocities each instrument starts with. The velocities are those of the grooves the models learned from: the snare's soft hits are real ghost notes, the hi-hat plays under the backbeat.

INSTRUMENT	NOTE	LO	HI	ACC	CC: ON, GENERATE
BD	C1 (36)	75	100	115	70, 102
SD	D1 (38)	55	100	120	71, 103
CH	F#1 (42)	58	90	110	72, 104
OH	A#1 (46)	60	100	118	73, 105
LT	G1 (43)	60	100	118	74, 106
MT	B1 (47)	60	100	118	75, 107
HT	D2 (50)	60	100	118	76, 108
RS	C#1 (37)	60	100	118	77, 109
CP	D#1 (39)	60	100	118	78, 110
CB	G#2 (56)	60	100	118	79, 111
CY	C#2 (49)	60	100	118	80, 112

Generating from Automation

Generate and the generate button of each instrument are parameters too: any change of their value generates, just like a click. Automate **Generate** to get a fresh groove at the start of every chorus, or send CC 89 from a pad on your controller to generate without touching the mouse.

Every Bar and Shift Bar

Two parameters have no control in the window and are only available in your DAW:

Every Bar 1–8, default 1

Plays the pattern only on every so many bars, and stays silent in between. At 4, Baza Drums plays one bar in four.

Shift Bar 0–8, default 0

Which of those bars plays, counted from where playback starts. With **Every Bar** at 4, 0 plays the first, fifth, ninth bar and so on, 3 the fourth, eighth, twelfth.

Use them with a second Baza Drums on another drum track: a crash and a tom fill on the last bar of every four, say, while the first instance plays the groove. Start playback on a bar that begins a phrase, so the bars line up with your song.

11.3. Control Changes

Baza Drums answers MIDI control changes on a fixed map, so you can play it from any MIDI controller without setting anything up. Send the CCs to the track Baza Drums is on, on any MIDI channel. They work in every DAW and also from hardware, and your DAW can record them like any other MIDI.

CC	PARAMETER	HOW IT RESPONDS
20	Continuity	Follows the controller over the parameter's whole range: 0 is the lowest value, 127 the highest.
21	Focus	
22	Chaos	
23	Model	
24	Length	
25	Continue	
26	Swing	
27	Variation	
28	Spread	
29	Var Speed	
30	Velocity	
31	Density	
70–80	On/off of BD, SD, CH, OH, LT, MT, HT, RS, CP, CB, CY	A switch: on from 64, off below. Buttons that send 127 when pressed and 0 when released switch on while held; set them to toggle mode to latch.
85	VAR	
86	Force 4/4	
87	Force SD	
88	Force OH	
89	Generate	A trigger: generates each time the value goes from below 64 to 64 or above, as a click does. Map it to a pad or button.
102–112	Generate BD, SD, CH, OH, LT, MT, HT, RS, CP, CB, CY	

The map uses controller numbers that MIDI leaves free or that drum instruments have no use for, so a modulation wheel, volume, pan or sustain pedal does not change anything. A change by CC moves the control in the window and reaches your DAW like automation: in an automation write mode, the DAW records it as such.



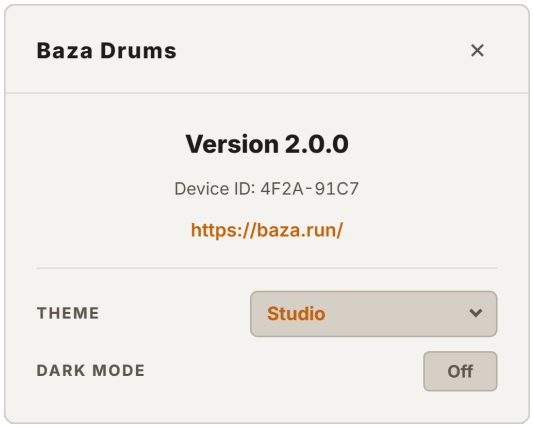
A controller with a row of eight knobs often sends CC 20 and up, or can be set to. Its first knobs are then Continuity, Focus, Chaos and the model: the four that decide what

> the next **Generate** writes.

12

Themes and Dark Mode

Click the logo in the top-left corner of the window to open the About dialog. Besides the version and the Device ID, it holds the look of the plug-in.



Theme

Choose how the plug-in looks. **Studio** is the built-in theme, shown throughout this manual. Baza Drums also comes with **Annex**, **Atelier**, **Bolton**, **Cockpit**, **Console**, **Grid**, **Pads**, **Spectrum** and **Terrain**.

Dark Mode

Switch between the light and the dark version of the theme. Until you choose, the plug-in follows your system.

The theme and dark mode you choose apply to every Baza plug-in on your computer, not just to the one you set them in.

12.1. Making Your Own Theme

A theme is a CSS file. Put your own in the `Themes` folder that all Baza plug-ins share:

Windows	`%APPDATA%\Baza\Themes`
macOS	`~/Library/Baza/Themes`

The easiest start is a copy of a theme that ships with the plug-in. Give the theme a name with a comment at the top of the file, such as `/* @theme My Theme */`. Next to it, a theme can have a layout file for each plug-in, named after the theme and the plug-in (`my-theme.drums.css`). Without one, the plug-in uses its built-in layout in your theme's colours.

To design a theme without starting your DAW, open `drums-preview.html` from the plug-in's `Themes` folder in a

web browser. It shows the plug-in window in every view, with any theme. `THEMES.md` in the same folder describes everything a theme can set.



If a theme makes the plug-in hard to use, remove its files. The plug-in then starts with Studio again.

13

Tips and Workflows

13.1. Build a Groove Layer by Layer

1. Turn off every instrument but **BD** and **SD**, and press **Generate** until you like the kick and snare.
2. Lock **BD** and **SD**.
3. Turn the other instruments back on and press **Generate** again: the hats and percussion are written around your kick and snare.
4. Click single instruments, such as **CH** or **RS**, to try alternatives for them alone.

13.2. A Phrase That Develops

1. Set **Continue** to 8 and **Length** to 16.
2. Press **Generate**, export the pattern, press **Generate** again, export again.
3. Each new bar carries on from the end of the last one: string them together in your DAW for a phrase that develops instead of repeating.

13.3. House in Three Clicks

Choose a four-to-the-floor model such as *House Cat*, turn on **4/4** and **OH**, and generate. The fixed kick and off-beat hat keep the foundation steady, however wild the generated parts get. Add some **Swing**, 54 to 58 %, for a looser feel.

13.4. Fills from Variations

Generate with **Spread** at 30 to 50 %, then flip through the variations and note the busiest one. In the variation settings, turn on 1, 2 and that one, and set **Var Speed** to 1/1. Turn on **VAR**: two bars of groove, then a fill, over and over.

13.5. Play Hardware

Baza Drums is just as happy to drive a drum machine. Route its MIDI to the MIDI output your drum machine is connected to, and set each instrument's **Note** to the notes the machine expects.

14

Troubleshooting

PROBLEM	WHAT TO CHECK
No sound	Baza Drums only plays MIDI. Make sure a drum instrument receives its MIDI (see Setting Up in Your DAW), that the receiving track monitors its input, and that your DAW is playing.
Wrong drums play	The notes do not match your drum instrument. Change each instrument's **Note** (see Matching Your Drum Kit).
An instrument never plays	Check that it is on, that its density is above 0 %, and that the overall **Density** is up. Some models rarely use clap, rim shot or cowbell: **Shift** + click the instrument's name.
The groove sounds too busy	Lower the densities, or **Chaos**. A lower **Focus** also helps.
The groove feels late or off the grid	Set **Swing** to 50 % and check the **Shift** of each instrument in the pattern editor.
The variations play in a strange order	**VAR** plays only the variations turned on in the variation settings, from left to right.
The DAW does not record the MIDI	Record on the track that receives Baza Drums' MIDI, not on the track Baza Drums is on, and arm it.
Controls move by themselves	Something sends control changes of the CC map to Baza Drums' track, such as a controller's knobs. See Control Changes.
It asks for the license key again	The license check failed: this computer was deactivated, perhaps because the license was activated on one computer too many, or the license has ended. Or Baza Drums has been offline for more than 30 days. See What Your License Allows.
"This device activation has been deactivated"	All of the license's computers are in use. Deactivate one in your account, then activate again.
The plug-in looks broken after changing the theme	Remove the theme's files from the `Themes` folder (see Making Your Own Theme).

Still stuck? Write to support@baza.run. Please tell us your DAW, your operating system and the version of Baza Drums, which the About dialog shows.

Appendix A: Mouse and Keyboard Reference

ACTION	RESULT
Double-click a control	Resets it to its default.
Mouse wheel over a slider	Changes its value.
`Shift` + click **RND**	Resets every setting to its default.
Click an instrument’s name	Generates that instrument alone.
`Shift` + click an instrument’s name	Generates it, playing at least once in every variation.
Click a padlock	Locks or unlocks the control or the instrument.
Click a step	Moves it on: off, soft, normal, accent.
Right-click a step	Removes the hit.
Drag along a row of steps	Gives every step the state of the first.
`Shift` + click or drag on steps	Edits only the variation on screen.
Click a shift arrow	Moves the pattern one step.
`Shift` + click a shift arrow	Moves the pattern one beat.
Mouse wheel or arrow keys on a note	Changes it by a semitone; with `Shift` by an octave.
Click the logo	Opens the About dialog.