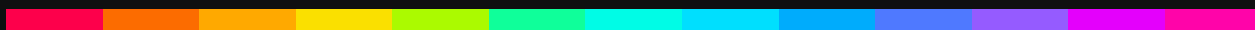


DRUW

USER GUIDE

Ready to play.



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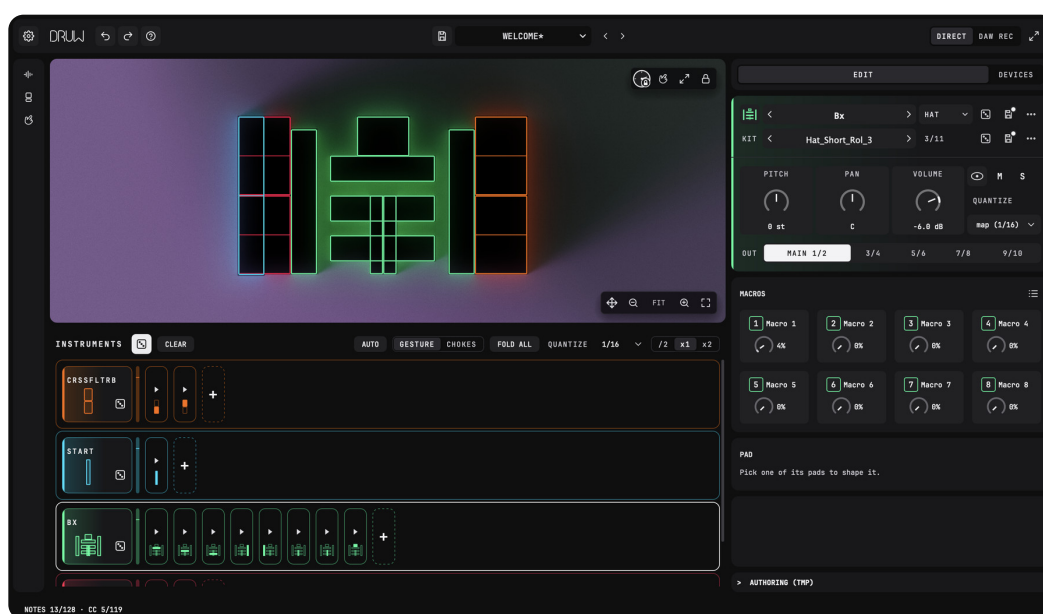
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DRUW

Ready to play.

DRUW is a drum instrument that you perform. It runs as an instrument plugin inside your DAW, and the phone or tablet you already own becomes its playing surface, through the free BEATSURFING Performer app. Tap, slide and shake expressive pads, then record your performance as MIDI, straight into your project.

DRUW does not write the beat for you. It creates playable possibilities that invite you to move, react and perform.



DRUW plugin view

Global Key Features

Roll	roll a complete, playable playground in one click, then roll it again, or roll a single instrument, until it feels right.
Customize	rearrange the pads to fit your hands, pick from the included instruments and kits, or load your own samples.
Play	perform in real time from your phone or tablet, over Wi-Fi or with a USB cable.
Expressive pads	each pad responds to touch, to slides across its edges and to shakes, and the position of your finger can shape the sound while you play.
Sound design	shape every sample with its start and end, amp, pitch and filter envelopes, chokes, and 8 macros per instrument.

Your timing, your choice	quantize to your DAW's grid, with straight, triplet and quintuplet divisions, or turn it off for a loose, human feel.
---------------------------------	---

Record	capture what you play as MIDI in your DAW.
---------------	--

Why DRUW?

Playable instruments, not programmed ones	every take is a performance, with the feel of a live take.
--	--

Frictionless	from installation to your first groove in a few minutes.
---------------------	--

Built for the studio and the stage	write in your DAW, or play live.
---	----------------------------------

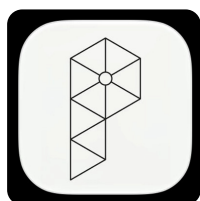
QUICK START

Five minutes from installation to your first groove.

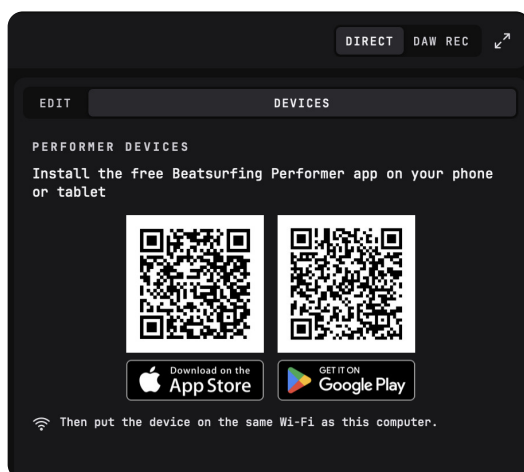


DRUW in 4 minutes
Watch the video

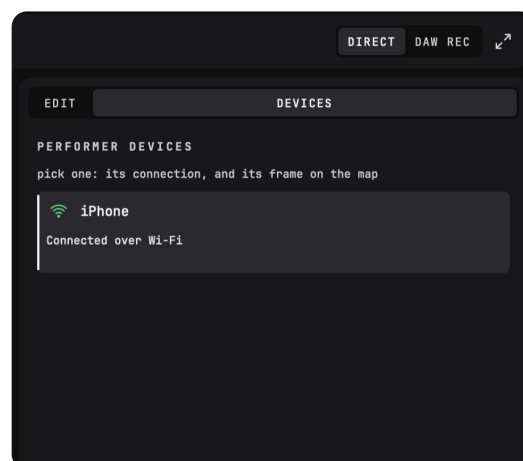
1. **Install DRUW.** Run the installer. It installs the DRUW plugin and the BEATSURFING bridge, which runs in the background to allow MIDI recording.
2. **Open DRUW in your DAW.** Load it on an instrument (MIDI) track and open its window. The first time, enter your licence code.
3. **Connect your phone or tablet.** Click the **DEVICES** tab at the top of the right column and scan the QR code for your device to install the free **BEATSURFING Performer** app. Put the device on the same Wi-Fi network as your computer and open the app: it joins DRUW on its own and appears in the list.



BEATSURFING
Performer app

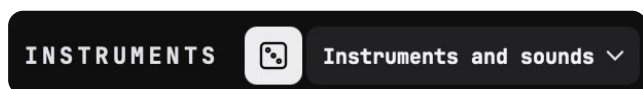


Connect a device

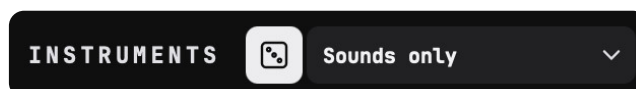


Device connected

4. **Roll a playground.** A new DRUW opens on the **Welcome** preset, ready to play. Click the **dice** next to **INSTRUMENTS**, below the playground: every instrument is replaced by another one of the same type, with new sounds. The dropdown beside the dice lets you re-roll only the sounds. The new sounds are drawn from the sample folders marked in the **SAMPLES** tab of the browser. Click the dice again for another playground.

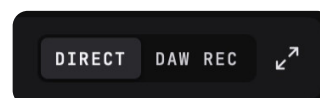


Roll everything



Roll sounds only

6. **Record it in your DAW.** The **DIRECT | DAW REC** switch in the header chooses where your pads go. **DIRECT** plays them straight in DRUW. **DAW REC** sends them through the BEATSURFING bridge to your DAW, as MIDI: set the track's **MIDI input** to **BEATSURFING**, arm it and play. Your DAW records the notes and sends them back to DRUW, which plays them.



DIRECT/DAW REC

5. **Play.** Slide your finger across the pads on your device. No device at hand? Make sure the padlock at the top right of the playground is closed, and click or drag on the pads with your mouse.



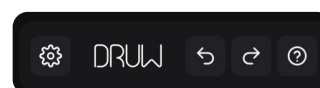
Playground Locked

7. **Keep it in time.** **Quantize**, at the right of the **INSTRUMENTS** header, snaps your hits to the beat of your DAW. Pick a grid, from **1/4** to **1/32** (T for triplets, Q for quintuplets), or **Off** to play free. It sets the whole playground (**1/16** by default): every instrument follows it unless you give it its own.



Quantize

The first time you open DRUW, a **Quick tour** shows you around. For step-by-step help, click ? in the header: **HELP** walks you through each step on DRUW itself.



Help button in header

01

MEET DRUW

Open DRUW in your DAW

DRUW is an instrument plugin. Load it on an instrument (MIDI) track in your DAW, like any virtual instrument, and open its window. The very first time, DRUW asks you to enter your licence.

HELP

The first time you open DRUW, a **Quick tour** shows you around. Replay it from **HELP**.

Click ? in the header to open HELP. It holds five short chapters:

Quick tour

a look around DRUW: the playground and its instruments, the browser, the panels, and where to find more help.

Roll the dice and play

roll the dice: DRUW hands you a new playground, ready to play.

Shape your playground

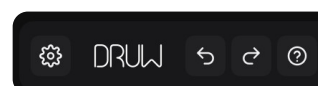
unlock the playground to make it yours: its pads, its instruments and their sounds.

Connect a Performer device

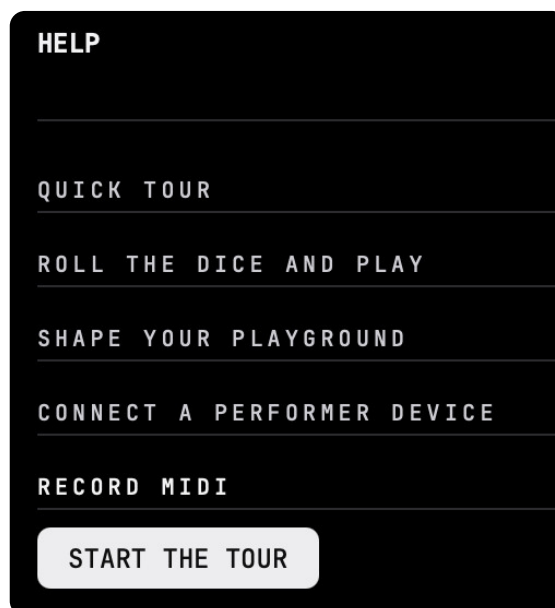
play DRUW with your fingers: the free BEATSURFING Performer app turns your phone or tablet into its playing surface.

Record MIDI

record what you play as MIDI in your DAW, to edit it and play it back.



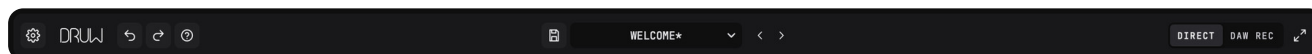
Help button in header



Help section

The main window

The header, at the top:



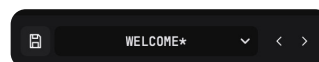
DRUW Header

- On the left: **Settings**, **Undo** and **Redo**, and ? (HELP).



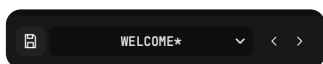
Header Left

- In the middle: the **preset** you're playing. Click its name to browse the presets, use < and > to load the previous or next one, and the save icon to save your own.



Presets

- In the middle: the **preset** you're playing. Click its name to browse the presets, use < and > to load the previous or next one, and the save icon to save your own.



Presets

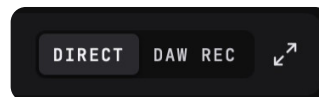
- On the right:

DIRECT | DAW REC

play DRUW directly, or through your DAW to record MIDI.

Fill screen

make the window as big as your screen. **RESTORE** brings it back to a small size.



Midi and display

The **browser**, on the far left: the **SAMPLES** and **INSTRUMENTS** libraries. Click a tab icon to open it; click the chevron to fold it.

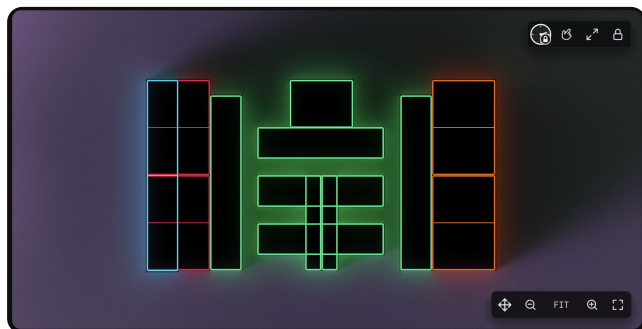


Samples browser

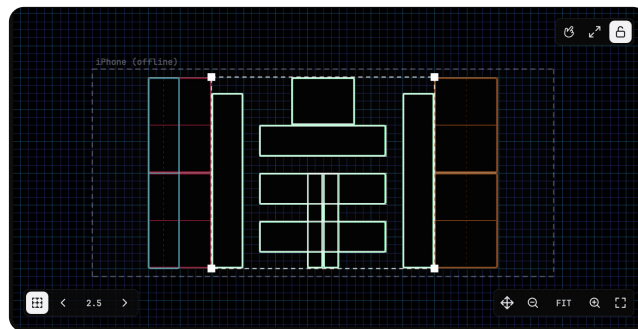


Instruments browser

The **playground**, in the middle: every pad of your instruments, laid out as they appear on your device.



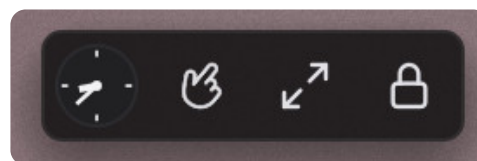
Playground locked



Playground unlocked

Its tools sit in its corners:

- Top right: the **padlock**, to lock the playground and play it, or unlock it and edit it; **full size button**, to hide everything but the playground; and **Gesture markers**, to show or hide the gesture marks on your devices.
- The clock follows your local time and changes how the playground looks. You can drag it as you would a slider to move in the future or the past (Shift-drag lets you fast time-travel). Each day looks slightly different but the same date and time will look the same for all DRUW users.

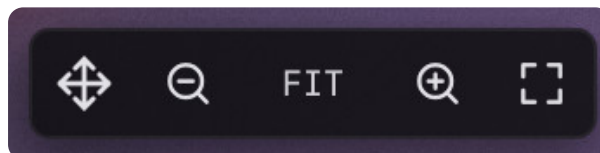


Playground settings



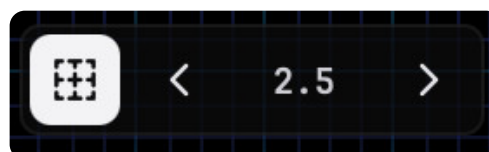
Playground settings

- When the time is changed, the clock will have a little padlock meaning it is frozen. One click on the clock and it will bring you back to the present, unfrozen. When no padlock is present, time will advance and the playground look will change. Time-travel, find a look you like, freeze it and it will be saved in the preset.
- Hovering the clock will reveal some graphics option for the playground look. A slider to the left that changes how far light reaches: This setting influences the amount of light emitted by the pads when idle, when triggered, and also by the mouse pointer. On the right of this slider is a toggle for the "Classic look": a plain black playground without the bells and whistles which can be desirable for readability or better performance
- Bottom right: the **zoom**.



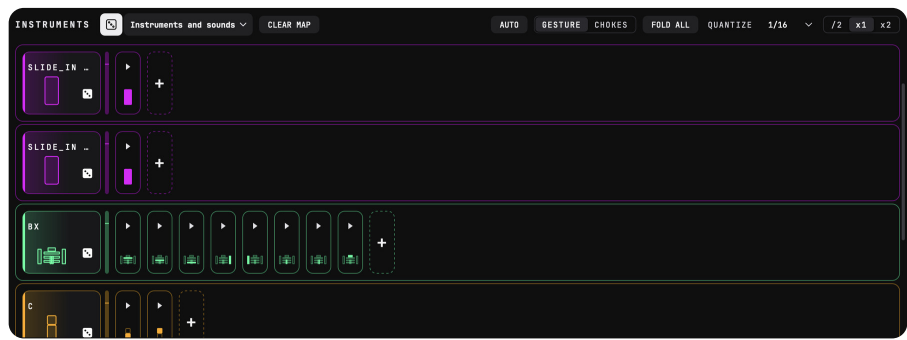
Playground zoom settings

- Bottom left, when the playground is unlocked: the **grid**.



Playground grid settings

INSTRUMENTS, below the playground: one row per instrument, with its pads and their gestures.



Instruments panel

Its header holds the **dice** and its dropdown, **AUTO**, the **GESTURE** | **CHOKES** switch, **FOLD ALL**, the playground's **Quantize** and **CLEAR MAP**. Drag the bar between the playground and INSTRUMENTS to give more room to one or the other.



Instruments panel header

The right column: two tabs at its top, **EDIT** and **DEVICES**, and a third, **ROOMS**, when session rooms are turned on.

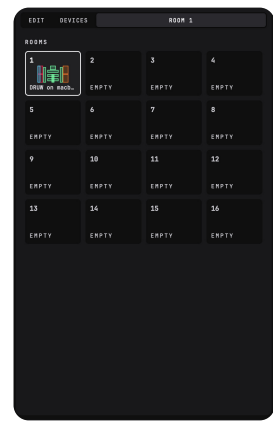
EDIT	the settings of the instrument or the pad you selected. With nothing selected, it reads « Pick an instrument on the left to edit it. »
DEVICES	your phones and tablets.
ROOMS	the room this DRUW plays in, with its number on the tab. It only shows when session rooms are turned on, in SETTINGS > SESSION .



Edit panel



Devices panel



Rooms panel

The footer, at the bottom: hover over any element to read what it does. When nothing is hovered, it shows how many MIDI notes and CCs your playground uses (« **NOTES** 24/128 · **CC** 6/119 »).

Key concepts

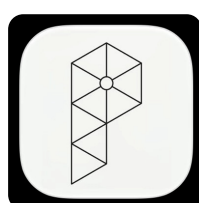
Playground	all the pads of your instruments, laid out together, as they appear on your devices. You see, play and edit it in the middle of DRUW. It is shared by your devices and by every DRUW in the same room, and saved with your DAW project.
Instrument	a group of pads that play together, for example a kick, a hat or a perc. Each instrument has a type (KICK, SNARE, HAT...). DRUW comes with a library of instruments, and you can save your own.
Pad	a touch area of the playground.
Gesture	what you do on a pad: touch it, slide into it across one of its edges, or shake your finger on it. Each gesture plays its own sample.
Kit	the set of samples an instrument's pads play. An instrument can hold several kits: switch kit, and the same pads play other samples.
Macro	a control that moves several sound settings of an instrument at once. The position of your finger on a pad can turn macros while you play.
Preset	all the instruments of one DRUW, saved together.

02

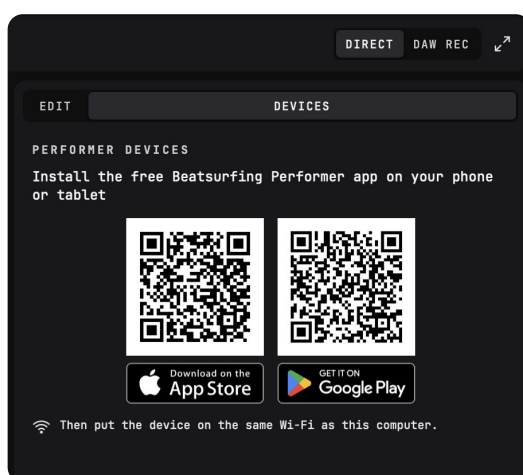
CONNECT YOUR PHONE OR TABLET

DRUW is played from a touch device. Your phone or tablet connects to DRUW through the free **BEATSURFING Performer** app, over your Wi-Fi network or with a USB cable.

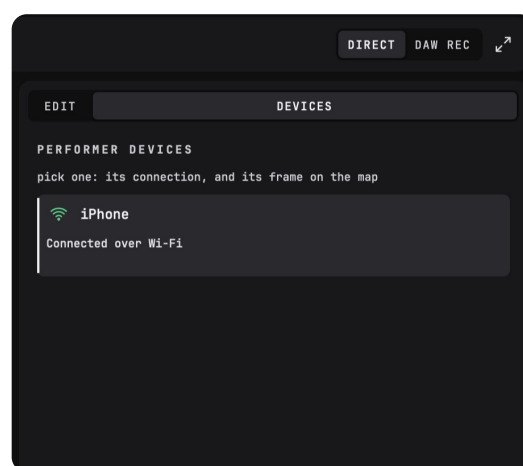
Install the Performer app



BEATSURFING
Performer app



Connect a device



Device connected

Click the **DEVICES** tab at the top of the right column. If no device has joined DRUW yet, it shows two QR codes: scan the one for your device to install the Performer app from the **App Store** (iPhone, iPad) or **Google Play** (Android).

Join DRUW

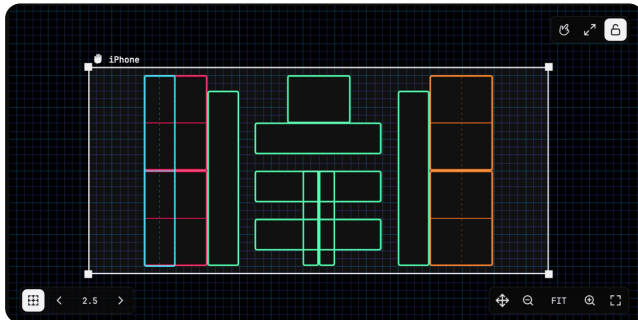
1. Put your device on the **same Wi-Fi network** as your computer, or plug it into your computer with a USB cable.
2. Open the Performer app.
3. Your device finds DRUW on its own: no pairing code, no setup. It appears under **PERFORMER DEVICES**.

DRUW uses the USB cable when there is one, and Wi-Fi otherwise. Click a device in the list to see how it is connected. To remove a device you no longer use, click it, then click **FORGET** (or right-click it).

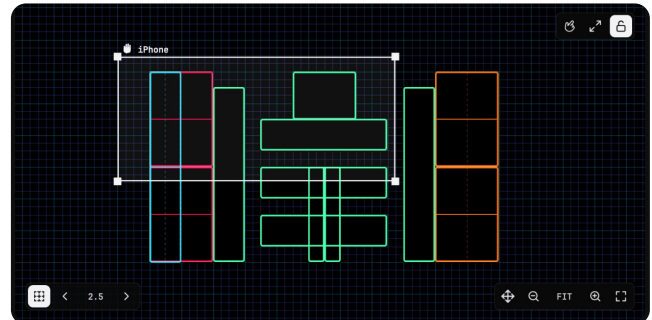
What your device shows

Each device shows its own **frame** of the playground: when you pick a device in DEVICES, its frame appears on the playground, labelled with the device's name.

- **Drag** the frame to choose which part of the playground the device shows.
- **Drag a corner** to make it bigger or smaller. The frame always keeps the shape of the device's screen, so the pads are never stretched.



Devices frame



Devices frame resize and move

While DEVICES is open, the playground is unlocked and its pads can't be clicked: the playground belongs to the frames.

If session rooms are on, your device only finds the DRUWs in its own room (see chapter 10).

03

PLAY

Once your device has joined DRUW, it shows the playground: every pad of your instruments, in their colors. Everything you play on it is heard in DRUW, in your DAW.



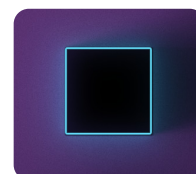
Playground

Slide, don't just tap

DRUW is played with movement. **Slide your finger across the pads:** every time your finger enters a pad, it plays. A single stroke across several pads plays a whole phrase, and the speed of your movement becomes the rhythm.

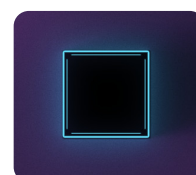
Each pad can answer to several gestures, and each gesture plays its own sample:

- **Touch:** put your finger down on the pad.



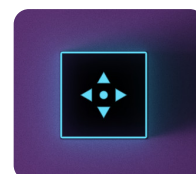
Touch

- **Slide in:** enter the pad across its left, right, top or bottom edge. Entering the same pad from the left or from the right can play two different samples.



Slide in

- **Shake:** keep your finger on the pad and move it back and forth, left and right or up and down. Each change of direction plays.



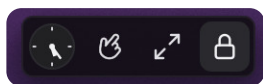
Shake

The instruments of the library come with their gestures already set. You can change what each pad answers to and what it plays.

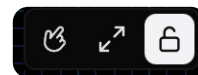
Lock and unlock the playground

The **padlock** at the top right of the playground switches between playing and editing:

- **Locked:** the playground plays. Click and drag on the pads with your mouse to play them, as you would with your finger.
- **Unlocked:** the playground is ready to edit. Clicks select, move and resize pads.



Locked



Unlocked

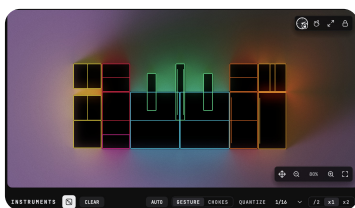
Shortcuts: **Caps Lock** toggles the padlock, and holding **Shift** locks the playground for as long as you hold it, so you can play a pad while editing.

Quantize

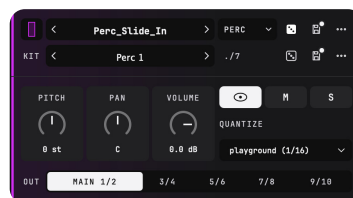
Quantize moves each hit to the nearest division of your DAW's grid. Use it to keep your performance tight, or turn it off for a loose, human feel.

Quantize is set at three levels, each one following the level above until you change it:

- **Playground:** the **Quantize** menu at the right of the INSTRUMENTS header. **1/16** by default.
- **Instrument:** **QUANTIZE** in the EDIT tab. By default it shows « playground » and the playground's value, for example « playground (1/16) ».

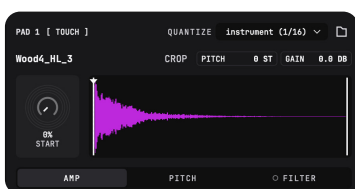


Map quantize



Instrument quantize

- **Pad:** the quantize menu of the pad, at the top of its sample editor. By default it shows « instrument » and the instrument's value.



Pad quantize

Available values: **Off**; straight **1/4, 1/8, 1/16, 1/32**; triplets **1/4T to 1/32T**; quintuplets **1/8Q to 1/32Q**.

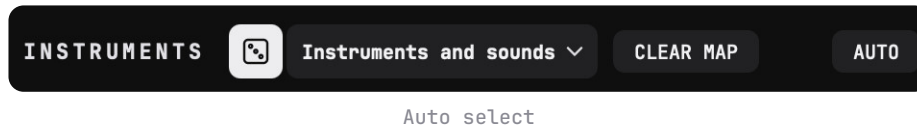
Available values: **Off**; straight **1/4, 1/8, 1/16, 1/32**; triplets **1/4T to 1/32T**; quintuplets **1/8Q to 1/32Q**.

Two more controls sit with the playground's Quantize:

- **/2 | x1 | x2:** play every grid of every instrument at half speed, as set, or at double speed. With /2, a 1/16 plays as 1/8; with x2, as 1/32.
- **Force off**, in the playground's menu: turns quantize off everywhere, whatever each instrument and pad says. Choose a value again and every level gets back its own setting.

AUTO

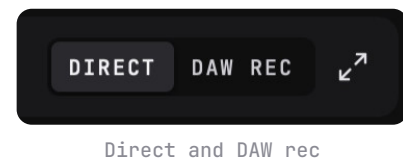
Turn on **AUTO** in the INSTRUMENTS header: each pad you play, from any device, is selected, and the EDIT tab shows it with the sample it played. It's the quickest way to find the pad or the sample you want to change. While you hold a knob in the EDIT tab, the selection waits until you let go.



Record your performance: DIRECT | DAW REC

The **DIRECT | DAW REC** switch in the header sets the route your pads take:

- **DIRECT** (default): your pads play DRUW straight away. You hear them, but your DAW receives no MIDI.
- **DAW REC**: your pads go through the BEATSURFING bridge to your DAW, as MIDI. Your DAW records them and sends them back to DRUW, which plays them.



To record:

1. Set the switch to **DAW REC**.
2. Open **DEVICES**: the top of the panel shows this DRUW's MIDI channel: « DAW REC: In your DAW, set this track's MIDI input to BEATSURFING, channel 1. »
3. In your DAW, enable the **BEATSURFING** MIDI port as an input if needed (see your DAW's manual). Set the DRUW track's **MIDI input** to **BEATSURFING**, on **that channel**.
4. Arm the track, or turn on its input monitoring, and record as usual. When you play the clip back, DRUW plays the recorded pads.

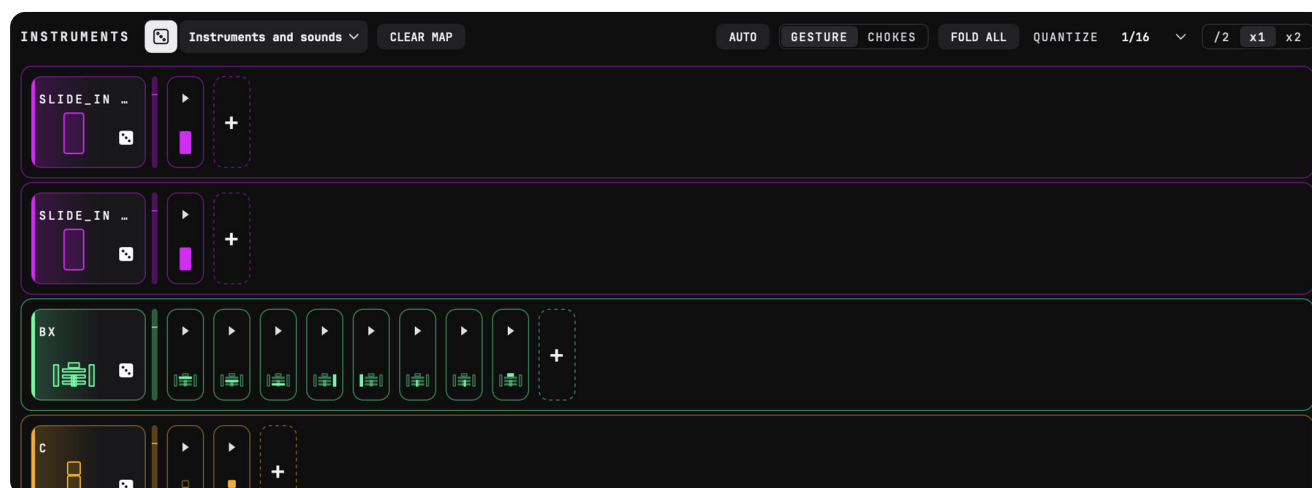
GOOD TO KNOW

- In DAW REC, DRUW only hears what comes back from your DAW: if the track is neither armed nor monitoring its input, you won't hear anything.
- Each DRUW has its own MIDI channel. If you use several DRUWs, set each track to its own channel, or every track will play every DRUW's pads.
- DAW REC needs the BEATSURFING bridge running on this computer. It is installed with DRUW and starts when you log in. If it isn't running, DAW REC is faded: click it, then **START BEATSURFING bridge**.
- The switch applies to every DRUW in the same room.

04

ROLL THE DICE

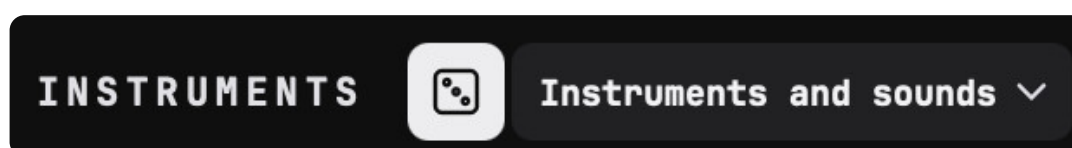
You don't need to build a playground from scratch to start playing. Roll one, play it, and roll again until it feels right.



Instruments panel

Roll the whole playground

Click the **dice** next to **INSTRUMENTS**, below the playground, with **Instruments and sounds** selected in the dropdown beside it.



Roll everything

- On an **empty playground**, DRUW picks one of the factory presets at random and rolls it, as the dropdown beside the dice says. The header shows an invented name, for example « ROLLING_SWELL* »: save it as a preset if you like it.
- When the playground **has instruments**, each one is replaced by another instrument of the **same type**, in its place and at its size, with a random kit. A kick stays a kick, a hat stays a hat. An instrument with one pad becomes another one-pad instrument; an instrument with several pads becomes another one with several pads.

Your device shows the new playground right away, so you can keep playing while you roll.

Instruments without a type (for example the ones you made from your own samples, until you give them a type) are never rolled.

What a roll changes

A small **dropdown** sits beside the dice. Click it, or right-click the dice, to choose what a roll changes:

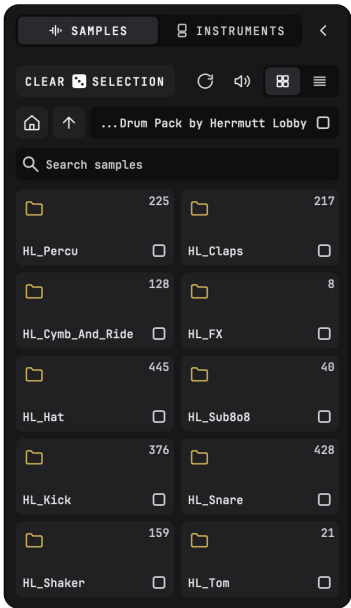
Instruments and sounds	each instrument is replaced by another of its type, with its own sounds.
Sounds only	the instruments stay, with their pads, gestures and place on the playground, and only their sounds are drawn again.

The dice of each instrument follow the same choice.

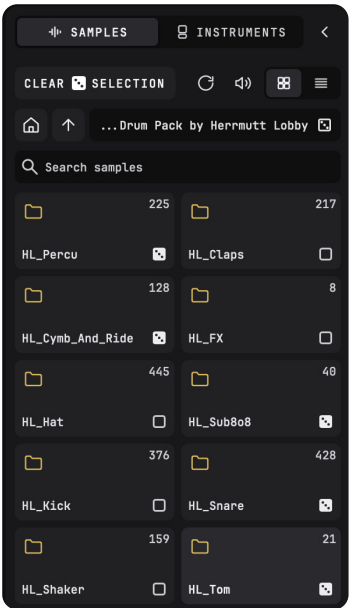
Where the sounds come from

The dice draws its sounds from the sample folders you mark in the **SAMPLES** tab of the browser:

- With no folder marked, each instrument keeps to the kits it already has.
- With folders marked, the dice builds a kit from the samples of those folders, picking a sample of the right type for each sound.

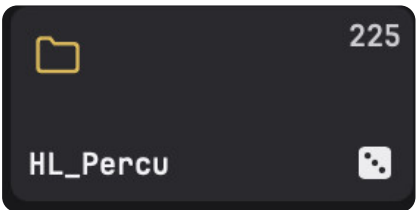


No folder marked

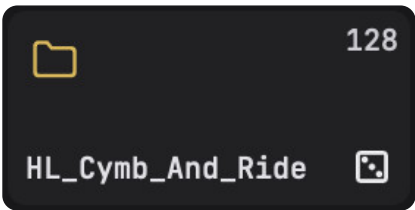


Folders marked

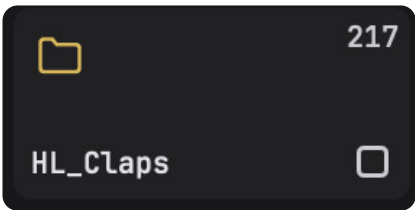
Each folder has a mark: click it to include the folder and its subfolders, click it again to leave them out. A solid dice means all of the folder is used, an outline that part of it is, an empty square that none of it is. **CLEAR SELECTION** unticks every folder, and the dice goes back to the kits. By default, the factory samples and yours are all selected.



Include all subfolders

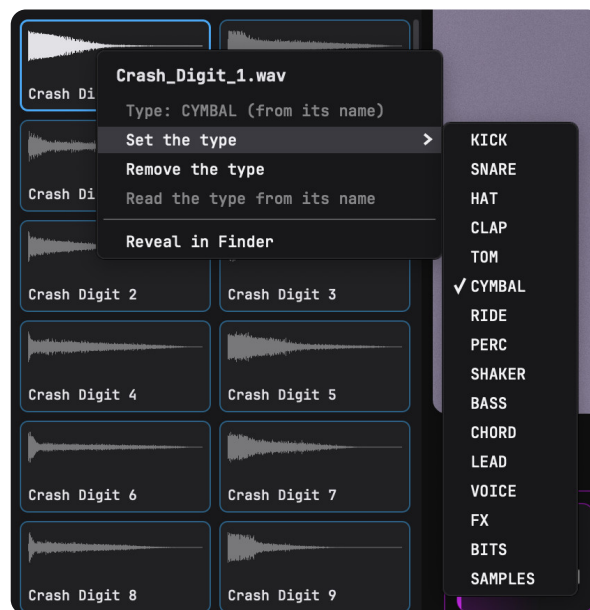


Include part of subfolders



Folder not included

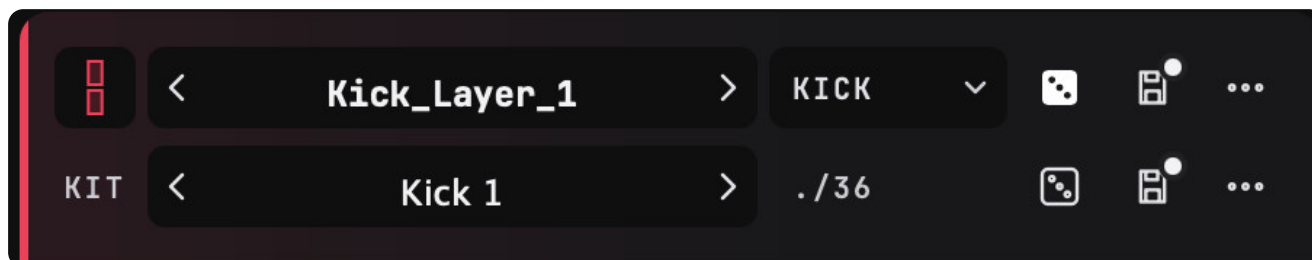
Only samples that have a type are drawn. DRUW reads the type from the name of the sample or of its folder; right-click a sample to set it yourself. If the chosen folders hold no sample of the type a sound asks for, that sound stays as it is.



Set the type manually

A sound that has no sample, or whose sample file is gone, plays nothing: a pad that plays only such sounds is darkened on the playground, and its instrument wears a mark. Drop a sample on the sound to fill it. The dice never empties a sound.

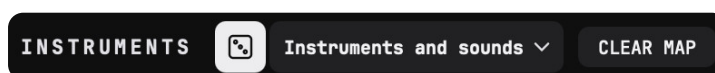
After a roll from samples, the kit is named after its type and a number, for example « Kick 1 », until you save it.



Unsaved kit

Start from an empty playground

Click **CLEAR MAP**, at the right end of the **INSTRUMENTS** header, to take every instrument off the playground at once. Undo brings them back.



Clear map

Roll a single instrument

When you like most of your playground but not one instrument, roll only that one:

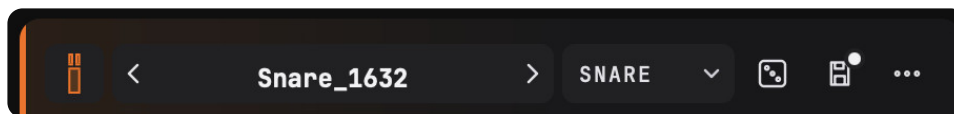
- Click the **dice** in the corner of its row, in **INSTRUMENTS**.
- Or open the instrument and use < and > around its name to step through the instruments of the same type, or its dice to pick one at random.

What an instrument's dice does follows the dropdown beside the main dice: with **Instruments and sounds**, the instrument is replaced by another of its type; with **Sounds only**, it stays and only its sounds are drawn again. The < and > around its name always step through the instruments of the same type.

A new instrument takes the old one's place on the playground, with its chokes and its output.



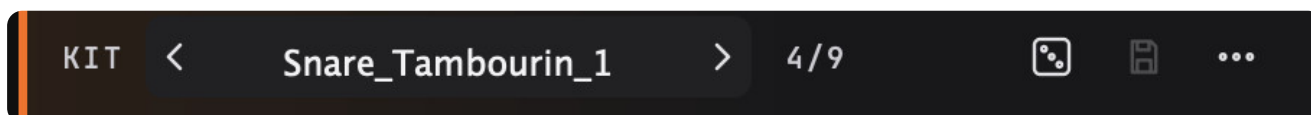
Roll an instrument



Roll an instrument

Roll a kit

To keep an instrument but hear it with other samples, use its **KIT** line: < and > step through its kits, and its dice draws a new one: a kit built from the samples of the folders you marked in the **SAMPLES** tab or, with no folder marked, one of the instrument's other kits.



Roll a kit

Undo

Rolling replaces instruments completely, including any change you made to them. If you go too far, click **Undo** in the header: a whole roll, or a CLEAR MAP, is undone in one step.



Undo button

TIP

when an instrument sounds just right, save it to your library before rolling again.

05

BUILD YOUR PLAYGROUND

Rolling gives you a playground in one click. To go further, build it yourself: add instruments from the library or from your own samples, then place and size every pad the way you like to play.

Unlock the playground first: click the padlock at its top right. Lock it again to play.

The browser

The browser, on the far left, has two tabs:

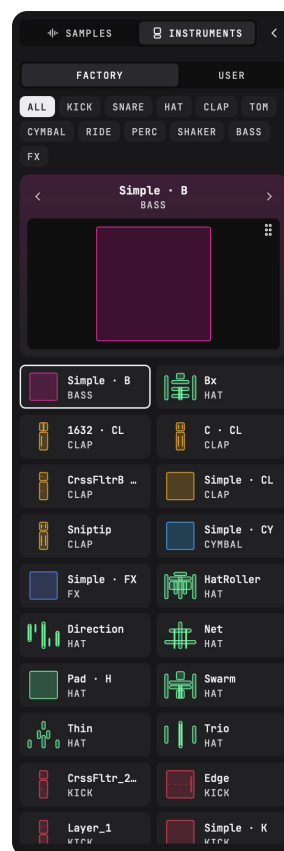
SAMPLES audio files, to make new pads or to change what a pad plays.

INSTRUMENTS ready-to-play instruments, with their pads, gestures and kits.

Click a tab icon to open the browser; click the chevron to fold it.



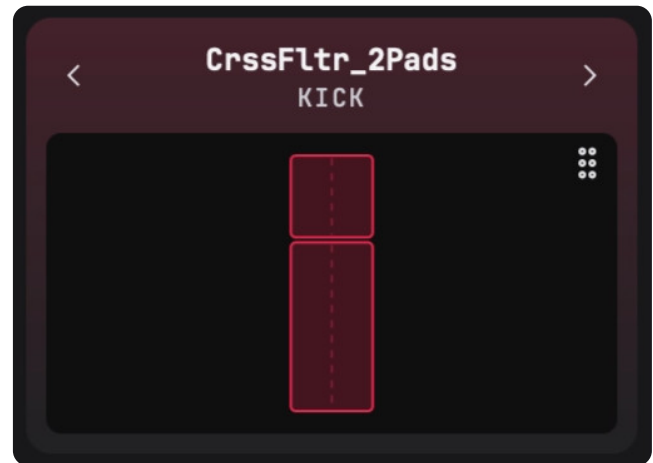
Samples browser



Instruments browser

Add an instrument

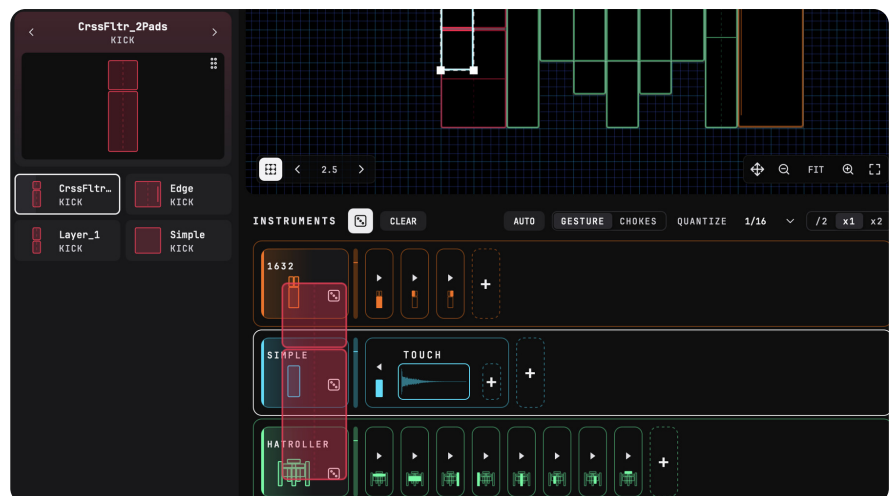
1. Open the **INSTRUMENTS** tab. Choose **FACTORY** for DRUW's instruments, or **USER** for the ones you saved.
2. Click a type to show only those instruments: **KICK**, **SNARE**, **HAT**, **CLAP**, **TOM**, **CYMBAL**, **RIDE**, **PERC**, **SHAKER**, **BASS**, **FX...** or **ALL**.
3. **Audition:** click an instrument. It appears in a thumbnail, at the top of the browser: click its pads to hear them, or drag across them. Use < and > to step through the list.



Playable thumbnail

4. **Add it:** drag it onto the playground, where you want it, from the list or by the **grip** (six dots) in the corner of the audition area. Or double-click it: it lands in the middle of the part of the playground you're looking at.

Dropping an instrument on a row in **INSTRUMENTS** replaces that instrument.



Replace an instrument by another one you drop on it

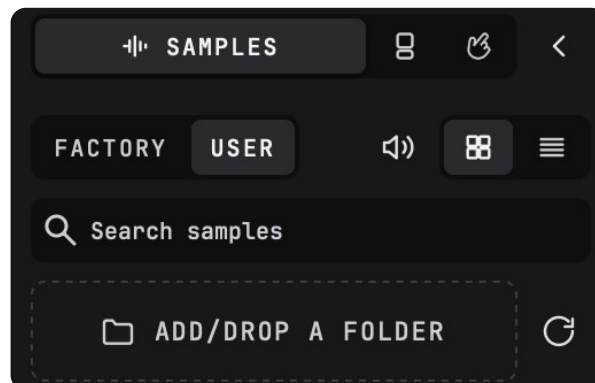
To delete one of your own instruments from the library, right-click it.

Add your own samples

Accepted file types: WAV, AIF/AIFF, FLAC, OGG, MP3, M4A.

In the **SAMPLES** tab:

- Click **HOME**, at the left of the path, to see **FACTORY**, DRUW's samples, and **USER**, yours. Open a folder to see its samples; the up arrow goes back.
- To add your own folders, click the + tile (**ADD OR DROP SOUNDFILES**) at the foot of the list, or drop a folder on it. Drop sound files on it and DRUW copies them to a new folder, **Dropped samples**.

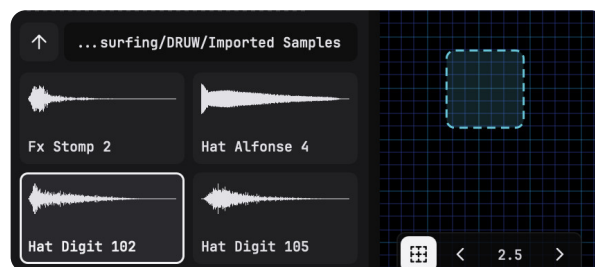


Samples browser tabs

- Click a sample to hear it. Use the search field to find one by name.
- Right-click a sample to set its type, or to show it in the Finder (Mac) or the Explorer (Windows).

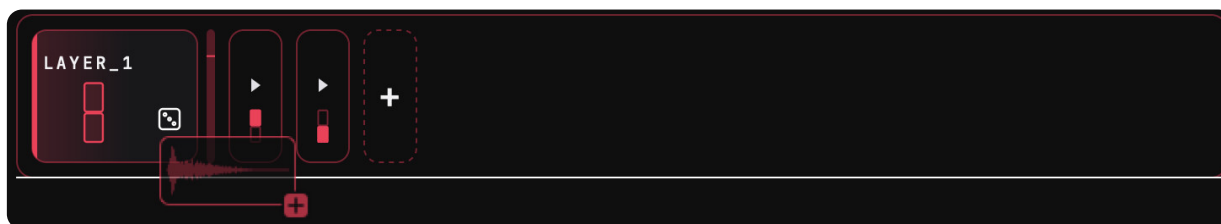
Drag samples onto the playground, from the browser or straight from your computer:

- with **no instrument selected**, they make a **new instrument**, with one pad per sample;
- with an **instrument selected**, they are added to it, one new pad per sample.

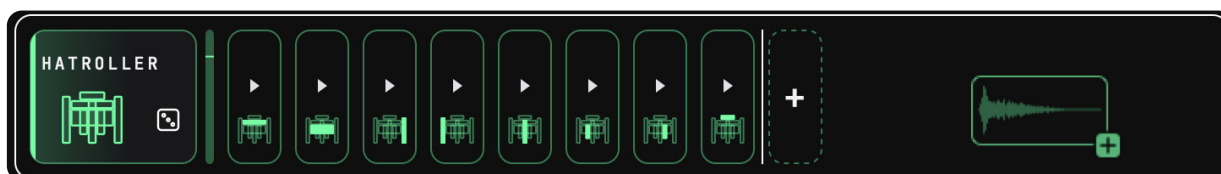


Drop a sample onto playground

You can also drop a sample in **INSTRUMENTS**: below the last row or between two rows to make a new instrument there, at the end of a row to add a pad to that instrument, or onto a gesture to change what it plays.



Drop a sample outside a row creates an instrument



Drop a sample inside a row creates a pad

Drop up to 16 files at a time.

Select instruments and pads

On the unlocked playground:

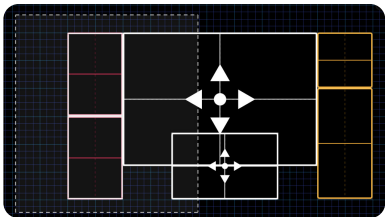
- **Click** a pad to select its whole **instrument**; click it again to select only that **pad**. Double-click a pad to go back to the whole instrument.
- **Drag on an empty area** to draw a selection rectangle: it takes the pads it touches, even from different instruments.
- Click an empty area to deselect.



Select the header of an instrument

In INSTRUMENTS:

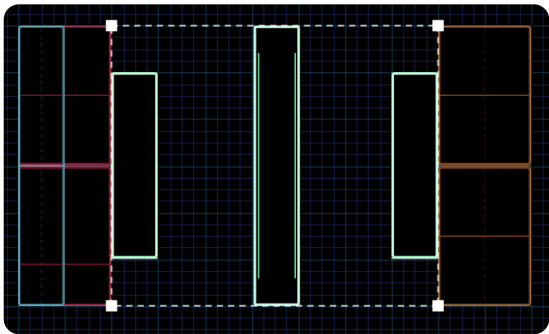
- **Click** an instrument's header, or an empty area of its row, to select the whole **instrument**.
- **Click** one of its pads to select that **pad**.



Select several pads by drawing a selection rectangle

Move and resize

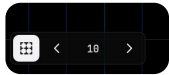
Move	drag the selection, or nudge it with the arrow keys (Shift+arrow moves it further).
Resize	drag a corner of the selection.
Grid	the grid at the bottom left of the playground makes pads snap to it. Turn it on or off with its icon, and use < and > to make it finer or coarser: its size reads as a percentage of the playground, from 1.25 to 80 (2.5 by default). Hold Alt while you drag to place freely. Press G to snap the selected pads to the grid.



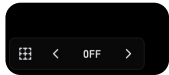
Resize pads



Grid options



Grid options



Grid options

Pads can overlap: when your finger is on several pads at once, they all play.

Organize your instruments

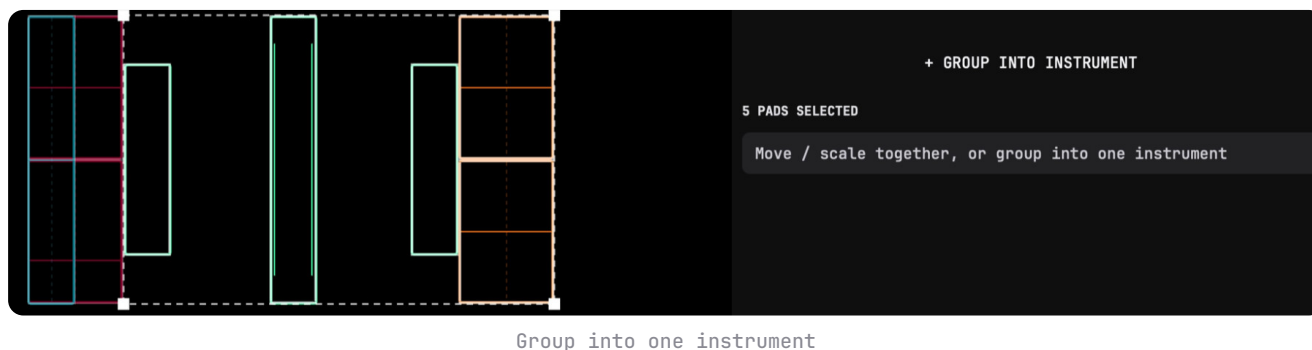
Duplicate	Cmd+D (Mac) / Ctrl+D (Windows), or right-click > Duplicate .
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Delete

Delete or **Backspace**, or right-click > **Delete**.

Group into one instrument

select pads of several instruments, then click **+ GROUP INTO INSTRUMENT** in the EDIT tab.

**Stacking**

when instruments overlap, bring one to the front or send it to the back from its ... menu, or drag its row up or down in INSTRUMENTS.

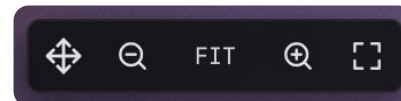
Hide

click the eye of an instrument. A hidden instrument doesn't show or play on your devices.

Navigate the playground

Zoom

use the mouse wheel, or the - and + buttons at the bottom right of the playground. Pinch on a trackpad.



Playground zoom settings

See the whole playground

click the zoom percentage.

Pan

hold **Space** and drag, drag with the middle mouse button, scroll with two fingers on a trackpad, or drag the grip next to the zoom.

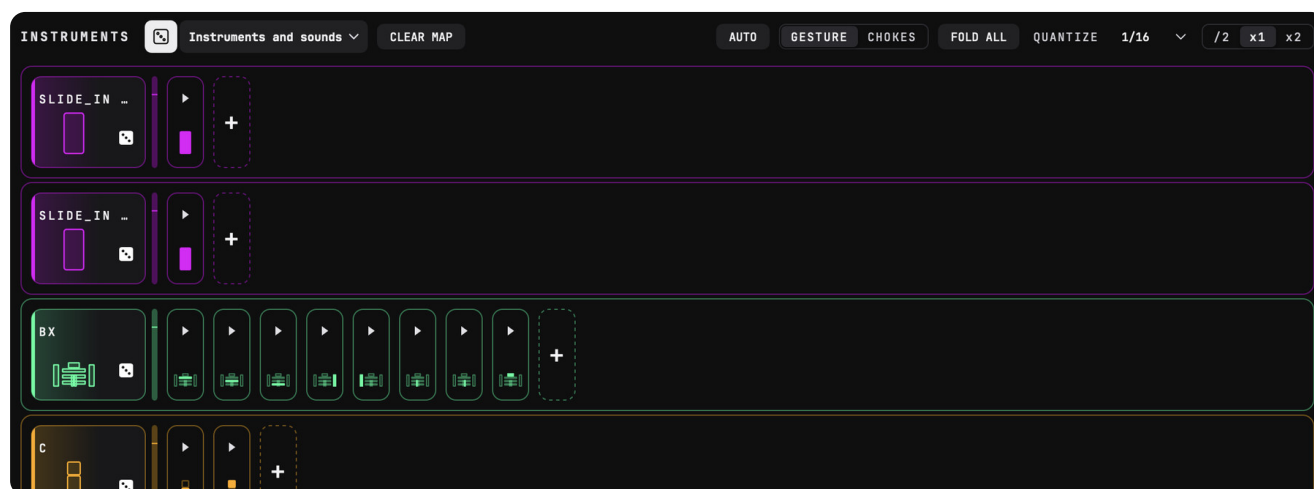
Full size

the button at the top right hides everything but the playground; click it again to come back.

06

SHAPE AN INSTRUMENT

INSTRUMENTS



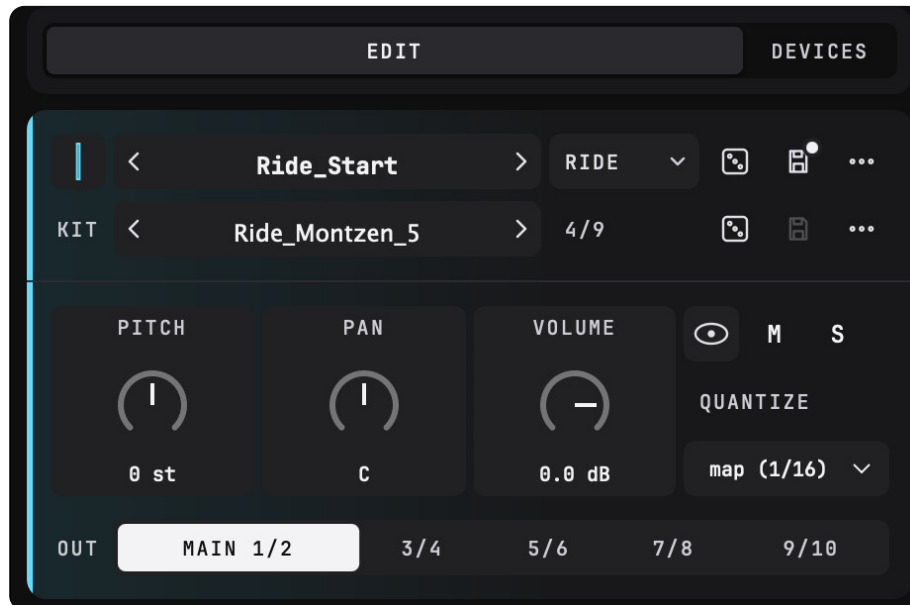
Instruments panel

Below the playground, **INSTRUMENTS** shows one row per instrument. On the left of each row, a level meter and the instrument's **chip**: its name and a small preview of its pads, with its dice in the corner. Then come its pads, each with its gestures.

- Click a chip to open the instrument in the EDIT tab. Double-click it to open or fold all its pads.
- Drag a row up or down to change the stacking order. Hold **Alt** to drag a copy.
- Right-click a chip to duplicate or delete the instrument, or to change its stacking order.
- **FOLD ALL** folds every pad, to get an overview.

The EDIT tab

The top of the EDIT tab holds the instrument's settings:



Instrument's settings

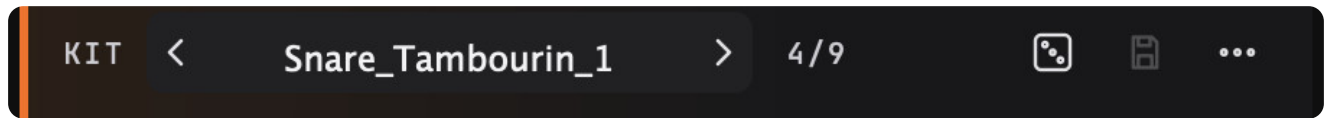
- **Chip:** click it to choose the color of the instrument and its pads.



Click to change instrument's color

- **Name:** type to rename it. < and > around it swap the instrument for the previous or next one of the same type.
- **Type:** KICK, HAT... Click it to change the type, or to create your own.
- **Dice:** swap the instrument for a random one of the same type.
- **Save:** save the instrument to your library. A white dot on the icon shows that you have changes to save.
- **⋮:** stacking on the playground (**Bring to front**, **Bring forward**, **Send backward**, **Send to back**) and **Delete this instrument**.
- **KIT:** the instrument's kits (see below).
- **PITCH, PAN, VOLUME:** for the whole instrument, on top of each sample's own settings. Drag them up or down; double-click to reset.
- **Eye:** show or hide the instrument on your devices. **M** mutes it, **S** solos it.
- **QUANTIZE:** « playground » by default (the playground's value), or its own value.
- **OUT:** the DRUW output it plays on: **MAIN 1/2**, or **3/4** to **9/10**. Use separate outputs to mix your instruments on separate channels in your DAW.

Kits



An instrument can hold several **kits**: each one is a set of samples for its pads. Switch kit, and the same pads play other samples, with the same settings.

The **KIT** line shows the current kit, with its number (for example 2/5):

- < and >: the previous or next kit.
- **Dice**: a kit at random.
- **Save**: keep what the pads play now as a kit. Type a new name to add a kit, or keep the name to update it. An asterisk (*) shows that the current kit has changed.
- ...: every kit of the instrument, sorted by tag, with **Rename**, **Tags** and **Delete**. Tags (VINTAGE, PUNCHY, LO-FI...) help you find the kit you want.

Kits are saved with the instrument.

07

PADS AND GESTURES

Pads

In INSTRUMENTS, each pad of an instrument is shown in its row, with its gestures.



A pad with gestures

- Click a pad to select it. Press it to hear it.
- Click the arrow of a folded pad to open it.
- Drag a pad along the row to reorder the pads. Hold **Alt** to drag a copy. Drop it on another instrument to move it there.
- Right-click a pad to duplicate or delete it.
- Click the dashed + at the end of the row to add a pad. You can also drop samples on it: one new pad per sample.

To name a pad, double-click « PAD » at the top of its sample editor.



Pad's sample editor

Gestures

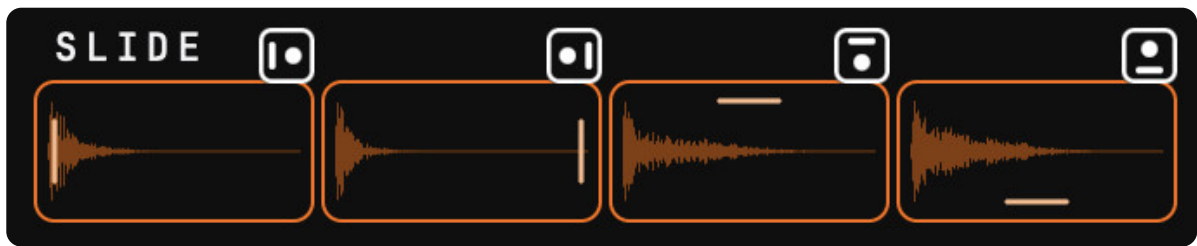
Each pad shows the gestures it answers to, grouped in four families:

- **TOUCH**: put your finger down on the pad.



Touch

- **SLIDE**: enter the pad across its **left**, **right**, **top** or **bottom** edge.



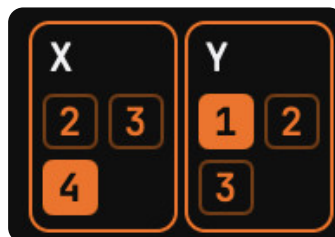
Slide

- **SHAKE**: move your finger back and forth on the pad: **left**, **right**, **up** or **down**.



Shake

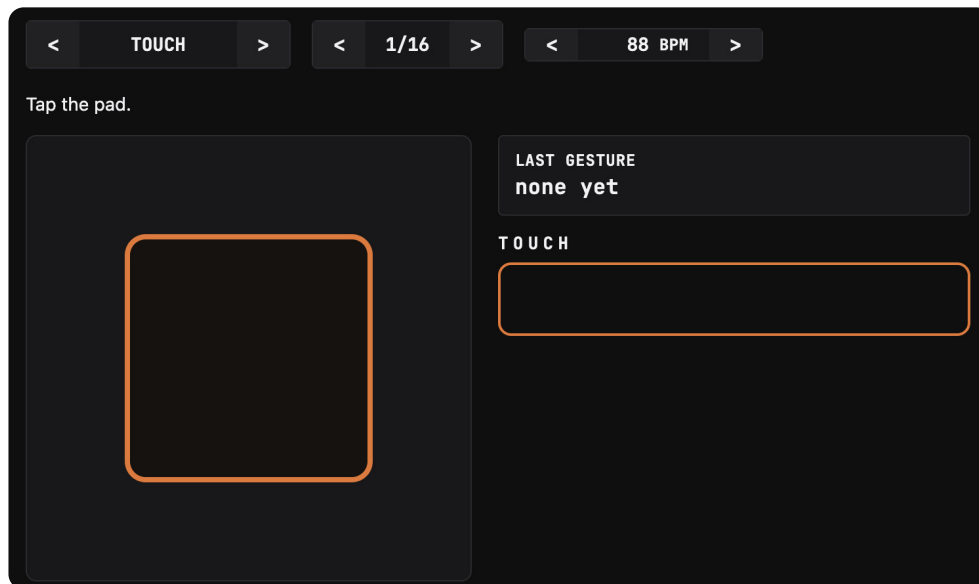
- **MAP**: the position of your finger on the pad, along **X** (left to right) and **Y** (bottom to top), turns the instrument's macros. **X** and **Y** come with a macro: a pad shows them once the instrument has a macro for them to turn.



Map

Each gesture has its own slot, with the waveform of the sample it plays.

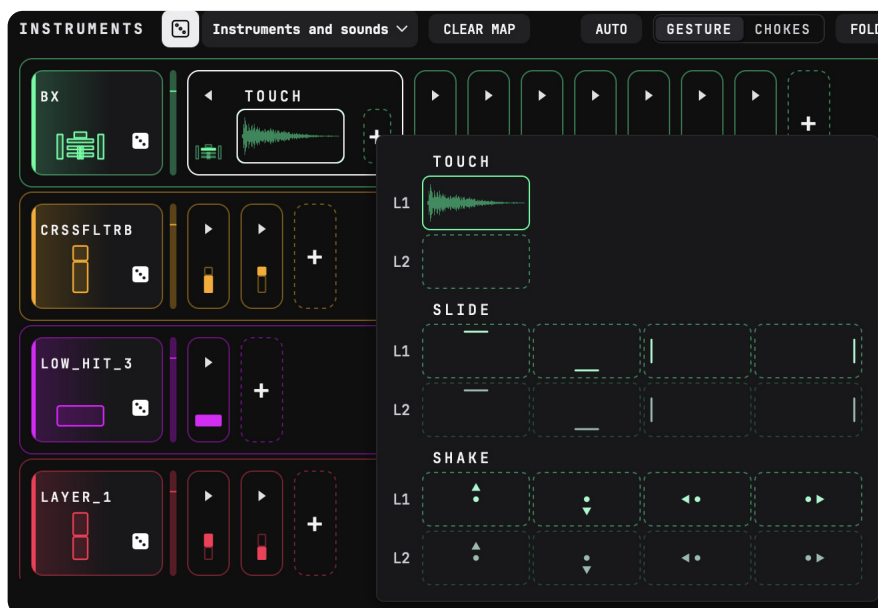
- **Click** a slot to edit its sample in the EDIT tab. Press it to hear it.
- **Drag a sample** from the browser onto a slot to change what it plays (**REPLACE**), or just below it to add a second sample that plays with it (**+ LAYER**). A gesture can play up to two samples.
- **Drag** a slot onto another to swap them. Hold **Alt** to copy.
- **Drop a sample on a pad**: on its **+** in INSTRUMENTS or on the pad on the playground, let go of the sample there. A small copy of the pad opens, showing TOUCH, SLIDE and SHAKE with two rows each, **L1** and **L2**; the dashed cases are gestures the pad doesn't have yet. Click one to put the sample there: the gesture is added if needed, and the pad opens on it. A slot dragged onto a pad's **+** opens the same choice, and moves the slot there; hold **Alt** as you drop it to copy it instead.
- **Drop several samples on a pad**, and click a SLIDE or SHAKE slot: they fill its row, one per direction, starting from that slot. Directions the pad doesn't have yet are added. On TOUCH, they stack as layers.
- **Right-click** a slot to remove its sample or the gesture itself.
- Press **Delete** or **Backspace** once to empty the selected slot, and again to remove it.



Try the gestures on a pad: tap, slide in, shake, and move your finger to turn macros.
[Try it on the website.](#)

Add a gesture

Click the + after a pad's gestures: a small copy of the pad opens, showing every gesture it doesn't have yet. Click one to switch it on, empty, or drop a sample on it to give it a sound.



Add a gesture

Edges and touch: the link icon of an edge slot sets whether sliding in across that edge also plays the pad's Touch, or only the edge.

TIP

give two edges of the same pad two different samples, and the direction of your slide chooses the sound.

08

SHAPE A SOUND

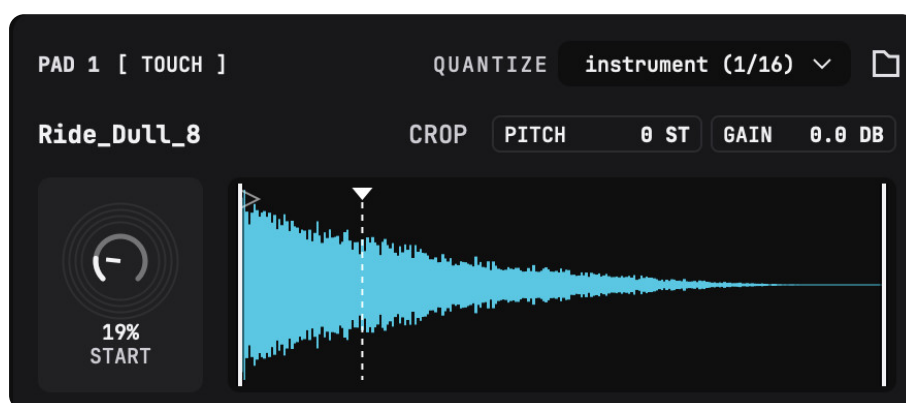
Click a gesture slot to open its sample in the **sample editor**, in the EDIT tab. Drag the grip between the sample editor and **MACROS** to give more room to one or the other; double-click it to go back to the automatic split.

Its top shows the pad and the gesture, for example « PAD 3 [TOUCH] », with the pad's **Quantize** and a folder button to pick another audio file.



Sample editor and MACROS

The sample



Sample editor

- **Name:** double-click to rename the sound.
- **PITCH** and **GAIN:** trim the sample's pitch (in semitones) and level. Drag up or down; double-click to reset.
- **CROP:** cut the sample down to its start and end. DRUW makes a new file and leaves the original alone.
- **Waveform:** drag its flags to choose where the sample starts and ends. Use the mouse wheel to zoom; double-click to fit the flags, and again to see the whole file. Right-click for more.
- **START:** where the sample starts.
- Drop an audio file on the sample editor to replace the sample.

AMP, PITCH and FILTER

Three modules shape the sound, each on its own tab: AMP, PITCH and FILTER. Click a tab to open it.

- **AMP:** **LEVEL** and **PAN** of the sound, and its volume envelope.



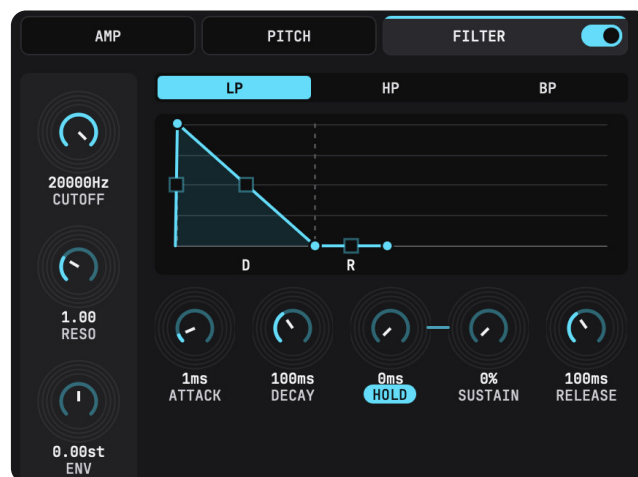
AMP

- **PITCH:** transpose the sound (**TRANSP**), and how much its own envelope bends the pitch (**ENV**).



PITCH

- **FILTER:** turn the filter on with **Enable filter**, at the top right of its panel (the dot on the FILTER tab is filled while it is on). Choose **LP** (low-pass), **HP** (high-pass) or **BP** (band-pass), and set its **CUTOFF**, its resonance (**RESO**) and how much its envelope moves the cutoff (**ENV**).



FILTER

Each module has its envelope, with a graph and five knobs:

ATTACK	how long the envelope takes to rise to its maximum.
DECAY	how long it takes to fall from the maximum to the sustain level.
HOLD	how long the sustain stage lasts.

SUSTAIN	the level of the sustain stage.
RELEASE	how long it takes to fall from the sustain stage to the end.

On the AMP tab, the envelope always rises to 100 %; on PITCH and FILTER, its **ENV** knob sets how far it moves the pitch or the cutoff.

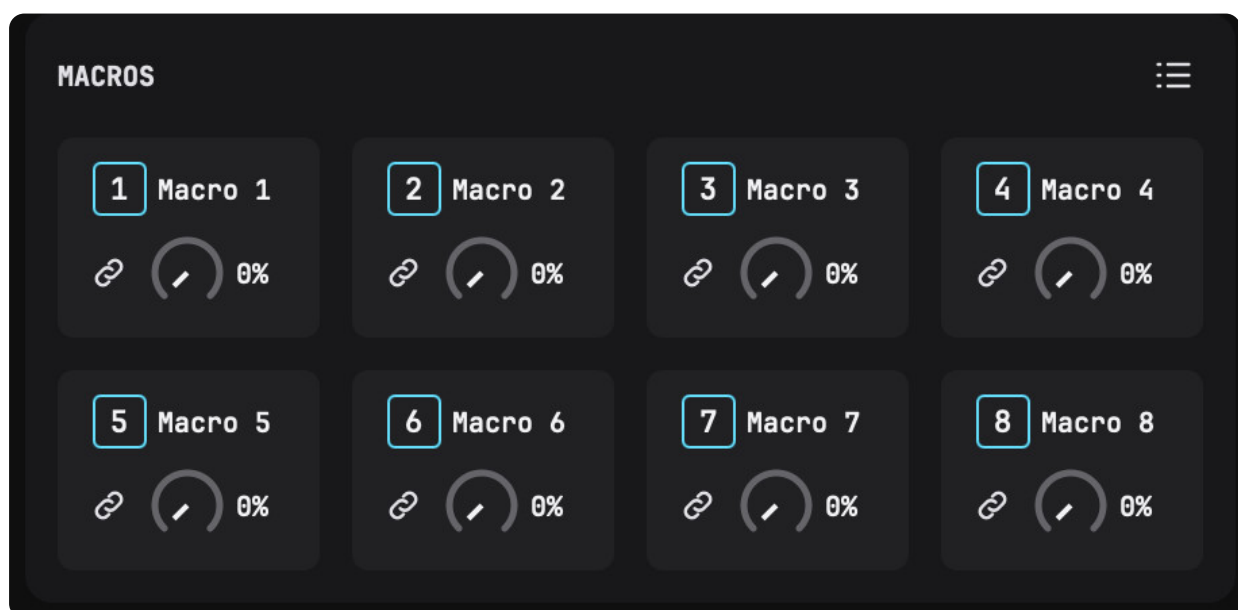
Drag the points of the graph to change the times and the sustain; drag a segment to curve it, double-click it to straighten it.

One-shot or gated: click the word **HOLD**. When it's lit, the sustain stage lasts the HOLD time, and the whole envelope plays at each hit (one-shot). When it's off, the sustain stage lasts as long as your finger stays on the pad (gated).

Knobs: drag to turn, double-click to reset, click the value to type it. Right-click a knob > **Copy value to** to give the same value to the other gestures of the pad, to the whole pad, or to the whole instrument.

Macros

Each instrument has **8 macros**, shown below the sample editor. A macro moves several sound settings at once, by the amount you choose for each one.



MACROS

To link a macro to a knob:

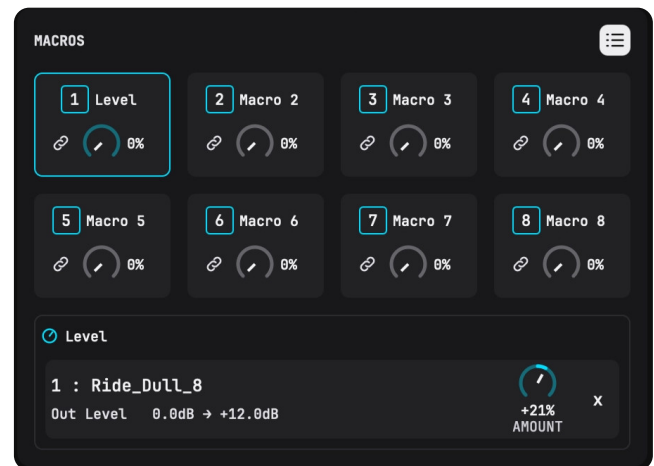
1. Click the macro's **LINK** icon.
2. Drag any knob of the sample editor: you don't move the knob, you set **how far the macro moves it**, up or down.
3. Repeat on other knobs, other gestures or other pads. Click **LINK** again when you're done.



Edit a macro

Now turn the macro: every linked setting moves together. A knob turned by macros shows one colored arc per macro. A setting can be turned by up to 4 macros.

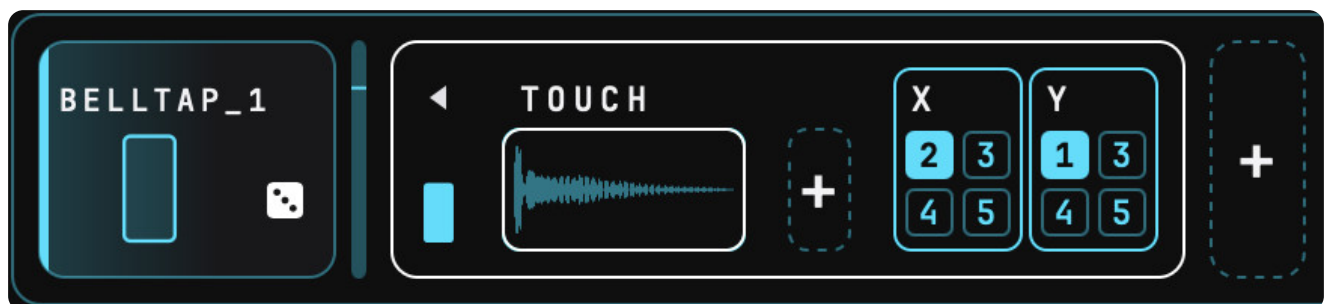
- Click a macro's name to rename it.
- Click the list icon to see every macro and what it moves. There, change each amount, or click **x** to unlink a setting.
- Right-click a linked knob to copy its macros to the other gestures, the pad or the instrument, or to remove them.



Edit a macro's amount

Play the macros with your finger

On a pad, the **X** and **Y** slots show the macros 1 to 8, dashed until a macro is on them. Click a macro's number to let that axis turn it; click it again to stop. An axis exists as long as it turns a macro. You can also drag a macro's number from **MACROS** onto a slot. A hatched number is already turned by the pad's other axis.



XY mapping

For example, link macro 1 to the filter's cutoff, then let the **Y** axis of a pad turn it: the higher you touch the pad, the brighter it sounds.

09

CHOKES

A **choke** stops one sound when another starts, like an open hi-hat closed by the next hit.

Automatic chokes

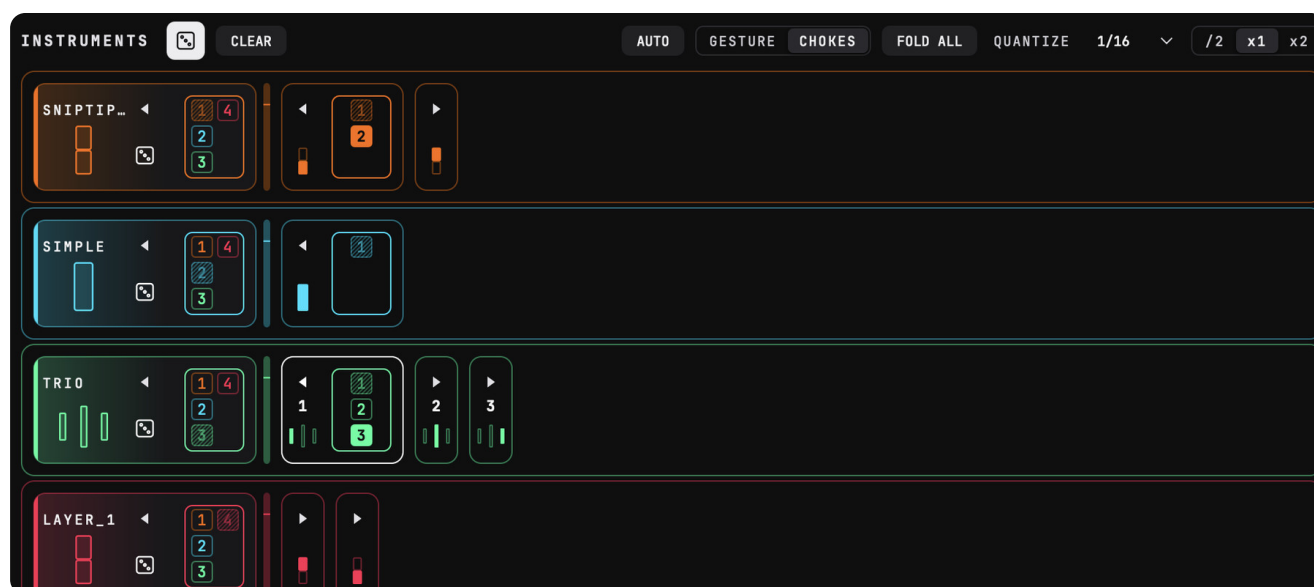
Inside a pad, DRUW chokes for you: a new touch stops the pad's previous touch, the shakes of a pad stop each other, and so do its edges.

Set your own chokes

Set the **GESTURE | CHOKES** switch in the **INSTRUMENTS** header to **CHOKES**. The rows now show the chokes instead of the gestures:

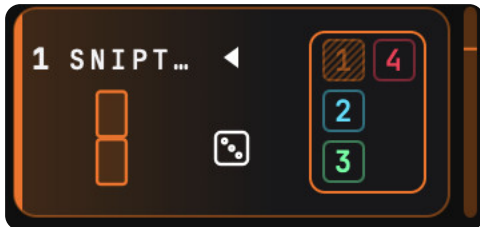


Select chokes

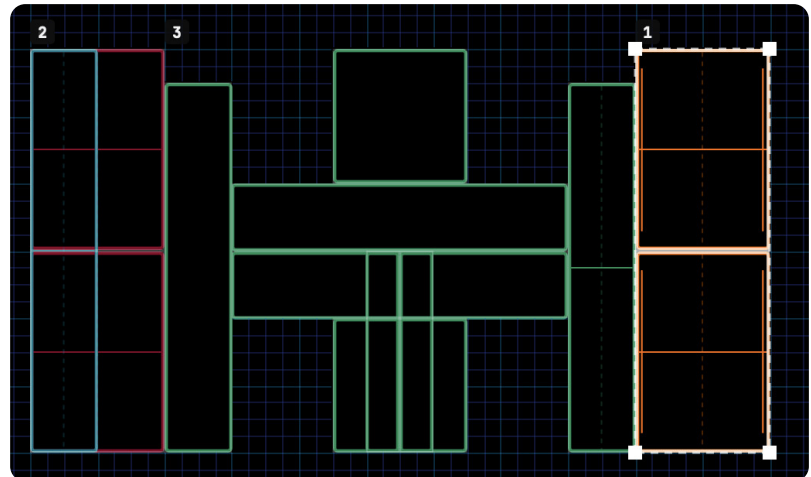


Chokes view

- **Between instruments:** each instrument shows one numbered tile per instrument of the playground; select an instrument's header to see each row's number, also shown on its pads on the playground. Click a number to turn its choke on or off: a lit number is an instrument this one chokes. A tile blinks each time its instrument plays. Click the arrow above an instrument's dice to show or fold its chokes. Right-click for quick choices: **Cuts all the** [instruments of its type], **All** [instruments of its type] **cut it**, [instruments of its type] **one at a time**, **Cuts all the others**, **Cut by all the others**, **Clear chokes**.



Instrument's header deployed showing chokes



Instrument's numbers on playground

- **Between pads:** each pad shows one numbered tile per pad of its instrument; select a pad to see the pads' numbers on the row and on the playground. Click a number to turn its choke on or off: a lit number is a pad this one chokes. Right-click for quick choices: **Chokes the others**, **Choked by the others**, **One at a time**, **Clear chokes**.



Pads numbers

A choke goes one way: for two sounds to stop each other, set it both ways.

The switch only changes what you see: your chokes keep working when you go back to **GESTURE**.

10

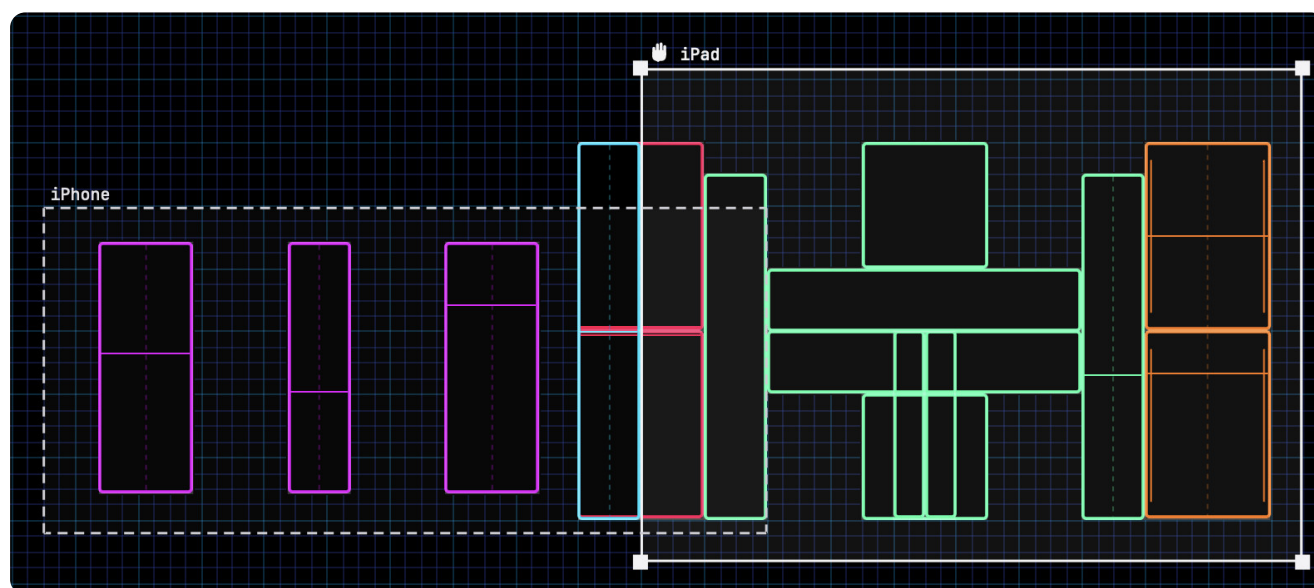
SEVERAL DEVICES, SEVERAL DRUWS, SEVERAL PEOPLE

One playground can be played from several devices at once, and shared by several DRUWs in your DAW project: for example drums on one track and a bass on another, all played from the same surface.

Several devices

Several phones and tablets can join DRUW: each one connects the same way, and appears in DEVICES with its own frame.

- Give each device **its own part of the playground**, for example to split a large playground across two tablets placed side by side, or to give each player their own instruments.
- Frames can **overlap**: two devices can share the same instruments, for example to play them four-handed.

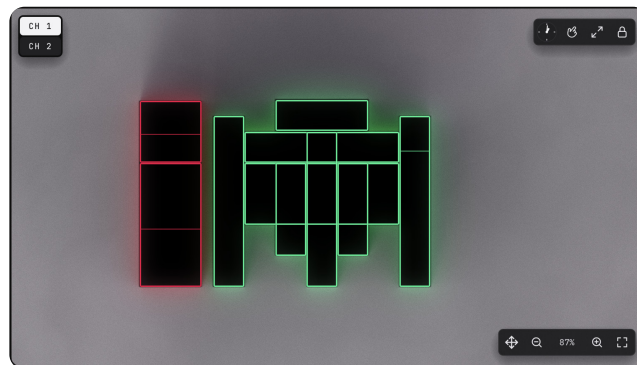


Two devices sharing the same pads

Several DRUWs

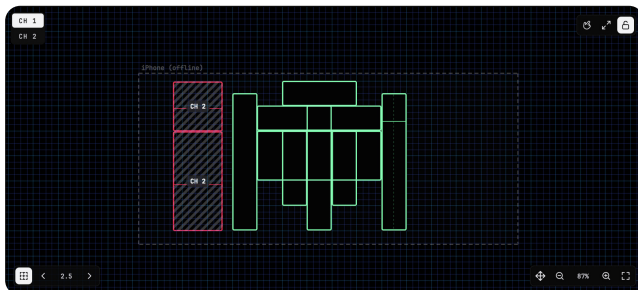
Load DRUW on as many tracks of your DAW as you like. Every DRUW in the same room shares **the same playground**: the instruments of every DRUW appear on it, and on your devices, side by side.

- Each DRUW plays **on its own track**: its sound goes to that track, so you can mix and process each part separately.
- Each DRUW has its **own MIDI channel**. As soon as a second DRUW joins, tabs labelled **CH 1**, **CH 2**... appear on the top-left of the playground. Hover a tab to see its DAW track. A tab blinks when its DRUW plays.

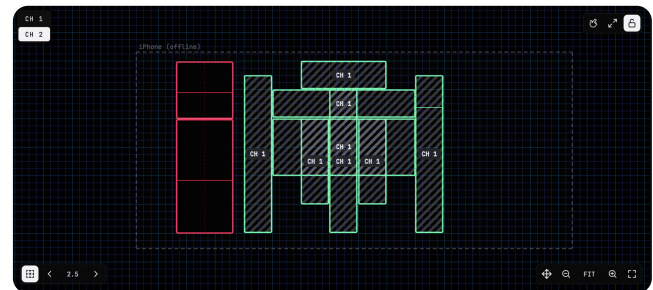


Play multiple DRUW at the same place

- In a DRUW window, you edit only that DRUW's instruments. The others are shown hatched. Click another DRUW's tab, or click **EDIT IN CH N WINDOW**, to open its window.



Pads of the DRUW on CH 1



Pads of the DRUW on CH 2

- **Recording**: with DAW REC, set each track's MIDI input to BEATSURFING on the channel of its own DRUW.

Several people: rooms

Everything on the same network joins one session: every DRUW, every Performer app and every BEATSURFING bridge. When you work alone, that is what you want. But when several people use DRUW on the same Wi-Fi network (two producers in one studio, a class, a workshop), they all end up on one playground. Each person's instruments appear on the other people's screens and devices, and their phones play each other's pads.

Rooms keep them apart. A room is a separate session, with its own playground, its own devices and its own DRUWs. There are 16 rooms, a bit like MIDI channels. DRUWs and devices only see each other when they are in the **same room**.

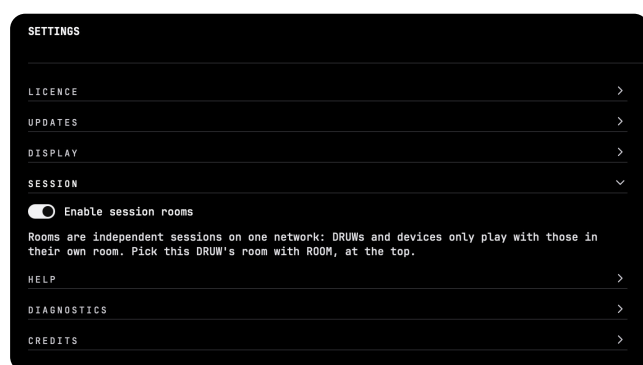
For example: two producers share a studio. The first one stays in Room 1 with their DRUWs and their tablet. The second one moves their DRUW and their phone to Room 2. Each one now has their own playground, and neither hears the other.

Turn rooms on

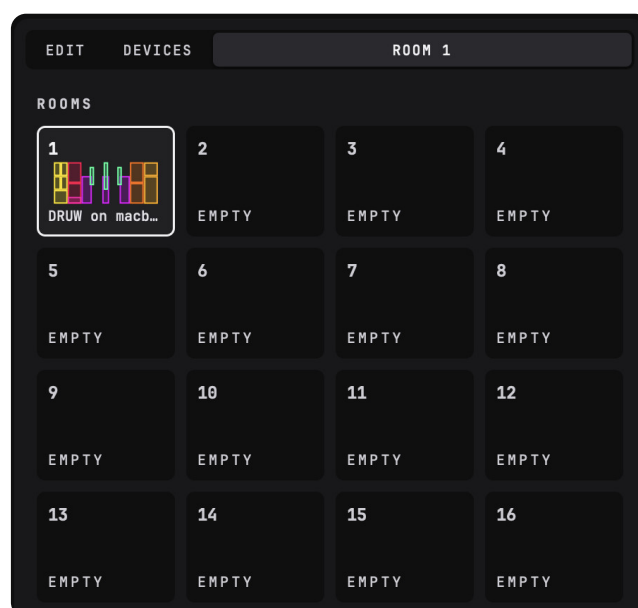
Rooms are **off** by default. To use them, turn on **Enable session rooms** in **SETTINGS** > **SESSION**. The setting applies to every DRUW on this computer. Turn it off, and everyone plays in Room 1 again.

Change rooms

- **In DRUW:** click the **ROOMS** tab at the top of the right column. All 16 rooms appear, showing who is in each one and a preview of its pads. Empty rooms read « EMPTY ». Click a room to move this DRUW into it. **The DRUW takes its instruments with it:** they join that room's playground.



Enable session rooms in Settings



Rooms

In the Performer app

move DRUW to its room first. The app's settings page then shows a **ROOM** section: tap the same room. The device then shows that room's playground. (While everyone is in Room 1, the app shows no rooms.)

In the BEATSURFING bridge

choose the room from its menu or its window.

Good to know

- **Move everything that plays together.** A DRUW, its devices and, if you record with DAW REC, the BEATSURFING bridge must all be in the same room.
- Each computer has one BEATSURFING bridge, and it is in one room at a time. On that computer, **DAW REC** only works for the DRUWs in the bridge's room.
- A room holds up to 16 DRUWs, one per MIDI channel.
- Each DRUW saves its room with your DAW project. A new DRUW starts in the last room you picked on this computer.

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SAVE YOUR WORK

DRUW saves your work at three levels: your DAW project keeps everything as it is, presets keep all the instruments of one DRUW, and instruments keep one instrument layout, with its kits, in your library.

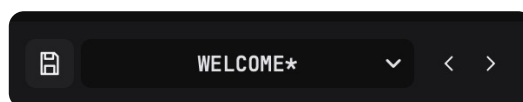
Your DAW project

You don't need to do anything: when you save your DAW project, DRUW saves its whole state with it, including your own samples. When you reopen the project, even on another computer, you find your playground, your instruments and all their settings as you left them.

Mute is saved with the project; solo only lasts for the current session.

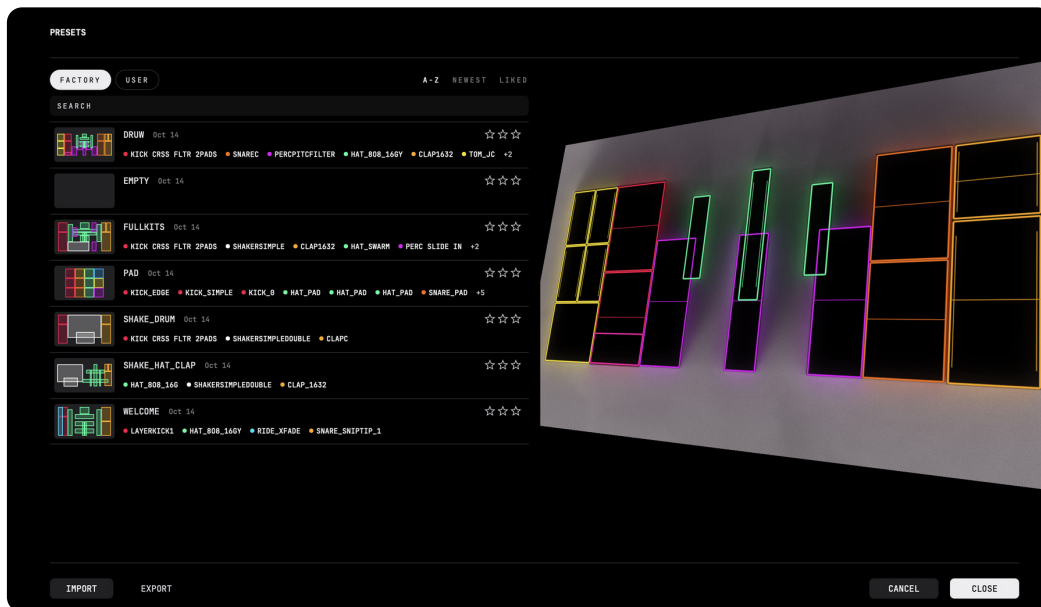
Presets

A preset holds all the instruments of one DRUW, with their pads, kits and settings. The header shows the current preset; an asterisk (*) shows that you changed it.



Presets

- < and >: load the previous or next preset.
- **Save** (the icon before the name): give your preset a name and click **SAVE**. If the name is taken, the button reads **OVERWRITE**.
- **Browse**: click the preset's name to open **PRESETS**:



Presets library

- **FACTORY** shows DRUW's presets, **USER**, yours.
- Search by name, and sort by name (**A-Z**), date (**NEWEST**) or rating (**LIKED**). You can rate a preset with up to three stars.
- Click a preset to load it; double-click to load it and go back to DRUW. Use ↑ and ↓ to step through the list.
- The window on the right lets you preview the preset you clicked and play its instruments as you would on the main playground.
- **CLOSE** keeps what you loaded; **CANCEL** (or Esc) brings you back to the main playground as you left it.
- To delete one of your presets, hover it, click its cross, then **DELETE**.
- If you changed the loaded preset without saving, it is shown greyed out, its name preceded by an asterisk (*), and marked **UNSAVED CHANGES**. Save it with the **SAVE** button.

If you loaded a preset by mistake, click **Undo** in the header.

A preset points to your own samples where they are on your computer: if you move or delete one, the preset loses it.

To keep a preset with its samples, **EXPORT** it.

Presets and tempo

A preset remembers the tempo it was made at: **PRESETS** shows it as **ORIGINAL TEMPO**, so you know what to set in your DAW.

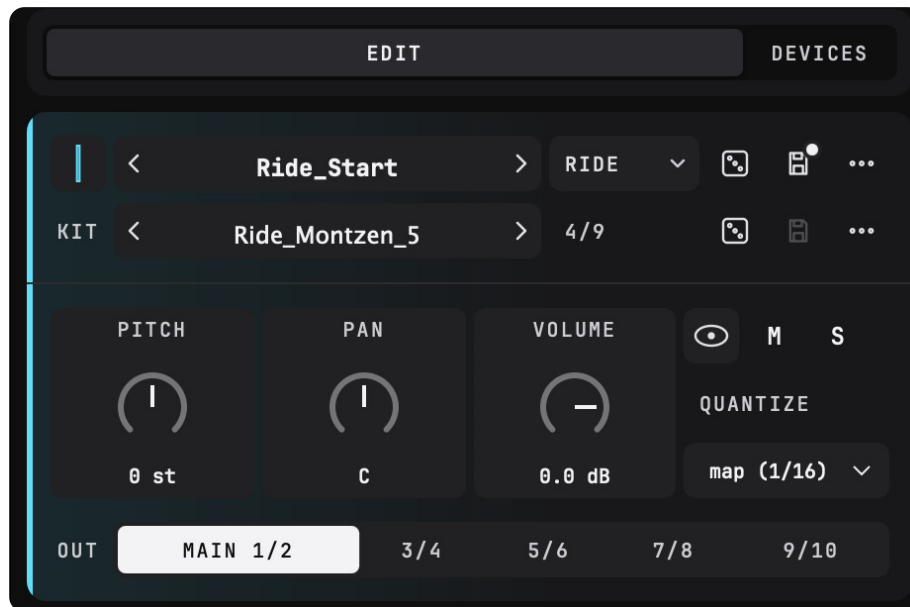
While **PRESETS** is open, the presets play at their own tempo (120 BPM for a preset saved without one).

Share a preset

In **PRESETS**, click **EXPORT** to save the loaded preset with its samples as a single .druwpreset file. On the other computer, click **IMPORT** and pick that file: the preset joins your **USER** presets, ready to play.

Instruments

Save a single instrument to your library to use it again in any project: open it, check its name, and click its save icon. If the name is already in your library, DRUW asks before replacing it.



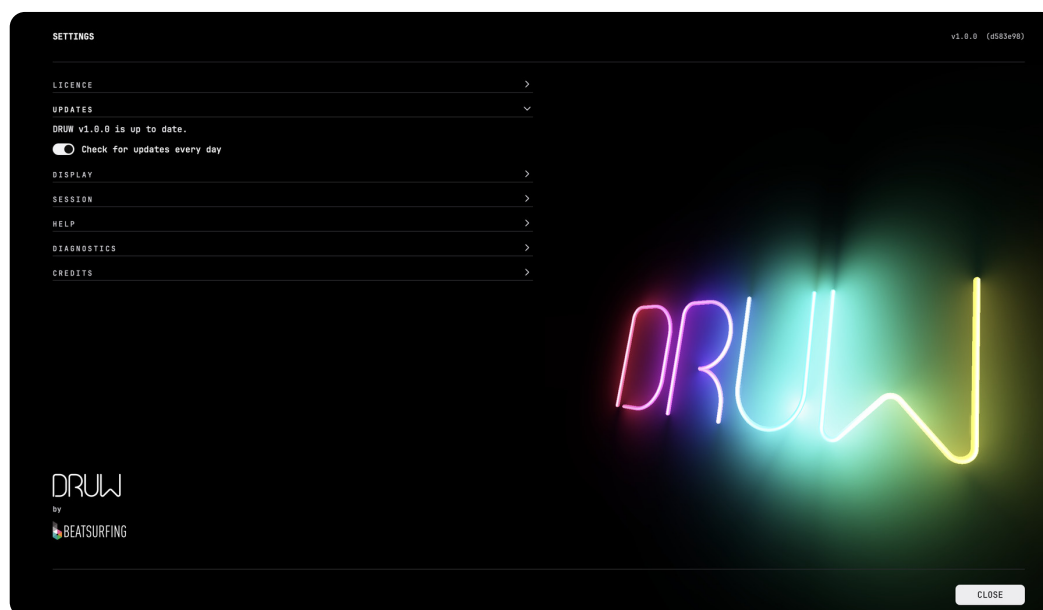
Instrument's settings

- The instrument is saved with its pads, gestures, macros and all its kits.
- Its samples are copied into your library, so the instrument keeps working even if you move the original files.
- Your saved instruments show up in the browser's INSTRUMENTS tab under USER, and when you roll instruments of their type.
- Factory instruments are never changed. When you save an instrument, or one of its kits, that came from the factory library, DRUW saves it in the user library under a new name ending in « mod » (for example « Kick_Simple mod », or « Kick_Simple mod 2 » if that one is taken).

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SETTINGS

Click the gear symbol at the top left of DRUW to open the **SETTINGS**. It holds several sections: click one to expand it.



Settings

- **LICENCE:** your licence details, and **DEACTIVATE** to unlink this computer from your licence.
- **UPDATES:** whether DRUW is up to date. When a new version is out, **DOWNLOAD** it and read what's new. Turn **Check for updates every day OFF** if you don't want to see the update notification.
- **DISPLAY:** **Draw the play surface with OpenGL.** Turn it off if your graphics card misbehaves: the playground is then drawn without the GPU, a little slower. **UI scale** sets the size of the whole interface (50 to 125 %), and **Gamma** the brightness of its colours; a row of controls below shows the result.
- **HELP:** **USER GUIDE** opens this guide; **QUICK TOUR** replays the tour of the first launch, without touching your playground; **HELP TOPICS** opens HELP and its chapters; [BEATSURFING.COM](https://beatsurfing.com) opens our website.
- **DIAGNOSTICS:** **Keep a diagnostics log** keeps a log on this computer. When something goes wrong, click **SAVE DIAGNOSTIC REPORT** and email the file to us, with a few words on what happened. Nothing is ever sent without you.
- **SESSION:** **Enable session rooms** turns rooms on or off for every DRUW on this computer. When Off, everyone plays in Room 1.
- **CREDITS.**

The version of DRUW is shown at the top of SETTINGS.

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SYSTEM REQUIREMENTS

macOS

- macOS 10.13 High Sierra or later
- Intel or Apple Silicon processor
- A 64-bit host that supports AU, VST2, VST3 or AAX
- Formats: AU, VST, VST3, AAX

Windows

- Windows 10 or later
- A 64-bit host that supports VST2, VST3 or AAX
- Formats: VST, VST3, AAX

Phone or tablet

- iPhone or iPad with iOS 13.0 or later, or Android device with Android 7.0 or later
- The free BEATSURFING Performer app
- A Wi-Fi network shared with your computer, or a USB cable

INSTALLATION INSTRUCTIONS

The DRUW installer installs the **DRUW plugin**, its **factory library** (instruments, presets and samples), and the **BEATSURFING bridge**, a small background application that carries your pads to your DAW in DAW REC. The BEATSURFING bridge is installed with every copy of DRUW and starts when you log in.

macOS

1. Download the DRUW installer (.pkg).
2. Open it and follow the steps. The plugins are installed in `/Library/Audio/Plug-Ins`, and the BEATSURFING bridge in `/Applications`. The bridge starts when you log in; you can turn this off in System Settings > General > Login Items.
3. Open DRUW in your DAW and enter your licence code*.

Windows

1. Download the DRUW installer (.exe).
2. Run it and follow the steps. The plugins are installed in your VST/VST3 folder ("C:\Program Files\Common Files" by default, in a "Beatsurfing" subfolder, but you can define your own path in the installer) and in the Avid AAX folder. The BEATSURFING bridge is installed in `C:\Program Files\Beatsurfing\BEATSURFING` and starts with Windows. The installer also installs the virtual MIDI driver that creates the BEATSURFING MIDI port.
3. Open DRUW in your DAW and enter your licence code*.

*After purchasing DRUW, your licence code appears on your licences page: vst.beatsurfing.com/my-license

Where DRUW keeps its files

- **Factory library:** `/Library/Application Support/Beatsurfing/DRUW/` (macOS), `C:\ProgramData\Beatsurfing\DRUW` (Windows): Factory Instruments, Factory Presets, Factory Samples.
- **Your library:** `~/Library/Application Support/Beatsurfing/DRUW/` (macOS), `%APPDATA%\Beatsurfing\DRUW` (Windows):

User Instruments	the instruments you save.
User Presets	the presets you save or import.
Imported Samples	copies of the samples used by your saved instruments and imported presets.
Session Samples	the samples your DAW projects carry, written back when you open a project. It is safe to empty.
Diagnostics	the diagnostics log.

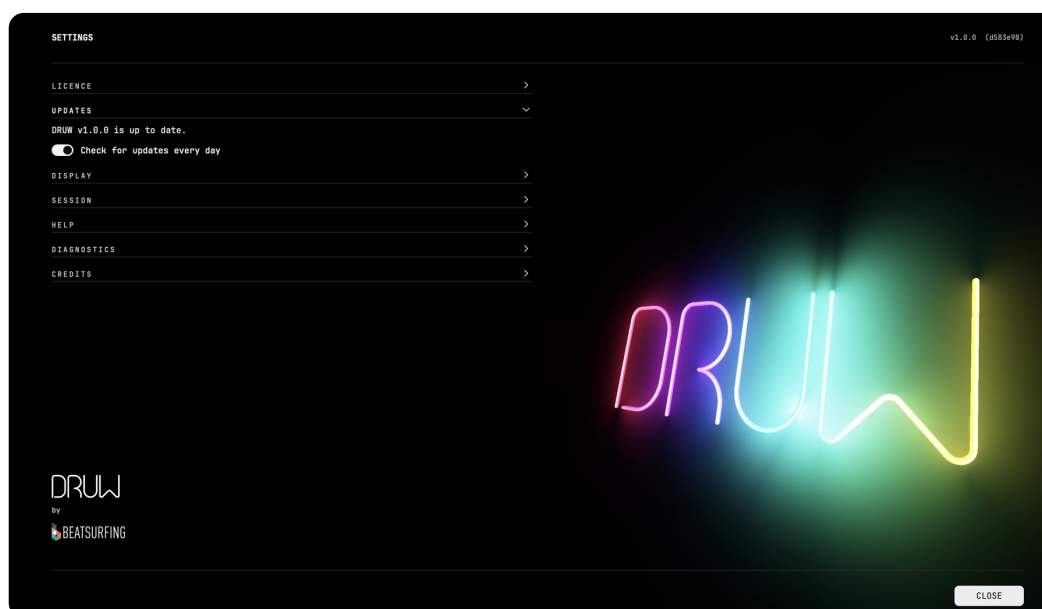
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ACTIVATING & DEACTIVATING THE LICENCE

On first launch, you'll see the **SETTINGS** screen and you will be prompted to enter your **LICENCE**:

1. Type or paste your licence code in the field, then press Return.
2. Can't find it? Click **FIND MY LICENCE** to open your licences page.

You can activate your **LICENCE** on 3 different computers. To move your DRUW activation to another computer, open **SETTINGS** > **LICENCE** on the current one and click **DEACTIVATE** first. DRUW stops playing on this computer until a licence is entered again.



Settings

SUPPORT & TROUBLESHOOTING

My device doesn't find DRUW

- Check that your device and your computer are on the **same Wi-Fi network**. Guest networks and some public or office networks keep devices from seeing each other: try your home network, your phone's hotspot, or a USB cable.
- Check that DRUW is open on a track in your DAW.
- If session rooms are on, check that your device and DRUW are in the **same room**.
- Close and reopen the Performer app.

I don't hear anything

- Check that the instrument isn't muted, and that no other instrument is soloed.
- Check the DRUW track's volume and output in your DAW, and the instrument's **OUT**.
- On your device, check that the pads are inside its frame.
- In **DAW REC**, check that the track is armed or monitoring its input, with **BEATSURFING** as its MIDI input, on the right channel (if you're not sure, switch back to **DIRECT** mode and check if you hear anything).

My DAW doesn't record anything

- Check that the switch is on **DAW REC**, and that the track is armed.
- Check that the **BEATSURFING** bridge is running and, if session rooms are on, in the same room as **DRUW**. If **DAW REC** is faded, click it, then **START BEATSURFING bridge**.

A sample is missing

If you move or delete a sample used by your playground, its sound plays nothing and the sample editor shows « sample not found ». With **AUTO** on, clicking its gesture also names the file in the footer. Put the file back where it was, or drop another sample on the gesture.

Your DAW projects carry their own samples, and saved instruments keep a copy of theirs. Presets don't: they point to your samples where they are. Save the instruments you care about to your library, and use **EXPORT** to keep a preset with its samples.

I hear a delay in Logic Pro or Reaper

- **Logic Pro** uses the buffer size you set in its audio preferences only for a track that is **armed for recording**. On any other track it uses a larger buffer, which adds delay to what you play. **Arm the DRUW track**, even if you don't want to record MIDI, to get the buffer size you set.
- **Reaper** adds about 200 ms of delay to a track that is not armed. **Arm the DRUW track**, or turn off **Anticipative FX processing** in Reaper's preferences.

Something else went wrong

Open **SETTINGS** > **DIAGNOSTICS**, click **SAVE DIAGNOSTIC REPORT**, and email the report to us with a few words on what you were doing.



Support

For additional support or updates, visit our website at beatsurfing.com and explore our knowledge base at <https://knowledge.beatsurfing.com/audio-plugins-mac-os-x-or-windows>

Thanks for supporting us, and please don't hesitate to reach out with any questions or ideas.

— the BEATSURFING team