VEIRA

DRUM MACHINE

VEIRA Beat Machine

User Manual

A drum machine in the spirit of the classic 1980s analog drum machines: thirteen synthesized voices, your own samples on any pad, and a 16-step sequencer that follows your DAW.



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Welcome

Thank you for choosing **VEIRA Beat Machine**. It is a drum machine in the spirit of the classic 1980s analog drum machines, with an original panel: a charcoal faceplate with a column of small knobs for each voice, a rubber pad per voice, and sixteen step buttons graded in four colours along a darker lower panel. It plays as an instrument in your DAW.

What makes it different

- **Thirteen synthesized voices:** bass drum, snare, three toms that switch to congas, rimshot, clap, cowbell, cymbal, open and closed hat, maracas and claves. No recordings: every hit is made in code as it plays.
- **A bass drum that booms:** TONE, SWEEP and DRIVE, a DECAY of up to 5 seconds, and MIDI channel 2 to play it at pitch, as a bass line.
- **Your own sounds:** drop an audio file on any pad and it plays instead of the built-in voice, saved inside the session.
- **A 16-step sequencer** that follows your DAW to the sample, with accents, swing, LENGTH and eight patterns, A to H.
- **Every voice from MIDI**, on the General MIDI drum map.
- **32 factory kits** in 8 folders, each with its patterns and a note, levelled to play at about the same loudness.

How this manual is organised. *Getting started* installs and activates the plugin. *The panel at a glance* names its parts. *The voices*, *Your own samples*, *The sequencer* and *Playing it from MIDI* describe everything it does. *Presets*, *Recipes*, *Specifications* and *Troubleshooting* close the manual.

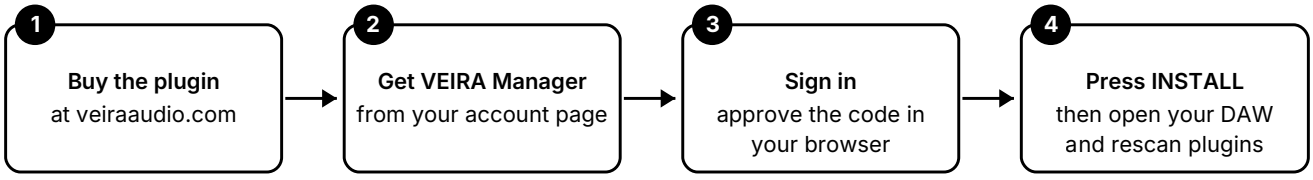
Getting started

What you need

macOS	macOS 11 Big Sur or later. Native on Apple silicon and Intel Macs (universal).
Windows	Windows 10 or 11, 64-bit.
Plugin formats	VST3 (macOS and Windows), Audio Units (macOS), and a standalone app. Pro Tools (AAX) versions arrive once they are signed for Pro Tools.
Hosts	Any DAW that loads VST3 or Audio Units: Logic Pro, Cubase, Nuendo, Ableton Live, Studio One, Reaper, FL Studio, Bitwig and others.
Account	A VEIRA account at veiraaudio.com, and the free **VEIRA Manager** app.
Internet	Needed to install and to refresh the licence. The plugin itself never goes online.

Install with VEIRA Manager

VEIRA plugins are not downloaded from the website one by one. You install them with **VEIRA Manager**, the free VEIRA app that installs, updates and activates everything you own. Its own manual covers it in full; the short version is:



One account works on up to three computers. Updates are free for life.

FIGURE 1 From purchase to first sound in four steps.

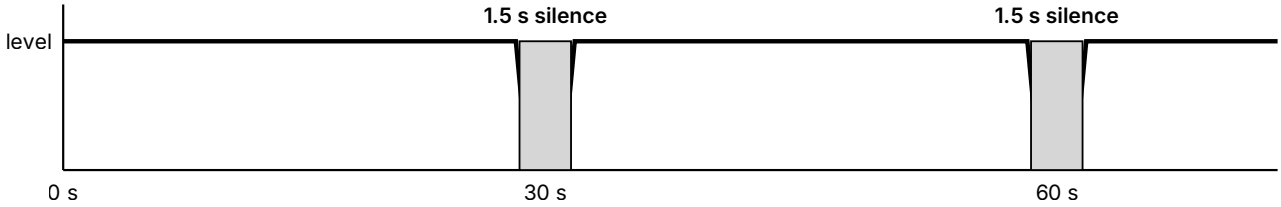
1. **Buy** VEIRA Beat Machine at **veiraaudio.com**. It's a one-time purchase: you own it for good, with free updates.
2. **Download VEIRA Manager** from your account page (or veiraaudio.com/manager) and install it.
3. **Sign in.** VEIRA Manager shows a short code and opens your browser; confirm the code there. Your password is never typed into the app.
4. Find VEIRA Beat Machine in the list and press INSTALL. When it says SHOW, it's installed. Open your DAW and let it rescan its plugins.

After installing, VEIRA Beat Machine appears in your DAW under the manufacturer **VEIRA** (in Logic Pro: Audio Units ▸ VEIRA ▸ VEIRA Beat Machine).

Activation and the licence

VEIRA Manager keeps a licence on your computer that the plugins check. It is refreshed every time VEIRA Manager opens and stays valid for 30 days offline, so you can work without internet as long as you open VEIRA Manager now and then.

Without a valid licence, VEIRA Beat Machine still loads and works, but **its sound fades out for 1.5 seconds every 30 seconds**, and a strip along the bottom of its window says why (for example, *NOT ACTIVATED ON THIS COMPUTER. SIGN IN WITH VEIRA MANAGER.*). Clicking the strip opens your account page.



Without a licence: short silences every 30 s, faded in and out so nothing clicks.

FIGURE 2 What an unlicensed copy does. With a valid licence the audio is never touched.

- **Activating while your DAW is open** takes effect within about two minutes. You don't need to reload the plugin.
- **"Not activated on this computer"**: open VEIRA Manager and sign in.
- **"Expired"**: open VEIRA Manager while online; it renews the licence at once.
- **"Not included"**: the signed-in account doesn't own VEIRA Beat Machine. Check that you're signed in with the account you bought it with.

Formats and where the files go

VEIRA Manager puts every format in the standard place, so you never need to copy files by hand:

Format	macOS	Windows
VST3	`~/Library/Audio/Plug-Ins/VST3` (just for me, the default) or `/Library/Audio/Plug-Ins/VST3` (all users)	`C:\Program Files\Common Files\VST3` (all users, the default) or `%LOCALAPPDATA%\Programs\Common\VST3`
Audio Units	`~/Library/Audio/Plug-Ins/Components` or `/Library/Audio/Plug-Ins/Components`	(Audio Units are macOS only)
Standalone	`~/Applications/VEIRA` or `/Applications/VEIRA`	`C:\Program Files\VEIRA` or `%LOCALAPPDATA%\Programs\VEIRA`

You choose *just for me* or *all users* in VEIRA Manager's install settings.

The standalone app runs VEIRA Beat Machine on its own, with your audio interface's input and output, which is handy for trying presets without a DAW.

The panel at a glance



FIGURE 3 VEIRA Beat Machine playing *Hip-Hop ▸ Sub Rumble*: 1 the header with the preset browser, 2 the thirteen voices, 3 the pads, 4 the patterns and the sequencer's controls, and 5 the steps.

	Part	What it holds
1	Header	The preset browser, SAVE, and the version.
2	Voices	A column of knobs for each voice, left to right: BASS DRUM, SNARE, LOW TOM, MID TOM, HIGH TOM, RIMSHOT, CLAP, COWBELL, CYMBAL, OPEN HAT, CLOSED HAT, MARACAS, CLAVES.
3	Pads	One per voice: click to play it and choose it for the steps. Each shows its MIDI note, its steps as sixteen small cells, and SAMPLE when it plays your own sound.
4	Lower panel	PATTERN A to H, LENGTH, SWING, ACCENT, TEMPO, VOLUME, START, LOAD and CLEAR, and KEEP PATTERNS.
5	Steps	ACCENT and the sixteen step buttons for the voice chosen.

Using the controls

Every VEIRA plugin is played like a piece of hardware. The same few parts appear on every panel:

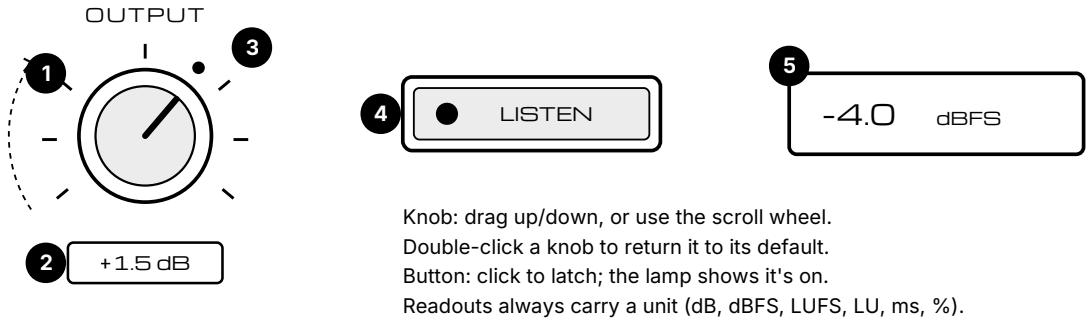


FIGURE 4 The parts you'll find on every VEIRA panel (the labels are examples).

- 1 **Knob.** Drag up to turn it clockwise, down to turn it back, or use your mouse wheel. **Double-click** returns it to its default. The engraved pointer and the small dot on the scale show where it's set.
- 2 **Value window.** The backlit window under each knob shows its exact value with its unit.
- 3 **Silkscreen label.** The control's name, as it appears in your DAW's automation list.
- 4 **Push button.** Click to switch on; the lamp lights and the cap sits lower in its bezel. Click again to switch off.
- 5 **Readout.** Live numbers update ten times a second so you can read them while the meters move. A value over 0 dBFS shows as a warning.

Tooltips: hover over any control or display for a short explanation. On displays, the tooltip depends on where you point.

Automation: every knob and button is a host parameter, so you can automate it in your DAW and control it from a MIDI controller or control surface that your DAW maps.

Units: VEIRA never shows a bare number. **dBFS** is level against digital full scale (0 dBFS is the loudest a digital signal can be); **dB** is a change in gain; **LUFS** is loudness as streaming services and broadcasters measure it; **LU** is a difference in loudness (1 LU = 1 dB).

On VEIRA Beat Machine's panel the parts look a little different from the drawing above:

- **Knobs show their value printed beneath them** (85 %, 44.0 Hz, 3.20 s). Drag up and down or use the wheel; right-click a knob (Control-click on a Mac) to type a value; double-click for its default.
- **Buttons:** TOMS and CONGAS, the pattern letters and the step buttons. A step that is on shows a lit lamp, and the step playing a white ring.
- **Lamps:** START, ACCENT and KEEP PATTERNS light when they are on.
- **Resize the window:** drag its bottom-right corner. It scales from 50 % to 150 % of its full size (1392 × 924 points) and opens at 80 %. Your DAW saves the size with the session.

The voices

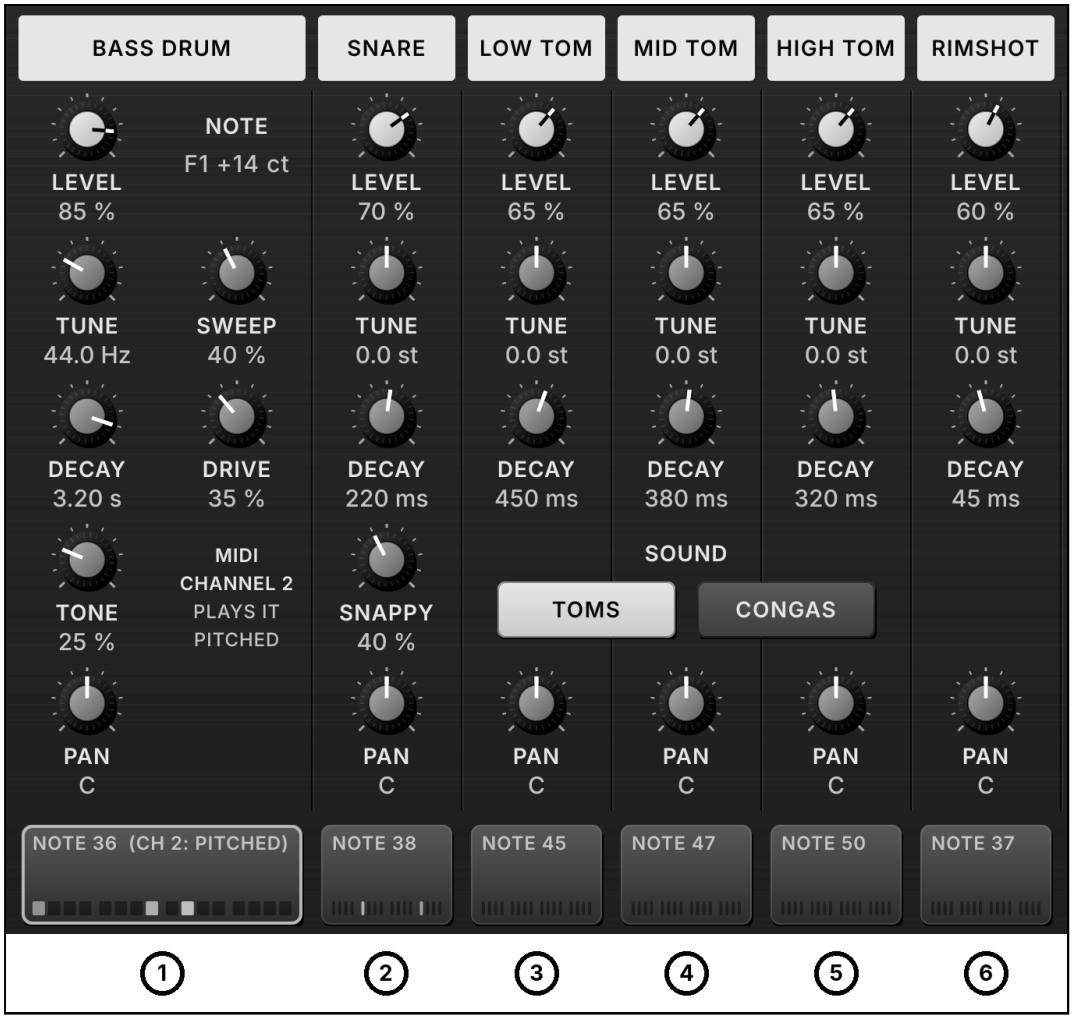


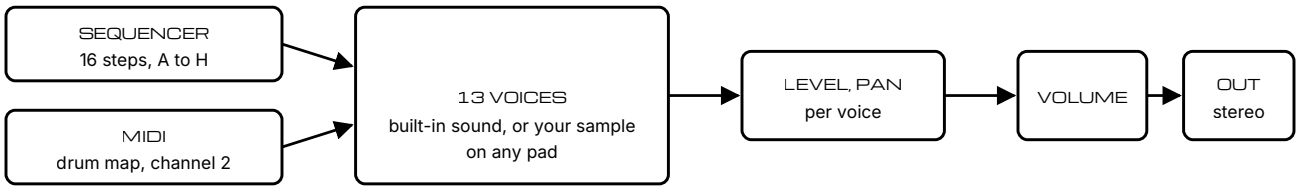
FIGURE 5 1 BASS DRUM, 2 SNARE, 3 LOW TOM, 4 MID TOM, 5 HIGH TOM with the TOMS / CONGAS switch under them, and 6 RIMSHOT.

Every voice has LEVEL, TUNE, DECAY (the time to −60 dB) and PAN; some have one or more character knobs. The knobs a hit uses are taken at the moment of the hit, as on the hardware; LEVEL, PAN and VOLUME glide. Every voice ends in exact digital silence.

Voice	Its sound	Character knobs	DECAY (default)
BASS DRUM	A sine boom with a pitch sweep. TUNE 30 to 120 Hz, with the note it sits on shown beside it.	TONE (the beater's click), SWEEP (how far the pitch falls at the start), DRIVE (saturation at the same peak level)	50 ms to 5 s (550 ms)
SNARE	Two tuned shells and the snares (noise).	SNAPPY sets the snares	40 ms to 1 s (220 ms)

Voice	Its sound	Character knobs	DECAY (default)
LOW, MID, HIGH TOM	Tuned drums with a little skin noise and a pitch fall. CONGAS turns all three into congas: higher, shorter, no skin noise.	TOMS / CONGAS	60 ms to 2 s (450, 380, 320 ms)
RIMSHOT	A short rimshot.		10 to 300 ms (45 ms)
CLAP	Four quick bursts and a tail.	TONE, dark to bright	50 ms to 2 s (320 ms)
COWBELL	Two square-wave oscillators through a band-pass.	TONE moves the band	40 ms to 2 s (320 ms)
CYMBAL	Six square-wave oscillators at inharmonic ratios through band-pass and high-pass filters.	TONE, the brightness	300 ms to 6 s (1.8 s)
OPEN HAT	The same metal, shorter.	TONE	60 ms to 3 s (420 ms)
CLOSED HAT	The same metal, short; it chokes the open hat.	TONE	15 to 400 ms (60 ms)
MARACAS	Shaped noise.	TONE	15 to 400 ms (55 ms)
CLAVES	A short wooden tone.		15 to 400 ms (70 ms)

TUNE moves every voice but the bass drum ±12 semitones. The cymbal's, the hats' and the cowbell's oscillators run at eight times the sample rate and are band-limited, so even the brightest metal stays clean.



Every voice is one-shot; a new hit restarts it while the last one fades out over about 2 ms. ACCENT lifts an accented step up to 8 dB.

FIGURE 6 From the steps and MIDI to the output.

> **Tip:** for a long sub-bass, turn the bass drum's DECAY towards 5 s and tune it to your song's key with the note shown beside TUNE (*Hip-Hop* ▸ *Sub Rumble*, *Trap* ▸ *Ice Glide*). Play it from MIDI channel 2 for bass notes.

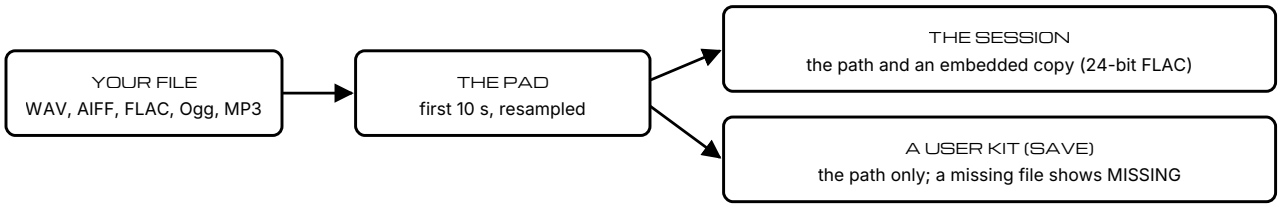
Your own samples



FIGURE 7 A vocal chop on the CLAP pad: 1 the CLAP column, its pad marked SAMPLE with the file's name, 2 SEQUENCER, 3 SAMPLE ON PAD (LOAD and CLEAR for the pad chosen) and 4 ON PRESET LOAD (KEEP PATTERNS).

Any pad can play your own sound instead of its built-in voice.

- **Load:** drop an audio file on a pad (WAV, AIFF, FLAC, Ogg Vorbis or MP3; on a Mac, any other format the system reads), or right-click a pad, or use LOAD under SAMPLE ON PAD for the pad you chose. CLEAR (or the pad's menu) gives the pad its built-in sound back.
- **Playing:** the sample plays with the pad's TUNE (its pitch, ±12 semitones; on the bass drum, TUNE / 50 Hz is the speed), DECAY (a fade to −60 dB over that time; at the knob's top, the whole sample), LEVEL and PAN. The bass drum's DRIVE works on a sample too, and on MIDI channel 2 a bass drum sample is transposed from C2. The closed hat's sample chokes the open hat's.
- **The pad** shows a SAMPLE mark and the file's name; its tooltip shows the full path.
- **Size:** the first 10 seconds of a file, up to two channels, resampled to the session's rate.



Drop a file on a pad, right-click the pad, or use LOAD. CLEAR gives the pad its built-in sound back.
A session plays the same on another computer, even if the file has moved or gone.

FIGURE 8 Where a sample is kept.

- **Saved with the session:** the session stores each pad's file path and an embedded copy of the audio (24-bit FLAC), so it plays the same on another computer, or when the file has been moved, edited or deleted.
- **Kits with samples:** a user kit (SAVE) stores the patterns and the samples' file paths, not the audio. If a file is missing when the kit is loaded, the pad plays its built-in sound and shows MISSING with the file's name.
- **No glitches:** files are read in the background, and a hit still playing the old sample finishes with it.

The sequencer

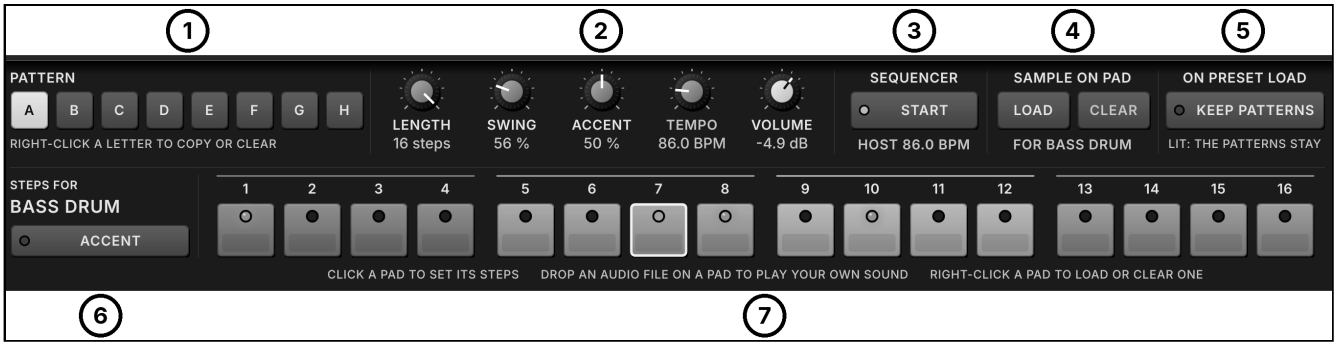
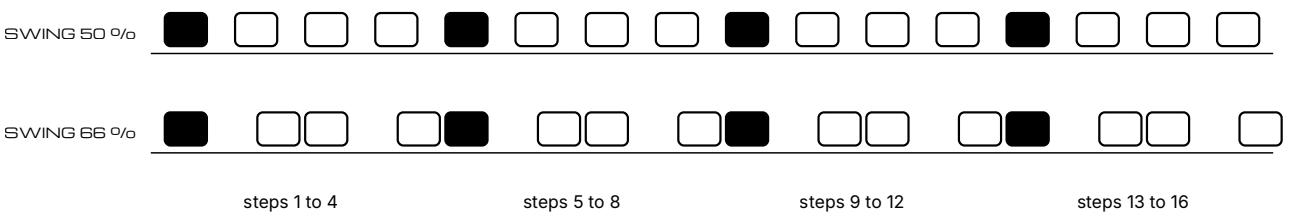


FIGURE 9 The lower panel: 1 PATTERN A to H, 2 LENGTH, SWING, ACCENT, TEMPO and VOLUME, 3 START, 4 LOAD and CLEAR, 5 KEEP PATTERNS, 6 the voice chosen and ACCENT, 7 the sixteen step buttons, step 7 playing.

- **Steps:** click a pad to choose its voice (it also plays it), then click the sixteen step buttons; a lamp shows each step that is on, and a white ring the step playing. ACCENT at the left edits the accent row: an accented step plays every voice on it louder, by up to 8 dB with ACCENT (default 50 %). Each pad shows its voice's steps as sixteen small cells.
- **Patterns:** eight, A to H. Clicking a letter edits and plays that pattern; while running, it starts at the next pass through step 1. Right-click a letter to copy it to another or clear it. MIDI notes C0 to G0 (24 to 31) pick A to H.
- LENGTH (1 to 16 steps, default 16) and SWING (50 %, straight, to 75 %; 66 % is a triplet feel).



SWING delays every second sixteenth: 50 % is straight, 66 % a triplet feel, 75 % the most. The step buttons come in four colours, a beat each.

FIGURE 10 Straight and swung sixteenths.

- **Timing:** while your DAW plays, the sequencer follows its position: every step lands on the exact sample the position puts it on, so it stays locked through loops, jumps and any buffer size. With the DAW stopped, or in the standalone app, START runs it at the DAW's tempo, or at TEMPO (60 to 200 BPM) when there is no host.
- KEEP PATTERNS (ON PRESET LOAD): lit, loading a kit changes its sounds but keeps the beat you have programmed, so you can try kits under it.

Playing it from MIDI

Every voice plays from MIDI on the General MIDI drum map. Velocity sets the level (100 is a plain step; 50 is 6 dB down), and velocities over 100 accent.

Voice	Notes
BASS DRUM	36 (and 35)
SNARE	38 (and 40)
CLAP	39
CLOSED HAT	42 (and 44)
OPEN HAT	46
CYMBAL	49
RIMSHOT	37
COWBELL	56
LOW, MID, HIGH TOM	45, 47, 50 (and 41, 43, 48; the congas 62 to 64 too)
CLAVES	75
MARACAS	70
Patterns A to H	C0 to G0 (24 to 31)

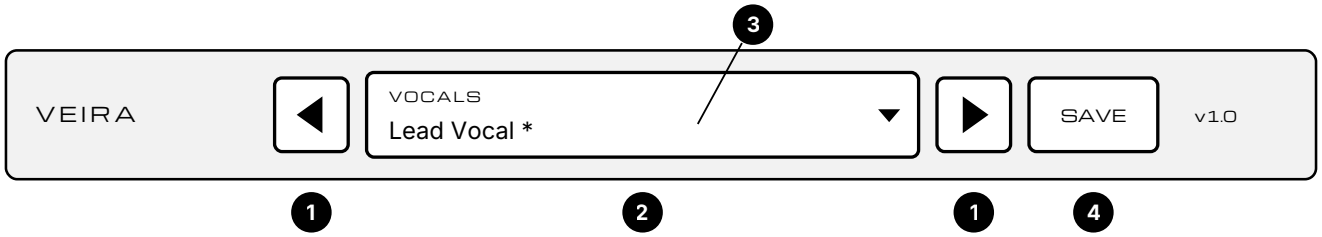
MIDI channel 2 plays the bass drum at the note's pitch: a bass line. All Sound Off and All Notes Off stop every voice.

Presets

VEIRA Beat Machine comes with **32 factory presets** in 8 folders. Each one is a starting point made for a real job. Load one close to what you need, then adjust the first control its note mentions.

The preset browser

The preset browser sits in the header, at the top of the window.



The header: logo and plugin name, then the preset browser, then the version.

FIGURE 11 The preset browser.

- 1 ◀ ▶ step to the previous or next preset, through every folder in order.
- 2 **The display** shows the folder (small, above) and the preset's name. Click it to open the preset menu. Hover over it to read the preset's note: what it's for and what to adjust first.
- 3 **An asterisk (*)** after the name means you've changed something since the preset loaded.
- 4 SAVE stores your current settings as a user preset.

The preset menu

Clicking the display opens a menu with:

- one submenu per **factory folder**, in the order shown below;
- **User Presets**, with your own presets in their folders;
- **Save...**, **Delete** (only for user presets: factory presets can't be deleted), **Rescan** (re-reads the user folder, if you copied presets in by hand) and **Show User Preset Folder** (opens it in Finder or Explorer).

Saving your own presets

1. Set VEIRA Beat Machine the way you like it.
2. Press SAVE. A dialog opens inside the plugin window.
3. Type a name, choose a folder or type a new folder name, and confirm.

Each user preset is one small .veirapreset file:

	Folder
macOS	~/Library/Audio/Presets/VEIRA/VEIRA Beat Machine/<Folder>/
Windows	%APPDATA%\VEIRA\VEIRA Beat Machine\Presets\<Folder>\

Copy these files to move your presets to another computer, or to back them up. Presets keep loading in future versions: any control added later simply starts at its default.

Presets in your DAW

The factory presets also appear in your DAW's own preset or program menu, named *Folder: Name* (for example *Vocals: Lead Vocal*). Whatever preset is selected is saved with your session and comes back when you reopen it, including the asterisk if you'd changed it.

The **Default ▸ Init** preset equals a fresh instance of the plugin: every control at its default.

The factory folders

Folder	Kits
Default	Init
Hip-Hop	Dusty Boom, Sub Rumble, Late Night Rim, Cowbell Cipher, Lo-Fi Shuffle
Trap	Night Drive, Ice Glide, Stutter Hats, Distorted Sub
Electro	Body Pop, Breaker Floor, Robot Cowbell, Laser Toms, Conga Circuit
House	Warehouse Four, Deep Shuffle, Disco Strut, Acid Floor, Garage Skip
Pop	Slow Jam, Bright Pop, Synth March, Handclap Sway
Latin	Son Clave, Samba Engine, Bossa Machine, Cumbia Shaker
Minimal	Tick Tock, Rim Pulse, Dub Pulse, Micro Groove

Kits, not just sounds. Each kit holds its sounds, TEMPO, SWING, LENGTH and patterns A and B (pattern B is the variation or the fill). Each kit's VOLUME was set so its patterns reach about −14 LUFS at its own tempo, or peak at −2 dBFS if that comes first. *Default ▸ Init* has every voice at its classic setting and empty patterns. Your own kits store the patterns and the samples' paths.

Recipes

A first beat from Init

1. Load *Default* ▸ *Init*. Click the [BASS DRUM] pad, then steps 1, 5, 9 and 13.
2. Click the [CLAP] pad, then steps 5 and 13. Click the [CLOSED HAT] pad, then every odd step.
3. Press play in your DAW, or [START].

A booming bass line

1. Turn the bass drum's [DECAY] towards 3 s and [DRIVE] to about 35 %.
2. Send MIDI notes on channel 2: the bass drum plays them at pitch (*Hip-Hop* ▸ *Sub Rumble*).

A swung groove

1. Set [SWING] to about 58 % for a shuffle, or 66 % for a triplet feel (*House* ▸ *Deep Shuffle*).

Your own clap

1. Drop a short vocal or percussion sample on the [CLAP] pad.
2. Set its [DECAY] to the top to hear the whole sample, and [TUNE] it to the song.

Try kits under your beat

1. Light [KEEP PATTERNS], then step through the kits: your pattern stays, the sounds change.

Specifications

Type	Drum machine (instrument), in the spirit of the classic 1980s analog drum machines; synthesized voices; MIDI in, stereo or mono out, no audio input
Voices	13: bass drum, snare, low, mid and high tom (or congas), rimshot, clap, cowbell, cymbal, open hat, closed hat (chokes the open hat), maracas, claves
Bass drum	TUNE 30 to 120 Hz, DECAY 50 ms to 5 s, TONE, SWEEP, DRIVE; pitched from MIDI channel 2
Samples	Any pad: WAV, AIFF, FLAC, Ogg Vorbis, MP3; the first 10 s, up to two channels; embedded in the session (24-bit FLAC); user kits store the path
Sequencer	16 steps with accent (up to 8 dB), SWING 50 to 75 %, LENGTH 1 to 16, 8 patterns A to H; follows the host to the sample, or runs at TEMPO 60 to 200 BPM
MIDI	General MIDI drum map, velocity (over 100 accents), patterns on C0 to G0, bass drum pitched on channel 2, All Sound Off, All Notes Off
Output	One stereo output with a PAN per voice; VOLUME −24 to +6 dB
Parameters	68 (67 knobs and the TOMS / CONGAS switch), all automatable; the patterns and samples are saved with the session and in kits
Latency	None
CPU	About 4.5 % of one core with all 13 voices on every sixteenth at 180 BPM (48 kHz)
Presets	32 factory kits in 8 folders, plus your own
Window	1392 × 924 points; resizable from 50 % to 150 %, opens at 80 %, saved with the session
Formats	VST3, Audio Units (instrument), standalone; AAX once signed
Plugin ID	Manufacturer Veir, plugin Vbtm

Troubleshooting and questions

The sound drops out for a moment every 30 seconds. The plugin isn't activated on this computer. Open VEIRA Manager and sign in; the strip at the bottom of the plugin's window says exactly what's wrong. See *Getting started* ▸ *Activation and the licence*.

I don't see VEIRA Beat Machine in my DAW. It is an instrument: look for it where your DAW lists software instruments (in Logic Pro, as an instrument on a software instrument track), under the manufacturer **VEIRA**. Make sure VEIRA Manager shows SHOW (installed) for it, then rescan plugins.

The sequencer doesn't play. It follows your DAW: press play there. With the DAW stopped, press START. A pattern with no steps on is silent: *Default* ▸ *Init* starts empty.

A pad shows MISSING. The kit stores the sample's file path, and the file isn't there any more. The pad plays its built-in sound; load the file again and save the kit. Sessions keep their own copy, so they are not affected.

My sample sounds cut short. Turn the pad's DECAY to the top to play the whole sample. Only the first 10 seconds of a file are loaded.

The open hat stops when the closed hat plays. That is the choke, as on the hardware: the closed hat silences the open hat.

Can I send each drum to its own track? Not in this version: there is one stereo output, with a PAN for every voice.

Does it add latency? No.

Contact: support@veiraaudio.com. Mention your computer (Mac or Windows and its version), your DAW and version, and what you see.



VEIRA Beat Machine · User Manual · Version 0.1.0

Support: **support@veiraaudio.com** · Web: **veiraaudio.com**

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