BizGroove

User manual

A groovebox for macOS and Windows: sixteen tracks, eleven instruments, scenes, song, mixer, effects, a sampler with Grain mode, a stem deck, and any MIDI controller.



BizGroove is a creation of Bizarinternational

bizarinternational.co

Contents

1. Getting started 3
2. The window 4
3. Keys & pads 6
4. Instruments and sounds 7
5. Shaping the sound 10
6. Patterns and the sequencer 12
7. Drums 14
8. Song 15
9. Sampler 16
10. Grain mode 18
11. Mixer and effects 19
12. Controllers 21
13. Stem deck 23
14. Saving and exporting 24
15. Keyboard shortcuts 25

1. Getting started

BizGroove is a groovebox for the desktop. It has sixteen tracks, each of which plays one instrument; sixteen scenes, each holding a pattern for every track; a song made of those scenes; a mixer with effects; a sampler that can record and play recordings as clouds of grains; and a stem deck for playing loops live.

Requirements

- **macOS** 10.13 High Sierra or later, on Intel and Apple Silicon Macs.
- **Windows**, 64-bit.
- A sound card (the computer's own is fine). A MIDI keyboard or controller is optional: everything can be played with the mouse and the computer keyboard.

First launch

The Mac version is not yet notarised by Apple. The first time, macOS blocks it: open **System Settings > Privacy & Security**, scroll down and click **Open Anyway** (on macOS 12 and earlier: **System Preferences > Security & Privacy > General**). On Windows, if SmartScreen warns, click **More info > Run anyway**.

Then open **Setup > Audio / MIDI** to choose the sound card, sample rate and buffer size. The settings are remembered. The line at the bottom right of the window says whether sound output and a MIDI controller were found.

Your MIDI keyboard

BizGroove works with **any MIDI keyboard or controller**. The on-screen panel is laid out like the Novation Launchkey Mini MK3, the controller BizGroove was designed with, and that is its default profile, but every knob, pad and button can be taught to any other controller in the **Controllers** window (chapter 12). Every connected MIDI device is switched on automatically, including ones plugged in later. The keys of any keyboard play the selected track straight away.

A new project

A new project starts with a bass line on track 1 and a beat on track 2, in scene 1. Press **Play** (or the space bar) to hear it.

> **Tip.** Hover the mouse over any control to see a short explanation of what it does.

2. The window



The main window: the top bar, the Tracks and Scenes rows, and the Keys & pads view.

The top bar

Control	What it does
File	New project, Open, Save, Save as, and Export audio or MIDI (Ctrl/Cmd + N, O, S, Shift+S, E).
Track N + sound menu	Chooses the instrument of the selected track (chapter 4).
Sounds	The factory sounds of the instrument and your own saved sounds (chapter 4).
Play	Play and stop. The space bar does the same.
Tempo	Speed in beats per minute. Double-click to reset to 120.
Vol	Master volume. Double-click to reset.
Click	The metronome: off, on, or only while recording; the count-in before recording (none, 1 or 2 bars); its level.
Keys & pads / Pattern / Song / Mixer / Stems	Switch between the five views.
Setup	Audio / MIDI (sound card and MIDI devices) and Controllers (what each control does).

Tracks and scenes

Row	What it does
Tracks 1-16	Click a track to select it: the keys, knobs and pads then play and edit it. Each shows its instrument and a level light. The small **M** mutes it.
Scenes 1-16	A scene holds one pattern for each of the 16 tracks. Click a scene to switch to it; while playing, it starts at the next bar (it blinks until then).
Copy / Paste / Clear	Act on the current scene, all 16 tracks at once.
Song mode	On: play the song (chapter 8). Off: loop the current scene.

3. Keys & pads

The main view is laid out like a Launchkey Mini MK3, so each control sits where its twin is on the hardware and moves when you touch the real one. With another controller, the same on-screen controls respond to whatever you map to them.

Area	What it does
Pitch strip	Bends the note up to two semitones up or down; springs back when released.
Modulation strip	Adds vibrato, a gentle wobble in pitch; stays where you leave it.
Eight knobs	The main settings of the selected track's instrument. Each shows, small and grey, the word printed beside it on the Launchkey, and in bold what it does in BizGroove.
16 pads	The 16 steps of the selected track: top row 1-8, bottom row 9-16 (chapter 6).
Pads: play / steps	Whether the pads play sounds or switch steps on and off.
Hold	Notes keep sounding after you let go of the keys, for long, evolving sounds.
Bar shown, Length	Which bar of the pattern the pads show (1-4), and the pattern's length.
Octave - / +	Moves the on-screen keys by an octave.
>	Next scene (at the next bar while playing).
Stop / Solo / Mute	Mutes or unmutes the selected track.
Track arrows	Previous and next track.
Play, Record	Play and stop; record what you play (chapter 6).
Arp	The arpeggiator (chapter 5).
Sound settings, Effects, Oscillators, LFO	Windows for the selected track (chapters 4 and 5).
25 keys	Play the selected track. The computer keys A to K work too.
Shift, Fixed Chord	Dimmed: on the Launchkey these work inside the controller itself.

4. Instruments and sounds

Each track plays one of eleven instruments, chosen in the sound menu at the top left.



The sound menu: the eleven instruments a track can play.

Instrument	What it is
Test synth	A simple synth: two slightly detuned buzzy tones through a filter that opens and closes.
Drums	Sixteen synthesised drums in General MIDI order, from the kick on the lowest C. Each drum can use one of three models (analogue, FM, metal) or a recording of your own on its pad.
Sampler	Plays a recording you load or record: at its own pitch on C4, higher or lower on other keys, or in slices. Also has Grain mode (chapter 10).
Poly	An eight-voice analogue-style polysynth: a saw and a square per note, through a filter that sweeps from low-pass through notch to high-pass. For brass, strings, pads and big leads.
Wavetable	Each note plays a wave that morphs through a set of eight (Classic, Harmonics, Voices, Digital), into a resonant filter. Up to four copies spread left and right.
FM	Four pure tones that bend each other's pitch, in one of eight layouts: electric pianos, bells, glassy pads, punchy basses and metallic hits.
External MIDI	Plays gear outside BizGroove over MIDI: a hardware synth such as the M-VAVE FM-1, an app on an iPhone or iPad, or another synth. Its sound can come back through the sound card's input into the mixer.
Noise	Noise of every colour, from brown through pink and white to violet, made into sound in five ways (pure, FM, ring, digital, crackle). For wind, sea, risers, snares, hats, static and lasers.

Instrument	What it is
Voice	A speaking synth in the spirit of the Speak & Spell: it says your text, in Spanish or English, at the pitch of the note. The whole text on each note, or one word per note so a sequence sings it. Write the text with the **Text...** button.
Vocoder	The synth you play on the keys speaks with another sound's words: it listens to a microphone, the Voice tracks and any one track.
Granular	A cloud of tiny grains read from a sound (glass, choir, strings, noise, metal, or a recording you load). Freeze a moment, smear it into a pad, scatter it into rain.

Sound settings

Sound settings shows every setting of the instrument in one window, in columns by section: source, filter, envelope (with its shape drawn), modulation and output. While it is open, the controller's eight knobs turn the highlighted section and the controller's track arrows move to the next one.



Sound settings for the Test synth: Oscillator, Filter, Envelope and Output.

Factory sounds and your own

Sounds lists the factory sounds of the selected instrument and **My sounds**. Use **Save as a new sound...** to keep the current settings, **Save changes** to update one, and **Rename** or **Delete** (which moves it to the Trash). **Show my sounds folder** opens the folder: Documents/BizGroove/Sounds.



The Sounds menu for the Test synth.

Glide

Every synth has Glide: each new note slides from the last one. In *Fixed time* every slide takes the same time; *by distance*, wider slides take longer.

5. Shaping the sound

Oscillators

Every synth has an **Oscillators** section: two extra oscillators mixed with the synth's own sound before its filter. Each has a wave, octave, semitone, fine tune, pulse width and level. Oscillator 2 can be **synced** to oscillator 1 (a hard, tearing sound) or **ring-modulated** by it (bell-like, metallic tones). *Synth's own* sets the level of the instrument's own sound, so the two oscillators can replace it. Both start at zero. The window shows the wave and spectrum of the track as it plays.



The Oscillators window.

LFO

Each track has two LFOs: slow waves that move any knob of the track up and down around where you set it, including its sound, oscillators, effects, volume or pan. Set what each one moves, its shape, speed, amount and fade in. *Restart* starts the wave again on every note; *Free running* keeps it going, in time with the song. While the window is open, the controller's knobs 1-4 turn LFO 1 and knobs 5-8 turn LFO 2.



The LFO window.

Arpeggiator

Arp turns the notes you hold into a pattern, in time with the song while it plays. Modes: up, down, up and down, down and up, random, as played, chord, converge and diverge. Rate runs from quarter notes to 32nds, with triplets; it climbs over one to four octaves; Length and Swing shape each note. **Hold** keeps it playing after you let go of the keys.



The arpeggiator.

6. Patterns and the sequencer

Every track has a pattern in every scene. A pattern can be 1 to 64 steps long (up to four bars of 16) and loops on its own length, so tracks of different lengths drift against each other until the scene changes.

Steps on the pads

- Click a pad to switch its step on or off. The step playing is outlined in teal.
- On synth tracks, drag up or down on a step, or scroll, to change its note; hold Shift to move by octaves.
- On a drum track the steps belong to the drum you last played; the panel shows which ("editing Kick").
- **Bar shown** picks which of the four bars the pads show; bars past the pattern's length are greyed.
- **Length**: - and + change the length by one step; click the number for 1, 2, 3 or 4 bars.

Recording

Press **Record**. On a synth or Drums track, what you play on the keys or pads goes into the steps, quantised to the nearest 1/16, with chords (up to four notes per step), how long and how hard each note is played. From a stop the metronome counts in first. Press Record again, or Stop, to finish. A Launchkey's Record button does the same once assigned. On a Sampler track, Record records a sound instead (chapter 9).

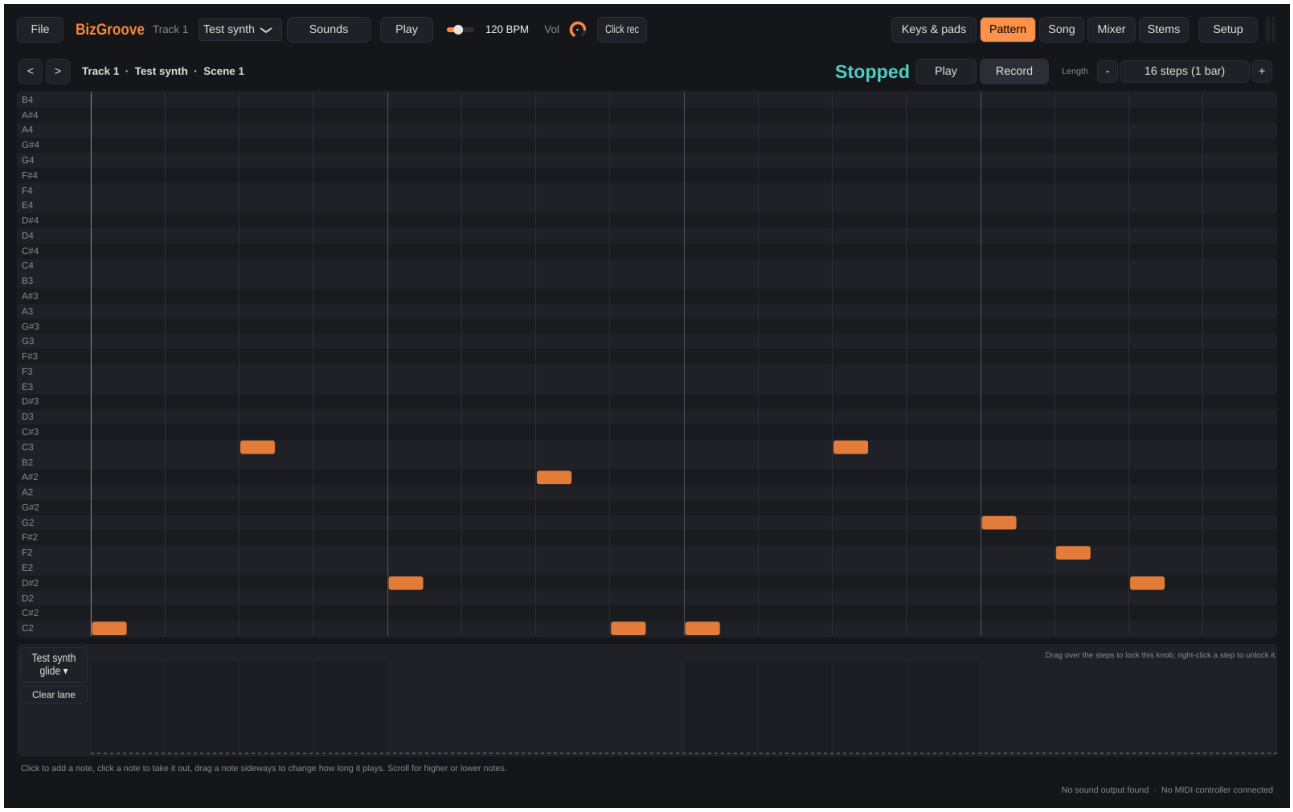
Parameter locks

Any step can lock up to eight knobs of its track to values of its own. Right-click a step, or hold it down for a moment: it is held for locking and outlined in yellow. Every knob you turn now locks its value on that step. Click the step again to let go. Steps with locks show a yellow dot. When the step plays, its values take over; at the next step the knobs go back to where they were set.

The Pattern view

The **Pattern** view shows the whole pattern of the selected track as a grid of notes, with the step playing running across it, so you can watch what you record land. Click to add a note, click a note to take it out, drag a note sideways to change how long it plays, and scroll for higher or lower notes.

Below it, a **lock lane** shows one knob's value on every step. Choose the knob, then drag over the steps to lock it; right-click (or Alt-click) a step to remove its lock. The dashed line is where the knob itself is set. **Clear lane** removes that knob's locks from every step.



The Pattern view, with the lock lane below.

7. Drums

Sixteen synthesised drums in General MIDI order, on the 16 keys from the lowest C (C2 on screen, MIDI note 36). The kit repeats every two octaves, so it also starts on C4. On a Launchkey, if the kick is not on your lowest key, press its Octave button once.

Key	Drum	Key	Drum
C	Kick	G#	Pedal hi-hat
C#	Side stick	A	Low tom
D	Snare	A#	Open hi-hat
D#	Clap	B	Low-mid tom
E	Snare 2	C (next)	Hi-mid tom
F	Low floor tom	C#	Crash
F#	Closed hi-hat	D	High tom
G	High floor tom	D#	Ride

The knobs edit **the drum you last played**: Pitch (up to 12 semitones up or down), Swing (the whole kit), Length, Tone, Snap (the click at the start), Drive, Pan and Volume. Sound settings adds the drum's model (analogue, FM or metal), Choke (closed and pedal hi-hats cut the open hi-hat) and Velocity (harder hits louder).

Samples on pads. A recording can be put on any drum's pad, and then plays instead of the synthesised drum; the same knobs tune, shorten, darken, add a click, add grit, place and set its level.



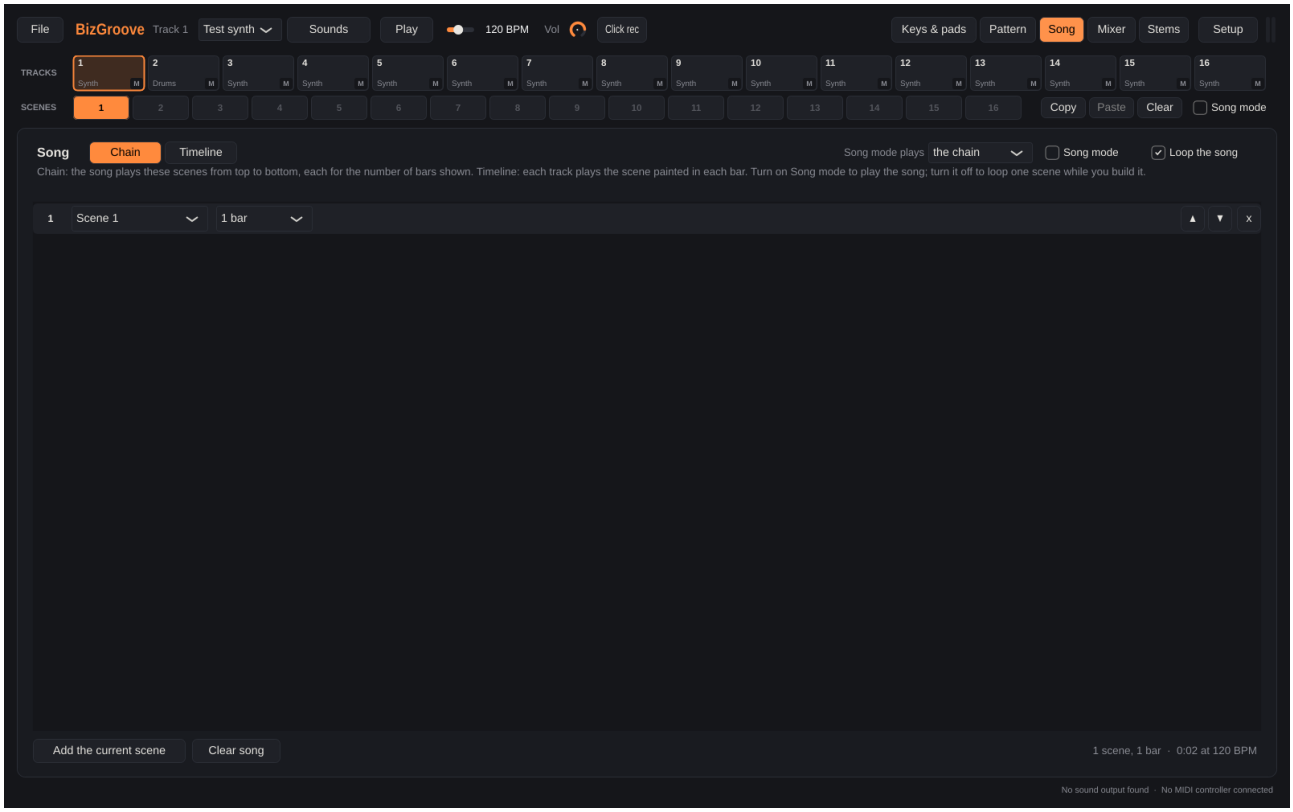
A Drums track: the knobs edit the Kick, the drum last played.

8. Song

The **Song** view arranges scenes into a song, in two ways:

- **Chain**: a numbered list of scenes, played from top to bottom, each for 1-16 bars. **Add the current scene** appends one; the arrows reorder and x removes.
- **Timeline**: a grid of tracks by bars. Paint a scene into each cell (click or drag); right-click or Alt-click to clear. *Copy the song chain here* fills the timeline from the chain.

Choose which one Song mode plays under **Song mode plays**. **Loop the song** starts again after the last scene; off, it stops at the end. Turn on **Song mode** to play the song; turn it off to loop one scene while you build it.



The Song view, in Chain form.

9. Sampler

Choose **Sampler** in the sound menu, then **Load...** (or drop a WAV, AIFF, FLAC or OGG file on the panel). C4 plays the recording at its own pitch; other keys play it higher or lower.



A Sampler track before a recording is loaded.

Knob	What it does
Start, Length	Where playback begins, and how much of the recording plays.
Pitch	Higher or lower, up to 24 semitones.
Cutoff	Bright to muffled.
Attack, Release, Sustain	How a note starts, ends and holds.
Volume, Pan	Of the track.
Sound settings	Also Loop, Reverse and Slices (2, 4, 8 or 16 equal pieces, one per key from C4 and per pad).

Recording a sound

The button under Load chooses the source: **Rec: mic / line in** (the sound card's input) or **Rec: BizGroove** (BizGroove's own output, to resample). Press **Record** to start and again to stop. A recording can last up to two minutes. To record onto a drum pad instead, use the Pad menu on a Drums track.

The sample editor

Edit... opens the sample editor, in the manner of an MPC: the waveform with Start, End and Loop markers.

- **Trim**, **Loop point** and **Chop by hand** set what dragging on the waveform does.

- **Cut equally** makes equal slices; **Chop by hits** finds the hits (the threshold sets how many); **Clear slices** removes them. Each slice plays on its own key and pad.
- **Slices to drums** puts the slices on drum pads.
- Processes on the chosen part: **Crop**, **Normalise**, **Reverse**, **Fade in**, **Fade out**, **Silence**. They change the recording itself, which is saved with the project.
- Everything can be undone with **Undo**.

10. Grain mode

Grain mode is for field recordings and anything long. Click **Grains** on a Sampler track.



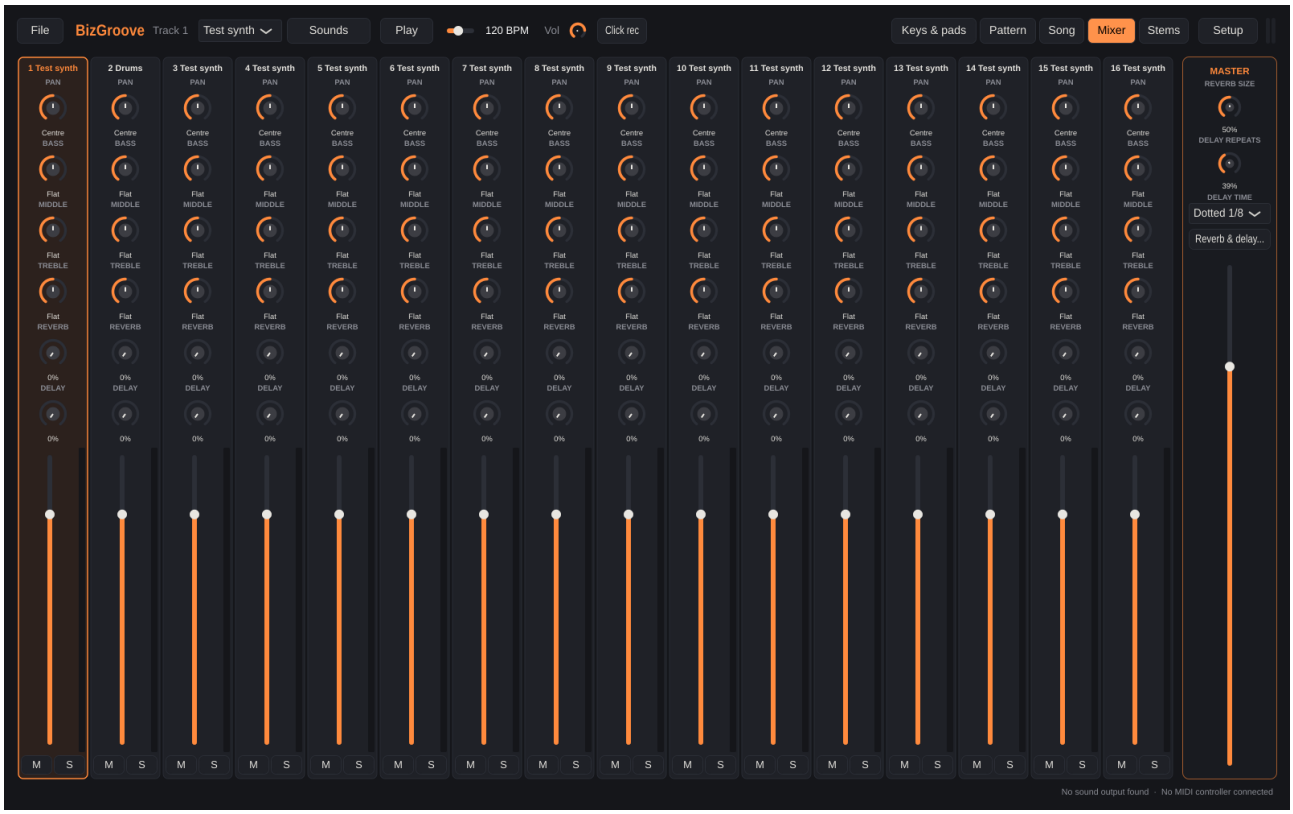
Grain mode: the cloud (shaded) over the recording, the 16 pad spots, and the grain knobs.

- **Grain mode: on** plays the recording as a cloud of short grains instead of from start to end; the keys and steps play it at their pitch.
- Drag on the waveform to move the cloud through the recording while it sounds. **Freeze** holds it where it is. **Hold note** keeps it sounding while you edit.
- The 16 pads each play from a spot of their own: the numbered marks on the waveform. Drag a mark to move it. Pick a pad to give it its own grain size and pitch. **Spread pads** spaces them evenly again.
- **Live input**: the grains come from the microphone or line in as it arrives (the last ten seconds). **Keep live** turns those seconds into the track's recording.
- The knobs: Position, Size, Density, Spread, Scan, Pitch, Reverse and Spray.

11. Mixer and effects

Mixer

One channel per track: level meter, volume fader, M (mute), S (solo), Pan, Bass/Middle/Treble (plus or minus 12 dB at 120 Hz, 1 kHz and 8 kHz), and Reverb and Delay sends. The master section sets the reverb size, delay repeats and time (in step with the tempo) and the master volume.



The Mixer: 16 channels and the master section.

Track effects

Effects gives each track two insert slots, after its sound and before its volume, pan and sends. Each effect has four knobs. Available: Chorus, Flanger, Phaser, Ensemble, Drive, Lo-fi, Moving filter, Compressor, Duck (sidechain), Tremolo, Harmonic tremolo (vintage), Vocoder, and a Reverb and Delay of the track's own.

Shared reverb and delay

The same window sets the reverb and delay every track sends to. Reverb: *room / hall*, *plate* (dense and bright) or *spring* (the boing of guitar amps and dub). Delay: *digital* (clean echoes bouncing left and right) or *tape echo*, a multi-head tape loop, warm and wobbly, that can run away into self-oscillation; its head selector picks which playback heads you hear.

Performance effects

Under *Whole mix: hold to play*: **Repeat** loops the last slice of music (its length chosen beside it, 1/4 to 1/32, in time); **Stutter** chops a tiny slice into a rattle; **Tape stop** slows everything to a halt like a tape machine switched off. Let go to carry on.



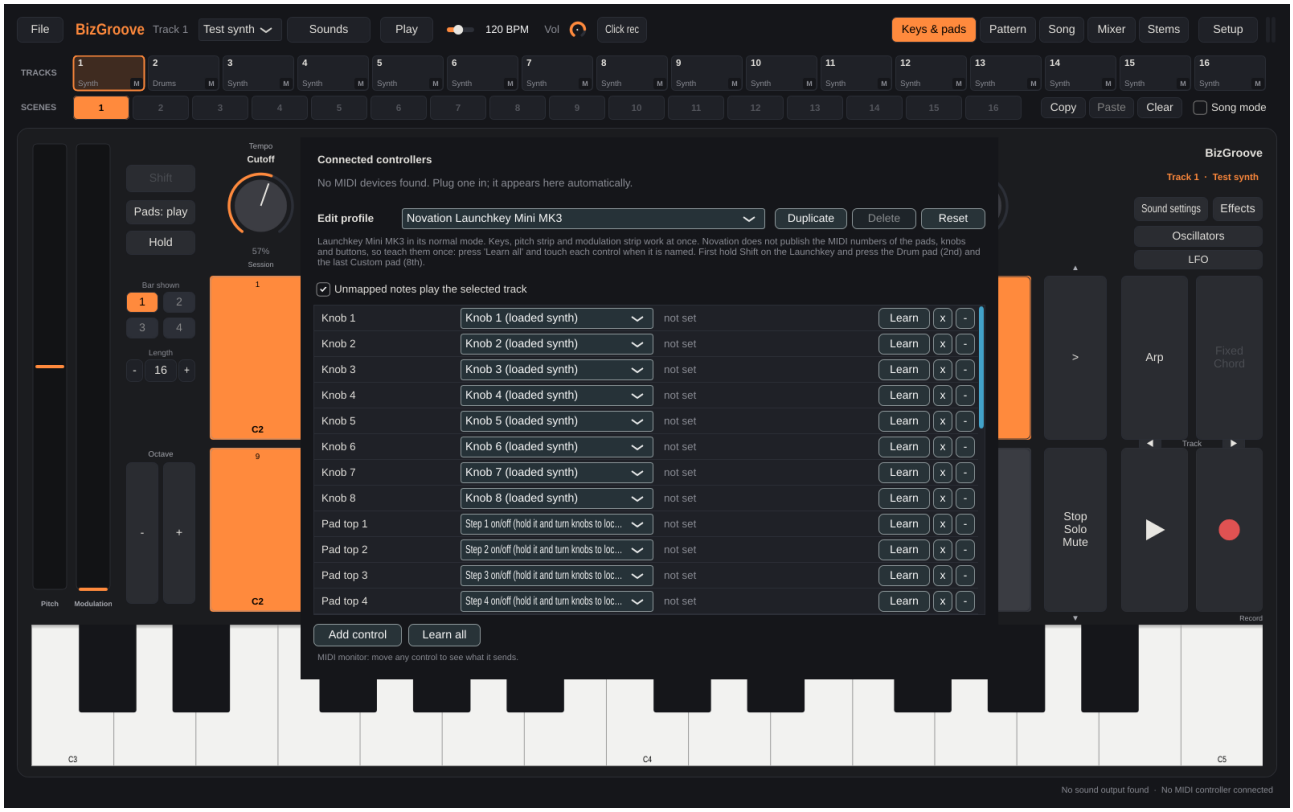
The Effects window: two insert slots, shared reverb and delay, and the performance effects.

12. Controllers

BizGroove works with any MIDI controller. Open **Setup > Controllers**. Each connected MIDI device gets a profile, picked automatically by its name or chosen from the list. A device BizGroove does not recognise uses the Launchkey Mini MK3 profile. Built-in profiles: **Launchkey Mini MK3** (default), **original Launchkey Mini**, **NI Traktor Kontrol F1** (stems) and a **generic** one.

Teaching BizGroove your controller

- Choose the profile under **Edit profile**.
- For one control: choose what its row drives, press **Learn** and move the control. **x** forgets it.
- **Learn all** walks through every row: move each control when it is named.
- **Add control** adds a row; **Duplicate** makes your own profile from a built-in one; **Reset** restores a built-in profile.
- *Unmapped notes play the selected track*: keys that are not mapped play notes, as on any keyboard.
- The MIDI monitor at the bottom shows what each control sends. Everything is saved at once.



The Controllers window.

The Launchkey Mini MK3

Its keys, pitch strip and modulation strip work as soon as it is plugged in. Novation does not publish the MIDI its pads, knobs and buttons send outside a DAW, so teach them once: put the pads in **Drum** mode (Shift + the Drum pad) and the knobs in **Custom** mode (hold Shift; Custom is the eighth pad), then press **Learn all** and touch each control when it is named.

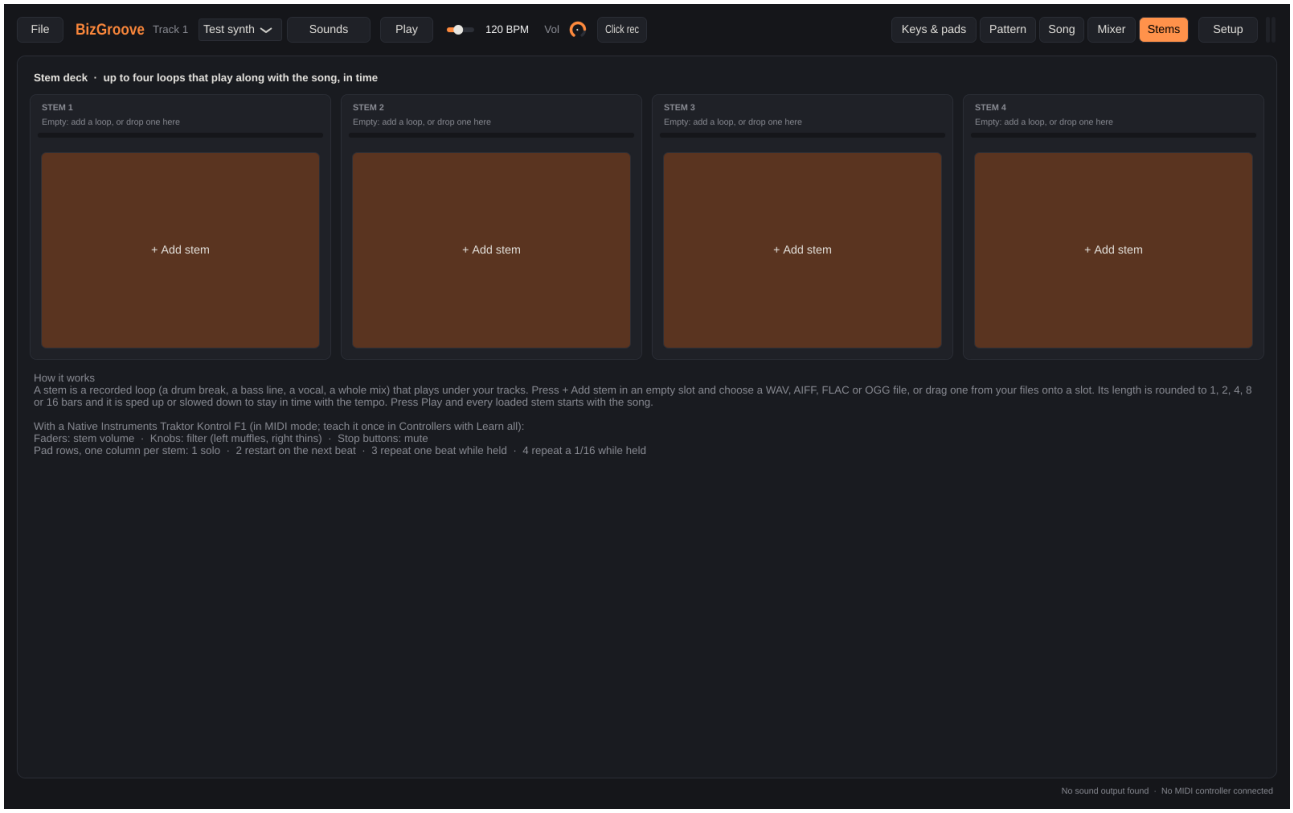
MIDI clock and external gear

BizGroove sends MIDI clock (24 ticks per beat) all the time, plus Start and Stop with Play, so a controller's arpeggiator or a drum machine follows its tempo. An **External MIDI** track plays outside gear on the MIDI output and channel you choose; its eight knobs send that gear's sound controls.

13. Stem deck

The **Stems** view holds up to four looping stems that play along with the song, in time. Press **+ Add stem** and choose a WAV, AIFF, FLAC or OGG file, or drop one on a slot. Its length is rounded to 1, 2, 4, 8 or 16 bars and it is sped up or slowed down to stay in time at any tempo. Each stem has volume, a filter (left low-pass, right high-pass), mute, solo, restart on the beat and beat roll.

With a Native Instruments Traktor Kontrol F1 (in MIDI mode; teach it once with Learn all): faders set stem volume, knobs the filter, stop buttons mute; pad rows are solo, restart on the next beat, roll one beat while held and roll 1/16 while held, one column per stem.



The Stems view.

14. Saving and exporting

Projects

A project (**.bizgroove**) holds everything, including Sampler and stem recordings, so one file can be copied to another computer. BizGroove asks before closing a project with unsaved changes.

Export

File > Export renders faster than real time. Choose:

- **What**: the whole song (Song mode) or the current scene, repeated for a number of bars.
- **Files**: a stereo mixdown WAV; one WAV per track, for mixing or mastering elsewhere (empty tracks skipped; the stem deck as its own file); and/or a MIDI file of the notes.
- **Quality**: 44.1 kHz (CD) or 48 kHz (video, most mastering); 24-bit or 32-bit float; no tail, or 2 or 5 seconds of tail for reverb and echoes.

No limiting or other mastering is applied.



The Export window.

15. Keyboard shortcuts

Keys	Action
Space	Play / stop
A to K	Play the selected track from the computer keyboard
Ctrl/Cmd + N	New project
Ctrl/Cmd + O	Open
Ctrl/Cmd + S	Save
Ctrl/Cmd + Shift + S	Save as
Ctrl/Cmd + E	Export audio or MIDI
Double-click a knob or fader	Reset it (tempo, volumes, filters)
Shift + drag a step	Change its note by octaves
Right-click a step	Hold it for parameter locks

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