AI Drummer Installation and Usage Guide

1 INSTALLATION

1.1 Windows

1. Download the latest Windows installer from `https://github.com/oscarthorn/AI-Drummer-Releases/releases`. Requires Windows 10.
2. Run the installer.

1.2 OSX

1. Download the latest OSX installer from `https://github.com/oscarthorn/AI-Drummer-Releases/releases`. Requires OSX Catalina.
2. Run the installer.

1.3 Building from Source

The source code is available from `https://github.com/oscarthorn/AI-Drummer-Releases/releases` . Download the source code associated with the latest release to you local computer. The program is built with python 3.7. To build the program from source do the following:

1. Create a new python $>= 3.7$ environment using an environment manager like conda or venv. The development of this program was done with conda.
2. Activate you environment and install the packages specified in requirements.txt using pip install <name> (pip should be included in your conda environment).
3. Navigate to the source code you previously downloaded. Navigate to the App folder.
4. Using a terminal window with your environment activated run the following command: fbs freeze
5. This creates a standalone executable in the target folder. If you want to create an installer please read more here: `https://github.com/mherrmann/fbs-tutorial`.

2 USAGE

The usage of the program requires that the software drummer Strike https://www.airmusictech.com/product/strike-2 be installed and properly configured (please read below). In addition to Strike the program needs midi connections both for receiving and sending. Between 1-3 midi ports are used.

First a the program needs to receive the piano input. This can either be in the form of a midi file in which case PLAY TYPE should be set to Playback and a midi file should be selected, no additional configuration is needed. If a live piano is used PLAY TYPE should be set to Live and MIDI IN should be set to the midi port that receives the piano signal, this port should be automatically discovered by the program and available in the drop-down.

Secondly the program needs to send messages to Strike. This is done using a virtual midi port that Strike should be listening on. On OSX an virtual midi port can be setup in a few easy steps detailed here https://help.ableton.com/hc/en-us/articles/209774225-How-to-setup-a-virtual-MIDI-bus. On Windows some additional easy to use software is needed, available for free here http://www.tobias-erichsen.de/software/loopmidi.html. Once the virtual port is setup select the port in the MIDI OUT drop-down and make sure Strike is listening on the same port.

Third, the program has the ability to forward the piano mido signal. This is, for example, useful when using the playback mode to play a midi file and you want to send the piano sounds to a synthesizer. To use this set PLAY PIANO to Yes and select a midi port in the INSTRUMENT drop-down. Otherwise set PLAY PIANO to No.

Finally select the drumming style in Strike and make sure to set the Pause Mode to HELD and Fill Triggering to A.S.A.P.

There is also a rule builder available where you can customise the rules that control the drummer. To use custom rule check the checkbox that say use custom rules.