

Bashery Tester Pack

you drum • the band follows

Welcome to the Bashery test crew. Bashery is an Android app that listens to your drumming and plays a live band that follows YOU - your tempo, your volume, your feel. It is not a backing track: every note is generated around what you play. You drum, the band follows.

This pack gets you from zero to jamming in about ten minutes, and tells you how to send feedback that actually helps.

Quick links

- **Become a tester** - play.google.com/apps/testing/app.drummate
 - **Join the Discord** - discord.gg/3FHKGhUHT
 - **See it played** - youtube.com/watch?v=5TGiqbOKzHU
 - **Visual guide** - bashery.app/guide
 - **Support** - support@bashery.app
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1. Get access

The beta is **open**, so there is nothing to wait for and nothing we need from you first. Two taps and you are in.

1. Open <https://play.google.com/apps/testing/app.drummate> and tap "Become a tester".
2. Install from Google Play: <https://play.google.com/store/apps/details?id=app.drummate>

That is it. No invitation, no waiting on us, and you do not need to send us your email address.

Come and say hello on the Discord if you want the rest of the crew, but it is not a requirement for getting the app.

Getting updates: new builds arrive through Google Play like normal app updates. Play eventually auto-updates on its own, but to grab a new build right away, open the Play Store listing and tap **Update**. Check the version in the app footer against #announcements on Discord - always test on the newest build.

The app itself needs no account and no sign-up - nothing leaves your phone unless you share it.

2. Join the crew

- Discord: <https://discord.gg/3FHKGhUht>
 - **#start-testing** - install links and getting started
 - **#announcements** / **#build-notes** - what shipped + what needs testing
 - **#bug-reports** - something broke (attach your diagnostics .txt here)
 - **#feature-ideas** - wishes and suggestions
 - **#tester-chat** - impressions, jam clips, everything else
- Support email (if Discord is not your thing): support@bashery.app

3. Sound out - read this first

Use **wired output**: phone speaker, wired headphones, or a wired speaker. **Do not test rhythm feel over Bluetooth AUDIO** - BT headphones and speakers are delayed 100-300 ms by design and make any rhythm app feel broken. That is physics, not a bug. (This is about SOUND coming out. Connecting your KIT over Bluetooth MIDI is fine - that is input, and it does not add that delay.)

4. What you need (spoiler: just your phone)

The band follows your drumming the moment you open the app. For most setups the only thing you need is the phone, and every cable is **optional** - it does not make the app work, it just makes monitoring nicer. The one exception is an acoustic kit, which

needs wired headphones (below). If a step feels like assembling a rig, skip it: play first, add cables only if you want them.

Find your setup:

No kit / finger drummer - Need: nothing. Use the 8 on-screen pads. - Hear it: phone speaker or wired earbuds.

Acoustic kit - Need: **wired earbuds or headphones** - this is the one setup where they are required, not optional. The phone listens to your kit through its mic, so the band has to go somewhere the mic can't hear it. On the speaker the mic picks up the band and the app chases its own sound. - The kit itself needs nothing plugged in - just the phone's mic.

E-drum kit over USB - Send your hits: one USB-C cable, module to phone (a USB-OTG adapter if the plug does not fit). That is all the app needs to follow you. - Hear the band: easiest is the phone speaker or wired earbuds. Want the band mixed **into your kit headphones**? Run a cheap 3.5mm audio cable from the phone into your module's **MIX IN** jack - optional, but it is the tidiest monitoring for a real kit.

E-drum kit over Bluetooth MIDI - Send your hits: nothing to plug in - the kit talks to the phone wirelessly. - Hear the band: phone speaker, or the 3.5mm cable into MIX IN if you want it through your kit headphones. - One honest catch: do not send the band's SOUND over Bluetooth (BT speaker, or BT audio into the module). Bluetooth audio is 100-300 ms late and makes the timing feel broken. Bluetooth for the MIDI is fine - that is your hits coming in, and it has no delay.

A note for phones with only one USB-C port (most modern phones): you do not need to split it. Connect the kit over **Bluetooth MIDI** and the USB-C stays free, or just monitor the band from the phone speaker while you play. You never have to run MIDI and audio down the same port at once.

5. First launch

On first run the band switches itself on and a banner coaches you: plug in your kit (or just play the pads), then "give me a steady beat", and it flips to "there's your band" the moment it locks onto you. No dialogs, no setup wizard - you are drumming with the band inside a few seconds. Rerun the coach any time from **Setup > "Welcome coach"**.

6. No kit? Two-minute test on the touch pads

1. When the coach appears, just start tapping the 8 on-screen pads.
2. Tap **Bands** and pick an ensemble - try **Neon Night**.
3. Tap **Count me in** in the bottom bar: 4 clicks, then the band starts.
4. Play along on the 8 pads. Hit lower on a pad for a harder hit.
5. Watch the top card: BPM, beat lights, part chips lighting as each band member plays, and the intensity bar following how hard you play.
6. Try **Acid Basement** from **Bands**, then hit **CRASH 1** - the 303 acid sequence starts. **CRASH 1** again stops it. **CRASH 2** changes the chord.

7. With an e-drum kit

Connect over USB: a cable from your module's USB/MIDI port to the phone (USB-OTG). The status line shows "Connected: <your kit>" automatically.

Connect over Bluetooth: if your kit or a BLE MIDI adapter (WIDI, Yamaha MD-BT01, Quicco mi.1) talks Bluetooth MIDI, tap the MIDI status line > **Connect a Bluetooth kit**, allow Bluetooth the first time, and pick your kit from the list. This is brand new - if you have anything wireless, we would love to know how it connects. Wired USB is still the most solid for a gig.

Just play. A steady groove for ~2 bars lights up the BPM and the band joins you. No setup step is required first - the app reads your hits over MIDI the instant they arrive. Or tap **Count me in** and it starts on its own clock.

Two optional tune-ups, only if you want them:

- **Map pads** - if a hit triggers the wrong response, teach the app your kit: hit each pad it asks for, skip what you do not have. One crash only? Map a spare tom as **CHANGE** (chord change).
- **Calibrate timing** - lines the band's SOUND up with your hands for tight recording. You get a steady click with a **LOUD one every four**. Come in on a loud click, then play one hit on every click - that is the whole trick, and landing between the clicks is what makes it fail. It needs **wired** sound (Bluetooth audio is too late to measure). Skip it for a casual jam - the band still follows you without it.

8. With an acoustic kit (experimental)

New, and barely tested on real kits - acoustic testers are gold right now. The phone just LISTENS: no triggers, no interface, no gear.

1. **Wired headphones first.** This is not optional: on the speaker, the mic hears the band and the app tries to follow itself. The app warns you if you forget.
2. **Setup > Timing & Hardware > "Acoustic kit: listen on the mic"** and allow the microphone.
3. Put the phone on a stool or stand near the kit, favoring the kick side, and play.

What it hears: **kick, snare, hi-hats, crashes, and now toms** (a ride reads as timekeeping too). **Crash twice within a beat or two and the second crash changes the chord** - one mic can't tell two crash cymbals apart, so the change cymbal is a gesture.

Toms are the newest, least-tuned part, and the thing we most want ears on.

Off one mic, the hardest call the app makes is telling a tom from a snare - a tom is mostly low shell BODY with little of the snare's high CRACK, and that line shifts with your kit and your room. If you play toms in acoustic mode, tell us what happens: do they land as toms, get read as snares, or get missed? Even a rough sense is real data for tuning it.

Two controls under the checkbox tune it to YOUR phone and room:

- **Mic sensitivity** - raise it if hits get missed (phone mics vary a lot; tell us what % works on your phone, that number is real data).
- **Mic picker** - important if your headphones have an inline mic: Android silently listens through THAT (at your chest) instead of the phone. Set **Mic** to "**Phone mic**" and it can't happen - or pick a USB mic/interface for the cleanest signal.

Privacy: the audio is analyzed live on the phone and immediately thrown away - never recorded, never stored, never uploaded.

If it mishears your kit (ghost hits, missed crashes, phantom snares), export diagnostics right after playing - the report captures exactly what the detector heard and why, and that is precisely the data that tunes it.

9. Write the band a part

The band writes its own bass and keys. If you would rather hand it yours, you can - as a MIDI file, from the **Sound** tab.

- **Bass line** (under the bass sound) - load a .mid and the band's bass plays your riff instead of its own part.
- **Keys line** (under the keys sound) - the same for keys, and **chords stay chords**. Whatever you wrote at a step sounds together.
- **Sequence pattern** on the **Song** tab, bottom of the list - this one loads a line into the **303** instead. Three different .mid doors, and that is the one people mix up.

The thing worth knowing: your line is stored as **chord degrees, not fixed notes**, so it follows the chord changes. Write it in whatever key suits you and it transposes with the song instead of fighting it. "Back to the band's own bassline" hands the part back.

One catch on the bass: **Bass follows kick** outranks an imported riff. If your riff is being ignored, that toggle is why.

10. Amps, if you want dirt

The **Bus mixer** has an **AMP** card that loads a **.nam capture** - the open Neural Amp Modeler format, so any capture from the NAM community works. Pick which part it sits on, set drive and blend, and the band goes through a real amp instead of a filter.

It is the most expensive thing in the app by a distance. A capture file often carries the same amp at two sizes and Bashery picks the cheaper one when it can - the diagnostics line says which model it settled on and what share of the audio budget it is taking. If your phone starts crackling, that line is the first place to look.

11. Packs and expansions

Two different things, and the app keeps them side by side on the **Play** tab because they are easy to confuse.

Expansions - what Bashery itself can do

Expansions - SESSION and more. These come from us and switch on extra machinery inside the app. **All three are free to everyone right now**, so there is nothing to buy and nothing to unlock.

Expansion	What it adds
ELECTRONICA	The 303 acid line, the scratch deck, the Euclidean style and its rings, and a shift register that clocks them
SESSION	Played instruments instead of synths - a plucked bass that brightens the harder you hit, and an electric guitar
DARKWAVE	Cold synths you can dance to - pulsing analog bass, icy chords, a string pad, a plain sad lead, chorus and reverb

Each one has a card with a **Preview** you can listen to, and a button that sets the whole thing up - every part it brings, not just one of them.

Packs - a whole band somebody saved

Packs - take someone's band, or post yours. A pack is a **.dmpack** file, and it is far more than a preset. One carries:

- the **song** - style, key, chord progression, song form
- the **sounds** on every part, including whole SoundFonts, DX7 and FM patches, and raw samples if the band was built out of them
- the **drum kit** - the sounds under your own pads
- the **mix** - levels, the four buses, sends and returns
- **how the band behaves** - feel, following, octaves, the 303, fills
- the **effects** - delay, reverb, the gate and phaser, per part
- any **captured amp**, as the .nam itself

Which is to say a pack is meant to sound like the thing its maker made, not approximately like it.

One gap we know about: a bass or keys line you loaded from a .mid does **not** travel in a pack yet. The band's own parts do, and so does everything above, but your imported line stays on your phone. Send the .mid alongside the pack for now.

Making one: play until the band sounds how you want it, then **Packs > "Make a pack from what you're playing"**. **Posting one:** the Shed is the pack list inside the app, and posting is free - anyone can put one up. Taking someone else's is one button, and the button knows the difference between a pack you already have and one you do not.

If you take a pack and it sounds wrong, that is a bug we want. A pack carries a lot, and the whole point is that it arrives sounding like it left.

12. Things to try (this is what we need tested)

Try this	What should happen
Speed up / slow down gradually	band follows within a couple of bars
Play quieter / louder	band darkens and thins / brightens and digs in
Lean into your kick	the band "pumps" with each kick (sidechain)
Turn on Dynamics , then dig into kick/snare	the acid 303 line opens its filter - the drums pump the acid
Swing your hi-hats vs straight	the band's feel follows yours
Switch styles (Jazz vs Punk)	the band changes how it LEANS, not just notes
Play 4-bar phrases	turnaround fills lead into every chord change
Drum fill ending in a crash	accent hit + the band answers with a lick
Fill into a crash, then STOP	the band lands a final chord and lets it ring
Erupt into a busy 2-bar solo	the band steps back to give you room, then returns
Go near-silent for two bars	keys and lead drop out, then rebuild in layers
Bands menu	one-tap ensembles; save your own setups there too
Mixer & Output > Octaves	shift the whole band, or bass / keys / lead each on their own, up or down
Acoustic mode: play a real kit near the phone	the band follows, no gear needed
Acoustic mode: play some toms	they read as toms, not snares (tell us if not)
Acoustic mode: crash twice quickly	the chord changes
Connect a Bluetooth kit / BLE adapter	it appears in the list and connects, no cable
Pair a browser at drum.bashery.app	the browser mirrors the phone's band, pump and all
Sound > Bass line , load a .mid	the band's bass plays your riff, in key, through every chord change
Sound > Keys line , load a .mid of chords	your chords come out as chords, not the top note of each
Try an Expansion and tap Preview, then use it	every part it brings is set up, not just one
Make a pack, then take it back on another phone	it arrives sounding like it left
Load a .nam capture in the Bus mixer	the band goes through an amp - watch the budget line in diagnostics
Calibrate timing , coming in on a LOUD click	it finishes and saves a number (tell us if it refuses)

13. Recording and sharing jams

Tap **Rec**, play, tap **Save**. Your jams collect under **My jams** (next to **Bands**): play them back, share them straight to Discord, delete the duds. Copies also land in Downloads as **.mid** (drums + band, opens in any DAW) and **.wav** (the full mix, your drums printed in). E-kit note: MIDI carries no audio, so your module's own sounds can't be in the file - the app prints its synth drums playing your hits, and the **"Kit drums in the recording"** slider sets how loud they sit.

14. When something is wrong

1. Reproduce it if you can.
2. Right after it happens: **Setup > Timing & Hardware > "Export diagnostics (for bug reports)"**.
3. Share to **#bug-reports** on Discord: the full report attaches as a **.txt file** (no length limit), and a short summary is also on your clipboard if you would rather paste text. Both together is perfect. Or email it to **support@bashery.app** if Discord is not your thing.
4. Crashes: the app asks on next launch - tap **"Send report"**.

Quick fixes for common symptoms:

Symptom	Fix
No sound	app volume sliders; phone media volume
Band feels late	wired audio? then Calibrate timing
Stuck on "listening"	steadier groove, 2+ bars - or just use Count me in
Wrong pads trigger things	Map pads
Popping / crackling	export diagnostics immediately and tell us what was playing

15. What feedback helps most

1. Phone model + how you connected (USB kit / Bluetooth kit / touch pads / web kit).
2. What you played vs what the band did - "I sped up and it lagged two bars", "the ending fired when I did not mean to stop".
3. Taste notes are gold: too much pump? EP too barky? fills too busy? Every sound in the engine is tunable - tell us which knob and which direction.
4. A saved jam (share it from My jams) of the moment - it captures everything.

Links

- **Website** - **bashery.app**
- **Web kit** (pairs with the app) - **drum.bashery.app**
- **Studio** - **studio.bashery.app**

- See it played - youtube.com/watch?v=5TGiqbOKzHU
- Visual guide - bashery.app/guide
- More videos - youtube.com/@PettyVendetta
- Privacy - bashery.app/privacy
- Support - support@bashery.app

Thank you

Bashery exists because drummers like you are willing to plug in, play, and tell us the truth. Every bug report, every taste note, every jam clip shapes what the band becomes - we read all of it, and most builds ship with a tester's fingerprints on them.

See you in the Discord - and in the jam.

@sashyo & @pettyvendetta

Scan to get started



Become a tester



Join the Discord



See it played