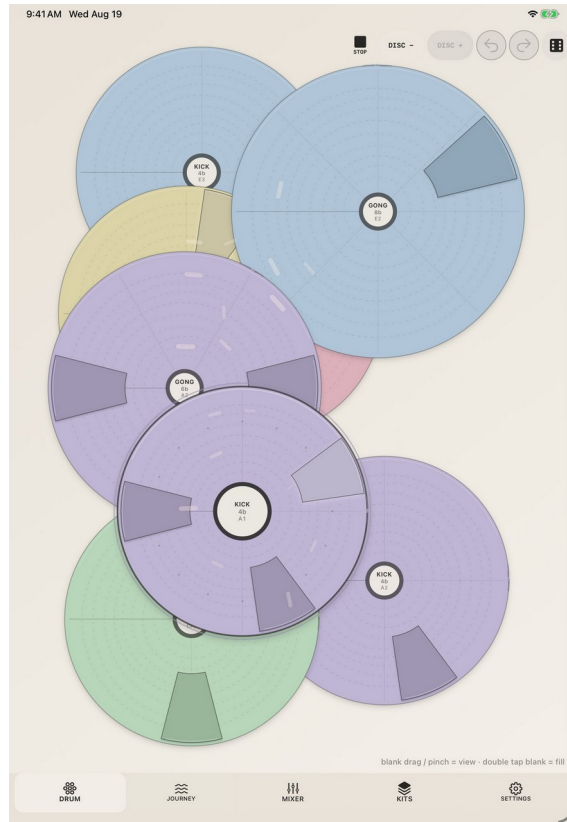




# Gummy Drum User Guide

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**iPhone and iPad in AUM**

**Apple-silicon Mac in Logic Pro and standalone**

## DRAFT 1

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**Guide version:** Draft 1

**Prepared:** 20 August 2026

**iPhone and iPad:** Gummy Drum B100 in AUM

**Apple-silicon Mac:** Gummy Drum B100 standalone or AUv3 in Logic Pro

**Documented hosts:** AUM on iPhone and iPad; Logic Pro on Mac

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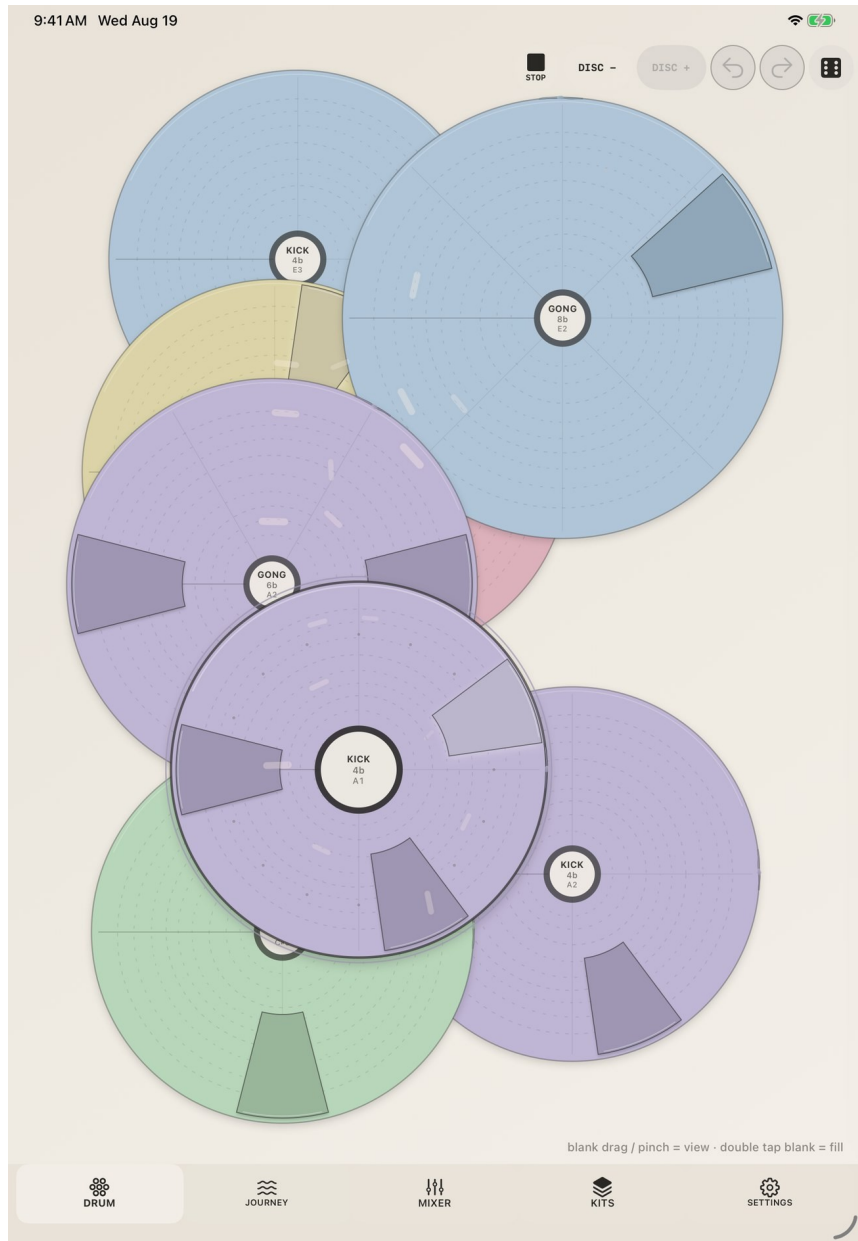
# What Gummy Drum does

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Gummy Drum is a percussion instrument for iPhone, iPad, and Apple-silicon Mac. On iPhone and iPad, load it as an AUv3 instrument in a host such as AUM. On Apple-silicon Mac, use the standalone app or load it as an AUv3 instrument in a host such as Logic Pro. Arrange rhythms on circular discs, move between Ponds in a Journey, shape five voice engines, mix three stereo output paths, and save complete setups as Kits.

The five main workspaces are always available from the bottom of the instrument:

- **DRUM** — play and edit the current Pond.
- **JOURNEY** — arrange Ponds into a longer form.
- **MIXER** — balance discs, timing, feel, and audio routes.
- **KITS** — load, save, import, and share complete setups.
- **SETTINGS** — connect Fishtail and choose instrument-wide behaviour.



**Gummy Drum B100 Drum workspace on iPad, showing overlapping circular discs, their beats, and the five workspace buttons.**

# First sound

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## iPhone or iPad: AUM

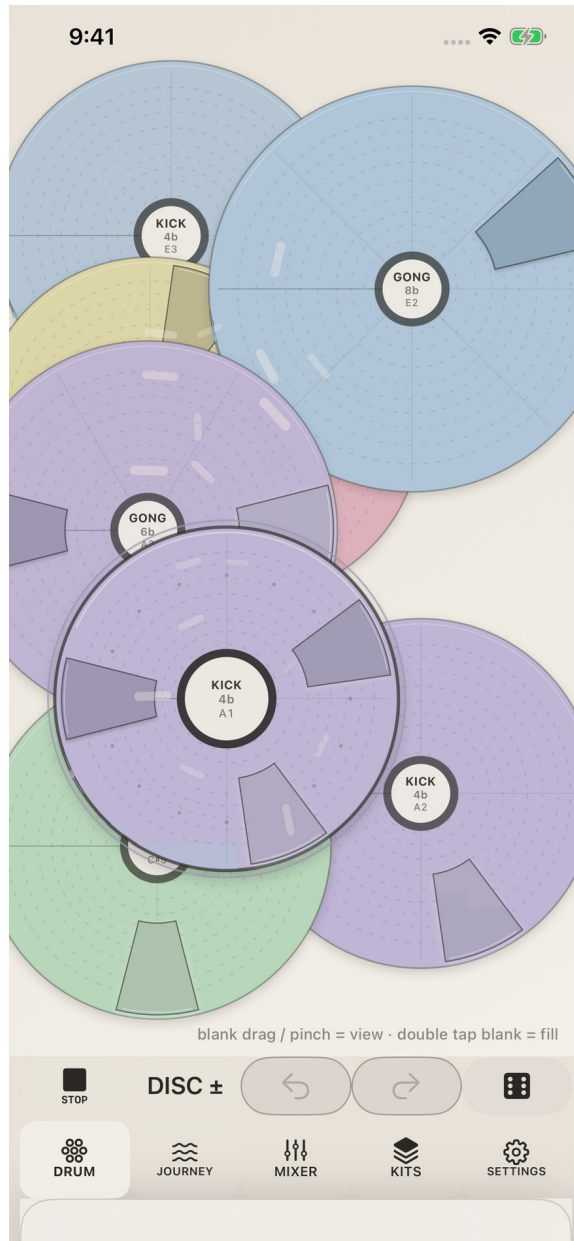
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1. In AUM, tap the large + square and add an **Audio** channel.
2. Tap the channel's empty source slot and choose **Audio Unit Extension Instrument** → **Gummy Drum**.
3. Open Gummy's interface and choose **DRUM**.
4. Confirm that Gummy's Main Mix channel reaches AUM's hardware output.
5. Start AUM's transport for host time, or use Gummy's local transport for a self-running Pond.
6. Tap **D6** to make a new rhythmic variation from the current Density, Syncopation, and Ornament settings.
7. Tap a disc's labelled centre to select it. The selected disc comes to the front and its controls become available.
8. Choose **KITS** whenever you want to load another complete setup.

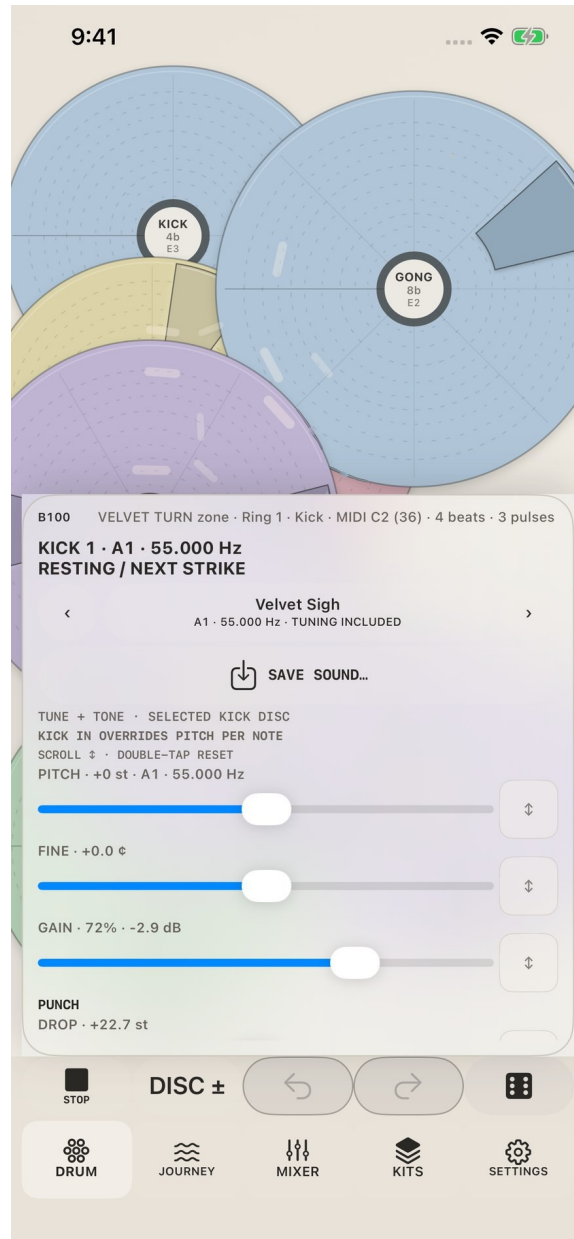
On iPhone and iPad, Gummy runs as an AUv3 instrument inside AUM or another compatible host. The host carries Gummy's Main Mix to the device output and provides external MIDI and additional output routing.

To play Gummy from a controller or another MIDI app, route that source to **Gummy Drum — IN 1 All**. The AUM Quick Start later in this guide adds named inputs and separate Aux A/Aux B channels.

On iPhone, the five Drum actions sit in a compact row above the workspace buttons. On iPad, Drum actions use the upper area and a selected disc can open in a trailing inspector. The musical state is the same on both layouts.



***Gummy Drum B100 compact Drum workspace on iPhone, with the five Drum actions directly above the five workspace buttons.***



*Gummy Drum B100 selected-disc editor on iPhone, with the Pond remaining visible above the compact voice controls.*

## Apple-silicon Mac: standalone

1. Open **Gummy Drum** from Applications.
2. Choose **DRUM** and start the local transport.
3. Use the mouse or trackpad to select, move, and edit discs.
4. Choose **KITS** to load a complete scene, or **JOURNEY** to move through its Ponds.

The Mac standalone app is its own Mac Catalyst build. It follows the same five-workspace design as iPhone and iPad while using the available window size.

## Apple-silicon Mac: Logic Pro

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1. Add a **Software Instrument** track in Logic Pro.
2. Click the Instrument slot and choose Gummy Drum from the **Audio Units** instrument menu.
3. For a first session, choose the **Stereo** instance.
4. Open the plug-in window and start Gummy's transport, or start Logic to give Gummy host time.
5. Select the software instrument track and play or record MIDI through its standard instrument input (**IN 1 All**).

For separate stems, load **Multi-Output (3×Stereo)** and follow [Logic Pro: three stereo outputs](#).

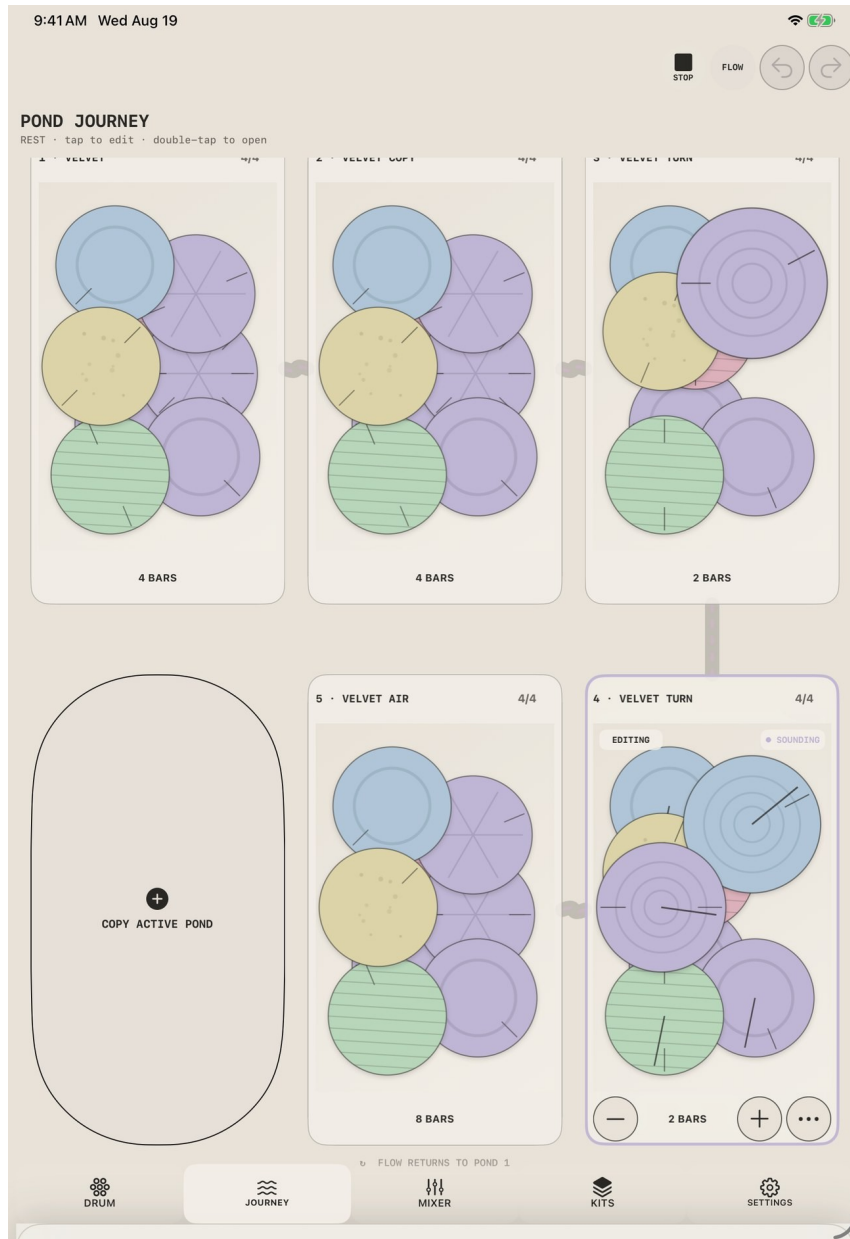


## A tour of the interface

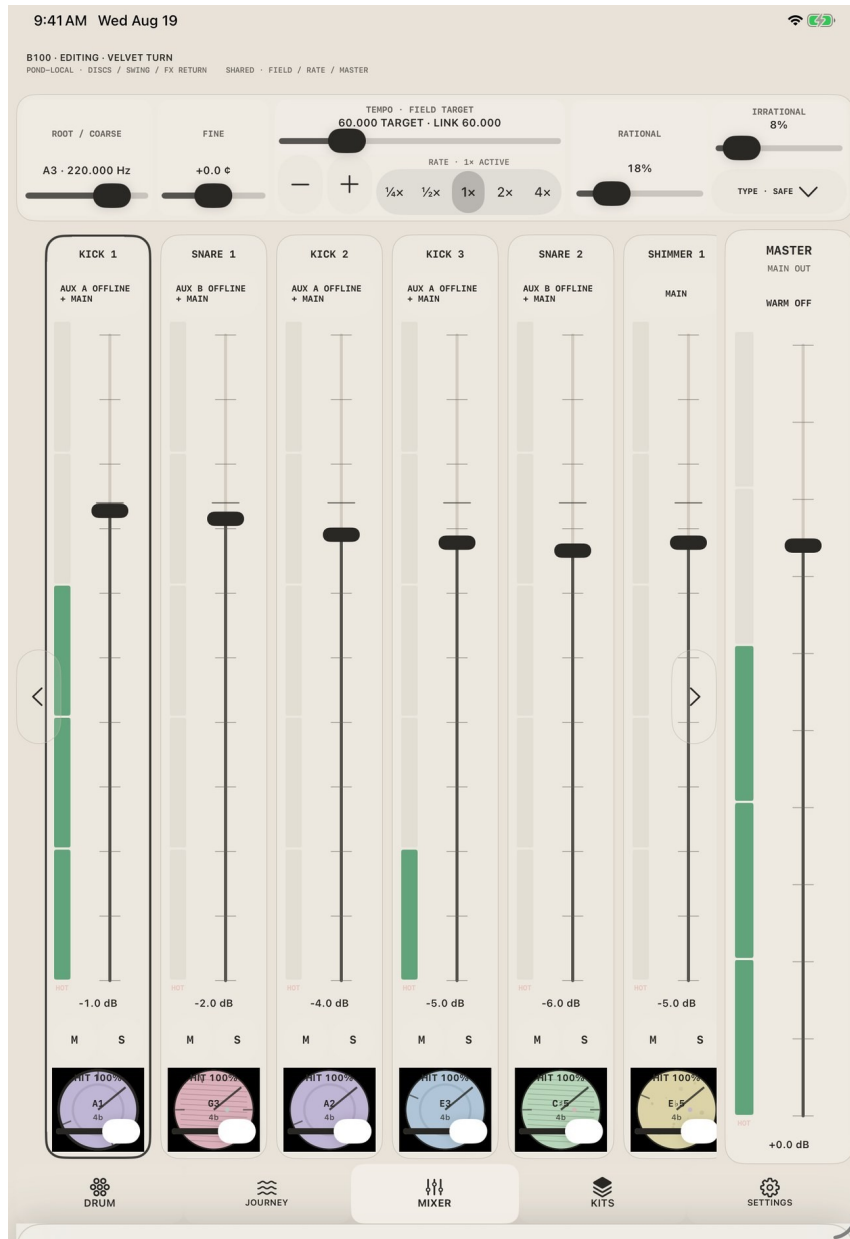
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The bottom workspace row stays in the same order. Changing workspace keeps the current Kit, Pond, Journey, mixer state, and transport available.

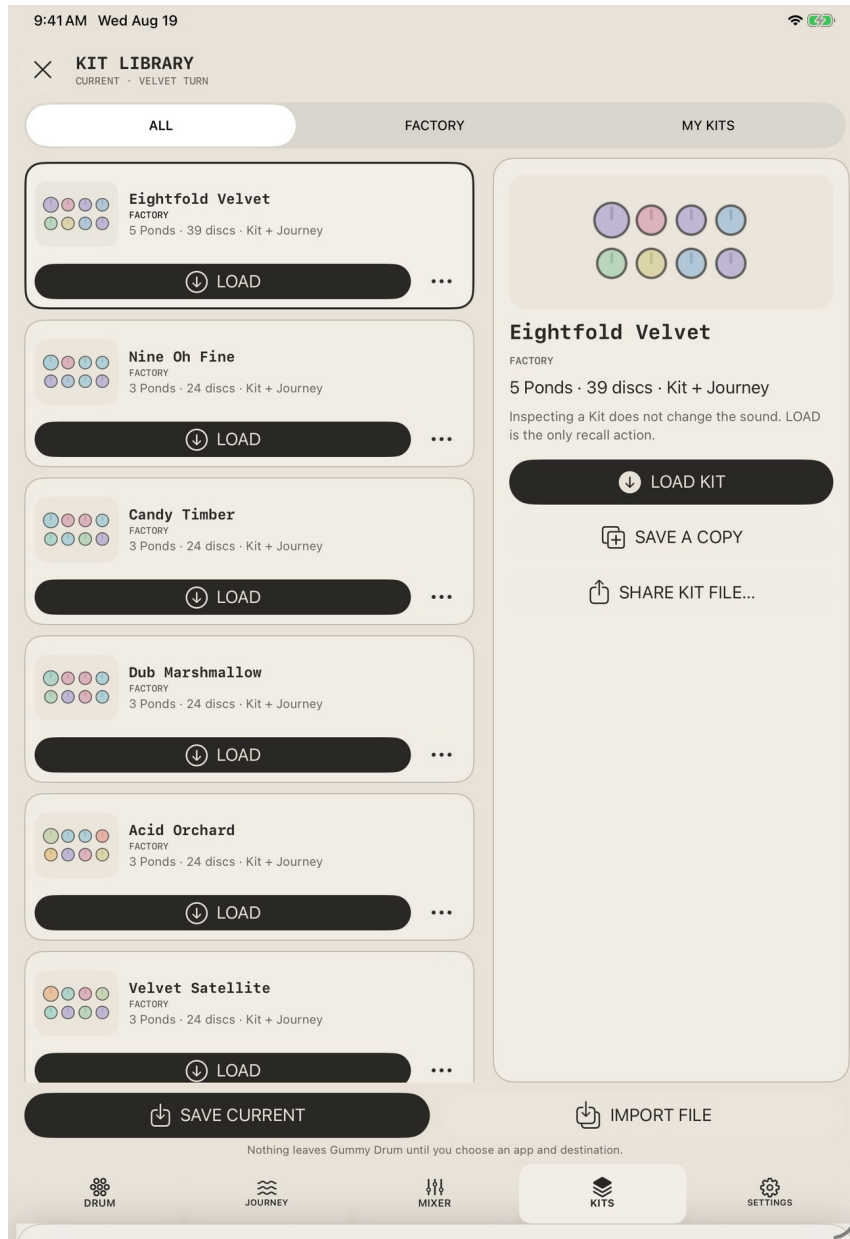
| Workspace | Main purpose                                | Typical next action                                  |
|-----------|---------------------------------------------|------------------------------------------------------|
| DRUM      | Play and edit the current Pond              | Select a disc, add a beat, or use D6                 |
| JOURNEY   | Organise several Ponds                      | Select the starting Pond or choose Along Tributaries |
| MIXER     | Balance and route the instrument            | Set disc gains and Main/Aux destinations             |
| KITS      | Manage complete playable scenes             | Select a Kit, then choose Load                       |
| SETTINGS  | Configure shared and device-level behaviour | Set Link, intonation, MIDI, placement, or Fishtail   |



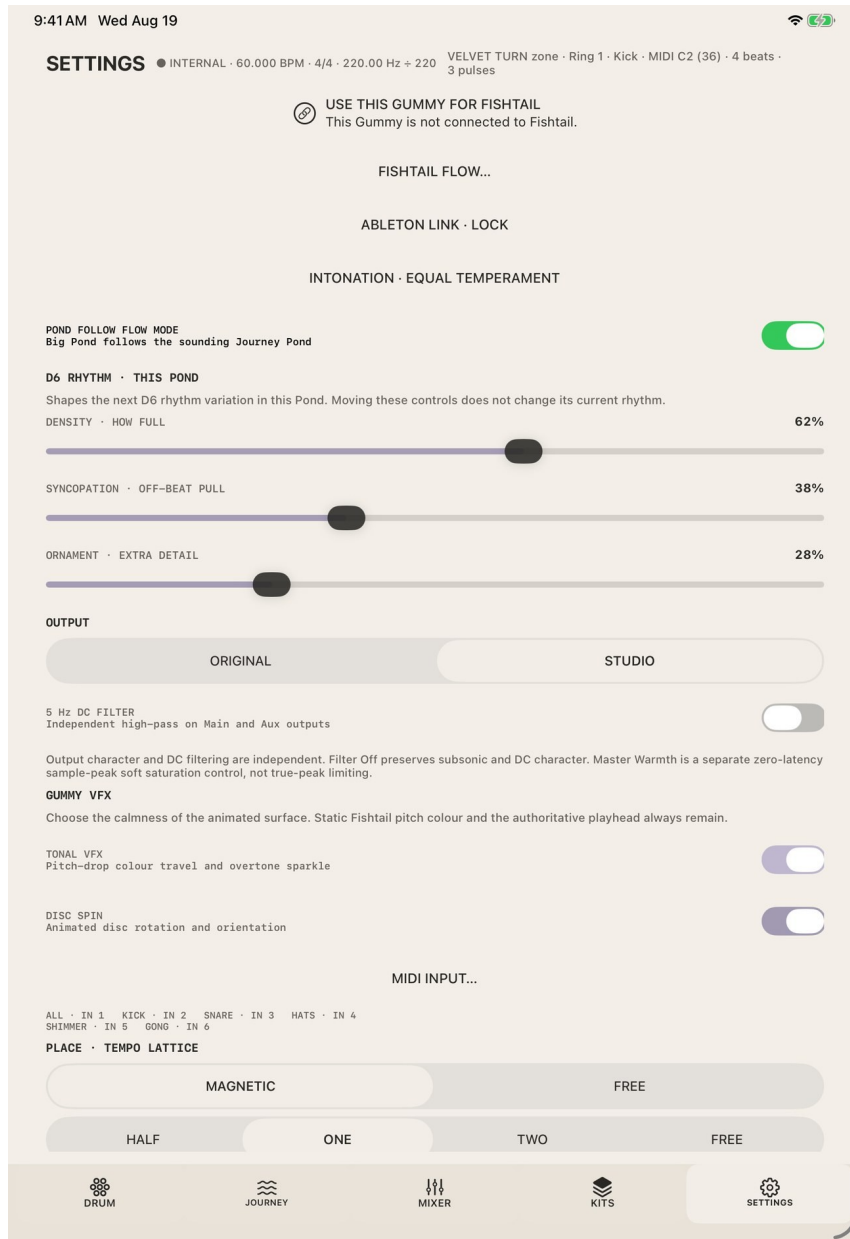
*Gummy Drum B100 Journey workspace on iPad, showing the Pond cards and their tributary path.*



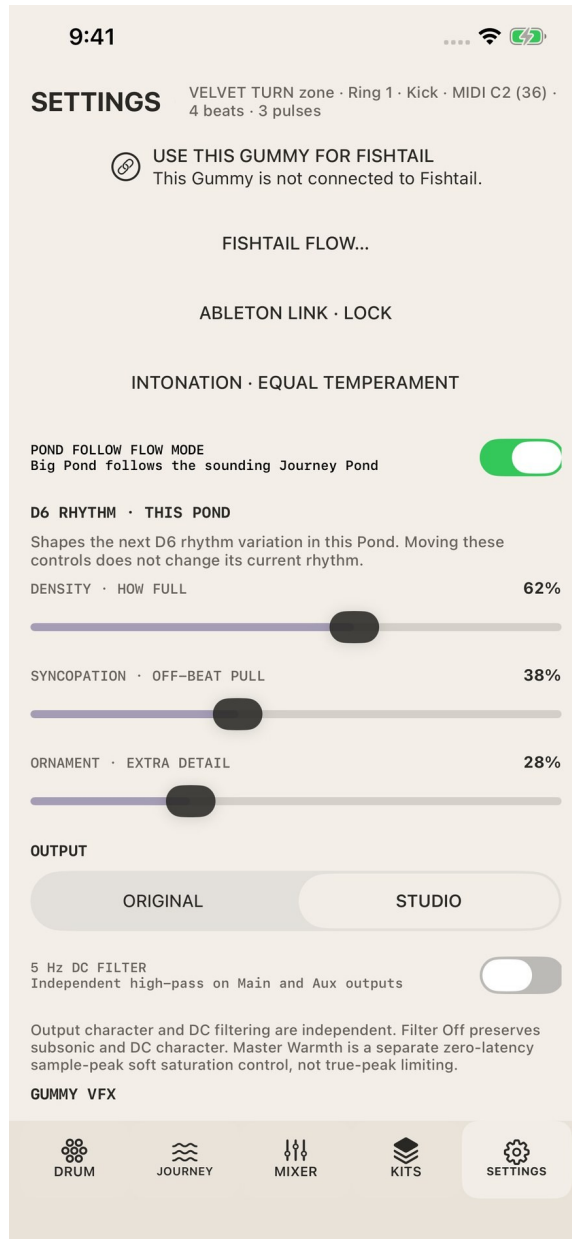
*Gummy Drum B100 Mixer workspace on iPad, showing disc strips, Main controls, tempo, Rate, and swing.*



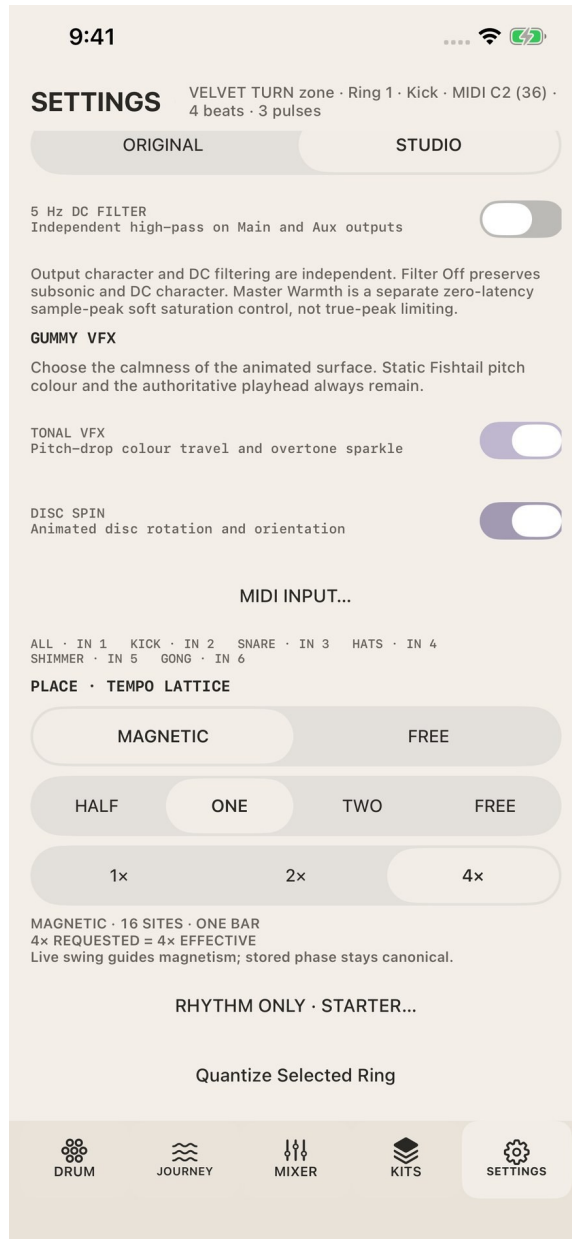
*Gummy Drum B100 Kit Library on iPad, showing the Library filters and Kit cards.*



*Gummy Drum B100 Settings workspace on iPad, showing Fishtail connection, Link, intonation, D6 controls, output character, MIDI inputs, and placement.*



*Gummy Drum B100 upper Settings page on iPhone, showing Fishtail, Link, intonation, Pond Follow Flow, D6, output character, and DC filter.*



*Gummy Drum B100 lower Settings page on iPhone, showing visual controls, MIDI Input, placement, cycle, lattice resolution, Starter rhythm, and Quantize Selected Ring.*

# Ponds and discs

---

A **Pond** is one editable rhythm surface. It can contain one to eight discs. A **Journey** holds one to sixteen Ponds.

Each disc combines:

- one of the five voice families;
- its sound and tuning;
- a unique MIDI note;
- a circular cycle and beat divisions;
- its authored hits and accents;
- its position in the Pond; and
- its gain, probability, mute/solo, and output route.

Each disc can hold from zero to 32 authored hits. The available lattice sites follow the disc's cycle, metre, and  $1 \times 2 \times 4 \times$  resolution.

## Read a disc

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The centre label shows the voice family, compact cycle length, and resting pitch. Spokes show the cycle divisions. Beat wedges around the rim are the authored hits. The moving playhead shows where the local cycle is now.

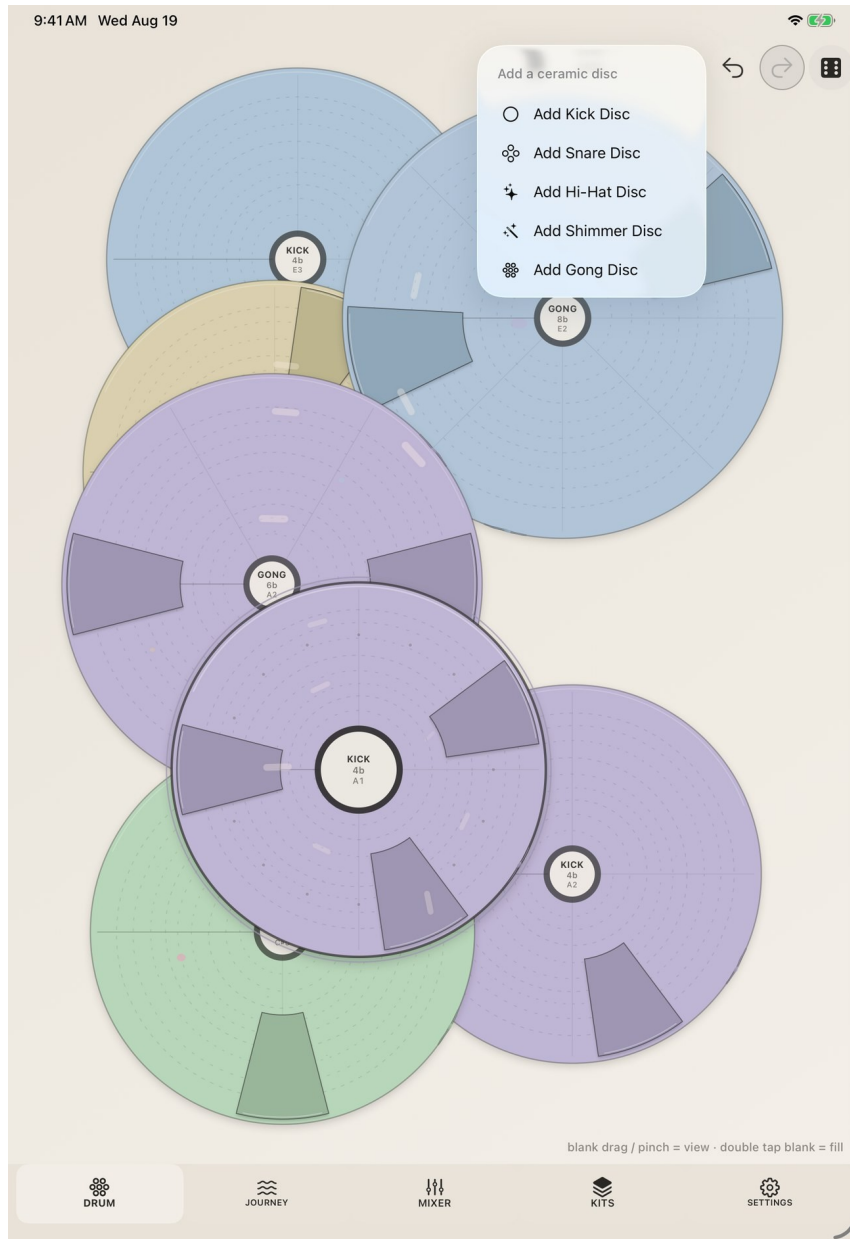
Discs can overlap. Touch any exposed part of a rear disc to bring it forward. Where rings meet, their timing and material can create a visible and audible contact.

## Add and move discs

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1. Use **DISC +** or **Add Disc**.
2. Choose **Kick**, **Snare**, **Hats**, **Shimmer**, or **Gong**.
3. Drag the labelled centre or an open part of the disc face to position it.
4. Use **DISC -** when you want to remove the selected disc.





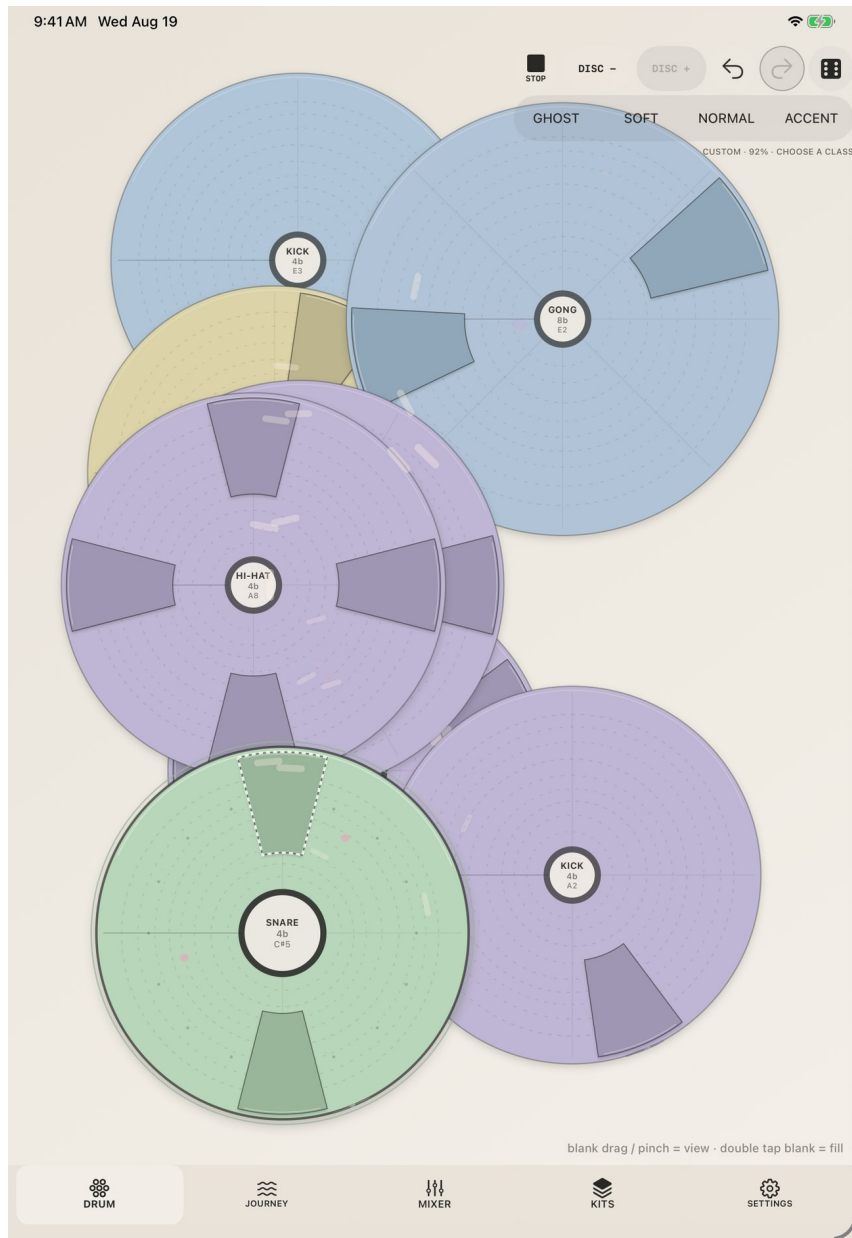
*Gummy Drum B100 Add Disc chooser on iPad, listing Kick, Snare, Hi-Hat, Shimmer, and Gong.*

On iPhone, drag the blank Pond area to move the view and pinch to zoom. Double-tap blank space to fit the whole Pond. These view gestures leave the musical positions unchanged.

## Add, select, move, and remove beats

1. Tap an empty, exposed part of a disc to add a **Normal** beat.
2. Tap a beat wedge once to select it. A dashed outline marks the selection.
3. Drag the selected wedge around the ring to change its time.
4. Double-tap the wedge to remove it.

When you enter or edit a beat, set its accent from the accent menu: choose **GHOST**, **SOFT**, **NORMAL**, or **ACCENT**. An imported or restored continuous value can appear as **Custom** until you choose one of the four menu values.



*Gummy Drum B100 on iPad with a beat selected by a dashed outline and the Ghost, Soft, Normal, and Accent choices visible.*

## Placement and resolution

**MAGNETIC** placement gives a gentle attraction to the current performed lattice. **FREE** follows the gesture directly. Turning Magnetic on leaves existing beats where they are; choose **Quantize Ring** when you want the current disc's beats placed on its lattice in one undoable action.

Each disc has its own **1×**, **2×**, or **4×** lattice resolution. Its cycle can use **HALF**, **ONE**, **TWO**, or **FREE**. These controls let discs repeat over different lengths while sharing the same Pond.

## Starter rhythm

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**RHYTHM ONLY · STARTER** writes a simple editable Kick/Snare/Hat foundation for the current metre. It changes the rhythm while keeping the existing sounds, tuning, MIDI assignments, disc positions, and mix.

## D6 variations

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Tap **D6** to generate the next variation for the current Pond. The result uses the chosen drummer style and three controls:

- **Density · How Full** — the amount of rhythmic activity.
- **Syncopation · Off-Beat Pull** — how strongly events favour off-beat positions.
- **Ornament · Extra Detail** — the amount of bounded extra detail around the main pattern.

Hold D6 for about half a second to open the focused editor. Moving these settings prepares the next D6 result; your present rhythm stays available until you tap D6.

Choose a drummer style from **Ambient**, **Pocket**, **Dub**, **Rock**, or **Broken**. The generator uses the current metre and projects roles across all visible discs.

## Undo and Redo

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The Drum workspace keeps up to 24 editing checkpoints. Use **Undo** and **Redo** in the action row. Adding or removing a beat, moving a disc, changing an accent, quantising, and accepting a generated rhythm are all normal undoable edits.

If you undo the most recent D6 result and tap D6 again immediately, Gummy gives you a fresh successor rather than repeating the discarded variation.

# The five voices

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Every disc uses one of five procedural voice engines: **Kick**, **Snare**, **Hi-Hat**, **Shimmer**, or **Gong**. Several discs can use the same family, each with its own pitch, rhythm, and mix.

## Choose and tune a disc

---

1. Select a disc from **DRUM** or its strip in **MIXER**.
2. Open the disc editor.
3. Choose the voice family and the MIDI note that addresses this disc through **IN 1 All**.
4. Choose the tuning source and adjust pitch as needed.
5. Open the family's Sound Lab to select or edit its sound.

Available tuning sources are **Field**, **Ratio**, **Tuning Degree**, **Fixed Note**, **Exact Hz**, **MIDI/MPE**, and **Follow Circle**. Live MIDI/MPE pitch is latched when the strike begins; the resting disc label continues to show its authored pitch.

## Work in a Sound Lab

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All five Sound Labs share the same first-use pattern:

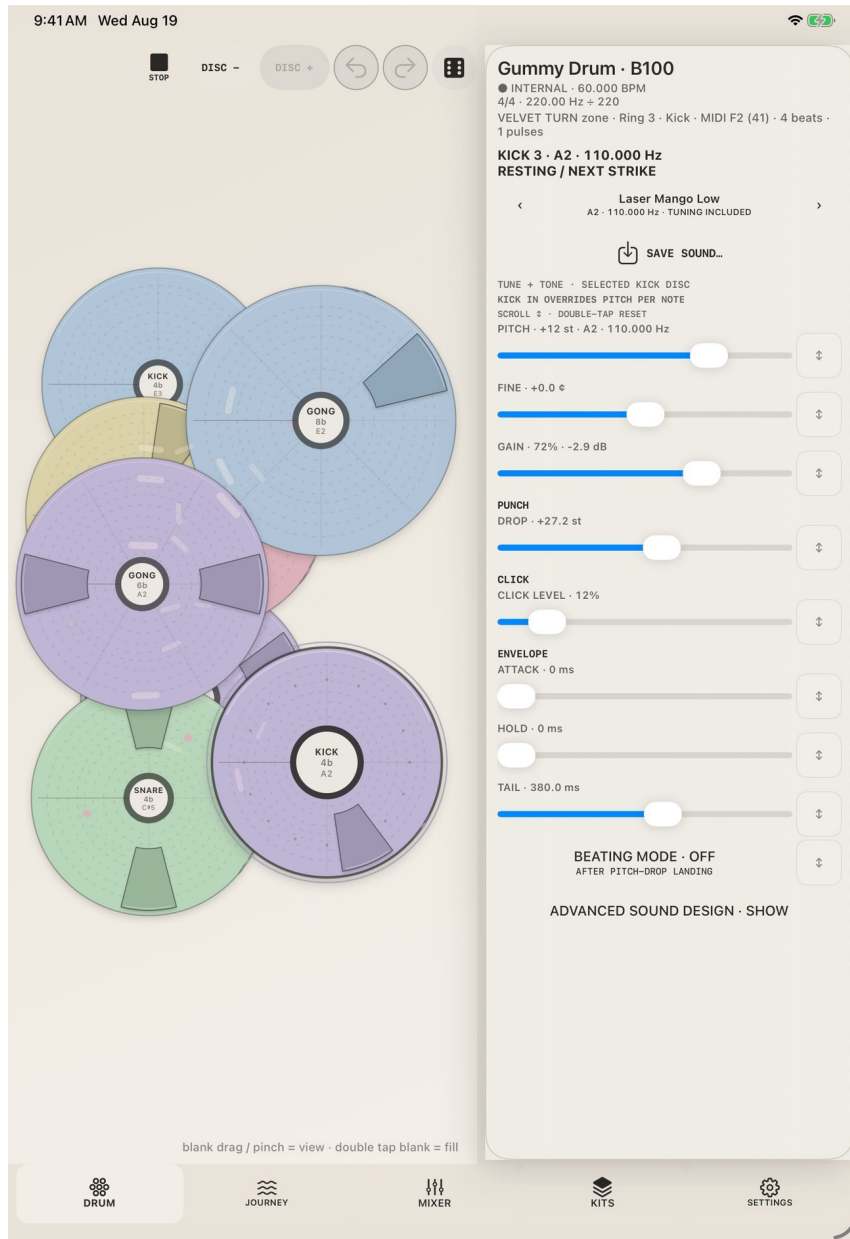
1. Use previous/next to walk through sounds for that family.
2. Adjust **Pitch**, **Fine**, and **Gain**.
3. Open **Advanced Sound Design** for the family-specific controls.
4. Choose **Save Sound** to keep the edited voice preset.

Loading a sound includes its tuning. The disc's gain remains part of the Kit mix. Double-tap a slider to return that control to its default value.

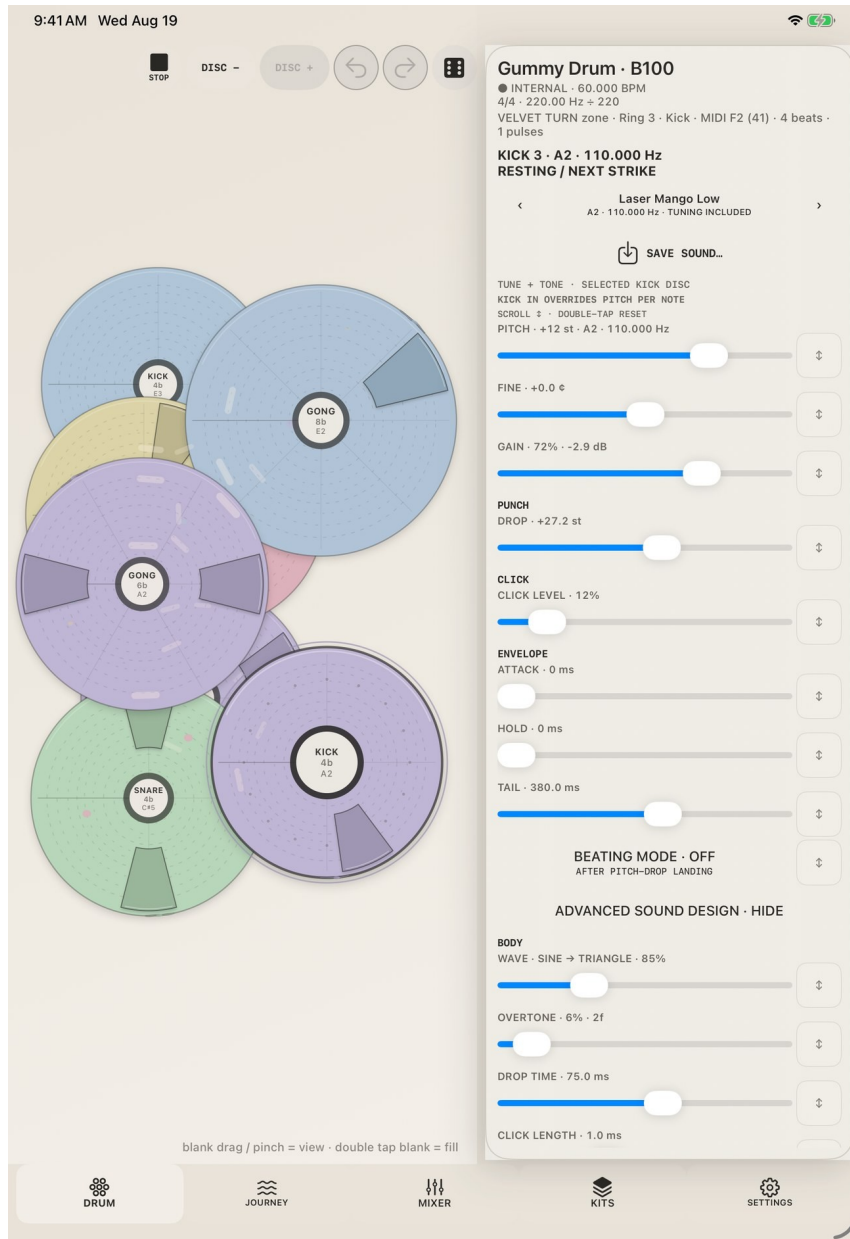
## Kick

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Kick combines body, pitch movement, punch, envelope, click, overtone, and presence controls. **Beating Mode** adds a performed-beat-centred tail when selected.



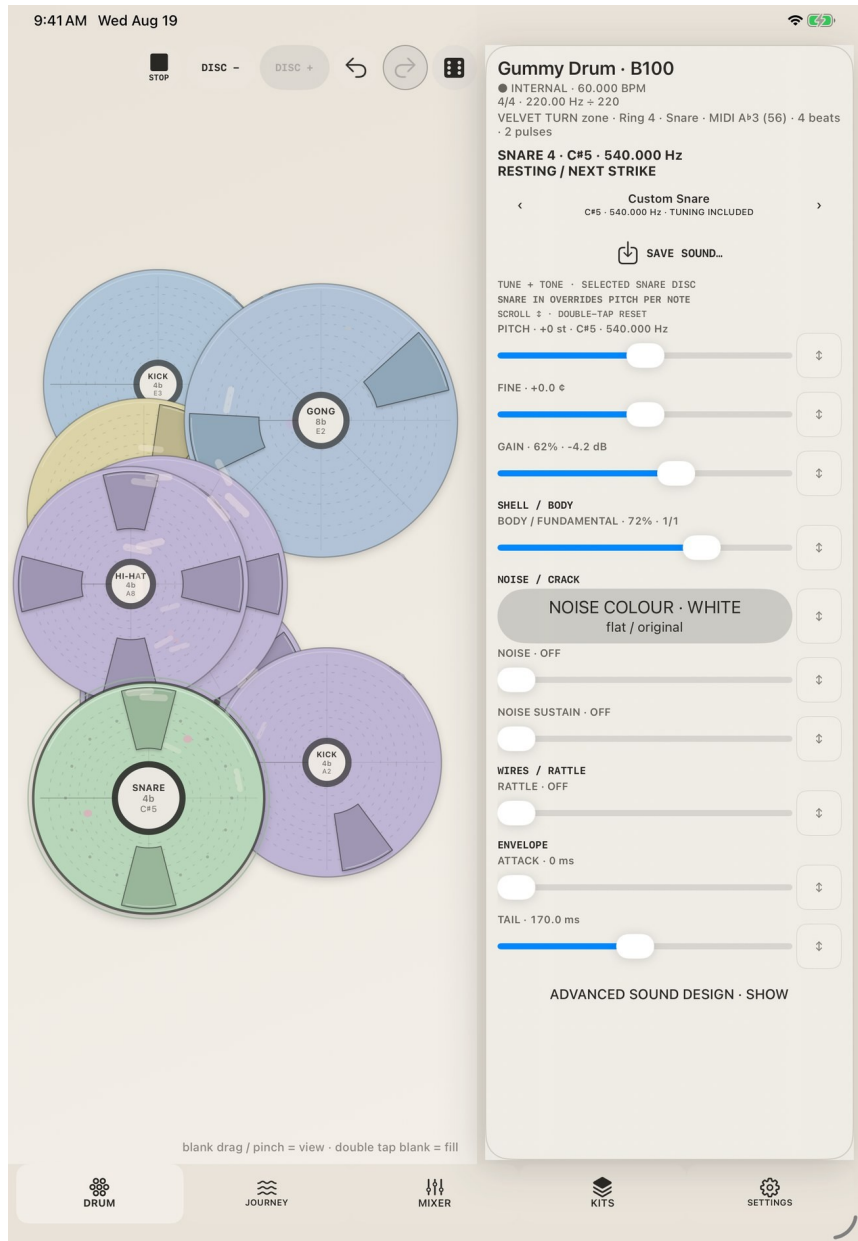
*Gummy Drum B100 Kick Lab on iPad, showing sound navigation, Save Sound, Pitch, Fine, Gain, Punch, Click, envelope, and Beating Mode.*



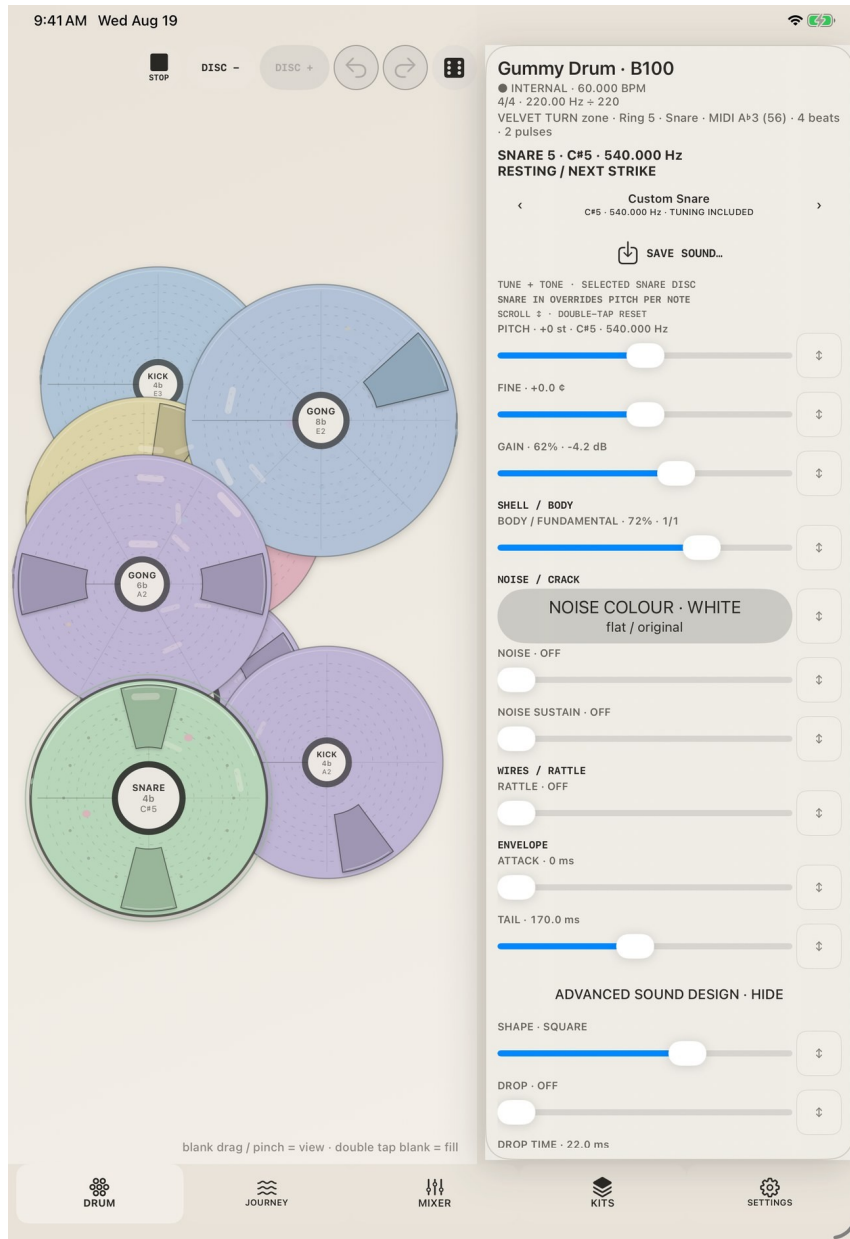
*Gummy Drum B100 Kick Advanced Sound Design on iPad.*

## Snare

Snare combines a pitched shell with procedural noise, snap, and wire-rattle controls. Shape the shell modes, envelope, noise colour and sustain, crack/wires drive, edge, rattle tail, and tightness.



*Gummy Drum B100 Snare Lab on iPad, showing sound navigation, Save Sound, Pitch, Fine, and Gain.*

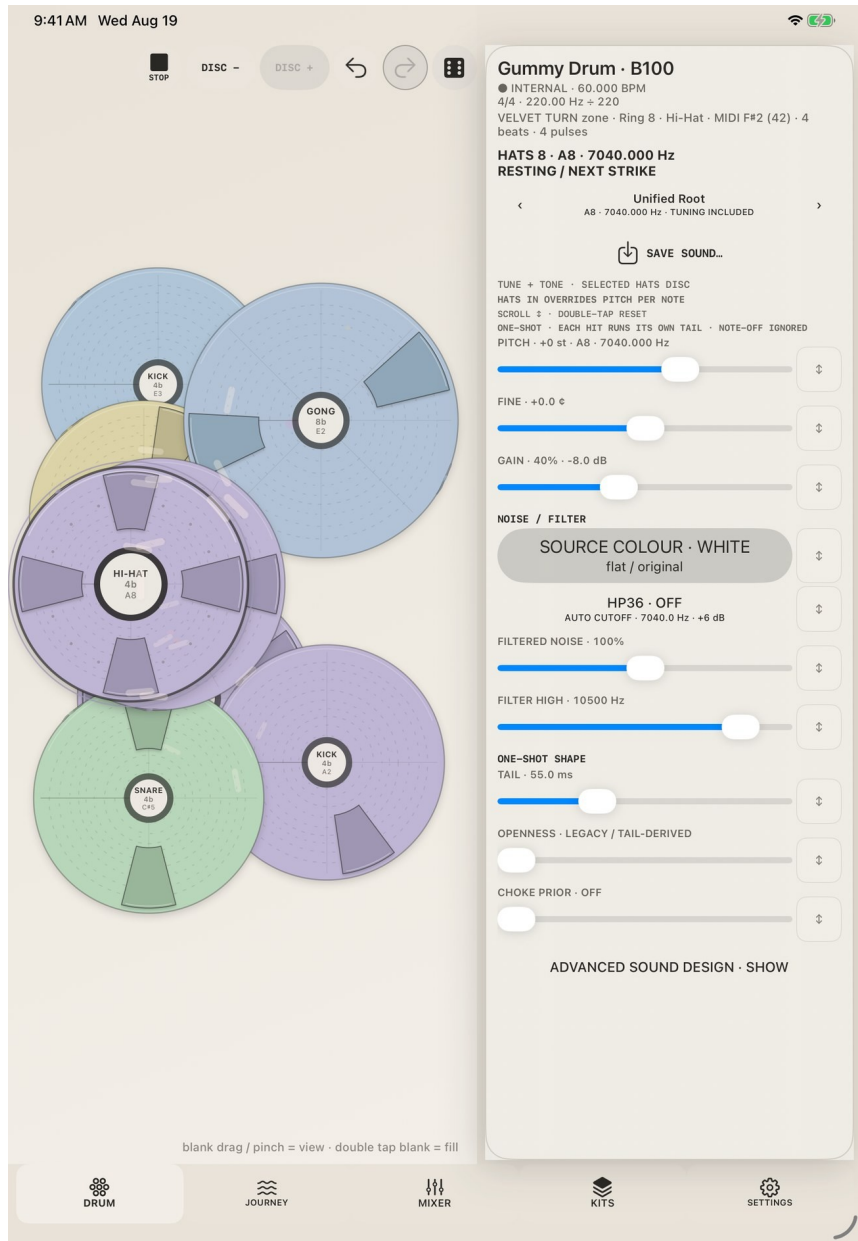


*Gummy Drum B100 Snare Advanced Sound Design on iPad, showing the shell, noise, snap, and wire-rattle controls.*

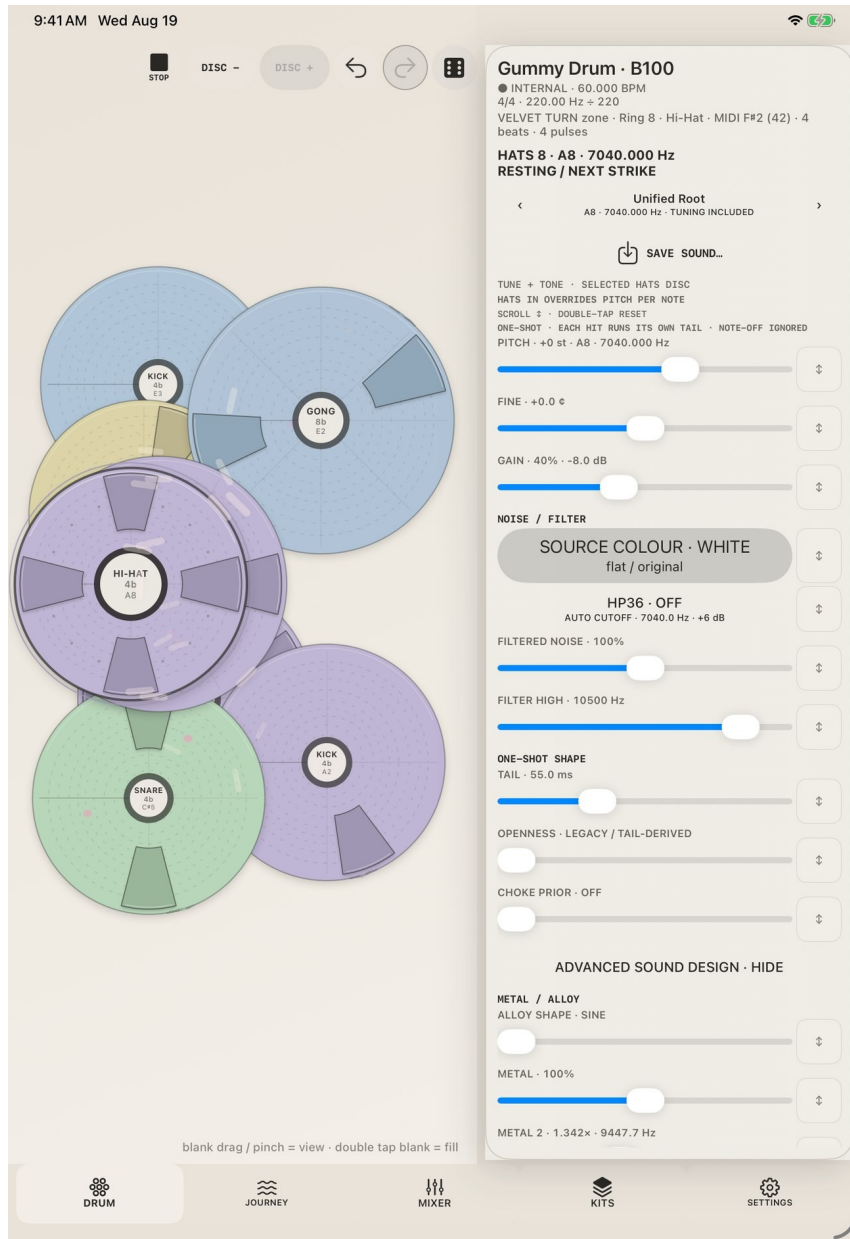
## Hi-Hat

Hi-Hat combines pitched alloy components and a separate filtered-noise path. Shape metal ratios and tail, noise colour and band, strike edge, one-shot envelope, openness, and prior-voice choke.





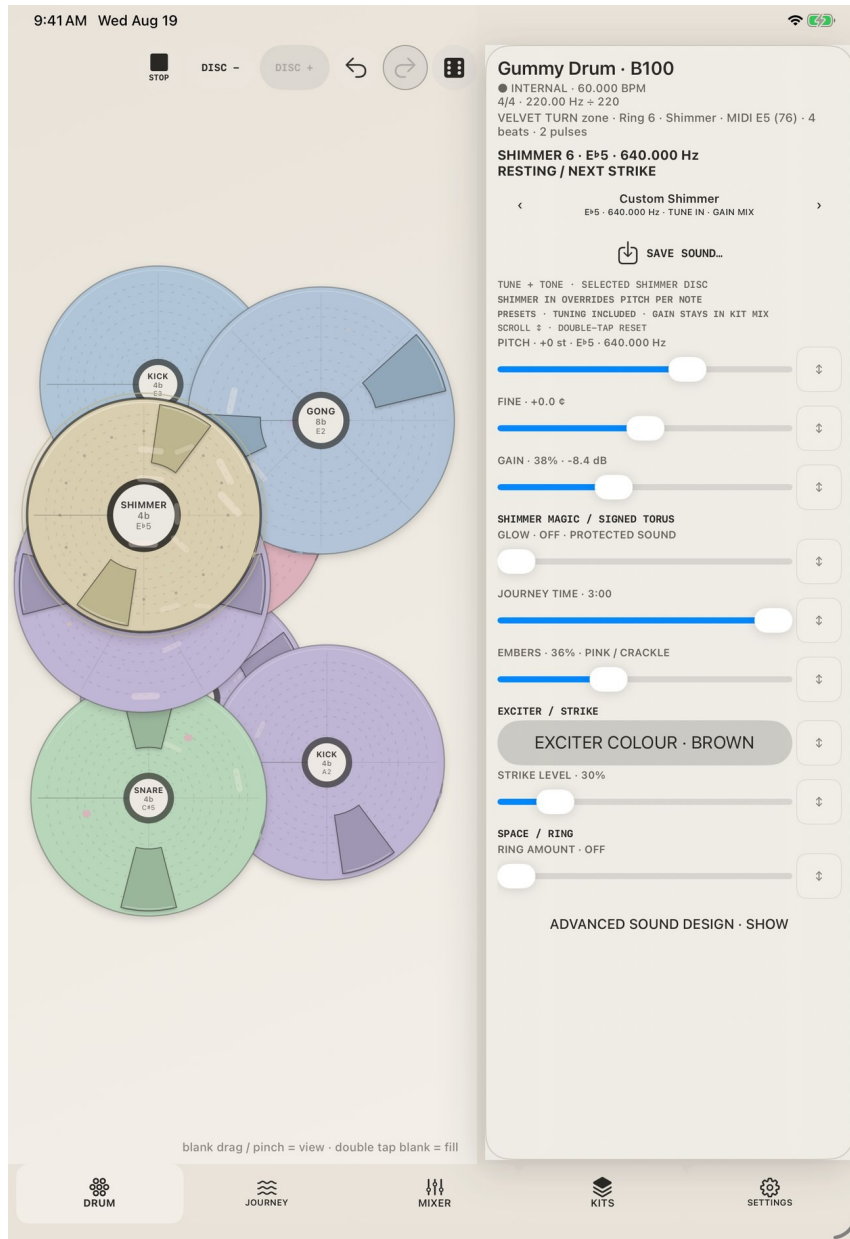
*Gummy Drum B100 Hi-Hat Lab on iPad, showing sound navigation, Save Sound, Pitch, Fine, and Gain.*



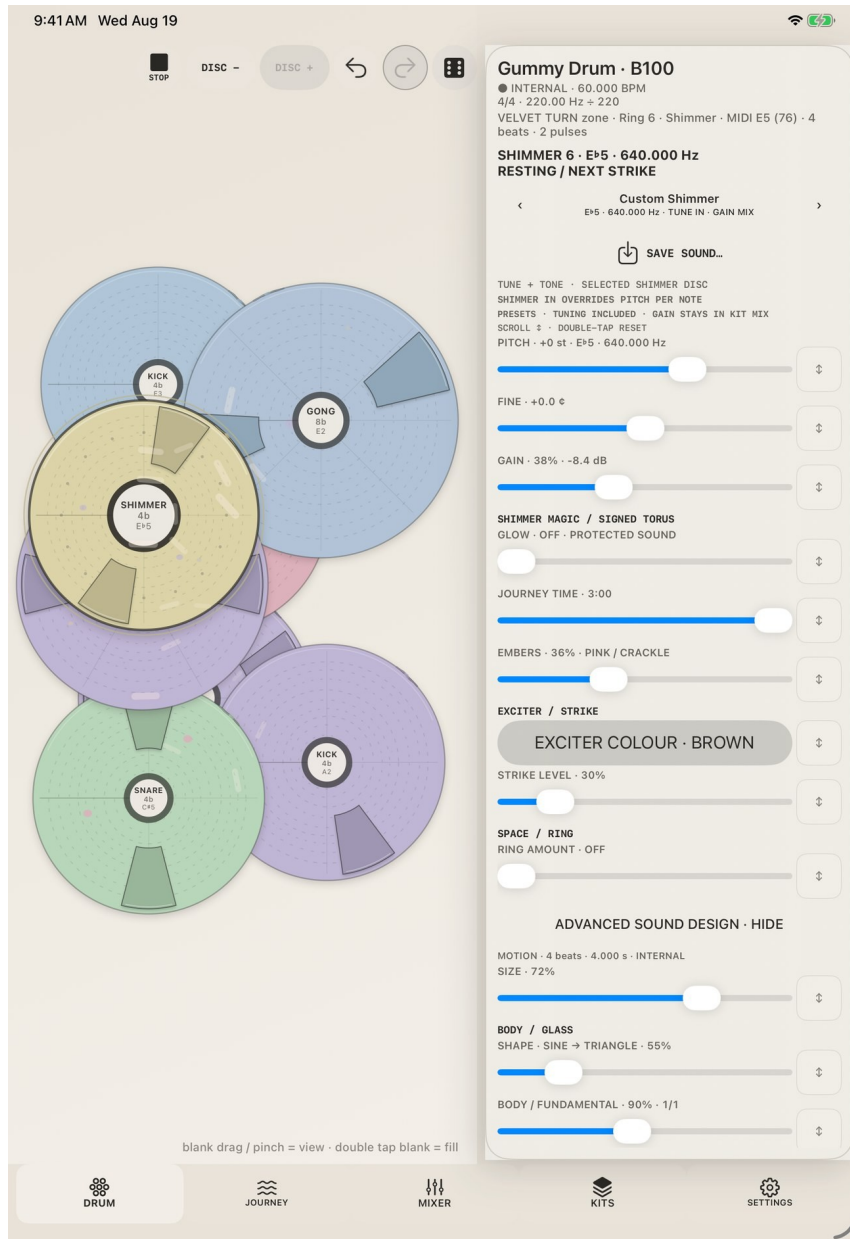
*Gummy Drum B100 Hi-Hat Advanced Sound Design on iPad, showing alloy, noise, strike, envelope, openness, and choke controls.*

## Shimmer

Shimmer combines a pitched body and upper modes with excitation, stereo width, ring modulation, tempo motion, and **Magic** controls. Magic uses the shared return path in the Mixer.



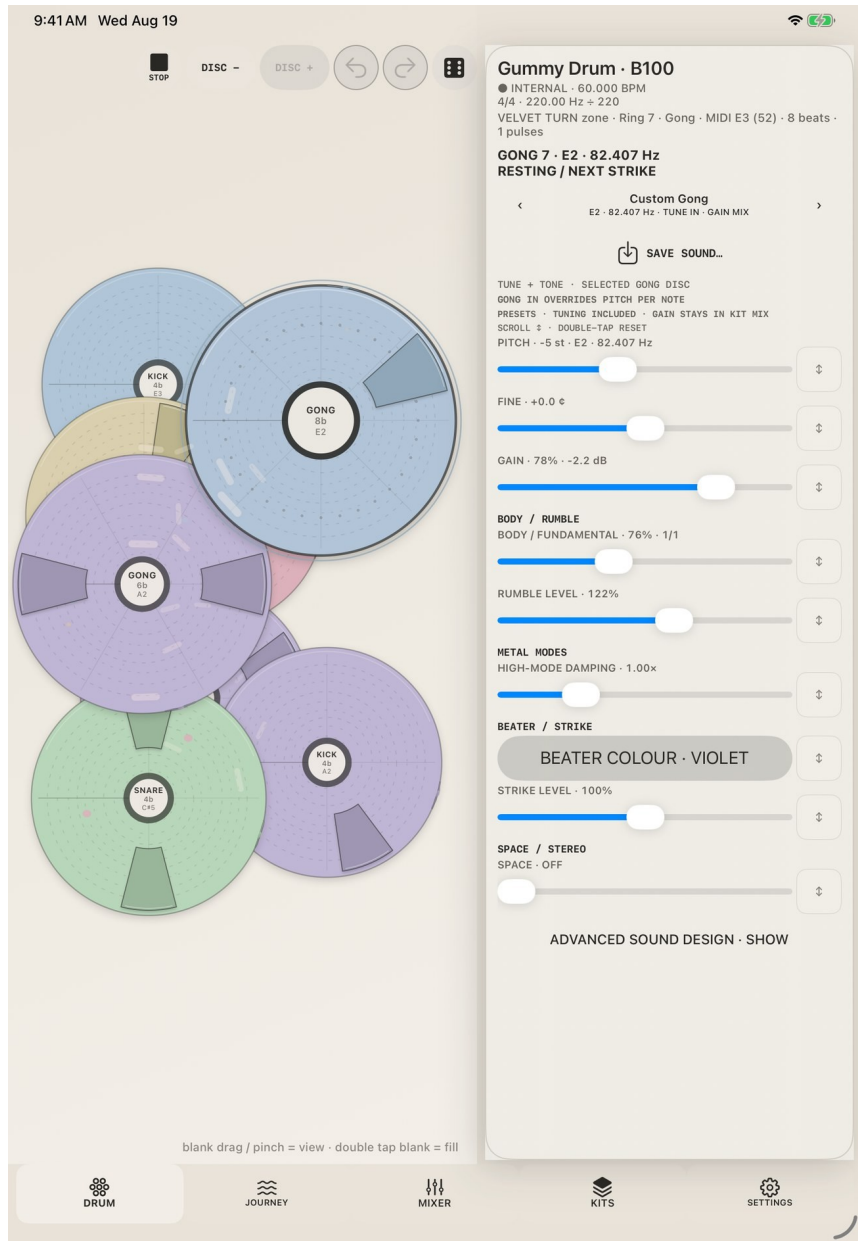
*Gummy Drum B100 Shimmer Lab on iPad, showing sound navigation, Save Sound, Pitch, Fine, and Gain.*



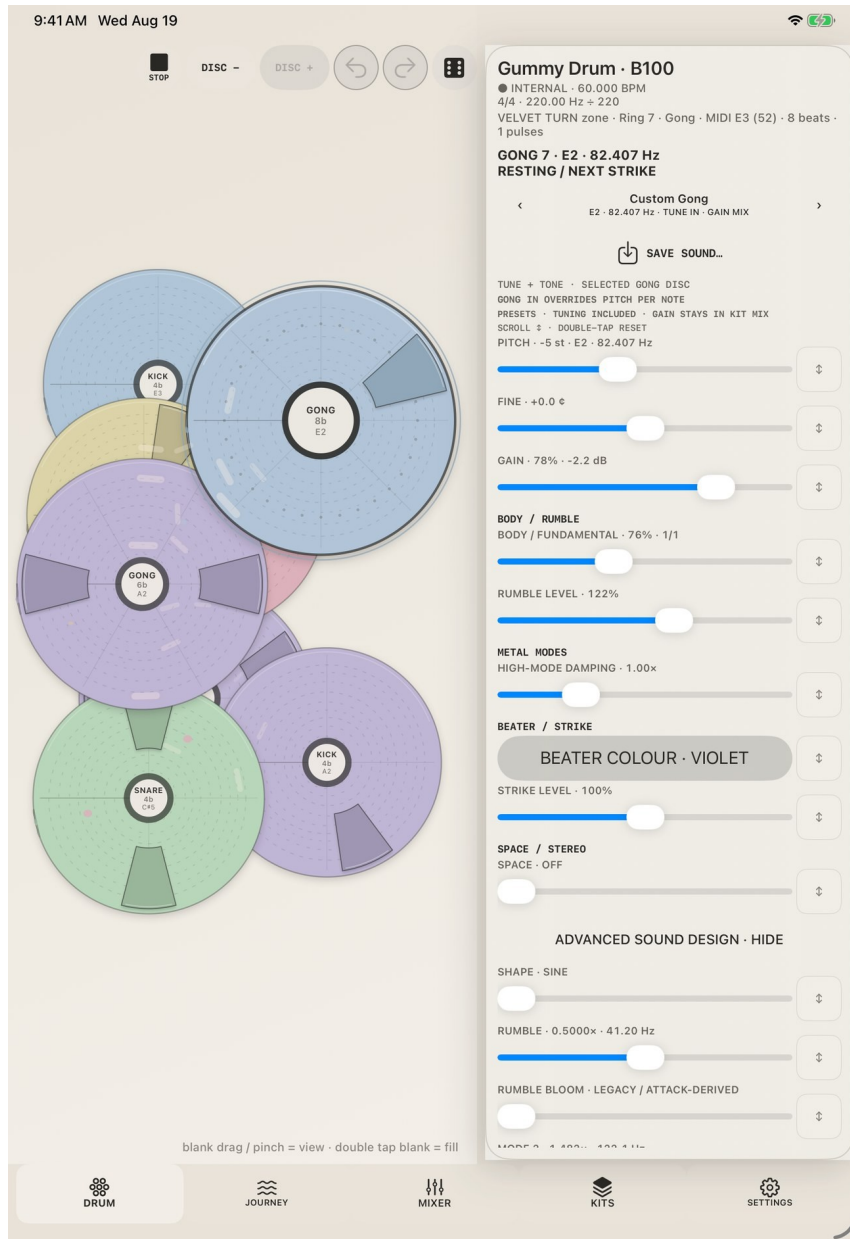
*Gummy Drum B100 Shimmer Advanced Sound Design on iPad, showing Magic, body, modes, excitation, width, ring modulation, and tempo motion controls.*

## Gong

Gong combines a modal body, beater, flex, roll, width, and **Space** controls. Gong Space also uses the shared return path.



*Gummy Drum B100 Gong Lab on iPad, showing sound navigation, Save Sound, Pitch, Fine, and Gain.*

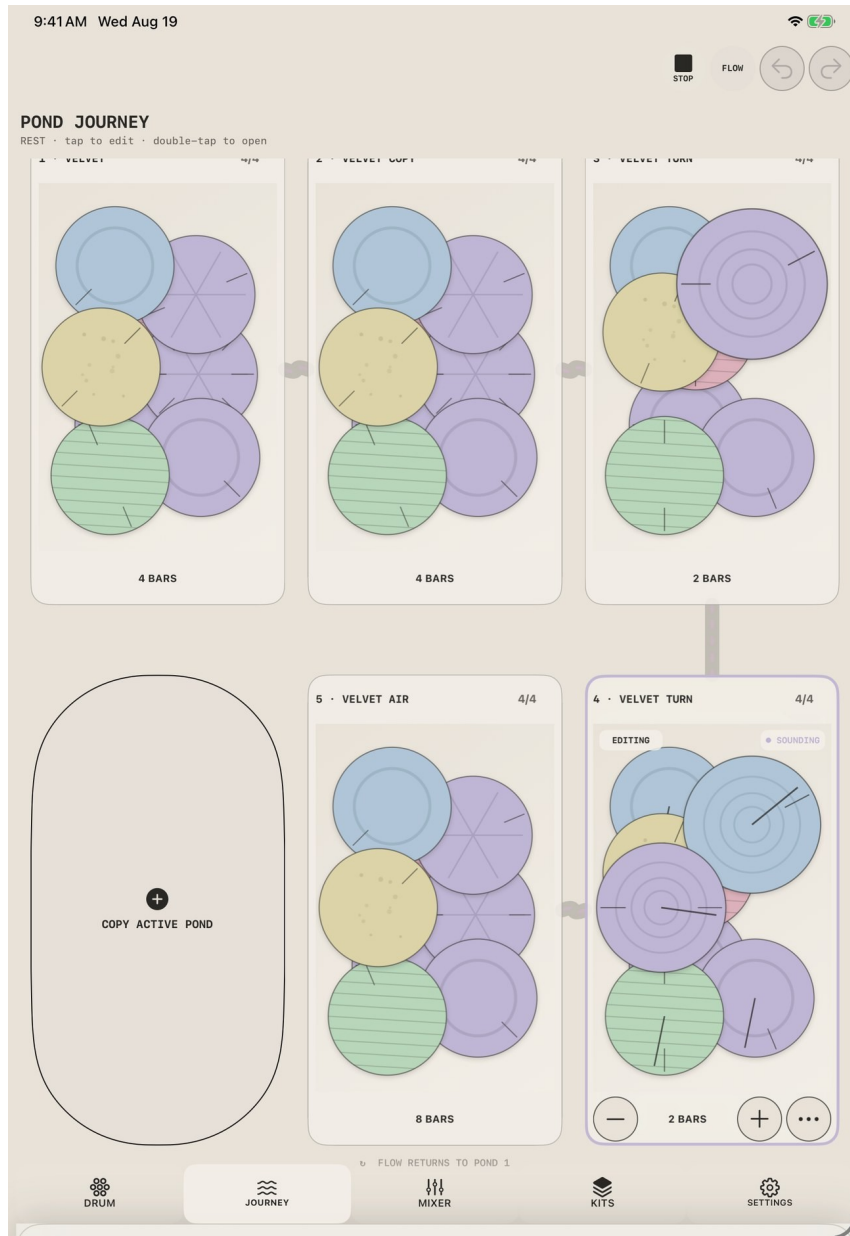


*Gummy Drum B100 Gong Advanced Sound Design on iPad, showing body, modal, beater, flex, roll, width, and Space controls.*

The complete Sound Lab control map is in [Voice Lab reference](#).

# Journeys

A Journey turns several Ponds into a playable form. Each Kit stores its Journey along with its sounds, tuning, rhythms, and mix.



*Gummy Drum B100 Journey workspace. A selected Pond is distinct from the currently sounding Pond, and tributaries show the route between Ponds.*

## Select and edit a Pond

- Tap a Pond card once to select it.

- Double-tap a card to open that Pond in **DRUM**.
- While stopped, tap a Pond once. The selected Pond is armed for the next local start and shows **STARTS HERE**.
- Use **Earlier** or **Later** to move the selected Pond one place in the Journey order.
- Use **COPY ACTIVE POND** to add a copy of the current Pond. The selected card menu also provides **Duplicate Downstream** and **Remove Pond**.

Choose the metre for each Pond from **4/4**, **3/4**, **6/8**, **2/2**, **5/4**, **7/8**, or **9/8**. Changing a Pond's metre keeps its discs and authored beats available for further editing.

The **editing Pond** is the Pond you have selected for changes. The **sounding Pond** is the one the transport is currently playing. Gummy keeps both states visible so you can prepare one while hearing another.

## Manual and Along Tributaries

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**Manual** keeps the selected sounding Pond in place until you choose another.

**Along Tributaries** follows the Journey order. Each Pond has a dwell of **1–64 bars**. After its dwell, Gummy moves to the next Pond; the last Pond wraps to Pond 1.

Turn **Pond Follow Flow Mode** on when you want the large Drum view to follow the sounding Journey Pond. Turn it off when you want to keep editing another Pond while the Journey continues.

## Start, stop, and tails

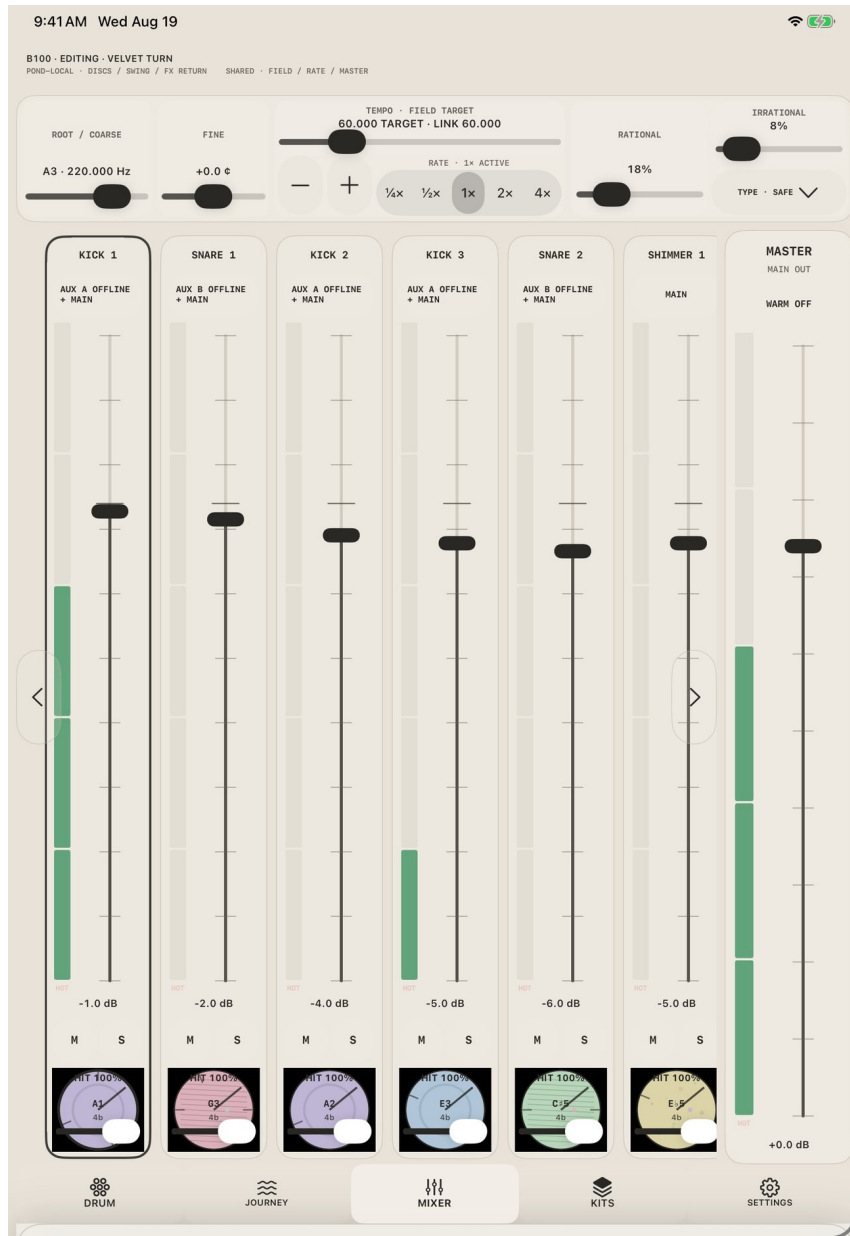
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Local Stop halts newly scheduled Pond hits. Direct MIDI remains playable and existing ringing sounds can finish. The next local Play begins the sounding Pond at its local zero. Journey transitions can carry those ringing tails into the next Pond.



# Mixer and audio outputs

The Mixer has one strip for every disc, one shared **FX / Contact Return** strip, and the **Master** strip. The compact strip name **Shared Return** refers to the same path.



*Gummy Drum B100 Mixer on iPad. Each disc has a route, gain, meter, mute, solo, hit probability, and a miniature disc; shared controls span the top.*

## Disc strips

Each disc strip provides:

- output route and connection state;
- level meter and gain fader;
- **M** mute and **S** solo;
- **HIT %** probability;
- a miniature disc for selection; and
- its family, pitch, and cycle identity.

The slider at the bottom of each disc strip is **HIT %**, the probability that an authored drum hit will sound when the playhead reaches it. At 100%, every authored hit is eligible to sound. Lower values create repeatable omissions while retaining the written rhythm.

## Shared Return and Master

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The shared return collects Shimmer Magic, Gong Space, and junction/contact sound. It has its own gain, mute/solo, meter, and output route.

The Master strip controls Main output trim and **Master Warmth**. Master Warmth belongs to Main; Aux A and Aux B retain their routed signal paths. Limiter activity is shown on the Master meter.

## Output routes

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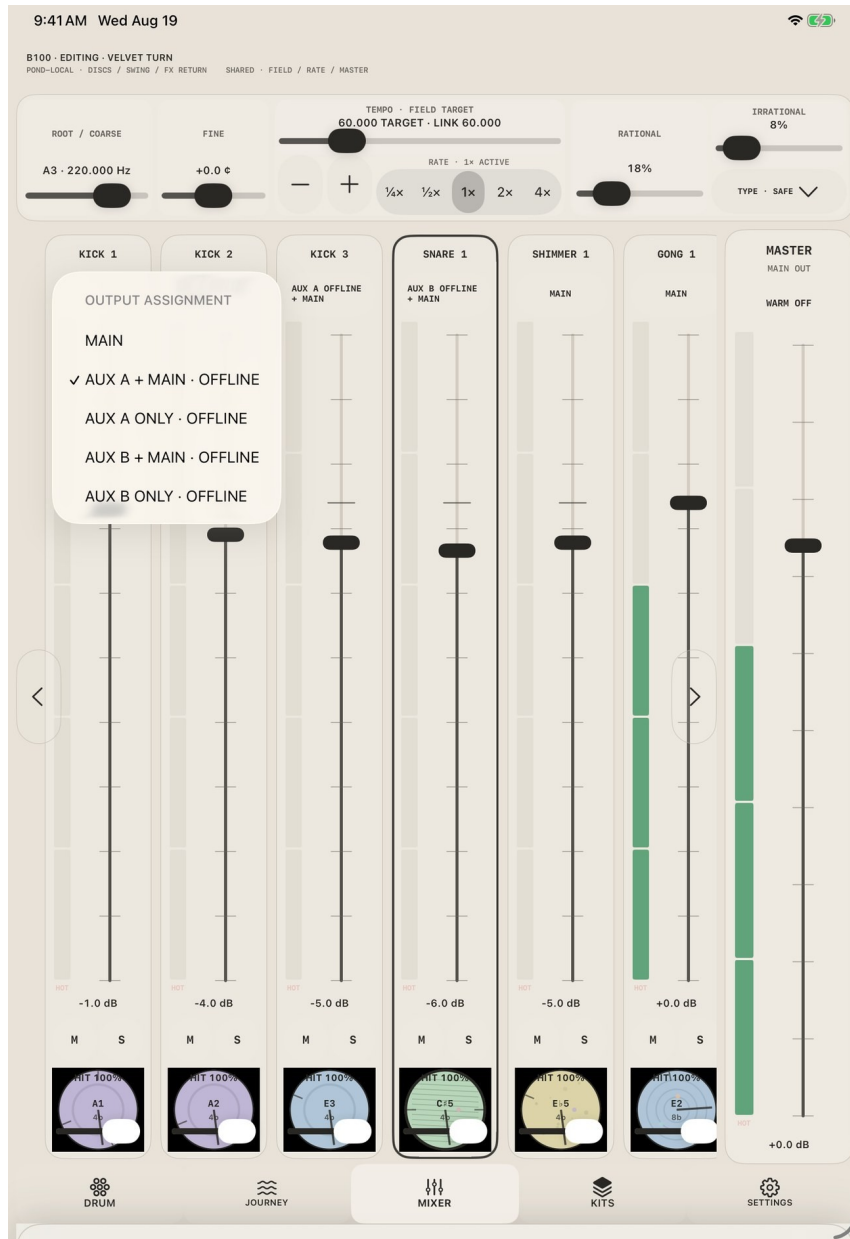
Gummy provides three stereo-capable output buses:

| Bus | Gummy name | Use                  |
|-----|------------|----------------------|
| 0   | Main Mix   | Complete primary mix |
| 1   | Aux A      | First optional stem  |
| 2   | Aux B      | Second optional stem |

Each disc and the Shared Return can use:

- **MAIN**
- **AUX A + MAIN**
- **AUX A ONLY**
- **AUX B + MAIN**
- **AUX B ONLY**

An offline Aux badge is the prompt to connect that plug-in bus in the host. Once connected, keep or change the per-strip route.



*Gummy Drum B100 Mixer output assignment on iPad, showing Main, Aux A plus Main, Aux A only, Aux B plus Main, and Aux B only.*

Text equivalent: Pond, Journey, and external MIDI strikes feed the five voice engines. Each disc is processed by its strip; shared Magic, Space, and contact sound feed the Shared Return. The selected routes send those paths to Main Mix, Aux A, and/or Aux B.

## AUM: three stereo outputs

1. Create an AUM Audio channel and load Gummy Drum in its source slot. This channel receives **Main Mix**.

2. Add a second Audio channel. Tap its empty source slot and choose **Multi-bus Audio Unit Instances**, then choose the already loaded Gummy instance.
3. Tap the I/O graphic to the left of that node and set **Plugin Bus to Output** to Gummy's next output, **Aux A**.
4. Repeat with a third Audio channel for **Aux B**.
5. Name the three AUM channels **Gummy Main**, **Gummy Aux A**, and **Gummy Aux B**.
6. In Gummy's Mixer, assign discs or the Shared Return to the desired Main/Aux routes.
7. Connect each AUM channel to the intended hardware output or processing chain and check all three meters.

Text equivalent: one Gummy AUv3 instance exposes bus 0 to its original AUM channel. Two Multi-bus Audio Unit Instance nodes connect buses 1 and 2 to separate AUM channels.

These steps follow the current [AUM Users Guide](#) terminology for Multi-bus Audio Unit instances and plug-in bus selection.

## Logic Pro: three stereo outputs

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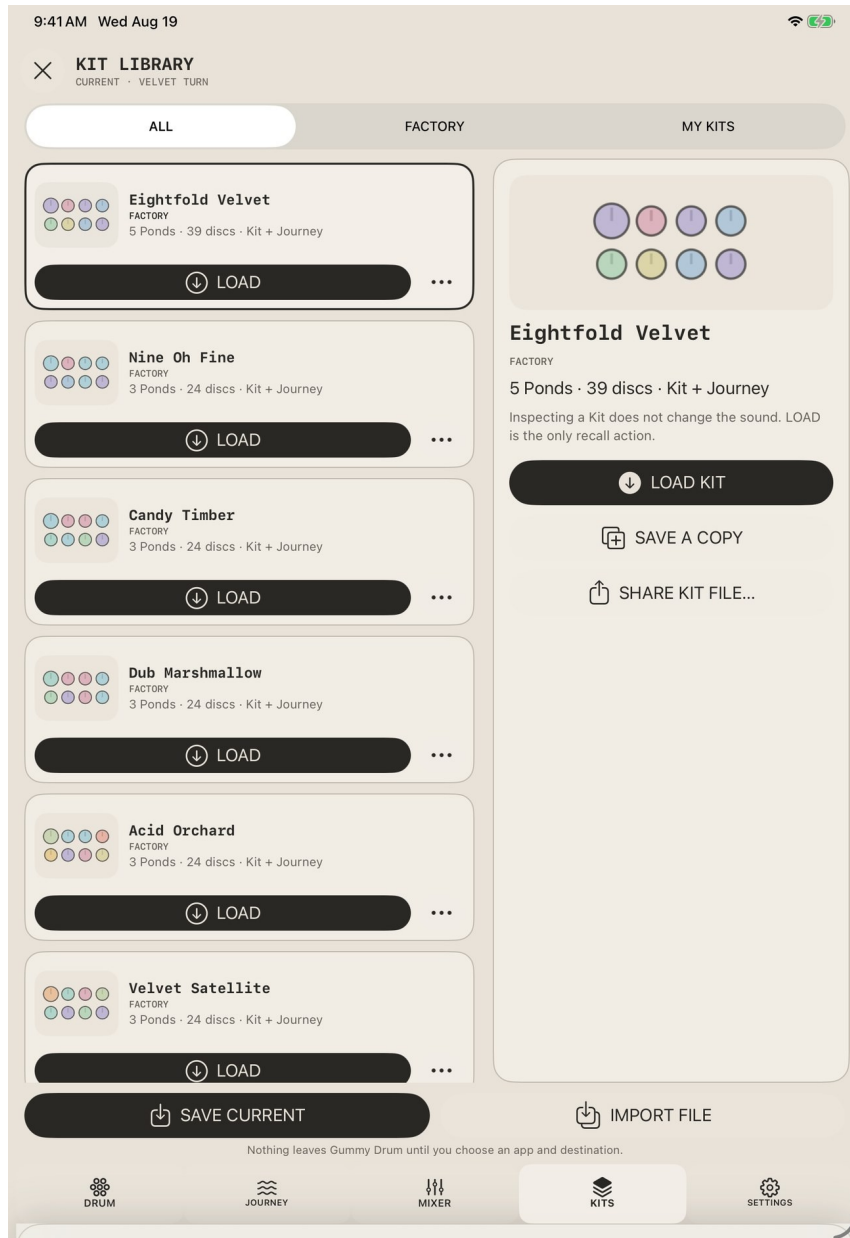
1. Add a Software Instrument track.
2. In its Instrument slot, choose Gummy Drum's **Multi-Output (3×Stereo)** instance.
3. Open Gummy's Mixer and choose the Main/Aux route for each disc and the Shared Return.
4. Open Logic's Mixer.
5. Click the + button on the Gummy instrument channel strip twice. Logic creates two Aux channel strips to the right of the instrument.
6. Name the strips **Gummy Main**, **Gummy Aux A**, and **Gummy Aux B**.
7. Add Logic effects, sends, or output assignments to each channel strip as needed.

Text equivalent: Logic's software instrument track hosts one multi-output Gummy. Its first stereo pair stays on the instrument strip, and two additional stereo pairs appear on the two Aux strips created with the plus button.

Apple describes this same channel-strip pattern in [Use multi-output instruments in Logic Pro for Mac](#).

# Kits and your Library

A **Kit** is a complete playable scene. It stores the Journey and Ponds, discs, rhythms, sounds, tuning, mixer state, and authored settings needed to restore that scene.



*Gummy Drum B100 Kit Library on iPad. The selected card is previewed, and Load remains a separate action.*

## Browse and load

1. Choose **KITS**.
2. Filter with **ALL**, **FACTORY**, or **MY KITS**.

3. Select a Kit card to read its details. Selection alone leaves the current music in place.
4. Choose **LOAD** to replace the current scene with that Kit.

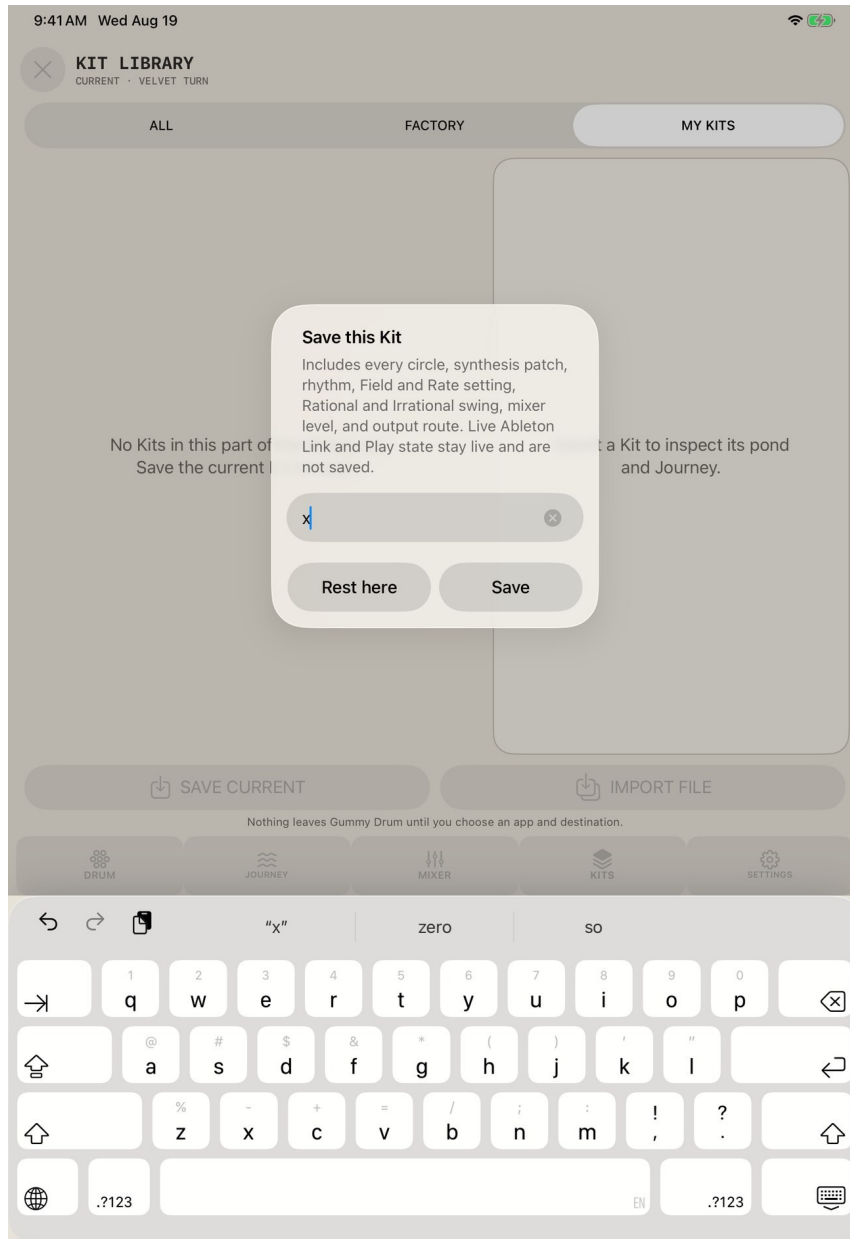
Factory Kits stay available as protected starting points. Edit one and use **SAVE CURRENT** or **Save a Copy** to create your own version.

## Save and edit your Kits

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- **SAVE CURRENT** adds the current complete scene to My Kits.
- **Rename** changes a user Kit's display name.
- **Duplicate / Save a Copy** creates another editable library item.
- **Delete** removes a user Kit after confirmation.
- **Share Kit File** exports a `.gummykit` file through the system share sheet.

The user Library provides room for up to 48 Kits or 16 MiB of Kit data.



*Gummy Drum B100 Save This Kit dialog on iPad, explaining what the Kit includes and providing a name field, Rest here, and Save.*

## Import a .gummykit

1. Choose **IMPORT FILE**.
2. Select the .gummykit document.
3. Review the Kit name. If the name already exists, choose **Keep Both** or **Replace Existing**.
4. The imported item is added to **MY KITS**.
5. Select it and choose **LOAD** when you are ready to use it.

Import and Load stay separate so you can organise incoming Kits before changing the current music.

## Voice sounds and Kits

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**Save Sound** in a voice Lab stores a preset for that one engine. **SAVE CURRENT** in KITS stores the complete instrument scene. Use Save Sound while building a reusable voice; use Save Current when the whole Pond/Journey setup is ready to keep.



## External MIDI

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External MIDI is available when Gummy is loaded as an AUv3 instrument in a host such as AUM or Logic Pro. The host connects a controller, sequencer, or MIDI app to one of Gummy's six playable inputs.

### Playable input map

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| Input | Name    | Behaviour                                                                                                |
|-------|---------|----------------------------------------------------------------------------------------------------------|
| 1     | All     | Plays the authored drum layout: exact disc-note assignment first, then conventional drum-family fallback |
| 2     | Kick    | Chromatic/polyphonic Kick engine                                                                         |
| 3     | Snare   | Chromatic/polyphonic Snare engine                                                                        |
| 4     | Hats    | Chromatic/polyphonic Hi-Hat engine                                                                       |
| 5     | Shimmer | Chromatic/polyphonic Shimmer engine                                                                      |
| 6     | Gong    | Chromatic/polyphonic Gong engine                                                                         |

Channel 10 is the conventional drum channel for **All**. Gummy accepts the playable input on other MIDI channels as well, which supports flexible host and controller routing.

### IN 1 All

---

Each disc carries a unique MIDI note. On **IN 1 All**, an incoming note first addresses the disc with that exact assignment. When no disc claims the note, Gummy applies its conventional drum-family mapping. This makes one MIDI cable useful for both authored layouts and familiar drum-pad performance.

### Dedicated family inputs

---

Inputs 2–6 play their family chromatically and polyphonically. Use these routes for pitched lines, independent sequencers, or separate controller zones. The incoming note is the actual fundamental: notes an octave apart remain an octave apart.

Open **SETTINGS** → **MIDI INPUT** to choose how the five dedicated inputs interpret pitch bend:

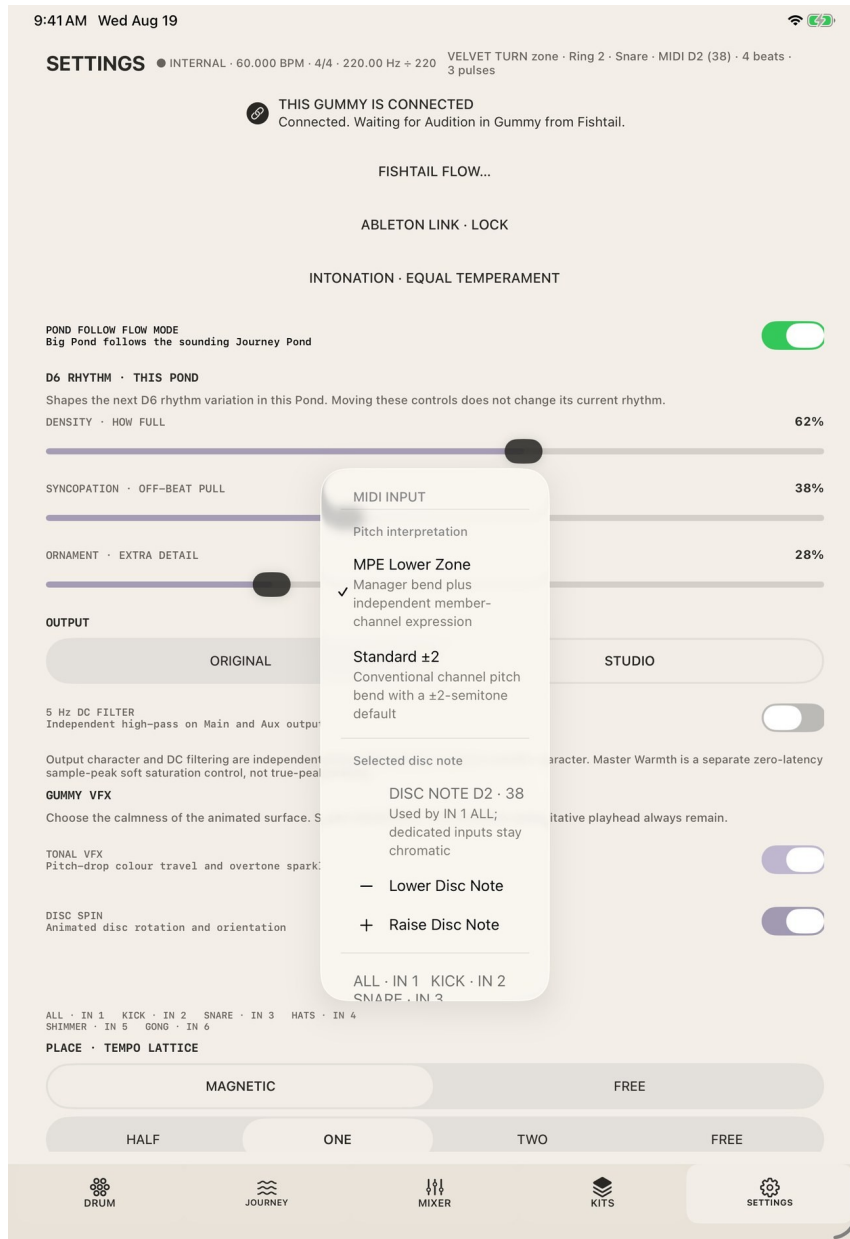
- **Standard  $\pm 2$**  treats every MIDI channel independently. Each channel begins with a conventional two-semitone bend range.
- **MPE Lower Zone** uses MIDI channel 1 as the manager and channels 2–16 as member channels. The manager bend supplies a common movement for the zone; each member

channel adds its own per-note bend. This lets simultaneous notes from an MPE controller carry independent pitch gestures while also responding to the shared manager bend.

Gummy honours MIDI RPN 0 pitch-bend-range messages in either mode. In MPE Lower Zone it also recognises RPN 6 lower-zone member-count configuration. Match the controller's bend range to the range it sends; the post-bend note and bend amount together determine the exact strike frequency.

Pitch is sampled at note-on. A bend already in place shapes the new strike; later bend movement is ready for the next strike while the existing one-shot tail continues at its latched pitch. The disc label and colour show the resting authored pitch, so live MPE gestures leave the Pond's written tuning easy to read.

**IN 1 All** keeps ordinary per-channel MIDI pitch-bend behaviour in both modes. Its note number selects the authored disc or fallback family, and bend transposes that disc's stored tuning. The dedicated inputs use note-plus-bend as the exact chromatic fundamental.



*Gummy Drum B100 MIDI Input menu on iPad, with MPE Lower Zone selected and the six playable inputs visible behind it.*

## AUM: named MIDI buses

1. Create or select the MIDI source in AUM.
2. Open its routing matrix.
3. Connect it to **Gummy Drum — IN 1 All** for the complete drum layout.
4. For separate family routes, create or rename AUM MIDI Bus nodes as **Gummy All, Kick, Snare, Hats, Shimmer, and Gong**.
5. Connect those nodes to Gummy inputs 1–6 in order.

6. Set each source's MIDI channel and pitch-bend mode, then play a note while watching Gummy's disc and Mixer meters.

Text equivalent: route a controller or sequencer to IN 1 for the current drum layout, or to inputs 2–6 for direct chromatic access to one voice family.

## Logic Pro MIDI

---

For the public Logic Quick Start, use the software instrument track's ordinary MIDI path to **IN 1 All**. Select the Gummy track, enable Record or Input Monitoring as your session requires, and play or record MIDI on that track. Logic's software instrument workflow is described in Apple's [Logic Pro software instrument track guide](#).

# Transport, tempo, feel, and Link

---

Gummy can follow three sources of musical time. The current authority is shown in the interface, using the priority **Host** → **Link** → **Internal**.

1. **HOST** — an AUv3 host supplies transport and tempo.
2. **LINK** — an Ableton Link session supplies shared phase and tempo.
3. **INTERNAL** — Gummy uses its own transport and tempo.

Text equivalent: the active Host, Link, or Internal source provides the timing authority. Gummy then applies the Field target and Rate to its own Pond/Journey scheduling.

## Local Play and Stop

---

Play starts authored Pond/Journey scheduling. Stop halts new scheduled hits. Ringing tails can finish and direct MIDI remains ready. The next local Play begins the sounding Pond at local zero.

## Rate

---

Choose  $\frac{1}{4}\times$ ,  $\frac{1}{2}\times$ ,  $1\times$ ,  $2\times$ , or  $4\times$  to change how quickly Gummy advances through its rhythmic phase. Rate leaves voice pitch, the displayed BPM, and the Link session tempo unchanged.

## Swing and feel

---

The Mixer provides independent **Rational** and **Irrational** depth. Choose a feel:

- **Lattice Safe**
- **Hybrid Drift**
- **Living Drift**
- **Comptroller · Experimental**

The current Kit carries its feel seed, so saved scenes return to their authored timing character.

## Ableton Link

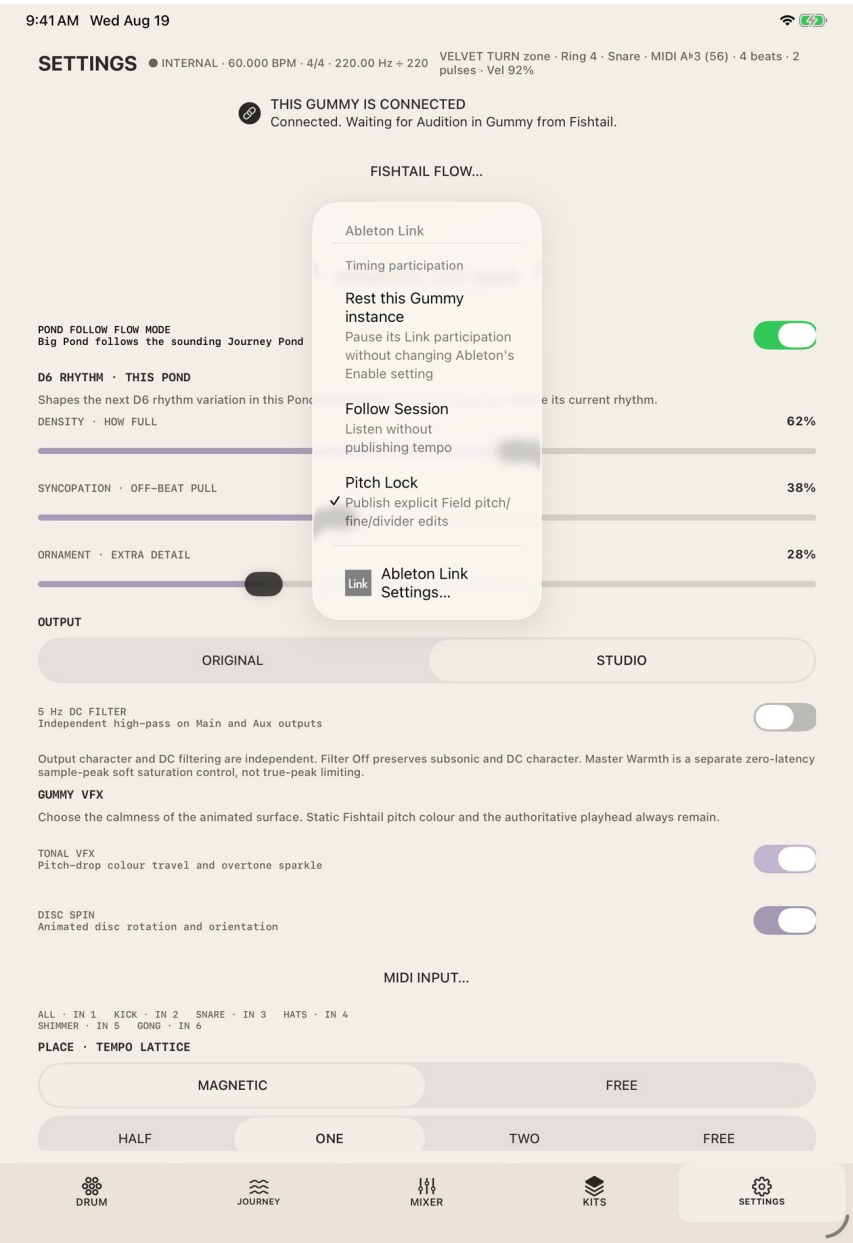
---

Open **SETTINGS** → **ABLETON LINK** to:

- enable or disable Link;
- choose **Sync Start/Stop**; and
- set the Link role to **Rest**, **Follow Session**, or **Pitch Lock**.

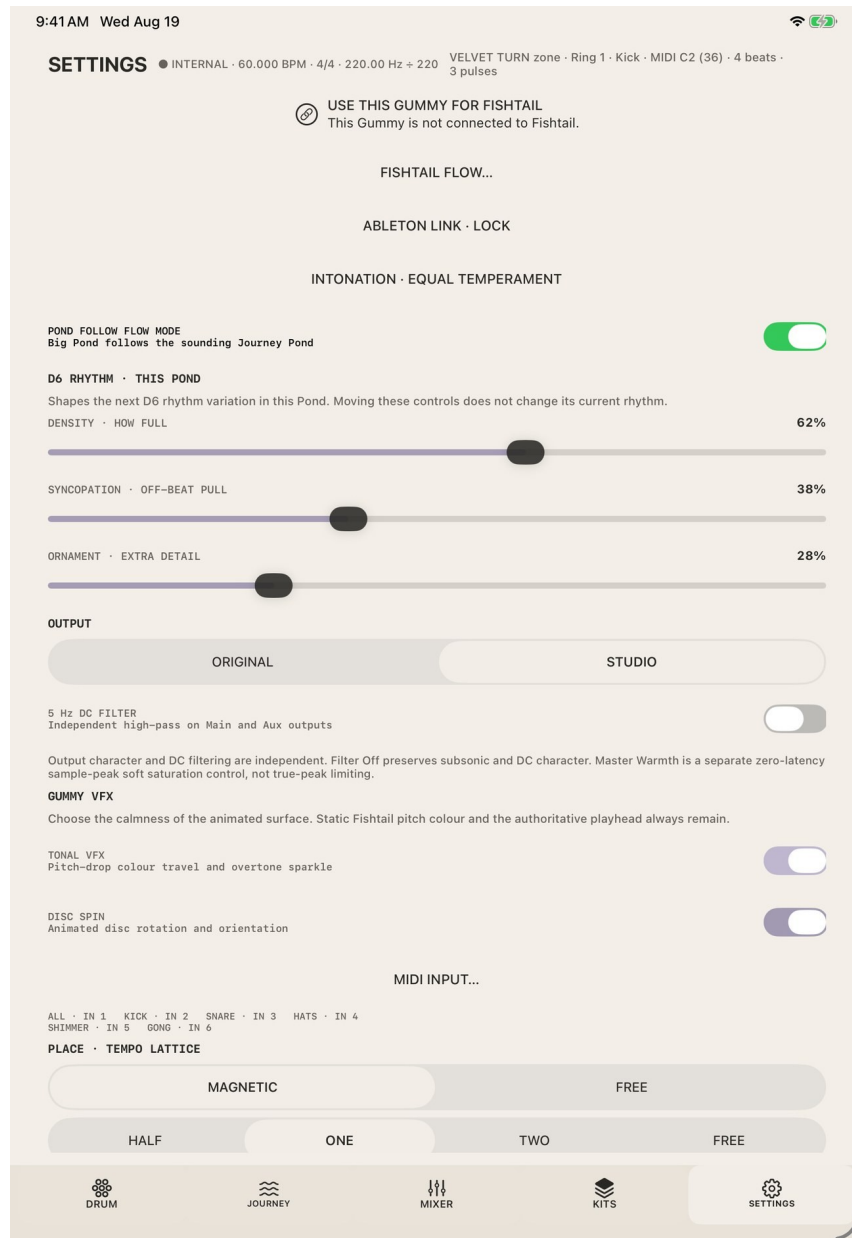
Use **Follow Session** when Gummy should take tempo and phase from the Link session while remaining a follower. **Pitch Lock** is the explicit leading role: it publishes the current Field BPM when

activated or enabled, and after deliberate Field pitch, fine, or divider edits. The Settings header and Mixer tempo card show the active result.



*Gummy Drum B100 Ableton Link controls on iPad, showing timing participation, Rest This Gummy Instance, Follow Session, Pitch Lock, and the Ableton Link Settings shortcut.*

# Intonation and Settings



*Gummy Drum B100 Settings workspace on iPad. The visible page includes timing authority, Fishtail, Link, intonation, D6, output, visual, MIDI, and placement controls.*

## Intonation

Open **INTONATION** to choose the reference note, reference frequency, and tuning model. Available models are:

- **Equal Temperament**

- **Just Major**
- **Just Minor**
- **Pythagorean**
- **Dub Intonation**
- **Super Symmetry**
- **Werckmeister III**

The **Field** is Gummy's shared pitch reference. Its reference note and exact frequency establish the anchor—for example, A3 at 220 Hz. The intonation model then defines the frequency ratios for the other chromatic degrees relative to that anchor.

| Model             | What it changes                                                                                                 |
|-------------------|-----------------------------------------------------------------------------------------------------------------|
| Equal Temperament | Divides each octave into 12 equal logarithmic steps.                                                            |
| Just Major        | Uses the B100 major-oriented whole-number ratio table for the 12 degrees.                                       |
| Just Minor        | Uses the B100 minor-oriented ratio table, with its own chromatic second and related minor-degree relationships. |
| Pythagorean       | Uses the B100 fifth-derived Pythagorean ratio table.                                                            |
| Dub Intonation    | Uses Gummy's dedicated Dub ratio table, including its 7- and 11-based degrees.                                  |
| Super Symmetry    | Uses Gummy's dedicated near-symmetrical ratio table across the octave.                                          |
| Werckmeister III  | Uses the B100 Werckmeister III unequal-temperament ratio table.                                                 |

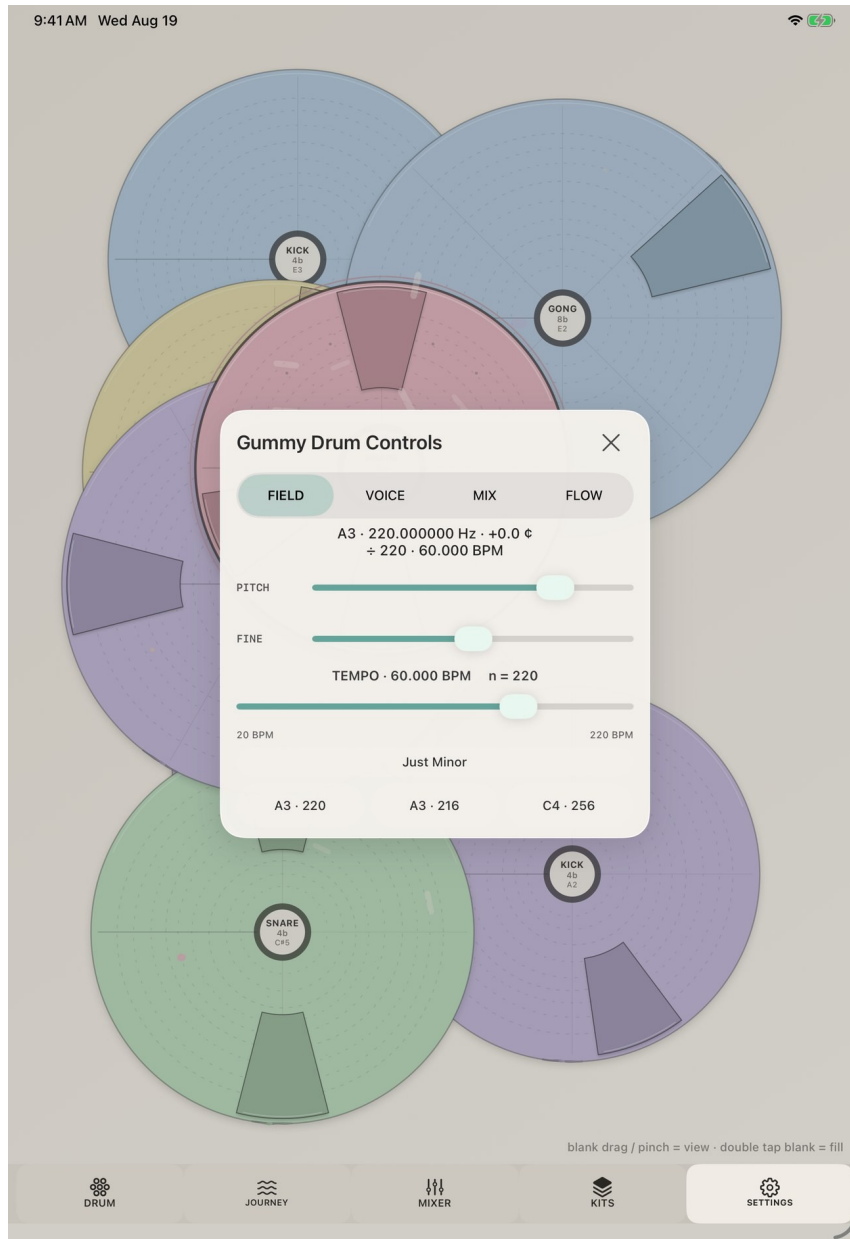
The choice is most audible when a disc derives pitch from the Field by **Field**, **Tuning Degree**, **Fixed Note**, or the resting note of **MIDI/MPE**, and when a disc adds octave/semitone offsets. **Ratio** starts from the Field with its explicit numerator/denominator; **Exact Hz** starts from its typed frequency; **Follow Circle** starts from the followed disc. Every source then applies the disc's register and fine offset, and any semitone/register step uses the selected intonation table.

In practical terms, the Field frequency is the anchor and intonation shapes the pitch relationships around it. It governs the authored/resting pitch calculations above. Rhythm, MIDI note addressing, disc position, and mix remain independently editable. When a dedicated family input plays live MIDI or MPE, its incoming note-plus-bend supplies the exact performed fundamental; the selected model still describes the disc's authored resting pitch.

Changing the Field reference or intonation affects the next sequenced or directly triggered strike. A voice that is already ringing keeps the frequency it latched when it began. The Field's pitch-linked tempo uses the reference frequency and integer divider; changing only the intonation model reshapes degree relationships while leaving that reference anchor in place.

Compatible Fishtail handoff carries the Current Take's reference tuning and intonation model with its form, so the Fishtail Flow is created against the same musical Field.





*Gummy Drum B100 Field controls on iPad, showing A3 at 220 Hz, pitch, fine, tempo divider, and Just Major intonation.*

## D6 rhythm

The full Settings page exposes **Density**, **Syncopation**, and **Ornament** for the current Pond. Each value is shown as a percentage and can be adjusted in one-percent steps with VoiceOver.

## Output character

Choose **Studio** or **Original** for the instrument's output character. Fresh B100 state and Factory Kits use Studio.

**5 Hz DC FILTER** is a separate switch. It applies a high-pass filter to Main, Aux A, and Aux B when enabled. Master Warmth remains a separate Main-path control in the Mixer.

## Visual and movement settings

---

- **Tonal VFX** controls pitch-drop colour travel and overtone sparkle.
- **Disc Spin** controls animated disc rotation and orientation.
- System **Reduce Motion** uses calmer transitions and removes momentum from disc rotation gestures.
- System **Increase Contrast** strengthens interface separation while retaining non-colour state cues.

## Placement and cycle

---

Use **PLACE · TEMPO LATTICE** to choose Magnetic or Free placement, the selected disc's cycle detent, and its lattice resolution. **Quantize Ring** deliberately moves existing beats to the chosen lattice.

## MIDI Input

---

Open **MIDI INPUT** for the permanent input map, selected disc note, and Standard/MPE settings for dedicated voice inputs. The map stays in the same order: All, Kick, Snare, Hats, Shimmer, Gong. **Lower Disc Note** and **Raise Disc Note** change the selected disc's address on IN 1 All; they leave its authored tuning intact.

# Fishtail + Gummy

---

Compatible Fishtail and Gummy builds can share one musical handoff privately on the same iPhone, iPad, or Mac. Fishtail places its complete Current Take, tuning, and form in the device's private Shared Room. You choose the receiving Gummy, audition the handoff, shape its accompaniment, and keep it as editable Ponds and a Journey.

On iPhone and iPad, use Fishtail B376 with Gummy B100. On Apple-silicon Mac, use the separate Fishtail B379 and Gummy B100 Mac builds. The labels and musical sequence below are consistent across platforms; AUM provides the iOS/iPadOS hosted session and Logic Pro provides the documented Mac hosted session.

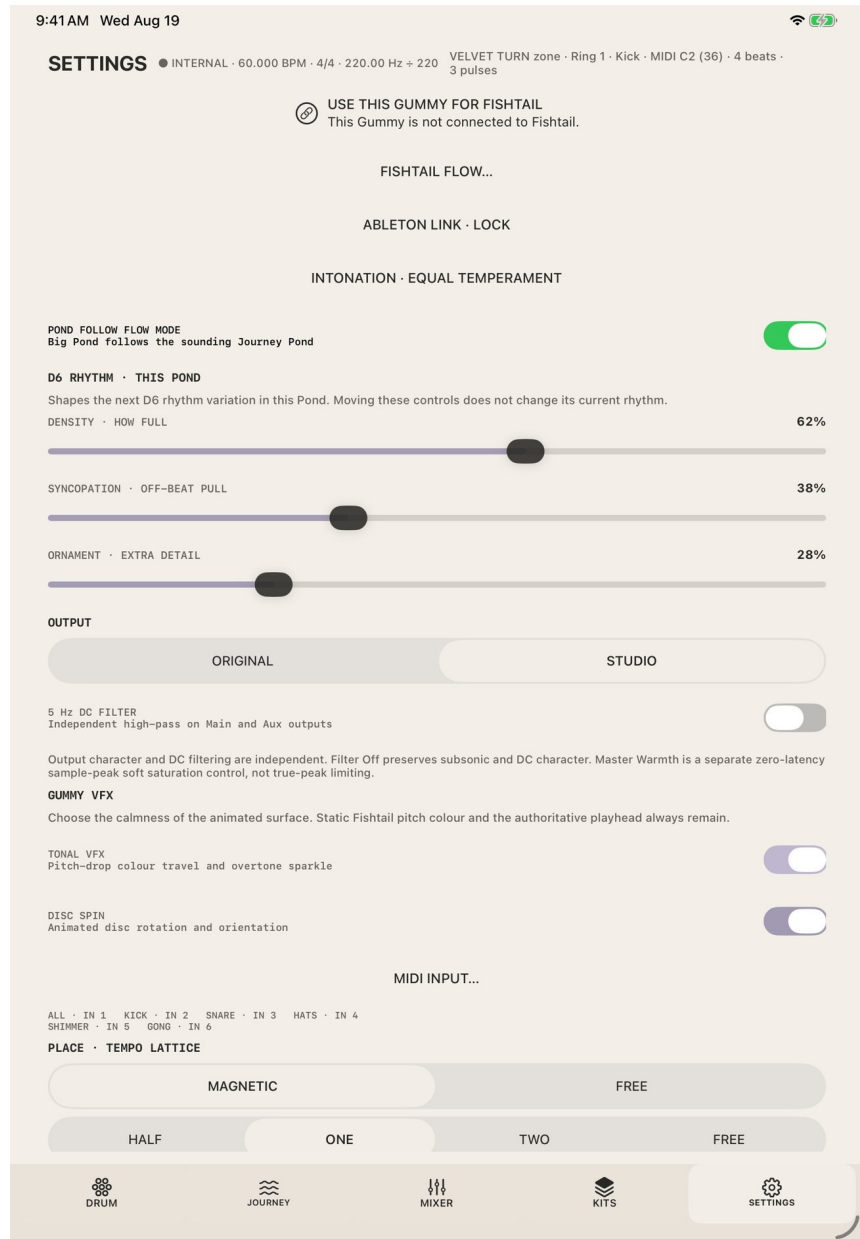
Text equivalent: Fishtail privately publishes its complete Current Take, tuning, and form on the device. The selected Gummy receives it, lets you choose a Player, Kit, and expression, then Keep This Flow creates editable Ponds and a Journey. Save Current stores the finished scene in the Gummy Library.

## 1. Select the receiving Gummy

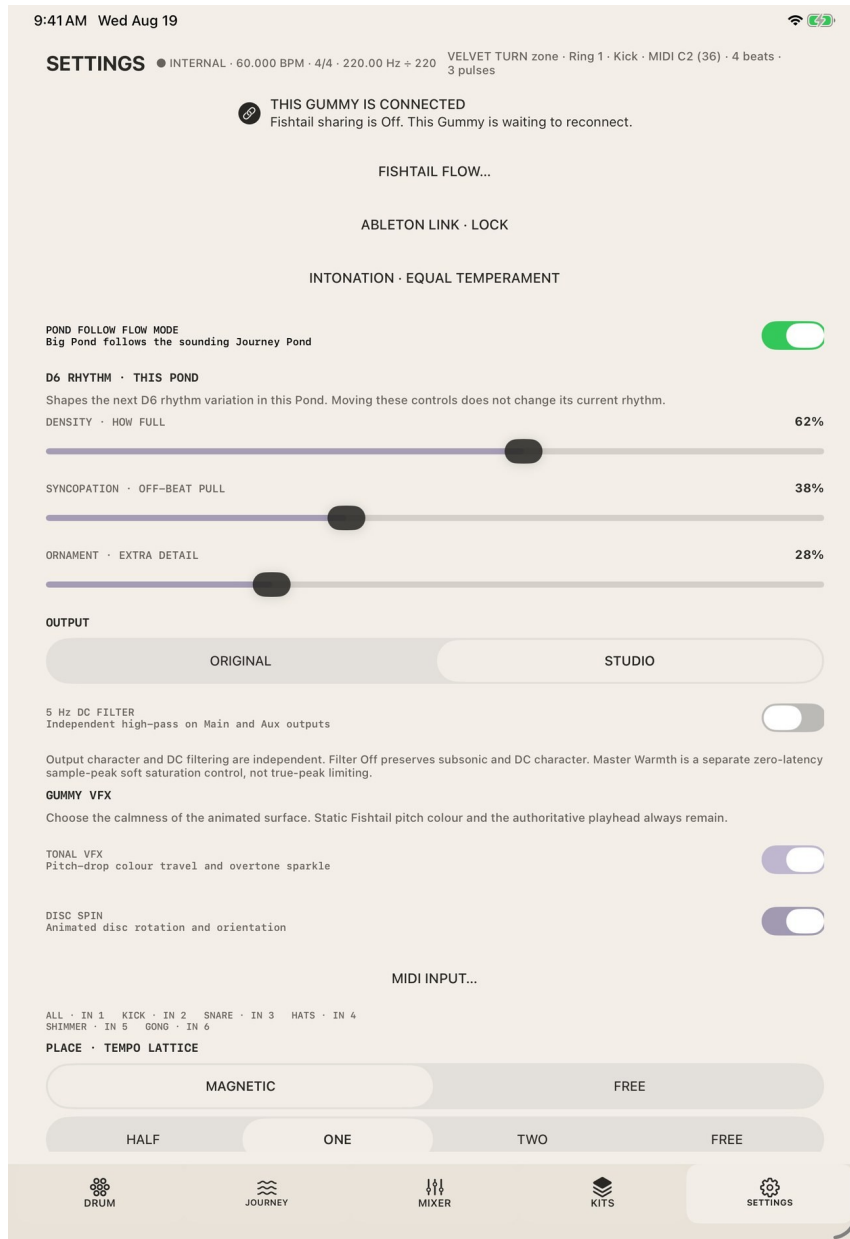
---

1. Open the Gummy instance you want to receive Fishtail.
2. Choose **SETTINGS**.
3. Choose **USE THIS GUMMY FOR FISHTAIL**.
4. Confirm the status **THIS GUMMY IS CONNECTED**.

If several Gummy instances are open, repeat this action in the one you want to use. The selection happens in Gummy, so Fishtail can keep its handoff screen simple.



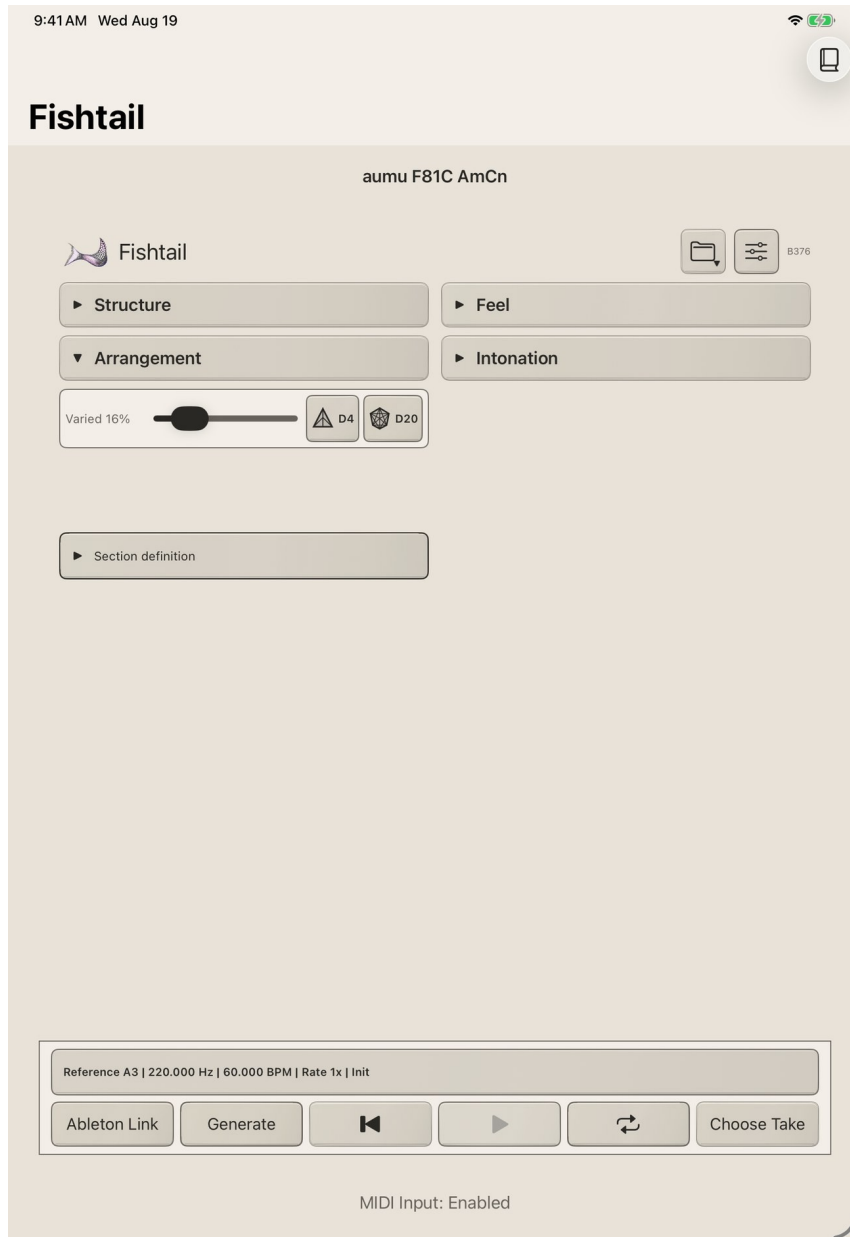
*Gummy Drum B100 Settings before selection, showing Use This Gummy for Fishtail.*



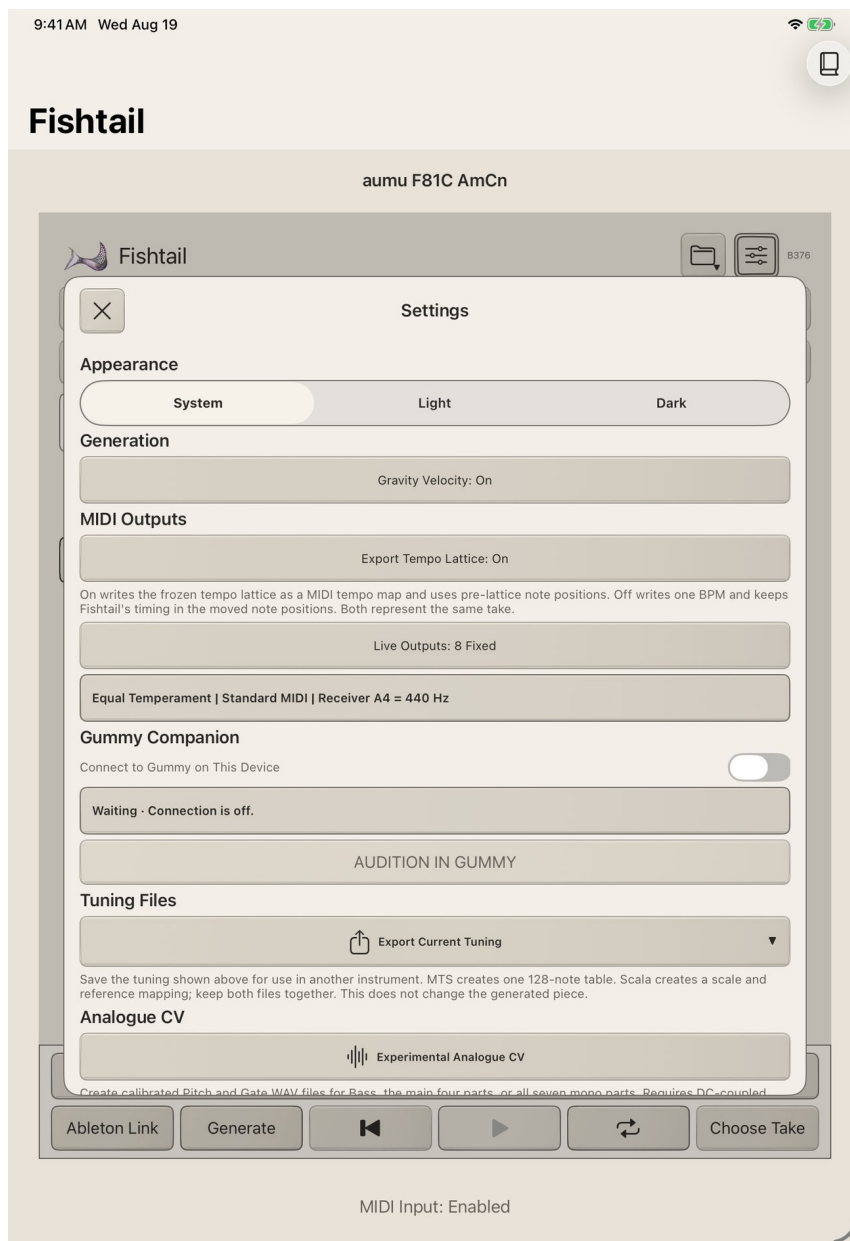
*Gummy Drum B100 Settings after selection, showing This Gummy Is Connected.*

## 2. Prepare the Current Take in Fishtail

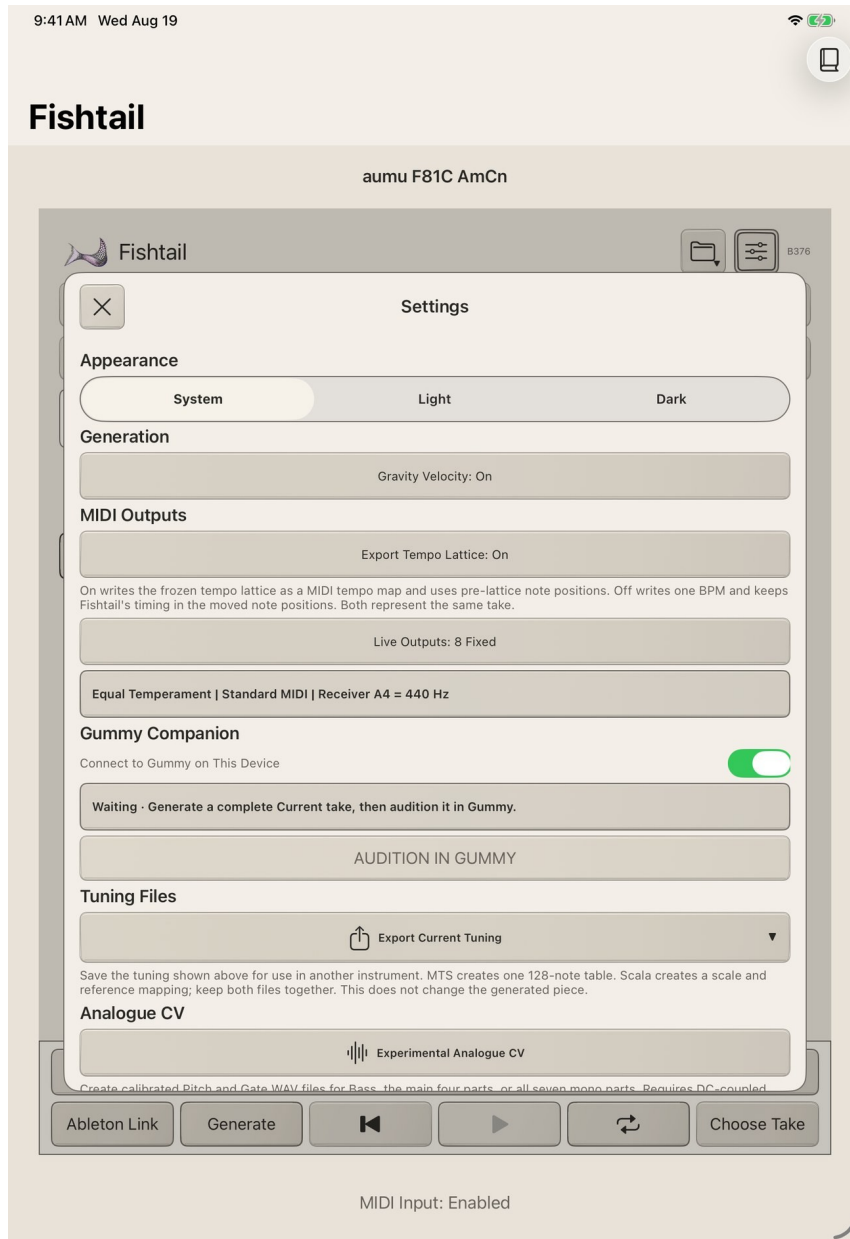
1. Open Fishtail on the same device.
2. Build or choose the complete Current Take you want to accompany.
3. Open Fishtail Settings.
4. Turn on **Connect to Gummy on This Device**.
5. Confirm that Fishtail finds the selected Gummy.



*Fishtail B376 main interface on iPad, ready to generate or select the Current Take.*



*Fishtail B376 Settings on iPad, showing Connect to Gummy on This Device.*

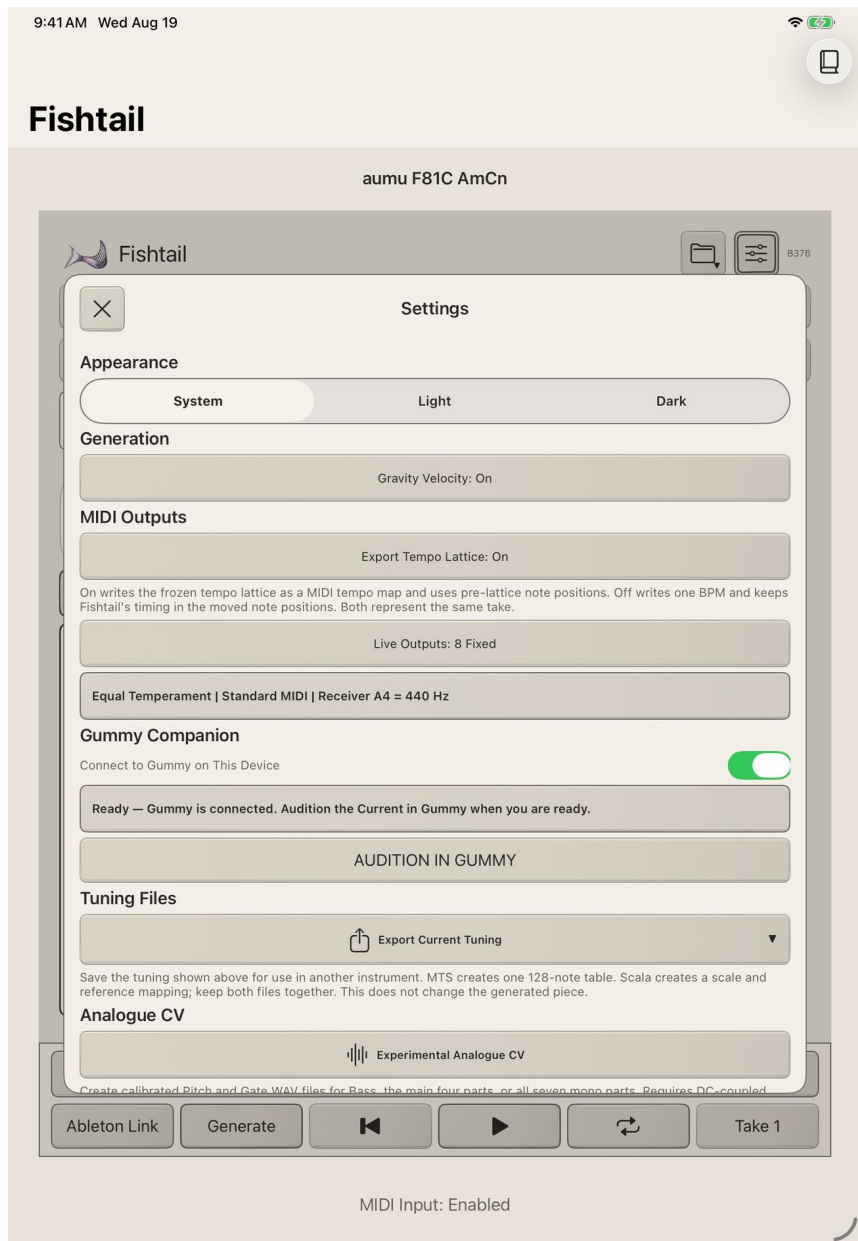


*Fishtail B376 Settings after finding the selected Gummy on the same iPad.*

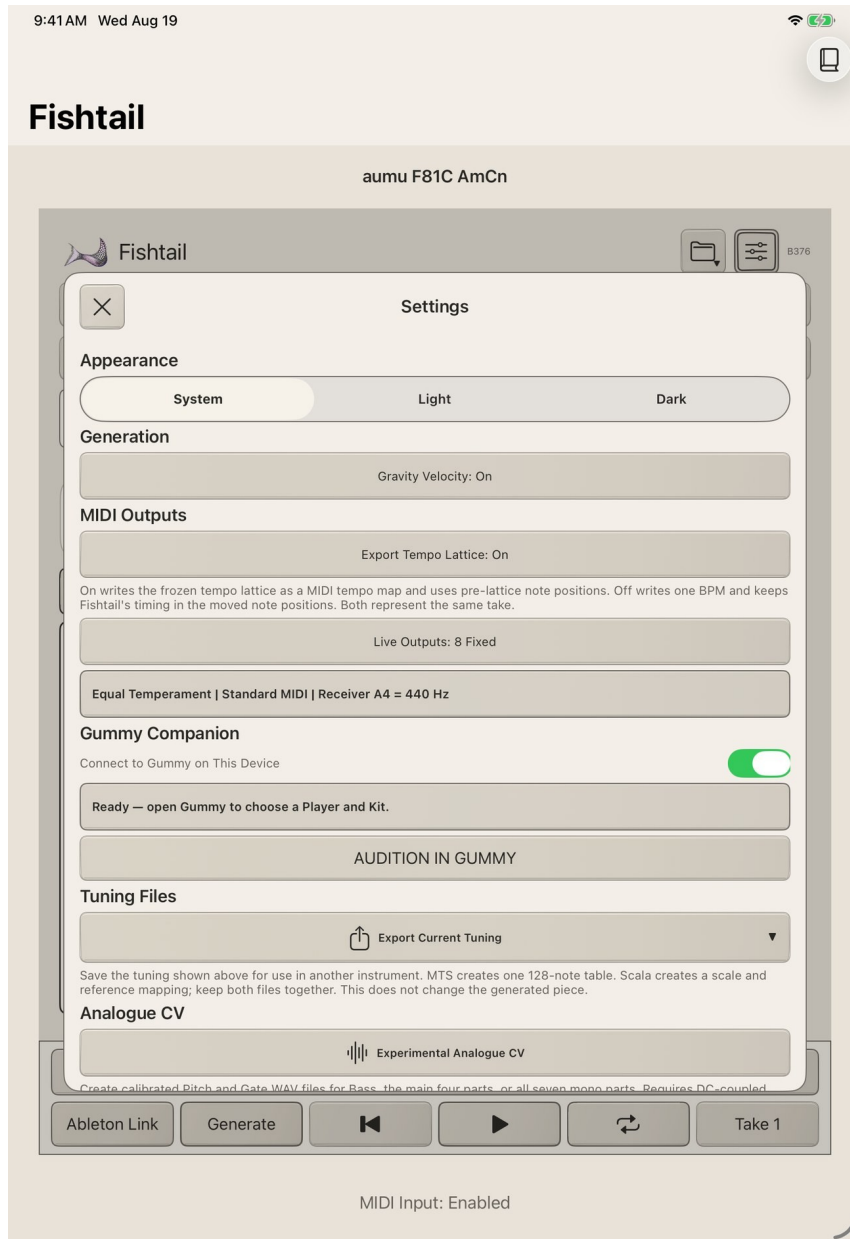
### 3. Audition in Gummy

1. In Fishtail, choose **AUDITION IN GUMMY**.
2. Wait for **Ready** — open Gummy to choose a Player and Kit.
3. Open the selected Gummy. Gummy opens **FISHTAIL FLOW** for the waiting Current Take.





*Fishtail B376 with Audition in Gummy available for the complete Current Take.*



*Fishtail B376 after publishing the Current Take, showing that it is ready in Gummy.*

## 4. Shape the accompaniment

FISHTAIL FLOW shows the Current Pond, the next Pond as it forms, and the Fishtail form. One complete Fishtail section becomes one Gummy Pond.

Choose a Player:

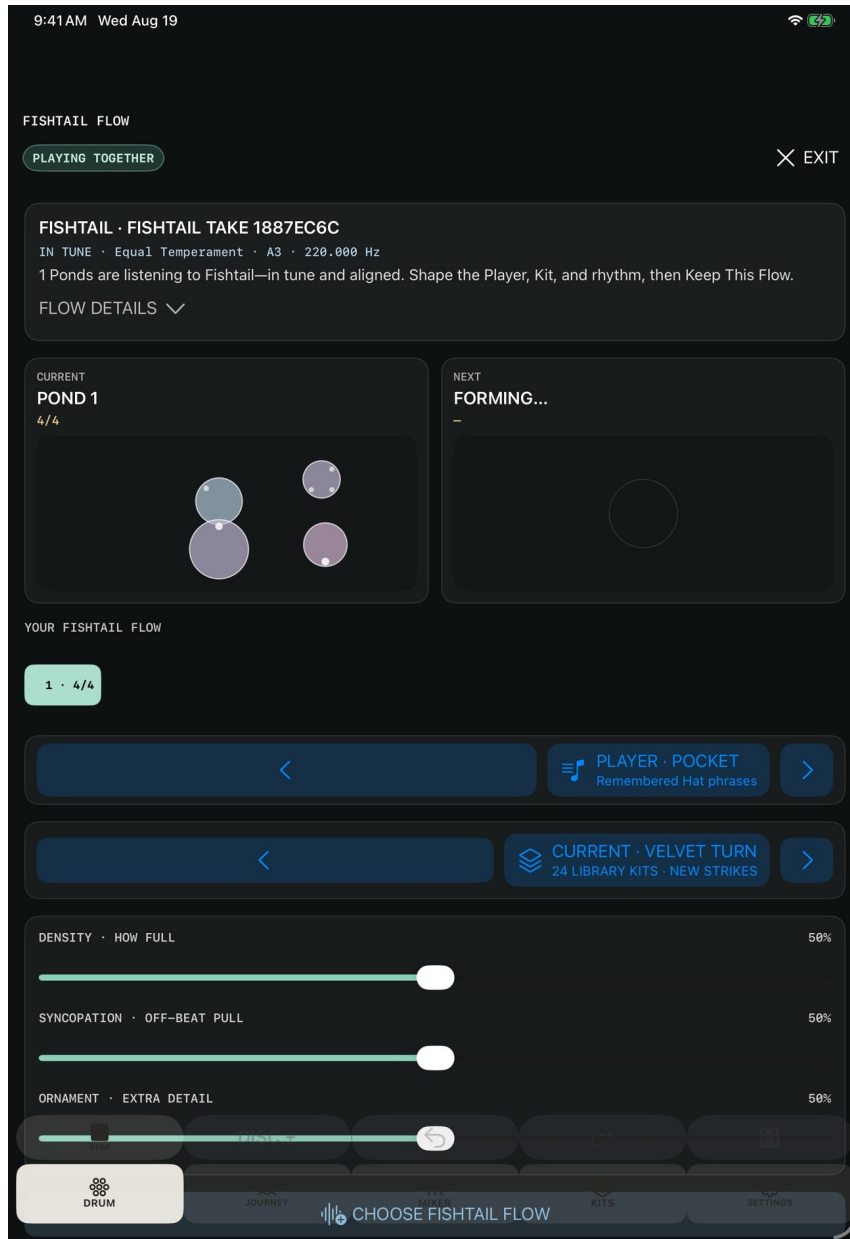
| Player     | Fishtail Flow description |
|------------|---------------------------|
| Foundation | Grounded and spacious     |
| Pocket     | Remembered Hat phrases    |

| Player         | Fishtail Flow description   |
|----------------|-----------------------------|
| Dub            | Afterbeats and open air     |
| Broken         | Angular, interrupted motion |
| Gamelan Garden | Tuned metal conversation    |

Use the Kit arrows to audition library Kits with the imported form. Then adjust:

- **Density · How Full**
- **Syncopation · Off-Beat Pull**
- **Ornament · Extra Detail**
- **Kick Motion**, where shown for the selected Player/plan

Use Play and Stop to test the first downbeat and the full form. The audition remains aligned to the imported Take. If Gummy is already playing when you accept the result, the kept handoff enters on a whole-Take boundary.



*Gummy Drum B100 Fishtail Flow on iPad, showing the received Take, tuning, Pond formation, Player, Kit, and expression controls.*

## 5. Keep and edit the Flow

1. Choose **KEEP THIS FLOW**.
2. Gummy creates the editable Ponds and Journey, one Pond per Fishtail section.
3. Open **JOURNEY** to adjust order, starting Pond, mode, and dwell.
4. Open **DRUM** to change discs, beats, accents, sounds, and tuning.
5. Open **MIXER** to balance and route the result.
6. Choose **KITS** → **SAVE CURRENT** to keep the complete scene in your Library.

The private room carries musical data for this workflow. Gummy remains the place where you shape, edit, mix, and save the accompaniment.

## **Same-device and manual workflows**

---

Use Shared Room when Fishtail and Gummy are on the same device. For different devices, or for a host session built around explicit MIDI cables, use the manual Companion MIDI route documented for that setup, then open Gummy's Fishtail Flow surface to shape and keep the imported form.

## Accessible and comfortable operation

---

Gummy's controls expose names, values, hints, traits, and custom actions to VoiceOver. Interactive controls use device-appropriate touch targets, and the layouts respond to Dynamic Type.

### VoiceOver

---

- Move through the persistent workspace row to reach **DRUM, JOURNEY, MIXER, KITS,** and **SETTINGS** in a consistent order.
- Disc and Pond elements announce their musical identity and state.
- D6 exposes custom actions for editing Density, Syncopation, and Ornament.
- Sliders announce their current values; the D6 percentages support one-percent adjustment steps.
- Use the VoiceOver rotor actions on controls that offer a direct alternative to a visual gesture.
- Use the two-finger scrub, Accessibility Escape, to leave a full-screen Lab or child surface.

### Motion, contrast, and navigation

---

- **Reduce Motion** replaces depth transitions with calmer presentation and removes gesture momentum.
- **Increase Contrast** strengthens boundaries and state presentation.
- Gummy supplements colour with text, outlines, icons, and state labels.
- **Tonal VFX** and **Disc Spin** can be adjusted independently.
- On iPhone, use drag and pinch to navigate the Pond view, and double-tap blank space for the Whole Pond view.
- **Pond Follow Flow Mode** can keep the large Pond view aligned with the sounding Journey Pond.

Every signal-flow diagram in this guide includes an adjacent text equivalent.

# Setup checks and recovery

---

These short checks follow the signal from source to destination.

## Hear the Main Mix

---

1. Start Gummy's local transport or the host transport.
2. Confirm that the active Pond contains authored beats, or play an assigned MIDI note.
3. Watch the disc strip meter, then the Master meter.
4. Confirm that the strip route includes **MAIN**.
5. In the host, confirm that Gummy bus 0 reaches a monitored hardware output.
6. Check the Gummy strip gain, Master trim, host channel fader, and device volume.

## Play from MIDI

---

1. Confirm that the source is generating MIDI.
2. Route it to the intended Gummy input: **IN 1 All** or one of inputs 2–6.
3. For IN 1, play the disc's assigned MIDI note or a conventional drum-family note.
4. For a dedicated input, play a chromatic note and match Standard/MPE mode and bend range.
5. In Logic, select the Gummy software instrument track and enable Record or Input Monitoring as the session requires.

## Connect Aux A or Aux B

---

1. Load Gummy's multi-output format in the host.
2. Connect the required plug-in output bus to a host channel strip.
3. In Gummy's Mixer, assign a disc or the Shared Return to an Aux route.
4. Watch both Gummy's route state and the receiving host meter.
5. Use **Aux only** for an isolated stem or **Aux + Main** for a parallel feed.

## Align transport and tempo

---

1. Read the authority label: Host, Link, or Internal.
2. Start the matching transport source.
3. For Link, confirm Link is enabled and review **Sync Start/Stop** and the Link role.
4. Set Rate to **1×** while checking phase, then choose the desired multiplier.
5. Stop and Play locally when you want the sounding Pond to restart from local zero.

## Load, import, or save a Kit

---

1. In KITS, confirm the correct Library filter.
2. Select the Kit card and review its details.
3. Choose **LOAD** to use it.
4. For an imported name conflict, choose Keep Both or Replace Existing.
5. After editing, choose **SAVE CURRENT** and confirm the new item appears in **MY KITS**.

## Reconnect Fishtail and Gummy

---

1. Open the receiving Gummy and choose **USE THIS GUMMY FOR FISHTAIL**.
2. In Fishtail on the same device, enable **Connect to Gummy on This Device**.
3. Confirm Fishtail sees the selected Gummy.
4. Make sure the Fishtail Current is complete, then choose **AUDITION IN GUMMY**.
5. Wait for the Ready message and reopen Gummy.
6. If the host has recreated the AU instance, select that Gummy again and repeat the explicit audition.
7. Use manual Companion MIDI for a cross-device session.



# Reference

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## Platform guide

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| Area             | iPhone                               | iPad                                           | Apple-silicon Mac                                  |
|------------------|--------------------------------------|------------------------------------------------|----------------------------------------------------|
| Product build    | AUv3 instrument for an iOS host      | AUv3 instrument for an iPadOS host             | Separate Mac Catalyst app + AUv3                   |
| Drum actions     | Compact action row above navigation  | Regular top action area and trailing inspector | Window-responsive regular layout                   |
| Pond navigation  | Drag/pinch view; Whole Pond shortcut | Larger direct canvas                           | Mouse/trackpad canvas                              |
| External MIDI    | Through an AUv3 host                 | Through an AUv3 host                           | Through an AUv3 host such as Logic Pro             |
| Multi-output     | Host connects Main/Aux buses         | Host connects Main/Aux buses                   | Stereo or Multi-Output (3×Stereo) in Logic         |
| Fishtail handoff | Private same-device Shared Room      | Private same-device Shared Room                | Private same-device Shared Room between Mac builds |

## Voice Lab reference

---

| Lab     | Advanced control families                                                                                                                                                   |
|---------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Kick    | Body waveform and overtone; Punch drop amount/time; envelope attack/hold/tail; Beating Mode; Click level/length/tone; Presence                                              |
| Snare   | Shell waveform/level/drop/drop time; second mode ratio/level; envelope; noise colour/amount/sustain; crack/wires drive; snap edge; wire-rattle amount/tail/tightness        |
| Hi-Hat  | Alloy waveform/metal amount/ratios/tail; noise colour/high-pass/amount/filter/tail; strike edge; one-shot envelope; openness; choke fade                                    |
| Shimmer | Magic glow/journey/torus size/embers; body shape/level/damping; upper modes; exciter colour; strike controls; envelope; width; ring modulation; tempo-motion division/depth |
| Gong    | Body/rumble shape, ratio, level, bloom; modal ratios/levels/density/damping/beating; beater controls; flex; roll; envelope; width; Space amount/size/damping/diffusion      |

## B100 Factory Kit catalogue

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The B100 Factory Library contains 23 protected Kits. They remain available as starting points; saving an edit creates a user copy.

| Group                       | Factory Kits                                                                                                                                                                                        |
|-----------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Core scenes                 | Eightfold Velvet; Nine Oh Fine; Candy Timber; Dub Marshmallow; Acid Orchard; Velvet Satellite; Molten Circuit; Eight-Oh-Wait; Jungle Glasshouse; Temple Voltage; Zero-Point Gummy; Nine Oh Fine 120 |
| Journey and Fishtail scenes | Seven Tributaries; Nine On the Rhine; Companion Lantern                                                                                                                                             |
| Playful Journey bank        | Your Breakbeats are Broken; Dirty Two Step; Psy Trance (Make simple!); Blank Preset!; Wrecks; Deep House (make simple!); Sedated Stumble; Swagger and Sway                                          |

## Compact control map

---

| Workspace | User-facing controls                                                                                                       |
|-----------|----------------------------------------------------------------------------------------------------------------------------|
| DRUM      | Play/Stop, Disc -/+, Undo, Redo, D6, disc and beat gestures, selected-disc inspector                                       |
| JOURNEY   | Play/Stop, Flow, Undo, Redo, Pond cards, Starts Here, Earlier/Later, mode, dwell                                           |
| MIXER     | Disc strips, Shared Return, Master, Main/Aux routes, HIT %, tempo, Rate, Rational/Irrational swing, feel                   |
| KITS      | All/Factory/My Kits, Load, Save Current, Import File, Rename, Duplicate/Save a Copy, Share Kit File, Delete                |
| SETTINGS  | Fishtail, Link, intonation, D6 values, output character, DC filter, visual comfort, MIDI Input, placement/cycle/resolution |

## Glossary

---

**Disc** — one circular voice, rhythm, tuning, MIDI, and mix lane inside a Pond. **Pond** — one editable group of discs. **Journey** — the ordered form made from one or more Ponds. **Sounding Pond** — the Pond currently heard from the sequencer. **Editing Pond** — the Pond currently selected for changes. **D6** — the action that makes the next metre-aware rhythm variation from the current style and expression values. **Kit** — a saved complete Gummy scene, including its Journey. **Shared Return** — the Mixer path for Shimmer Magic, Gong Space, and junction/contact sound. **Field** — the instrument's shared musical reference, including tuning and tempo relationship. **Fishtail Flow** — the Gummy workspace for shaping and keeping a compatible Fishtail Current Take.

## Quick Starts and Fishtail Walkthrough

---

# AUM Quick Start — iPhone and iPad

---

## Main Mix and IN 1 All

---

1. Open AUM and tap the large + square to add an **Audio** channel.
2. Tap the empty source slot and choose **Audio Unit Extension Instrument** → **Gummy Drum**.
3. Open Gummy's interface and choose **DRUM**.
4. In AUM, connect Gummy's channel to the monitored hardware output.
5. Route your MIDI controller, sequencer, or MIDI app to **Gummy Drum — IN 1 All**.
6. Play a disc's assigned note, or start Gummy/AUM transport to hear the current Pond.

Signal check: MIDI source → **IN 1 All** → Gummy disc → Main Mix → AUM audio channel → hardware output.

## Add Aux A and Aux B

---

1. Keep the original Gummy channel as **Gummy Main**.
2. Add another AUM Audio channel and tap its empty source slot.
3. Choose **Multi-bus Audio Unit Instances**, then choose the loaded Gummy instance.
4. Tap the I/O graphic beside that node and set **Plugin Bus to Output** to **Aux A**.
5. Repeat on a third Audio channel for **Aux B**.
6. In Gummy's **MIXER**, send each disc or the Shared Return to **MAIN**, an **Aux + Main** route, or an **Aux only** route.
7. Watch the three AUM meters and name the channels **Gummy Main**, **Gummy Aux A**, and **Gummy Aux B**.

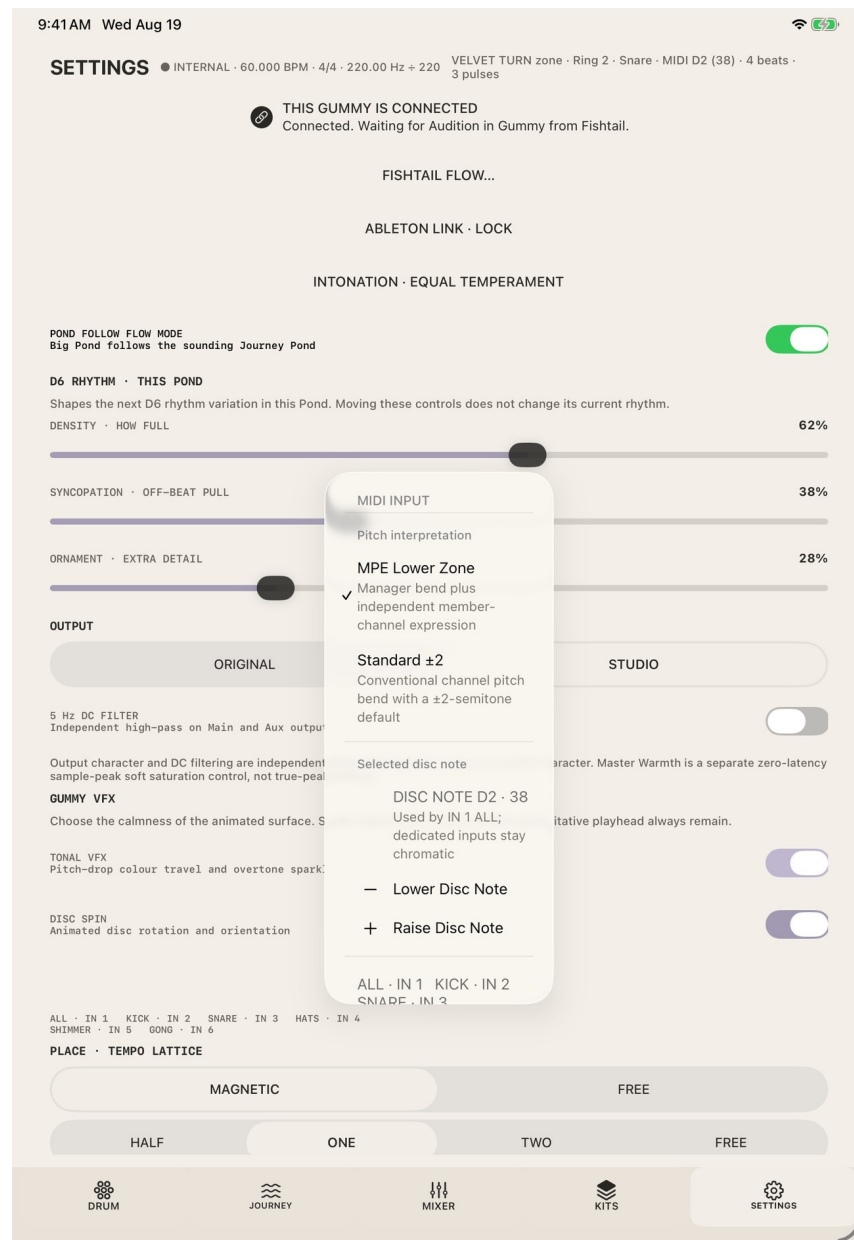
## Add the five dedicated voice inputs

---

1. In AUM's MIDI routing, keep **IN 1 All** for the complete authored drum layout.
2. Add routes to **IN 2 Kick**, **IN 3 Snare**, **IN 4 Hats**, **IN 5 Shimmer**, and **IN 6 Gong** as needed.
3. Rename AUM MIDI Bus nodes to match those six destinations.
4. Use the dedicated inputs for chromatic/polyphonic family performance.
5. In Gummy **SETTINGS** → **MIDI INPUT**, match **Standard ±2** or **MPE Lower Zone** to the source.

For MPE Lower Zone, send the common zone bend on channel 1 and each note on its own member channel 2–16. Gummy combines the manager bend with that note's member-channel bend, then latches the exact post-bend frequency when the strike begins. RPN 0 can set bend range; RPN 6 can set the lower-zone member count. IN 1 All continues to use conventional per-channel bend and treats the note as a disc/family address.

The quick distinction is: **IN 1 All chooses what authored disc to strike; IN 2–6 choose the exact pitch to strike within one voice family.**



*Gummy Drum B100 MIDI Input menu with MPE Lower Zone selected.*

Setup checks:

- A Gummy disc meter moves when the MIDI note arrives.
- The strip route includes the output you connected in AUM.
- Gummy's Master and the receiving AUM channel both show signal.
- The correct transport authority—Host, Link, or Internal—is visible.

Host terminology follows the [AUM Users Guide](#).

# Logic Pro Quick Start — Apple-silicon Mac

---

## Stereo instance and MIDI

---

1. Open Logic Pro and add a **Software Instrument** track.
2. Click its Instrument slot and choose Gummy Drum from the **Audio Units** instrument menu.
3. Choose the **Stereo** instance.
4. Open the plug-in window and choose **DRUM**.
5. Select the Gummy track. Enable Record or Input Monitoring when your project requires it.
6. Play or record MIDI through the track's standard instrument path, **IN 1 All**.
7. Start Logic for host time, or use Gummy's local transport for an independently running Pond.

Signal check: Logic MIDI region/controller → software instrument track → **Gummy IN 1 All** → Main Mix → Logic instrument channel strip → Stereo Out.

## Multi-Output (3×Stereo)

---

1. In the Instrument slot, load Gummy Drum as **Multi-Output (3×Stereo)**.
2. Open Logic's Mixer.
3. Click the **+** button on the Gummy instrument channel strip twice.
4. Logic creates two Aux strips to the right of the instrument strip.
5. Name the strips **Gummy Main**, **Gummy Aux A**, and **Gummy Aux B**.
6. In Gummy's **MIXER**, assign discs and the Shared Return to Main, Aux A, and Aux B.
7. Add Logic effects, sends, or hardware-output assignments to the three strips.

Signal check: one Gummy instance sends Main on its first stereo pair, Aux A on the second, and Aux B on the third. Logic receives the first pair on the instrument strip and the additional pairs on the two Aux strips.

Setup checks:

- The Instrument slot uses the multi-output instance, so its **+** button is available.
- The Gummy route includes the bus you want to hear.
- Logic's Gummy track is selected for live MIDI.
- The instrument/Aux meters and the destination output meters show the same signal path.
- If Gummy has just been installed, open the Gummy app once, then verify it is active in Logic's Plug-in Manager and rescan if needed.

The channel-strip procedure follows Apple's [Use multi-output instruments in Logic Pro for Mac](#) and [Work with Audio Units in Logic Pro for Mac](#).

# Fishtail + Gummy Walkthrough

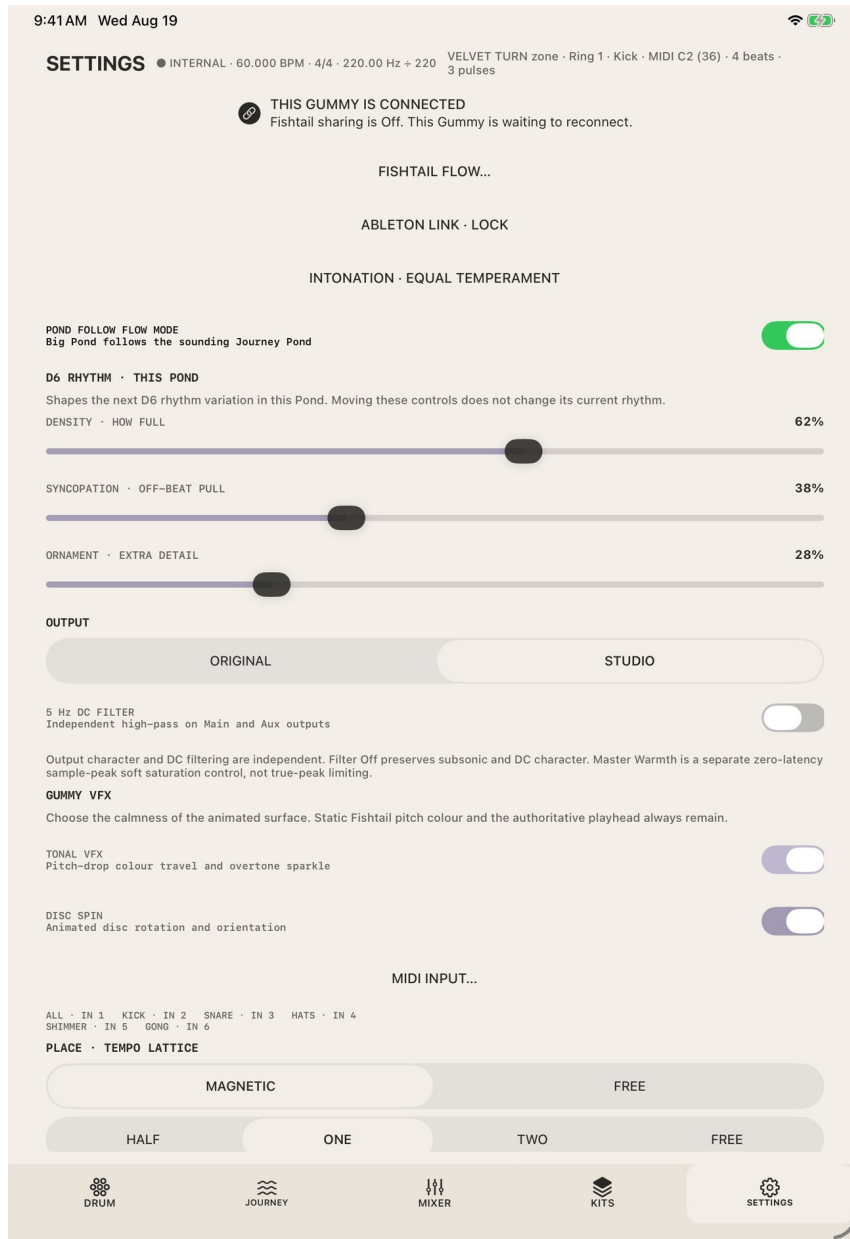
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Compatible builds privately share the complete Fishtail Current Take, tuning, and form on the same device. You select the receiving Gummy, publish the current Fishtail music, shape the accompaniment in Gummy, and keep it as editable Ponds and a Journey.

## 1. Select Gummy

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1. Open the Gummy instance you want to receive the handoff.
2. Choose **SETTINGS** → **USE THIS GUMMY FOR FISHTAIL**.
3. Confirm **THIS GUMMY IS CONNECTED**.

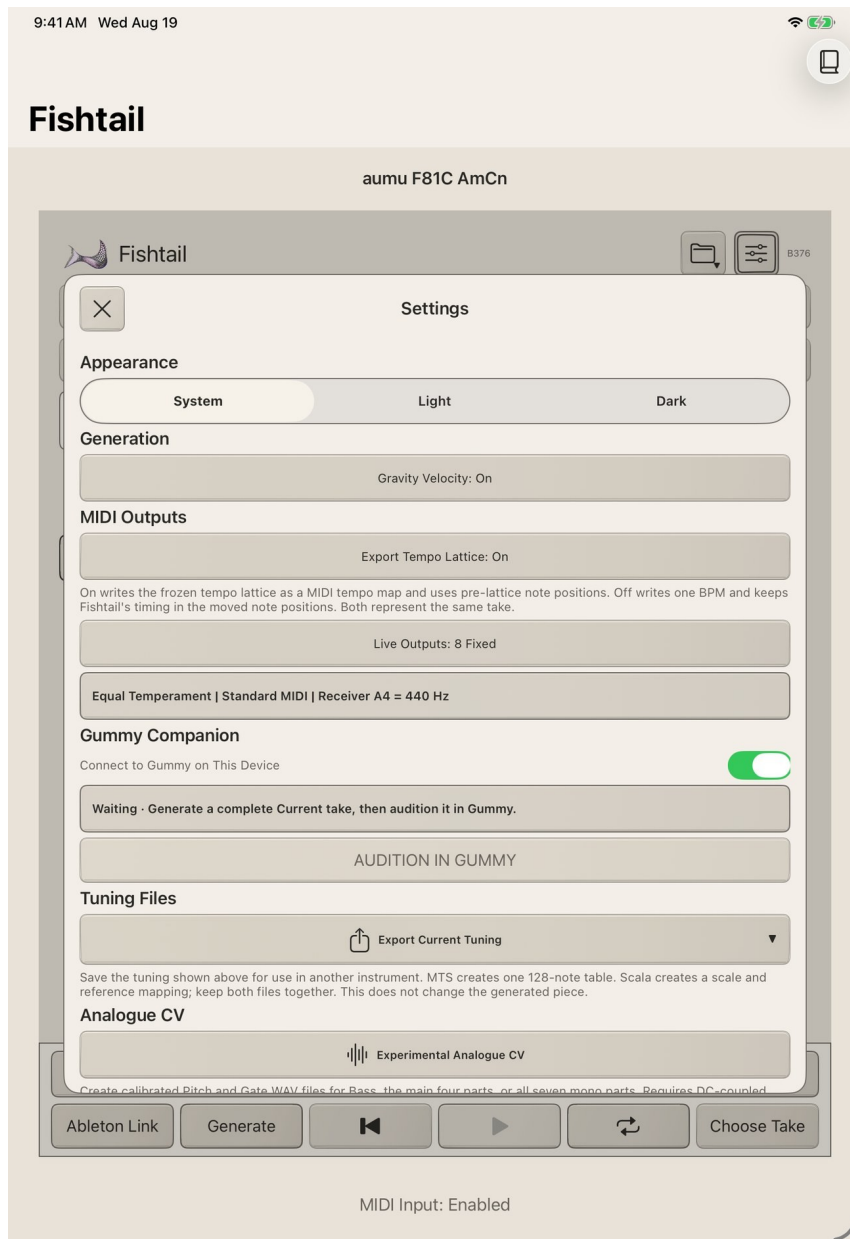


*Gummy Drum B100 showing the connected Fishtail receiver in Settings.*

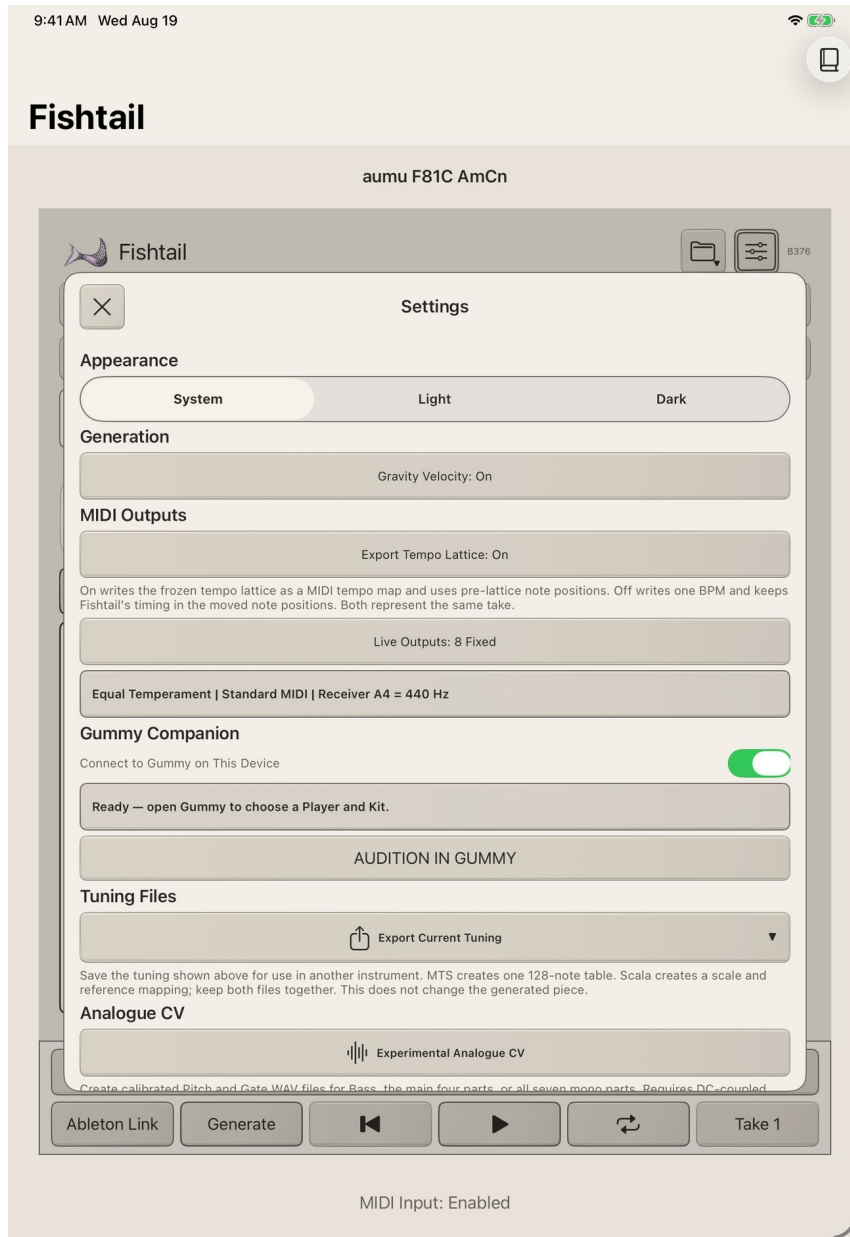
## 2. Publish the current Fishtail music

1. Open Fishtail on the same device.
2. Build or select a complete Current Take.
3. Open Settings and enable **Connect to Gummy on This Device**.
4. Confirm Fishtail has found the selected Gummy.
5. Choose **AUDITION IN GUMMY**.
6. Wait for **Ready** — open Gummy to choose a Player and Kit.





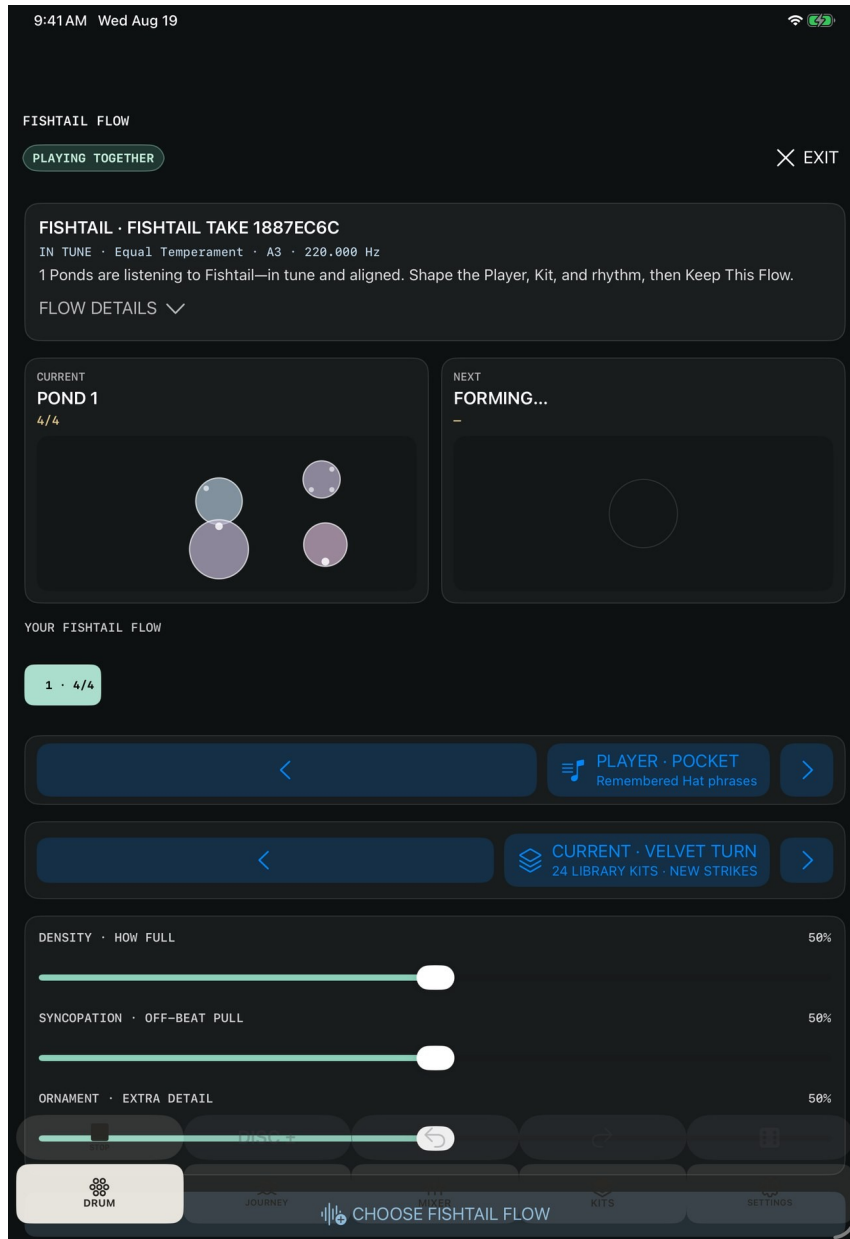
*Fishtail B376 connected to the selected Gummy on the same iPad.*



*Fishtail B376 reporting that the Current Take is ready in Gummy.*

### 3. Shape the Fishtail Flow in Gummy

1. Reopen the selected Gummy. It opens **FISHTAIL FLOW**.
2. Choose a Player: **Foundation**, **Pocket**, **Dub**, **Broken**, or **Gamelan Garden**.
3. Walk through the available Kits.
4. Adjust **Density**, **Syncopation**, **Ornament**, and **Kick Motion** where shown.
5. Use Play/Stop to check the first downbeat and the full imported form.



*Gummy Drum B100 Fishtail Flow, with the received Take, Player, Kit, and expression controls.*

## 4. Keep and save

1. Choose **KEEP THIS FLOW**.
2. Gummy creates one editable Pond for each Fishtail section and arranges them as a Journey.
3. Edit the result in **DRUM**, **JOURNEY**, and **MIXER**.
4. Choose **KITS** → **SAVE CURRENT**.

If Gummy is already playing, the kept form enters on a whole-Take boundary. While stopped, Gummy opens the resulting Journey after the build.

Setup checks:

- Both apps are the compatible platform builds on the same device.
- The intended Gummy says **THIS GUMMY IS CONNECTED**.
- Fishtail's Current Take is complete before **AUDITION IN GUMMY**.
- Fishtail displays the Ready message before you reopen Gummy.
- **SAVE CURRENT** is the final Library step after **KEEP THIS FLOW**.

For a cross-device or explicitly cabled host session, use the manual Companion MIDI route and then shape the imported form in Gummy.