

QWRT-SEQ-20 User Manual

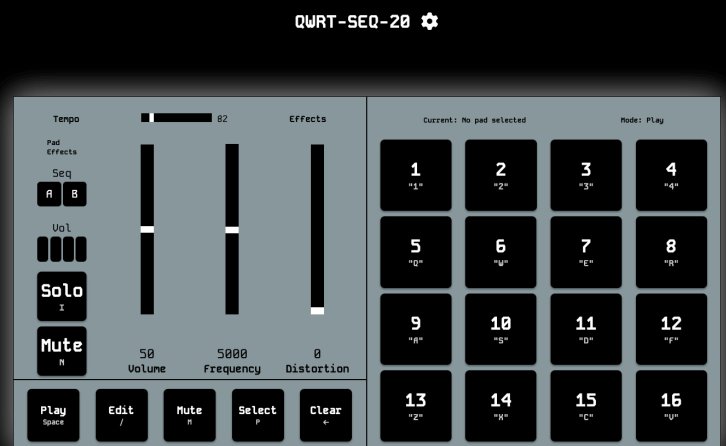
This manual aims to provide a basic overview of the functionality of the QWRT-SEQ-20 drum machine to get you rocking out as quick as possible!



****This version of the manual is designed for desktop and landscape tablet use****

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1. Modes Overview

There are 3 main modes that the drum machine can be placed in, these affect what the pads do when clicked:

Play

Allows playing the sounds when clicking pads

Edit

Allows editing the steps when clicking the pads

Select

Allows selection without playing when clicking pads

These mode can be switched using the correct control button, you can always return to play mode by clicking the same mode button again

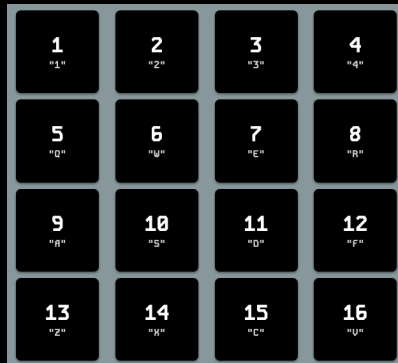


→ Mode and Currently Select Pad is shown above the pads grid

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2. Play Mode

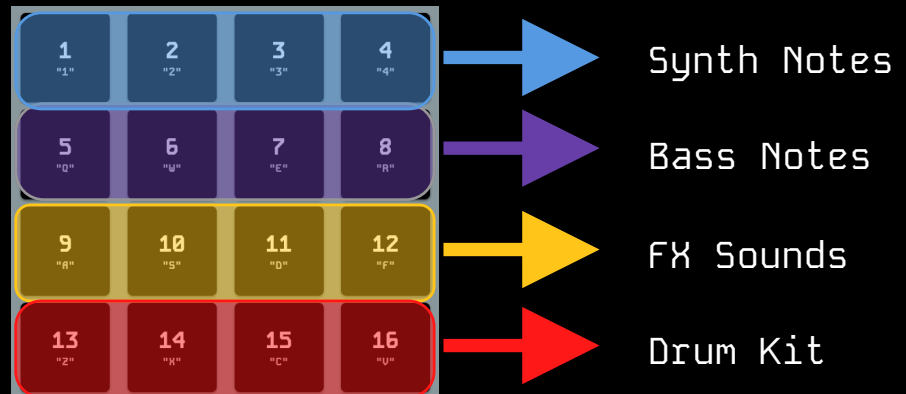
When in play mode the pad's behaviour is to play a sound when triggered, this can be achieved by clicking on a pad with the mouse cursor or clicking the corresponding key that can be on your keyboard. These are shown in quotes on the pad. These map to the first 4 keys of the keyboard row, giving you a physical 4x4 grid to play on.



In this screenshot, for example clicking key "1" on the keyboard will play the sound on pad 1

2a. Pad Sounds

The pads are mapped to the following sound groups, and the user is encouraged to explore all the combinations



3. Edit Mode

When the user enters edit mode, it will be based on the currently selected pad. Each pad will also show a step indicator that tells whether it is active or not. There are 16 steps for each sound and these make up the pattern.

3a. Toggling Steps



The user can click on the pad to activate that step of the selected sound and pad sequence (this will be further expanded in section 7). This can also be done via the corresponding key.

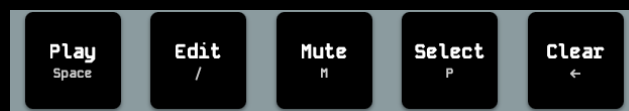
In the image to the left, the steps 1,3,5,7,9,11,13 and 15 are active for the "Hat" pad.

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4. Select Mode

When in select mode, the user can **select the button by highlighting it**, and in this mode, the user can click or press the corresponding key for any pad to **change the current pad selection to that pad without playing the sound**. This is **useful during playback** to change the current pad and edit the step or pad effects without playing the pad sound. The pad is also automatically selected in play mode according to the last played pad. **The user can exit select mode by clicking the Select button again.**

5. Controls



The control section has a list of buttons that are used to access some of the **functions that affect all the steps/pads**.

We have already covered Edit and Select Modes and these buttons are what are used to toggle the modes. They are mapped to the “/” key and “p” key respectively.

→ **Play/Pause Button:** this starts the playback which will play the created sequence from the pad steps that were made in edit mode. When playing the text will change to say “Stop”. Now when clicking it the playback will stop. It is mapped to the spacebar.

→ **Mute Button:** this will mute all the pad sound but not stop the playback. It can be useful during performances to have dynamic pauses and stops. It is mapped to the “m” key.

→ **Clear Button:** This will reset all the steps in all the sequences. Mapped to the backspace and delete key.

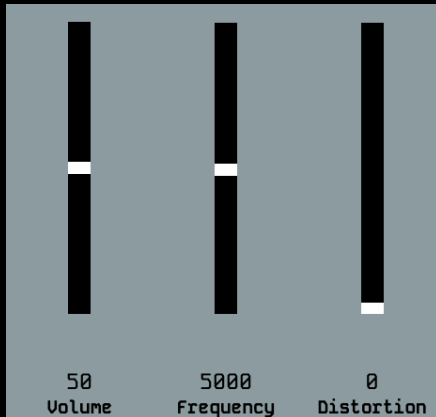
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6. Output Effects

The Drum Machine has built in effects for the output sound and BPM control for the speed of the sequence in playback

6a. Volume, Filter, Distortion



Volume: A value from 0-100. Control the output volume and intensity of effects

Frequency: A value From 100-10000. Linked to a lowpass filter

Distortion: A value from 0-1, this controls the insesity fo the distortion applied to the sound

6b. Tempo (BPM)

The use can set the tempo for the playback of the sequence to a value between 60 - 240 bpm. This can also be changed live druing playback.



7. Pad Effects

Each pad also has **individual** “effects”. These are always shown and can be edited for the **currently selected pad**.



Each pad can store a sequence A and B, these each being 16 steps. the use can switch between these two individual sequences to create more complex patterns. When in Edit mode you are always editing either one of these sequences for the pad. Default is A

Individual volume for the pad

You can solo the current pad so during playback it is the onlu audible pad. Bound to “i” keu

You can mute the current pad sound during playback. Bound to the “n” key

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8. Common Bugs

→ Muted Ios Device

If you are using an iphone or ipad an the device's notification sound is muted, the sound will not be able to be played from the drum machine

Solution: Unmute the Ios device

→ Issues with airpods

If you are using apple airpods and you also have them connected to different Ios devices, switching the device connected and then switching back can cause the sound to stop playing

Solution: disconnect airpods and reconnect