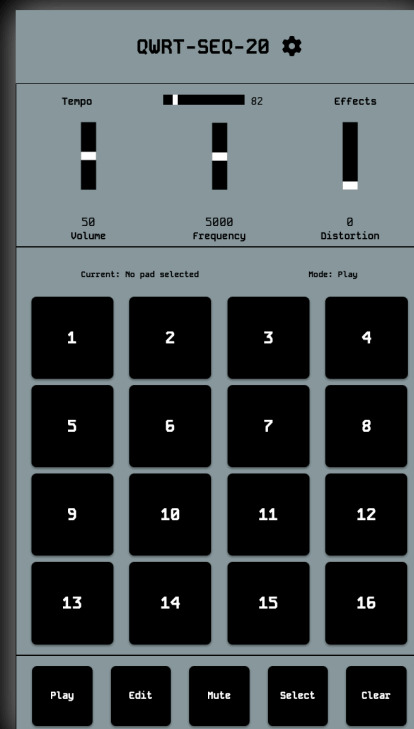# QWRT-SEQ-20 User Manual

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

This version of the manaul is designed for mobile and portrait tablet use

Table of Contents

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	Edit	Select
Allows playing the sounds when clicking pads	Allows editing the steps when clicking the pads	Allows slection 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**
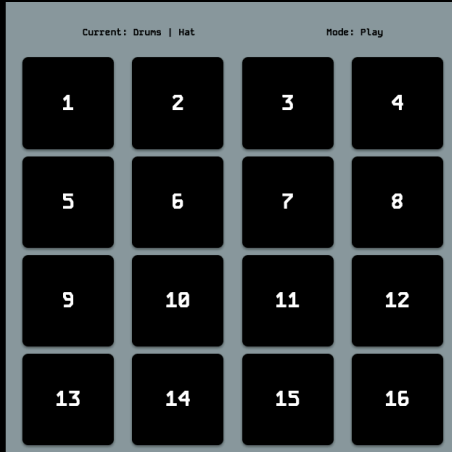

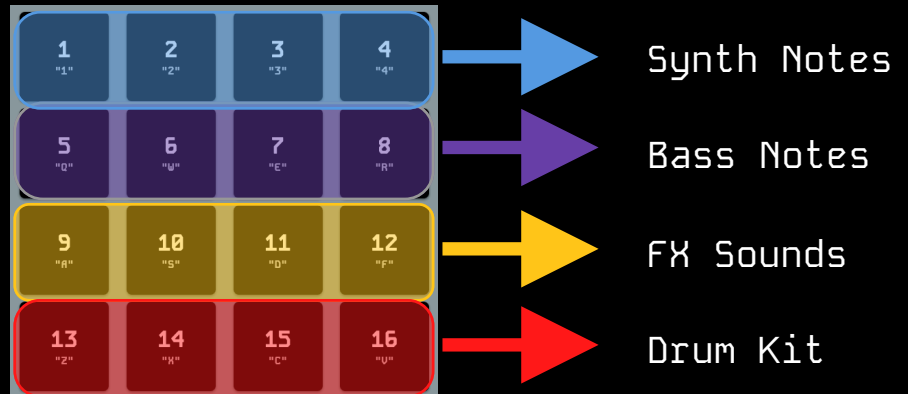—> Mode and Currently Select Pad is shown above the pads grid

QWRT-SEQ-20 User Manual

2. Play Mode

When in play mode the pad's behavoir is to **play a sound when triggered**, this can be achived by **tapping on a pad**

2a. Pad Sounds

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

→ Synth Notes

→ Bass Notes

→ FX Sounds

→ Drum Kit

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 weather it is active or not. There are 16 steps for each sound and these make up the pattern.

3a. Toggling Steps
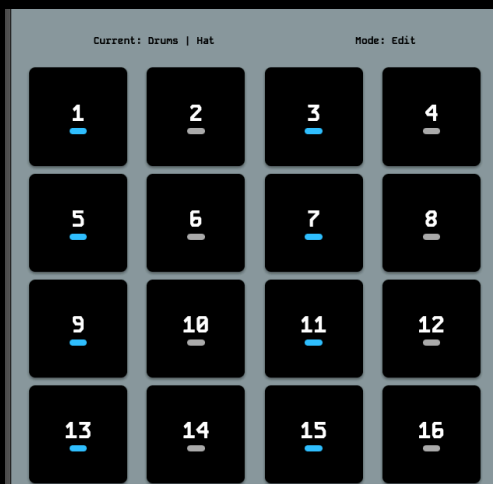
The user can tap on the pad to activate that step of the selected sound
and pad sequence (this will be further expanded in section 7).

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

4. Select Mode

To enter select mode, the user can **tap the "select" button and this will highlight it,** in this mode, the user can tap 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

| Play | Edit | Mute | Select | Clear |

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.

—> **Play/Pause Button:** this starts the playback which will play the ccreated seqeunce 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.

—> **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.

—> **Clear Button:** This will reset all the steps in all the sequences.

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

| 50 | 5000 | 0 |
| Volume | Frequency | Distortion |
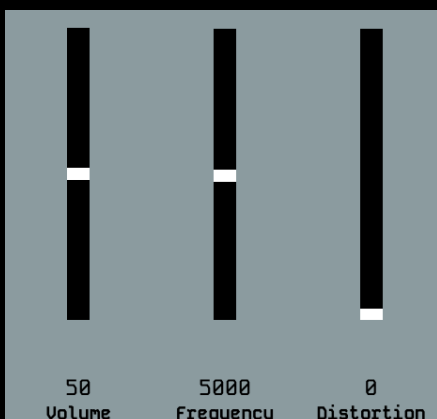
Volume: A value from 0-100. Control the output volume and intensity of effects

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
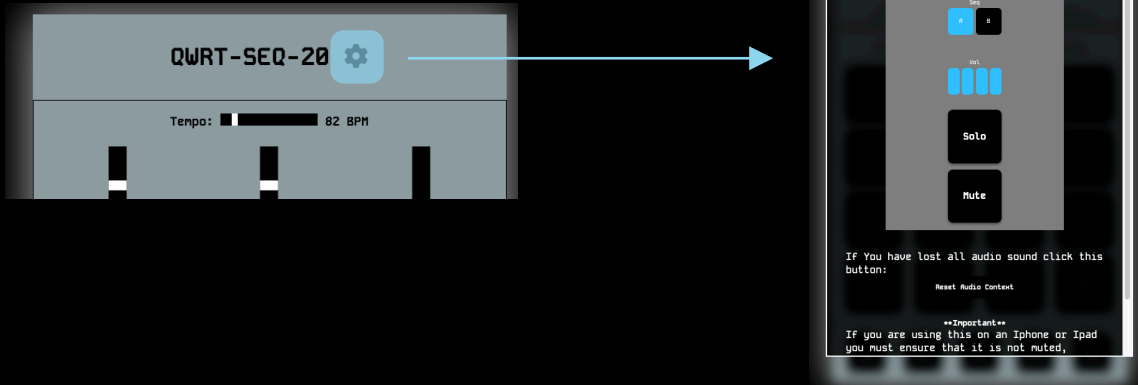
QWRT-SEQ-20 User Manual

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

On portrait devices the pad effects are found in the settings menu. which is accessed from the settings icon

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 only audible pad. Bound to "i" key

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

QWRT-SEQ-20 User Manual

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