Editing from the Event List Editor

Preparing to edit

The Event List Editor is used for editing tracks which contain either musical notes recorded directly into the Synclavier sequencer or cues recorded onto Direct-to-Disk and placed into the sequencer. Both notes and cues are called **events.**

This section gives instructions for note editing only. If you have the Tapeless Studio, you should use the instructions in the *Audio Editing* manual to edit cues in the sequence.
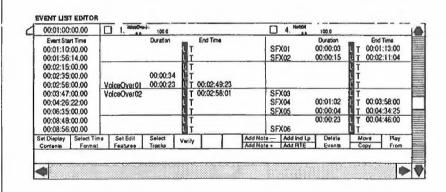
Event List Editor

Selecting the Event List Editor

The Event List Editor is selected from the Audio Event Editor listed on the Main Menu under Direct-to-Disk.

You can display up to 16 sequencer tracks with as many as thirteen rows of information about those tracks. You can also select what type of information about each track is displayed, including the time format, event end times and assigned offset times.

Information on setting the display aspects of The Event List Editor is in the section "Displaying a Sequence."

Soloing tracks

When you solo a track in the Event List Editor panel, you isolate it for recording and playback from the overall group of tracks.

■ Click the track box at the top of a track column to solo the sequence track.

The track box lights. An "R" appears in the box of the most recently soloed track, indicating it is ready for recording.

■ Click in a lighted track box at the top of the column to unsolo an individual track.

The track box unlights, and the track is unsoloed.

You can solo any sequence track using a button at the bottom of the Event List Editor panel.

1. Click the SELECT TRACKS button at the bottom of the panel.

   A set of buttons appears. Use the up and down scroll arrows next to SEQUENCE TRACKS to access banks of 32 sequence tracks at a time.

2. Click the number of the sequencer track(s) you want to solo.

   The track numbers light and the solo box at the top of the events list lights for sequence tracks. The last sequence track clicked displays an "R" in its solo box, indicating that this is the track on which recording can take place.

CLEAR SOLOS—*Clearing all solos*

You can simultaneously unsolo all sequencer tracks.

1. Click the SELECT TRACKS button at the bottom of the panel.

    A set of buttons appears.

2. Click CLEAR SOLOS.

    The following dialog appears.

    > Click again to UNSOLO all tracks.

3. Click CLEAR SOLOS again.

    All soloed tracks are unsoloed.

Playing from an event

You can play a sequence from any event time.

1. Click the start time, name or pitch of the event from which you want to play.

2. Click PLAY FROM at the right end of the panel.

    The sequence plays from the selected event. If you did not select an event to play from, the sequence plays from the beginning. (You will not be able to hear the first part of the first event.)

The PLAY FROM button plays in two modes.

■   Click quickly on PLAY FROM.

    The sequence plays to the end.

■   Click and hold PLAY FROM.

    The sequence plays until you release the PLAY FROM button.

Selecting events

You can select one or more events at a time from the Event List Editor by using the Command key on the terminal keyboard.

1. Press and hold the Command button on the terminal keyboard.

    Using the Command key allows you to select more than one event at a time.

2. Click the name or pitch of each event you want to select.

    Each event highlights as you select it.

You can also select one or more events at a time by dragging.

■   Drag through a selection of events, starting from either the event name or pitch.

    All events you dragged across are selected.

You can also combine the previous two methods to select any combination of events quickly.

1. Drag through a selection of events.

2. Press the command key.

3. Click on individual events that you want to select or deselect.

Editing events in the sequence

You can edit each event in a sequence separately. When you edit events, the sequence in memory changes. If the sequence is also stored on disk, you should replace the stored version with the edited version (see "Storing, recalling and playback").

Editing event information

Most information listed for each event can be edited on the Event List Editor panel by selecting it and entering a new value or selection. Some information for either cues or notes cannot be edited from this panel.

Button	Editable	Displayed
Events	Yes	Event start times.
RTEs	Yes	Real Time Effects—Mod Wheel, Pitch Bend, Pedal Controllers, Ribbon Controller, Breath Controller, Pressure Controller, MIDI Program change and System Exclusive messages.
Loops	Yes	The start and end points of loops.
Pitch Name	No	The pitch for FM and polyphonic sounds.
MIDI Note #	Yes	MIDI key numbering. Middle C is key number 60.
Event Name	No	The name of the note or cue. The length of the name displayed is controlled by the Name Len field.
Duration	Yes	The length of the event.
End Time	Yes	The time at which the event ends.
Offset Time	Yes	The sequence time to which the event is synced.
Velocity	Yes	The speed of your keyboard attack.
Caption	No	Captions given to notes and cues.

ADD NOTE—*Adding notes*

You can add a note before or after an event on the events list. The note can be added on the same or a different track.

1. Click on the event before or after which you want to add the note.

   OR

   If you want to add a note to an empty space on any track, click the location where you want the note to be placed.

2. If you want to add a note before the selected event, click ADD NOTE –.

   OR

   If you want to add a note after the selected event, click ADD NOTE +.

DELETE EVENTS—*Deleting events*

You can delete one or more events from the Event List Editor panel. This removes them from the sequence.

1. Select the event(s) you want to delete.

2. Click DELETE EVENTS at the right end of the panel.

   The following message appears.

   > Select events, then click again to delete them.

3. Click DELETE EVENTS again.

   The selected events are deleted from the events list.

Editing events in the sequence (con't)

ADD RTE—*Adding and editing real-time effects*

Real-time effects and MIDI messages are displayed on the Events List Editor and can be added, deleted or edited.

Event Name	Abbreviation
Mod Wheel	Mod
Pedal 1	Pd1
Pedal 2	Pd2
Ribbon controller	Rib
Breath controller	Brt
Pitch Bend	Ptc
Pressure	Pre
MIDI Program Change	Mpg
MIDI System Exclusive message	Sys

1. Click Set Display Contents and adjust the number of tracks and items displayed so that Events, RTEs and Pitch Name are displayed.

2. Click the event after which you want the effect or message added.

3. Click Add RTE.

   Mod (Mod Wheel) and a value 100.0 are inserted after the selected event at the same start time.

4. You can select a different effect or message by clicking the abbreviation and typing a different one.

5. You can change the value or number of the effect or message by clicking it and entering a new one.

COPY—*Copying an event*

You can duplicate one or more events on the Event List Editor panel from one time and track onto another time and track.

1. Click COPY at the bottom right of the panel.

    The following dialog appears.

    > COPY events by dragging.   [CANCEL]

2. Drag one or more events to any time or track.

    The time displayed at the top left of the Event List Editor panel shows the current event time of the duplicated cue. When you release the button, a copy of the event is placed at the new time or track.

MOVE—*Moving an event*

You can move an one or more events on the Event List Editor panel from one time and track to another time and track.

1. Click MOVE at the bottom right of the panel.

    The following dialog appears.

    > MOVE events by dragging.   [CANCEL]

2. Select one or more events and drag to another time or track.

    The time displayed at the top left of the Event List Editor panel shows the current event time of the moved event. When you release the trackball button, the event moves to the selected time or track.

**Editing events in
the sequence
(con't)**

BOUNCE—*Bouncing a track*

You can use the bounce feature of the Event List Editor panel to
move a sequence track or to duplicate it onto another sequence track.

1. Click the SELECT TRACKS button at the bottom of the panel.

2. Click the BOUNCE button.

3. Type the number of the sequence track you want to bounce
    into the first field and press Return.

4. Type the number of the sequence track you are bouncing to,
    the destination track, into the second field and press Return.

5. If you want to move the track, click the BOUNCE button
    again.

    OR

    If you want to duplicate the track, click COPY TRACK and
    then click the BOUNCE button again.

RIPPLE EDIT—Using the ripple edit

Normally when you edit an event, only the individual event on the
Event list Editor panel is affected. When the ripple edit feature is
turned on, editing an event can change the entire list of events
simultaneously.

For example, when the ripple edit is turned off, adding one second
to an event start time only affects the individual event. But when the
ripple edit is turned on, one second is added to the individual event
and all subsequent events.

1. Click the SET EDIT FEATURES button at the bottom of the
   panel.

2. Click the OFF or ON button after RIPPLE EDITS.

   The ripple edits feature is turned off or on. When the feature
   is turned on, a box appears around the VERIFY button in the
   first row of commands.

To avoid making a mistake using the ripple edit feature and mistak-
enly changing your entire sequence, you have the choice of verifying
each ripple edit before it is executed.

■ Click the VERIFY button after RIPPLE EDITS.

   A box appears around the VERIFY button in the first row of
   commands. Each time you make an edit, a dialog will appear
   asking you to confirm your edit.

Follow these steps to complete a verified ripple edit.

1. Click the VERIFY button after RIPPLE EDITS.

2. Perform an edit and press Return.

3. Click the VERIFY button in the first row of commands.

   The ripple edit is completed.

Editing events in the sequence (con't)

Locking times

When you display end times or the offset times on the Event List Editor panel, a vertical row of Lock buttons (L) automatically appears to the left of the times. The lock buttons are used to hold one time steady while changing another time.

■ Click any "L" button in the lock column.

The column of Lock buttons lights. All events are subject to the following locking rules.

• When the end time is changed, the duration is locked.

• When the duration is changed, the end time is locked.

• When the offset is changed, the duration is locked.

• When the pitch is changed, the end time is locked.

The locking function does not affect cues. When you are working with cues, you cannot change the duration, it always remains the same, regardless of what other parameter you change. The result of changing the start time, end time or offset time of a cue, is the same regardless of whether the lock is turned on or off.

Backtiming

The locking mechanism can be used for backtiming events on the Event List Editor panel. When the lock is turned on, the end time does not change when you change the start time or duration of an event. In this way you can always keep the end time of a cue synchronized to a spot in the picture.

1. Display the end times of the events.

    A column of lock buttons appears.

2. Click one of the lock buttons.

    The column of lock buttons is highlighted. The lock function is turned on.

3. Change the start time of an event.

    The end time does not change. The duration of the event changes to accommodate the start time change.

Locking the End Time

Editing tracks in the sequence

You can perform editing that effects an entire track of the current sequence.

ADD IND LOOP—*Adding independent loops*

You can add an independent loop to an events list on the Event List Editor panel.

1. Click the event before which you want to start the independent loop.

2. Click ADD IND LOOP.

    By default an independent loop two measures long is added to the events list starting at the selected event.

Chaining events

A chain is a list of events timed to trigger one right after the other. You chain events already placed on a track by dragging their times.

■ Drag the end time of an event to the start time of the event following it. Continue for all events you want to chain.

   The start and end times change so that all chained events trigger one right after the other.

The ripple edit function can be combined with chaining to quickly rechain a list from which one or more events has been deleted.

1. Display the SET EDIT FUNCTIONS button and turn ripple edit ON.

    The box around the VERIFY button in the first row of commands indicates that the ripple edit function is turned on.

2. Delete an event from the chain.

    The event is removed and no times change. If you play the chain, you will hear silence where the event was removed.

3. Drag the end time of the event before the deleted event to the start time of the event after the deleted event.

    The change ripples down the list of events, removing the gap. All events are rechained. The event durations stay the same.

ERASE—*Erasing one or more sequence tracks*

You can erase all events on one or more sequence tracks on the Event List Editor panel.

1. Click the SELECT TRACKS button at the bottom of the panel.

2. Click the ERASE button.

   If no sequence tracks are soloed, the following dialog appears.

   > Click again to ERASE ALL Sequence tracks.   [CANCEL]

   If one or more sequence tracks are soloed, or if you solo any tracks now, the following dialog appears.

   > Click again to ERASE the "number of" SOLOED Sequence
   >   tracks.   [CANCEL]

3. Click the ERASE button again.

   The soloed sequence tracks are erased.

ERASE—*Erasing all sequence tracks*

You can erase all events on all sequence tracks on the Event List Editor panel.

1. Click the SELECT TRACKS button at the bottom of the panel.

2. Click the ERASE button.

   The following dialog appears.

   > Click again to ERASE ALL Sequence tracks.   [CANCEL]

3. Click the ERASE button again.

   The soloed sequence tracks are erased.