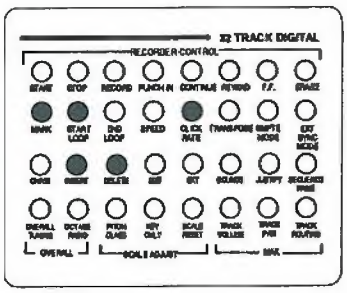
Editing

SK-04-0988

Preparing to edit

Before editing, you may want to set the time display of the sequence.

If you are using beats-per-measure, you may need to set the number of beats per measure.



MARK, START LOOP, CLICK RATE, INSERT, DELETE panel 2

Changing the time display format

Time can be displayed in three formats:

- measures and beats
- seconds
- SMPTE time code

You step through the three time display formats in the following manner.

1. Press and hold one of the following buttons:
   - MARK
   - START LOOP
   - INSERT
   - DELETE
   - any TRACK SELECT button
2. Press CLICK RATE repeatedly.

   With each press of the CLICK RATE button, the time display changes to a different format.

Changing the display of the time format using any of the buttons listed above changes the parameters on the other buttons to the same format.

Setting measure length (beats-per-measure)

You can define the meter of a sequence by setting the measure length in beats-per-measure. Measure length settings are especially useful when defining loop lengths or when using the chain, insert or delete functions.

Regardless of the actual meter of the sequence you record, the default measure length is four beats. As the sequence plays, the display window shows the current measure, the current beat and the actual click number. For example,

M 1:4 8

indicates that the sequence is at the 4th beat of the first measure and the eighth click of the sequence. Note that the measure numbers begin with zero. This means you get a one-measure count.

To set the measure length to a value other than four beats per measure:

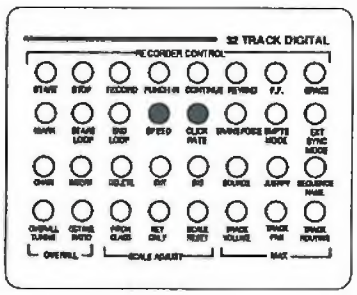
1. Press and hold the CLICK RATE button while you press the SPEED button.

   The display window shows

   4 BTS/MEASR

2. Use the control knob to select a measure length in beats.

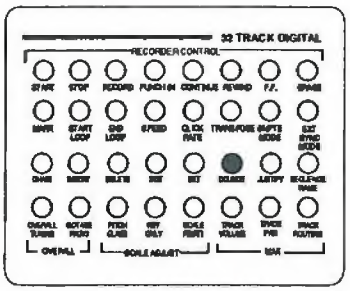
To display only the actual click numbers, set the measure length to 1. The maximum measure length is 128 beats. The measure length setting is saved with the sequence.



SPEED, CLICK RATE panel 2

Editing whole tracks

You can move or "bounce" notes recorded on one track to another track, or slide a track forward and backward in time. You can also recall individual tracks from other sequences.



BOUNCE panel 2

Moving tracks

You can bounce one track to another while erasing the first track.

1. Press BOUNCE.

   The BOUNCE button lights, and the TRACK SELECT buttons begin blinking.

2. Press the TRACK SELECT button of the originating track once.

   The TRACK SELECT buttons continue to blink.

3. Press the TRACK SELECT button of the receiving track.

   The BOUNCE and the TRACK SELECT buttons go out. The originating track is empty and the receiving track contains all the recorded information from the originating track.

You can cancel the bounce after either step 1 or 2.

- Press BOUNCE again.

Copying tracks

You can bounce one track to another without erasing the original.

1. Press BOUNCE.

   The BOUNCE button lights, and the TRACK SELECT buttons begin blinking.

2. Press the TRACK SELECT button of the originating track twice.

   The TRACK SELECT buttons continue to blink.

3. Press the TRACK SELECT button of the receiving track.

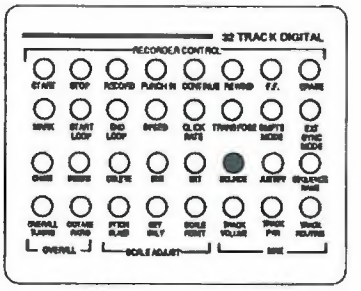
   The BOUNCE button and the TRACK SELECT button go out. The display window shows

   [number] NOTES LEFT

   The originating track remains intact and the receiving track contains a copy of the originating track information.

You can cancel the bounce after either step 1 or 2.

- Press BOUNCE again.



BOUNCE panel 2

Editing whole tracks (con't)

Merging tracks

A track may be bounced to a track which already contains notes if both tracks contain the same timbre. Once tracks are merged, they cannot be separated. Any number of tracks may be merged, subject only to the voice limitations of the system.

Tracks can be "layered" by bouncing the same information to a track two or more times. Each layer uses one or more voices for each note played.

When real-time effects are part of an individual track, the effects are merged along with the notes. Pitch bend information, for example, affects all notes on the receiving track that sound during the pitch bend wheel movement.

Tracks containing loops cannot be merged. If you attempt to bounce a looped track to a track already containing notes, the notes are bounced but the loop is not.

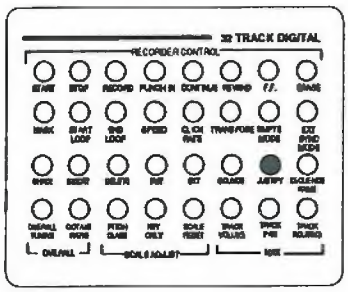
Merging tracks (con't)

The timbres on the originating and receiving tracks must be the same when you bounce notes from one track to another. If they are not, the display window shows the error message

> TIMBRES MUST MATCH
> FOR BOUNCE

If you try to bounce a very long track onto another track, you may run out of memory. If this is the case, the display window will show the error message

> NOT ENOUGH ROOM
> FOR NEW TIMBRE



JUSTIFY panel 2

Track sliding

Any count-off beats before the first recorded note become rests in the Memory Recorder. You can delete these count-off beats or add new ones by adjusting the starting time of each individual track. The starting time can be adjusted in beats or in fractions of a beat.

1. Select justified mode, if desired, by pressing JUSTIFY twice so that it is lit.

2. Press and hold the TRACK SELECT button of the selected track.

   The display window shows

   [number] BEATS

   This is the exact beat at which the first note on the track starts.

3. Continue to hold down the TRACK SELECT button-while you turn the control knob to the right or left.

   When the JUSTIFY button is not lit, the starting time is adjusted in fractions of a beat. When the JUSTIFY button is lit, the starting time is adjusted in whole beats. If the track does not start exactly on a beat, any increase or decrease slides the track in whole beats, maintaining its original relationship to the beat.

Recalling individual tracks

You can recall individual tracks from any stored sequence into the Memory Recorder without disturbing other tracks.

1. Press and hold the TRACK SELECT button for the track you wish to recall.

2. Continue to hold it while you press SEQUENCE and a numbered SEQUENCE STORAGE button.

   The selected track from the stored sequence is recalled to the Memory Recorder. For example, if you recall track 2 from a stored sequence, it is placed on track 2 in current memory.

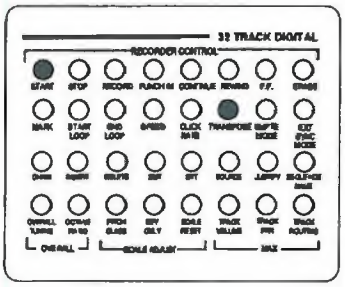
   Any information on the selected track is replaced with the information from the recalled track.

   All other tracks remain intact.

By recalling selected tracks and changing their starting times, you can combine and append tracks in a variety of ways.

Transposing

On the Synclavier, you can transpose a sequence without affecting its speed.



START, TRANSPOSE panel 2

Transposing the whole sequence

1. Press TRANSPOSE.
2. Press START if you want to hear the sequence while transposing.
3. Press a key on the keyboard.

   All the tracks of the sequence are transposed.

The transposition is calculated on the basis of the interval between the key you pressed on the keyboard and middle C.

Thus, pressing E above middle C transposes all notes up a major third; pressing E flat above middle C transposes up a minor third; pressing C below middle C transposes down an octave.

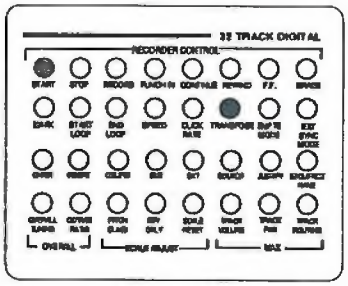
You can return the sequence to its original key at any time when the TRANSPOSE button is lit.

- Press middle C.

Transposing an individual track

1. Solo the track or tracks to be transposed.
2. Press TRANSPOSE.
3. Press START if you want to hear the sequence while transposing.
4. Press a key on the Synclavier keyboard.

   The individual track is transposed by an interval equivalent to the interval between middle C and the key you pressed.



START, TRANSPOSE panel 2

To leave the transpose mode:

- Press the TRANSPOSE button while it is lit.

Transposing (con't)

Combining overall sequence and individual track transpositions

When you combine an overall sequence transposition with one or more track transpositions, you must perform the sequence transposition first. You must also calculate the track transposition from its original key.

For example, if you have transposed a sequence up a major third, and want to transpose an individual track up an octave, you must transpose the individual track up an octave and a third.

Transposing sequences with sound file timbres

Sound files that are part of the track timbre are not transposed with the track transposition. The timbre responds as if the keyboard were being played in a new location.

If the track timbre is a keyboard patch, the sound files remain assigned to their original keys. Thus different sound files may sound when the transposed track is played.

If the transposition causes any notes to be out of the range of the keyboard or patch definition, the notes will not sound.

Looping

A loop repeats all or part of a sequence.

Looping a sequence

You can place an **overall loop** on the current sequence so that all tracks repeat, or you can place an independent loop on an individual track.

A **da capo loop** repeats a section from the first note of the sequence to an end-loop point; **dal segno loops** repeat a section from a loop start point to a loop end point.

All loops are stored with the sequence.

You can create a loop either while the sequence is stopped or while the sequence is playing.

When you first enter the system, a default set of loop parameters define a loop which starts on measure 1:beat 1 and is two measures long.

Defining a loop

You define a loop by setting the times at which the loop starts and ends. You can also set a loop start time and loop length to define the loop points. Changing the start or end time changes the length of the loop. Changing the length of the loop changes the end time.

You set all loop values using the START LOOP button, located in the second panel.

1. Press the START LOOP button repeatedly to step through the three loop parameters.

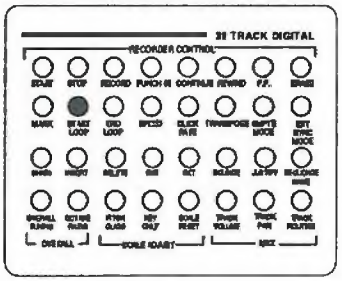
   If there are no notes in the Memory Recorder, the button lights, and the display window shows

   M 0:0
   OVERALL LP START

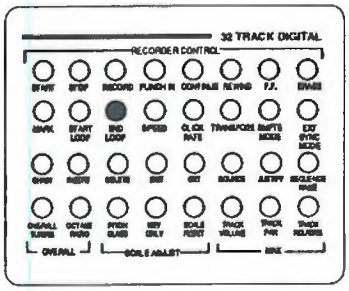
2. Turn the control knob to set the loop start time. When the JUSTIFY button is lit, the loop values change in whole beats. Otherwise the values change in milliseconds.

3. Repeat steps 1 and 2 to set the next loop value—either the loop end time or the loop length.

You can review the loop parameters of any sequence—whether the sequence is stopped or playing—by pressing START LOOP.



START LOOP
panel 2



END LOOP panel 2

Placing an overall loop on the sequence

After loop values have been set, you place the loop onto the sequence.

- Press the END LOOP button.

  The button lights and an overall loop is placed on the sequence. The loop uses the values defined with the START LOOP button.

If you solo tracks of a sequence containing an overall loop, the sequence will loop to the first note played on any of the soloed tracks.

Placing an independent loop on a track

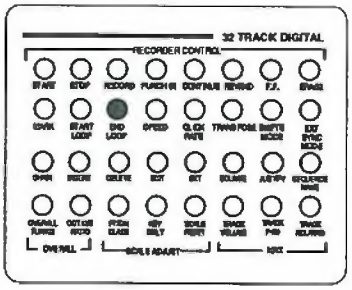
To place an independent loop using the current loop values:

1. Select the track to contain the loop by pressing and holding one of the TRACK SELECT buttons.

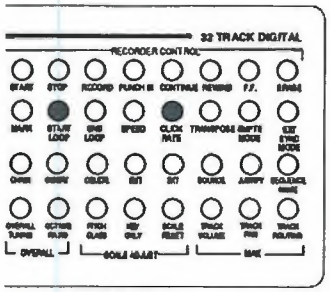
2. Press the END LOOP button to place the loop.

   The button lights, and the display window indicates the track on which the loop has been placed. When you release the TRACK SELECT button, the end loop light goes out. The selected track loops while other tracks continue to play normally. Different tracks can contain loops of different lengths.

If the sequence contains an independent loop, the END LOOP button is lit only when the TRACK SELECT button for the track containing the loop is pressed. If the sequence contains an overall loop, the END LOOP button is always lit. All loops are saved with the sequence.



END LOOP
panel 2



START LOOP, CLICK RATE panel 2

Changing the display format of loop values

Loop values can be displayed in measures and beats, seconds or SMPTE time code. To change the display format:

1. Press and hold the START LOOP button.

2. Press the CLICK RATE button repeatedly to step through the three display formats.

Changing the display of loop formats also changes the display of mark points, track start times, and insert and delete lengths.

Removing a loop

You remove a loop using the END LOOP button.

To remove an overall loop (the END LOOP button is lit):

- Press the END LOOP button.

  The END LOOP button goes out, and the overall loop is removed from the sequence.

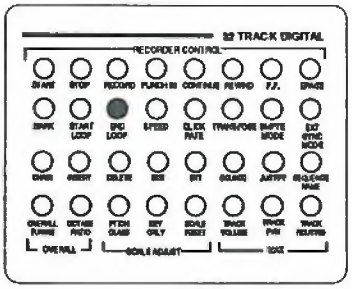
To remove an independent loop:

1. Press and hold the appropriate TRACK SELECT button.

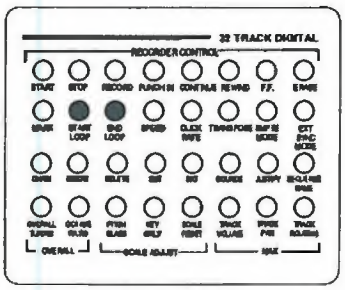
   The END LOOP button lights.

2. Press the END LOOP button.

   The END LOOP button goes out, and the independent loop is removed from the track.



END LOOP panel 2



START LOOP, END LOOP panel 2

Recalling loop values

You can recall the start time, loop length and end time values of existing loops to the START LOOP button at any time.

1. Press and hold the START LOOP button.

2. If you are recalling the settings of an overall loop, press the END LOOP button. If you are recalling the settings of an independent loop, press the appropriate TRACK SELECT button.

   The settings of the selected loop become the current loop settings.

This method can also be used to recall original settings if you have changed the loop values of either an overall or independent loop but have not yet placed the loop.

Changing existing loop values

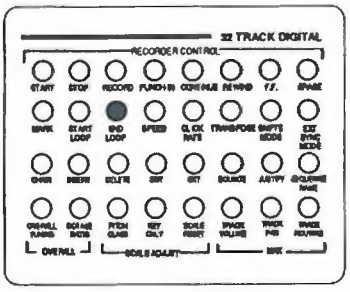
When you change any of the values of an existing loop, the END LOOP button begins blinking. The actual loop in the sequence does not change, only the loop values. In order to hear the new loop, you must place it with the END LOOP button.

1. Press the blinking END LOOP button. If the loop you have changed is an independent loop, you must press and hold the appropriate TRACK SELECT button while you do this.

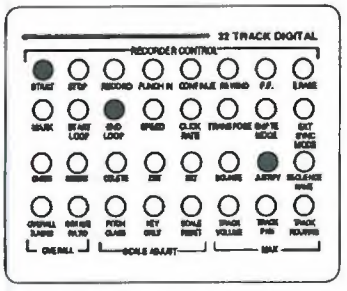
   The button goes out, and the existing loop is removed from the sequence.

2. Press the END LOOP button again. If the loop you have changed is an independent loop, you must press and hold the appropriate TRACK SELECT button while you do this.

   The new loop is placed in the sequence.



END LOOP
panel 2



START, END LOOP, JUSTIFY panel 2

Creating a da capo loop while the sequence is playing

When you create a loop while a sequence is playing, you usually want to enter the justification mode to ensure that there are an integral number of beats in the loop. It may also be helpful at times to use the SPEED button and control knob to slow the speed of a sequence in order to place a loop point accurately.

1. If desired, press JUSTIFY to enter the justify mode to maintain an integral number of beats.

2. Press START to play back the sequence.

3. To create an overall loop, go to the next step. To create an independent loop, press and hold the TRACK SELECT button of the track on which you want to place the loop.

4. Press END LOOP at the desired end-loop point.

   The END LOOP button lights. If the justify mode is active, the end-loop point is justified to the nearest beat. If the justify mode is not active, the sequence or track plays to the exact point at which the end loop button was pressed. In either case, the Memory Recorder loops to the beginning of the sequence or track.

Creating a dal segno loop while the sequence is playing

1. If desired, press JUSTIFY to enter the justify mode to maintain an integral number of beats.

2. Press START to play back the sequence.

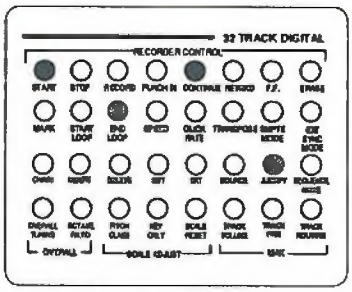
3. Press CONTINUE twice to create the dal segno or loop start point.

   When you press the CONTINUE button the first time, the button lights and the Memory Recorder is ready to accept a loop start point. The second time you press CONTINUE, the light goes out, and the loop start point is set.

4. To create an overall loop, go to the next step. To create an independent loop, press and hold the TRACK SELECT button of the track on which you want to place the loop.

5. Press END LOOP at the desired loop end point.

   The sequence or track plays from the beginning to the selected loop end point, then loops to the selected loop start point.



START, CONTINUE
END LOOP, JUSTIFY
panel 2

Removing an independent loop while the sequence is playing

You can disable any independent loop from the keyboard control panel while a sequence is playing.

1. Start the sequence.

   The sequence begins playing.

2. Hold down the START LOOP button.

3. Press either the START or STOP button.

   The sequence ignores any independent loop and continues playing beyond the loop.

function	action
Display and edit loop start time, loop end time and loop length.	Press START LOOP.
Place or remove overall da capo loop.	Press END LOOP.
Place or remove independent da capo loop.	Press appropriate TRACK SELECT button, then END LOOP.
Place overall dal segno loop.	While sequence plays, press CONTINUE twice to set start point (at second CONTINUE) and END LOOP to set loop.
Recall overall loop parameters to START LOOP button.	Press and hold START LOOP and press END LOOP.
Recall independent loop parameters to START LOOP button.	Press and hold START LOOP and press aTRACK SELECT button.

Inserting and deleting

You can insert a rest or empty space at any point on a track or sequence. You can also delete a section of a track or sequence.

Using the insert and delete functions

When you insert rests onto a track or tracks of a sequence, all the notes following the insert point slide forward to make room for the insert. When you delete notes from a track or tracks, all the notes following the end of the delete slide backward to close the gap.

You can punch out a section of a track by first deleting it and then inserting an amount of space equal to the deleted section.

Similarly, you can "undo" an insert by performing a delete immediately.

Setting insert and delete values

You define an insert or delete by setting start and end times. You can also set a start time and a length to define the insert or delete. Changing the start or end time changes the length of the insert or delete. Changing the length changes the end time.

You can set insert or delete values while the sequence is playing.

1. Press START to play the sequence.

2. Set the start point by pressing and holding the MARK button and pressing the CONTINUE button.

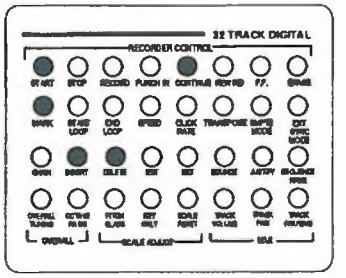
3. Set the end point by pressing and holding the INSERT or DELETE button and pressing the CONTINUE button.

You can also set the insert or delete values when the sequence is stopped.

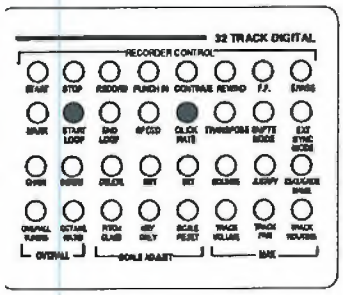
1. Press MARK and dial in a starting point with the control knob.

2. Press INSERT or DELETE to toggle the display between length and end time.

3. Set the length or end time using the control knob.



START, CONTINUE, MARK, INSERT, DELETE panel 2



START LOOP, CLICK RATE panel 2

Changing the display format of insert or delete values

Insert or delete values can be displayed in measures and beats, seconds or SMPTE time code. To change the display format:

1. Press and hold the START LOOP button.

2. Press the CLICK RATE button repeatedly to step through the three display formats.

Changing the display format of insert or delete values also changes the display of mark points, track start times, and loop values.

Performing an insert or delete

Setting the values for an insert or delete does not actually perform the insert or delete. To perform the insert or delete:

1. Solo the track or tracks on which the insert or delete is to be performed.

   If no tracks are soloed, the insert or delete is performed on all tracks of the sequence.

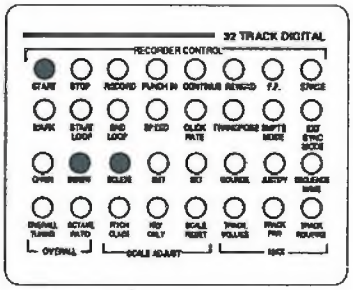
2. Press and hold the INSERT or DELETE button.

3. Press START.

   The word "Inserting..." or "Deleting..." appears in the display window until the insert or delete is finished; then it is replaced by

   [number] NOTES LEFT

Note: After you perform an insert or delete, the on/off status of the mark start feature is the same as it was before you performed the insert or delete. If it is "on", the sequence starts at the beginning point of the insert or delete. It must be set to "off" or to an earlier mark point in order to hear the delete or insert in context.



START, INSERT, DELETE panel 2

Chaining

You can add the notes from one track to the end of another track or to itself.

What is chaining?

You can use chaining to assemble a number of pre-recorded patterns into a complete track, much like the operation of a drum machine. You can also use it to "unwrap" a loop, that is, to create a track which contains all the notes in a loop repeated a specified number of times.

When you chain one track to another, all the notes of the source track are placed at the end of the destination track a specified number of times. The destination track always maintains an integral number of measures.

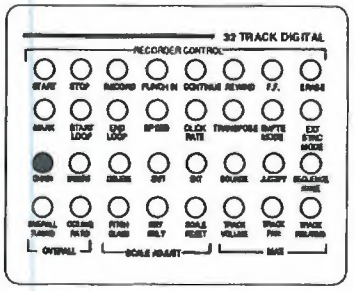
Notes from the source track are chained beginning with measure 1: beat 1. If there are any notes in the count-off measure (measure 0) of the source track, that measure becomes the first measure placed on the destination track.

If the destination track is empty, the chain is placed on the track so that it begins at measure 1:beat 1. If the destination track is not empty, the chain begins at the measure following the last measure of the track.

Chaining tracks with loops

Any loops on source or destination tracks are ignored when one track is chained to another. That is, all the notes recorded on each track are played once straight through.

You can maintain the effect of a loop on a source track when it is chained to another track by setting the chain repetition parameter to the number of repetitions required. The effect then is to "unwrap" the loop and record the notes the specified number of times.



CHAIN panel 2

Track chaining

Before beginning the chain procedure, make sure the track timbres of the source and destination tracks are the same.

1. Press the CHAIN button.

   The CHAIN button lights, the TRACK SELECT buttons begin blinking and the display window shows

   [number] REPT CNT

2. Use the control knob to select the number of chain repetitions, or press the CHAIN button repeatedly to increment the number.

   The number of repetitions selected is the number of times the source track is repeated on the destination track.

3. Select a source track by pressing its TRACK SELECT button.

   The TRACK SELECT buttons remain blinking, waiting for you to select a destination track.

(con't next page)

Track chaining (con't)

4. Select a destination track by pressing a TRACK SELECT button.

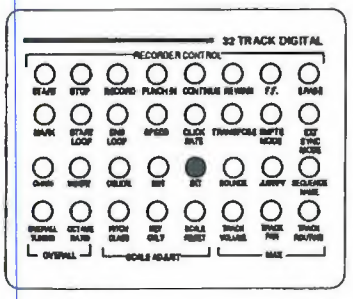
   All the TRACK SELECT buttons go out, and the display window shows

   CHAIN #[number]
   [number] NOTES LEFT

   The destination track contains all the notes of the source track repeated as many times as specified by the chain repetition number. The source track remains intact.

Changing timbres

You can change the track timbre of a recorded sequence with out re-recording the track.



SKT
panel 2

Bringing a track timbre to the keyboard

When you add notes to a track, the keyboard timbre must match the track timbre. You can place the timbre from any track onto the keyboard using the SKT (Select Keyboard Timbre) button.

1. Press SKT.

   The SKT button, the TRACK SELECT buttons and the numbered buttons in the TIMBRE/SEQUENCE STORAGE panel begin blinking.

2. Using the TRACK SELECT buttons, select the track containing the desired timbre.

   All the blinking buttons go out, and the keyboard timbre matches the selected track.

Replacing track timbres

You can replace a track timbre with the current keyboard timbre using the SMT (Select Memory Timbre) button.

1. Press SMT.

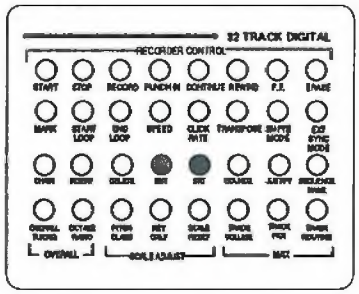
   The SMT button lights and the TRACK SELECT buttons begin blinking.

2. Using the TRACK SELECT buttons, select the track on which you wish to place the new timbre.

3. Press SKT.

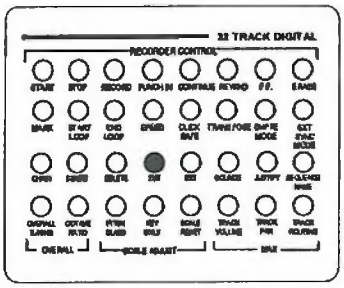
   The current keyboard timbre is placed on the selected track.

You can use a combination of the procedure on the preceding page and the above procedure to bring a track timbre to the keyboard, modify it and replace it on the track.



SMT, SKT
panel 2

Changing timbres (con't)



SMT panel 2

Replacing a track timbre with a timbre from a timbre file

You can replace the timbre on a selected track with a timbre from a timbre file in the current catalog or on a floppy disk.

1. Select the Timbre Directory from the Main Menu or Welcome Menu to see the timbres available in the current catalog. Select the F0: drive if you want to view the timbre file on a floppy disk.

2. Press SMT.

   The SMT button lights, and the TRACK SELECT buttons blink.

3. Using the TRACK SELECT buttons, select the track on which you wish to place the new timbre.

   The TRACK SELECT buttons remain lit, and the TIMBRE/SEQUENCE STORAGE buttons begin blinking.

4. Select a timbre from the keyboard control panel using the BANK, ENTRY, and TIMBRE/SEQUENCE STORAGE buttons. Use the LIBRARY button also if you are recalling a timbre from a floppy disk.

   The numbered TRACK SELECT and TIMBRE/SEQUENCE STORAGE buttons go out, and the new timbre is placed on the selected track.

Replacing a track timbre with another track timbre

You can replace a track timbre with a timbre from another track of the current sequence.

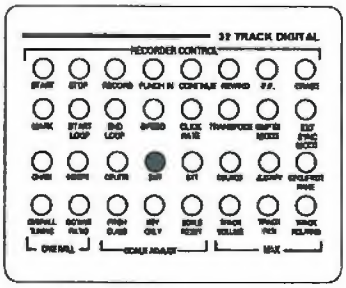
1. Press SMT.

   The SMT button lights, and the TRACK SELECT buttons begin blinking.

2. Using the TRACK SELECT buttons, select the track on which you wish to place the new timbre.

3. Using the TRACK SELECT buttons, select the track containing the desired timbre.

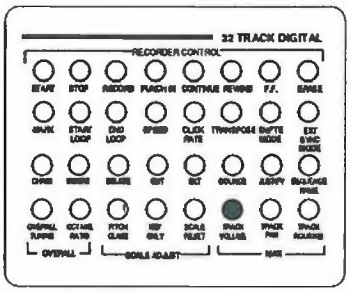
   The SMT button and the TRACK SELECT buttons go out, and the new timbre is placed on the selected track.



SMT panel 2

Mixing

You can adjust the volume of the keyboard and each recorded track of a sequence individually.



TRACK VOLUME panel 2

Controlling keyboard volume

You can control the volume of the keyboard so that dfferent tracks can be recorded at different volumes.

1. Press and hold TRACK VOLUME while you press a key on the keyboard.

   The following message appears in the display window:

   KEYBRD VOL: 100.0

   The control knob is now assigned to keyboard volume.

2. Turn the control knob to adjust keyboard volume from 0 to 100%.

Keyboard volume settings are temporary and cannot be stored. When a new timbre is recalled to the keyboard, the keyboard volume is reset to 100.0.

Setting individual track volumes

You can adjust the volume of each individual track after it has been recorded.

1. Press START to listen to the sequence while you adjust the track volumes.

2. Press and hold TRACK VOLUME.

3. Press a TRACK SELECT button.

   The TRACK VOLUME button lights and the display window shows

   TRK [number] VOL 100.0

   The control knob is assigned to the selected track's volume.

4. Adjust track volume by turning the control knob.

   The volume changes as the adjustment is made.

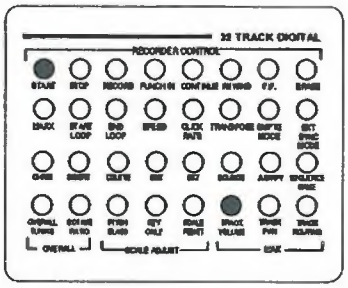
Track volume settings are stored with the sequence.

You can return track volume control to the keyboard.

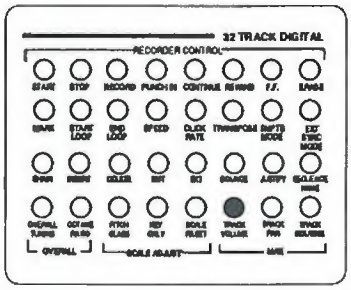
1. Press and hold TRACK VOLUME.

2. Press any key on the keyboard.

Track volume is a fixed setting. The Memory Recorder does not record control knob adjustments made to track volume during the recording of a sequence. It records only the current setting when the sequence is saved. To control track volume during recording see "Auto mixing" in this section.



START, TRACK VOLUME panel 2



TRACK VOLUME panel 2

Setting up for auto-mixing

When recording, you can adjust the volume of a track on a note-by-note basis by patching any of the real-time effects controllers to PARTIAL VOLUME. If you use one of the pedals, the mod wheel, ribbon or breath controller, you may want to route the OVERWRITE button so that controller movements can later be overwritten. (See the section "Using real-time effects.")

1. Select a track for auto-mixing.

2. Make sure the keyboard timbre is the same as the track timbre. If it is not, press SKT and the appropriate TRACK SELECT button to bring the track timbre to the keyboard.

3. Patch TRACK VOLUME to one of the continuous real-time effects controllers (pedal, mod wheel, ribbon or breath controller).

4. Place the timbre back on the track using the SMT, TRACK SELECT and SKT buttons.

   The track is now set up for auto-mixing.

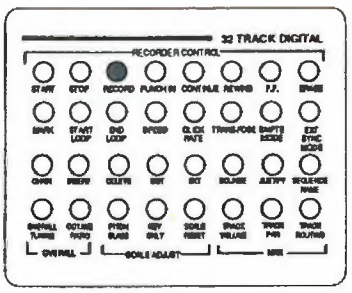
Auto-mixing

1. Solo any tracks to be monitored during mixing.
2. Select the track on which you want to adjust the volume level.

   The selected track button begins blinking.
3. Press RECORD.

   The sequence begins playing.
4. As the sequence plays, adjust the track volume by moving the selected controller.

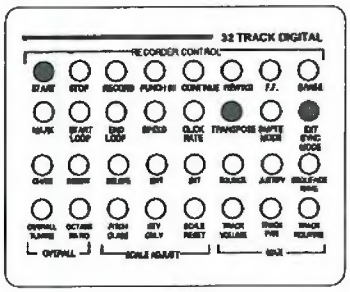
   If the track was recorded originally without real-time volume changes, then the volume is adjusted relative to your controller movements. If the track was recorded with PARTIAL VOLUME patched to the selected controller, then the volume is adjusted relative to the average of the original controller movements and the new ones.



RECORD panel 2

Stepping and step editing

Stepping and step editing can be done with either the Music Notation or the Recorder Display (see the *Sequence Editor* manual).



START, TRANSPOSE, EXT SYNC MODE panel 2

Stepping through a sequence

You can step through your sequence one beat or even one note at a time. When step editing, be sure there is no input to the EXT CLOCK INPUT jack on the Synclavier control unit.

1. Press the EXT SYNC MODE button twice so that it is blinking. The display window shows

   0 MILLISEC
   EXT BEAT SYNC

2. Press TRANSPOSE.

3. Press START once or twice.

   The display window shows

   0 MILLISEC
   M 0 : 0

   The sequence does not begin since it is waiting for a trigger pulse.

4. Press C3 (middle C) on the keyboard to step through the sequence.

   Each time C3 is pressed, the next note of the sequence sounds.

While in the keyboard triggering mode you can use F.F. and REWIND to move about your sequence as usual.

Note: Since the transpose function is active, pressing any key other than C3 tranposes the sequence or any soloed track in addition to the stepping process. Should this happen, press C3 again to return the sequence to normal.

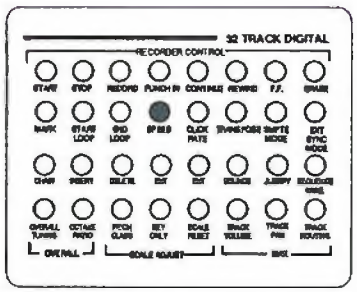
Changing the speed of a step

The sequence proceeds from one step to the next at the tempo set using the speed control setting. You can vary this tempo using the SPEED button.

1. Press SPEED.

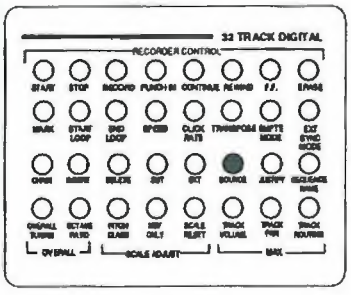
2. Dial in a new speed setting with the control knob.

Return the speed to the default setting of 1.000 by pressing the SPEED button when it is lit.



SPEED panel 2

Stepping and step editing (con't)



BOUNCE panel 2

Changing the size of a step

The size of a step is determined by the setting of the click-rate multiplier.

To change the click-rate multiplier:

1. Press and hold the BOUNCE button.

   The display window shows the current click-rate multiplier setting.

2. Use the control knob to set the click-rate multiplier to any value between 1 and 16.

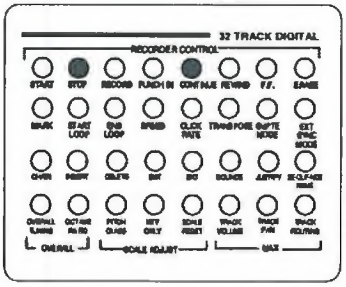
If the click-rate multiplier is set to 1, the size of a step is one beat. Larger multiplier settings yield smaller steps.

The value of the click-rate multiplier is the number of keystrokes required to step from one click to the next.

Click-rate multipliers and step size

click-rate multiplier	step size
1	one beat
2	1/2 beat
3	1/3 beat
4	1/4 beat
12	1/12 beat
16	1/16 beat

Stepping and step editing (con't)



STOP, CONTINUE panel 2

Stuck notes

Notes which are held for periods longer than one step (keystroke) sound until the step containing the end of the note is reached.

To continue beyond a stuck note:

1. Press STOP.

   The stuck note stops sounding.

2. Press CONTINUE.

3. Play a C3 on the keyboard.

   The next note sounds.

Turning the stepping function on and off

Sometimes it is desirable to perform a transpose while in the external beat sync mode. In order to do this, you must turn the stepping function off.

1. Press and hold the TRANSPOSE button.
2. Press STOP.

   The display window shows

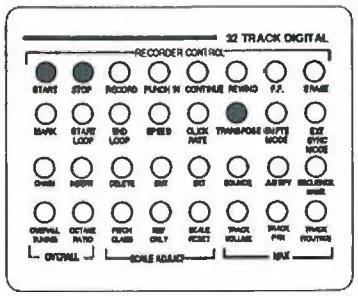
   TRANSPOSE
   TRIGGER: OFF

To turn the stepping function back on:

1. Press and hold the TRANSPOSE button.
2. Press START.

   The display window shows

   TRANSPOSE
   TRIGGER: ON



START, STOP, TRANSPOSE panel 2