Storing, recalling and playing sequences

Storing sequences

When you create and edit a sequence, the sequence exists only in computer memory. When you turn off the system, the sequence disappears.

To make a permanent copy of a sequence, you store it on your external Winchester or on a floppy disk. You can store the sequence to any catalog or subcatalog in your system.

For more information on sequence management, see the manual *Organizing and Storing Sounds.*

Storing a sequence

You can store a sequence into the current catalog by number or name from the Sequencer Motion Control panel. When you store a sequence that contains Direct-to-Disk cues, all the sequence information is saved, although the original audio remains with the project on the Direct-to-Disk.

1. Type a treename or sequence name into the NAME text field in the upper right hand corner of the Sequencer Motion Control panel.

2. Type the sequence caption into the field under the sequence name, if desired.

3. Click the STORE button.

4. Click [OK] in the dialog.

Renaming a sequence

When you rename the current sequence, you rename the stored version of the sequence.

1. Click the RENAME button Sequencer Motion Control panel.

2. Enter a new sequence name into the NAME text field.

4. Click the RENAME button again.

> **Warning:** When you use the RENAME command, you are permanently altering your saved sequence. Not only does the RENAME command give your saved sequence a new name, it also stores the current sequence as the saved sequence. Be careful!

RENAME

Storing sequences (con't)

P

Protecting a sequence

You can protect a sequence from accidental erasure or alteration using the **protect** button in the upper right corner of the Event List Editor.

1. Display the Event List Editor panel.

2. Click the "P" button.

   When the button is lighted, the sequence is protected.

All sequence editing features are available while the sequence is protected. But you cannot store, delete or rename the sequence until you click the "P" button again to unprotect the sequence.

The sequence remains protected so long as you are in the RTP system.

Storing a sequence in another catalog

You can store sequences in other catalogs using a
treename.

A treename is a name that identifies a file using its file-
name, the name of the subcatalog in which it is stored
and the name of the device on which the subcatalog is
located. A treename may include a series of subcatalogs if
the file is stored in a subcatalog located within another
subcatalog.

The order of names in a treename is

> \<device name\>:\<subcatalog name(s)\>:\<filename\>

The colons following the device name and each subcata-
log name are essential. There must be no spaces between
the colons and the names. For example,

> **f0:project1:song6**

is a treename for the sequence file **song6** located in the
subcatalog **project1** on device **F0**.

For additional information, see the section "Devices" in
the manual *Organizing and Storing Sounds.*

What is saved with a sequence

When you store a sequence, you store the cue definitions
and notes—start times, end times, pitches and dura-
tions—on each track of the sequence. You also store

- all event list information

- the current mark point

- the current time format and beats-per-measure
  value

- any track routings and track volumes

- any MIDI output routings, program changes or filter
  assignments

- the timbre used on each track, including all its
  parameters, any real-time effects and the names of
  any associated sound files

- any transpositions or loops

- the current click rate, click rate multiplier or click
  track assignment

- the current speed setting

- any special scales or octave ratios

- any Music Printing editing

- any real-time effects controller movements

What is not saved with a sequence

When you store a sequence, you do not store with it

- the original audio associated with a cue

- the current keyboard timbre, its multichannel and MIDI routing and MIDI filter assignments

- the current overwrite assignments

- the current overall tuning

- keyboard split point settings

- MIDI synchronization or MIDI echo

- the on/off status of the mark point and stepping

Deleting and recalling sequences

You can delete or recall any sequence stored in any catalog in your system, provided it has been stored as a sequence (sync) file.

| DELETE |

Deleting a sequence

Deleting a sequence removes the stored version of the sequence from the disk but does not affect the cue definitions.

1. On the Event List Editor, scroll to the sequence you want to delete or type in the sequence name.

2. Click the DELETE button.

3. Click [OK] in the dialog.

   The sequence in the NAME text field is deleted from the disk.

You can delete a sequence from another catalog by entering a treename into the name field.

Recalling a sequence

A sequence associated with a particular project is not automatically recalled when you recall the project. You must also recall the sequence. When you recall a sequence, it remains the current sequence until you recall a different sequence, even if you recall another project.

1. Display the Sequencer Motion Control panel.

2. Scroll to the sequence you want to recall, or type in the sequence name or treename. (If you can't remember the exact name of the sequence, you can simply enter the first letter of the sequence and then begin scrolling from there.)

3. Click the RECALL button.

4. Click [OK] in the dialog.

   The sequence is recalled and becomes the current sequence.

Sequence playback

You can play back a sequence from the top or from a preset locator point.

Using the motion controls

You can play the sequence from the top or from any other point. Regardless of where the sequence was last stopped, playback starts instantaneously.

The motion controls on the Sequencer Motion Control panel are activated by clicking on them.

Button	Function
START	Playback starts from the beginning or from the mark or locator point.
CONT	Playback starts from the current sequencer location.
STOP	Sequencer stops.
FORWD or >>	Each click doubles the current speed of playback.*
REW or <<	Each click slows or reverses the current speed of playback by one-half.*

* When moving forward or backward at speeds greater than twice normal speed, the movement can be slowed by pressing the opposite button.

SEQUENCER MOTION CONTROL

START	STOP	CONT	REW	FORWD	MIDI RECRD	MIDI PUNCH	MIDI LOCATE	TRACK	DELETE	RENAME	STORE	RECALL	◆	Name:		P

| 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | 10 | LOCATOR | | | 00:00:00:00.00 | |
| 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | STORE | ON/OFF | | | |

The Sequencer Motion Control panel

Sequence playback (con't)

Setting a locator point

You can specify any location in a sequence by setting a locator point on the Sequencer Motion Control panel. A locator point can be set while the sequence is playing or while the sequencer is stopped.

1. Display the Sequencer Motion Control panel.

2. Enter a time into the LOCATOR time field at the bottom middle of the panel.

   Type a time while the sequence is stopped or click the LOCATOR Take button while the sequencer is playing to register the current sequence time.

After a locator point is set, you can turn it on and off. When the locator point is off, the sequence starts at the beginning. When the locator point is on, the sequence starts at the specified locator time.

■ Toggle the locator ON/OFF switch.

   When the switch is highlighted, the locator point is turned on.

Storing and recalling locator points

You can specify up to 20 different locator points and store them under the locator buttons at the bottom left of the Sequencer Motion Control panel.

1. Enter a locator point.

2. Enter a caption to the right of the LOCATOR time field, if desired.

3. Click STORE.

4. Click the numbered LOCATOR button to which you want the time stored.

To recall a LOCATOR point

■ Click one of the LOCATOR buttons.

   The time stored in the button appears in the LOCATOR time field, and the sequencer locates to this time.

Sequence playback (con't)

Using MIDI LOCATE

The MIDI LOCATE button on the Sequencer Motion Control panel sends out a MIDI song pointer which relocates the sequencer to the current LOCATOR point, without playing the sequence.

1. Display the Sequencer Motion Control panel.

2. Click a numbered LOCATOR button.

3. Click the MIDI LOCATE button.

    The current time in the sequence is reset to the LOCATOR time. A MIDI song pointer is sent out. The sequence does not play until you click the START button on the Sequencer Motion Control panel

For more information on MIDI, see the *Studio Operations* manual.

Playing from an event

You can play a sequence from any event time in the
Event List Editor.

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 to play from the se-
   lected event to the end of the sequence.

■ Click and hold PLAY FROM to play from the selected
   event until you release the button.