Writing Rhythm Patterns

Program a Rhythm Pattern

Press the MODE selector button to select PATTERN CLEAR mode (first LED on the left). Using the STEP buttons, select the pattern you wish to clear. Press the red CLEAR button. The PATTERN CLEAR LED will blink rapidly to indicate that the pattern is being cleared from memory. A cleared pattern has 16 steps in 4/4 time.

Press the MODE selector button to select 1st PART. Select the instrument you wish to program using the Instrument selector buttons. Press START/STOP to start the sequencer. The STEP LEDs will light in sequence as each step of the pattern is triggered. Use the STEP buttons to select the steps on which the current instrument will be triggered. Active steps for the currently selected instrument are indicated by solidly lit STEP LEDs.

Select a different instrument and program the steps on which you want it to trigger. Alternatively, press the TAP button wherever you want to program the instrument in the pattern. The instrument will be programmed to the nearest step. To edit any incorrectly entered steps simply press the button for the step you wish to edit to toggle off the instrument. Continue to select and program instruments until you are satisfied with the pattern you have created, then stop the pattern by pressing START/STOP.

Press the BASIC-VARIATION button to select BASIC VARIATION B mode. Set the MODE selector to PATTERN CLEAR. Press the CLEAR button to clear the B mode pattern. Now start the sequencer and program a second Rhythm Pattern for B mode.

While the B variation pattern is playing, press the BASIC-VARIATION button. The B LED will stay lit and the A LED will flash indicating that the B pattern is playing and the A pattern will play next. The two variatons will now alternate, with the current variation's LED remaining solid while the waiting variation's LED blinks. Pressing the BASIC-VARIATION button cycles through the three variation modes: A, B, and AB.

Program the 2nd Part

We will now program a rhythm pattern using both the 1st and 2nd Parts to create a 32 step pattern. With the sequencer stopped, select the desired pattern number. Ensure the BASIC VARIATION is set to A, clear the pattern and set the mode to 1st PART. Start the sequencer and program a rhythm pattern using the instrument selector buttons and the step switches. When you are finished programming the 1st PART, set the mode to 2nd PART. The sequencer will continue to play the 1st Part because the cleared pattern has only 16 steps. While pressing and holding the CLEAR button select step #16. The 1st PART will now play and then the step LEDs will blink while the 2nd PART plays. Notice that the 1st PART and 2nd PART LEDs next to the START/STOP button light to indicate which part is currently playing. Program a pattern into the 2nd PART to complete your 32 step pattern.

Alternatively, it is possible to *layer* the steps programmed into the 2nd PART onto the 1st PART. When layered, the steps in the 2nd PART will be triggered inbetween the steps of the 1st PART. This layering mode is active only when the 2nd PART is programmed with 0 steps. Simply clear a pattern, program the 1st PART, set the mode to the 2nd PART and progam a layer that will play inbetween the steps of the 1st PART. In layering mode, the sequencer LEDs will not blink while the 2nd PART is edited. Extending the 2nd PART beyond 0 steps will now append the 2nd PART to the 1st PART and the layering mode will be disabled.

The 2nd PART can be toggled between a *layer* and an *extension* of the 1st PART. To extend the 1st PART with the 2nd PART, press and hold the CLEAR button and select any of steps from #1 to #16. To activate layering mode again, press and hold the CLEAR button and press step #1 *twice*. This will reset the 2nd PART to 0 steps and any pattern programmed in the 2nd PART will now play inbetween the steps of the 1st PART.

Note that resetting the 2nd PART to 0 steps does not clear any instruments programmed therein. You may extend the 2nd PART beyond 0 steps and any previously programmed pattern will again be appended to the 1st PART.

Setting the Pre-Scale

The scale bars on the panel above the STEP buttons indicate the PRE SCALE. Changing the PRE SCALE changes the number of internal clock pulses that are counted between steps. Different PRE SCALE settings in combination with different pattern lengths allow the creation of a variety of different time signatures. By default, patterns are cleared to PRE SCALE 1 and 16 steps (4/4 time).

The PRE SCALE can be changed while editing the 1st or 2nd PART and the changes are saved in memory with the current pattern.

To set the PRE SCALE, the sequencer must be running and the mode must be set to 1st PART or 2nd PART. Press and hold the SHIFT-WRITE/NEXT key and then press the CLEAR button to select the desired PRE SCALE setting indicated by the 4 LEDs next to the scale bars.

Add Shuffle

The 880 has a shuffle feature that alters the timing of the odd steps in a Rhythm Pattern. Six levels of shuffle are available. While the sequencer is running, hold down the SHIFT-WRITE/NEXT key and select the SHUFFLE AMOUNT using the first 6 STEP buttons. Step #1 indicates no shuffle and steps #2 to #6 apply increasing amounts of shuffle. In Rhythm Pattern Programming mode, the SHUFFLE AMOUNT is saved with the pattern. In MANUAL PLAY and PLAY modes, the SHUFFLE AMOUNT can be changed during pattern playback as part of the performance, but SHUFFLE AMOUNT changes are not saved to memory in these modes.

When a SHUFFLE AMOUNT change is made in MANUAL PLAY or PLAY modes, that change will override the SHUFFLE AMOUNT that is read from a pattern's memory. Turning off shuffle (Step #1) will restore the SHUFFLE AMOUNT that is stored with the pattern in memory.