



chip/region100 points

- Clips/regions are not files from start to finish

• start/end



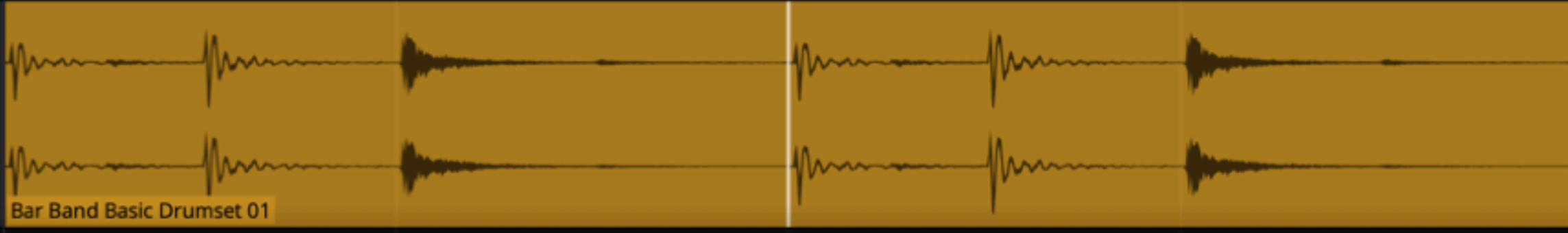
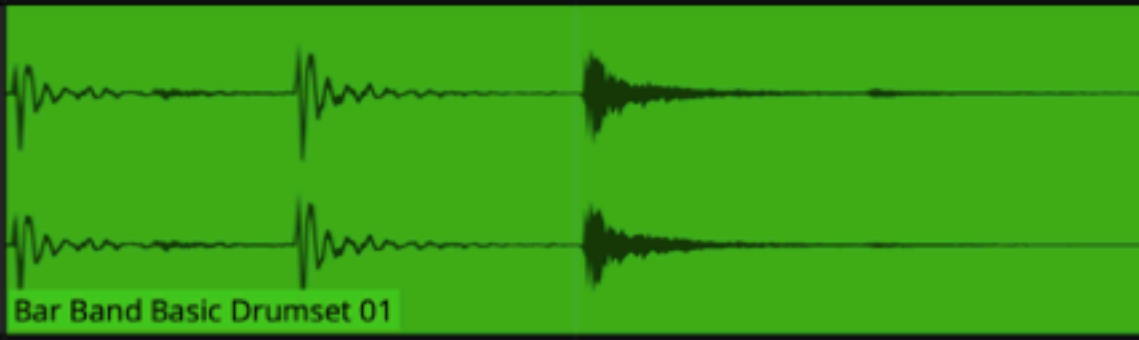
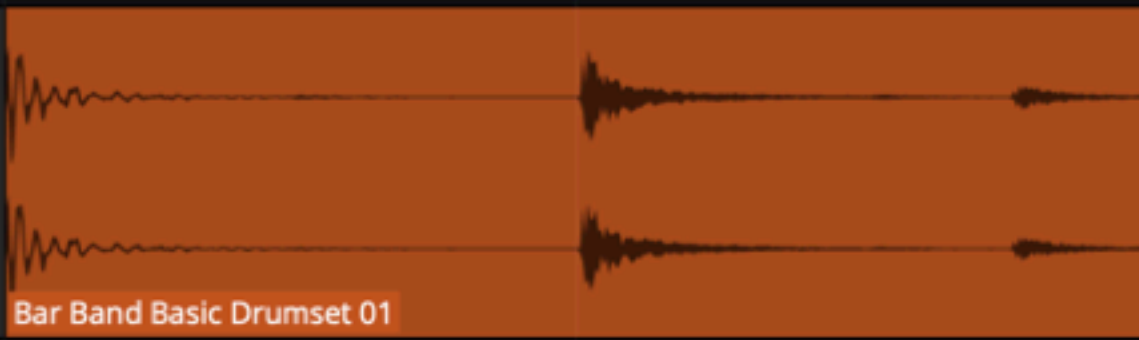
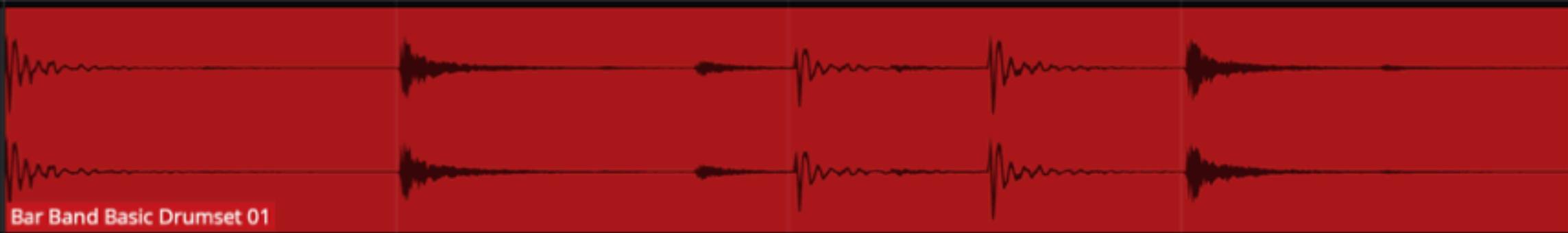
• Loop start/length

• Different read positions

• Multipleread buffers



• Multiple memory touches (memory mapping)





Bar Band Basic Drumset 01

This block contains two horizontal audio waveforms. The top waveform shows a series of small, frequent oscillations. The bottom waveform shows a similar pattern but with slightly larger amplitude. Both waveforms are black lines on a solid red background.



Bar Band Basic Drumset 01

This block contains two horizontal audio waveforms. The top waveform shows a series of small, frequent oscillations. The bottom waveform shows a similar pattern but with slightly larger amplitude. Both waveforms are black lines on a solid orange background.



Bar Band Basic Drumset 01

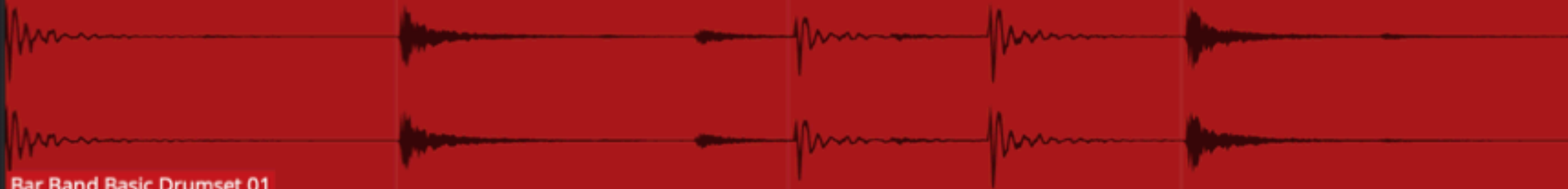
This block contains two horizontal audio waveforms. The top waveform shows a series of small, frequent oscillations. The bottom waveform shows a similar pattern but with slightly larger amplitude. Both waveforms are black lines on a solid green background.



Bar Band Basic Drumset 01



Bar Band Basic Drumset 01



Bar Band Basic Drumset 01

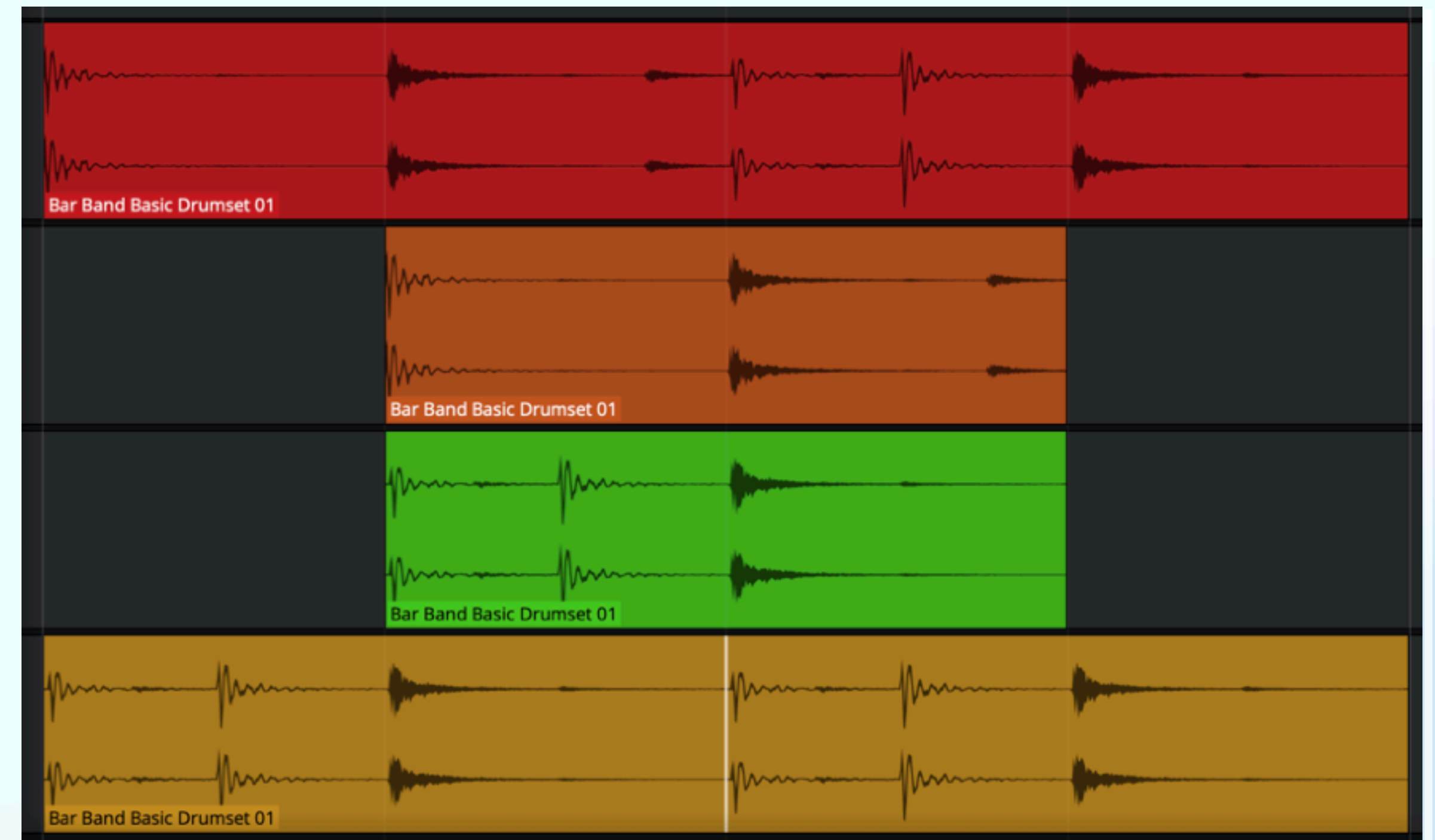


**D: 154    £46k**

**D: 154    £46k**

## Clip/region loop points

- Clips/regions are not files from start to finish
  - Start/end
  - Offset
  - Loop start/length
- Different read positions
- Multiple read buffers
- Multiple memory touches (memory mapping)





Transport position jumping