



1) Play / stop button. When the composer is playing, audio samples are triggered in sequence, as indicated by the play head arrow (5). Audio samples are only triggered if they have been selected, as indicated by the dashed line (14)

2) The randomise button causes a new set of samples to be randomly selected using the probabilities set by the composer.

3) Step forward moves the play head forward one step

4) Step backward moves the play head backward one step

5) Play head arrow indicates the current playback location

6) A *bank*. Within a bank, only one audio sample is played back at a time.

7) A *sample* is one choice within the group. On every step, one or none bank options are chosen for playback from within each bank.

8) Audio sample selection drop down. Composer chooses which audio sample (previously loaded into the system) they would like to be assigned to which group option.

9) Add option button adds a bank option to a bank.

10) Add bank adds an additional bank to the composition.

11), 12), 13) Respectively indicate a 25%, 75% and 100% playback probability.

14) A step selected for playback, ie. that will trigger Audio Sample D when the play head reaches it. Samples selected for playback will change with each press of 2), the randomisation button.

15) Loop function

16) Overplay function