**Sequencer Scene**

**LOOP LIBRARY**:

* The loop library is populated by the elements in Resources/SequencerClips. Duplicate any item in there to make a new clip, and fill out each of the fields.
* All items in this folder (and subfolders) will be in the loop library, so just delete or move anything you don’t want.
* The name of the loop in the library will just be the file name.

**EXPLANATION OF THE FIELDS OF A SequencerClip**:

* NOTE: transparency is supported for all images.
* NOTE: where I say “dimensions should be”.., you can use those dimensions or anything with the same aspect ratio. It’s not going to work if you don’t; it will just be stretched.
* Playlist Sprite: The image that will appear in the playlist. The dimensions should be 37\*durationInBeats x 257. Example: a 4 beat clip’s dimensions should be 148x257.
* Banner Sprite: The sprite that appears in the loop library. Dimensions should be 624x200.
* Length: Duration of the clip in beats. Must be a nonzero integer.

**USAGE**:

* In the scene, there is an object called Sequencer with a Sequencer component. The only thing you need to worry about here is the Tempo field, which you should set to the tempo you have in mind for all of your loops. All of your loops should be synced with this tempo.
* The Save and Continue button actually only saves your song, which now plays in the background of the collector scene.