

4. Using Scenes

Now that we have instruments assigned to tracks, and have created and edited some patterns to play on those instruments, we can look at how to assemble groups of patterns into a longer piece of music, using SCENEs.

Remember that the patterns themselves are not part of a scene - scenes are simply a record of which patterns are to be played by each track, the initial active/muted status for each track, and a number of other scene-level values.

The main scene values are viewed and edited on the SCENE page:

The screenshot shows a monochrome display with the following text:

```

SCENE: workscene
GEAR: 16  LENG: 1  SONG ADV: 0
                     auto
-----
FORCE  C
TO SCALE: all notes  XPOSE: 0
                     LFTS: off
  
```

The display is divided into sections by a horizontal dashed line. The top section shows the scene name 'workscene', gear '16', length '1', and song advance '0' in 'auto' mode. The bottom section shows force 'C', 'all notes' to scale, 'XPOSE' '0', and 'LFTS' 'off'. There are also two small boxes at the top right labeled 'SWING' and 'TEMPO' with values '0' and '130.0' respectively.

The VALUE encoder is used for selection and editing of these values just as on the song page.

The top line of the display shows the scene name.

In this case, we are looking at the **workscene**.

The workscene is a temporary holding area for the values and pattern assignments that make up a scene.

You begin each new song in the workscene, since there will not yet be any saved scenes.

As you save the workscene to real scenes, you will remain in the workscene.

Each save will store the current state of the workscene as a new scene at the end of the scene list.

This allows you to build a song from a sequence of scenes by gradually adding or changing patterns on some of the tracks, while leaving other tracks unchanged, without messing around with a lot of scene save-as operations.

Once you are working with a stored scene, you will be able to change the name here, but the workscene cannot be renamed.

Gbar

This is the global bar length - the length of one bar in the scene, in 16th note steps. In song play mode, it is used along with the length value to control how long a scene will play for before advancing to the next scene.

It also provides a common reference for the start of a bar for odd-length P3 patterns that you wish to resynchronise with the other tracks at regular intervals.

This is achieved by turning on the bar-level gbar setting described the in P3 pattern edit section.

Length

The scene length is the number of bars (of Gbar steps) the scene will play for before advancing to the next scene in song play mode.

It can take a value from 1 to 200.

The current scene length is also used as the default length when creating new patterns.

If you typically work with patterns of 4, 8, 16 bars, etc., you can set this value to your preferred length to save the need to edit the bar length of each new pattern manually.

Song Advance

This option controls whether or not the scene will advance to the next scene while in song play mode. Set to the default of “auto”, the scene will advance after one pass. Set to “man”, the scene will loop indefinitely, until a new scene is selected from the scene list, or you select the next scene using the shortcut of holding the NEXT key then pressing SCENE.

Force To Scale

With Force to Scale (FTS) active, all notes played will be forced into the chosen scale (or key signature).

If a note is not included in the current scale, it will be moved to the nearest note which is.

There are two FTS values - the root note and the scale. Each is selected from a list.

There are a number of preset scales to choose from, and also space for 8 user defined scales.

The user scales are stored at the song level – that is, each is accessible only to the song it is defined in.

Any of the scales can be edited, though edits will only be saved permanently to user scales. To edit a scale, access the selection list as if to assign the scale, then hold SHIFT as you press ENTER.

In FTS edit, the step keys are used to toggle each note of the chromatic scale in the FTS scale. Note that the root note cannot be disabled.

FTS has a number of uses:

- Making sure all notes played are in key while making live pattern edits
- Changing the FTS root or scale while playing for instant key changes
- Editing the notes in the FTS scale in real-time as a performance tool

What FTS Does

To explain the effect of FTS, let's say you have a pattern with 12 notes in a rising chromatic scale:

Step:	1	2	3	4	5	6	7	8	9	10	11	12
Note:	C	C#	D	D#	E	F	F#	G	G#	A	A#	B

With FTS set to a **root note** of **C** and the **Major scale**, the notes in the pattern above which are not in the key of C Major will be moved to the nearest notes which are.

The actual notes played would therefore be:

Step:	1	2	3	4	5	6	7	8	9	10	11	12
Note:	C	C	D	D	E	F	F	G	G	A	A	B

Note that **the pattern itself is not changed** – the notes are corrected **dynamically** as the pattern plays.

This may be a problem for certain instruments, such as drums, where you don't want the wrong sounds to be played. The option "No FTS" in the instrument definition allows you to disable force-to-scale for any such instrument.

You can also disable FTS on any step of a P3 pattern, by using the transpose defeat, or X, flag.

Xpose

This is the scene level transpose value.

All patterns will be transposed by the selected value, unless the instrument option “No Xpose” is enabled, or the X-flag is set on some pattern steps.

The **FTS** option linked to the transpose value controls whether the force-to-scale settings are applied before (pre) or after (post) the scene transposition.

With the XPose FTS option is set to post, in effect, the root note setting for FTS is also transposed.

Saving a SCENE

Whenever you create a new song, you will start in the workscene.

Once you have created some patterns for the first section of your song, the workscene can be saved to a stored scene.

To do this, ensure you are on the SCENE page, then press the SAVE key.
You will be prompted to enter a name for the scene:



You can edit this name in the usual way, or just press ENTER to accept the auto-generated name.

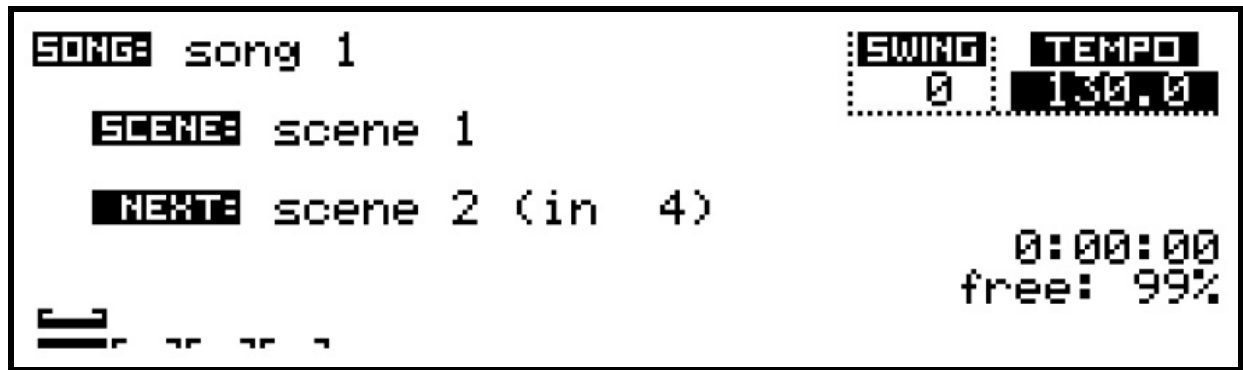
Once the scene has been saved, you will remain in the workscene, as described before.

This is intended to simplify the progress of the initial building of a song.

Once a number of scenes have been added, you can switch to song play mode by switching to the SONG page, or manually enabling song play.

Whenever you enter song play mode while in the workscene, at the end of the next global bar, the first scene of the song will be loaded and the pattern assignments and initial active/mute status of the tracks for the scene recalled.

The names of the current and next scenes are shown on the SONG page:



A countdown of bars until the next scene change is shown to the right of the next scene name. In this example, Scene 1 is the current scene.

Scene 2 is set to follow after 4 bars (4 repeats of the gbar length defined for Scene 1).

The graphic at the very bottom of the display provides a visual indication of the current scene length, and the playing bar position in the scene.

The single 'bar' indicator second from bottom shows the length and current position of the pattern assigned to the current edit track.

If the Song Adv option for scene 1 was set to manual, it would not advance, and the text **manual** would appear in place of the countdown.

A manual scene allows you to have a point in a song where the patterns of a scene will repeat indefinitely until you manually advance to the next scene.

You do this by holding the NEXT key and pressing the SCENE key. A brief message will confirm the pending scene change.

Mute Hold

As each scene is recalled during a song, the initial active or muted status for each track is also recalled.

The Mute Hold feature allows you to over-ride this behaviour if you wish.

To change the mute hold option, hold the SHIFT key and press SCENE.

There are three possible settings:

OFF - mute settings are always recalled

Next - for the next scene to be recalled, the current mute status will be preserved,
then mute hold will revert to OFF

LOCK - for all scenes recalled, the current mute status will carry over

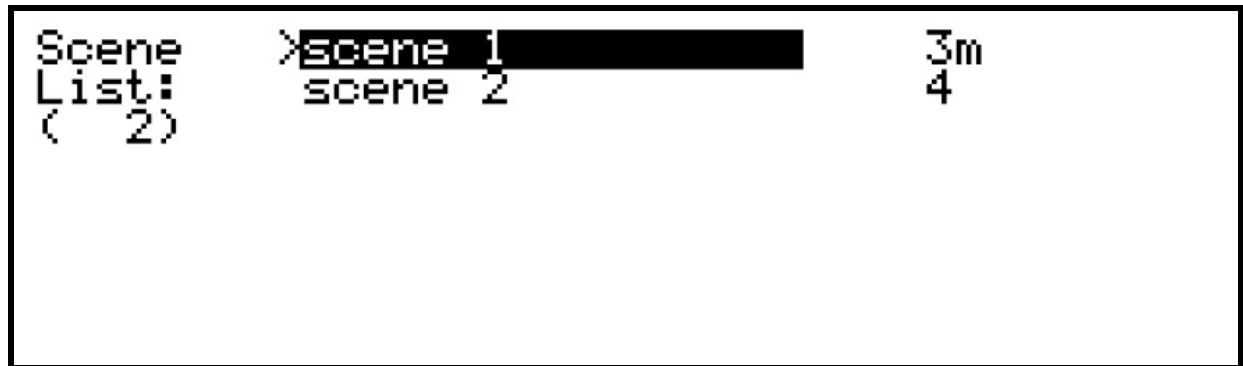
As you change the mute hold setting, a popup message on screen will confirm the new mode.

The Scene List

In order to view all the scenes in a song, or to manually recall a scene other than the next scene in the song, you must use the scene list.

The scene list is accessed from the SCENE page by pressing the SCENE key.

If you are not on the SCENE page, two presses of SCENE will take you to the scene list.



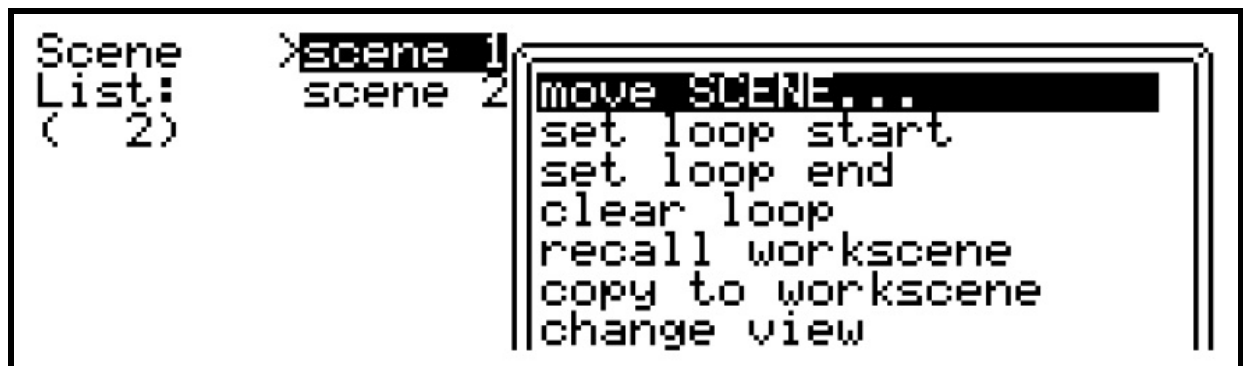
This list shows our example song, with two scenes.

The number to the right of the scene name shows the length of the scene, except for the scene currently playing. For the current scene, the value counts down, to show how many bars will play before the scene loops (or advances, if song mode is enabled). A scene set to manual advance will show a letter 'm' next to the length/count number.

Using the VALUE encoder, you can scroll to any scene on the song, then press to recall that scene on the next global bar loop, or immediately if Cirklon is stopped.

The arrow just before the scene name indicates the current scene playing.

The scene list provides some other scene operations, accessed by pressing the MENU key:

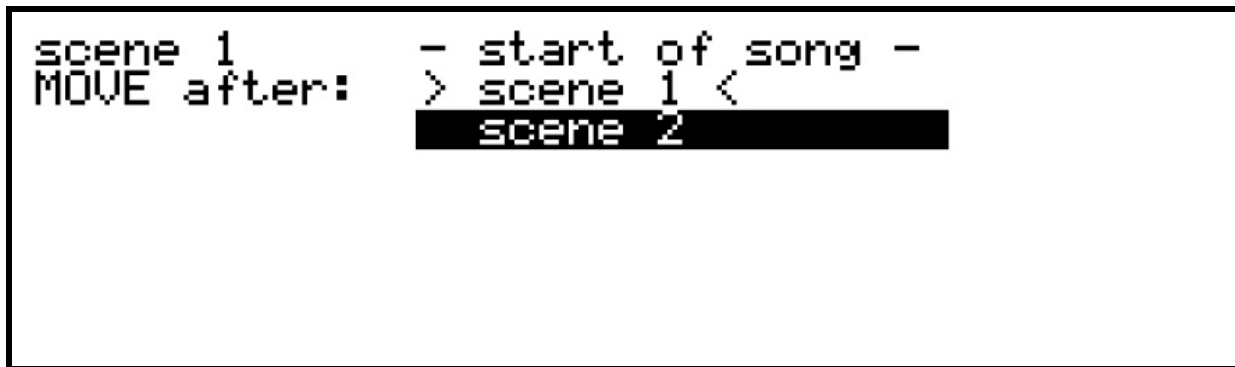


Move SCENE

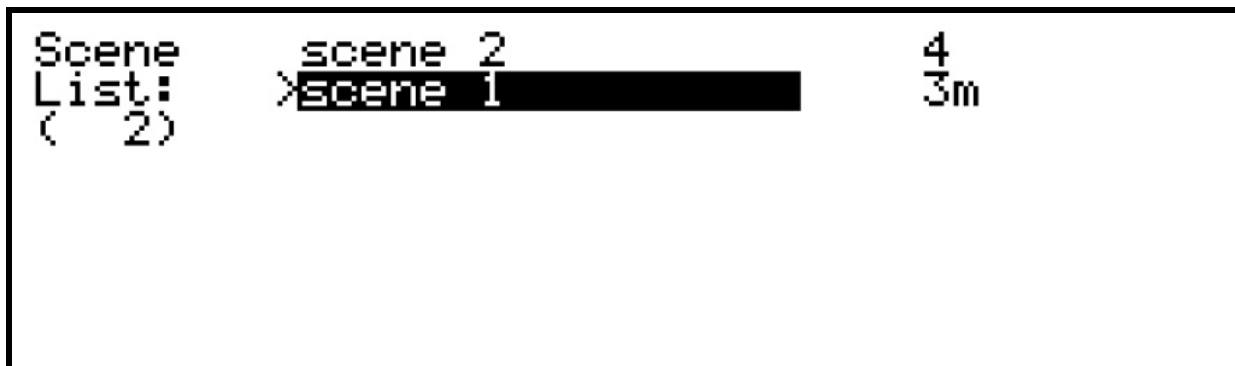
This function allows you to move the selected scene to another position in the song. Select the scene in the list you wish to move, press MENU, then select move SCENE.

The display will show the full list of scenes. Scroll to the scene **before** the new location for the selected scene.

An extra entry for “- start of song -” allows you to move a scene to the very start of the song. In this example, Scene 1 has been selected for moving:



...pressing VALUE/ENTER will reposition Scene 1 *after* Scene 2, thus changing the order of the song:



Scene Loops

Normally in song play mode, a song will start at the first scene, play through all scenes, and then repeat the final scene indefinitely.

A scene with all tracks muted can be saved as last scene to set a definite end to a song if required.

The menu options “set loop start” and “set loop end” allow you to set a smaller section of the song to loop.

First select the scene you wish to start or end the loop with in the list.

Then press MENU, and select one of the “set loop ...” options.

The labels “loop...” and “...end” beside the reps counts will show the loop points.

The “clear loop” option removes both loop settings from the song.

Recall / Copy To Workscene

These two options allow you to return to the workscene, to continue building a song.

If you switched to song play mode while you are working on a scene that you hadn’t saved, “Recall workscene” will restore the workscene so you can continue to edit or save it.

“Copy to workscene” copies all the pattern assignments and values for the current scene into the workscene and switches to it.

This allows you to return to the building phase of a song, incrementally saving variations on the workscene as new scenes at the end of the scene list, without having to use save-as and manually naming each scene.

Deleting A Scene

You can delete the currently selected scene in the list by pressing the DELETE key.

A confirmation screen will follow.

Note that only the scene itself is deleted.

Any patterns assigned in the scene will remain in memory, whether they are used in other scenes or not.

Change View / Scene Select View

For rapid access to a larger number of scenes, the scene list has an alternative view, where scene names are shown in two columns of up to eight scenes.

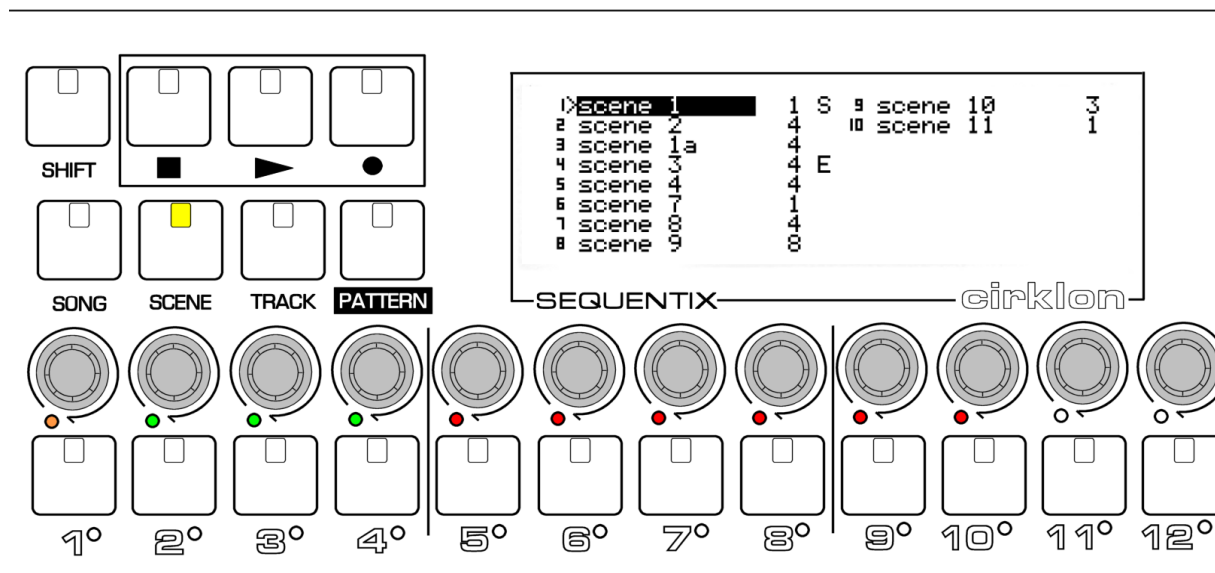
This is the **scene select view**.

Scene selections can still be made using the VALUE encoder as before, but the step encoders can be used to select scenes directly, and to quickly set scene loop start and end points at the same time.

The “change view” menu option is used to switch between the two views.

Your choice of view is stored permanently.

An example of how Cirklon might look in scene select is shown below:



This example song has a total of 10 scenes, not numbered contiguously as some scenes have been edited and saved-as, while others have been deleted.

In the scene select view, each scene is mapped to one of the step encoders.

The current scene is shown by a flashing amber LED.

All other scenes are shown with a red LED, unless they are within a scene loop, in which cases they have a green LED.

On the display, the scene names are shown in two columns (if required), with the number of the step encoder the scene is mapped to just before the name.

The scene length (or bars remaining count for the current scene) is shown after the name, with the letter 'm' to indicate a scene set for manual advance.

The first scene in any scene loop has a letter 'S', and the last scene in a loop a letter 'E'.

A '>' symbol appears between the step key number and the name of the current scene.

Any scene shown on the display can be selected directly by pressing the step encoder mapped to it.

Unlike the scene list view, selecting a new scene here will not return you to the main scene page.

While a change to another scene is pending, an asterisk ('*') will appear before that scene's name.

You can also scroll the highlight selection through the scenes using VALUE, and select the next scene by pressing ENTER.

If there are more than 16 scenes in a song, the VALUE encoder can be used to move back and forth through all the scenes. As you do so, a different bank of scenes will be mapped to the step encoders for direct selection.

A scene loop can be set quickly here by holding one step encoder, then pressing and releasing the encoder for a later scene.

The first scene selected will be queued as the next scene to play, and also set as the scene loop start. The later scene will be set as the scene loop end.

This mode may be preferable to the basic scene list for improvising the structure of a song in real-time, rather than sticking to a pre-determined scene order.

When jamming with scenes, the next scene usually starts at the end of the global bar. You may, however, prefer the scene to run for its full length before switching. If this is the case, hold SHIFT when selecting the next scene. **Remember that Scene length is calculated by multiplying the LENG field with the GBAR value – currently it is always a multiple of GBAR.**

Editing a Saved Scene

When you have recalled a saved scene, either manually or by entering song play mode, you can make changes to the pattern assignments and mute status of tracks, or change the scene level values.

Changes made to a saved scene will **not update the saved version of the scene**.

You must normally re-save the scene if you want any changes to be permanent.

This prevents unexpected changes to finished scenes in songs where you might want to make temporary changes to mutes, etc. during playback.

In some cases, for example where you are still working on the structure of a song making changes to various scene values, you may find it easier to have changes to scenes save automatically.

To enable this, you can turn on the “Scene auto-save” option found in the play mode menu – see the later section for details.

When any changes are made to a scene so that it differs from the saved version, the SAVE key will light when you are on the SCENE page.

When you press the SAVE key, a display like this will appear:

Save edits to: scene 1 ?					
Changed: patterns; mutes;					
		over-	save		
		write	as new		back

This shows a reminder of what you have changed, in case you lost track.

The step encoders under the three options will light red.

You can:

- over-write save the changes to the scene
- save as new save the altered scene to a new scene
- back return to the scene page without saving

When you choose the over-write or save-as-new options, further confirmation pages may then appear.

Pattern “Saved” Status

As described earlier, each pattern has a status value which records if the pattern has been saved. An additional value records how many scenes make use of the pattern.

When you save a scene, all the patterns assigned in that scene will normally have their status updated to saved, and their scene usage count updated.

You should normally save any edits made to patterns at the same time as the scene is saved, if they have not already been manually saved in pattern edit.

For each saved pattern which has been edited, the scene save process will present you with the following options:

Saved pattern pattern 1 on Track 1 has been edited - used in current scene and 0 other					
SAVE	Save as NEW		SKIP Save		LOSE edits

You can:

- save the edits to the original version of the pattern, thus affecting all scenes that use the pattern
- save the edited version of the pattern to a new pattern
- skip saving for now, leaving the edited version in place (not recommended if you don't want to risk unexpected changes if you later save this pattern for another scene)
- lose the changes, and restore the original version of the pattern

To stop this process becoming too long-winded, you are not prompted to edit the pattern names either when saving, or saving as new.

New patterns will have their names auto-generated based on the existing name.

If you are choosy about your pattern names, remember to edit the name and save your patterns manually when you finish working on the pattern itself.