

# Alpha1 Workflows (EN)  
Portable MIDI Sequencer — Public Alpha 1

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## ## 1. Overview

This document describes \*\*how Alpha1 is used in practice\*\*, focusing on:

- Recording workflows
- Live behavior
- Menu and edit logic
- Real-time constraints

It complements the User Manual and Quick Reference.

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## ## 2. Linear Recording Workflow

```
[STOP]
|
| set BPM / Track / Mode = Linear
v
[REC pressed]
|
| 4-beat count-in
v
[RECORDING]
|
| MIDI events recorded once along timeline
| Metronome active
|
[STOP]
|
v
[PLAY]
```

### ### Notes

- Recording is \*\*destructive per track\*\*
- Re-recording a track overwrites previous content
- Track = MIDI channel (1–16)

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## ## 3. Loop Recording Workflow

```
[STOP]
|
```

```
| set Mode = Loop  
| set Loop Length  
v  
[REC pressed]  
|  
| 4-beat count-in  
v  
[LOOP RECORDING]  
|  
| overdub enabled by default  
| loop wraps automatically  
|  
[STOP]
```

#### ### Loop-specific behavior

- Recording is **non-destructive (overdub)**
- Pressing REC during recording clears current track instantly
- FF / REW switches tracks without stopping
- Hanging notes possible near loop boundary (use MIDI panic)

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## ## 4. Menu & Edit Workflow

### Root Screen

```
|  
| Encoder press  
v
```

### Edit Mode (\*)

```
|  
| Encoder rotate  
v
```

### Change value

```
|  
| Encoder press  
v
```

### Apply / Exit Edit

#### ### Editable items

- BPM (Stop mode only)
- Track
- Sequencer mode
- Loop length
- Quantize

- Save / Load / Clean

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## ## 5. Record-Time Restrictions

During recording, the following are blocked:

- Save / Load / Clean
- Loop length edit
- Sequencer mode change

This prevents breaking live performance flow.

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## ## 6. Track Switching Logic

### Encoder-based

- Enter edit on Track field
- Select desired track number

### Button-based (recording only)

- FF → Track +1
- REW → Track -1

Immediate response, no confirmation required.

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End of document.