

Alpha1 Workflows (EN)

Portable MIDI Sequencer — Public Alpha 1

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.

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)

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)

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

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.

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.

End of document.