Overview

All the buttons on the screen are clickable:
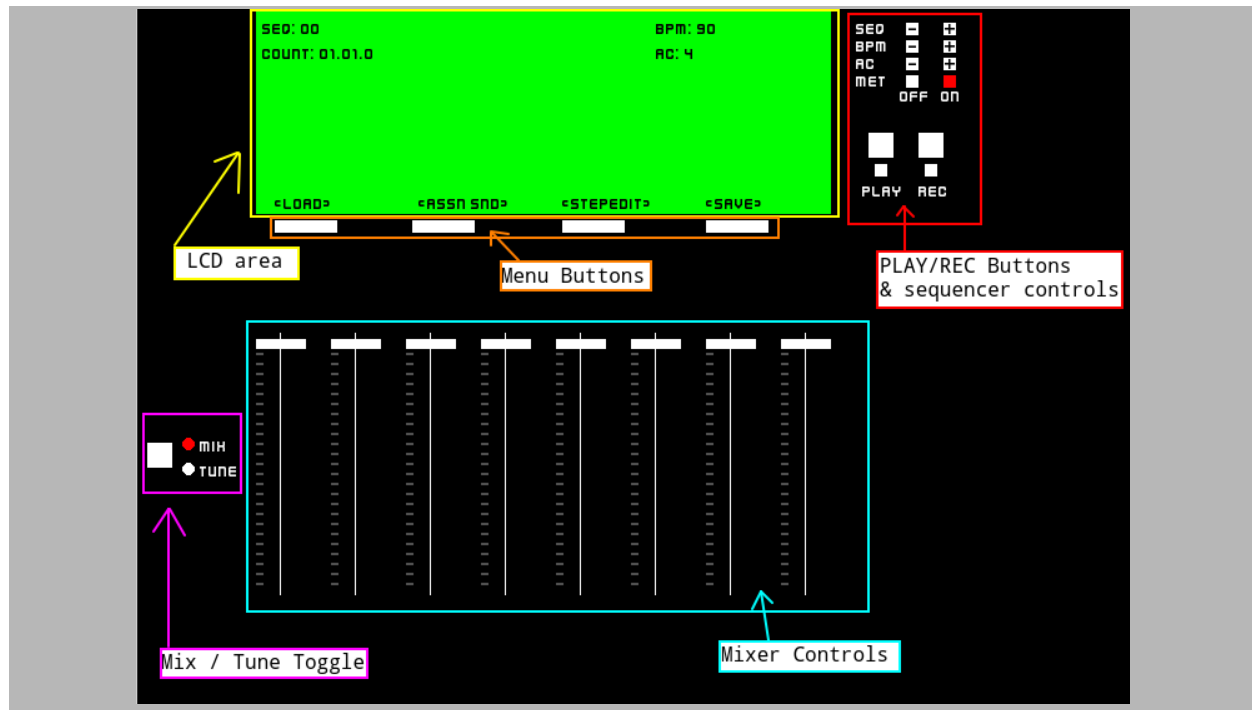

MIX / TUNE Toggle:	Clicking on white box to the left of the mixer controls changes the mode of the sliders. A red circle indicates the mode the sliders are in.
Mixer Controls:	Can be adjusted by clicking on the knobs and dragging with the mouse.
Sequencer Controls:	Can be clicked or changed with keyboard keys:
[/] :	Left / Right bracket: previous and next sequence
- / + :	Change BPM
9 / 0 :	Change Auto Correct setting
M :	Toggle Metronome on and off
O :	Toggle Record
P or SPACE :	Toggle Play
L :	Delete key (all note from a pad or in real time)
Menu Buttons:	Clickable or Use keyboard keys from left to right: **Q, W, E, R**
LCD area:	**SEQ** - the current sequence **BPM -** beats per minute **AC -** Auto Correct settings **COUNT -** Bar, Beat, Pulse
A, S, D, F, G, H, J, K	These keyboard keys are used to play sounds

Quick Start

The following instructions will explain how to use the drum machine. A **DEMO** disk, located in the DISK folder, is provided to help showcase the machine's functionality.

Loading A Disk

Click on the leftmost button below the **LCD area** labeled **[LOAD]**, or press **Q**
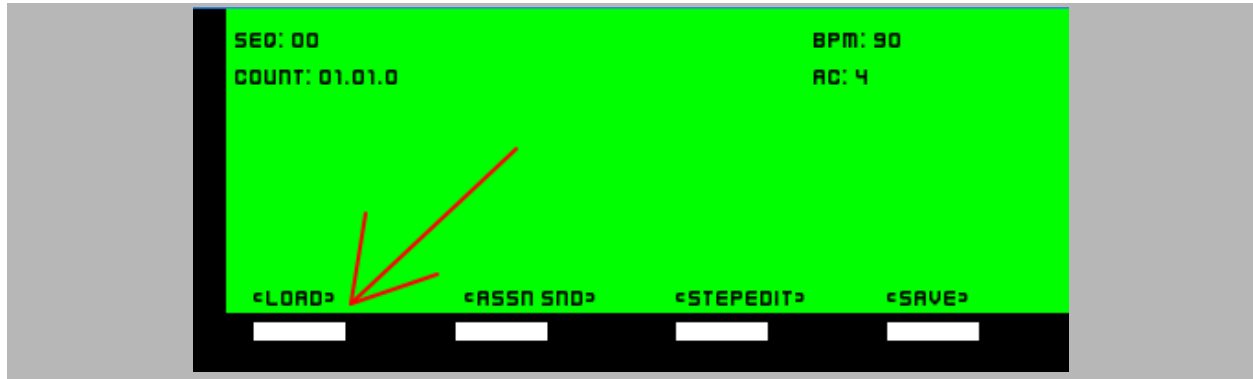
You will be presented with the load menu:

1.	Select the "*disk*" you want to load by clicking the white box next to the disk name, the box will turn white (see image below), indicating it is selected.
2.	A disk named **DEMO** is provided. Click on the white box next to **DEMO** to turn it red
3.	Press **F1** to load the disk

NOTE: You can exit the menu without loading a disk by pressing **ESC**
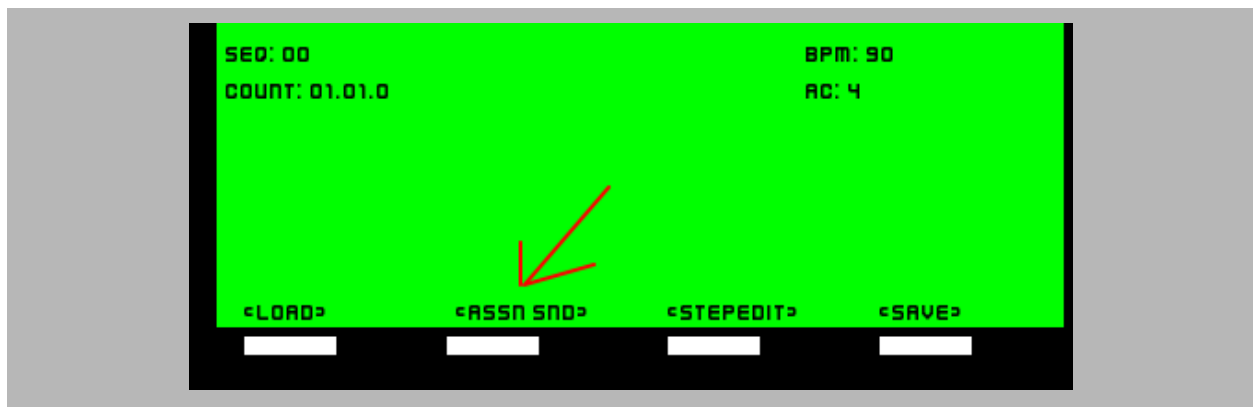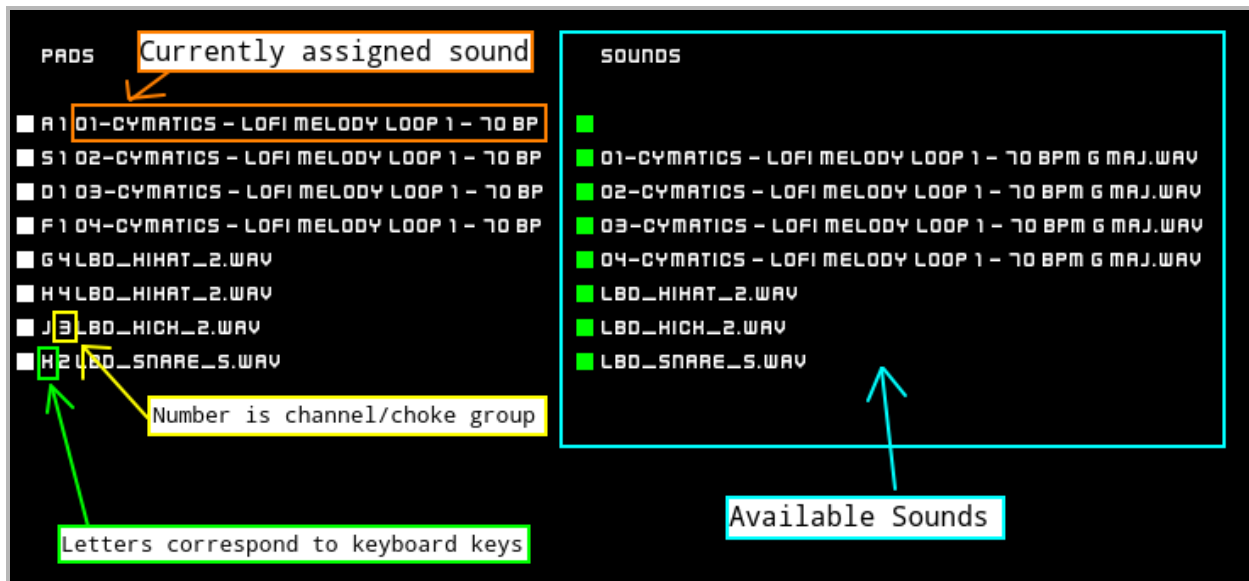
Assigning Sound

Once your disk is loaded, you will be returned to the main screen.
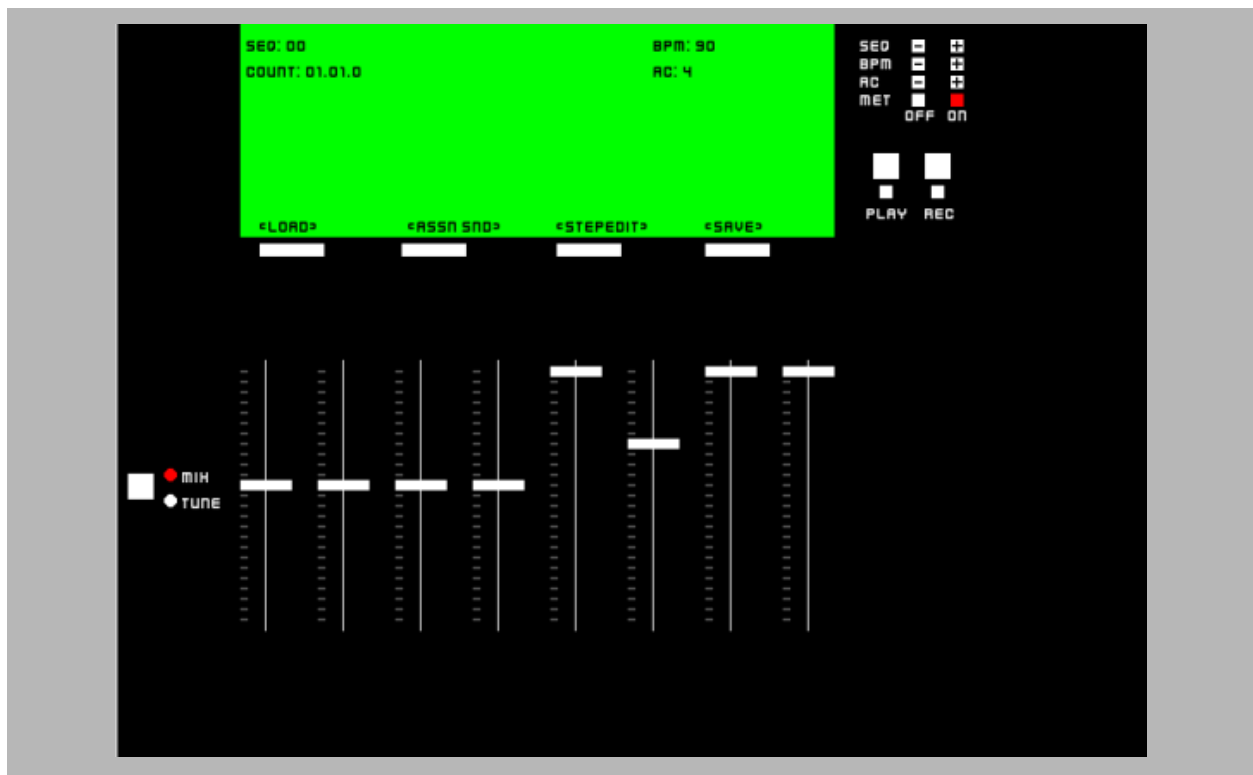
Notice that the mixer controls have changed. On the **DEMO** disk, sounds are already assigned and there is a demo sequence. For now, click on the button below **[ASSN SND]** or press **W**


This will take you to the sound and channel assignment menu:

To assign sounds to **PADS** do the following:

|	
1.	On the left are **PAD** slots for up to 8 sounds. Each **PAD** maps to a keyboard key **(A, S, D, F, G, H, J, K)**. Select the **PAD** you want to assign by clicking the white box to the left of the **PAD**, its box will turn red. (see figure below)
2.	Next select the sound from the right hand side you want assigned to the selected **PAD.**
3.	With the current **PAD** still selected, you can change the choke group with the numeric keyboard keys 1-8.
4.	Click on the **PAD** assignment box again to deselect. (You must unselect a **PAD** before selecting another one)
5.	When finished, press **ESC**.
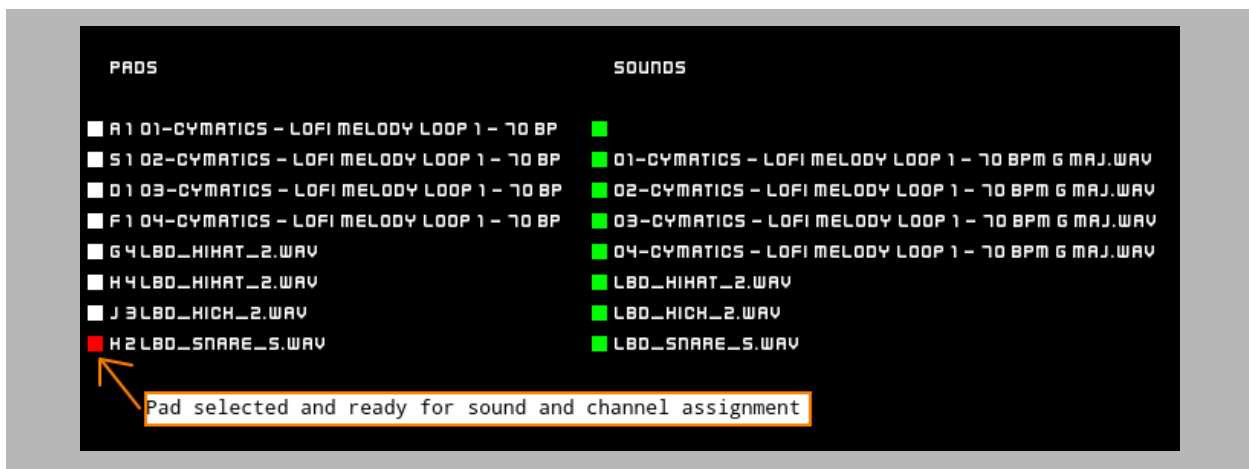
Choke Groups / Channels Explained

Sounds assigned to the same group will cut each other off. For example, if the keys **A** and **B** are assigned to the same group, pressing **A** will start playback of the sound assigned to **A**, if you then press **B** while **A** is still playing, playback of the sound on **A** will stop and the sound assigned to **B** will start.
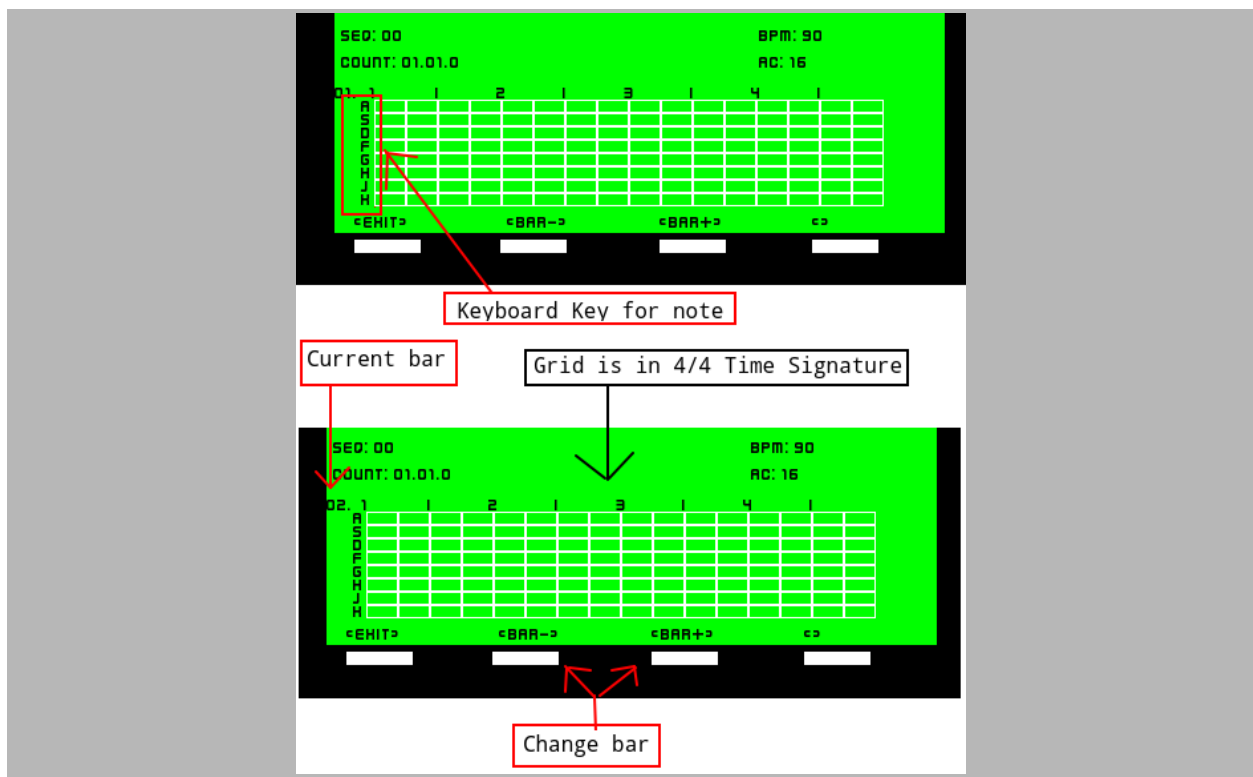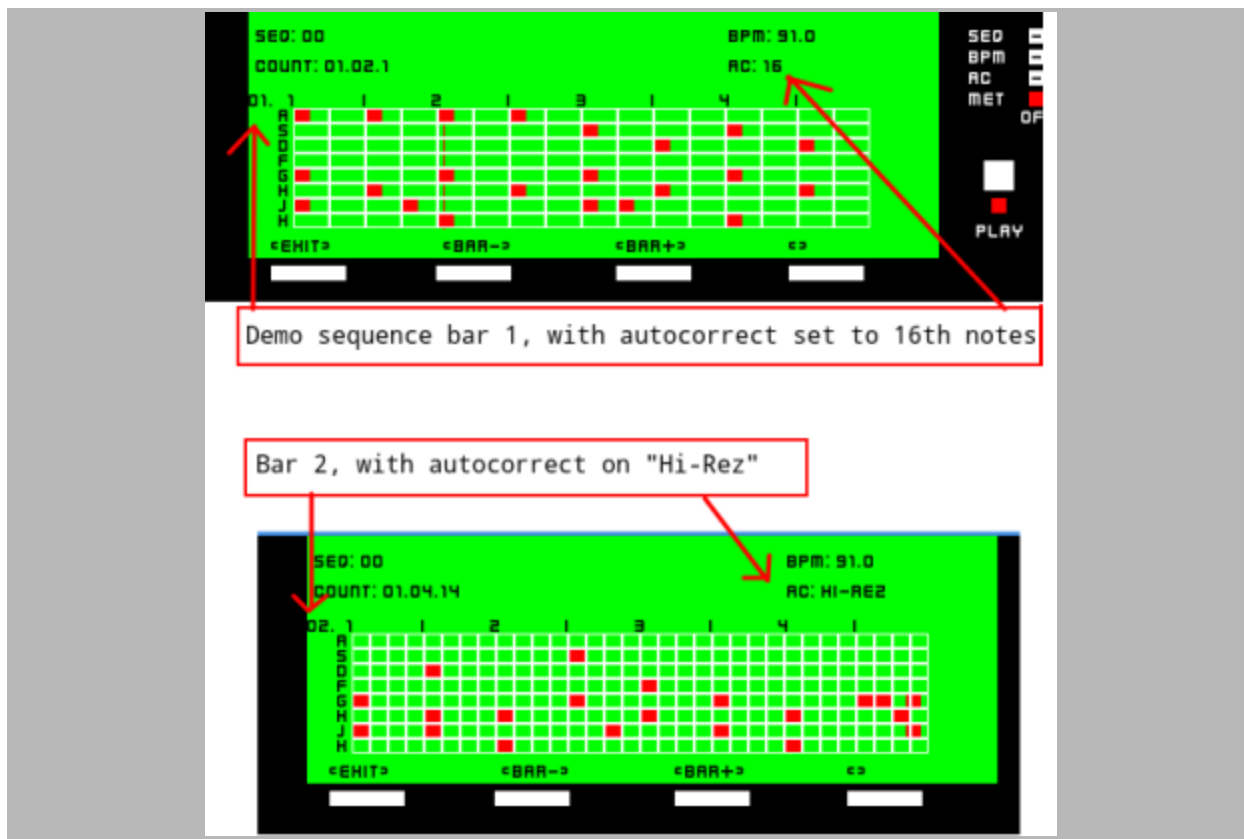
Step Edit & Real Time Record

Step Edit Record

Click on the button labeled **[STEPEDIT]** or press **E**
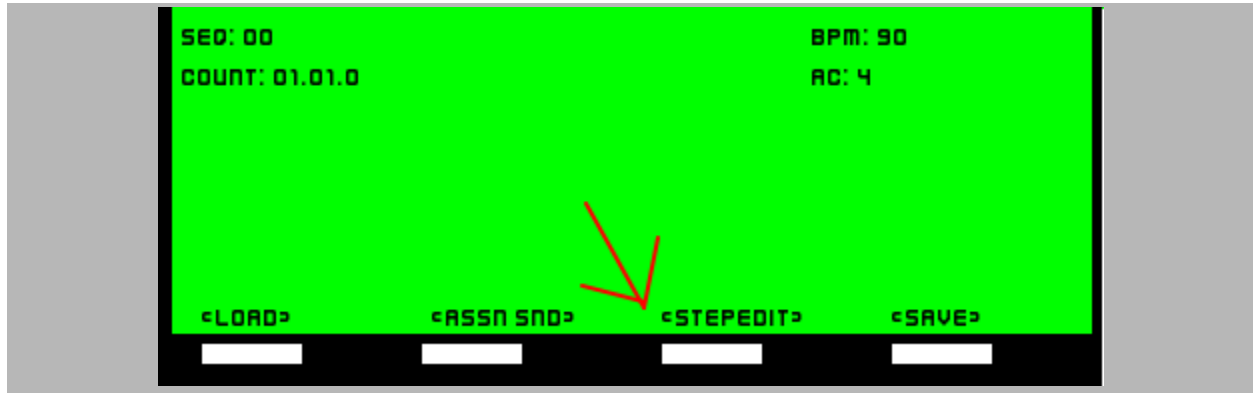
The editing grid will appear in the **LCD area**. Only one bar is displayed at a time on the grid. To switch between bars, use **[BAR -]** and **[BAR +]** or the keyboard keys **W** and **E**. The grid resolution will change based on the AC setting. The following image contains captions explaining the layout.

When **REC** is enabled (the small square above **REC** text is red), you can click the boxes to assign a note or remove it.

Demo sequence bar 1, with autocorrect set to 16th notes

Bar 2, with autocorrect on "Hi-Rez"

You can also enable **REC** (press **O** or by clicking the **REC** button) and then press **PLAY** (**P, SPACEBAR** or click large white box). A vertical red line will scroll across the grid showing the current location in the sequence. Hitting any keyboard key **(A, S, D, F, G, H, J, K)** will record that note in real time. To exit **STEPEDIT**, click the button labeled **[EXIT]** or press **Q.**

Real Time Record

You do not have to be in **STEPEDIT** mode to record. The previous **REC & PLAY** procedure will work with **STEPEDIT** deactivated from the main screen.

Delete

To delete a note without using **STEPEDIT**, you can use the **L** keyboard key. If the sequence is not playing, pressing and holding **L**, then pressing a key **(A, S, D, F, G, H, J, K)** will remove all corresponding notes from the sequence. If the sequence is playing, holding down **L** will allow you to remove notes in real time. It functions the *opposite* of recording. i.e. holding down **L** and pressing **D** will not record, but delete a note at that time step.

Change Sequence

When a sequence is not playing, changing the sequence is immediate. When a sequence *is playing*, a * will appear next to the sequence number indicating a queued sequence. Once the currently playing sequence reaches its end, the queued sequence will begin playback and the * will no longer be displayed. If playback is stopped before the queued sequence takes effect, the sequence will not change, but remain on the current sequence.

Saving A Disk

Click on the button labeled **[SAVE]** or press **R**

The save menu has the same layout as the load menu. Select the disk you want to save to and press **F1**. All pad and channel assignments, mixer control settings (mix and tune) and sequences will be saved.

Set Up a Disk With Your Own Sounds

You can not load new sounds from the GUI. To add your own sounds, navigate to the **DISKS** folder and complete the following:

1.	Copy the folder named **BLANK** and rename to whatever you like.
2.	Inside the newly named folder you will find: ● A folder named **samples** ● 8 sequence files with file extension ***npy*** ● The file **config.json** (this is where the key/channel assignments and mixer control settings are saved to and loaded from)
3.	Copy any sounds you want to be loadable into the **samples** folder. You can add as many sounds as you like, *but only 8* will be loadable at a time.
4.	Follow the previous described procedures for loading and assigning sounds

How to Get a Recording of a Sequence

You can use any software that is capable of recording the stereo channel of your computer, For example a DAW, such as Ableton Live, or free cross-platform audio software such as Audacity