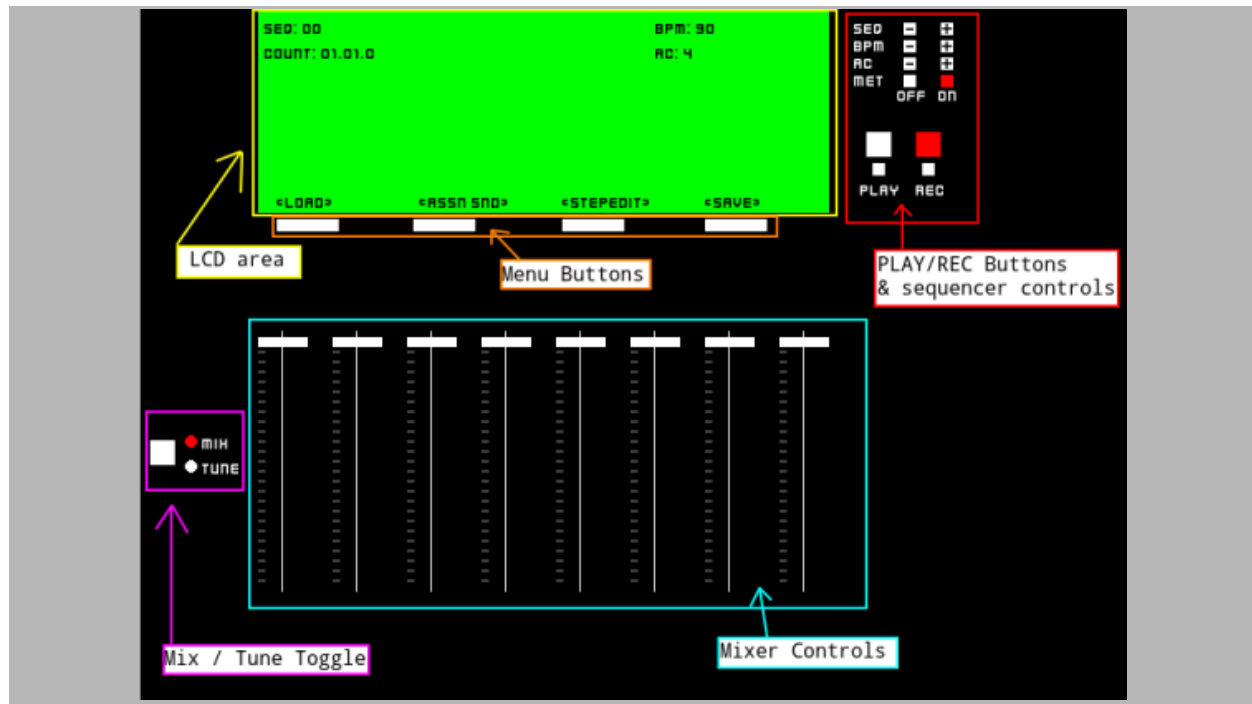


Overview

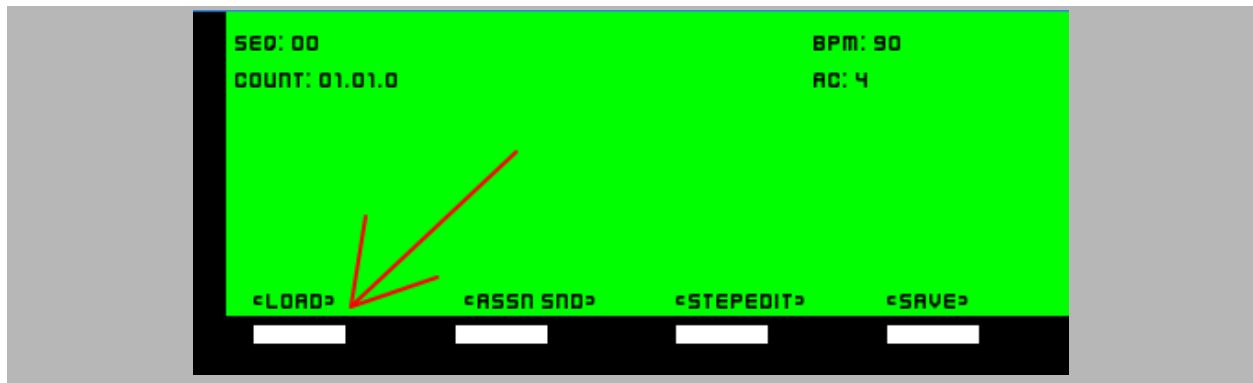
All the buttons on the screen are clickable:



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 :	Toggle Play
L :	Delete key (all note from a pad or in real time)
Menu Buttons:	Clickable only
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

Loading A Disk

Click on the leftmost button below the **LCD area** labeled **[LOAD]**.



You will be presented with the load menu:

1.	Select the " <i>disk</i> " you want to load by clicking the red 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 red box next to DEMO to turn it white
3.	Press F1 to load the disk

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

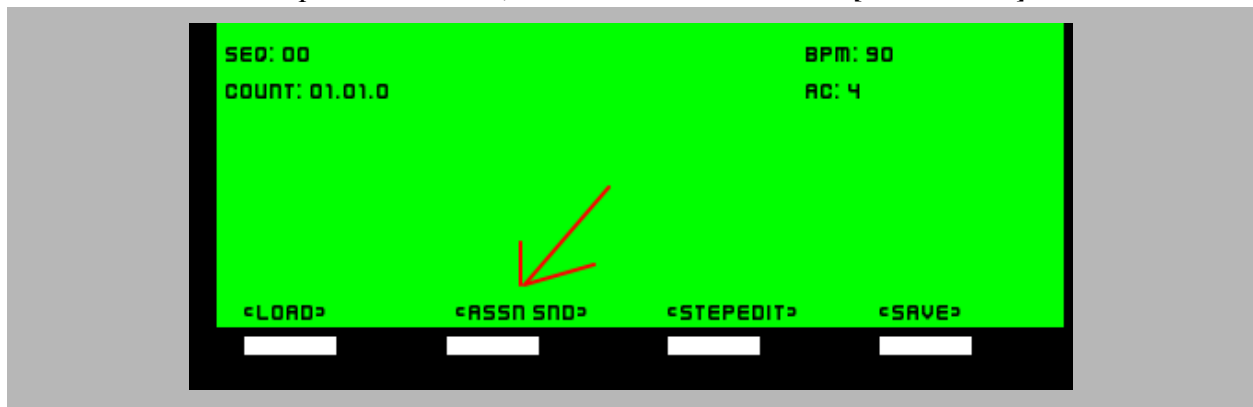


Assigning Sound

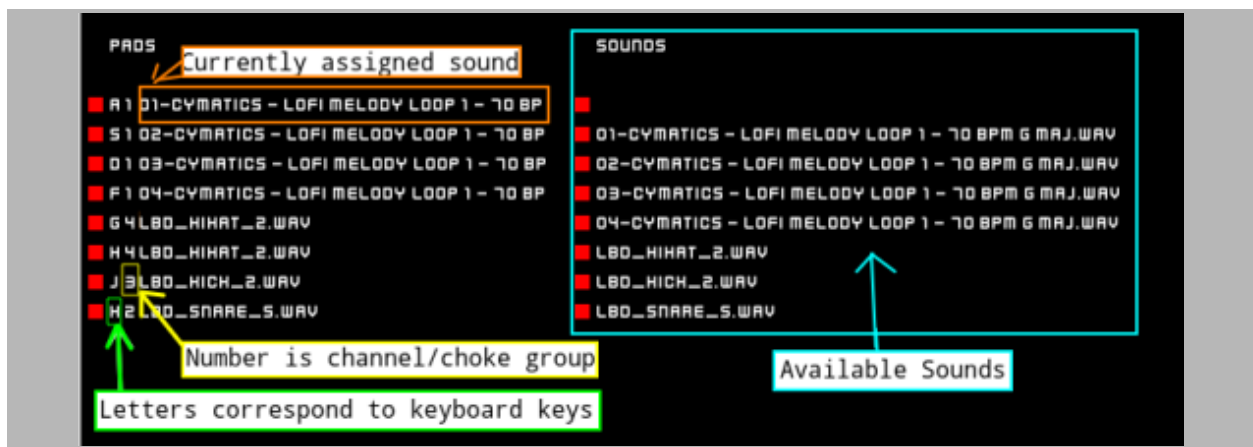
Once your disk is loaded, you will be returned to the main screen.



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**]



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 red box to the left of the **PAD**, its box will turn white. (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**.

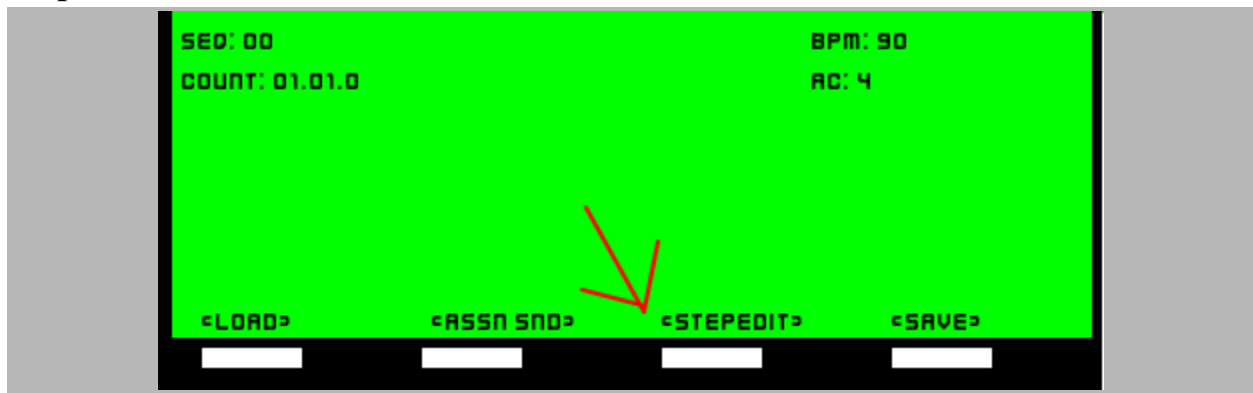


Choke Groups / Channels Explained

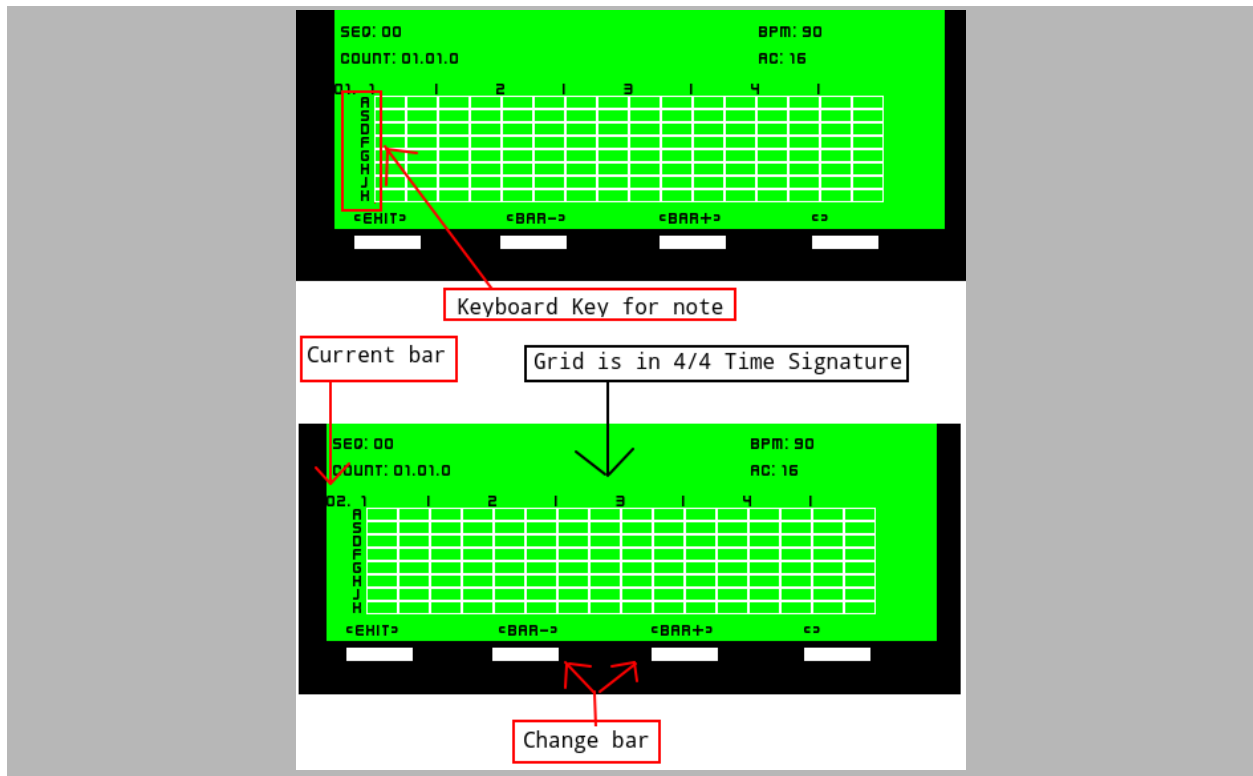
Sounds assigned to the same group will cut each other off. For example, if the keys **A** and **B** are assigned to the same group, pressing **A** will start playback of the sound assigned to **A**, if you then press **B** while **A** is still playing, playback of the sound on **A** will stop and the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

Step Edit & Real Time Record

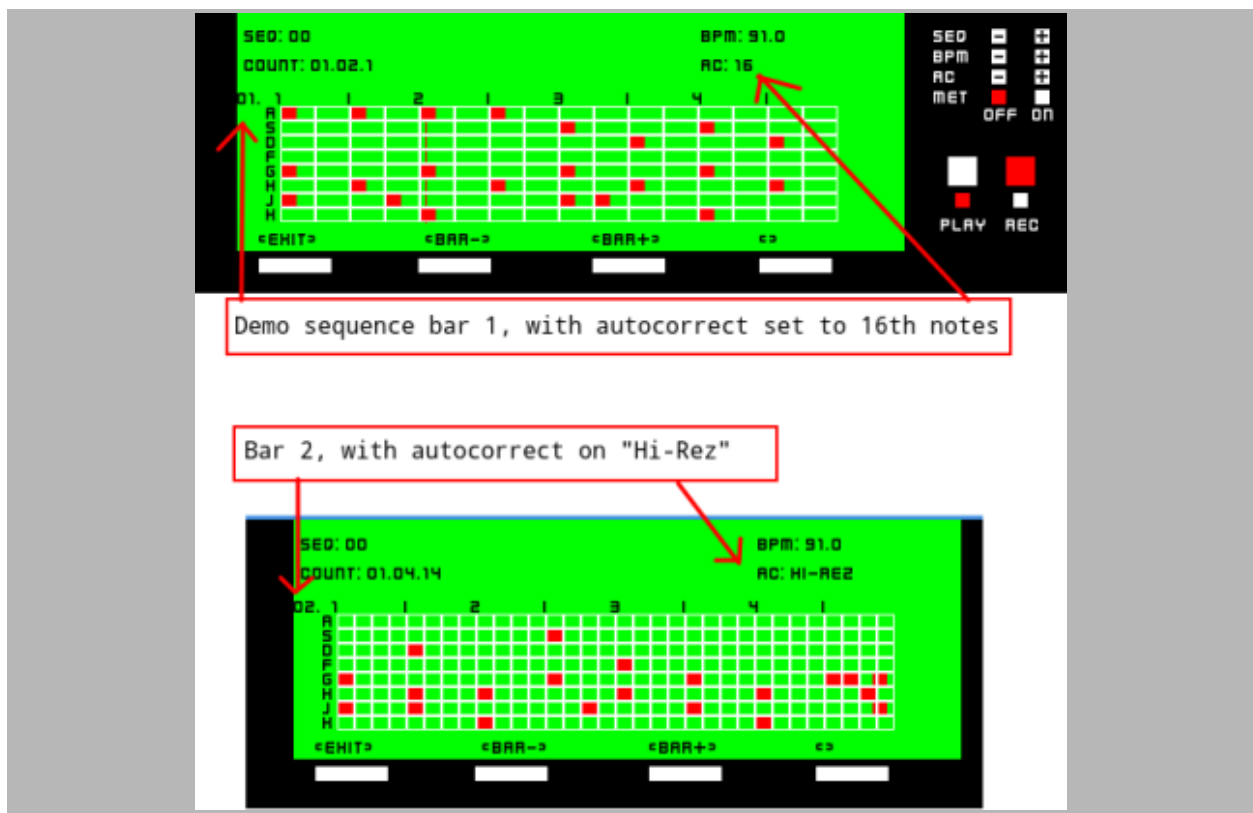
Step Edit Record - Click on the button labeled **[STEPEDIT]**



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 +]**. The grid resolution will change based on the AC setting. The image on the next page 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.



You can also enable **REC** (press **O** or by clicking the large red **REC** button) and then press **PLAY** (**P** 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**]

Real Time Record

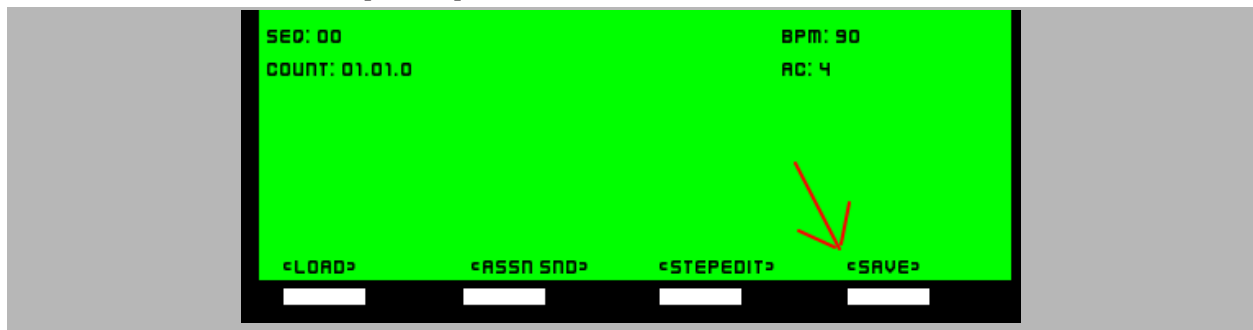
You do not have to be in **STEPEDIT** mode to record. The previous **REC & PLAY** procedure will work with **STEPEDIT** deactivated from the main screen.

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.

Saving A Disk

Click on the button labeled [SAVE].



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 setting (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: <ul style="list-style-type: none">• A folder named samples• 8 sequence files with file extension <i>npv</i>• 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, <i>but only 8</i> 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](#)