

UI Overview

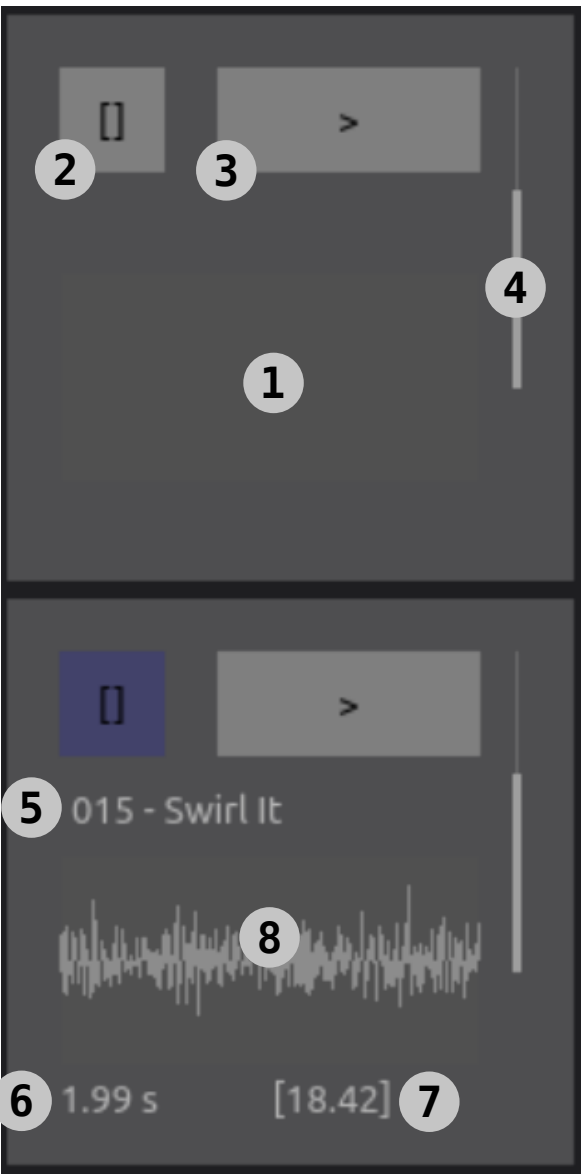
- 1 Status Bar
  - Tabs (obsolete)
  - HP: Headphones Volume
  - PA: Main Volume
  - bpm: Tempo
  - 30:45 Bar:Step Counter
- 2 Sample Browser
- 3 Waveform Window
  - shows Sample of selected Tile or Browser
- 4 Tile Grid
- 5 Empty Tile
- 6 Tile with Sample and Steps
- 7 Selected Tile with Sample
- 8 Selected Tile Group

Tile: previous Subchannel  
Group: previous Channel  
(4 Subchannels)



Tiles - Detail

- 1 empty Sample Window
- 2 Tile has Steps Indicator
- 3 Sample Play Indicator
  - is playing
  - play direction
- 4 Volume Fader
- 5 Sample Name
- 6 Sample Duration in Seconds
- 7 Sample Duration in Steps
- 8 Sample Waveform



Quick Start Guide

- 1. select a tile via the touch ui
- 2. browse samples via the controller and prelisten via headphones (the waveform will be shown in the Waveform Window)
- 3. load the selected sample to the selected tile via the controller
- 4. set steps on the stepsequencer of the controller (the sequence can be prelisten via headphones)
- 5. use the fadelope to change the sample length (start, fade-in, fade-out, end)
- 6. repeat the previous steps to get a full beat
- 7. change to mute overlay via the controller
  - select the tiles to be muted via the touch ui
  - press unmute all (controller) to hear the full sequence again
  - press last mute to go back to the last mute states