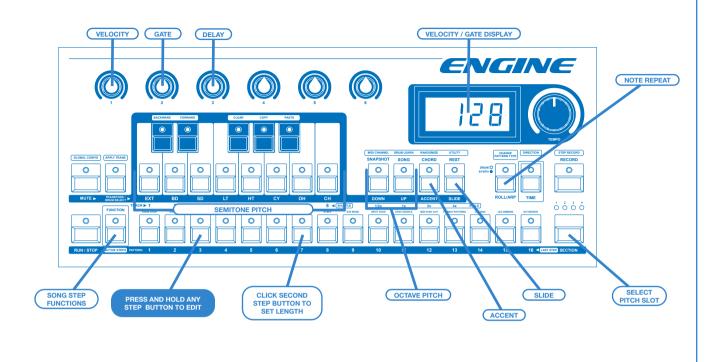


STEP EDIT MODE

STEP EDIT MODE is used to set attributes of a programmed step in grid programming. For synth type patterns, this includes step pitch, velocity (accent), gate (slide), delay, length and repeat. For drum type patterns, this includes accent, delay and repeat.

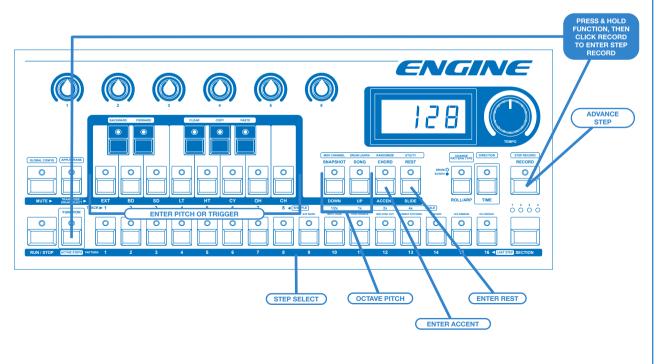
To enter STEP EDIT MODE, press and hold a pattern step button. To set step length, click a second step button while still holding the first.



STEP RECORD MODE

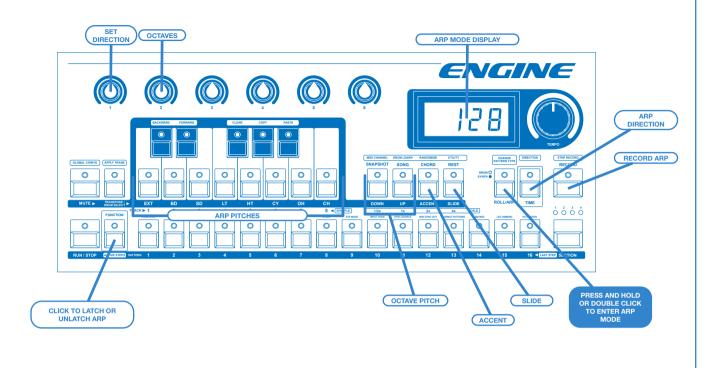
STEP RECORD MODE is used program patterns using an alternate method of automatically incrementing from step to step while programming. When using STEP RECORD, click the mini keyboard to enter an event and advance, or click REST to clear a step and advance. Click RECORD to advance a step without changing the current step. You can jump directly to a specific step by clicking the pattern step buttons.

To enter STEP RECORD MODE, press and hold FUNCTION, then click the RECORD button.



ARP MODE

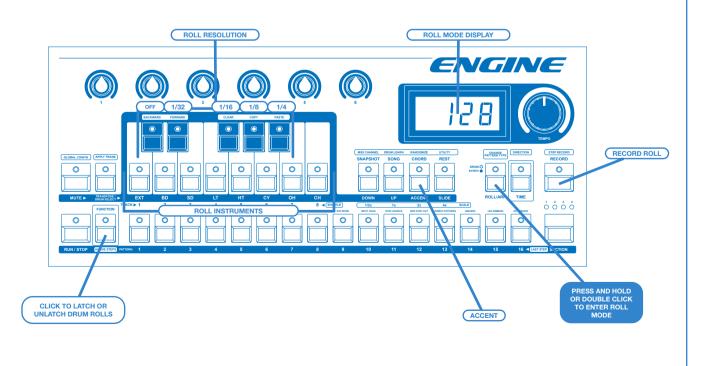
ARP MODE is used on synth type patterns to perform and record arpeggios. The arpeggiator can be recorded directly into the pattern. The arpeggiator can be latched and will continue to play when leaving ARP MODE. Realtime accents and slides can be performed while the arpeggio plays. The arpeggio direction and octaves can be changed. To enter ARP MODE, press and hold or double click the ROLL/ARP button.



ROLL MODE

ROLL MODE is used on drum type patterns to perform and record drum rolls. The rolls can be recorded directly into the pattern. The roll can be latched and will continue to play when leaving ROLL MODE. Realtime accents can be performed while the roll plays. The roll resolution can be changed.

To enter ROLL MODE, press and hold or double click the ROLL/ARP button.



SNAPSHOT MODE SNAPSHOT MODE is used to recall and record snapshots. Snapshots store the selected patterns or pattern chains for each track, the track mute states, pattern transpose or drum mutes and MIDI effects settings. Track selection, transpose and muting can still be performed in SNAPSHOT mode. Press and hold or double click the SNAPSHOT button to enter SNAPSHOT MODE. To record a new snapshot press and hold the RECORD button and then click a snapshot button. ENGINE TRANSPOSE OR DRUM SELECT MUTE 0 0 0 0 0 O O 0 O 0 0 O 0 0 O 0 O RECORD SNAPSHOT 0000 0 0 0 0 0 0 0 0 0 o o o 0 0 0 O 0 PRESS & HOLD OR DOUBLE CLICK TO ENTER SNAPSHOT MODE SNAPSHOT SELECT / RECORD SNAPSHOT BANK

