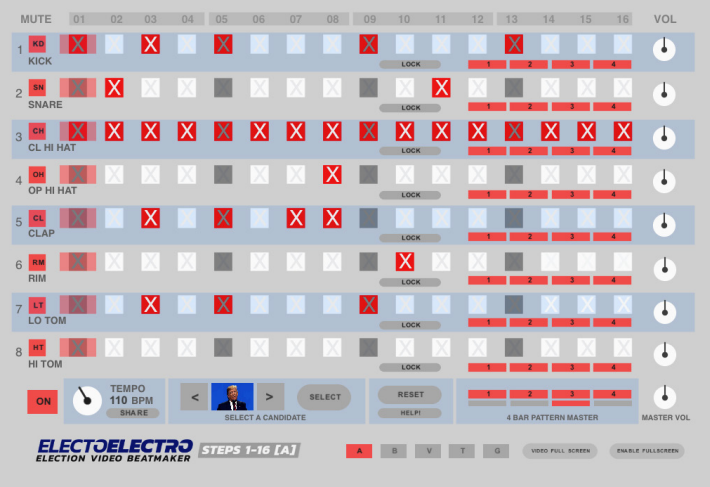
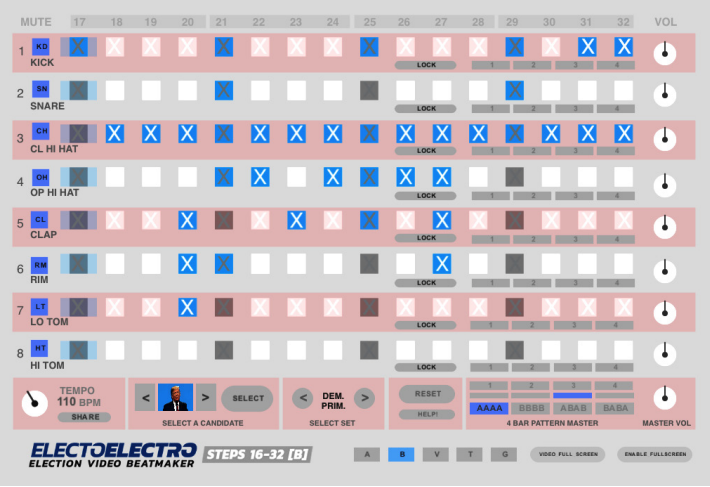


PATTERN A [STEPS 1-16] & PATTERN B [STEPS 17-32] PANELS

OVERVIEW: You can program a 16-step percussive pattern with the PATTERN A (STEPS 1-16) and PATTERN B (STEPS 17-32) panels. These panels are broken down into 8 horizontal layers, each representing a different percussive sound such as a kick drum, high hat, snare, etc. You can also build A-B patterns with the 4-BAR PATTERN SELECTOR.

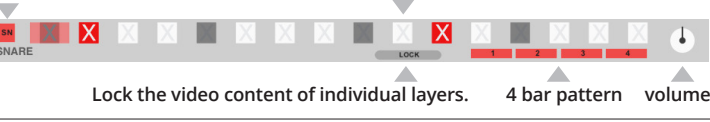


PATTERN A [STEPS 1-16]

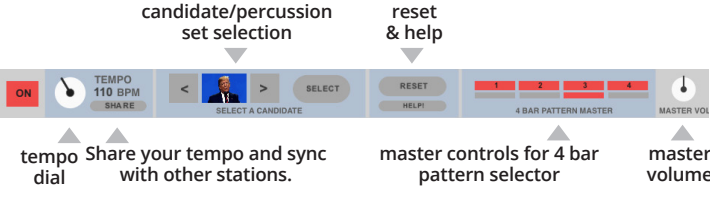


PATTERN B [STEPS 17-32]

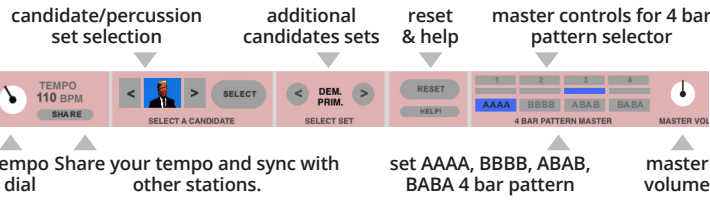
INDIVIDUAL LAYER CONTROLS ON PATTERN A & PATTERN B:
Program a pattern here. The 16 steps refer to 16th notes in 4/4 time.



CONTROLS AT THE BOTTOM OF PATTERN A [STEPS 1-16]:

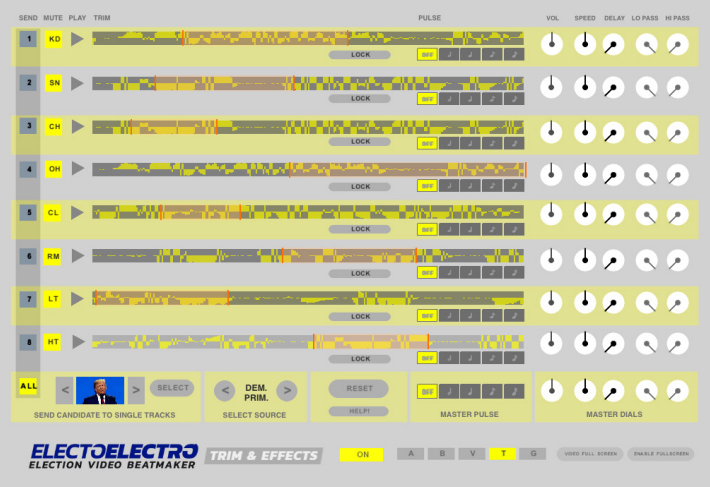


CONTROLS AT THE BOTTOM OF PATTERN B [STEPS 17-32]:



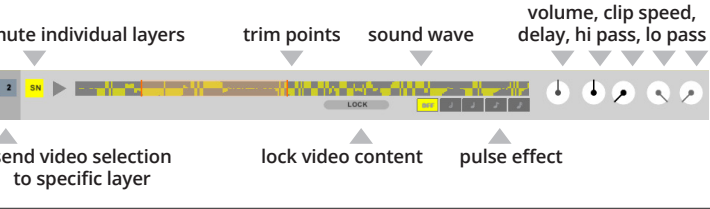
TRIM AND EFFECTS PANEL

OVERVIEW: You can trim the video clip and adjust the dials for effects such as reverb/delay, clip speed, and both high and low pass filters. A PULSE EFFECT corresponding to whole, half, quarter, eighth, or sixteenth notes can be added to the audio clip. Both long and short videos can be trimmed. Trim the WAVEFORM by moving the orange TRIM POINTS.

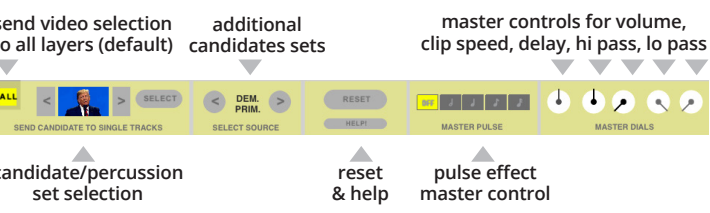


TRIM AND EFFECTS

INDIVIDUAL LAYER CONTROLS ON TRIM AND EFFECTS PANELS:
Refer to the yellow waveform image to help you trim clips. The orange lines and highlighted orange area designate the new edit points. Use SEND with the CANDIDATE SELECTION area to activate a specific percussive sound in a specific layer. For example, the default method is to activate a sound set from a single candidate in all layers. With the SEND feature in this panel, you can build a custom percussion set from multiple candidates. The PULSE EFFECT adds a staccato rhythm to the layer according to a whole, half, quarter, eighth, or sixteenth note beat.

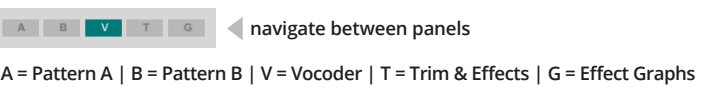


CONTROLS AT THE BOTTOM OF TRIM & EFFECTS PANEL:



FEATURES COMMON TO MULTIPLE PANELS

PANEL NAVIGATION BAR



ON/OFF BUTTON

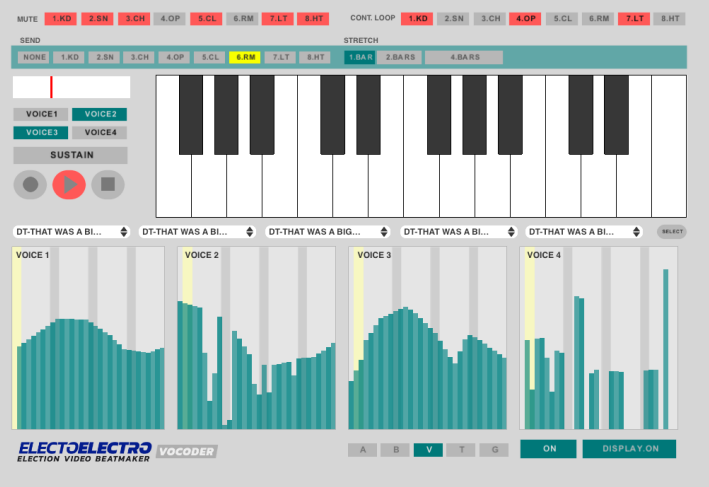


RESET BUTTONS: These buttons reset the effects for specific layers



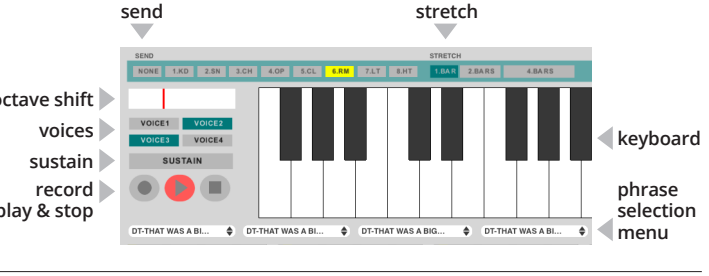
VOCODER PANEL

OVERVIEW: The VOCODER panel has a keyboard, layer mute controls, a SUSTAIN feature, and the ability to work with 1, 2, 3, or 4 keys or VOICES. You can record a melody with the keyboard or shape a melody with the GRAPH EDITORS. This melody can be stretched over 1, 2, or 4 bars. Select longer phrases with the PHRASE SELECTION MENUS.



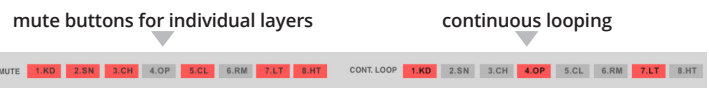
VOCODER

PHRASE SELECTION, SEND, STRETCH, VOICES, SUSTAIN, RECORD:
Select a longer audio/video clip with a pop up menu. *Hold* the RECORD button while pressing a series of keys to record a melody. *Tap* the play button to play your recorded melody. The VOICE buttons enables 1, 2, 3, or 4 keys. If SUSTAIN is activated, the tone will continue when you take your fingers off the keyboard. Deactivate SUSTAIN if you want the tone to stop when you stop touching the keyboard. SEND will apply the melody or tone to 1 layer at a time. STRETCH will stretch your melody over 1, 2, or 4 bars. The OCTAVE SLIDER will shift the keyboard higher and lower.

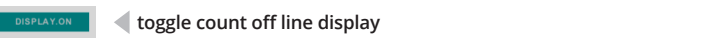


VOCODER GRAPH EDITORS: Instead of recording a keyed melody on the keyboard. You can draw a melody in the GRAPH EDITORS. Playback is activated with the PLAY button. It will run more slowly if STRETCH is set to 2 or 4 bars. There are 4 editors. Each is activated with the VOICE button. The COUNT OFF LINE displays the timing of the sequence.

MUTE AND CONTINUOUS LOOPING BUTTONS: Turn off the audio for individual layers with the MUTE buttons. The CONTINUOUS LOOPING feature repeats the clip rapidly–best for when you need a steady tone. Use the CONTINUOUS LOOPING feature with the trim panel for best results.

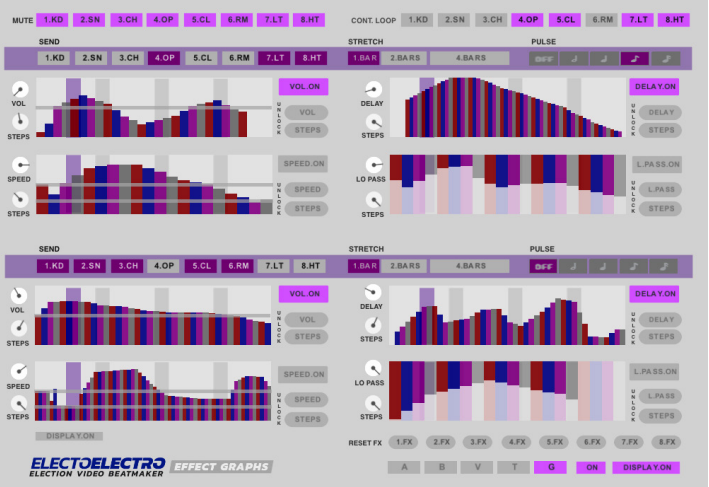


DISPLAY ON BUTTON: At times, the COUNT OFF LINE will affect performance. Turn the COUNT OFF LINE on and off with the DISPLAY ON button at the lower right of the VOCODER panel.



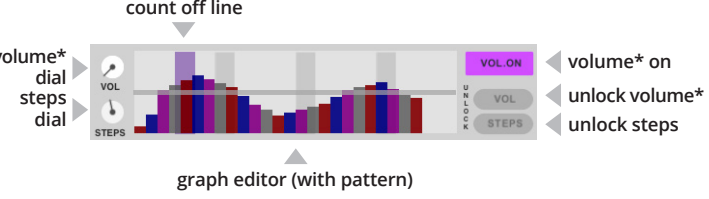
EFFECT GRAPHS PANEL

OVERVIEW: EFFECT GRAPHS applies timed effects to the VOLUME, DELAY, CLIP SPEED, AND LO PASS DIALS. These patterns will affect the layers selected in the SEND buttons. The pattern can be stretched over 1, 2, or 4 bars. Draw a pattern in the EFFECT GRAPH EDITOR or capture real time manipulation with the VOLUME DIAL and UNLOCK VOLUME.



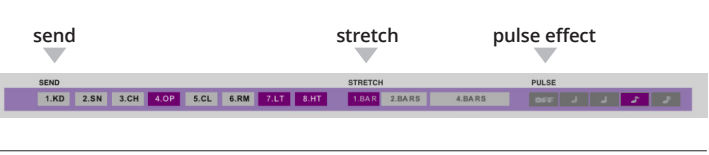
EFFECT GRAPHS

EFFECT GRAPH EDITORS: Draw a pattern in the EFFECT GRAPH EDITORS to created timed changes in volume, speed, delay, or the low pass filter. The VOLUME ON, SPEED ON, DELAY ON, LO PASS ON buttons will activate the corresponding pattern. You can also capture a pattern in real time by *holding* the UNLOCK VOLUME, UNLOCK SPEED, UNLOCK LO PASS, OR UNLOCK DELAY buttons and manipulate the VOLUME, SPEED, DELAY, OR LO PASS DIALS to if you wish to increase the number of steps of the graph, *hold* the UNLOCK STEPS button and manipulate the STEPS DIAL. The COUNT OFF LINE displays the timing of the sequence.

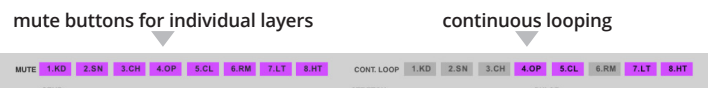


**these dials and buttons will correspond to speed, delay, and low pass in the other effect graphs*

SEND, STRETCH, PULSE: SEND will apply the pattern to multiple layers simultaneously. STRETCH will stretch your pattern over 1, 2, or 4 bars. The PULSE EFFECT corresponding to whole, half, quarter, eighth, or sixteenth notes can also be added.



MUTE AND CONTINUOUS LOOPING BUTTONS: Turn off the audio for individual layers with the MUTE buttons. The CONTINUOUS LOOPING feature repeats the clip rapidly–best for when you need a steady tone. Use the CONTINUOUS LOOPING feature with the trim panel for best results.



DISPLAY ON BUTTON: At times, the COUNT OFF LINE will affect performance. Turn the COUNT OFF LINE on and off with the DISPLAY ON button at the lower right of the EFFECT GRAPHS panel.

