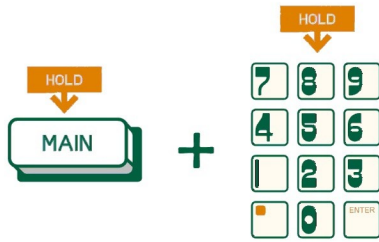


## 1 NEW PROJECT



TO GET STARTED MAKING A BEAT, FIRST LOAD UP A NEW PROJECT.

HOLD **MAIN** AND ONE OF THE [1-9] TO SELECT A PROJECT.

BY DEFAULT, ALL 9 PROJECTS WILL HAVE SONGS. CLEAR THE SELECTED PROJECT BY HOLDING **MAIN**, ONE OF THE [1-9] AND **ERASE**.

## 2 LOAD SOME SOUNDS



PRESS A FEW PADS AND YOU WILL NOTICE THAT THE PADS DO NOT HAVE ANY SOUNDS. LETS FILL THEM UP WITH SOME!

PRESS **SOUND** TO GO TO SOUND MODE, THEN SELECT GROUP [1-4] AND ONE OF THE PADS.

USE [-] AND [+] TO SCROLL THROUGH THE AVAILABLE SOUNDS. YOU WILL NOTICE THAT THE SCREEN SHOWS A NUMBER. THIS IS THE NUMBER (1-999) OF THE SAMPLE WHICH HAS BEEN ASSIGNED TO THE CORRESPONDING PAD.

## 3 GROUPS



AS RIDDIM HAS 4 GROUPS, WE RECOMMEND KEEPING EACH GROUP AS A SELECTION OF INSTRUMENTS OR PARTS.

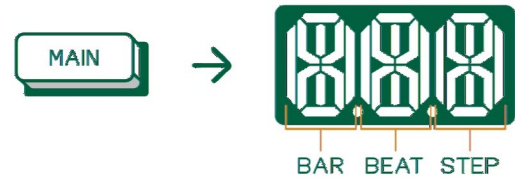
GROUP [1] FOR DRUMS.  
GROUP [2] FOR BASS.  
GROUP [3] FOR MELODIES.  
GROUP [4] FOR LOOPS AND SAMPLES (KEEP THIS ONE EMPTY FOR LATER).

THIS LAYOUT IS OF COURSE OPTIONAL AND YOU CAN PUT WHATEVER SOUNDS YOU WANT INTO EACH GROUP.

TRY LOADING EACH GROUP UP WITH DIFFERENT SAMPLES!

YOU CAN EVEN USE THE SUPERTONE SOUNDS BY HOLDING **SOUND**, PRESSING [1] AND THEN PRESSING [-] AND [+].

## 4 MAIN



NOW THAT WE HAVE SOME SOUNDS, LETS TURN THEM INTO A BEAT!

PRESS **MAIN** TO GO TO THE MAIN MODE. YOU WILL NOTICE THAT THE SCREEN CHANGES TO SHOW THE CURRENT "STEP".

A STEP IS A DIVISION OF TIME AND ALLOWS YOU TO SEE WHERE YOU ARE IN YOUR BEAT.

## 14 ADD SOME FX



NOW THAT YOU HAVE A SICK BEAT YOU CAN ADD SOME FX TO IT!

PRESS **FX** TO OPEN THE FX MENU. HERE YOU CAN SEND EACH GROUP TO ONE MASTER FX.

TURN THE FADER UP AND USE [-] AND [+] TO SWITCH BETWEEN THE AVAILABLE FX.

## 15 PUNCH-IN FX



NOW PRESS **PLAY**, HOLD DOWN **FX** AND PRESS THE PADS.

THIS WILL ADD PUNCH-IN FX WHICH ALLOW YOU TO QUICKLY AND EASILY PERFORM WITH YOUR BEAT!

## 16 COMMIT YOUR BEAT

THIS WILL SAVE THE CURRENT PATTERNS AS A SCENE AND CREATE A NEW SCENE!



# 8.5 TEMPO

USE TEMPO TO SPEED UP OR SLOW DOWN YOUR PROJECT!



PRESS THE **TEMPO** BUTTON TO ENTER TEMPO MODE.

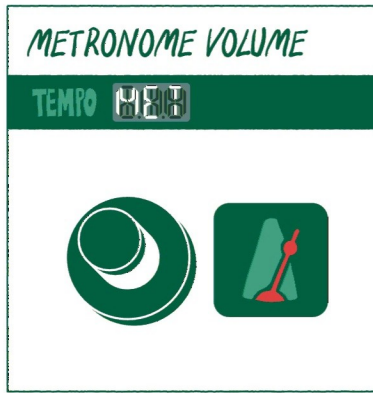
PRO-TIP! THE **X** KNOB HAS A RANGE OF 60 BPM TO 180 BPM, BUT IF YOU TYPE IN THE NUMBERS



THE **X** KNOB CONTROLS BPM.

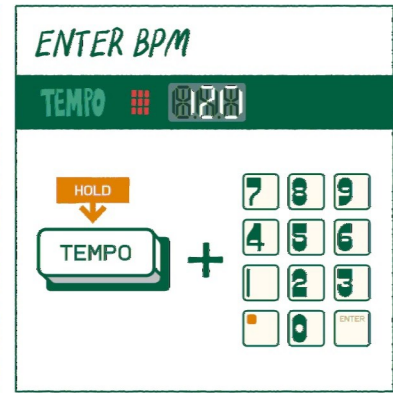
THE LOWEST TEMPO IS 40 BPM AND THE HIGHEST IS 399 BPM.

YOU CAN GO ALL THE WAY DOWN TO 40 BPM AND ALL THE WAY UP TO 399 BPM!



THE **Y** KNOB CONTROLS RECORD METRONOME VOLUME

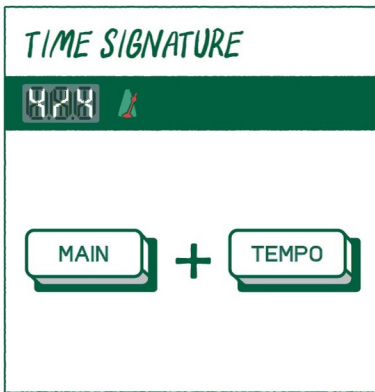
PRO-TIP! IF YOU'D LIKE TO TURN THE METRONOME ON WHILE PLAYING AS WELL YOU CAN DO SO IN SYSTEM SETTINGS.



HOLD TEMPO AND TYPE THE DESIRED TEMPO VALUE WITH THE NUMBER PAD.

PRO-TIP! USE THE **ENTER** TO ADD DECIMAL VALUES OF TEMPO, FOR EXAMPLE 120.51 BPM.

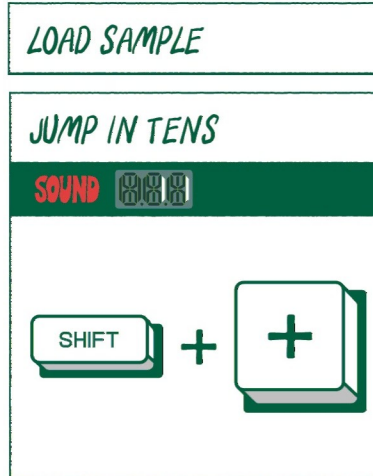
## 8.5.1 TIME SIGNATURE



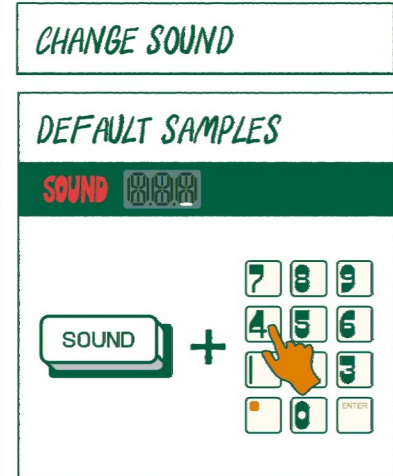
PRESS **MAIN** AND **TEMPO** TO CHANGE THE TIME SIGNATURE FOR THE CURRENT PROJECT.



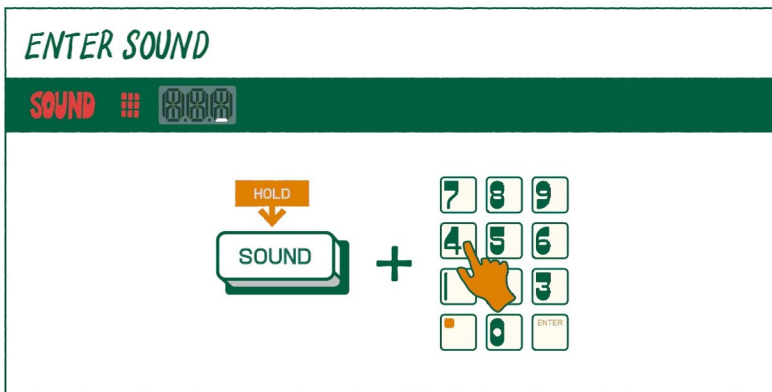
USE THE **X** AND **Y** KNOBS TO ADJUST THE TIME SIGNATURE.



PRESSING **SHIFT** AND **[+]** WILL JUMP UP THE SAMPLE NUMBERS IN TENS RATHER THAN ONE BY ONE.

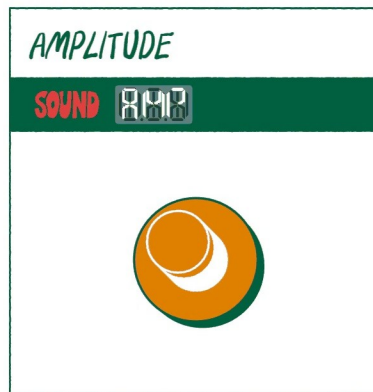


KICKS ARE STORED FROM 1-99. SNARES FROM 100-199. HI-HATS FROM 200-299. PERCUSSION FROM 300-399. BASS FROM 400-499. MELODIC SOUNDS FROM 500-599.

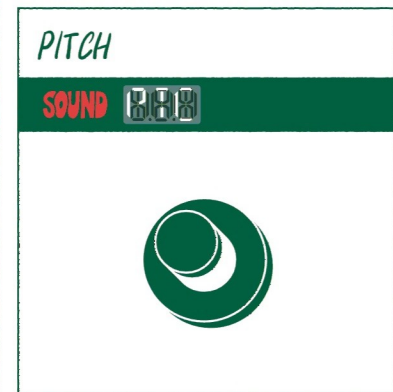


ALTERNATIVELY, HOLD **SOUND** AND ENTER THE NUMBER OF THE SOUND YOU WANT USING THE PADS.

PRO-TIP! YOU CAN PREVIEW THE NAME OF A SAMPLE BY HOLDING DOWN THE PAD WHILE IN SOUND MODE. A SAMPLE WILL ONLY HAVE A NAME IF IMPORTED OR RENAMED USING THE EP SAMPLE TOOL.



THE **X** KNOB CONTROLS AMPLITUDE/VOLUME (AMP).



THE **Y** KNOB CONTROLS PITCH (PTC).