

SELECT THE SOUND YOU WISH TO EDIT, THEN PRESS **[SHIFT]** AND **[SOUND]**. WITHIN THIS MENU YOU CAN THEN NAVIGATE THROUGH 5 EDIT MODES.

USE **[−]** AND **[+]** TO NAVIGATE THROUGH THE EDIT MODES.

ENTER SOUND EDIT

MAIN 888

[SHIFT] + **[SOUND]**

PRESS **[SHIFT]** AND **[SOUND]** TO ENTER SOUND EDIT.

CHANGE EDIT MODE

MAIN 888 888 888 888 888 888

[−] **[+]**

USE **[−]** AND **[+]** TO CHANGE THE SOUND EDIT MODE.

SAVE SOUND EDITS

MAIN 888

[SHIFT] + **[SOUND]**

HOLD **[SHIFT]** AND **[SOUND]** FOR TWO SECONDS TO SAVE ANY EDITS YOU HAVE MADE TO THE CURRENT SOUND, INCLUDING SUPERTONES. THIS WILL NOT AFFECT OTHER PROJECTS WITH THE SOUND ALREADY LOADED, UNLESS IT IS RELOADED.

SOUND

SOUND 888

SOUND IS WHERE YOU CAN ADJUST THE WAY A SAMPLE IS PLAYED AND WHERE IT SHOULD SIT IN YOUR STEREO MIX.

PLAY MODE

SOUND 888 888 888 888

THE **[X]** KNOB CONTROLS THE PLAY MODE OF THE SAMPLE BETWEEN ONESHOT, KEY, LEGATO AND LOOP.

PAN

SOUND 888

THE **[Y]** KNOB CONTROLS PAN. PAN GRADUALLY ADJUSTS WHETHER THE SAMPLE IS PLAYED ON THE LEFT, RIGHT OR CENTER AUDIO CHANNELS.

ONE SHOT

SOUND 888

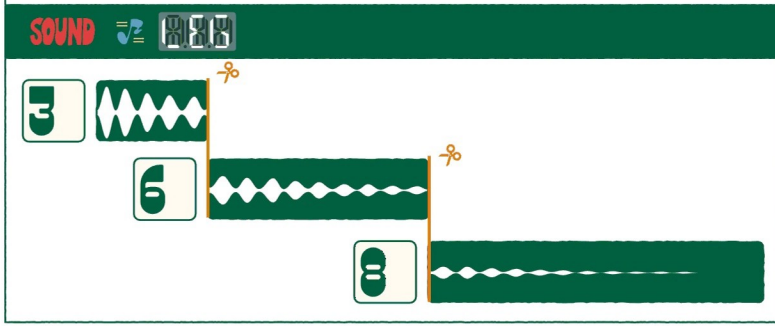
ONESHOT IS MONOPHONIC, AND PLAYS THE WHOLE SAMPLE, ONE AT A TIME.

KEY

SOUND 888

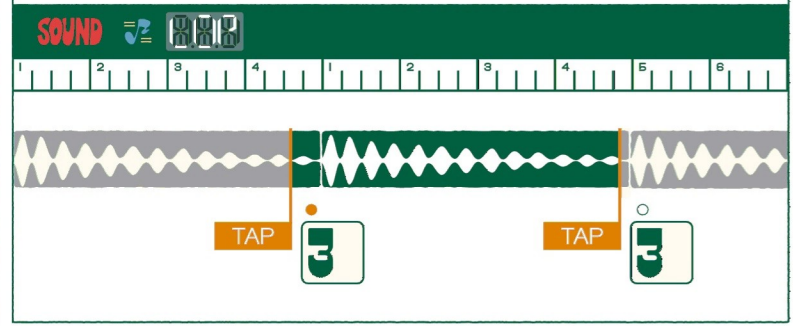
KEY IS POLYPHONIC, AND ALLOWS YOU TO PLAY MULTIPLES OF THE SAME SAMPLE AT ONCE.

LEGATO



LEGATO IS MONOPHONIC, AND PLAYS A SAMPLE ONE AT A TIME. WHEN CHANGING THE NOTE WHILE BEING HELD, IT WILL CONTINUE PLAYING FROM THE SAME POINT AS IT WAS LEFT OFF.

LOOP



USE LOOP TO LOOP YOUR SAMPLES, THEY WILL RUN IN THE BACKGROUND STAYING IN TIME.

LOOPS WILL ALWAYS TRIGGER IN THE BACKGROUND, REGARDLESS WHETHER THEY ARE PLAYING, TRACKED TO THE FIRST BEAT, ALLOWING YOU TO UNMUTE THEM AND KEEP EVERYTHING IN SYNC.

ENSURE THAT YOUR LOOPS HAVE TIME STRETCH ENABLED TO KEEP THEM IN TIME WHEN CHANGING TEMPO.

TIME



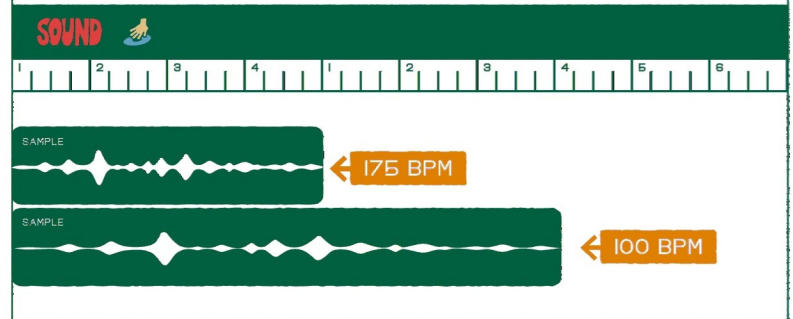
TIME MODE IS A POWERFUL TOOL WHICH ALLOWS YOU TO MATCH THE BPM OF YOUR SAMPLE TO THAT OF YOUR PROJECT!

TIME STRETCH MODE



THE **x** KNOB SETS THE TIME STRETCH MODE (BPM, BAR OR REVERSE).

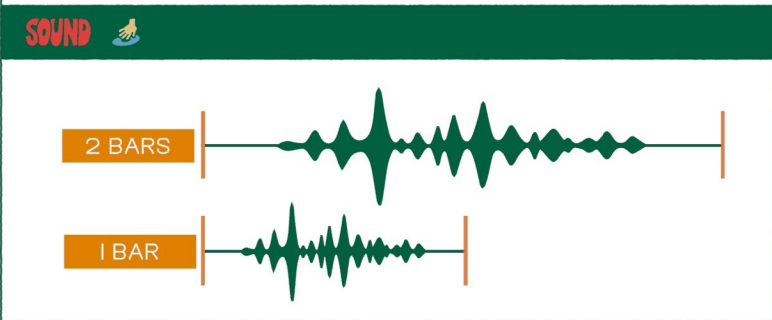
BPM



BPM WILL STRETCH THE SAMPLE TO MATCH THE PROJECT TEMPO.

TO DO SO IT REQUIRES YOU TO SET THE SAMPLE BPM.

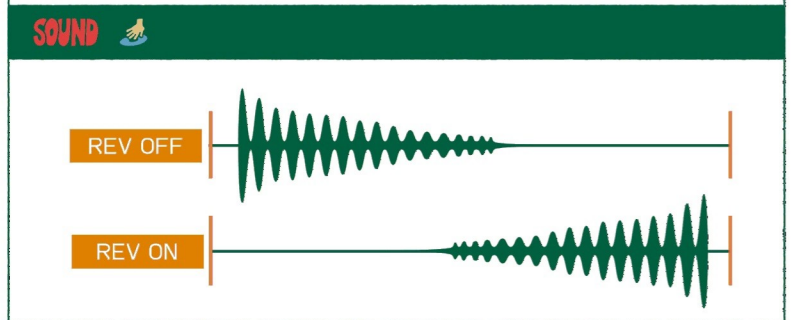
BAR



BAR WILL STRETCH THE SAMPLE, AUTOMATICALLY FITTING IT TO THE CHOSEN TIME DIVISION OF THE PROJECT'S BPM.

IF YOU CHOOSE 1 BAR IT STRETCHES YOUR SAMPLE TO BE 1 BAR LONG. IF YOU CHOOSE 2 BARS IT STRETCHES YOUR SAMPLE TO BE 2 BARS LONG.

REVERSE



REVERSE WILL REVERSE THE SAMPLE, PLAYING IT BACKWARDS.

THE **y** KNOB SETS THE SAMPLE TEMPO (BPM) OR SAMPLE LENGTH (BAR).

PRO-TIP! TO FIND THE TEMPO OF INCOMING AUDIO HOLD **SAMPLE** AND **TEMPO**.

TEMPO



SAMPLE TEMPO

