

y

Power User

A4000/A5000 REMIX DEMO

Demo LOOP REMIX

Load the Loop Remix Demo. This will load a single sample Performance into location 001 called 'JustDrms'.

Preparation

Assign the [AUDITION] button to toggle mode. You will not have to hold the button down to audition loops.

- [UTILITY], [F5]-SYSTEM, Audition.
- Use Knob #5 to set Trigger Mode = toggle
- Verify that the Audition key has EFFECTS = ON and EASY EDIT = ON

Navigate to the sample select page ("SmpSel") page. Press [PLAY] [SAMPLE] SmpSel. Here you will find the single stereo sample 'JustDrm Loop' (the inverse video 'S' signifies stereo). It is mapped to note C3 on the keyboard.

The Loop Remix function will automatically slice the sample loop into a number of segments and randomly rearrange those segments making new variations of the original sample each time. Reverse, lo-fi, pitch, and gate effects can be added to your loops. You can define the region of the loop that you wish to 'remix'.

Navigate to the Loop Remix page, [EDIT] [TRIM/LOOP] LoopRmx.



Press [AUDITION], and familiarize yourself with the 'JustDrm Loop' sample. This is an important step so that you can easily tell when the Remix function has changed it. This loop is purposefully simple to make the point about how the data changes. There are five Types numbered 1-5 and a selection of Variation types (Normal 1 and 2, Reverse 1 and 2, Break, LoFi, Pitch, and Gate). A setting of Type = 1, Variation = Normal 1 will make very small changes to the sample loop. Each time you

push the [REMIX] Knob #2, the A-series will shuffle the slices and playback a new variation of the sample. Try a few at any one setting. Each time you press the [REMIX] button the A-series will play a **different** variation. Turn Knob 4 and 5 to set a specific region to be effected. Press Knob 3, Zone Monitor, to listen to the selected region. If you wish to hear the sample looping, press the [AUDITION] button. Experiment with various settings. If you get a particularly good remix, press Knob #5 [CREATE] to add this to your sample list. You decide when it is right. (It is also possible to store 5 user patterns for recall.)

Create 10 or 12 new remixed versions, as outlined above. Remember the Remix routine is a random restructuring of the slices. It does not always come up with something great (but most of the time it does get pretty funky). The A-series will automatically name and number each new sample you 'Create' them.

Now demonstrate how easy it is to map them to the keyboard for playback. Here's how:

- Go to [PLAY] [SAMPLE] SmpSel page
- Turn Knob #2 under the sample names to see how it is automatically named and incrementally numbered.
- Activate the new variations by making Rch Assign = Smp for each one – Knob 2 and 4. Now you can have the A4000/A5000 autopmap them to the keyboard.
- Navigate to the ARRANGE screen by pressing the [COMMAND] button and turning Knob #1 to select the top function line. Press Knob 5 to select ARRANGE. Arrange Type = Program. MIDI channel = 01; Target = C-2(->G8); Set the parameters to 'Map From' C3-> and the Map Key to the white keys.
- Press Knob #1 Exec and instantly map all active samples to the white keys starting at C3.

If you do not have a MIDI keyboard controller handy, press [ASSIGNABLE] – this will turn the Function buttons [F1] – [F6] into MIDI notes. The defaults are the white notes C3 – A3.