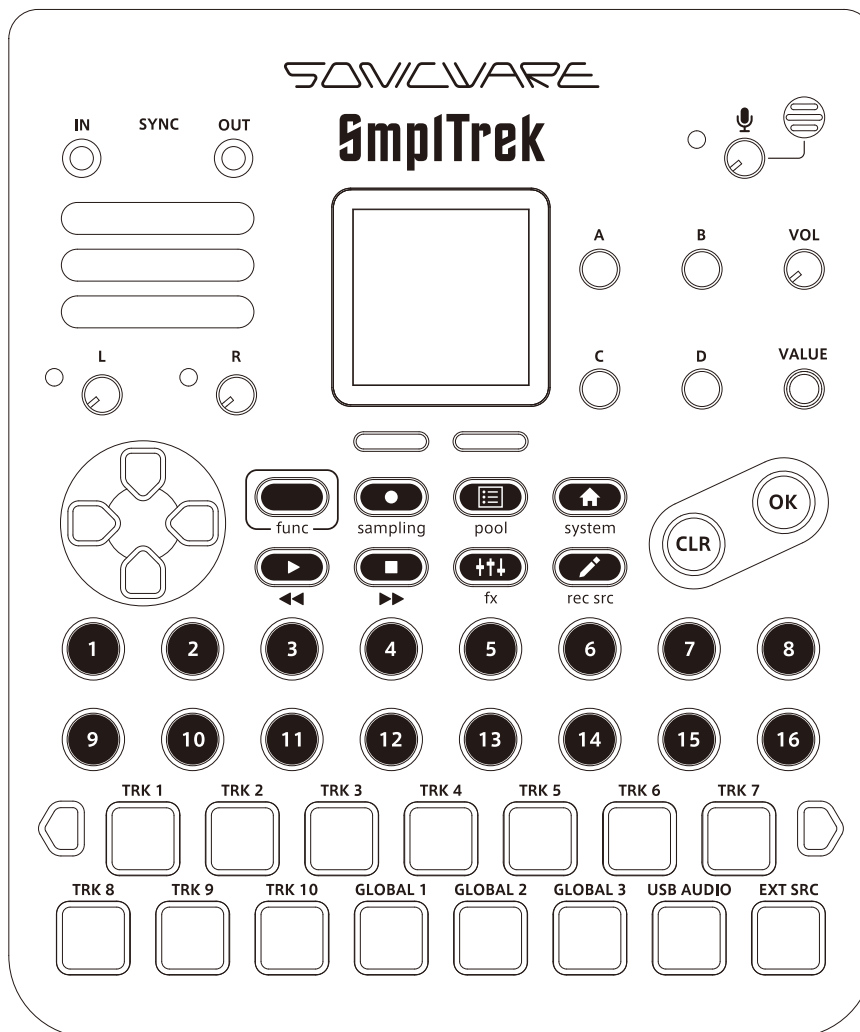


SmpITrek

Reference Manual

Rev.2



Introduction

Thank you very much for purchasing a SONICWARE SmpITrek.

The SmpITrek is a battery-powered hand-held sampler that can easily capture sounds whenever and wherever using the built-in mic, audio inputs and USB audio sources, for example.

A single song (project) can have up to 16 scenes, and each scene has a 10-track sequencer. In addition, 3 Global audio tracks support long recordings of vocals and instrumental performances.

A choice of 36 effects, including mastering effects, can be used for music production with various track types (loop, one-shot, instrument, drum and MIDI).

Key SmpITrek features

Sample easily whenever and wherever with various inputs and the built-in mic

Sampling can be done with the built-in mic, the line inputs and smart-phones, PCs and Macs connected by USB. The built-in effects can also be applied while sampling.

Looper style music production functions

Sampled sounds can be played back using various types of tracks prepared in scenes to produce music.

Various track types

LOOP tracks

These are designed for sampling phrases played on drums, guitars and other instruments and looping them in single scenes.

SHOT tracks

Use these to play one-shot samples, such as sound effects and crash cymbals, once. Sequence patterns can also be made using one-shot samples.

Key SmplTrek features

INST tracks

Use these to play phrases in scales on the keyboard with samples of single notes from pianos, guitars and other real instruments.

DRUM tracks

Use these to make drum patterns with bass drums, snares, hi-hats and other drum sounds.

MIDI tracks

These are piano-roll type sequencer tracks for creating phrases to use with external MIDI equipment.

GLOBAL tracks

These are independent audio tracks that can span multiple scenes. Use these for recording vocals and other performances that continue through a song, for example.

Perform live anywhere

Lightweight, compact and battery-powered

Compact and weighing only 550 grams, the SmplTrek is easy to carry around.

With battery power, music production and streaming are possible any-time anywhere.

Live streaming (audio interface)

By connecting a smartphone or PC/Mac and using the audio interface functions, you can quickly livestream music you have made.

Synchronize with all kinds of devices

Multiple devices, including external synthesizers and drum machines, can be connected to the MIDI and SYNC connectors, allowing them to be synchronized and used together.

Core function overview

Mixer

Adjust the level, panning and other parameters of each track.

Sampling

Sample using the built-in mic and inputs.

Project management

Create new projects and manage existing ones, including selection, renaming and deletion.

Sample pool

Manage all samples and trim, normalize, stretch and otherwise edit them in the sample pool.

Effects

Up to 3 of the 36 built-in effects can be used simultaneously.

PAD

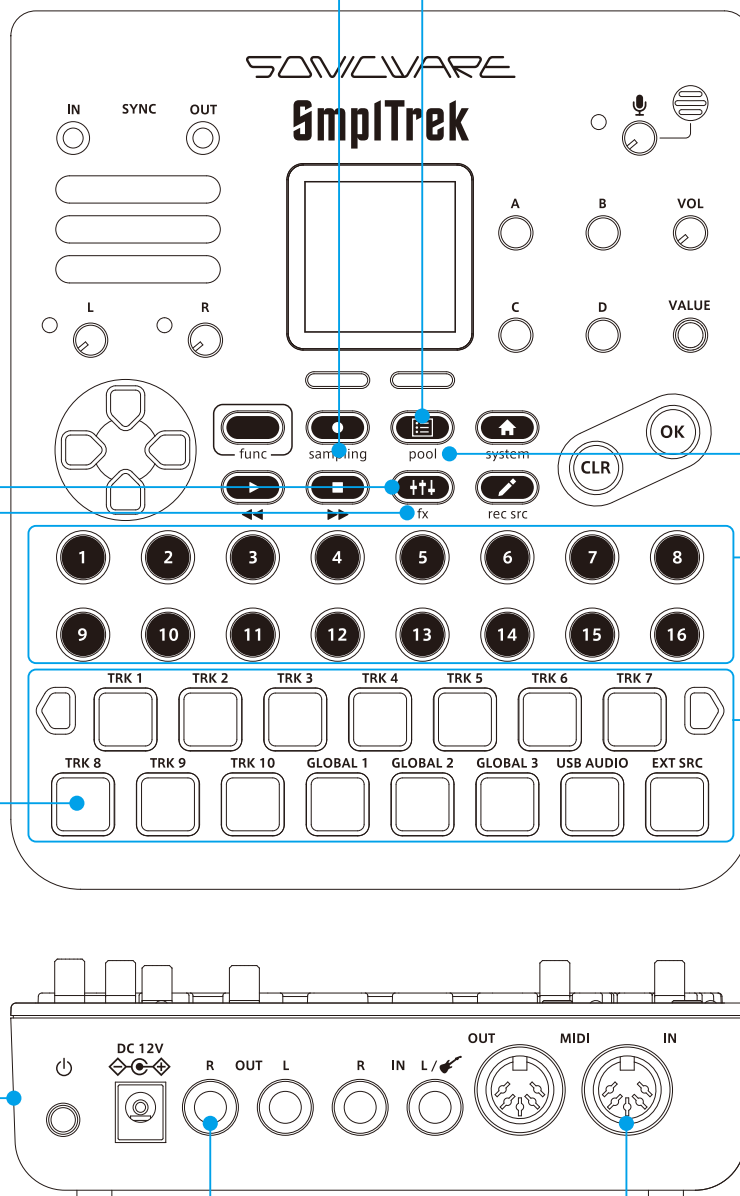
Uses of these velocity-sensitive pads with full-color LEDs include track playback and keyboard performance.

Scenes

A single project is made of up to 16 scenes.

Various tracks

Each scene can have 10 sequencer tracks and 3 global audio tracks.



Audio interface

The SmplTrek can be used as a 2-in/2-out audio interface by connecting it by USB to a smartphone or PC/Mac.

Numerous connectors

Along with SYNC IN/OUT jacks, MIDI IN/OUT connectors can be used with external MIDI devices. Other connectors include INPUT jacks with switchable impedance and a built-in mic that is convenient for sampling with just this unit.

Contents

Names of parts	8	Pool	40
Connection example	9	Opening the sample pool	40
Creating songs with the SmplTrek	10	Pool basic operations	41
Basic operations — General	11	Loading files	42
Preparing a power supply	11	Folder structure on cards	43
Starting up	11	Importing loops from PC/Mac computers	44
Preparing preset data and	12	Supported WAV formats	44
formatting cards	12	Recommended format	44
Formatting and generation of drum kit, instrument and preset project files...	12	Basic operations — Track	45
Important tips to know before use	14	Track types	45
Direction, OK and CLR buttons	14	Setting track types	46
Control and VALUE knobs	14	Managing Track	47
Playing projects and playing scenes	15	Switching tracks	48
Relationship between scene and clip lengths	16	Opening the track settings menu ..	49
Basic operations — Home Screen ...	17	Basic operations — Clip	50
Changing the LAUNCH mode	19	Opening the clip settings menu	50
Master level adjustment	20	LOOP tracks	51
Setting the tempo/metronome	21	Overview	51
Copying on the Home Screen	22	LOOP Track Editing Screen	52
Clearing on the Home Screen	23	LOOP Track Editing Screen (SEQ) ..	53
Project	24	LOOP Track Editing Screen (SAMPLE)	53
Selecting projects	24	Loading samples	54
Saving projects	25	Editing start position	57
Copying projects and saving with new names	26	Recording in real time	58
Project	27	Looper recording (live sampling)	60
Renaming projects	27	SHOT tracks	62
Deleting projects	28	Overview	62
Changing LED pad colors (TRACK COLOR)	29	SHOT Track Editing Screen	63
Scene	30	SHOT Track Editing Screen (AUTOMATION)	64
Scene settings	30	Loading samples	65
Sampling	32	Reselecting Sample	68
Sampling methods	32	Recording in real time	69
Sampling settings	33	Step recording	71
Sampling the source	34	Recording pad performances (SHOT REC)	72
Quick sampling	36	Track setting (Switching between se- quence and pad performance modes)	73
Resampling	37	Adjusting swing	74
Selecting the recording source	38	Clip setting (Adjusting sample intervals)	75
Sample Setup — Sampling	39	Clip setting (sample setting)	76
Name of the recorded file	39	INST tracks	77
		Overview	77

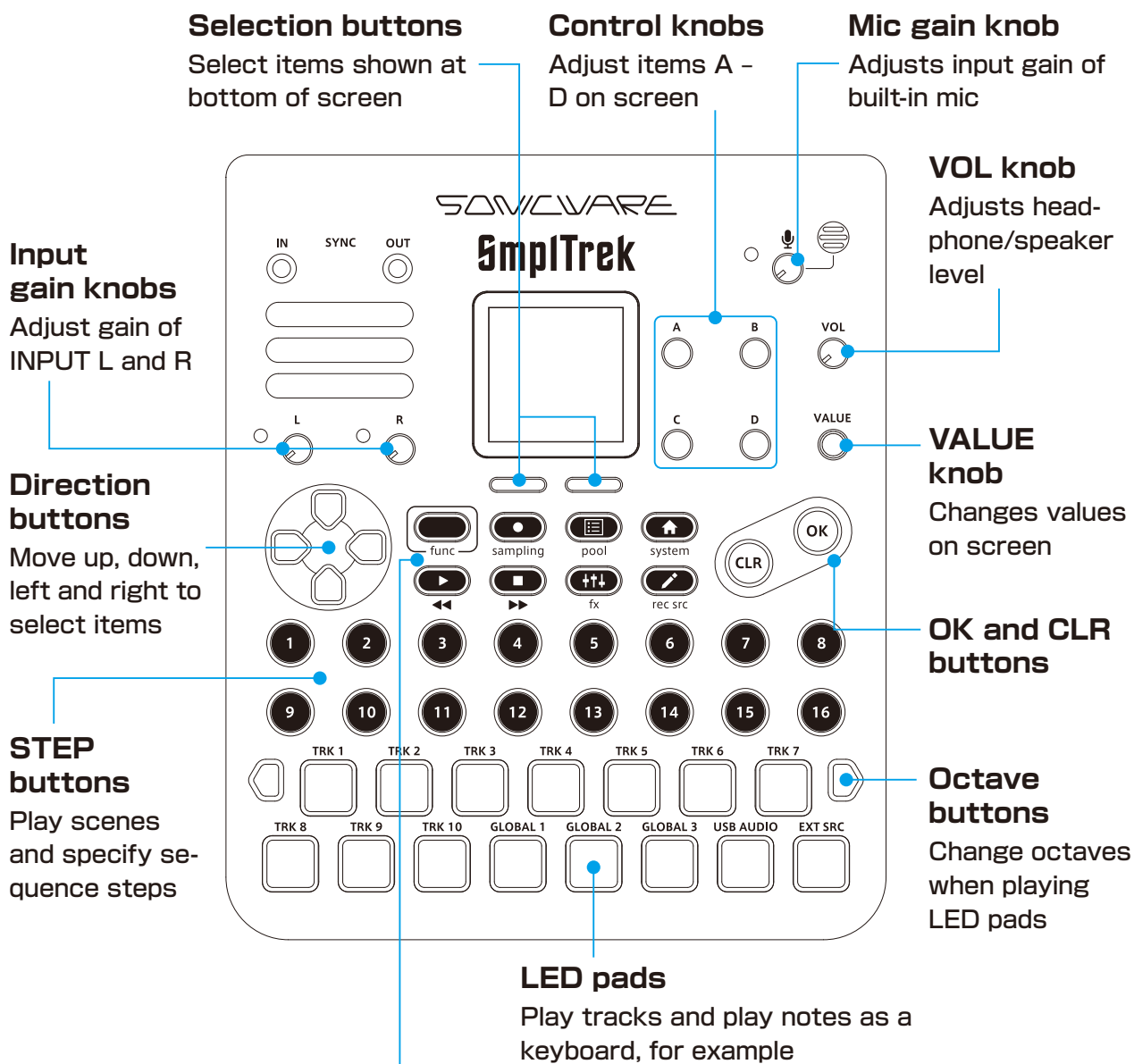
Contents

INST Track Editing Screen	78	Overview	116
INST Track Editing Screen (SEQ) ...	79	MIDI Track Editing Screen	117
INST Track Editing Screen (ENVELOPE)	80	MIDI Track Editing Screen (AUTOMATION)	119
INST Track Editing Screen (AUTOMATION)	81	Real-time recording	120
Selecting samples	82	Step recording	122
Real-time recording	83	Track setting (Setting MIDI CC numbers)	123
Step recording	85	Clip setting (Setting the scale)	124
Track setting (Setting intervals used and loop points for samples)	86	Clip setting (Importing SMF).....	125
Track setting (Setting the base note)	87	Clearing only sequence or automation data	126
Track setting (LoFi setting)	88	GLOBAL tracks	127
Clip setting (Setting the keyboard scale)	89	Overview	127
Clip setting (Importing SMF).....	90	GLOBAL Screen basic operations ...	128
DRUM tracks	91	Recording	129
Overview	91	Splitting regions	131
DRUM Track Editing Screen	92	Switching take assignments	132
DRUM Track Editing Screen (SEQ) ...	93	Joining regions.....	133
DRUM Track Editing Screen (AUTOMATION)	94	Adjusting individual region levels	134
Loading preset patterns	95	USB AUDIO track	135
Selecting and editing drum kits	96	Overview	135
Real-time recording	98	Connecting a smartphone, PC or Mac to the SmpITrek by USB	136
Step recording	100	Playing audio from a smartphone, PC or Mac	137
Clip setting (Importing SMF).....	101	HOLD/GATE	138
Drum kits	102	Clearing settings.....	139
Editing drum kits	102	EXT SRC	140
Adjusting individual instruments on LED pads (INST PRM)	104	Overview	140
Adjusting drum kit levels and LoFi settings (KIT PRM)	106	Setting the input source	141
Adjusting drum kit LED pad colors (PAD COLOR)	107	Selecting audio files	142
Checking drum kit sounds with reverb (SEND FX FOR CHECK)	108	Making audio file settings	143
Drum kit menu	110	HOLD/GATE	144
Naming and saving drum kits	111	Cross-fading the external source (EXT SRC) and the project sound	145
Renaming drum kits	112	Clearing settings.....	146
Copying drum kits to projects	113	Mixer	147
Copying drum kits to pool	114	Basic mixer screen operation (level meters)	147
Deleting drum kits (DELETE)	115	Basic mixer screen operation (PRM VALUE)	148
MIDI tracks	116	Making specific EQ settings	149
		Muting tracks	150
		Effects	151

Contents

Insert effects	151	Card reader mode	197
Send effects	153	Duplicate presets	198
Side-chain compression (SC COMP)	155	Testing card performance	199
Master effects	156	Firmware updates	200
Automation	158	Updating the firmware	200
Basic automation procedure	159	Reference	201
Mixdown/Stem	162	Relationship between built-in speaker and mic	201
Mixing down	162	Differences between monitoring and external source (EXT SRC) sounds...	202
Exporting stem files	163	Relationship between amp and master effects	202
Tuner	164	Specs	203
Editing samples	165	Appendix	207
Chopping (automatic slicing)	165	Setting project parameters	207
Chopping (manual slicing)	170	Copying tracks using the PROJECT MENU	208
Trimming	172	Clearing tracks using the PROJECT MENU	209
Time stretching	174	Changing how many times scenes repeat	210
Normalizing	176	Copying scenes using the PROJECT MENU	211
Mono mixing	177	Clearing scenes using the PROJECT MENU	212
Reverse	178	Copying scenes using the SCENE MENU	213
Renaming samples	179	Clearing scenes using the SCENE MENU	214
Copying samples to projects	180	Copying tracks using the TRACK MENU	215
Copying samples to the sample pool	181	Clearing tracks using the TRACK MENU	216
Deleting samples	182	Copying clips using the CLIP MENU	217
Audio interface	183		
Connecting as an audio interface ...	183		
LAUNCH MODE setting	184		
Setting quantization	184		
Connecting with other devices	185		
Setting the clock	186		
MIDI	188		
Setting track MIDI channels	188		
Setting MIDI channels for the unit ...	189		
Making other MIDI settings	190		
Setting MIDI note numbers for individual pads on the drum track	191		
System settings	192		
Pad sensitivity setting	192		
Battery setting	193		
Automatic power off function	194		
Resetting the unit to the factory default state	195		
Checking system version information	196		
Card functions	197		

Names of parts



Func button

Press the func button with other buttons to switch to submenus



Rec button

Use for sample and sequence recording



Project button

Open the Project Screen



Home button

Open the Home Screen

sampling button

Open the SAMPLING Screen

pool button

Open the POOL Screen

system button

Open the SYSTEM MENU



Play button

Play projects



Stop button

Stop playback



Mixer button

Open the MIXER Screen



Edit button

Open track editing screens

Rewind button

Move playback position backward

Fast forward button

Move playback position forward

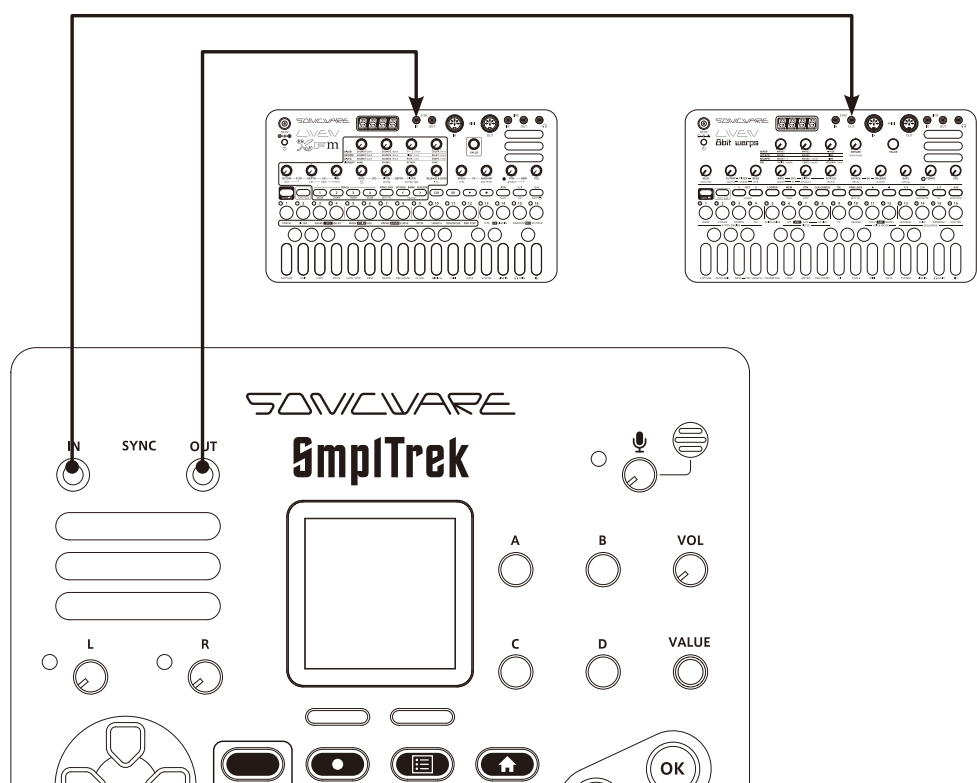
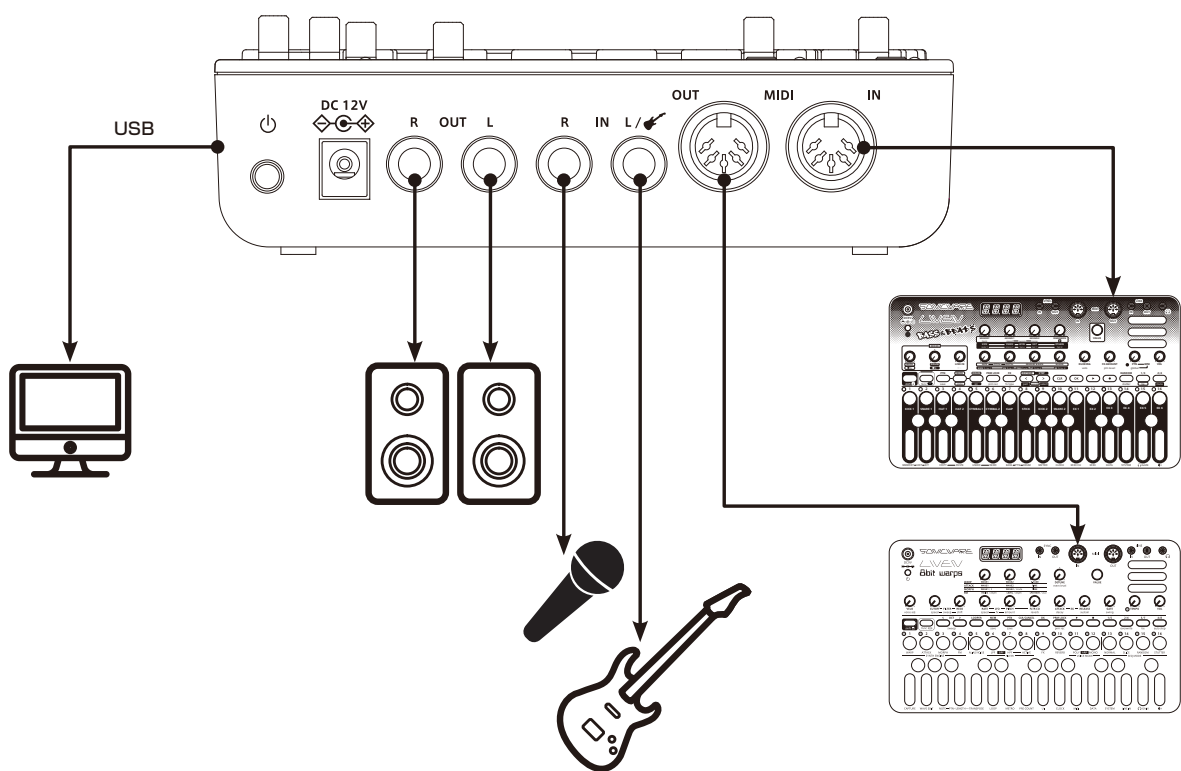
fx button

Open the EFFECTS Screen

rec src button

Open the INPUT SETTING Screen

Connection example



Creating songs with the SmpITrek

One project corresponds to one song.

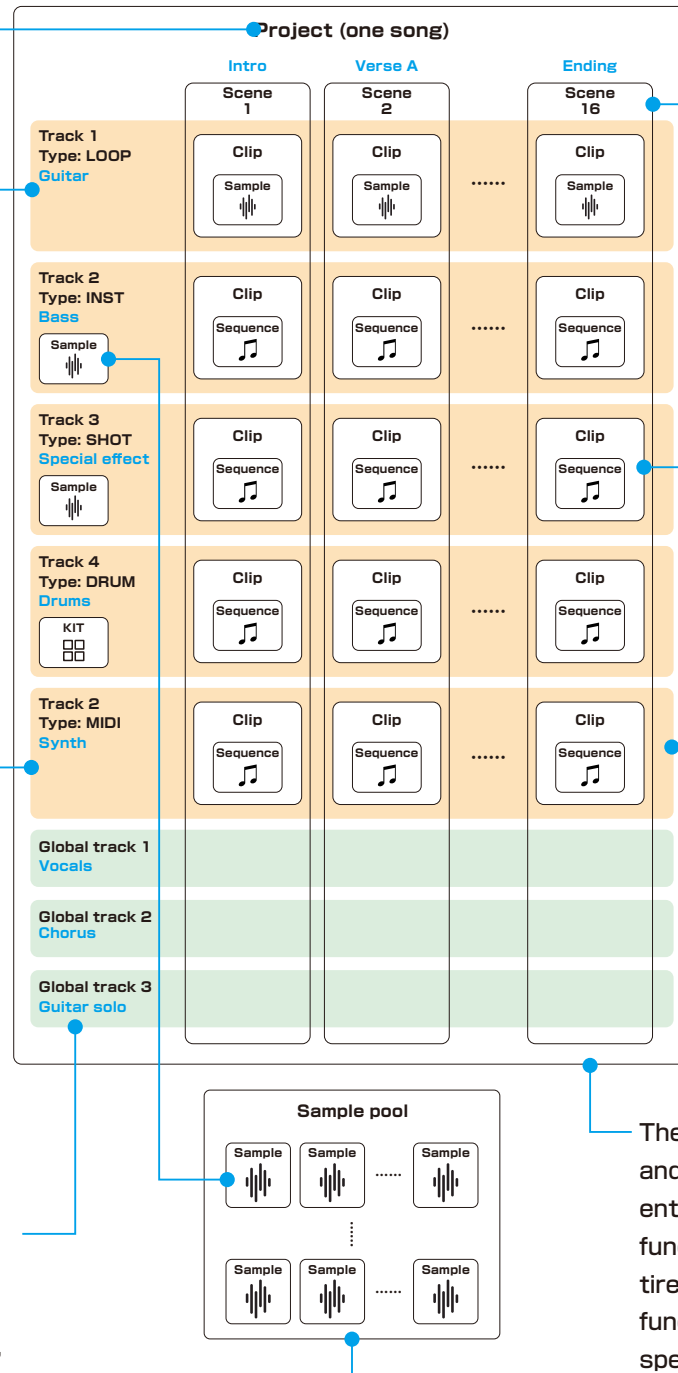
Track

Each project can have up to 10 tracks.

Each track corresponds to a part in the song, for example guitar, bass or drums.

The five types of tracks are LOOP, INST, SHOT, DRUM and MIDI.

The three GLOBAL tracks can be used to record over multiple scenes. Use these for lead and backing vocals, for example.



Scene

Each project has 16 scenes.

Each scene makes a somewhat unified section, such as an intro, verse A, verse B, chorus and ending.

Clip

A phrase on a specific track in a specific scene is called a clip.

Even when the scene changes, the track type does not change. For example, if Track 1 is an INST track, it will always function as an INST track in every scene.

The SmpITrek has settings and functions that work on entire scenes, settings and functions that work on entire tracks, and settings and functions that work only on specific clips.

Load samples from the sample pool to use them in LOOP, INST and SHOT tracks.

Basic operations — General

Preparing a power supply

An AC adapter is included.




or

6 AA batteries



Use only the included AC adapter. Using an AC adapter with different specifications could cause damage.

“Low Battery”  will appear on the display if the remaining battery charge is low. Replace the batteries immediately.



When using nickel-metal hydride batteries or lithium batteries, change the battery setting. (→ P.193)

Starting up

- 1 Press and hold the POWER switch until SmpITrek appears on the display.



Turning the unit off

- 1 Press and hold the POWER switch until the display turns off.




Preparing preset data and formatting cards

Preset data, including drum kits, instrument sound sources and demo projects, are stored inside the SmpITrek. First of all, prepare a blank card and execute **FORMAT & DUPLICATE** on it.

Compatible cards

SDHC up to 32 GB (CLASS 10 or higher)
※ SDXC cards are not compatible.

Formatting and generation of drum kit, instrument and preset project files

- 1 Press  +  to open the SYSTEM MENU Screen.
- 2 Select **CARD**, and press .



- 3 Select **FORMAT & DUPLICATE**, and press .



Preparing preset data and formatting cards

- 4** Select **YES**, and press **OK**.



POINT!

- Duplicating files takes a few minutes.
- Be careful because this will erase all data on the card.
- It is also possible to duplicate preset data without formatting (→ P.198).

Important tips to know before use

Direction, OK and CLR buttons

To keep this manual from becoming too complex, not every item that can be operated using the direction, OK and CLR buttons is explained.

On many screens, the direction, OK and CLR buttons can be used in addition to knobs.

Control and VALUE knobs

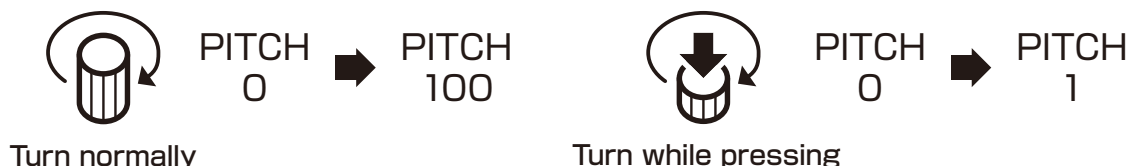
Use these to change/adjust parameters shown on the screen.

These knobs are also switches. They are mainly used in the following two ways.

Precise parameter adjustment

Turning knobs for parameters that have many steps will change the value by 10 or 100 steps at a time, for example. (PITCH is one such parameter.)

Precise adjustments can be made by **pressing a knob while turning it**.



Menu opening


⏴ When a downward pointing arrow is shown for a parameter, **pressing the knob** will open that menu.



Important tips to know before use

Playing projects and playing scenes

The SmpITrek has two types of playback: project and scene. Their features are as follows.

	Project playback	Scene playback
Starting playback	Press  .	Press ① - ⑯ for the desired scene.
Repetition	Playback will not repeat. Scenes will switch automatically in ascending order.	The playing scene will play repeatedly.
Global tracks	These will be played back.	These will not be played back.

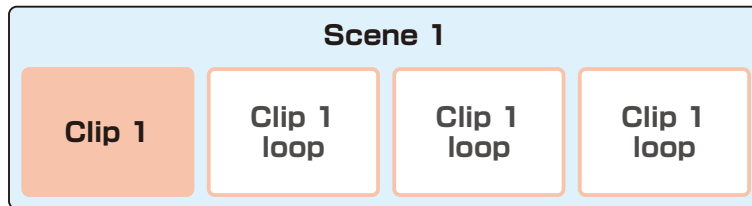
Important tips to know before use

Relationship between scene and clip lengths

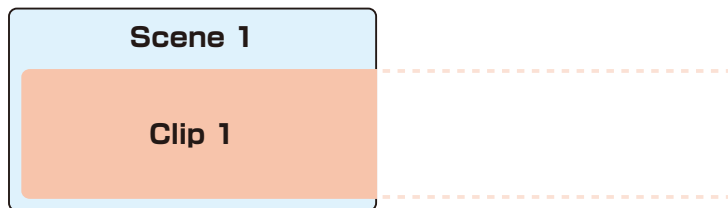
Scene lengths are given priority over clip lengths.

For this reason, clips will be adjusted to match the scene length. The playback of clips will be looped if the scene is longer or cut off if the scene is shorter.

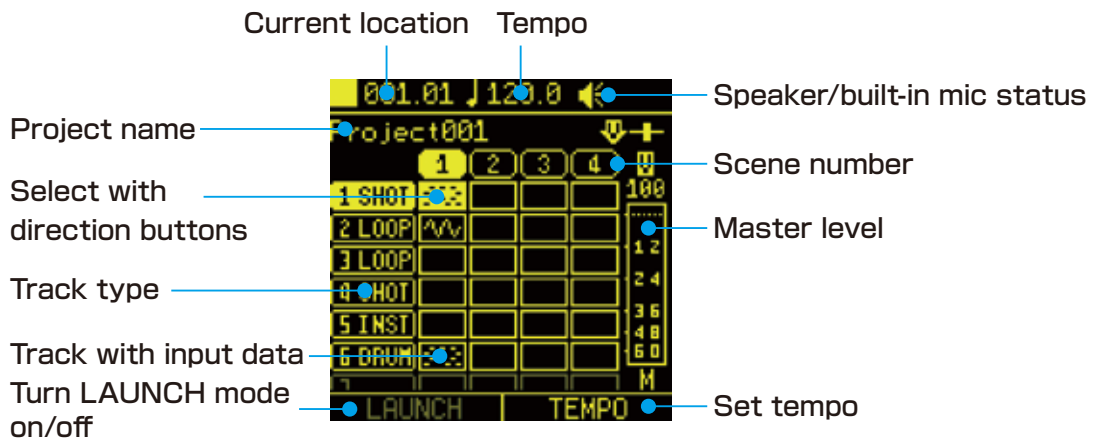
Scene longer than clip



Scene shorter than clip



Basic operations — Home Screen



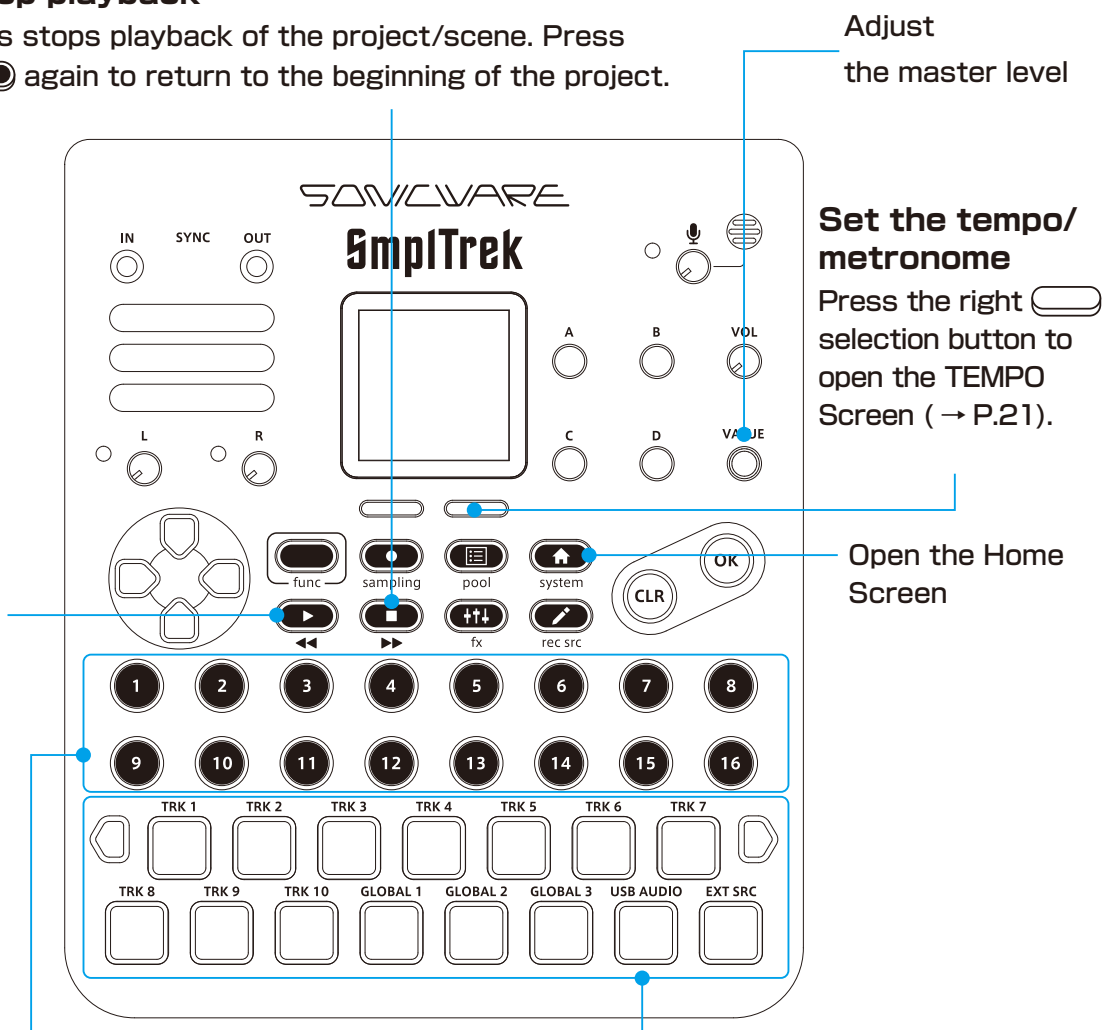
Stop playback

This stops playback of the project/scene. Press again to return to the beginning of the project.

Adjust the master level

Play the project

This plays the project.



When LAUNCH mode is on

Playing and switching scenes

Press the STEP button for a scene to start playing it in a loop. Press it again to stop.

If another STEP button is pressed during playback, that scene will start playing after the current scene finishes.

When LAUNCH mode is off

Select scenes

When LAUNCH mode is on

Start/stop track playback









Press the LED pad for a track to start playing it. Press it again to stop.





When LAUNCH mode is off

Select track

(The track will not start playing.)



Basic operations — Home Screen

LED pad status	
Selected	 Lit white
Playing	 Blinking white
Recording	 Lit red
Recording standby	 Blinking red
Playback standby/ paused	 Blinking green
Playing	 Gently blinking green
Data loaded	 Lit in set color
Empty	 Unlit

Scene button status	
Data loaded	 Lit yellow
Playing	 Lit green
Selected	 Lit orange
Unavailable/empty	 Unlit

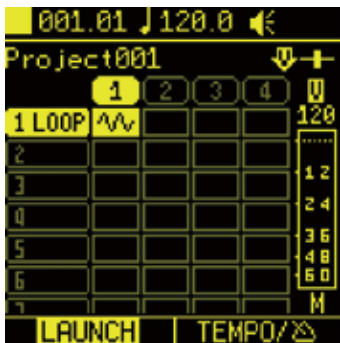
Basic operations — Home Screen

Changing the LAUNCH mode

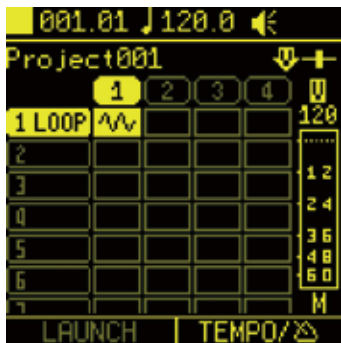
The **LAUNCH mode** used by the SmpITrek can be turned on/off. When on, pressing  LED pads and  scene buttons will start playback of tracks and scenes immediately.

Turn it on for live performance, and turn it on/off as necessary during production.




- 1 Press the left  **LAUNCH** button. This turns it on/off.



ON




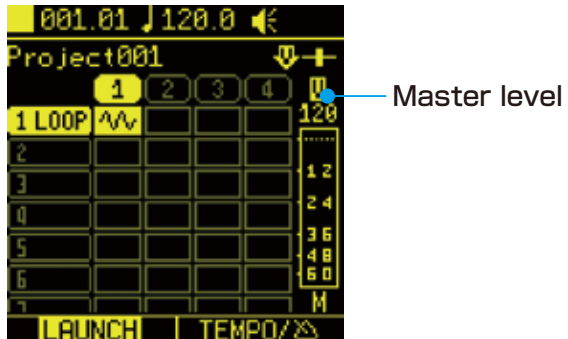
OFF

Launch Mode		
ON	 1 –  16	Play and cue scenes
	 LED pads	Play tracks
OFF	 1 –  16	Select scenes
	 LED pads	Select tracks

Basic operations — Home Screen

Master level adjustment

- 1 Turn  VALUE on the Home Screen.
This adjusts the master level.










Basic operations — Home Screen

Setting the tempo/metronome

- 1 Press the right  **TEMPO**/  button on the HOME Screen to open the TEMPO Screen.



- 2 Turn  **A** to adjust the tempo.
The tempo can also be set by tapping the right  **TAP TEMPO** button with a steady rhythm. It will be set to the average tapping speed.
- 3 Turn  **B** to turn the metronome ON/OFF.

Tempo Menu		
 B or  B	METRONOME	ON / OFF
 C	METRONOME VOLUME	Metronome volume
 D	PRECOUNT	Pre-count

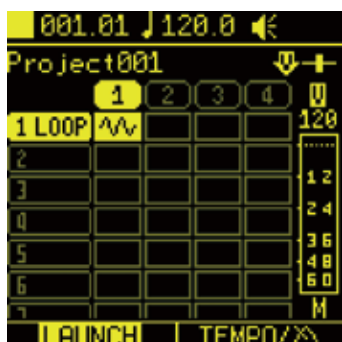
POINT!

- You can have only the pre-count sound play by disabling the metronome and enabling the pre-count function.

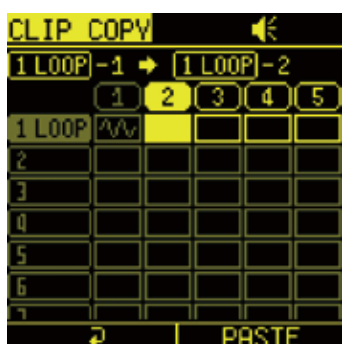
Basic operations — Home Screen

Copying on the Home Screen

- 1 Select a track, scene or clip to copy, and press  + .



- 2 Select the copy destination, and press .



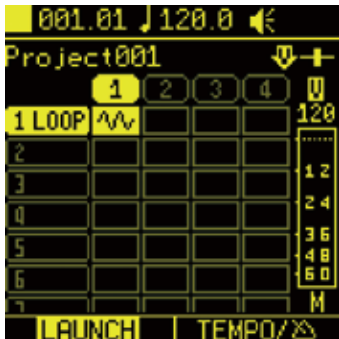
POINT!

- When a track or scene is selected, the entire track or scene will be copied.
- Copying is also possible from the track (→ P.215) and clip (→ P.217) SETTING screens.

Basic operations — Home Screen

Clearing on the Home Screen

- 1 Select a track, scene or clip to clear, and press  + .



- 2 Select **YES**.




POINT!

- When a track or scene is selected, the entire track or scene will be cleared.
- Clearing is also possible from the track (→ P.216) and clip (→ P.217) SETTING screens.

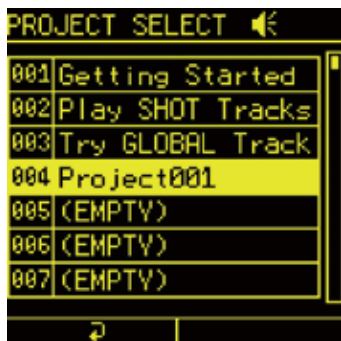
Project

Selecting projects

- 1 Press .
- 2 In the PROJECT MENU, select **SELECT/NEW**.



- 3 Turn  VALUE to select a project, and press  or  VALUE.



Project

Saving projects

1 Press .

2 In the PROJECT MENU, select **SAVE**.



3 Select **YES**.

Project

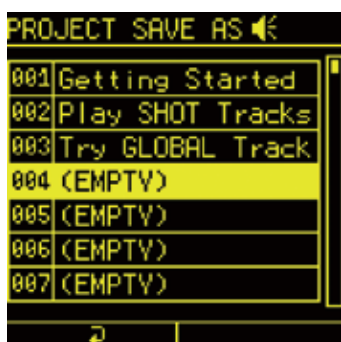
Copying projects and saving with new names

1 Press .

2 In the PROJECT MENU, select **SAVE AS**.



3 Select **(EMPTY)**, and press .



4 Input the name, and press the right  **OK** button.



POINT!

- Press  **VALUE** to toggle between uppercase and lowercase letters.

Project

Renaming projects

1 Press  to open the PROJECT MENU Screen.

2 Select **RENAME**, and press .



3 Change the name, and press the right  **OK** button.



POINT!

- Press  **VALUE** to toggle between uppercase and lowercase letters.

Project

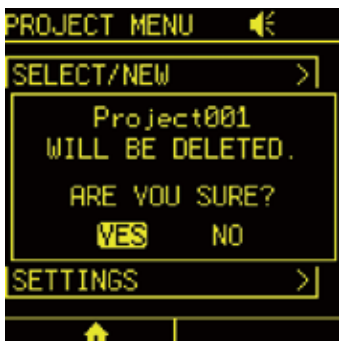
Deleting projects

1 Press  to open the PROJECT MENU Screen.

2 Select **DELETE**, and press .



3 Select **YES**, and press .



POINT!

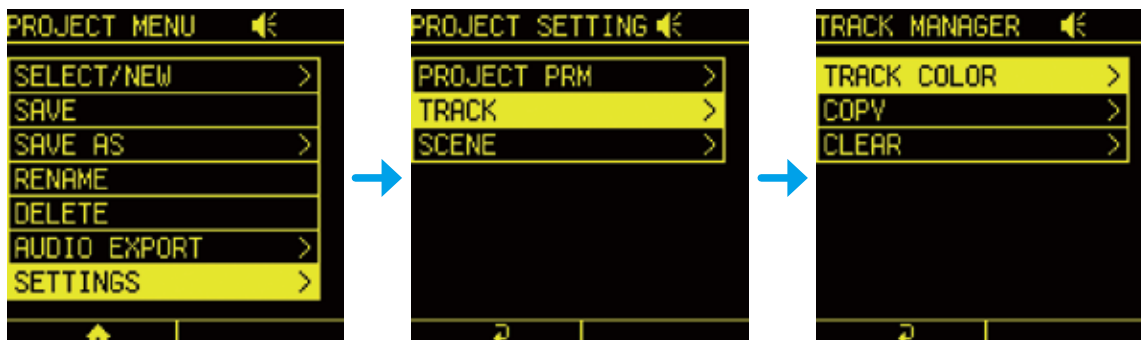
- Be careful because deletion cannot be undone.

Project

Changing LED pad colors (TRACK COLOR)



1 Press  to open the PROJECT MENU Screen.

2 Select **SETTING > TRACK > TRACK COLOR**.





3 Set each item.



Track Color	
 A	Track selected for color changing
 B	Color type


Scene

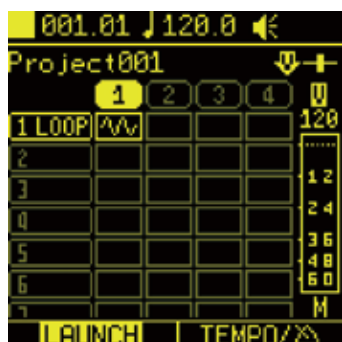
Scene settings

- 1 Press  +  for the desired scene to open its SCENE SETTING Screen.







POINT!



- Playback will stop if another scene or a project is playing.
- It is also possible to select a scene with direction buttons and press  to enter the SCENE SETTING Screen.



Scene

2 Set each item.

SCN Setting (1/2)		
 A	BAR	Change the scene length in bars
 B	TIME SIG	Change the scene time signature
 C	REPEAT	Set how many times the current scene is repeated during project playback
 D	ENABLE	Turn the scene on/off When off, it will be skipped during project playback

SCN Setting (2/2)		
 A	COPY TO	Copy the scene
 B	CLEAR	Clear the scene

Sampling

Sampling methods

Normal sampling

This is the regular sampling method (→ P.34).

Quick sampling

By pressing down a track pad when the Home Screen is open, sampling can be done and the desired track can be created easily (→ P.36).

Real-time recording with LOOP tracks

This is sampling on the EDIT Screen using a LOOP track (→ P.58).

Looper recording (live sampling)

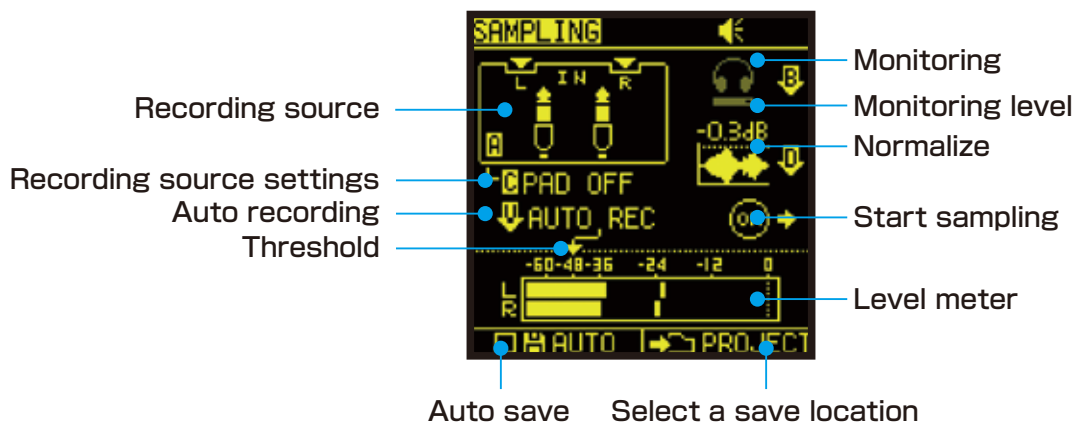
While playing scenes on the Home Screen, loops can be recorded one after another to LOOP tracks (→ P.60).

Resampling

Sound being played back by the SmpITrek can be sampled (→ P.37).

Sampling

Sampling settings



Sampling			
	Selecting the recording source (→ P.38)		Monitoring ON/OFF
	Recording source settings (→ P.38)		Normalize ON/OFF
	Auto recording ON/OFF		Start sampling
left	Auto saving ON/OFF	right	Select a save location

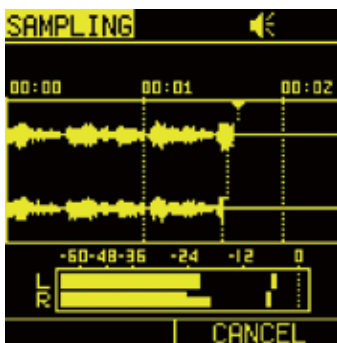
Sampling

Sampling the source

- 1 Press + , set each of the sampling settings.



- 2 Press to start sampling.
Sampling can be interrupted by pressing the left **CANCEL** button.



- 3 Press or again to stop.
- 4 Enter a name and press the right **OK** button



POINT!

- This screen will not be shown when automatic saving is on.
- Press **VALUE** to toggle between uppercase and lowercase letters.

Sampling

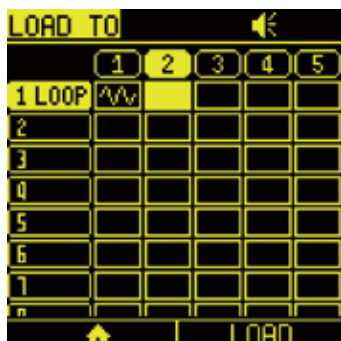
- 5** Select whether to load the sample to a track or to chop it.
Refer here (→ P.165) to use the **CHOP** function.
To sample again, select “**DONE**” .



POINT!


- This screen will not be shown if the POOL is the save destination.

- 6** If “**LOAD TO TRACK**” is selected, select the destination clip and press  or the right  **LOAD** button.



Sampling


Quick sampling

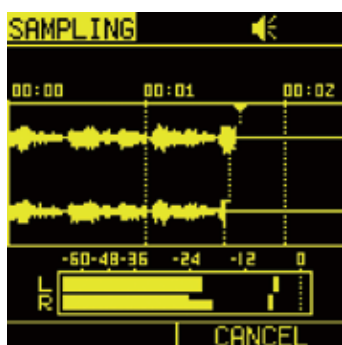
- 1 Without setting the track type, press down the PAD  for the track to be used for sampling.






POINT!

- When LAUNCH mode is off (→ P.19), quick sampling is possible even if the track type has been set.

- 2 Press  to start sampling.






- 3 Press  again or press  to stop.

- 4 Select the track type and press  or the right **LOAD**  button.







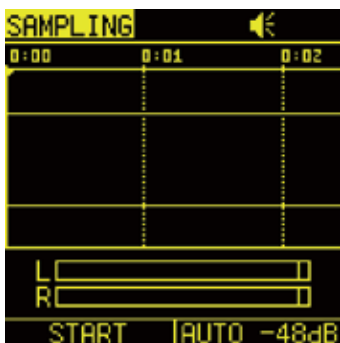
Sampling

Resampling

- 1 Press  +  to open the SAMPLING Screen, and use  to select resampling.



- 2 Use  to select the track to use.
- 3 Press  or track PAD ,  to play the track to be resampled.






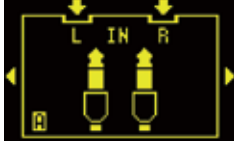
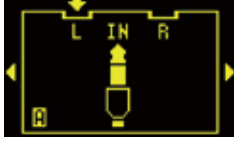




- 4 Press  to start resampling.

Selecting the recording source

1 Press  + . (The button lights orange.)

2 Turn A to select the input source.

Rec Src			
 A	Explanation	 c	Connectors used
	Built-in mic		
	Hi-Z with guitar, bass, etc.	Gain control	INPUT L
	Dynamic mic	Gain control	INPUT R
	Stereo line input	PAD ON/OFF	INPUT L/R
	Mono line input	PAD ON/OFF	INPUT L
	USB		USB
	Resampling	Track selection	

POINT!

- Press VALUE to turn on monitoring.
When monitoring is on, use VALUE to adjust the monitoring level.

Sample Setup — Sampling

Name of the recorded file

Recorded files are automatically named according to the following rules.

BltnMic001



Recording Source Serial number

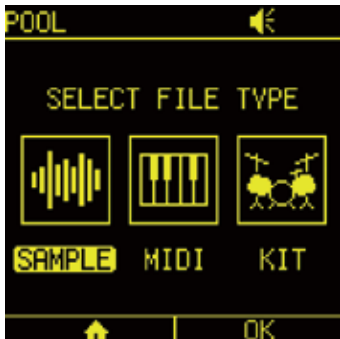
Abbreviated name of the recording source





Abbr.	Recording Source
BltnMic	Built In Mic
Gtr	Guitar (Hi-Z)
DyMic	Dynamic Mic
LineSt	Stereo LINE Input
LineMn	Mono LINE Input
USB	USB
ReSmp	Resampling

Pool

Opening the sample pool

- 1 Press  +  to open the POOL Screen, and select file types.



- 2 Use  or  VALUE to select a folder that contains samples, and press  or  VALUE .

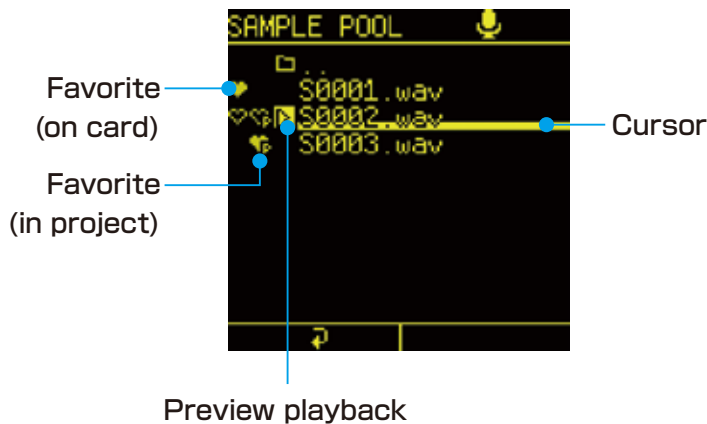


Pool	
Option	Explanation
PRESET	Preset sample folder
POOL	Folder where all samples that can be used in projects are saved
PROJECT	Folder that only contains samples used in the current project
FAVORITE	List of samples that have been marked as favorites
PROJECT FAV	List of samples in the current project that have also been marked as favorites

Pool

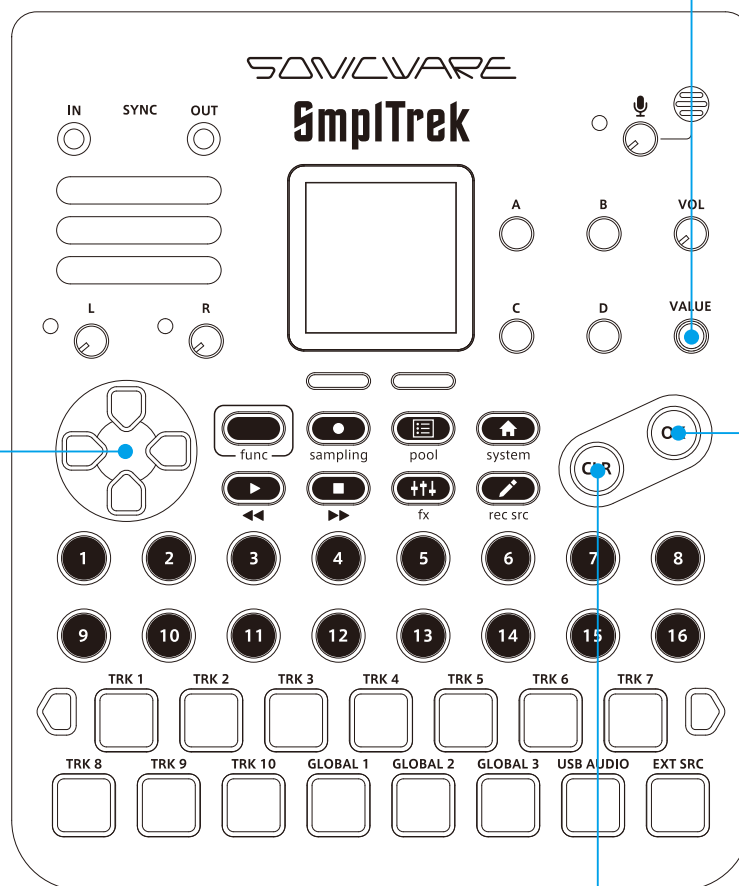
Pool basic operations

- 1 Open the SAMPLE POOL Screen and select any sample.



Move cursor up/down or turn VALUE and use for same operation

Move cursor up, down, left and right



OK button

- Open sample folder
- Work with file or open menu
- Preview or mark FAVORITE

CLR button

Back to parent folder

POINT!

- In KIT POOL, press the LED pad to preview playback the selected drum kit.

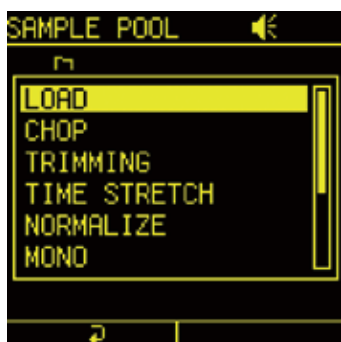
Pool



Loading files

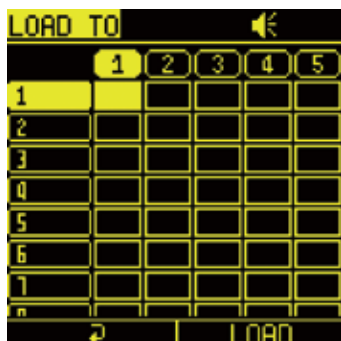
- 1 Open the POOL Screen and select any file.



- 2 Press  to open a pop-up menu, and select **LOAD**.



- 3 Select the track for loading the sample and press  or the right  **LOAD** button.

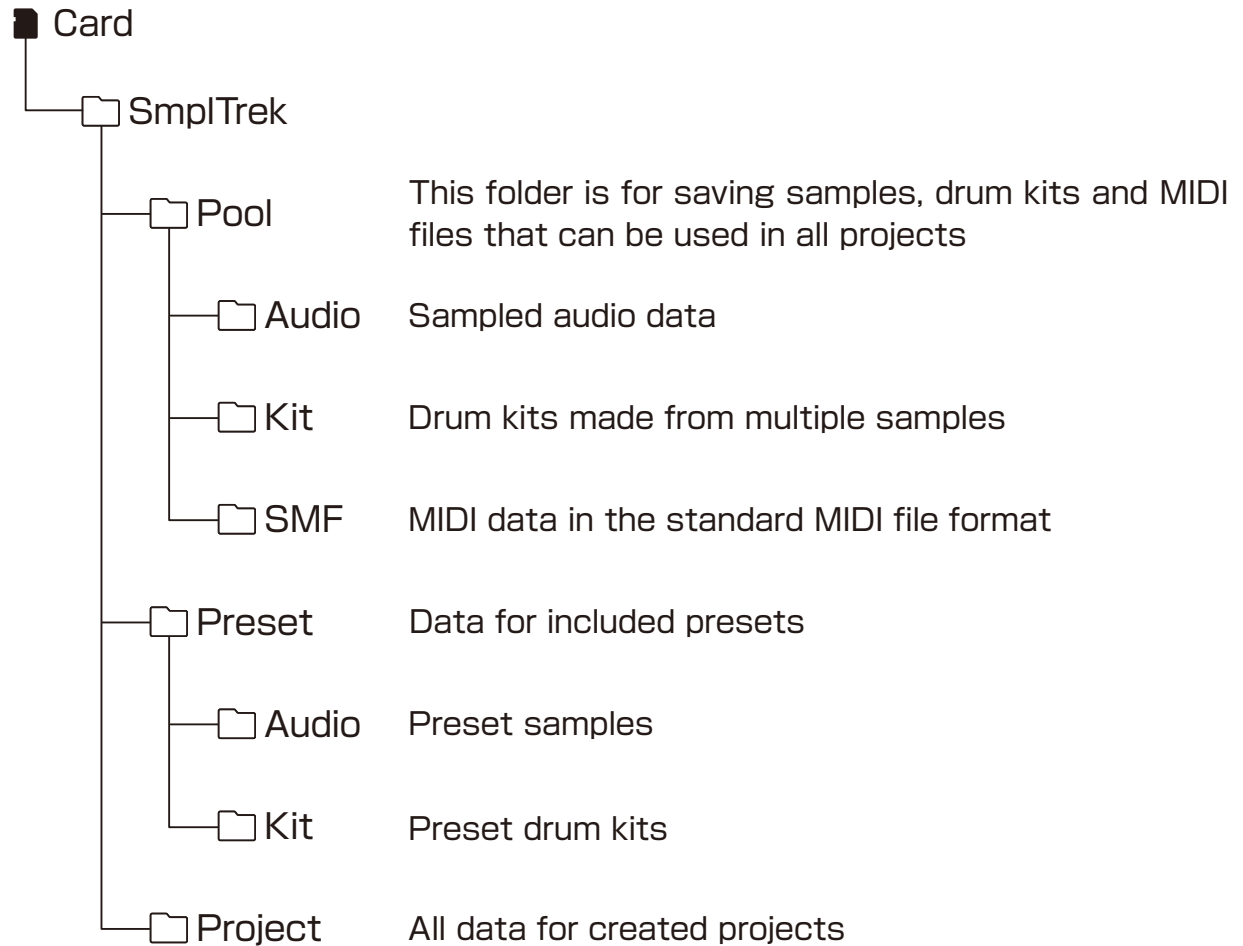


- 4 For SAMPLE, following instructions on screen, select the track type and the interval used.

Pool

Folder structure on cards

The folder structure on cards used in the SmpITrek is as follows.



Pool

Importing loops from PC/Mac computers

- 1** Connect a card formatted by this unit to the PC/Mac.
- 2** When importing samples, copy WAV files to the card > SmpITrek > Pool > Audio folder, and insert the card in the unit again.

POINT!

- For KIT, copy files to the card > SmpITrek > Pool > KIT folder.
For SMF, copy files to the card > SmpITrek > Pool > SMF folder.
- Files can also be copied to a card in card reader mode (→ P.197).

- 3** Open the Pool Screen and select the file to load. (→ P.42)

Supported WAV formats

Sampling frequency	44.1 - 96 kHz
Bit depth	16 - 24 bit

The SmpITrek uses 48kHz/16-bit WAV files.

Recommended format

48kHz/16-bit WAV

Basic operations — Track

Track types

LOOP tracks

These are designed for sampling performances with drums, guitars and other instruments and looping them in the scene.

SHOT tracks

Use these to play one-shot samples, such as sound effects and crash cymbals, once. Sequence patterns can also be made using one-shot samples.

INST tracks

Use these to play phrases in scales on the keyboard with samples of single notes from pianos, guitars and other real instruments.

DRUM tracks

Use these to make drum patterns with bass drums, snares, hi-hats and other drum sounds.

MIDI tracks

These are piano-roll type sequencer tracks for creating phrases to use with external MIDI equipment.

GLOBAL tracks

These are independent audio tracks that can span multiple scenes. Use these for recording vocals and other performances that continue through a song, for example.

Basic operations — Track

Setting track types

- 1 Select an empty track, and press  or .



- 2 Select the desired track type from the pop-up menu, and press .








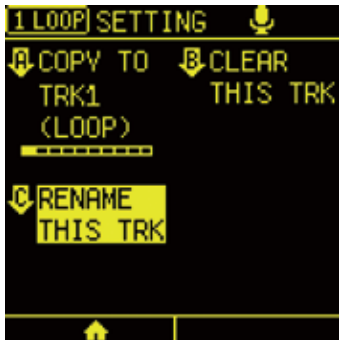
POINT!

- A maximum of 4 DRUM tracks and 4 INST tracks can be used at the same time.

Basic operations — Track

Managing Track

- 1 To rename a track from the Home screen, press  and then press the  pad of the track you wish to rename.
- 2 Press the right  AUX button to switch pages, and then press the corresponding  A –  D knob.



- 3 After entering the new name, press the right  AUX button **OK** to confirm.







POINT!


- You can assign a name to each track using up to four characters only.
- Press  VALUE to toggle between uppercase and lowercase letters.

Basic operations — Track

Switching tracks



- 1 When the Home Screen is open, press  or  to open the EDIT Screen.
- 2 On the EDIT Screen, press  + a  track PAD to switch tracks.

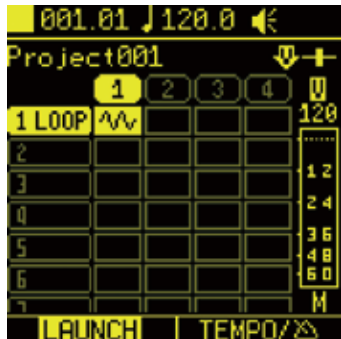
POINT!

- While pressing  , the selected track will be lit white and other tracks will be lit with their set colors.
- Tracks can also be switched in the same manner on the track SETTING screen (→ P.49).


Basic operations — Track

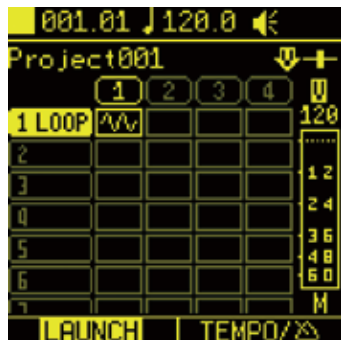
Opening the track settings menu

- 1 When the Home Screen is open, press  + the  for the desired track.



POINT!

- The SETTING screen can also be opened by moving the cursor to the desired track and pressing .





- 2 Make settings according to the menu shown.



Basic operations — Clip

Opening the clip settings menu

- 1 When the Home screen is open, use direction buttons to select the desired clip and press  or  to enter the EDIT Screen.



- 2 Press  again to enter the SETTING Screen and follow the menu displayed.



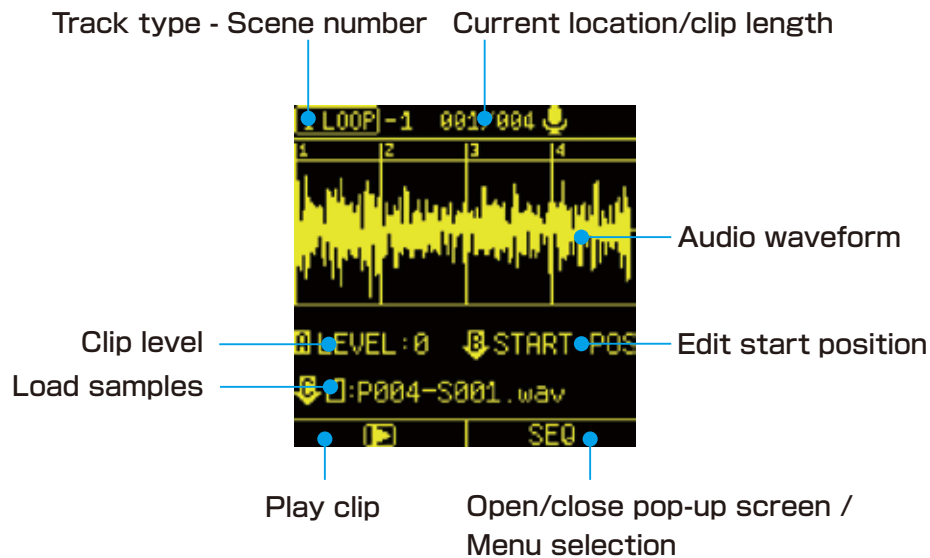
LOOP tracks







Overview




These are designed for sampling performances with drums, guitars and other instruments and looping them in the scene.

LOOP tracks

LOOP Track Editing Screen

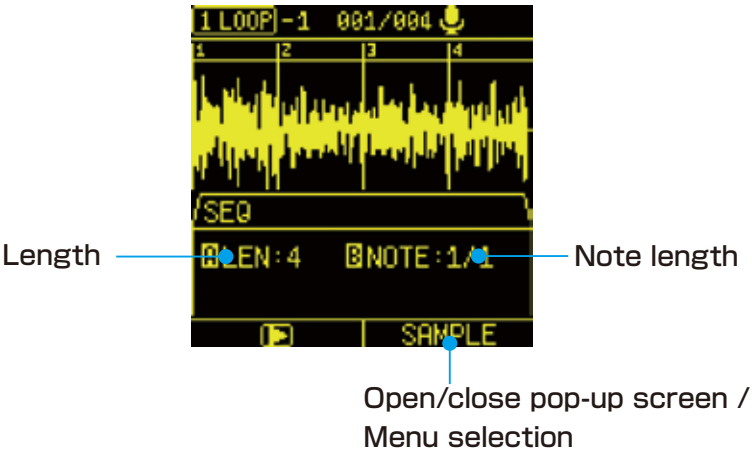




Loop Track (Edit) - Common	
left 	Play clip
right 	Open/close pop-up screen / Menu selection
	Open clip menu
	Audition state Sound will pass through the LOOP track channel but will not be recorded
	Recording state
	Play scene

Loop Track (Edit)		
 A	LEVEL	Clip level Can also be set from the CLIP SETTING Screen (→P.50)
 B	START POS	Edit start position (→ P.57)
 C		Load samples (→ P.54)

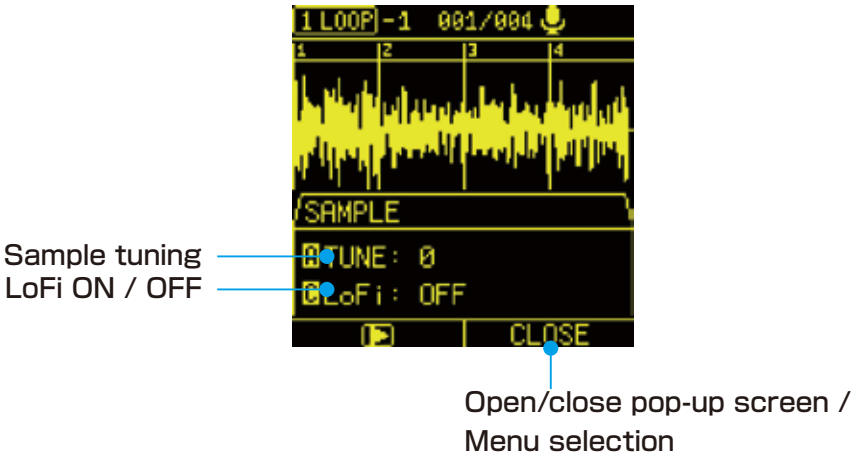
LOOP tracks




LOOP Track Editing Screen (SEQ)



Loop Track (EDIT) - SEQ		
 A	LEN	Length
 B	NOTE	Note length

LOOP Track Editing Screen (SAMPLE)

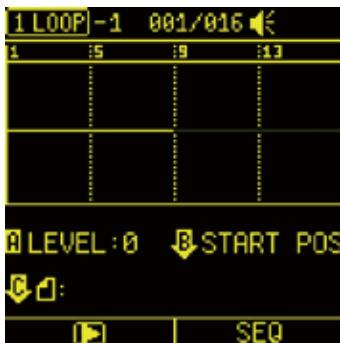



Loop Track (EDIT) - SAMPLE		
 A	TUNE	Adjust pitch (100 cent steps at a time)
 A	TUNE	Adjust pitch (1 cent steps at a time)
 C	LoFi	Lofi ON/OFF

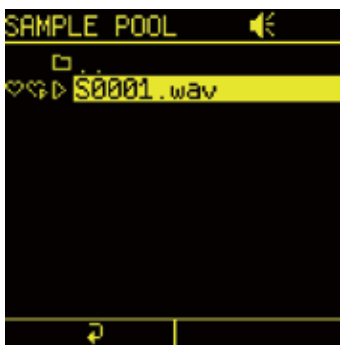
LOOP tracks

Loading samples

- 1 Press the  on the EDIT Screen.





- 2 Select the desired sample and press  .











POINT!

- Samples can also be loaded from the POOL Screen (→ P.42) and the clip SETTING Screen (→ P.50) .

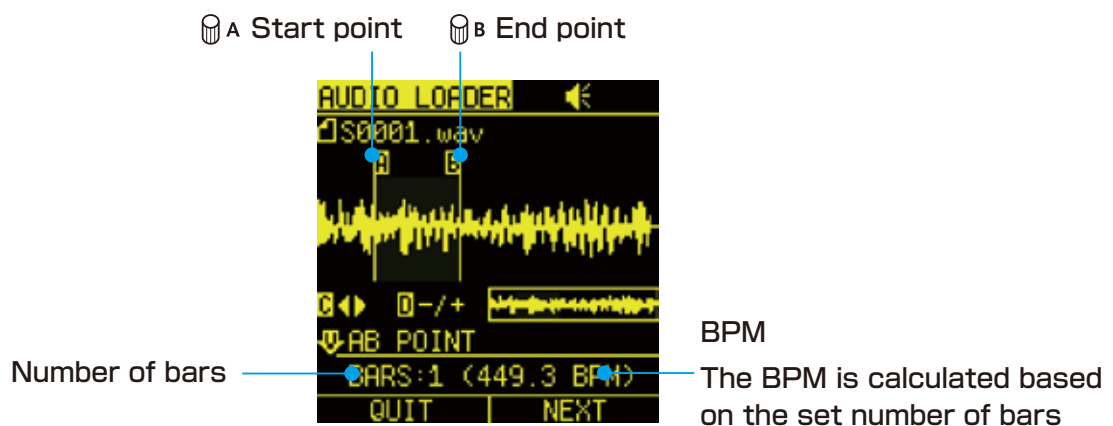
- 3 Set the interval used for the sample, and press  or right  **NEXT** button.



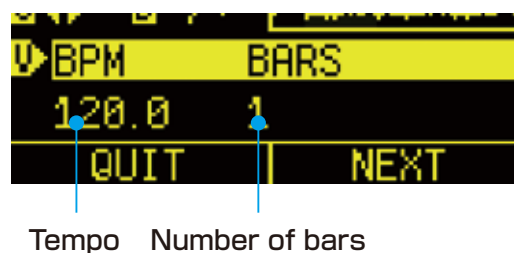
LOOP tracks

Audio Loader	
 A	Start point in sample
 B	End point in sample (AB POINT)
 C	Move zoomed waveform display
 D	Zoom waveform display
 VALUE	Select/change BPM items
 VALUE	Confirm BPM item selection
left 	Quit
right 	Open next menu page

- Determining interval freely (**AB POINT**)

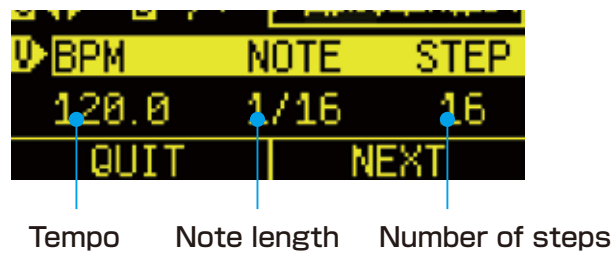


- If the tempo is known (**BPM BARS**)



LOOP tracks

- Determining interval by tempo, note length and number of steps
(BPM NOTE STEP)



4 Select the time stretch process.



NO	Do not time stretch
MELODIC	Use time stretching suitable for melodic content
RHYTHMIC	Use time stretching suitable for rhythmic content

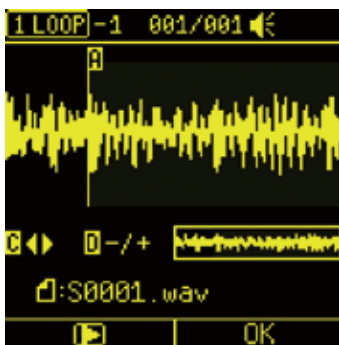
LOOP tracks






Editing start position

1 Press the  **START POS** on the EDIT Screen.



2 Set each item.



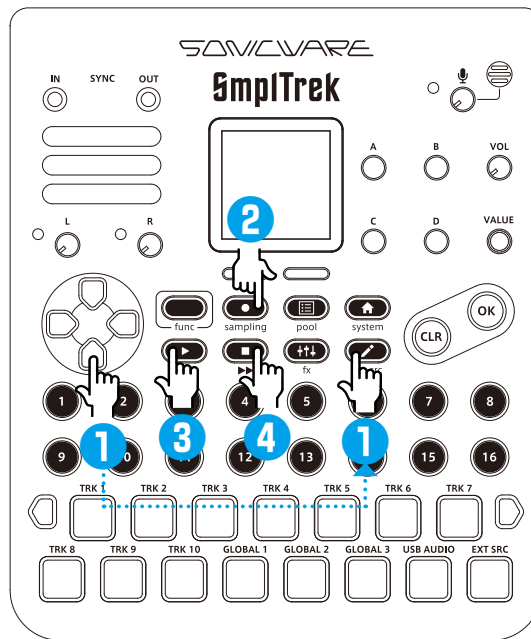
Start Position			
 A	Loop start point	Left 	Preview playback
 C	Move waveform display	Right 	Confirm
 D	Zoom waveform display		

POINT!

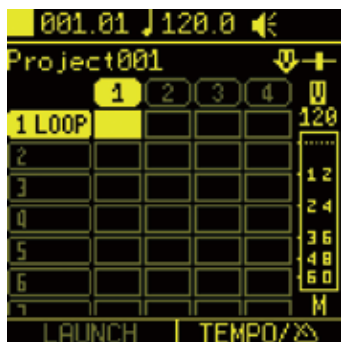
- If the start position is changed, the start position will be shifted, but the set loop interval will be the same during playback.

LOOP tracks


Recording in real time



- 1 Select the clip to use for recording, and press .






- 2 Press  twice to start recording standby.

- 3 Press  to start recording.



LOOP tracks

- 4** When the last step is reached, recording will stop and loop playback will start. Press  to stop playback.

	Audition state
	Recording state

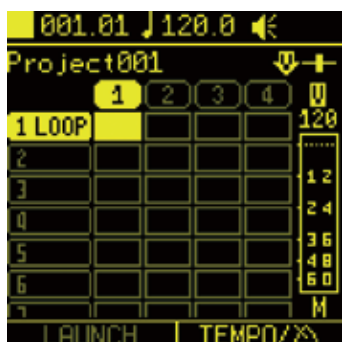
POINT!


- Even while playback or recording is in progress, you can edit parameters and notes on screens such as the EDIT screen.

LOOP tracks




Looper recording (live sampling)

- 1 Set the type to **LOOP** to use a clip for looper recording.



- 2 Press , and select **LOOP REC**.













- 3 Press  -  to start scene playback.
- 4 Press  for the LOOP track to start recording standby.
Recording will start automatically according to the SYSTEM MENU **LAUNCH MODE** (→ P.184) settings.

POINT!

- Setting multiple tracks to LOOP type in advance enables performing with looper recording on one track after another.
- Recording lengths depend on the LENGTH/NOTE settings of each LOOP track.

LOOP tracks

LED pad status	
Selected	 Lit white
Playing	 Gently blinking green
Recording	 Gently blinking red
Data loaded	 Lit in set color
Empty	 Unlit

Scene button status	
Data loaded	 Lit yellow
Playing	 Lit green
Playback paused	 Blinking green
Selected	 Lit orange
Unavailable/empty	 Unlit

SHOT tracks

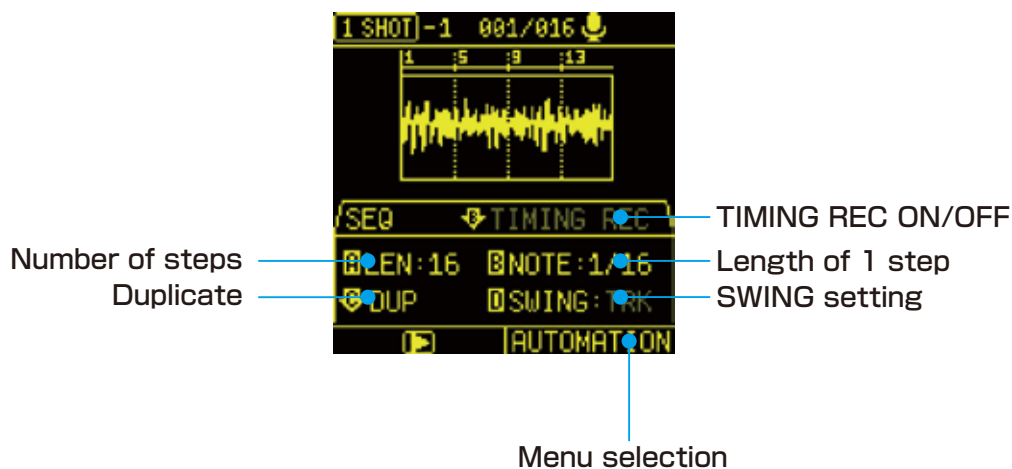
Overview







Use these to play one-shot samples, such as sound effects and crash cymbals, once. SHOT tracks have a **PAD performance mode** and a **SEQUENCE mode**. (→ P.73)

PAD performance mode	Samples are played when LED pads are pressed. This is ideal for live performance.
SEQUENCE mode	Sequences with sample playback timing can be made. This is ideal for playing complicated parts and preparing beats with kicks, for example.

SHOT tracks

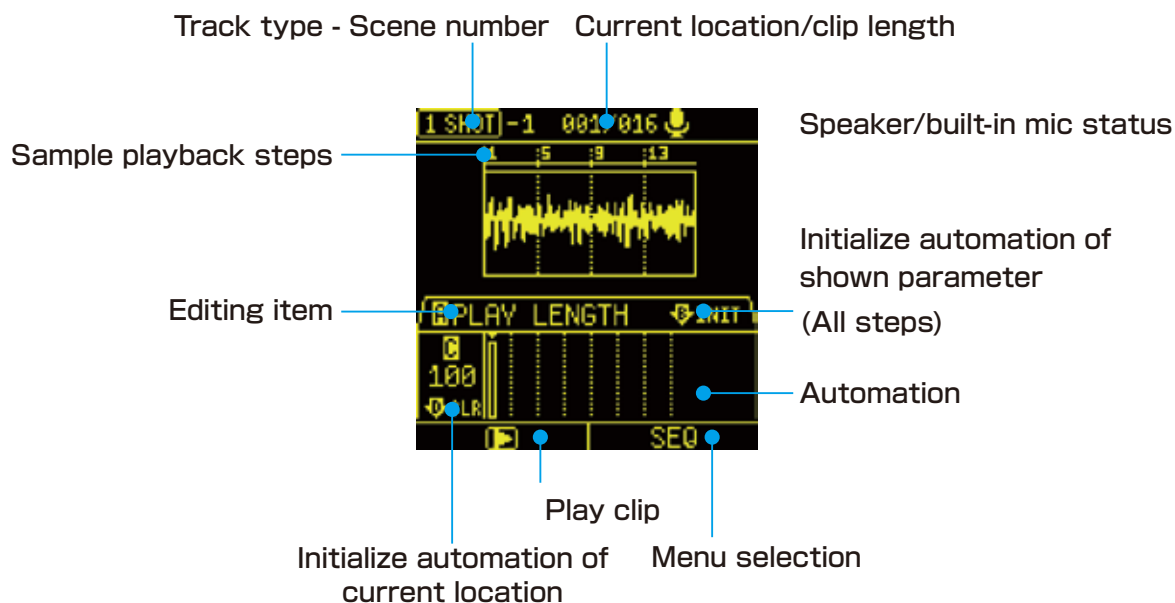
SHOT Track Editing Screen




















Shot Track (Edit) - SEQ		
 A	LEN	Number of steps (16 steps at a time)
 A	LEN	Number of steps (1 steps at a time)
 B	TIMING REC	TIMING REC ON/OFF
 B	NOTE	Length of 1 step
 C	DUP	Duplicate the sequence to double the length
 D	SWING	SWING settings (→ P.74) TRK: Apply setting for entire track 0 - 75%: Apply to selected clip only

SHOT tracks


SHOT Track Editing Screen (AUTOMATION)



Shot Track (Edit) - AUTOMATION			
 A	Switch editing item		Move by 1 step
 B	Initialize editing item		Move by 16 steps
 C	Editing item parameter		Open Settings Screen
 D	Initialize parameter		Activate recording
 VALUE	Move between steps		Play scene
 VALUE	Move between pages while pushing		Input/clear sound triggers during recording
left 	Play clip		Input sound triggers during real-time recording
 +  ~ 	Move between steps		

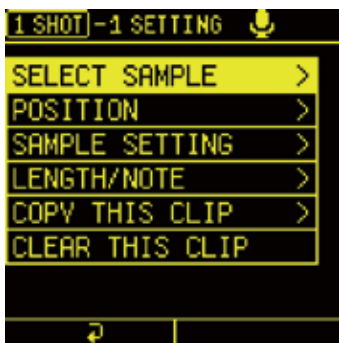
SHOT tracks

Loading samples

- 1 Press  on the EDIT Screen.



- 2 Select **SELECT SAMPLE** and press .



- 3 Select the desired sample, and press .



SHOT tracks

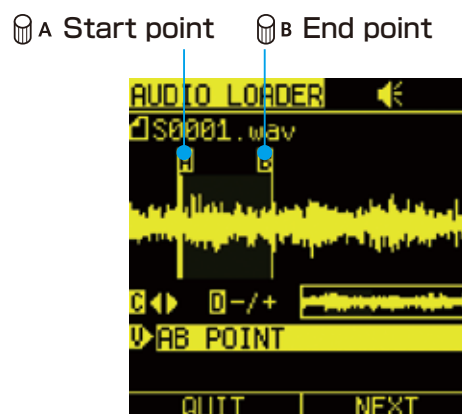
4 Set the interval used for the sample.



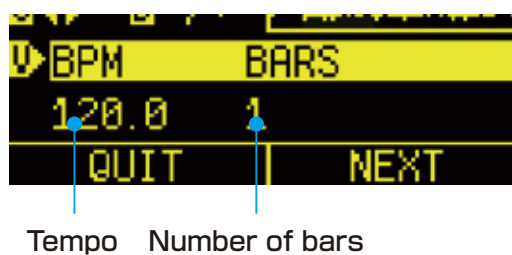
Audio Loader	
A	Start point in sample
B	End point in sample (AB POINT)
c	Move zoomed waveform display
D	Zoom waveform display
VALUE	Select/change BPM items
VALUE	Confirm BPM item selection
left	Quit
right	Open next menu page

SHOT tracks

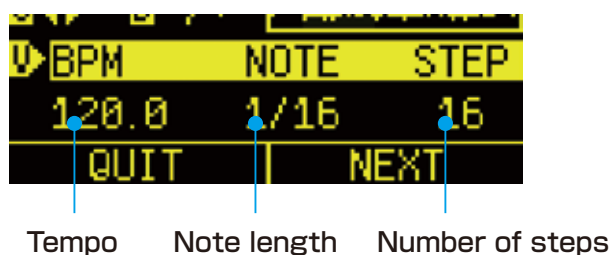
- Determining interval freely (**AB POINT**)



- If the tempo is known (**BPM BARS**)



- Determining interval by tempo, note length and number of steps (**BPM NOTE STEP**)



POINT!

- Samples can also be loaded from the POOL Screen (→ P.42) and the clip SETTING Screen (→ P.50).

SHOT tracks




Reselecting Sample

1 Once you've selected a sample, go to the EDIT screen and turn  **A** to choose a folder.

2 Turn  **c** to select a sample.

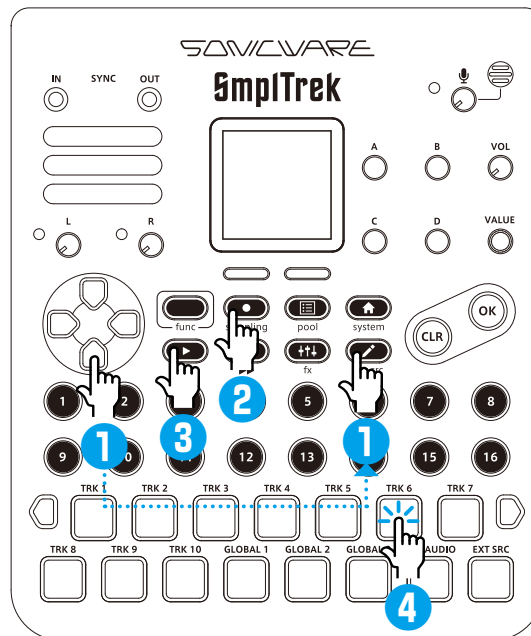
POINT!

• It is possible to select samples while the sequence is playing.

SHOT TRACK (EDIT) -SAMPLE	
 A	Folder Selection
 B	Pitch Adjustment
 c	Sample Selection

SHOT tracks

Recording in real time




- 1 Select the clip to use for recording, and press or .



POINT!


- This shows visibly the steps where audio starts.
- Changing pages will move 16 steps at a time. If steps 1-16 are shown, changing pages will show steps 17-32.

SHOT tracks

- 2** To record without quantization, press  to enable **TIMING REC.**




- 3** Press  to start recording standby.

- 4** Press  to start recording.

- 5** Press  at the desired input times.

POINT!

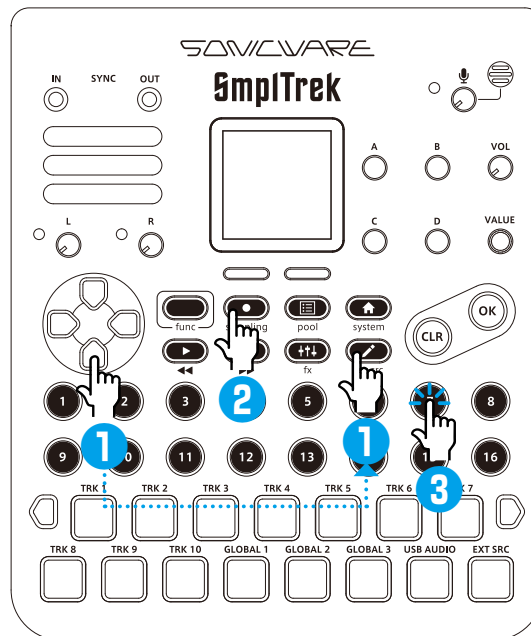
- Sound triggers can be input directly on steps by pressing their  buttons.

- 6** On the EDIT (AUTOMATION) Screen, turn  to select **ON TIMING**, and edit the input timing of each note.



SHOT tracks

Step recording



- 1 Select the clip to use for recording, and press or .



- 2 Press to start recording standby.

- 3 Press for the step to input.



Press for a step that has already been input to clear it.


SHOT tracks

Recording pad performances (SHOT REC)

Using this function, multiple SHOT tracks can be used to perform, creating sequences on each track.



- 1 Prepare SHOT tracks with samples assigned to them beforehand, and select the scene to record.



- 2 Press , and select **SHOT REC**.



This puts the unit into recording standby.




- 3 Press  to start recording, and use the SHOT track  pads to perform.

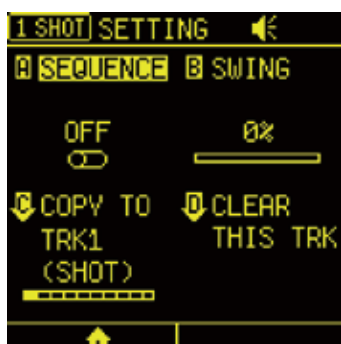
POINT!

- Multiple SHOT track sequences can be input simultaneously. Each clip will loop according to its own length. Set the lengths of clips beforehand.

SHOT tracks

Track setting (Switching between sequence and pad performance modes)

- 1 When the Home Screen is open, press  + the PAD  for the desired track to open the SETTING Screen.
- 2 Turn  **SEQUENCE** to turn this mode on/off.



Sequence	
ON	Sequence mode
OFF	Pad performance mode

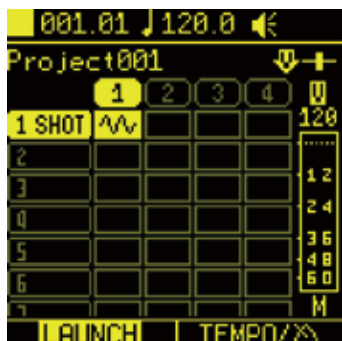
POINT!


- Pad performance mode will be activated automatically after chopping or assigning samples.
- Sequence mode will be activated automatically after shot recording.

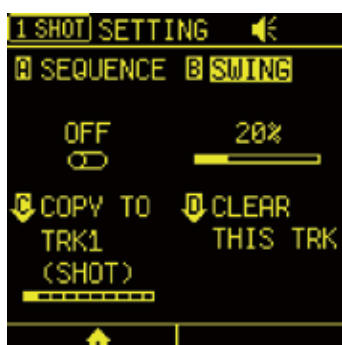
SHOT tracks

Adjusting swing

- 1 When the Home Screen is open, press  + the  PAD for the desired track to open the SETTING Screen.



- 2 Turn  SWING to adjust the swing for the entire track.



- 3 On the EDIT (SEQ) Screen, turn  to adjust the swing for an individual clip.



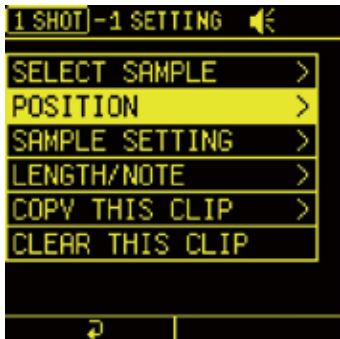
POINT!

- When set to TRK, the track swing will be applied.

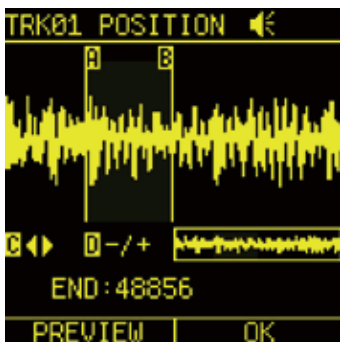
SHOT tracks








Clip setting (Adjusting sample intervals)

- 1** Select **POSITION** on the CLIP SETTING Screen(→ P.50), and press  .



- 2** Set each item.






Position			
 A	Start point in sample	 VALUE	Move the start point without changing the interval
 B	End point in sample	Left 	Preview playback
 C	Move wave-form display	Right 	Confirm
 D	Zoom wave-form display		

SHOT tracks

Clip setting (sample setting)

- 1 Select **SAMPLE SETTING** on the CLIP SETTING Screen, and press .



Sample Setting		
 A	PITCH	Pitch adjustment (100 cent steps at a time)
 A	PITCH	Pitch adjustment (1 cent steps at a time)
 B	LoFi	Lofi ON/OFF

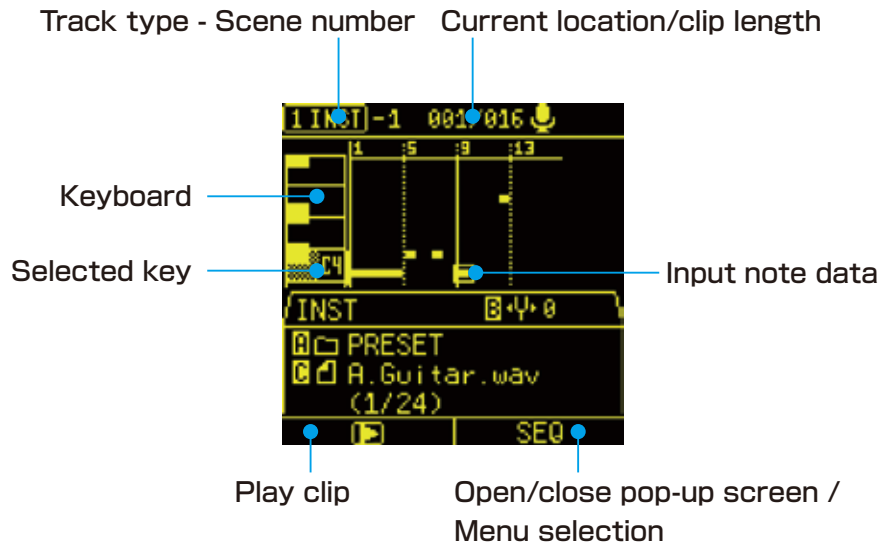
INST tracks

Overview

Use these to play phrases in a scale on the keyboard with samples of single notes from pianos, guitars and other real instruments.

INST tracks

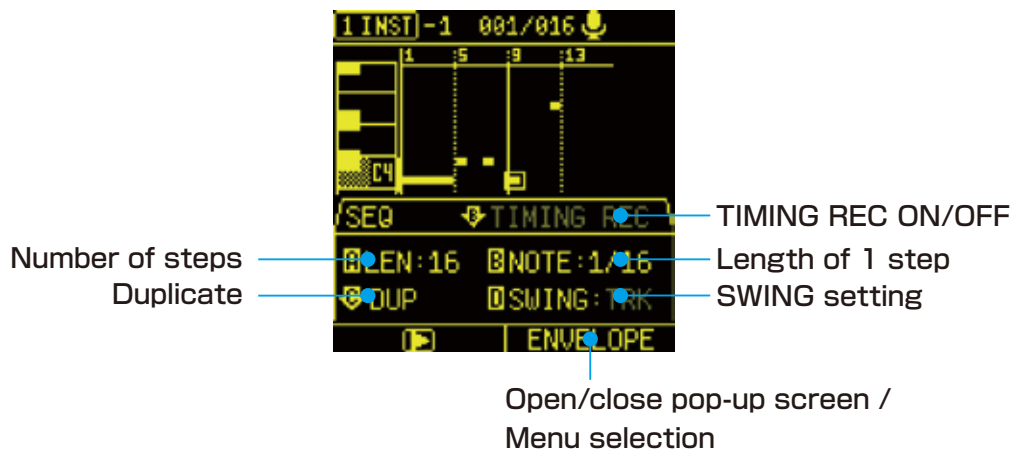
INST Track Editing Screen









Inst Track (Edit) - Main			
VALUE 	Move between steps	VALUE	Move between pages while pushing
left	Play clip		Move note position
right	Open/close pop-up screen / Menu selection		Activate recording
	Open Settings Screen		Play scene
+ /	Switch pages	+	Clear entire sequence data
	Move note position by octaves with + octave buttons / move 1 white key with octave buttons		

INST tracks

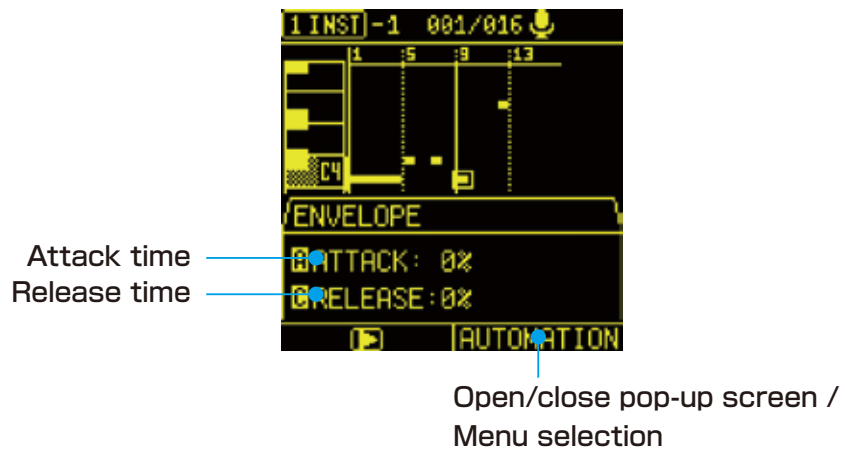
INST Track Editing Screen (SEQ)



Inst Track (Edit) - SEQ		
	LEN	Number of steps (16 steps at a time)
	LEN	Number of steps (1 steps at a time)
	TIMING REC	TIMING REC ON/OFF
	NOTE	Length of 1 step
	DUP	Duplicate the sequence to double the length
	SWING	SWING settings (→ P.74) TRK: Apply setting for entire track 0 - 75%: Apply to selected clip only

INST tracks

INST Track Editing Screen (ENVELOPE)



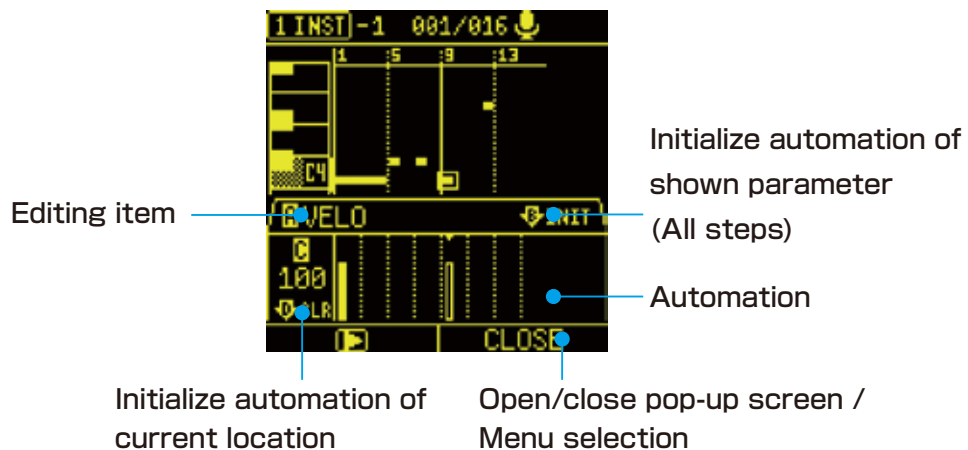
Inst Track (Edit) - ENVELOPE		
Ⓐ	ATTACK	Attack time
Ⓒ	RELEASE	Release time








POINT!

- Can also be set from the TRACK SETTING Screen (→ P.49).

INST tracks


INST Track Editing Screen (AUTOMATION)





Inst Track (Edit) - AUTOMATION			
 A	Switch editing item	 D	Initialize parameter (in steps)
 B	Initialize editing item		Move note position
 C	Change item parameter (in steps)	 	Move between steps





INST tracks

Selecting samples

- 1 Press the right  button on the EDIT Screen to move to **INST**.



- 2 Turn  **A** and  **C** to select the sample.

Inst Track (Edit) - INST	
 A	Select folders
 C	Select samples
 B	Adjust pitch (100 cent steps at a time)
 B	Adjust pitch (1 cent steps at a time)

POINT!

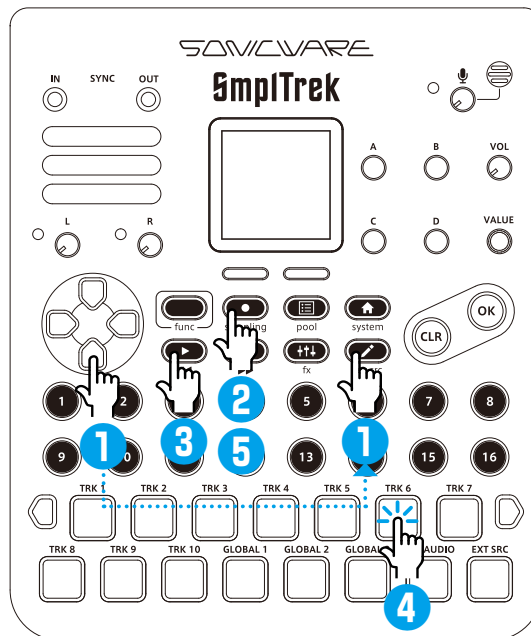
- The following table shows the maximum length of samples that can be loaded on INST tracks (in seconds). that can be loaded on INST tracks.

Mono	10.9 seconds
Stereo	5.46 seconds

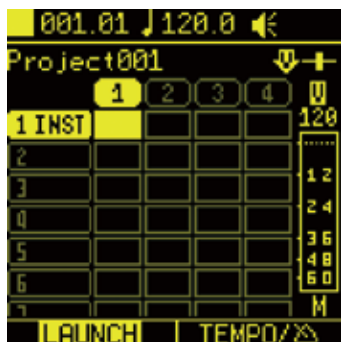
- Samples can also be loaded from the POOL Screen (→ P.42) and the track SETTING Screen (→ P.50).

INST tracks

Real-time recording








- 1 Select the clip to use for recording, and press **OK** or **ENTER**.



- 2 To record without quantization, press **B** to enable **TIMING REC**.



INST tracks

- 3 Press  to start recording standby.
- 4 Press  to start recording.
- 5 Play  to input notes.
- 6 Press  to end recording.
- 7 On the EDIT (AUTOMATION) Screen, turn  to select **ON TIMING/OFF TIMING**, and edit the input timing of each note.



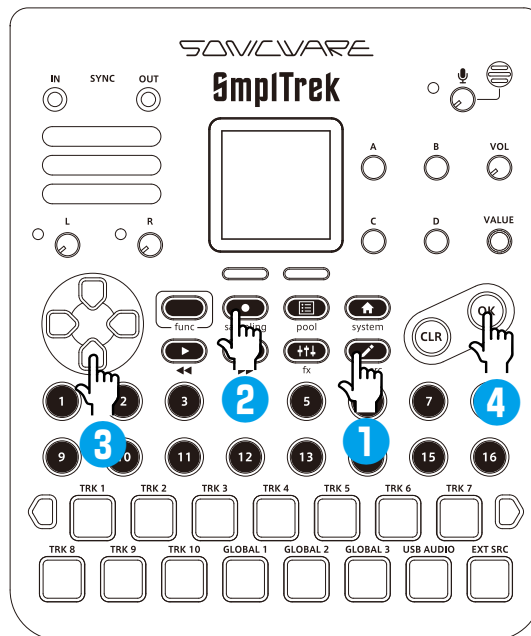
ON TIMING



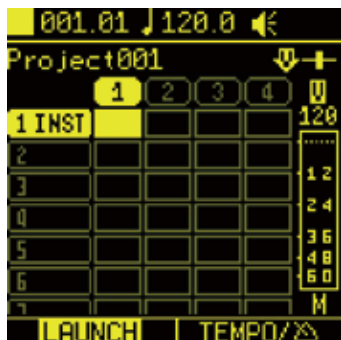
OFF TIMING

INST tracks

Step recording



- 1 Select the clip to use for recording, and press or .






- 2 Press to start recording standby.
- 3 Use , VALUE to move to the step for input.
- 4 Press , or to input a note.
Press these again to clear input notes.

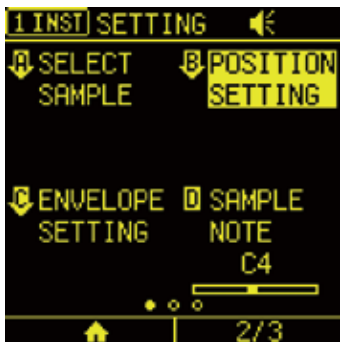
POINT!

- Tied notes can be input by moving between steps while pressing a keyboard pad or .
- Tied notes can be entered by pressing a while pressing another .
- Use , or VALUE to move between steps.

INST tracks








Track setting (Setting intervals used and loop points for samples)

- 1 When the Home Screen is open, press  + the INST track  to open the SETTING Screen.
- 2 Press  **POSITION SETTING**.



- 3 Set each item.




Position			
 A	Start point in sample	 VALUE	Switch between START/END and LOOP editing.
 B	End point in sample	Left 	Turn looping on/off
 C	Move waveform display	Right 	Confirm
 D	Zoom wave-form display		

POINT!

- If you exit the POSITION SETTING screen by pressing  , the position settings will be cleared.

INST tracks

Track setting (Setting the base note)

- 1 When the home Screen is open, press  + the INST track PAD to open the SETTING Screen.





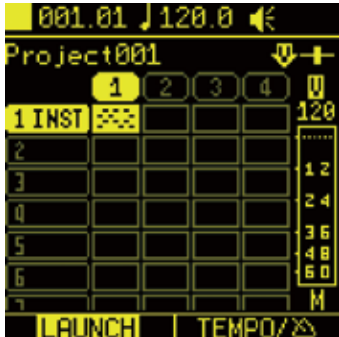
- 2 Turn  to adjust **SAMPLE NOTE**.



INST tracks

Track setting (LoFi setting)

- 1 When the home Screen is open, press  + the INST track PAD  to open the SETTING Screen.





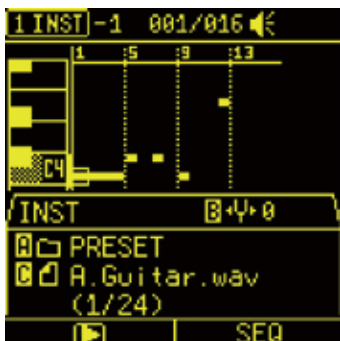
- 2 Press the right  button to move to page 2, turn  **LoFi** to change it.




INST tracks

Clip setting (Setting the keyboard scale)

- 1 Select the desired clip on the HOME Screen, and press  or  to open the EDIT Screen.





- 2 Press  again to open the SETTING Screen, and select **SCALE SETTING**.



- 3 Set each item.





Scale		
	SCALE	Change the scale
	KEY	Change the key

POINT!


- LED pads  will become light blue for notes that are outside the scale.

INST tracks

Clip setting (Importing SMF)

- 1 Select the desired clip on the HOME Screen, and press  or  to open the EDIT Screen.



- 2 Press  again to open the SETTING Screen, and select **IMPORT SMF**.



- 3 Select the desired file from the POOL Screen.

POINT!

- SMF format types 0 and 1 are supported. Only note on/off data is imported.
- The Track Selection Screen will open when importing one SMF format file, so select one track as the import destination.
- SMF can also be loaded from the POOL Screen (→ P.42) .

DRUM tracks

Overview

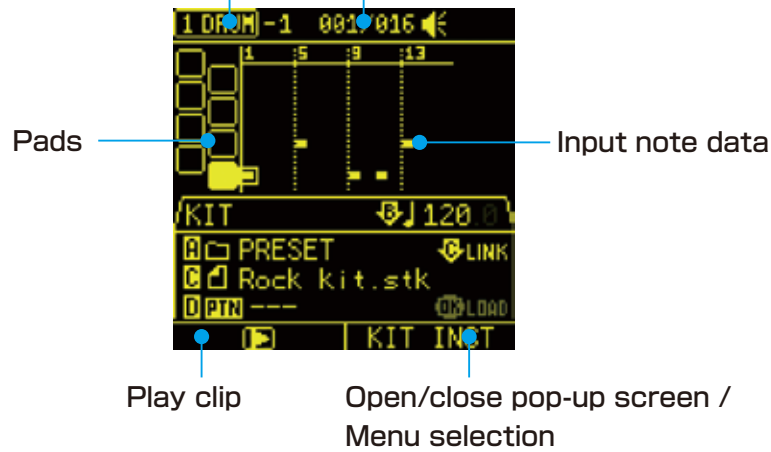
Use preloaded drum sounds—like kick, snare, and hi-hat—from the built-in DRUM KIT to create drum patterns.

You can also create your own original DRUM KIT using samples.

DRUM tracks

DRUM Track Editing Screen

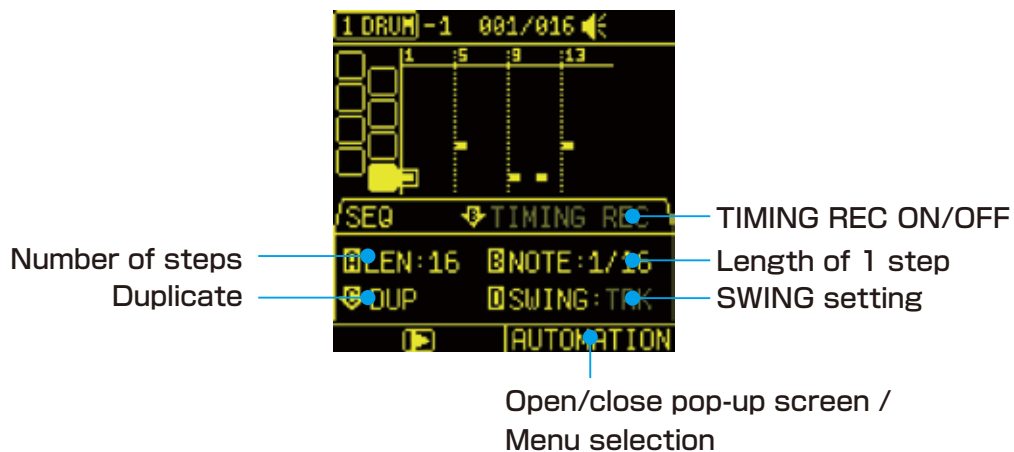
Track type - Scene number Current location/clip length









Drum Track (Edit) - Main			
VALUE 	Move between steps	VALUE 	Move between pages while pushing
left	Play clip		Move note position
right	Open/close pop-up screen / Menu selection		Activate recording
	Open Settings Screen		Play scene
+ /	Switch pages	+	Clear entire sequence data

DRUM tracks

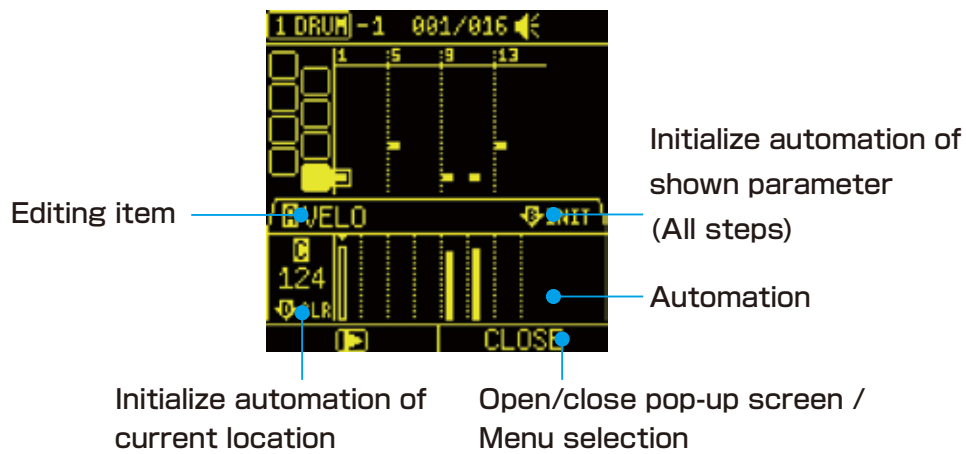
DRUM Track Editing Screen (SEQ)









Drum Track (Edit) - SEQ		
 A	LEN	Number of steps (16 steps at a time)
 A	LEN	Number of steps (1 steps at a time)
 B	TIMING REC	TIMING REC ON/OFF
 B	NOTE	Length of 1 step
 C	DUP	Duplicate the sequence to double the length
 D	SWING	SWING settings (→ P.74) TRK: Apply setting for entire track 0 - 75%: Apply to selected clip only

DRUM tracks

DRUM Track Editing Screen (AUTOMATION)



Drum Track (Edit) - Automation			
 A	Switch editing item	 D	Initialize parameter (in steps)
 B	Initialize editing item		Move note position
 C	Adjust editing item parameter (in steps)		Move between steps



DRUM tracks


Loading preset patterns









- 1 On the EDIT (KIT) Screen, turn  to select a preset pattern.



POINT!

- If  is turned to enable “**LINK**”, the preset kit will also be changed automatically according to the preset pattern when the pattern is changed.
- By pressing  while turning it, preset patterns can be switched by genre.

- 2 Press  to load the preset pattern.

Drum Track (Edit) - KIT			
	Select folders		Tempo setting
	Select drum kits		Tap tempo
	Select preset patterns		Preset kit and pattern link ON/OFF
	Select preset patterns (by genre)		Loading preset patterns

DRUM tracks

Selecting and editing drum kits

- 1 On the EDIT (KIT) Screen, turn A to select a folder. Then, turn C to select a kit.

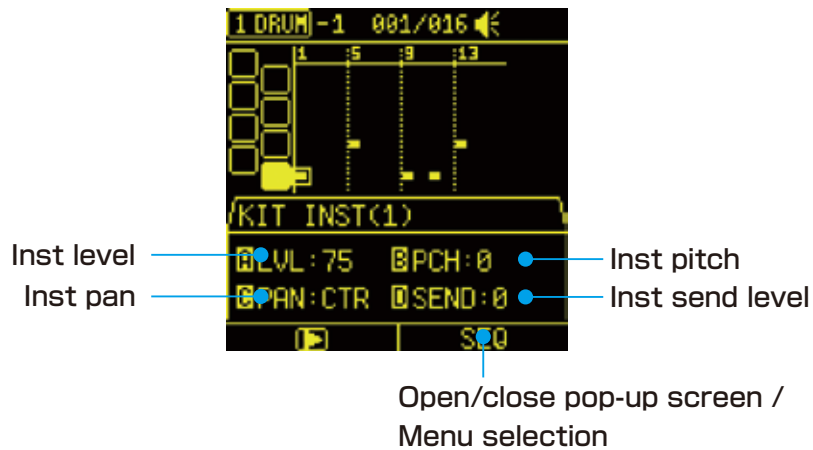







- 2 When the EDIT (INST) Screen is open, press a pad to select an instrument. Then, adjust its parameters.

POINT!

- Adjustments can also be made during playback.

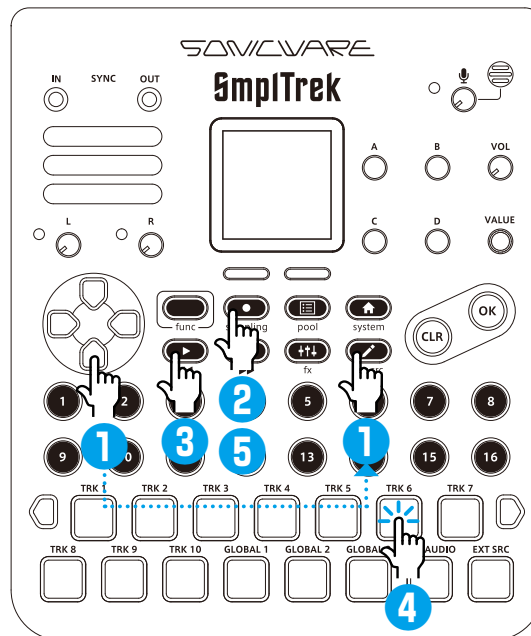
DRUM tracks



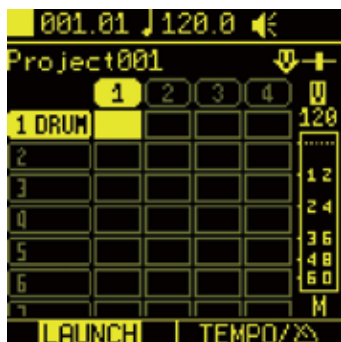
DRUM TRACK (EDIT) - KIT INST		
 A	LVL	Setting the level of each inst
 B	PCH	Setting the pitch of each inst (100 cent steps at a time)
 B	PCH	Setting the pitch of each inst (1 cent steps at a time)
 C	PAN	Setting the pan of each inst
 D	SEND	Setting the send level of each inst

DRUM tracks

Real-time recording








- 1 Select the clip to use for recording, and press or .



- 2 To record without quantization, press to enable **TIMING REC**.



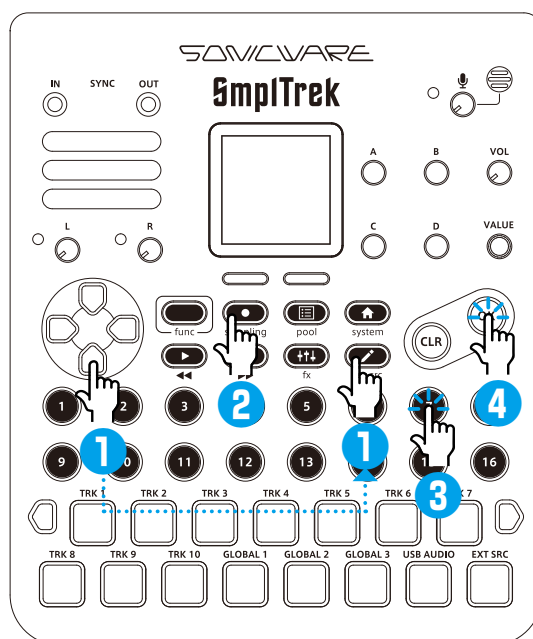
DRUM tracks

- 3** Press  to start recording standby.
- 4** Press  to start recording.
- 5** Play  to input notes.
- 6** Press  to end recording.
- 7** On the EDIT (AUTOMATION) Screen, turn  to select **ON TIMING**, and edit the input timing of each note.

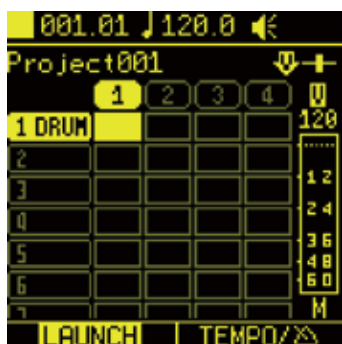


DRUM tracks

Step recording



- 1 Select the clip to use for recording, and press or .



- 2 Press to start recording standby.
- 3 Use , VALUE to move to the step for input.
- 4 Press , or the desired to input a note.

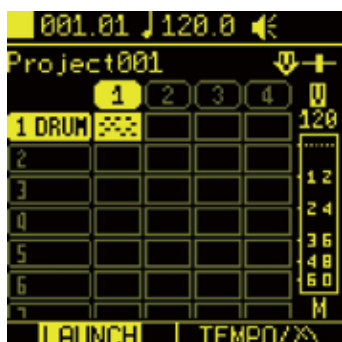
POINT!


- Use , or VALUE to move between steps.

DRUM tracks

Clip setting (Importing SMF)

- 1 Select the clip to edit, and press  or .



- 2 Press  again to open the SETTING Screen, and select **IMPORT SMF**.



- 3 Select the desired file from the POOL Screen.

POINT!

- SMF format types 0 and 1 are supported. Only note on/off data is imported.
- Only notes that correspond to note numbers set for the pads will be imported.
- SMF can also be loaded from the POOL Screen (→ P.42).

Drum kits

Editing drum kits

- 1 Open the KIT EDIT Screen.

To edit the kit that is currently selected

On the Editing Screen, press  and select EDIT DRUM KIT.

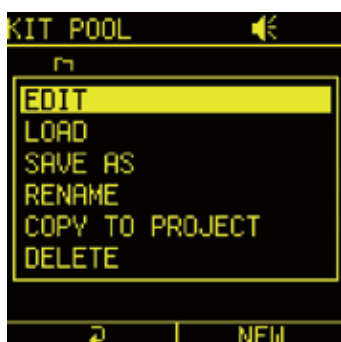


POINT!

- Editing is also possible from the track SETTING screen (→ P.49).
- The edited settings will be applied to the selected kit.

To edit any file in the POOL


Press  +  and to select  KIT. Then, select the drum kit you want to edit. Press  and select **EDIT**.



POINT!

- To create a new drum kit, press the right  **NEW** button.

Drum kits

2 Select menu items as necessary, and press  .




INST PRM	Assign samples to individual LED pads and adjust LEVEL, PAN and other parameters (→ P.104)
KIT PRM	Set the KIT LEVEL and turn LoFi ON/OFF (→ P.106)
PAD COLOR	Set LED pad colors (→ P.107)
SEND FX FOR CHECK	Use this to check effects applied to the kit (→ P.108)

Drum kits

Adjusting individual instruments on LED pads (INST PRM)

- 1 Select **INST PRM** on the KIT EDIT Screen, and press **OK**.



- 2 Select the LED pad  to be set and change each item.
















POINT!



- The following table shows the maximum length in seconds of samples that can be assigned to each instrument. Samples longer than the maximum number of seconds can be selected, but parts after this length will not be played back.

Mono	5.4 seconds
Stereo	2.7 seconds

Drum kits

Inst Prm (1/3)		
 A	FILE SELECT	Select samples in the current folder
 A		Select samples from the SAMPLE POOL
 B	CLR	Clear selected sample
 C	LEVEL	Level adjustment
 D	PAN	PAN adjustment
Left 		Return to previous menu
Right 		Open next page

Inst Prm (2/3)		
 A	FX SEND	Adjust effect send amount
 B	PITCH	Adjust pitch
 C	SLOPE	Adjust attack and release
 D	REVERSE	Turn reverse playback on/off
Left 		Open previous page
Right 		Open next page

Inst Prm (3/3)		
 A	CHOKE	<p>OFF, 0-6</p> <p>Instruments can be grouped by setting the same number to multiple pads. When an LED pad assigned to a choke group is pressed, before the sound of that pad is output, sounds will be muted for the other LED pads in the group of the same number.</p> <p>For example, by giving closed and open hi-hats the same group number, the two sounds will not overlap unnaturally.</p>
Left 		Open previous page

Drum kits



Adjusting drum kit levels and LoFi settings (KIT PRM)

- 1 Select **KIT PRM** on the KIT EDIT Screen, and press  .



- 2 Set each item.

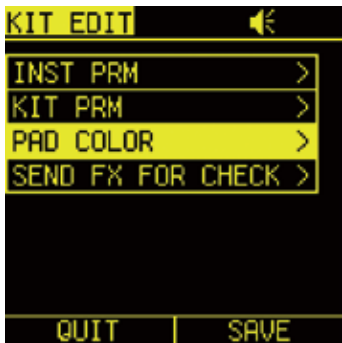


Kit Prm		
 A	Level	Adjust the kit level
 B	LoFi	Turn the lofi effect on/off

Drum kits

Adjusting drum kit LED pad colors (PAD COLOR)

- 1 Select **PAD COLOR** on the KIT EDIT Screen, and press **OK**.



- 2 Use **□** or **VALUE** to select the track to change, and turn **⏏A** to change the color.

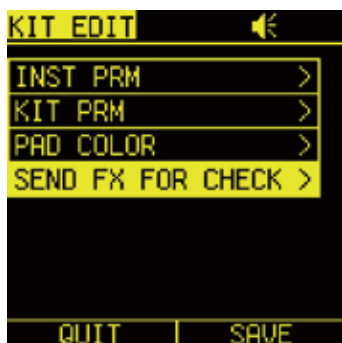


Pad Color		
	COLOR	30 pad colors can be selected

Drum kits

Checking drum kit sounds with reverb (SEND FX FOR CHECK)

- 1 Select **SEND FX FOR CHECK** on the KIT EDIT Screen, and press **OK**.









- 2 Set each item as necessary.








POINT!

- The parameters set in step 2 are only for the sound check and will not be saved.
- When kit editing is started, the project SEND FX settings are retained.




Drum kits

Kit Send FX (1/2)		
 A	ON / OFF	Turn the send effect on/off
 B	SEND	Adjust effect send amount
 C	TYPE	Change the effect type
 D	TEMPO / MIX	Tempo or effect mix level (depends on TYPE)
left 		Return to previous menu
right 		Open next page

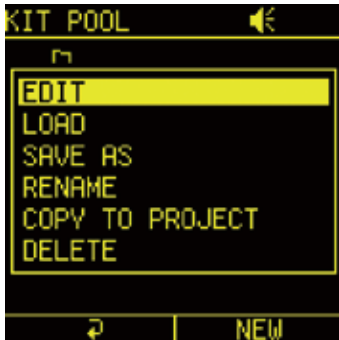
Kit Send FX (2/2)		
 A	Depends on TYPE	Depends on TYPE
 B		
 C		
 D		
left 		Open previous page

Drum kits

Drum kit menu

1 Press  +  ,
and select  **KIT** to open the KIT POOL Screen.





2 Select the desired DRUM KIT, and press  .



EDIT	Edit drum kits and LED pads (→ P.102)
LOAD	Load drum kits (→ P.42)
SAVE AS	Name and save drum kits (→ P.111)
RENAME	Rename drum kits (→ P.112)
COPY TO PROJECT	Copy drum kits to projects (→ P.113)
COPY TO POOL	Copy drum kits to pool (→ P.113)
DELETE	Delete drum kits (→ P.115)

Drum kits

Naming and saving drum kits

- 1 Press  + ,
and select  **KIT** to open the KIT POOL Screen.
- 2 Select the desired DRUM KIT, press , and select **SAVE AS**.



- 3 Input the name, and press the right  **OK** button.







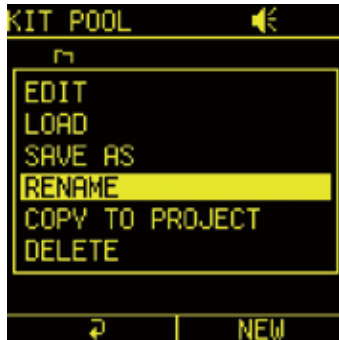
POINT!

- Press  **VALUE** to toggle between uppercase and lowercase letters.

Drum kits

Renaming drum kits

- 1 Press  + ,
and select  **KIT** to open the KIT POOL Screen.
- 2 Select the desired drum kit, press , and select **RENAME**.



- 3 Change the name, and press the right  **OK** button.




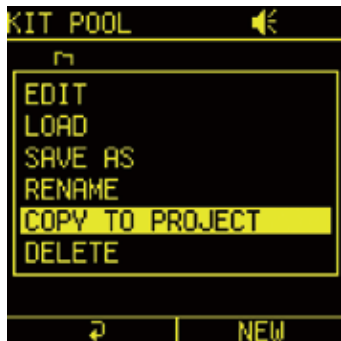
POINT!

- Press  **VALUE** to toggle between uppercase and lowercase letters.

Drum kits

Copying drum kits to projects

- 1 Press **func** + **pool** ,
and select  **KIT** to open the KIT POOL Screen.
- 2 Select the desired DRUM KIT in the PROJECT folder,
press **OK** , and select **COPY TO PROJECT**.







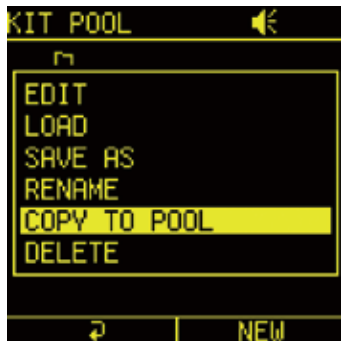
- 3 Select **YES** and press **OK** .



Drum kits

Copying drum kits to pool

- 1 Press  +  ,
and select  **KIT** to open the KIT POOL Screen.
- 2 Select the desired DRUM KIT in the PROJECT folder,
press  , and select **COPY TO POOL**.



- 3 Select **YES** and press  .



Drum kits

Deleting drum kits (DELETE)

- 1 Press **func** + **pool**, and select  **KIT** to open the KIT POOL Screen.
- 2 Select the desired drum kit, press **OK**, and select **DELETE**.



- 3 Select **YES**, and press **OK**.



POINT!

- Be careful because deleted kits cannot be restored.

MIDI tracks

Overview

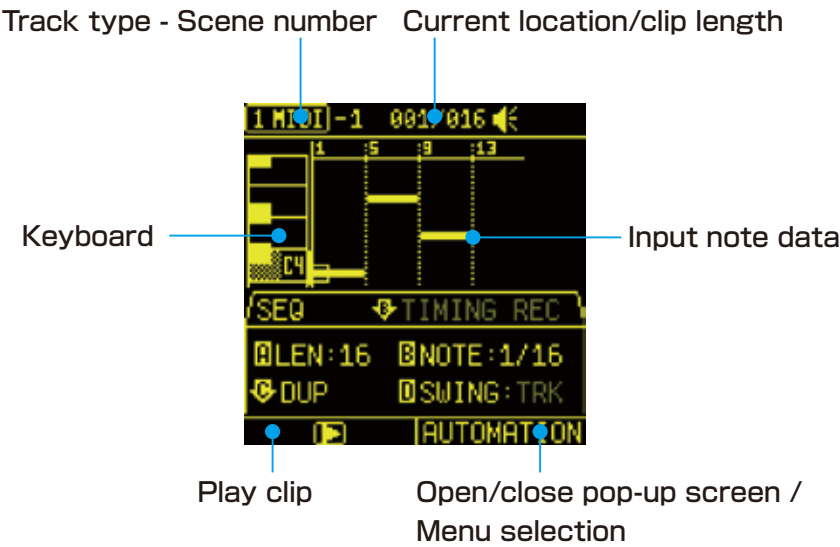
These are piano-roll type sequencer tracks for creating phrases to use with external MIDI equipment.



















In addition to note on/off, automation can be used to send four types of control change data.

MIDI channel and other settings are configured in MIDI SETTING in the SYSTEM menu (→ P.188).







MIDI tracks

MIDI Track Editing Screen



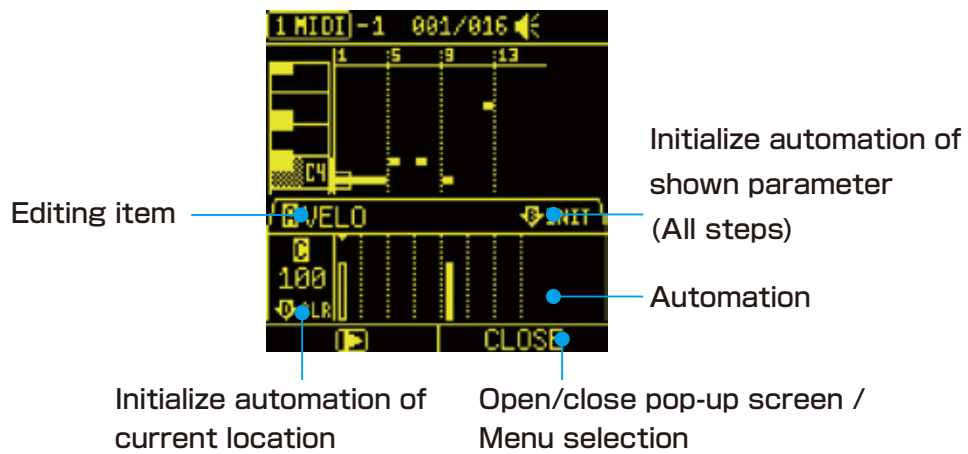
Midi Track (Edit) - Main			
 VALUE  	Move between steps	 VALUE	Move between pages while pushing
left 	Play clip	 	Move note position
right 	Open/close pop-up screen / Menu selection		Activate recording
	Open Settings Screen		Play scene
 +  / 	Switch pages		Clear entire sequence data
 	Move note position by octaves with  + octave buttons / move 1 white key with octave buttons		







MIDI tracks

Midi Track (Edit) - SEQ		
 A	LEN	Number of steps (16 steps at a time)
 A	LEN	Number of steps (1 steps at a time)
 B	TIMING REC	TIMING REC ON/OFF
 B	NOTE	Length of 1 step
 C	DUP	Duplicate the sequence to double the length
 D	SWING	SWING settings (→ P.74) TRK: Apply setting for entire track 0 - 75%: Apply to selected clip only

MIDI tracks

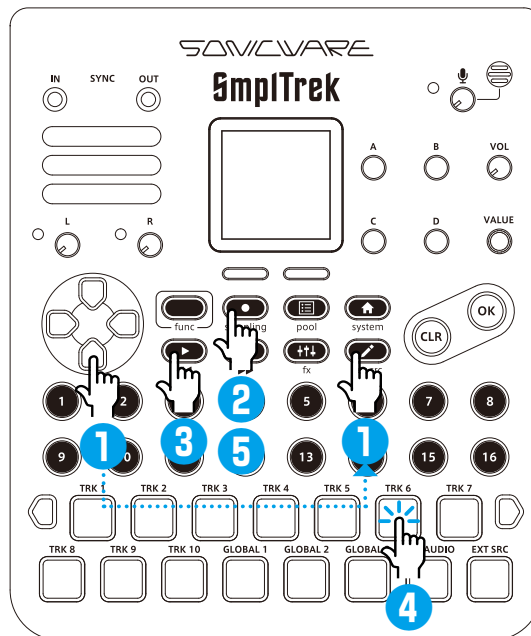
MIDI Track Editing Screen (AUTOMATION)



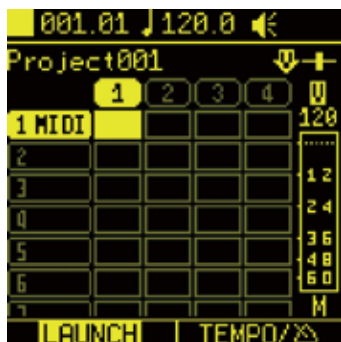
Midi Track (Edit) - Automation			
 A	Switch editing item	 D	Initialize parameter (in steps)
 B	Initialize editing item		Move note position
 C	Adjust editing item parameter (in steps)		Move between steps

MIDI tracks

Real-time recording








- 1 Select the clip to use for recording, and press **OK** or **RECORD**.



- 2 To record without quantization, press **⏮** to enable **TIMING REC**.

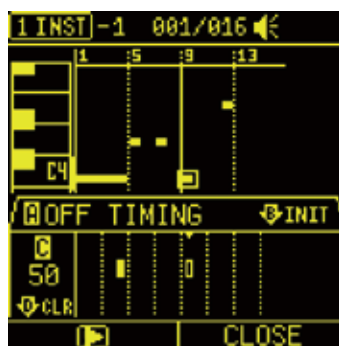


MIDI tracks

- 3 Press  to start recording standby.
- 4 Press  to start recording.
- 5 Play  to input notes.
- 6 Press  to end recording.
- 7 On the EDIT (AUTOMATION) Screen, turn  to select **ON TIMING** / **OFF TIMING**, and edit the input timing of each note.



ON TIMING



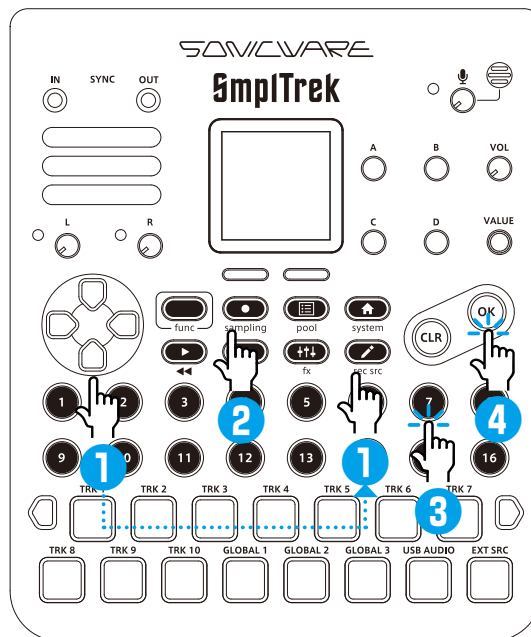
OFF TIMING

POINT!

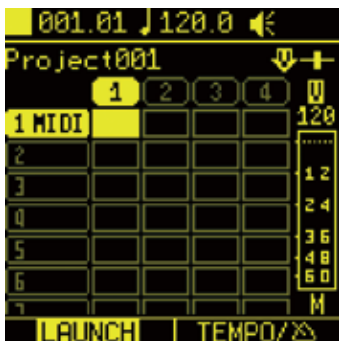
- While real-time recording is in progress, you can still perform step recording input using  and .

MIDI tracks

Step recording



- 1 Select the clip to use for recording, and press or .



- 2 Press to start recording standby.
- 3 Use or to move to the step for input.
- 4 Press , or the desired to input a note. Press these again to clear input notes.

POINT!



- Tied notes can be input by moving between steps while pressing a keyboard pad or .
- Use , or to move between steps.
- You can input notes without pressing by holding down a and pressing .

MIDI tracks

Track setting (Setting MIDI CC numbers)

In addition to notes, MIDI tracks can also transmit up to four types of control change data per step using automation.

In this case, the control change numbers specified by MIDI CC A-D are used.

1 When the home Screen is open, press  + the MIDI track PAD  to open the SETTING Screen.

2 Turn  A –  D to change **MIDI CC A-D (OFF, 1 ~ 119)**.




MIDI tracks

Clip setting (Setting the scale)

- 1 Select the clip to edit, and press  or .





- 2 Press  again to open the SETTING Screen, and select **SCALE SETTING**.




- 3 Set each item.



Scale Setting		
	SCALE	Change the scale
	KEY	Change the key

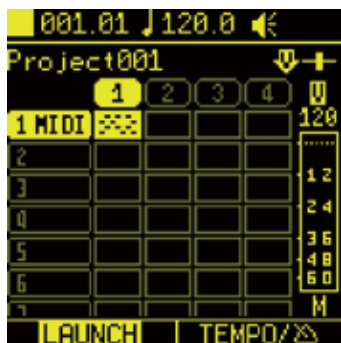
POINT!


-  LED pads will become light blue for notes that are outside the scale.

MIDI tracks

Clip setting (Importing SMF)

- 1 Select the clip to edit, and press  or .



- 2 Press  again to open the SETTING Screen, and select **IMPORT SMF**.





- 3 Select the desired file from the POOL Screen.


POINT!

- SMF format types 0 and 1 are supported. Only note on/off data is imported.
- SMF can also be loaded from the POOL Screen (→ P.42).

Clearing only sequence or automation data

- 1 Select the clip to clear, and press  or  to open the Editing Screen.



- 2 Press  again to open the SETTING Screen, and select **CLEAR THIS CLIP**.



- 3 Select the item to clear from the pop-up menu, and select **YES**.

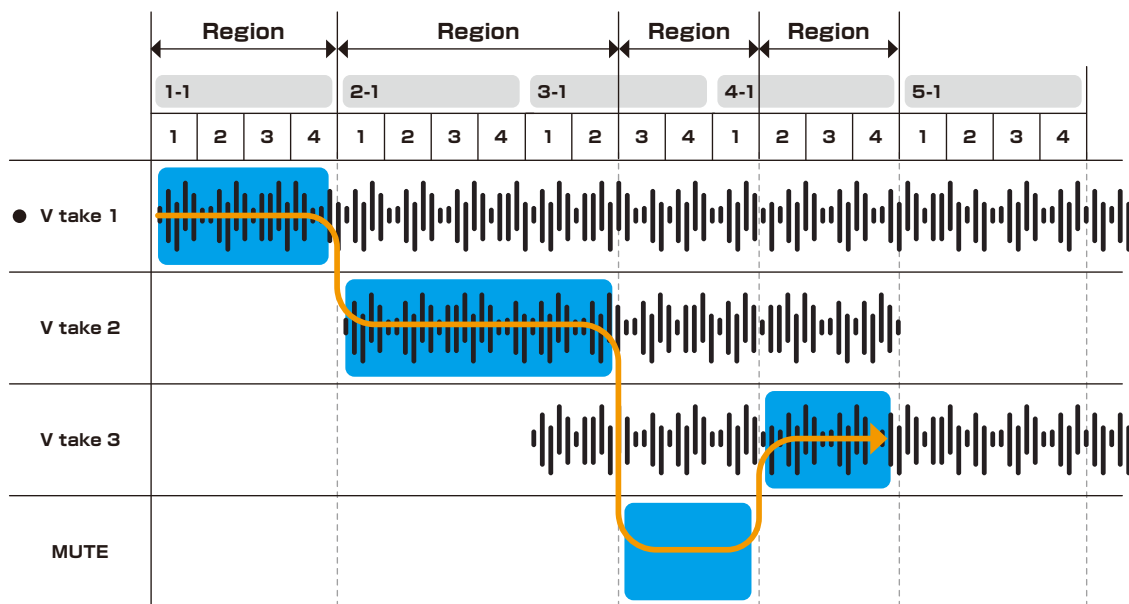
Clear This Clip	
ALL	Clear the clip itself
SEQUENCE	Clear only sequence data
AUTOMATION	Clear only automation data

GLOBAL tracks

Overview

These are independent audio tracks that can span multiple scenes. Use these for recording vocals and other performances that continue through a song.

The SmpiTrek has 3 GLOBAL tracks, and each of these has 3 virtual (V) takes. In the middle of a song, the 3 V takes can be switched and have their levels adjusted.



→ V takes played in order

POINT!

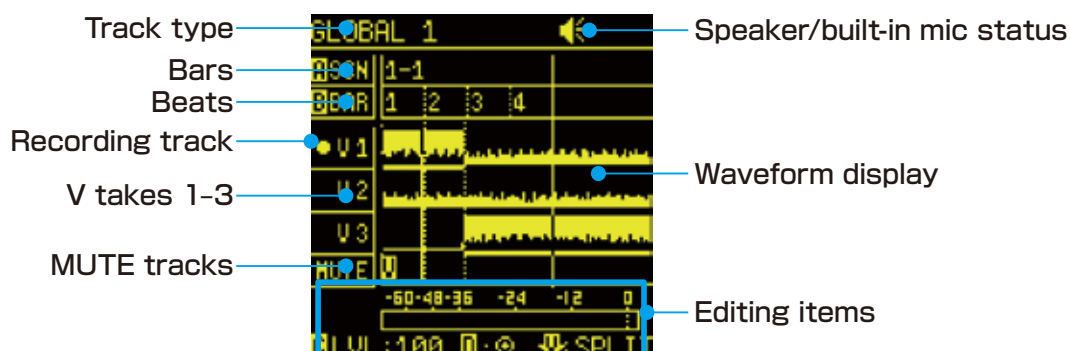
- The GLOBAL track is played only during Project playback. Please note that the GLOBAL track is not played during scene playback.














GLOBAL tracks

GLOBAL Screen basic operations

GLOBAL tracks must be enabled for them to be used.

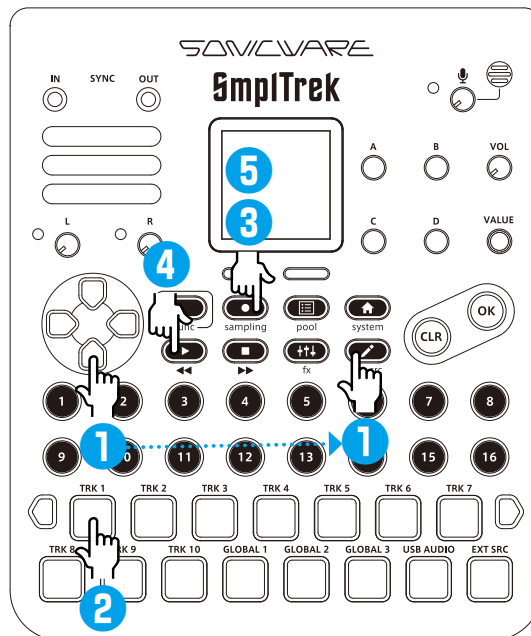
- 1 Select the desired GLOBAL track clip and press  or .



Global track editing			
	Move between bars		Play
	Zoom waveform in/out		Adjust selected point precisely
	Move editing selection by beats	 	Split region
	Adjust level		Cancel division
	The input sound is passing through the global track channel	<input type="checkbox"/> TRK 1 <input type="checkbox"/> TRK 2 <input type="checkbox"/> TRK 3	Switch recording track
	Recording standby state		Switch scenes
	Selects take above/below or move by region left/right		

GLOBAL tracks

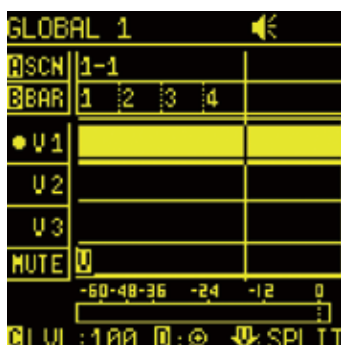
Recording



- 1 Select the GLOBAL track clip to use for recording, and press or .



- 2 Press to select the V take to use for recording.





GLOBAL tracks

3 Press  twice to start recording standby.

4 Press  to start recording.

5 Press  to end recording.

Global Track (Recording)	
	Audition state is active. The sound is passing through the global track channel. Use this to practice before recording.
	The unit is in recording standby or recording.

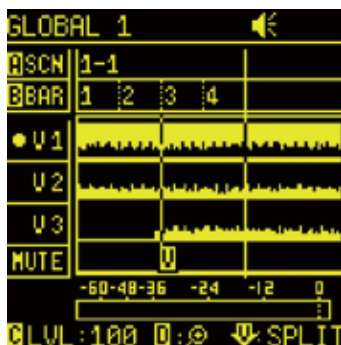
GLOBAL tracks

Splitting regions

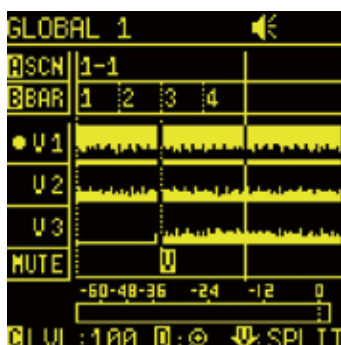
- 1 Select the GLOBAL track clip to edit, and press  or .



- 2 Turn ,  and  to move to the desired division point.



- 3 Press  or  to split the region.





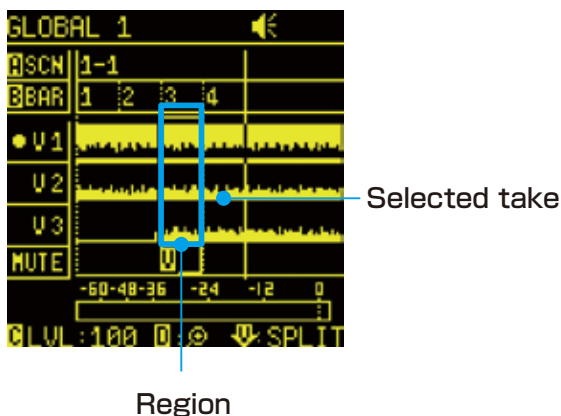
GLOBAL tracks



Switching take assignments

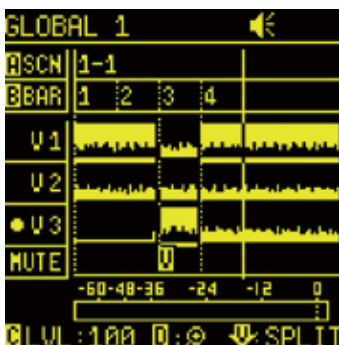
- 1 Select the GLOBAL track clip to edit, and press  or .



- 2 If necessary, record V takes and split regions beforehand.
(→ P.129 ~→ P.131)
- 3 Use   to move to the region with the take to be switched.



- 4 Use   to select the V take (or MUTE track) to use. The color of the selected take waveform is inverted.





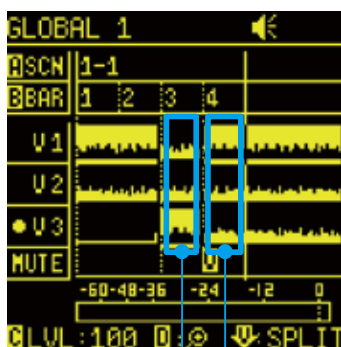
GLOBAL tracks

Joining regions



- 1 Select the GLOBAL track clip to edit, and press  or .

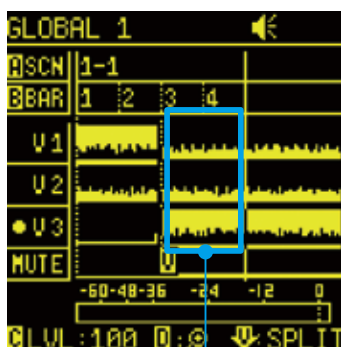


- 2 Use   to select the area of a split region.



Split

- 3 Press  2 times to enable recording standby. Then, press  to join the selected region with the region just before it.



Joined




GLOBAL tracks

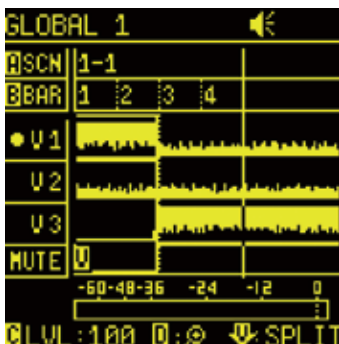
Adjusting individual region levels

In addition to switching V take assignments, splitting regions enables precise level adjustments for each region.

- 1 Select the GLOBAL track clip to edit, and press  or .



- 2 Use   to select a region to adjust.
- 3 Turn  to adjust the level.



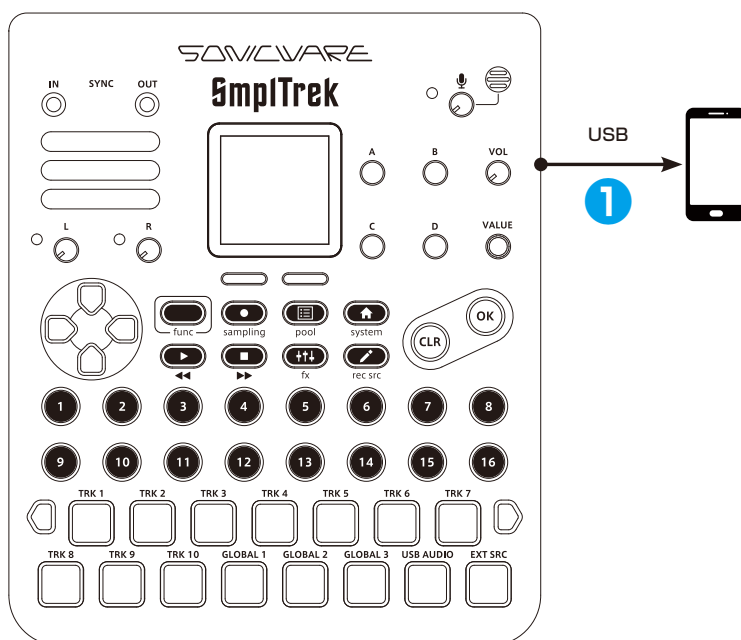
USB AUDIO track

Overview

Using the audio interface function, music can be quickly live-streamed using a connected smartphone, PC or Mac. Audio on the other device can also be played back and sampled.

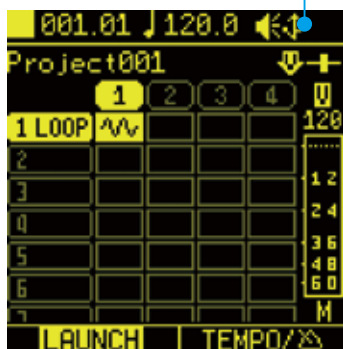
USB AUDIO track

Connecting a smartphone, PC or Mac to the SmpITrek by USB



- 1 Connect a smartphone, PC or Mac to the SmpITrek by USB.

USB icon appears

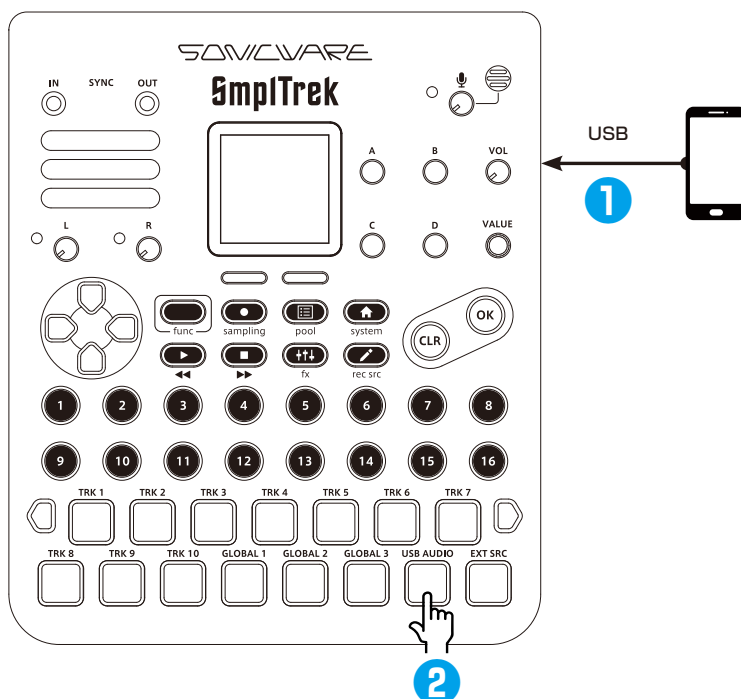


POINT!

- Connecting an iPhone/iPad requires an Apple Lightning to USB Camera Adapter.

USB AUDIO track

Playing audio from a smartphone, PC or Mac



1 Connect a smartphone, PC or Mac to the SmpITrek by USB.

2 Press ☐ USB AUDIO .

3 Play the audio on the smartphone, PC or Mac.



POINT!

- The USB AUDIO track level and send level for the SEND FX can be adjusted with the MIXER.

USB AUDIO track

HOLD/GATE

The behavior of the USB AUDIO PAD can be changed.

- 1 When the home Screen is open, press  +  USB AUDIO to open the USB SETTING Screen.





- 2 Turn  to switch between **HOLD** and **GATE**.

HOLD	Press the pad once to enable the USB AUDIO track and begin receiving audio from the smartphone, PC or Mac. Press it again to disable it.
GATE	The USB AUDIO track will be enabled only while the pad is being pressed.

USB AUDIO track

Clearing settings

- 1 When the home Screen is open, press  +  USB AUDIO to open the USB SETTING Screen.



- 2 Press  **CLEAR SETTING**.



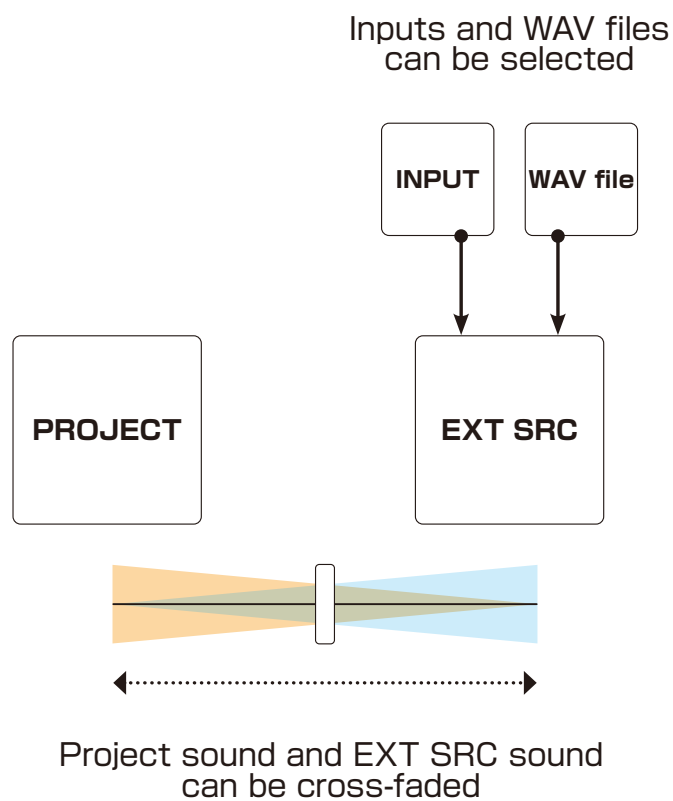
- 3 Select **YES**, and press .

EXT SRC

Overview



Using EXT SRC, you can perform live while playing back a project on the SmpITrek, with a microphone or synthesizer connected to the INPUT.

You can also play an audio file and then fade into the SmpITrek project during the live performances.



EXT SRC

Setting the input source

- 1 When the home Screen is open, press  +  to open the EXT SETTING Screen.





- 2 Turn  to switch the **SOURCE**.

INPUT	Audio from the device connected to the inputs will be output.
AUDIO FILE	An audio file will be played.

EXT SRC

Selecting audio files

- 1 When the home Screen is open, press  +  to open the EXT SETTING Screen.



- 2 Turn  to switch **SOURCE** to **AUDIO FILE**.





- 3 Press  **FILE SELECT**, and select the desired file from the SAMPLE POOL.



EXT SRC

Making audio file settings

- 1 When the home Screen is open, press  +  to open the EXT SETTING Screen.



- 2 Press the right  **2/2** button to open the second page.



- 3 Set **LOOP** and **LoFi** as necessary.





LOOP	Turn looping on/off
LoFi	Turn the lofi effect on/off

This looping function replays the file from the beginning after reaching the end.

EXT SRC

HOLD/GATE

The behavior of the EXT SRC PAD can be changed.

- 1 When the home Screen is open, press  +  to open the EXT SETTING Screen.



- 2 Turn  to switch between **HOLD** and **GATE**.





HOLD	Press once to enable the EXT SRC track and begin receiving audio from the smartphone, PC or Mac. Press it again to disable it.
GATE	The EXT SRC track will be enabled only while the pad is being pressed.

EXT SRC

Cross-fading the external source (EXT SRC) and the project sound

The sound input as the EXT SRC can be output with project playback. The level balance can be set for this.



- 1 Press  VALUE on the HOME Screen to open the pop-up menu.
- 2 Turn  VALUE to adjust the balance between the project and the external input.



PRJ	This increases the volume of the project.
EXT	This increases the volume of the external input.

EXT SRC

Clearing settings

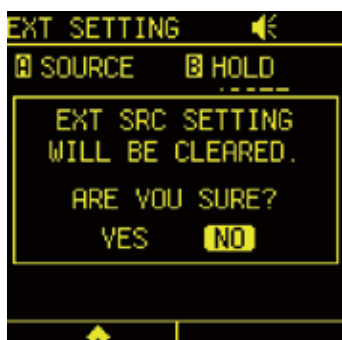
- 1 When the home Screen is open, press  +  to open the EXT SETTING Screen.



- 2 Press  to select **CLEAR**.



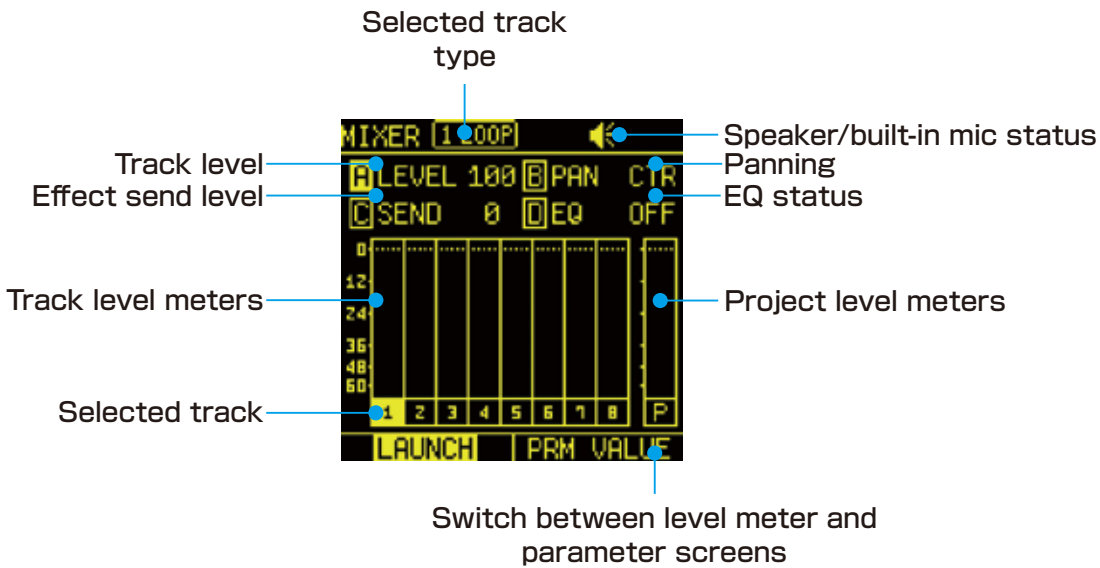
- 3 Select **YES**, and press .















Mixer

Basic mixer screen operation (level meters)

Press  .

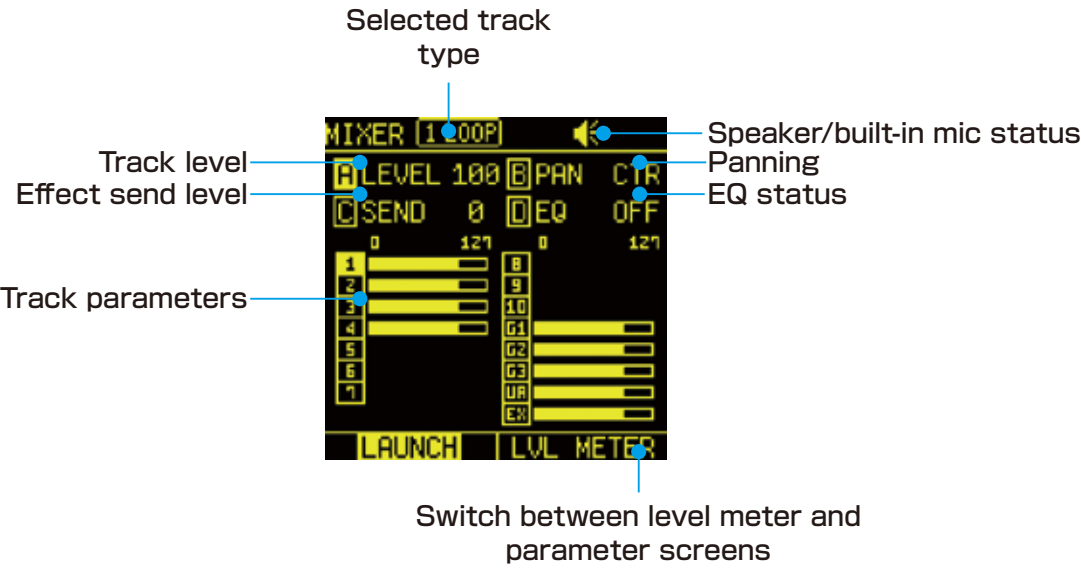













Mixer (level meters)			
	Track/project level		Open Parameter Screen
	Panning		Open Parameter Screen
	Effect send level		Open Parameter Screen
	EQ adjustment		Open Parameter Screen
	Project level		Track selection
 + 	Mute/unmute tracks		

Mixer

Basic mixer screen operation (PRM VALUE)


Press the right  **PRM VALUE** button or  A –  D to open the PRM VALUE Screen.



Mixer (level meters)			
 A	Track level	 VALUE	Project level
 B	Panning		Track selection
 C	Effect send level	After pressing  D, press 	Open EQ editing screen
 D	Switch EQ type/Adjust EQ editing item		
 D	Switch EQ editing item	 + 	Mute/unmute tracks

Mixer

Making specific EQ settings

1 Press  **EQ** on the MIXER Screen.






2 Press  .



3 Set each item.



EQ Settings





	A EQ	EQ types
	c FREQ	Frequency
	d AMOUNT/GAIN	Amount/Gain

Mixer

Muting tracks

- 1 Press  to open the Mixer Screen.



- 2 Press  +  for the track to be muted.
Press  +  again to unmute it.



POINT!

- Muted tracks appear dimmer on this screen and the Home Screen.
- When a MIDI track is muted, it will no longer transmit note on/off messages.

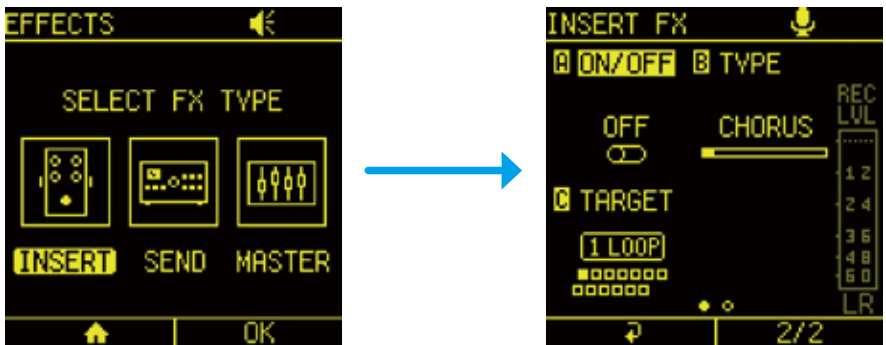


Effects





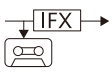
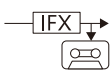
Insert effects



1 Press  +  to open the EFFECTS Screen.

2 Select **INSERT**.



3 Adjust the items on the settings screen that opens.





Insert Fx (1/2)			
	ON/OFF	Turn the effect on/off	
	TYPE	Change the effect type	
	TARGET	Select the track or input to use the effect on	
	REC POS		Sound is sampled before effects are applied
			Sound is sampled after effects are applied

Insert Fx (2/2)	
 A –  D items depend on selected effect	

POINT!

- When the TARGET is INPUT, turn on the EXT SRC to check the effect sound. The insert effect is not applied to the sound monitored when monitoring is on for the REC SRC.



Effects

Insert effects list				
Effect name	 A	 B	 C	 D
CHORUS	RATE	DEPTH	MIX	
FLANGER	RATE	DEPTH	FEEDBACK	MIX
PHASER	RATE	STAGE	MIX	INVERT
DELAY	TIME	FEEDBACK	BPM SYNC	BALANCE
ANLG DELAY	TIME	FEEDBACK	BPM SYNC	MIX
VIBRATO	RATE	DEPTH	BPM SYNC	
AUTO WAH	FILTER TYPE	SENS	DEPTH	Q
TREMOLO	RATE	DEPTH	BPM SYNC	
RING MOD	MOD TYPE	RATE	DEPTH	MIX
CRUSHER	SAMPLE RATE	CUTOFF	BIT DEPTH	BALANCE
AUTO PAN	MOD TYPE	RATE	BPM SYNC	DEPTH
ISOLATOR	FREQ	BALANCE		
TILT EQ	FREQ	BALANCE		
STMP COMP	SENS	ATTACK	LEVEL	
RACK COMP	ATTACK	RELEASE	RATIO	COMP
CLEAN AMP *	GAIN	TONE	LEVEL	
CRUNCH AMP *	GAIN	TONE	LEVEL	
ROCK AMP *	GAIN	TONE	LEVEL	
METAL AMP *	GAIN	TONE	LEVEL	
BASS AMP *	GAIN	TONE	LEVEL	

*WHEN THE INSERT EFFECT IS ON AND THE TYPE IS AN AMP, THE MASTER EFFECT WILL BE DISABLED (→ P.156).

Effects


Send effects




- 1 Press  +  to open the EFFECTS Screen.
- 2 Select **SEND**.





- 3 Adjust the items on the settings screen that opens.







- 4 On the Mixer Screen, turn  for each track to adjust their **SEND** levels.

Send Effects (1/2)		
	ON / OFF	Turn the effect on/off
	TYPE	Change the effect type
	Items depend on selected effect	

Send Effects (2/2)	
	 items depend on selected effect

エフェクト

Send effects list				
Effect name	 A	 B	 C	 D
SEND DLY	TIME	BPM SYNC	FEEDBACK	MIX
PINGPONG	TIME	BPM SYNC	FEEDBACK	MIX
RVS DLY	TIME	BPM SYNC	FEEDBACK	MIX
TAPE ECHO	TIME	BPM SYNC	FEEDBACK	MIX
ROOM			MIX *	
PLATE			MIX *	
HALL			MIX *	
ARENA			MIX *	
TUNNEL			MIX *	
INFINITY			MIX *	
SC COMP	THRESHOLD	RATIO	ATTACK / SC TRACK*	RELEASE

*  ON SEND FX PAGE 1

Effects

Side-chain compression (SC COMP)

- 1 Press **func** + **fx** to open the EFFECTS Screen.
- 2 Select **SEND**.
- 3 Turn **⏻**, and select **SC COMP** as the TYPE.



- 4 Turn **⏻** to select the track to use as the trigger for side-chain compression.

POINT!

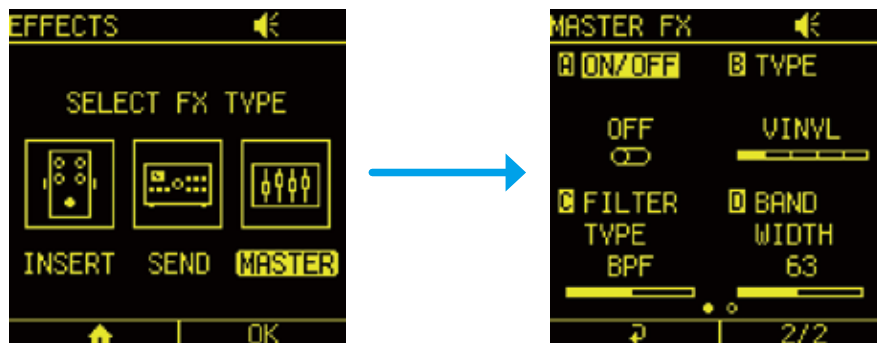
- In the mixer screen, any track with a SEND value other than **0** will have compression applied when triggered.

Effects

Master effects

1 Press **func** + **fx** to open the EFFECTS Screen.

2 Select **MASTER**.



3 Adjust the items on the settings screen that opens.





Master Fx (1/2)		
	ON / OFF	Turn the effect on/off
	TYPE	Change the effect type
	Items depend on selected effect	
	Items depend on selected effect	

Master Fx (2/2)	
– items depend on selected effect	

POINT!

- When the insert effect is on and the type is an amp, the master effect will be disabled even if it is on.
- Turn off the insert effect. (→ P.151)

Effects

Master effects list				
Effect name	 A	 B	 C	 D
VINYL	FLUTTER	NOISE	PRE GAIN / FILTER TYPE *	BAND WIDTH *
CASSETTE	FLUTTER	CUTOFF	NOISE	PRE GAIN
M.B. COMP	BAND1	BAND2	BAND3	LEVEL
EQ&LIMIT	BAND1	BAND2	BAND3	LIMITER
MAXIMIZER	THRESHOLD			

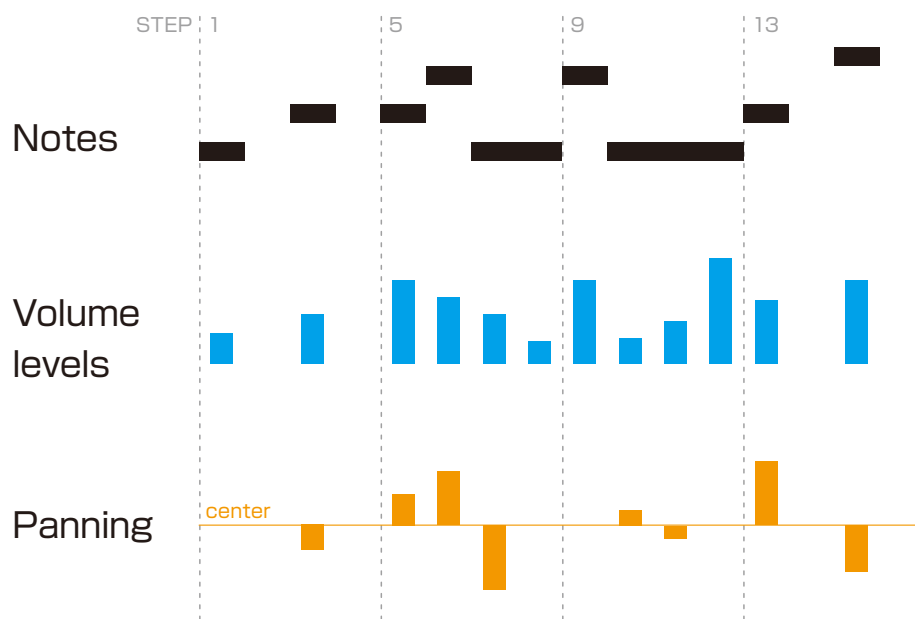
*  C /  D ON MASTER FX PAGE 1

Automation

Automation is a feature that lets you change various parameters assigned to each clip on a track at specific times.


With automation, you can do things like gradually increase the volume or move the PAN on a specific pitch or sample to change its stereo position—giving you greater flexibility in sound design.

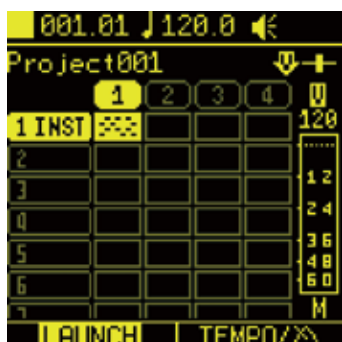
Automation can be used on **SHOT**, **INST**, **DRUM** and **MIDI** tracks.



Automation


Basic automation procedure

- 1 Select the clip to automate, and press .



- 2 Press the right  button to move to **AUTOMATION**.







- 3 Use  to move the cursor to the step where you want to change automation.



- 4 Use  A –  D to set each item.

Automation

Automation	
 A	Select automation parameter
 B	Clear current automation parameter (all steps)
 C	Adjust automation parameter for current step
 D	Clear currently selected automation parameter (current step only)

Automation parameter list				
	SHOT track	INST track	DRUM track	MIDI track
VELO	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
ON TIMING	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
OFF TIMING		<input type="radio"/>		<input type="radio"/>
LEVEL	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
PAN	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
SEND	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
PLAY LEN	<input type="radio"/>			
PITCH	<input type="radio"/>			
CC A				<input type="radio"/>
CC B				<input type="radio"/>
CC C				<input type="radio"/>
CC D				<input type="radio"/>
PC				<input type="radio"/>

Automation

Automation parameters (all track types)	
VELO	Velocity strength
ON TIMING	Timing of when sound starts
OFF TIMING	Timing of when sound stops
LEVEL	Volume (excluding MIDI tracks)
PAN	Left-right position (excluding MIDI tracks)
SEND	Effect send level (excluding MIDI tracks)

Automation (SHOT tracks)	
PLAY LEN	Time sound output continues
PITCH	Sample pitch

Automation (MIDI tracks)	
CC A	Transmission of control change data to external MIDI devices (0 - 127)
CC B	
CC C	
CC D	
PC	Transmission of program change data to external MIDI devices (0 - 127)

Mixdown/Stem

Mixing down

1 Press  to open the PROJECT MENU Screen.

2 Select **AUDIO EXPORT**, and press .




3 Select **MIX DOWN**, and press .



4 Input the name, and press the right  **OK** button.



POINT!

- The mixdown file will be created in the following location: card > SmpITrek > Project > project folder name > Audio > MixDown folder.
- Press  **VALUE** to toggle between uppercase and lowercase letters.

Mixdown/Stem

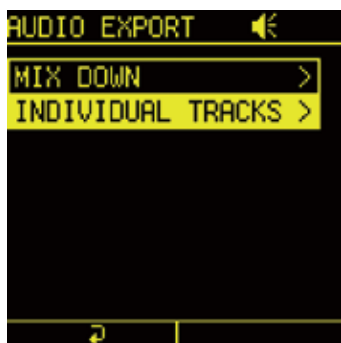
Exporting stem files



1 Press  to open the PROJECT MENU Screen.

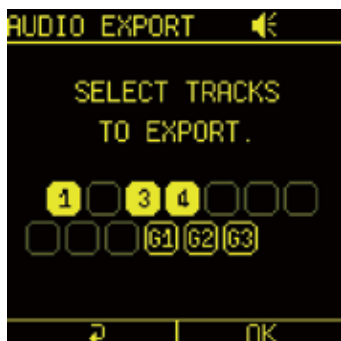
2 Select **AUDIO EXPORT**, and press .



3 Select **INDIVIDUAL TRACKS**, and press .



4 Press , select the tracks to export, and press the right  **OK** button.

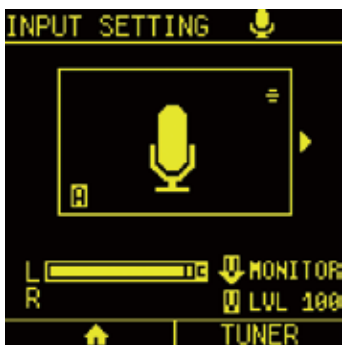


POINT!

- The stem file will be created in the following location: card > Sm-plTrek > Project > project folder name > Audio > Stem folder.



Tuner

1 Press  + .



2 Press the right  **TUNER** button.



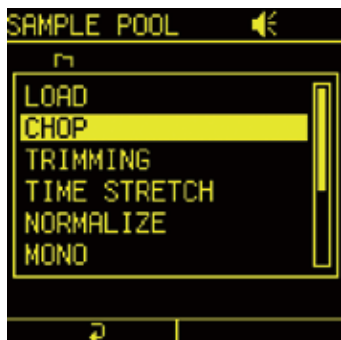
Tuning		
 A	TYPE	Chromatic, Guitar, Bass
 B	CALIB	435 - 445 Hz

Editing samples

Chopping (automatic slicing)


1 Press  +  , and select  **SAMPLE** to open the SAMPLE POOL Screen.

2 Select the desired sample, press  , and select **CHOP**.



3 On the CHOP/SLICE Screen, press  .








4 Press the  LED pads to check the slices assigned to them. (This plays the slices.)




Editing samples

- 5 Turn  VALUE to adjust the sensitivity of automatic slicing.

Chop (Auto Slice)	
 A	Select slice
 B	Move slice
 C	Move waveform display
 D	Zoom waveform display in/out
 VALUE	Adjust sensitivity

POINT!

- By pressing  , the selected slice can be deleted. Deleting all slices will restore it to the state it was before chopping.

- 6 Press the right  **NEXT/BACK** to select the processing for the sliced sample.



Editing samples

To create a drum kit (CREATE DRUM KIT)

Press ☐ LED pads to assign all the chopped sounds, and press the right button.




POINT!

- By pressing the right **SKIP** button, the assignment of individual samples can be skipped.


Input the name, and press the right **OK** button.

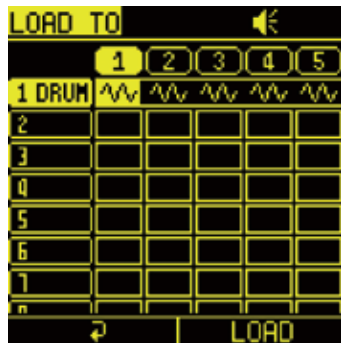


POINT!

- Drum kits you creat are saved as .stk files within the PROJECT folder in the KIT POOL.
The chopped samples are simultaneously saved in the SAMPLE POOL, under PROJECT > DRUM > [Folder Named After the Chopped Sample].
- Press  VALUE to toggle between uppercase and lowercase letters.

Editing samples

Select the clip to be loaded, and press the right **LOAD**  button.



Editing samples

To create split files (CREATE SPLIT FILES)

POINT!

- Split files are stored in a subfolder named after the original file, located in the same folder hierarchy.

To save to the current project (STORE TO THIS PRJ)

Press ☐ TRK 1 – ☐ TRK 10 and assign slices. Then, press the right **NEXT** button.



POINT!

- The assigned slices will be assigned as a SHOT track in Scene 1 of the current project.

To save to a new project (STORE TO NEW PRJ)

Press ☐ TRK 1 – ☐ TRK 10 and assign slices. Then, press the right **NEXT** button.




POINT!

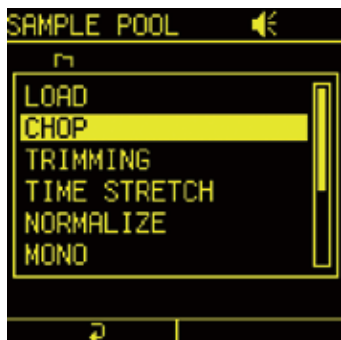
- The assigned slices will be assigned as a SHOT track in Scene 1 of a new project.


Editing samples

Chopping (manual slicing)




1 Press  +  , and select  **SAMPLE** to open the SAMPLE POOL Screen.

2 Select the desired sample, press  , and select **CHOP**.



3 On the CHOP/SLICE Screen, press the left  **TO MANUAL** button.










4 Press  , and while playing the sample, press  at the desired position or press an LED pad  to slice.



Editing samples

5 Use the following to adjust slices precisely.

Chopping	
 A	Select slice
 B	Move slice
 c	Move waveform display
 D	Zoom waveform display in/out
 VALUE	Move slice position
 OK	Add slice
 CLR	Clear slice

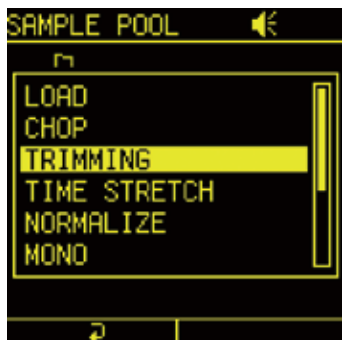
6 Use the same procedures as in **step 6** for chopping (→ P.165).

Editing samples

Trimming

1 Press **func** + **pool**, and select  **SAMPLE** to open the SAMPLE POOL Screen.









2 Select the desired sample, press **OK**, and select **TRIMMING**.




3 Set the interval used for the sample.
At the AB POINT position, press **VALUE** to select it. Then, turn **VALUE** to change the interval setting method (**AB POINT**, **BPM BARS** or **BPM NOTE STEP**).



Editing samples

Trimming	
 A	Start point in sample
 B	End point in sample (AB POINT)
 C	Move zoomed waveform display
 D	Zoom waveform display
 VALUE	Select/change BPM items
 VALUE	Confirm BPM item selection
Left 	Quit
Right 	Open next menu page

- 4** Press the right  **EXECUTE** button to execute the changes.
The SAMPLE POOL Screen will reopen.

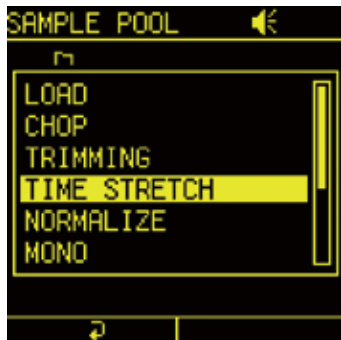
POINT!

- Executing will save a file named “original file name_ **trim.wav**” .
The original file will not be overwritten.

Editing samples

Time stretching

- 1 Press **func** + **pool**, and select  **SAMPLE** to open the SAMPLE POOL Screen.
- 2 Select the desired sample, press **OK**, and select **TIME STRETCH**.















- 3 Select the type of time stretching.





MELODIC	Algorithm suitable for melodies and similar phrases
RHYTHMIC	Algorithm suitable for drums and other phrases capturing short sounds

Editing samples

Time Stretch (MODE - BARS)		
 A	MODE	BARS mode
 B	BPM	Change tempo
 C	TIMESIG	Change time signature
 D	BARS	Change number of bars
Left 	BACK	Return to previous screen
Right 	EXECUTE	Execute

Time Stretch (MODE - STEPS)		
 A	MODE	STEPS mode
 B	BPM	Change tempo
 C	NOTE	Length of note
 D	STEPS	Number of steps
Left 	BACK	Return to previous screen
Right 	EXECUTE	Execute

Time Stretch (MODE - TIME)		
 A	MODE	TIME mode
 B	TIME%	Adjust by percentage

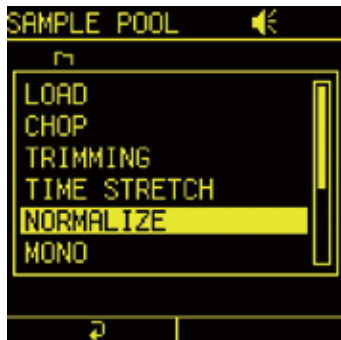
POINT!

- Executing will save a file named “original file name_**ts.wav**” . The original file will not be overwritten.

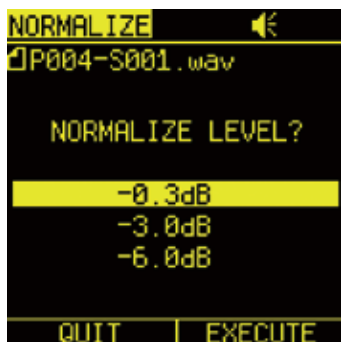
Editing samples

Normalizing

- 1 Press **func** + **pool** , and select  **SAMPLE** to open the SAMPLE POOL Screen.
- 2 Select the desired sample, press **OK** , and select **NORMALIZE**.



- 3 Select the type of normalization



– 0.3dB	Normalize so the peak becomes – 0.3dB
– 3.0dB	Normalize so the peak becomes – 3.0dB
– 6.0dB	Normalize so the peak becomes – 6.0dB


POINT!

- Executing will save a file named “original file name_**norm.wav**” .
The original file will not be overwritten.

Editing samples

Mono mixing

1 Press  +  , and select  **SAMPLE** to open the SAMPLE POOL Screen.

2 Select the desired sample, press  , and select **MONO**.



3 Select the MONO type.



L ONLY	Use only left channel sound
MONO MIX	Make stereo channels mono
R ONLY	Use only right channel sound

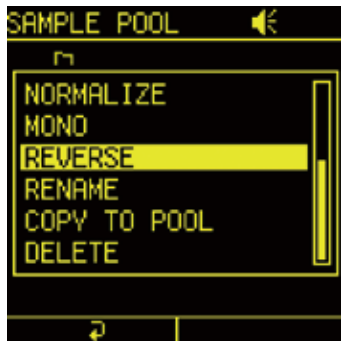
POINT!

- Executing will save a file named “original file name_**mono.wav**” .
The original file will not be overwritten.

Editing samples

Reverse

- 1 Press  +  , and select  **SAMPLE** to open the SAMPLE POOL Screen.
- 2 Select the desired sample, press  , and select **REVERSE**.



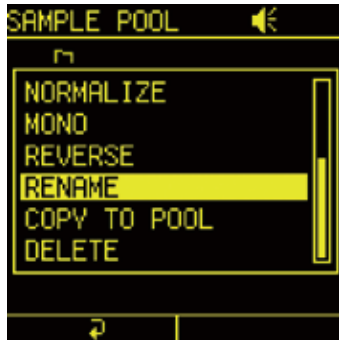
POINT!

- Executing will save a file named “original file name_**rev.wav**” . The original file will not be overwritten.

Editing samples

Renaming samples

- 1 Press  +  , and select  **SAMPLE** to open the SAMPLE POOL Screen.
- 2 Select the desired sample, press  , and select **RENAME**.



- 3 Change the name, and press the right  **OK** button.




POINT!

- Press  **VALUE** to toggle between uppercase and lowercase letters.

Editing samples

Copying samples to projects





- 1 Press **func** + **pool**, and select  **SAMPLE** to open the SAMPLE POOL Screen.
- 2 Select the desired sample in the POOL folder, press **OK**, and select **COPY TO PROJECT**.

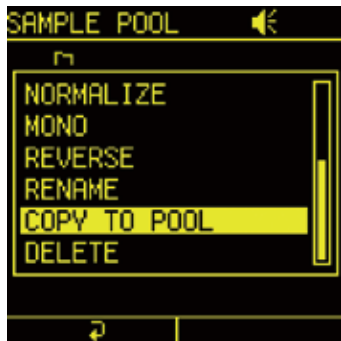


- 3 Select **YES**, and press **OK**.

Editing samples

Copying samples to the sample pool

- 1 Press  +  , and select  **SAMPLE** to open the SAMPLE POOL Screen.
- 2 Select the desired sample in the PROJECT folder, press  , and select **COPY TO POOL**.



- 3 Select **YES**, and press  .

Editing samples

Deleting samples

1 Press  +  , and select  **SAMPLE** to open the SAMPLE POOL Screen.

2 Select the desired sample, press  , and select **DELETE**.



3 Select **YES**, and press .

POINT!

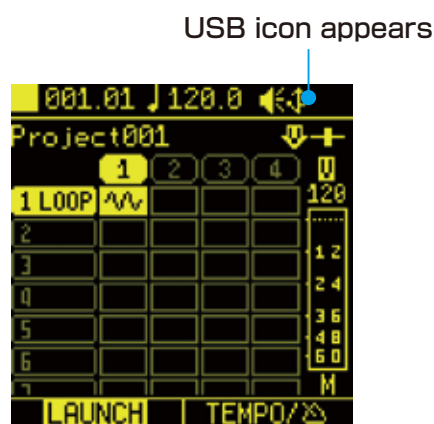
- Be careful because deletion cannot be undone.

Audio interface

By connecting a smartphone or PC/Mac and using the audio interface functions, you can quickly live stream music you have made. In addition, the SmpITrek can output and sample audio from smartphones, PCs and Macs.

Connecting as an audio interface

- 1 Connect the SmpITrek USB port to a smartphone or PC/Mac. A USB icon will be shown when connected.






POINT!

- Connecting an iPhone/iPad requires an Apple Lightning to USB Camera Adapter.
- The audio resolution is 48kHz/16-bit.
- Sampling instructions (→ P.38)
- Output instructions (→ P.137)
- To record from an external input to a smartphone, turn ☐ EXT SRC ON.

LAUNCH MODE setting

Setting quantization

This quantization sets the start timing of track playback and recording when LED pads and  are pressed.

1 Press  +  to open the SYSTEM MENU Screen.

2 Select **LAUNCH MODE**, and press .



3 Turn A to set it.



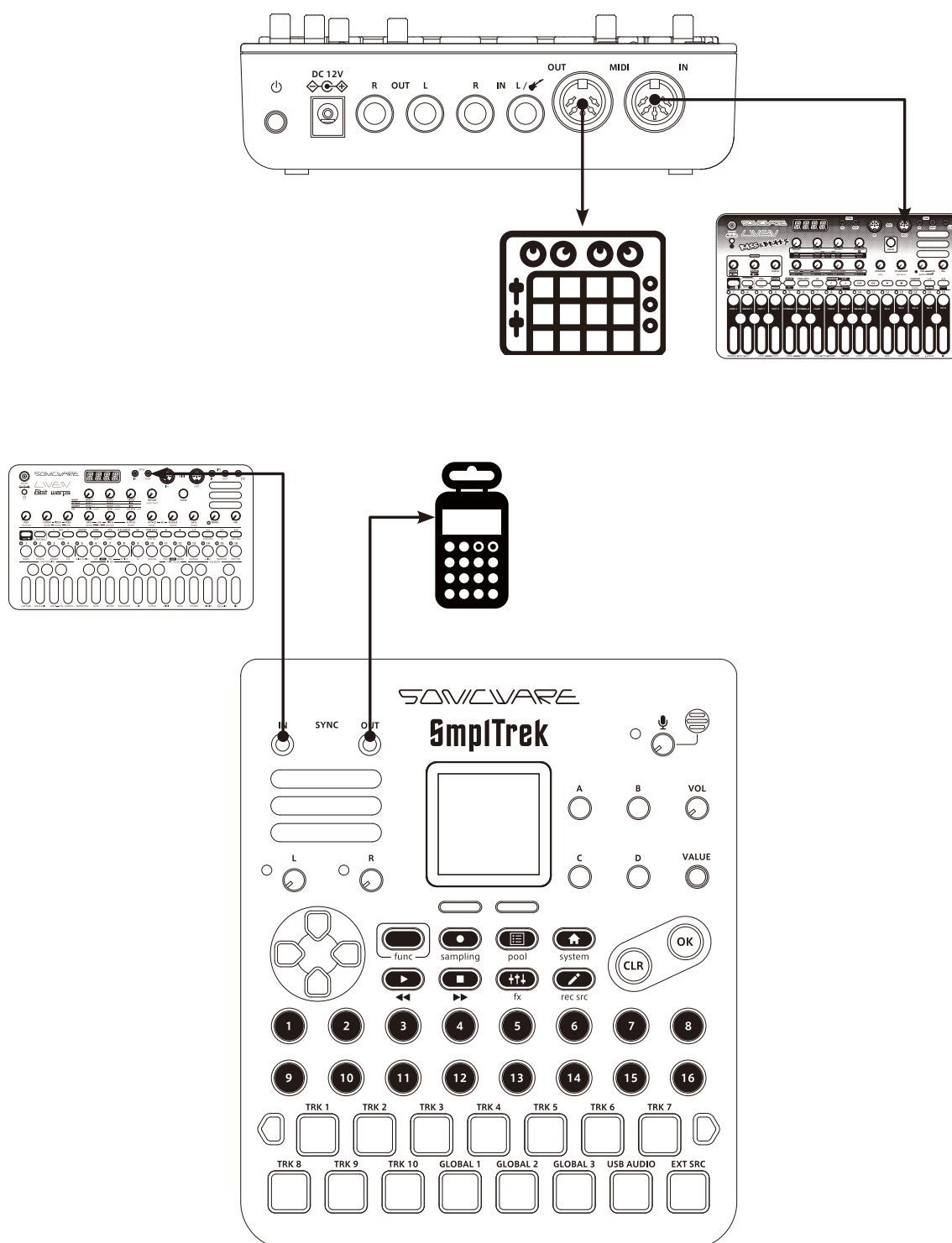
1/4 BAR	Playback and recording start with quarter-note timing
1/2 BAR	Playback and recording start with half-note timing
1 BAR	Playback and recording start with 1-bar timing
2 BAR	Playback and recording start with 2-bar timing
SCENE	Playback and recording start with scene timing

Clock synchronization with external devices

Multiple devices, including external synthesizers and drum machines, can be connected to the MIDI and SYNC connectors, allowing them to be synchronized and used together.

Connecting with other devices

- 1 Connect other device to the MIDI and SYNC connectors.



Clock synchronization with external devices

Setting the clock

- 1 Press **func** + **system** to open the SYSTEM MENU Screen.
- 2 Select **CLOCK**, and press **OK**.



- 3 Adjust the items on the settings screen that opens.



Clock synchronization with external devices

Clock		
A	SOURCE	INTERNAL Use the built in clock. The SmpITrek will operate as the master when used by itself or synchronizing other devices.
		MIDI The SmpITrek will synchronize with MIDI clock received through the MIDI IN.
		SYNC The SmpITrek will synchronize with clock signals received through the SYNC IN.
B	TEMPO LED	The LED will light along with the synchronized tempo.
C	POLARITY IN	This switches the polarity of the SYNC IN jack between RISE (+ / waveform rising) and FALL (– / waveform falling). Set this to match the sync polarity of the connected device.
D	POLARITY OUT	This switches the polarity of the SYNC OUT jack between RISE (+ / waveform rising) and FALL (– / waveform falling). Set this to match the sync polarity of the connected device.

MIDI

Setting track MIDI channels

MIDI channel numbers can be set for every SmpITrek track.

- 1 Press **func** + **system** to open the SYSTEM MENU Screen.
- 2 Select **MIDI**, and press **OK** to open the MIDI SETTING Screen.



- 3 Select **TRACK**, and press **OK**.



- 4 Use **⏏** to select the track to change, and turn **⏏A** to change the channel.



MIDI




Setting MIDI channels for the unit

- 1 Press **func** + **system** to open the SYSTEM MENU Screen.
- 2 Select **MIDI**, and press **OK** to open the MIDI SETTING Screen.





- 3 Select **CHANNEL**, and press **OK**.



Midi Channel		
 A	PROJECT CHANNEL	This channel is for receiving project level MIDI and other parameters related to the project
 B	AUTO CHANNEL	This is the channel number used when the OUTPUT CHANNEL is set to AUTO
 C	OUTPUT CHANNEL	Channel used for output AUTO : Use the AUTO CHANNEL number TRACK : Use channel numbers set for each track





MIDI

Making other MIDI settings





- 1 Press  +  to open the SYSTEM MENU Screen.
- 2 Select **MIDI > CONFIG**.
- 3 Set each item.




Midi Config 1/3

	INPUT FROM	Set connectors used to receive MIDI
	OUTPUT TO	Set connectors used to send MIDI
	TX NOTE	Turn note transmission on/off
	TX CC	Turn control change transmission on/off

Midi Config 2/3

	CLOCK OUT	Turn clock output on/off
	OUT/THRU	Switch between MIDI OUT and THRU
	COMMAND	Set command data transmitting (TX) and receiving (RX)
	TX PC	Turn program change transmission on/off

Midi Config 3/3

	ACTIVE SENS	Set active sensing transmitting (TX) and receiving (RX)
---	-------------	---

MIDI

Setting MIDI note numbers for individual pads on the drum track

1 Press  + the DRUM track  to open the SETTING Screen.

2 Press  **PAD NOTE NUMBER.**






3 Use  and  to select a pad to change.



4 Turn  **A** to change the note number.

System settings

Pad sensitivity setting

- 1 Press  +  to open the SYSTEM MENU Screen.
- 2 Select **PAD VELOCITY**, and press .



- 3 Turn  to adjust it.



Pad Velocity






VELOCITY

Set pad sensitivity

1 - 127	Velocity is always at this fixed value.
SOFT	This is best for people who play with a light touch. The sound will be loud even when tapped lightly.
LINEAR	The velocity will change linearly in response to how hard the LED pads are tapped.
HARD	This is best for people who play with a heavy touch.

System settings


Battery setting

- 1 Press  +  to open the SYSTEM MENU Screen.
- 2 Select **BATTERY**, and press .



- 3 Turn  to adjust it.






Battery		
 A	BATTERY	Select battery type

ALKALINE	Alkaline batteries
NiMH	Nickel-metal hydride batteries
LITHIUM	Lithium batteries

System settings


Automatic power off function

- 1 Press  +  to open the SYSTEM MENU Screen.
- 2 Select **AUTO POWER OFF**, and press .





- 3 Turn A to adjust it.



Auto Power Off		
 A	AUTO POWER OFF	Set time until power turns off automatically

System settings

Resetting the unit to the factory default state

1 Press  +  to open the SYSTEM MENU Screen.

2 Select **RESET**, and press .





3 Select **YES**, and press .

POINT!

- Be careful because this will reset all settings in the SmpITrek to their factory defaults.
- This will not format the card.

System settings

Checking system version information

- 1 Press  +  to open the SYSTEM MENU Screen.






- 2 Select **INFORMATION**, and press .



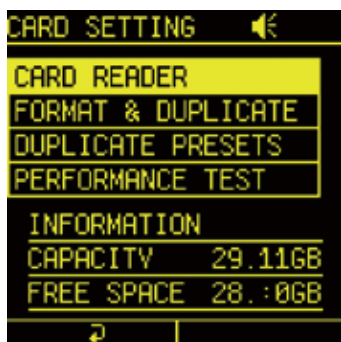
Card functions

Card reader mode

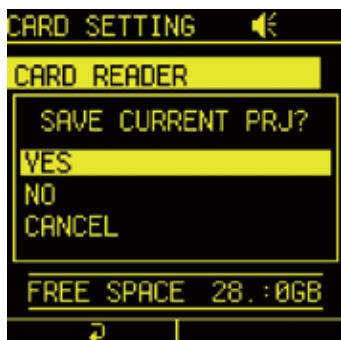
- 1 Connect to PC/Mac with USB cable.
- 2 Press  +  to open the SYSTEM MENU Screen.
- 3 Select **CARD**, and press .



- 4 Select **CARD READER**, and press .



- 5 Select **YES**, and press .



Card functions

Duplicate presets

1 Press **func** + **system** to open the SYSTEM MENU Screen.

2 Select **CARD**, and press **OK**.



3 Select **DUPLICATE PRESETS** and press **OK**.



4 Select the item to be duplicated and press **OK**.



Card functions

Testing card performance

The performance of the card being used can be measured to determine whether it can be used with the SmpITrek.

1 Press **func** + **system** to open the SYSTEM MENU Screen.

2 Select **CARD**, and press **OK**.



3 Select **PERFORMANCE TEST** and press **OK**.



4 Press **OK** to start the test.






RESULT : OK	The card can be used with the SmpITrek.
RESULT : NG	The card cannot be used with the SmpITrek.

Firmware updates

Updating the firmware

- 1 Copy the downloaded firmware (.bin) to the root folder on the card.

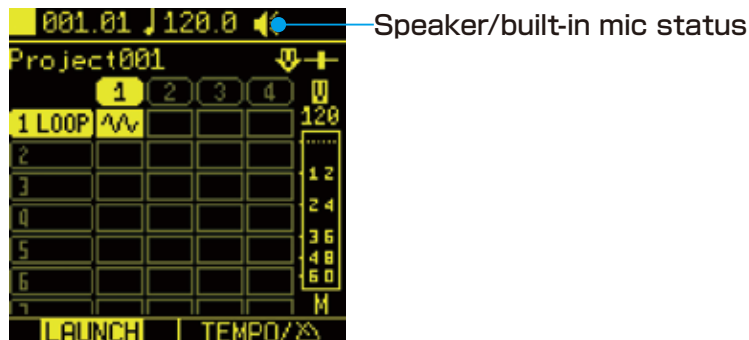





- 2 While pressing , press and hold the power button.
- 3 When the update Screen opens, select **SYSTEM UPDATE**, and press .
- 4 Select **YES**, and press  to start the update.
- 5 After it completes, press the power button to shut the unit down. Then, restart it.

Reference

Relationship between built-in speaker and mic

The built-in speaker is automatically turned off under the following conditions.



	Recording source is built-in mic	Built-in speaker on -When monitoring is on (→ P.38) -EXT SRC is ON (→ P.140) -LOOP or GLOBAL is auditioning or recording Built-in speaker off
	Recording source is other than the built-in mic	Built-in speaker on
	Attach headphones	Built-in speaker off

Reference

Differences between monitoring and external source (EXT SRC) sounds

Sound is different as follows when input monitoring is enabled on the REC SRC Screen, when EXT SRC is set to INPUT, and when recording or auditioning loop and global tracks.

	Insert effects	Reverb	Level
When monitoring is on (→ P.38)	Not applied.	Not applied.	Depends on REC SRC Screen setting.
When EXT SRC is on (→ P.140)	Applied.	Depends on EXT SRC setting in mixer.	Depends on EXT SRC setting in mixer.
During LOOP/ GLOBAL auditioning or recording	Applied.	Depends on track setting in mixer.	Depends on track setting in mixer.

Enable EXT SRC to apply effects to inputs.

Relationship between amp and master effects

The master effect will be bypassed when an amp type effect is selected and turned on because the processing required for amp insert effects is higher.

To use the master effect, turn off the amp effect or select a different type of insert effect.

Specs

Maximum Polyphony	<p>35 voices</p> <ul style="list-style-type: none"> • LOOP track + SHOT track + DRUM track + INST track: 30 voices • GLOBAL audio track: 3 voices (3 mono tracks) • USB audio track: 1 voice • External source: 1 voice <p>(DRUM track and INST track have a maximum of 8 voices each track. MIDI track can also output up to 8 notes each track.)</p>
Sampling/Recording	<p>48kHz-16bit linear</p> <p>Sampling Time: Maximum sampling time (size) for a single sample is approximately 180 minutes in stereo (2 GB).</p> <p>Recordable Data: Depend on SD card *SD card sold separately</p> <p>Data Format: WAV</p> <p>Resampling, auto-slicing, time-stretching, pitch-changing functions</p> <p>*SmpITrek requires an SD card for sampling. Supported SD cards are SDHC cards up to 32 GB. (SDXC cards are not supported.)</p>
Sequencer	<p>Each song project has 16 scenes</p> <p>1 scene contains 10 sequencer tracks and 3 additional audio tracks</p> <p>Track Type</p> <ul style="list-style-type: none"> • Loop Track: Sequencer for a looping sample (Max 10 tracks/project) • Shots Track: Sequencer for a single one-shot sample (Max 10 tracks/project) • Drum Track: Step sequencer for drums (Max 4 track/project) • Instrument Track: Piano roll style sequencer for musical instruments (Max 4 tracks/project) • MIDI Track: Piano roll style sequencer for external MIDI equipment. (Max 10 tracks/project) <p>Max. number of bars: 128 bars in Scene</p> <p>Note Length: 1/1 ~ 1/32</p> <p>Various copy functions</p> <p>Transpose function</p> <p>Real-time and non-real-time recording</p> <p>Metronome, pre-count function</p>
Effects	36 types (Insert, Send, Master Effects)
Pads	15 velocity-sensitive pads with RGB LEDs
Controllers	Control knob x 5, Directional pad with 2 button controls
Display	1.5 inch OLED display
Built-in Mic	Mono x 1 (Omni-directional, 94dBSPL)
Built-in Speaker	Mono x 1 (1.5W 4 Ω)
Connectors	<p>INPUT L / Guitar (Switchable 10k Ω and 1M Ω impedance) / Dynamic Mic</p> <p>[LINE Gain] PAD: -20dB</p> <p>[Hi-Z Gain] LOW: 0dB, NORMAL: +10dB, HI: +20dB</p> <p>[MIC Gain] LOW: 0dB, NORMAL: +10dB</p> <p>INPUT R / Dynamic Microphone</p> <p>[LINE Gain] PAD: -20dB</p> <p>[MIC Gain] LOW: 0dB, NORMAL: +28.8dB, HI: +50dB</p>

Specs

Connectors	<p>STEREO LINE OUTPUTS (Max +6.5dBV)</p> <p>*The above jacks are all balanced 1/4" TRS Jack Connectors</p> <p>PHONES jack (stereo 3.5mm mini jack type)</p> <p>USB port (micro USB Type-B)</p> <p>[USB Audio] USB 2.0 Full Speed, 48kHz-16bit</p> <p>Input: 2 channels, Output: 2 channels</p> <p>[USB MIDI]</p> <p>[Mass Storage Class] USB2.0 High Speed</p> <p>*For iPhone, Apple Lightning to USB Camera Adapter required separately</p> <p>MIDI IN connector (5-Pin DIN type)</p> <p>MIDI OUT connector (5-Pin DIN type)</p> <p>AUDIO SYNC IN jack (mono 3.5mm mini jack type)</p> <p>AUDIO SYNC OUT jack (mono 3.5mm mini jack type)</p> <p>SD card slot</p> <p>DC IN connector</p>
Power Supply	<p>DC12V output AC adapter (500mA, Inner Diameter: 2.5mm, Outer Diameter: 5.5mm, Polarity: Center +)</p> <p>Ni-MH AA SIZE Rechargeable Battery or Alkaline AA SIZE Dry Battery x 6</p> <p>(Alkaline dry batteries life: approx. 4 hours)</p> <p>*Batteries sold separately</p>
Accessories	<p>AC Adaptor</p> <p>External Storage Card incl. 1,000+ samples from Black Octopus</p> <p>Warranty</p> <p>*USB cable and the other connection cables sold separately</p>
Size and weight	<p>Width: 147mm approx. 5.8 inch</p> <p>Depth: 175mm approx. 7.8 inch</p> <p>Height: 46mm approx. 1.8 inch</p> <p>Weight: 550g approx. 1 lbs 3.5 oz</p>
Bottom side	<p>screw hole (1/4-20UNC)</p>

FCC regulation warning (for USA)

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Legal disclaimers

Sonicware Inc. (hereafter, “SONICWARE”) strives to assure that this document is as accurate and current as possible, but will bear no responsibility for any compensation claims or losses due to content included in this document. Moreover, information in this document could be changed without notice. SONICWARE retains the right to change product specifications and programs at any time. SONICWARE will bear no responsibility for any errors depicted in this document. SONICWARE will bear no responsibility for any losses resulting from the use of this information, functions or performance, regardless of contracts, lack of caution or other conduct.

Copyrights and registered trademarks

- SONICWARE is a registered trademark of Sonicware Inc.
- MIDI is a registered trademark of the Association of Musical Electronics Industry (AMEI).
- Other company names, product names, standard names and registered trademarks in this document are the property of their respective owners.
- All the trademarks and registered trademarks in this document are not intended to violate the copyrights of their owners, but rather are included for the purpose of identification only.
- Recording from copyrighted sources, including audio files, CDs, records, videos, tapes, broadcasts, streamed content and works of art, without permission of the copyright holder for any purpose other than personal use is prohibited by law.
- Sonicware Inc. will not assume any responsibility related to infringements of copyrights.

Important safety precautions

You must read the following precautions in order to use the product safely and prevent accidents.

WARNING: Failure to follow these precautions could result in serious harm to the user or even death.

- Operation using an AC adapter

Do not do anything that could exceed the ratings of outlets and other electrical wiring equipment.

Disconnect the AC adapter from the outlet when lightning occurs and when not using it for a long time.

- Operation using batteries

Use commercially available 1.5V AA dry cell batteries.

Carefully read the precautions of the batteries being used.

Be sure to insert the batteries with +/ – ends oriented correctly.

Do not use new and old batteries together. Do not use batteries of different types together.

Remove the batteries when they will not be used for a long time.

If a leak occurs, thoroughly wipe the battery compartment and battery terminals to remove the leaked fluid.

- Do not open the case and disassemble or modify the product.
- Do not drop, strike or apply excessive force to the unit.
- Do not put liquid on or in the unit.
- Do not put foreign objects into the case.
- Do not use at a loud volume. Doing so could generate loud volumes that might lead to hearing loss.
- When transferring this unit, use the individual packing box and cushioning material that it came with when purchased new.

- When the unit is powered on, do not wrap it in cloth, plastic or other materials.

- Do not step on or apply pressure to the power cord.

- Do not use in the following environmental conditions. Doing so could cause malfunction.

Locations in direct sunlight, environments that exceed 40°C, or near stoves and other heat sources

Locations with extremely low or high temperatures

Locations with extremely high humidity or where the product could become wet

Locations with frequent vibrations or much dust or sand

- If the unit becomes broken or malfunctions, immediately turn the power off and stop using it.

Usage Precautions

Failure to follow these precautions could cause injury to the user and physical damage.

- When connecting cables or working with the power of the unit, minimize the input levels of connected devices or turn them off.

- Cleaning

If the screen or the case become dirty, wipe them gently with a soft cloth.

Do not use chemicals, including alcohol, benzene, thinner or cleansers.


If this does not clean them, wipe them with a slightly damp cloth that has been wrung out well.

Do not turn the power on until the product is completely dry.

Appendix

The functions on the following pages can be substituted with different operations that are more convenient, so they might be removed in future updates.



Setting project parameters

- 1 Press  to open the PROJECT MENU Screen.
- 2 Select **SETTING > PROJECT PRM**.



- 3 Set each item.



Project Prm		
 A	Level	Project volume level
 B	TEMPO	Project tempo




Appendix

Copying tracks using the PROJECT MENU

1 Press  to open the PROJECT MENU Screen.



2 Select **SETTING > TRACK > COPY**.



3 Use  **A** and  **C** to select the copy source and destination tracks, and press  to execute.



Copy Tracks

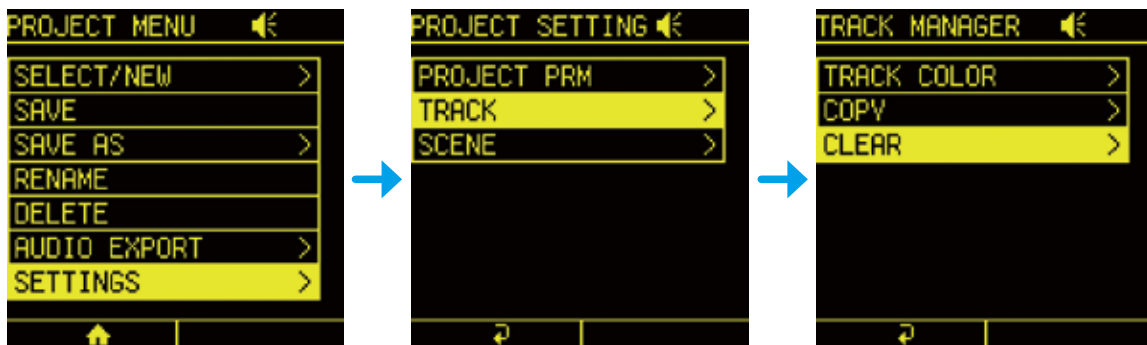
 A	Copy source
 C	Copy destination

Appendix

Clearing tracks using the PROJECT MENU

1 Press  to open the PROJECT MENU Screen.

2 Select **SETTING > TRACK > CLEAR**.



3 Select tracks ☐ to clear, and press .



Appendix

Changing how many times scenes repeat



1 Press  to open the PROJECT MENU Screen.

2 Select **SETTING > SCENE > REPEAT**.



3 Adjust each item



Scene Repeat	
 A	Scene selection
 B	Number of repetitions

Appendix

Copying scenes using the PROJECT MENU

- 1 Press to open the PROJECT MENU Screen.
- 2 Select **SETTING > SCENE > COPY**, and press .



- 3 Use and to select the copy source and destination scenes, and press to execute.



Copy Scene	
	Copy source scene selection
	Copy destination scene

Appendix

Clearing scenes using the PROJECT MENU

1 Press  to open the PROJECT MENU Screen.

2 Select **SETTING > SCENE > CLEAR**.



3 Select the scene  to be cleared, and press  to clear it.





POINT!

- Be careful because cleared scenes cannot be restored.


Appendix

Copying scenes using the SCENE MENU

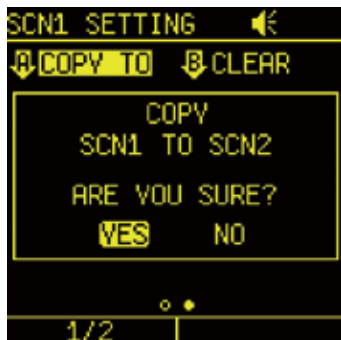
1 Press  +  for the scene to be copied to open its Scene Settings Screen.

2 Press the right  **2/2** button to open the second page.



3 Turn  to select the copy destination.

4 Press  **COPY TO**, and select **YES**.



Appendix

Clearing scenes using the SCENE MENU

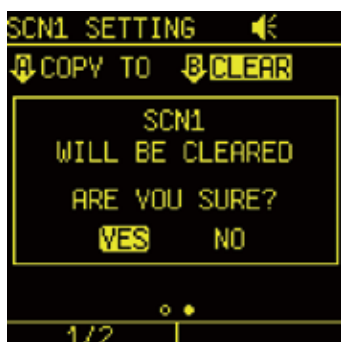
- 1 Press  +  for the scene to be cleared.



- 2 Press the right  **2/2** button to open the second page.




- 3 Press  **CLEAR**, and select **YES**.




This clears the scene.

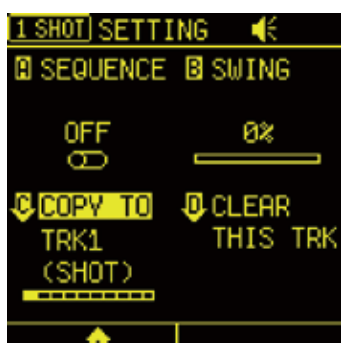
Appendix



Copying tracks using the TRACK MENU

- 1 Press  +  for the track to be copied.




- 2 Press the right  button to open the next page, if **COPY TO** is not displayed.




- 3 Turn  **COPY TO** to set the copy destination.
- 4 Press  **COPY TO**, and select **YES**.

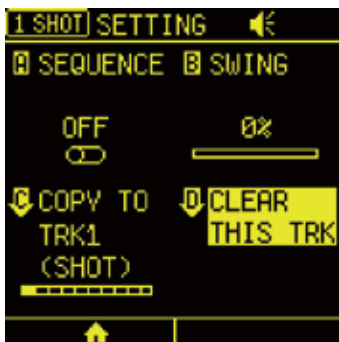
Appendix

Clearing tracks using the TRACK MENU

- 1 Press  +  for the track to be cleared.



- 2 Press the right  button to open the next page, if **CLEAR THIS TRK** is not displayed.



- 3 Press  **CLEAR THIS TRK**, and select **YES**.

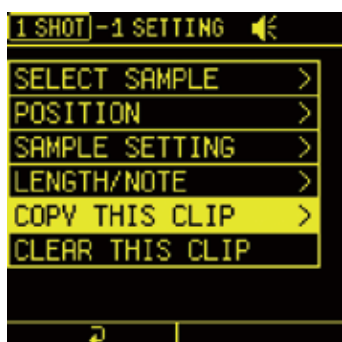
Appendix


Copying clips using the CLIP MENU

- 1 Select the clip to copy, and press  or  to open the Editing Screen.



- 2 Press  again to open the SETTING Screen, and select **COPY THIS CLIP**.



- 3 Turn  to set the copy destination.



- 4 Press  **COPY TO**, and select **YES** to copy.