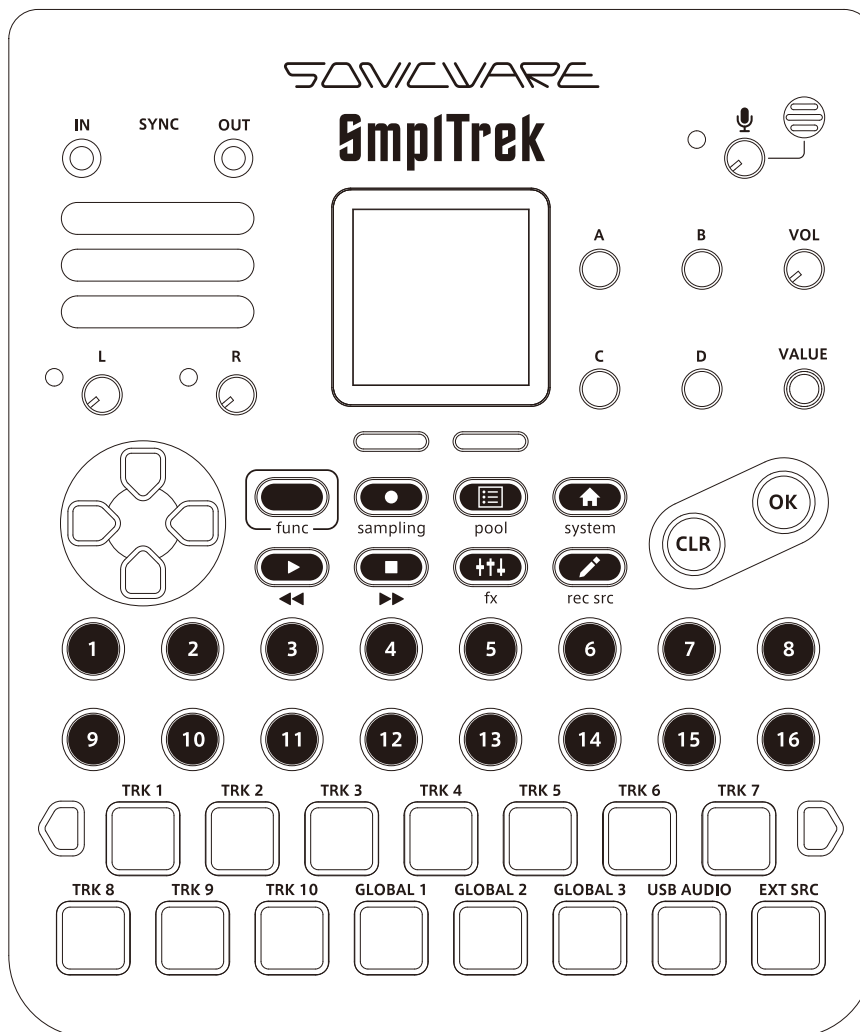


SmpITrek

Start Up Guide



Introduction

Thank you very much for purchasing a SONICWARE SmpITrek.

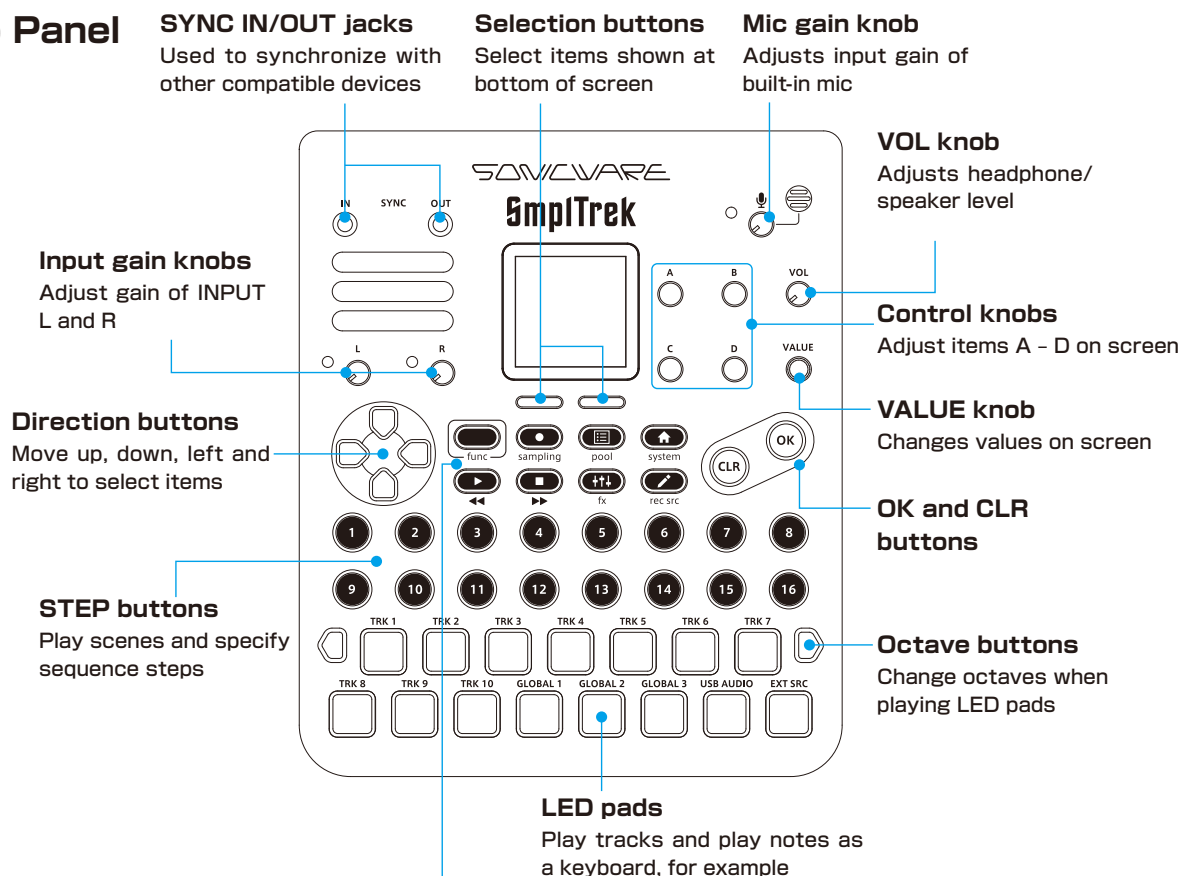
This startup guide explains the basic functions of this product. We will explain how to use it, some functions and other features, while actually creating a project. See the reference manual for details.

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Names of parts

Top Panel



Func button

Press the func button with other buttons to switch to submenus



Rec button

Use for sample and sequence recording

sampling button

Open the SAMPLING Screen



Project button

Open the Project Screen

pool button

Open the POOL Screen



Home button

Open the Home 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

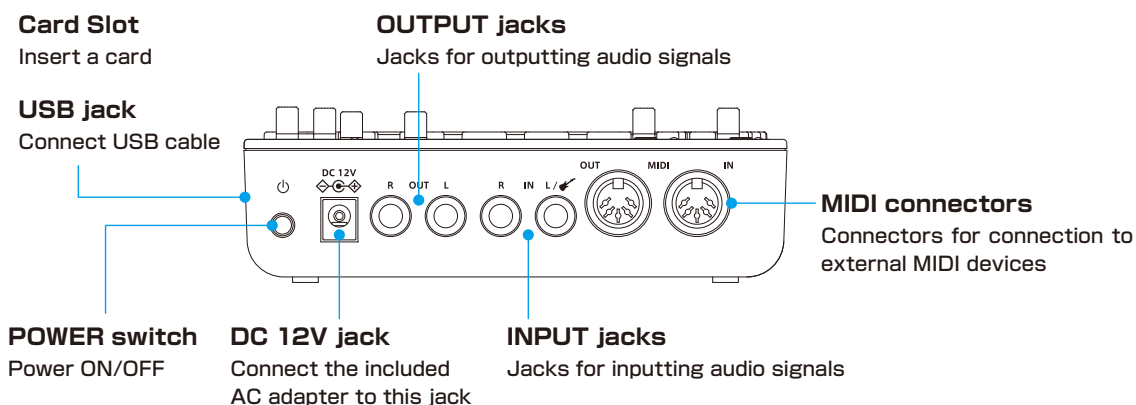
fx button

Open the EFFECTS Screen

rec src button

Open the INPUT SETTING Screen

Rear Panel



Making sound

Starting the unit

- 1 Insert a card (sold separately) into the card slot on the side of the unit.

Compatible cards

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

- 2 Connect the included AC adapter to the DC12V connector on the unit. Alternatively, install 6 AA batteries.
- 3 Press and hold the POWER switch until SmplTrek appears on the display.



Preparing preset data and formatting cards

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

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

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



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



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



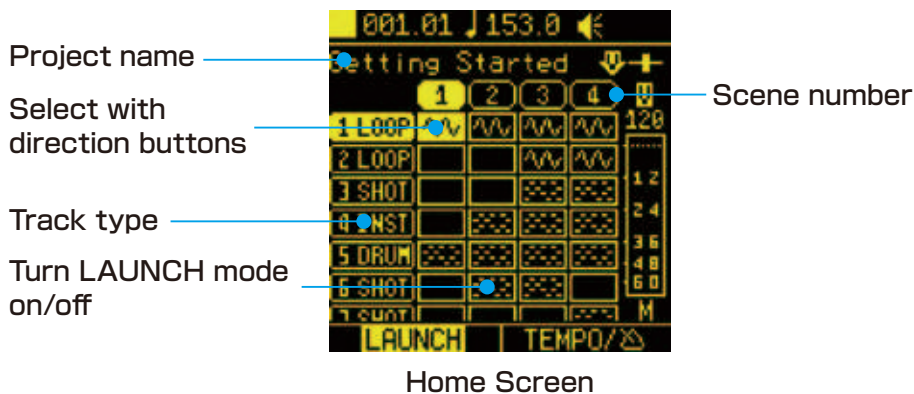
POINT!

- Duplicating files takes a few minutes.
- Be careful because this will erase all data on the card.

- 5 After **FORMAT&DUPLICATE** completes, demo project 1 will load.

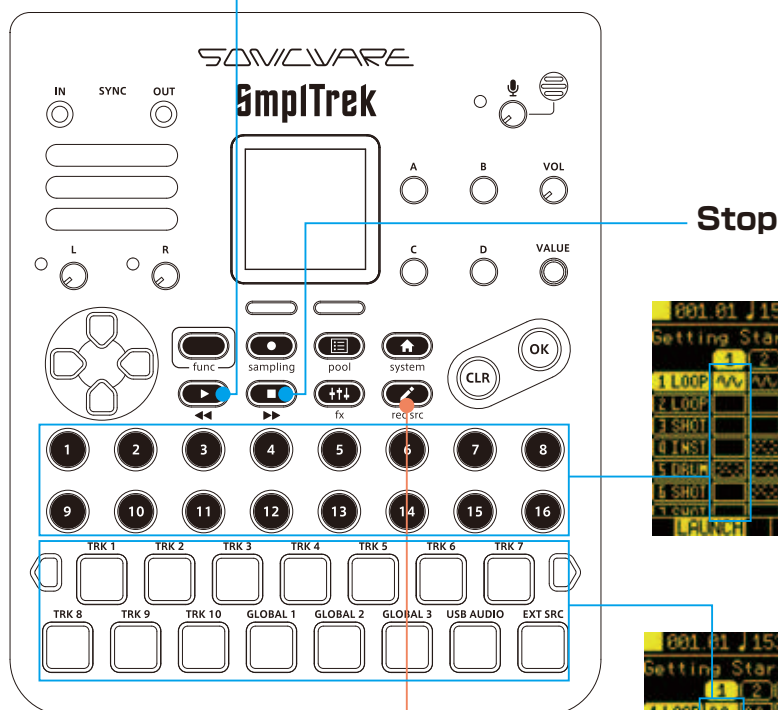
Making sound

Playing the demo project



Playing projects

This will play the entire project.



Playing scenes

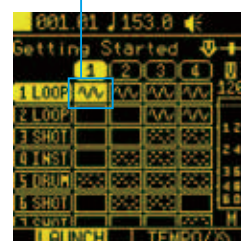
Press the ● for the desired scene to start playing it in a loop. Press it again to stop.



Playing tracks

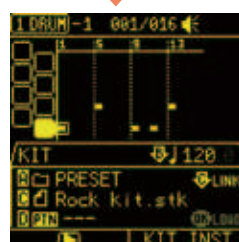
Press the □ for the desired track to start playing it in a loop.

Press it again to stop.



Performing with the LED pads

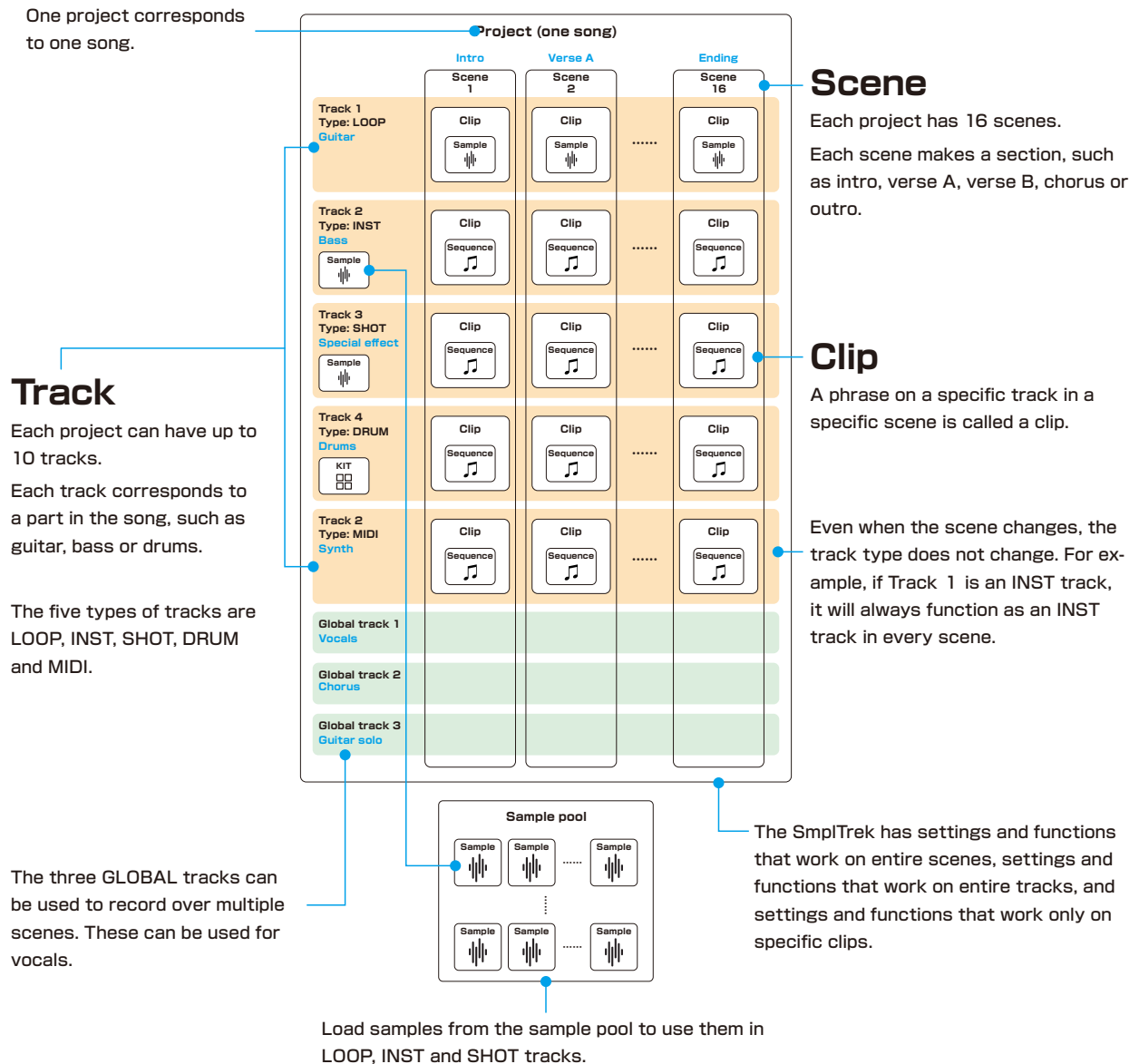
Use to select a DRUM/ INST/SHOT track, and press or to open the Editing Screen. Press LED pads when the Editing Screen is open to play the sounds of those tracks.



Editing Screen

Project structure

We will examine project structure by working with the demo project.



Track types

LOOP tracks

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

DRUM tracks

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

INST tracks

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

SHOT tracks

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

MIDI tracks

These are piano-role 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 out the song.

Learning operations while creating a song

Creating new projects

We will create a project with 4 tracks, 1 scene and 4 bars for practice.




First we will arrange preset patterns in a DRUM track. Then, we will input a bass line in an INST track. In addition, we will sample while applying effects to a guitar with a LOOP track, and play a sampled effect sound with a SHOT track.

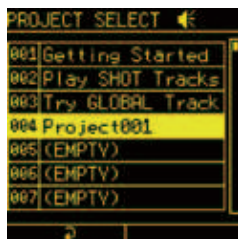
To create a new project, select an empty project.

1 Press .


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



3 Turn  VALUE to select an empty project (EMPTY). Press  or  VALUE.



4 A pop-up message will appear to check whether or not to save the current project.

At this point, changes have not been made to the current project, so select **NO** and press .



Adding DRUM tracks

Loading preset patterns

- 1 Select a clip in Track 1, and press **OK**.



- 2 Select **DRUM**, and press **OK**.



- 3 Turn **⏮** to select a preset pattern. By pressing **⏮** while turning it, preset patterns can be switched by genre. For this example, select the **ROCK 01** pattern.




- 4 After selecting the preset pattern, press **OK** to load it.

- 5 Press **⏮**, and while playing the scene, turn **⏮** to change the tempo. The tempo can also be set by tapping **⏮** with a steady rhythm. After the tempo is set, press **⏮** again to stop playback.





Adding DRUM tracks


Extending a pattern to 4 bars and adding

- 1 Press the right  twice to open the SEQ Screen.

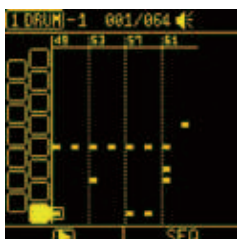




- 2 Press  to duplicate the current pattern, doubling its length. Press  twice to make it 64 steps.




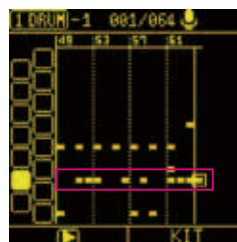
- 3 Press  to start recording standby.

- 4 Press  +  to open the 4th page.



- 5 Use the  direction buttons to move to the desired input position, and press  to change the arrangement in the 4th bar.

Notes can also be entered directly by holding down a  and pressing a Pad.





POINT!

- To use real-time recording, refer to the INST track procedures (→ P.11).

- 6 Press  to end step recording.

Adding INST tracks


Preparing an INST track

- 1 Press  to reopen the Home Screen, select a clip in Track 2, and press .



- 2 Select INST, and press .



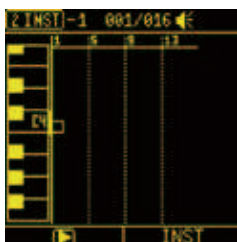
- 3 Turn  to select a sample. For this example, select **Bass 1.wav**.



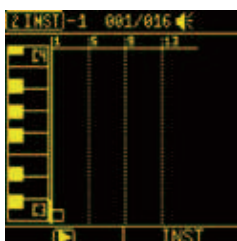
Adding INST tracks

Real-time recording

- 1 Press **CLR** to close the pop-up menu.



- 2 Press the octave keys to set the piano roll to the desired input range.

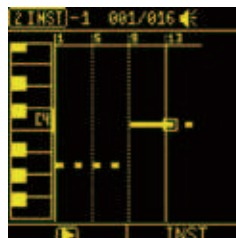


POINT!

- Pressing an octave key will shift the piano roll by one white key. Pressing an octave key while pressing **func** will shift it by an octave.

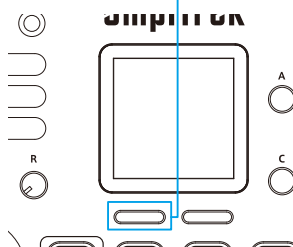
- 3 Press **REC** to start recording standby.
For this example, we will record a one-bar bass line.

- 4 Press **PLAY**. Then, press the pads on the desired input timing.



POINT!

- To play only the selected clip, press the left **STOP**.



- To use step recording, refer to the DRUM track procedures (→ P.9).
- If a performance is unsatisfying, the pattern can be cleared by pressing **func** + **CLR** after stopping the recording.



- 5 Press **STOP** to stop recording.

- 6 Press **END** to end real-time recording.

Sampling a guitar on a LOOP track

Preparing a LOOP track

- 1 Press to reopen the Home Screen, select a clip in Track 3, and press .



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

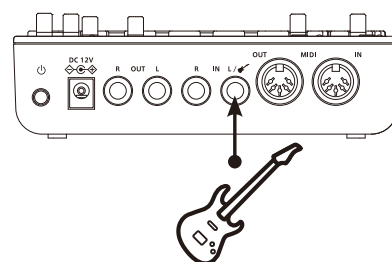


- 3 Press the right to open the SEQ Screen, and turn and to set the clip length. Since 64 16th notes is 4 bars, set them to **LEN 64** and **NOTE 1/16** for this example.



Preparing for sampling

- 1 Connect a guitar to the **IN L jack** on the rear panel.



- 2 Press + to open the SAMPLING Settings Screen.

Since a guitar is connected, turn to set the recording source to **Hi-Z**.



REC SRC			
	Explanation		Explanation
	Built-in mic		Stereo line input
	Hi-Z with guitar, bass, etc.		Mono line input
	Dynamic mic		USB
			Resampling

- 3 Press to enter audition mode (lights yellow), allowing you to monitor the sound as it will be recorded. Press to play other tracks and practice your performance along with them.



Sampling a guitar on a LOOP track

Using insert effects

- 1 Press + , select **IN-INSERT** and press .



- 2 Turn the knobs to set ON/OFF to **ON**, TYPE to **ROCK AMP**, TARGET to **INPUT** and REC POS to **POST IFX**.



- 3 Press the right to open the second page, and adjust the ROCK AMP parameters while playing the guitar.



Sampling

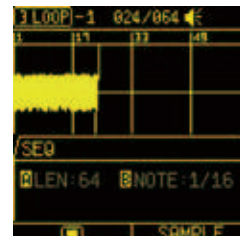
- 1 Press to reopen the Home Screen, select a LOOP Track and press .



- 2 Press to enter audition mode (lights yellow), allowing you to monitor the sound as it will be recorded. Press to play other tracks and practice your performance along with them.



- 3 Press again to enter recording standby mode (lights red). Recording will start automatically at the beginning of the next scene, so get ready to play your guitar.



POINT!

- Recording will stop automatically when the set clip length is reached.
- If the performance is unsatisfying, repeat from step 2.

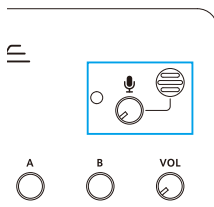
Using a SHOT track to play sound effects

Preparing for sampling

- 1 Press + to open the SAMPLING Settings Screen.
Turn to set the recording source to the **built-in mic**.



- 2 Turn the mic gain knob to adjust the gain.
Set it so that when a sound effect (like hand claps) is played, the level meter goes just over -12 dB.



- 3 Press VALUE to enable AUTO REC (the automatic recording function), and turn VALUE to set the AUTO REC level to -12 dB.



Quick sampling

- 1 Press to reopen the HOME Screen.



- 2 Press and hold on Track 4 to start Quick Sampling.



- 3 Play a sound effect (like hand claps).
When the sound reaches the level set by the Auto Rec Level, recording will start automatically.



- 4 When the recording is done, press or to end sampling.

Using a SHOT track to play sound effects

Preparing a SHOT track

- 1 A pop-up will appear asking you to select the track type to assign.
Select **SHOT** and press **OK**.



- 2 Turn **A** and **B** to set the range of the sample to use, and press the right **ENTER**.



Playing the effect sound

- 1 Press **HOME** to reopen the HOME Screen.



- 2 Press **1** to start playing the scene.
- 3 Press **ENTER** on Track 4 to play the sound effect.
Try performing along with the other tracks.

Mixing

Adjusting levels, panning and effect send amounts

- 1 Press to open the MIXER Screen, and press to start playing the scene.

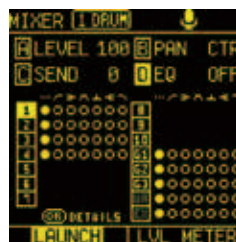


- 2 Select a track and adjust various parameters.

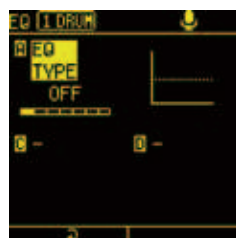
MIXER (PRM VALUE)	
	Track selection
A	Track level
B	Panning
C	Effect send level

Adjusting the EQ

- 1 Press .



- 2 Use to select a track, and press .



- 3 Use to select the EQ type and use and to adjust the parameters.



- 4 Press the left to re-open the Mixer Screen.



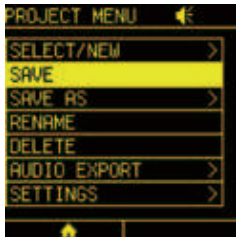
- 5 Repeat steps 2-4 for each track.

Saving projects

Be sure to save projects regularly because unsaved project changes will be deleted when the power is turned off.

1 Press .

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



3 Select **YES**.

