

1. Setting Up A Song Template

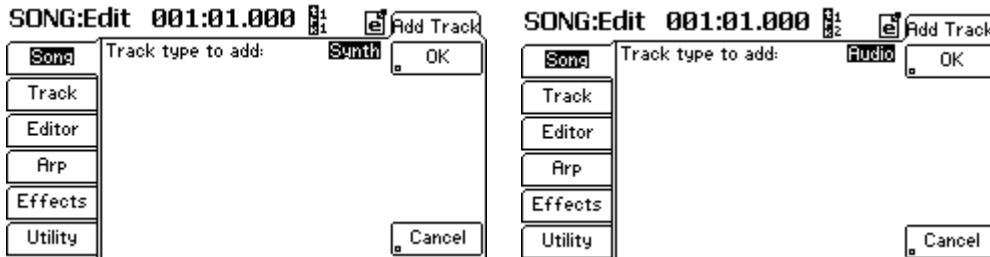
Let's first begin by creating a new song.

Press **SONG/EDIT/UTILITY/NEW SONG**



You have now created a new song and are ready to add tracks. Now let's add some synth and audio tracks.

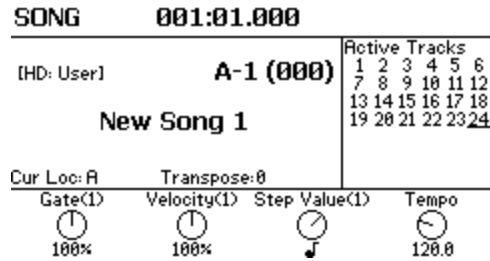
Press **SONG/ADD TRACK**



Using the jog wheel, choose either SYNTH or AUDIO track.

Note: For our template, I would suggest creating 16 synth tracks and 8 audio tracks. All synth tracks will default to the Holy Grail Piano and all audio tracks would be named Audio 1-8. You can change synth tracks to default programs of your choosing that will help get you started creating your song right away.

When you've finished adding all your tracks press SONG. Your screen should show 24 active tracks.



The last step in creating our template would be to rename and save it.

Press **STORE/RENAME**.

Use the jog wheel or the keyboard to input characters. Use the PREV or NEXT buttons to move to another character field. After you've named your template...

Press **STORE**

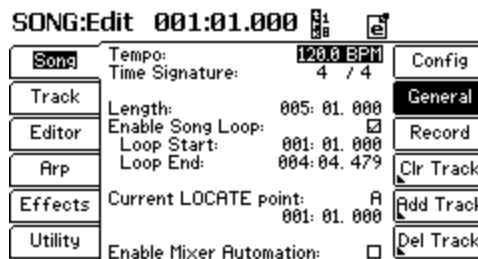
Note: We can now use our template to create a new song before we start sequencing. Press STORE/RENAME to name our new song. Choose the location of the new song, preferably in the User bank, and press STORE.

2. Creating A Four Measure Loop

In this section, we'll create a simple 4 measure loop from scratch. Using the directions above for creating a template, go ahead and set up a 4 track song, name it and save it to an empty song location. And let's set up our song so we can continue to record on our track while it is looping.

Press **SONG/EDIT/GENERAL**

Now we'll set the length of our song and loop it. Using the NEXT button, cursor to the *Length* field and set it to 005.01.000. Continue on to *Enable Song Loop* and check the box. Then set the *Loop Start* point 001.01.000 and the *Loop End* point to 004.04.479 (spinning your jog wheel hard right will also accomplish this).



Press **SONG/RECORD**

Set *Record Method* to Overdub so that as the track loops around you can continue recording to the track.



Press **TRACK/GENERAL**

We can now assign programs for each track. Let's start with a drum program for track 1. Cursor down to the *Program* field and dial through your banks and programs.



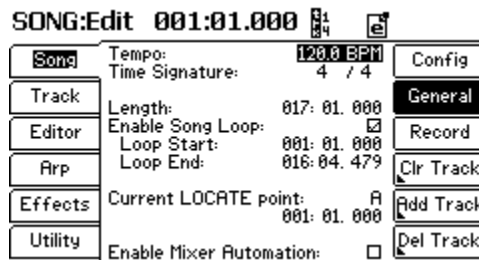
Now we'll record our drum track. While holding the RECORD button, press PLAY to initiate recording. By default, you'll get a 2 measure count off. You can continue to record your drum parts as the song loops. Once you've completed your first track, dial in Trk 2, select a program and record that track. Continue this process until your song is complete.

3. Creating A Pattern Based Song

Okay, how about we create a 16 measure pattern based song from a 2 measure drum loop, a 4 measure bass loop? We'll then add a keyboard track over top of that and loop the entire 16 measures. Before we begin, let's set up our song to do just that.

Press **SONG/EDIT/GENERAL**

First, we need to set the length of our song. From the General Song Mode screen, press the NEXT button to highlight the *Length* field and change that to 16. Continue to *Enable Song Loop* and check the box. Continue on to *Loop Start* and *Loop End* and set it to encompass the entire length of the song. *Loop Start* would be set to 001.01.000. *Loop End* would be set to 16.04.479 (spinning your jog wheel hard right will also accomplish this).



Now we want to set the loop points for the drum and bass tracks. Let's assume our drum program is on track number 1. Using the NEXT button, cursor down to the *Enable Loop* box and check it. Continue on to *Loop Start* and *Loop End* and set them to encompass 2 measures. *Loop Start* would be set to 001.01.000. *Loop End* would be set to 002.04.479 (spinning your jog wheel hard right will also accomplish this).

Press TRACK/GENERAL



Using your jog wheel, dial up Trk 1 and assign a drum program to it. Record a 2 measure drum beat. It will continue to loop over the 16 measure length of our song.

Next, we'll set the loop for the bass track. Use your jog wheel to dial in Trk 2 and assign a bass program to it. Again, using the NEXT button, cursor down to the *Enable Loop* box and check it. Continue on to *Loop Start* and *Loop End* and set them to encompass 4 measures. *Loop Start* would be set at 001.01.000 and *Loop End* would be set to 004.04.479. (spinning your jog wheel hard right will also accomplish this).



Record your 4 measure bass loop. It will continue to loop over the 16 measures of our song.

So, what we have is a 16 measure song loop with a 2 measure measure drum loop and a 4 nested measure bass loop. Go ahead and finish off your song with a nice 16 measure piano on track 3. At this point, you can add more nested loops or perhaps even record a smoking 16 measure solo.

Note: If this is a setup you'd like to start with any time you want to begin recording, you can save this as your template. You may even wish to have several templates at your disposal. If you create any sequencing setup you like, save it as a template and it will save you lots of time and get you recording faster.

This completes our basic sequencing tutorial. Next, we'll take a look at recording audio on top of your sequence and mixing with effects.