

STRINGS FOR MIXMAN POPUP HELP

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MIXING POPUPS

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Introduction

Mixman Studio is a tool that will allow you to choose individual musical tracks and combine, layer and perform them in a number of different ways. Mixman Studio allows up to 16 simultaneous tracks of sound as well as many important control features. You can use .trk files from our vast library with many styles to choose from, or you can Import .WAV files of your own. You can even Record your own sounds with a Microphone and drop them right into the Mix! To realize the full power of Mixman read through this section and familiarize yourself with some basic concepts.

Tracks (.trk)

The track is the basic building block of sound for a mix. An example of a track might be "Smooth Bass.trk". A track can be any of a variety of sounds like bass, drum loops, lead guitar, keyboard, horn stab or vocals. Tracks can be played manually or locked from the keyboard. You can have up to 16 tracks loaded at any given time.(Tracks in Mixman are all followed by the .trk extension.)

Mixes (.mix)

In Mixman, you have the ability to load and play up to 16 tracks . Which tracks you select and which settings you use all are part of your mix. In Mixman you have the ability to record how you actually play your tracks. All of these things can be saved as a "mix".

Mixes in Mixman are all followed by the .mix extension.

Tempo

Tempo in music refers to how fast or slow the music is played. In Mixman you have the ability to set and change the tempo at any time. One of the defining qualities of a particular style of music, is its tempo.

Panning

Panning refers to where a sound is placed in a stereo field or more simply; the ability to place a sound to the right, left, or anywhere inbetween. Mixman allows you to pan each track individually

Volume

Volume is how loud or soft a sound plays. In Mixman you have the ability to set the volume for each of your 16 tracks individually. Another important consideration in making an effective mix is getting the proper balance between tracks.

Pitch

Pitch refers to how high or low a track sounds. In Mixman, there are different ways to change the pitch of a track.

The Control Room

The Control Room is the first place you arrive after launching the Mixman Studio application. From here you can choose how to begin your session.

Open

Click this button to open a previously saved .mix file. If you have changed the name, deleted, or moved any of the .trk or .wav files that went with the .mix file, Mixman will ask you if you want to find them. You can then navigate to any directory and select a sound. If you have an unsaved mix loaded in the Mixing Studio, Mixman will prompt you to save it before loading another .mix file.

New (Mix)

Takes you to the Mixing Studio and allows you to start a new mix. If you are already working on a mix, you will be prompted to save your current mix before the new one can be created.

Options

Takes you to the Options Dialog. Here you can customize various settings.

Save (Mix)

Allows you to save the current mix. In the Save Dialog, you have the option to save .trk files with your mix. This makes it easy to save all .trk files from a mix into one directory.

Export

Export allows you to take a performance in a mix and save it out as a stereo .WAV file. You can load tracks, play and make changes to them - however, if you do not actually record a performance, Mixman cannot export a .wav file. (see record a performance in the Mixing Studio for info on how to record your performance moves)

Quit
Exits Mixman Studio

The Mixing Studio

The Mixing Studio is the place where you will create and play your mix - it's where the action happens! The Mixing Studio appears as two DJ Turntables, one on the right and one on the left. Each turntable has eight Track Indicator Lights. Each Track Indicator Light corresponds to a key on your computer keyboard.

Transport Controls in the Mixing Studio

At the lower portion of the screen you will see the Transport Controls. The Transport Controls have buttons for the following functions:

Stop: Stops the current mix.

Play: Plays the current mix.

Record: Records any real-time performance data.

Save Mix: Allows you to save your Mix.

Help: Displays keyboard command overlay.

Back: Returns you to the Mix Screen.

Mix Display

The Mix Display shows you the name of your mix and how much memory it is taking, as well as the name of any individual track that you are loading, deleting or modifying. Also found on the Mix Display are the Volume, Tempo, Panning and Pitch Controls. Finally, you will see in the middle of the Mix Display, the Counter.

Track Indicator Lights

The Track Indicator Lights are found in a circle going around each turntable. The Track Indicator Lights are a real time display reflecting what state a track is in at any given time.

Counter

The Counter is a visual aid to help you keep track of where you are in your mix. The left number represents bars and counts from 1 to 8. The right number represents beats and counts from 1 to 4. The rings help emphasize the downbeat of each measure. (for more information on terms like “downbeat”, “beat”, “bar” and “measure” see the glossary section.)

Mix Name / Memory

Displays the name of your mix followed by how much memory is being used. If you have not named your mix then it will simply say "untitled mix". You can name the mix by clicking on the Save button or by typing (CTRL-S) from the keyboard.

Track Name

Displays the name of the selected track. If the display reads "empty track" then you have not yet loaded a track for that selection. (An easy way to select a particular track is to press its corresponding key on the computer keyboard.)

Tempo / Panning Control

Tempo and panning share the same area in the Mix Display. To toggle between them simply click on the words "TEMPO" or "PANNING".

Tempo

Tempo is displayed in BPM (beats per minute). The value for tempo determines the speed of a mix. The higher the value, the faster the mix. The lower the value the slower the mix. To change the value for tempo click on either the Increment or Decrement Button. Click-dragging on either the Increment or Decrement Button responds like a slider, allowing you to change tempo rapidly.

Panning

Panning only affects the currently selected track. Panning is displayed graphically with tick marks. Two tick marks in the center indicates that your sound is panned center (equal volume in both the left and right speaker). As the tick marks move from left to right, so does the sound of your track. Clicking on the Decrement Button pans (moves) the sound of the track toward the left speaker. Clicking on the Increment Button pans the sound of the track toward the right speaker. Click-dragging on either the Increment or Decrement Button responds like a slider, allow you to change panning rapidly.

Volume / Pitch Control

Volume and Pitch share the same area in the Mix Display. To toggle between them simply click on the the word "VOLUME" or "PITCH".

Volume

Volume only affects the currently selected track and ranges from 0 to 100. (0 = no sound and 100 = full volume). To change the value for volume click on either the Increment or Decrement Button. Click-dragging on either the Increment or Decrement Button responds like a slider, allowing you to change volume rapidly.

Pitch

Pitch only affects the currently selected track. Pitch is displayed as a number representing half-steps. Positive values make the track sound higher; negative values make the track sound lower. To change the value for pitch click on either the Increment or Decrement Button. Click-dragging on either the Increment or Decrement Button responds like a slider, allowing you to change pitch rapidly. (Pitch values only affect the tracks when in Pitch Mode)

The Recording Studio

The Recording Studio is where you can record your own sounds and save them as .WAV files.

Transport Controls in the Recording Studio

At the lower portion of the screen you will see the Transport Controls. The Transport Controls have buttons for the following functions:

- Stop: Stops the current .WAV you just recorded.
- Play: Plays the current .WAV you just recorded.
- Record: Records any microphone input or line source.
- Save: Takes you to the Save dialog and allows you to save the recorded sound as a .WAV.
- Back: Exits the Record Screen.

Using the Microphone

To record your voice or some other sound and add it to your mix, you will need a microphone. Most sound cards provide a microphone. Plug the microphone into the sound card at the back of the computer. Usually there are two input ports one labeled 'mic' and one labeled 'lin'. Plug the microphone into the port labeled 'mic'. Click on the Record button in the transport controls and begin talking into the microphone. When you are finished click on the Stop button. To hear what you have recorded click on the Play button.

Using a 'line source'

It is also possible to record a line source directly into Mixman Studio. You may take the output of a keyboard, cassette player, musical amplifier or other device and plug it into the 'lin' input on your sound card. Click on the Record button in the transport controls and begin playing out the source sound. When you are finished click on the Stop button. To hear what you have recorded click on the Play button.

Saving a .WAV

When you record from a microphone or line source in Mixman Studio you will need to save it to actually use it in a mix. Click on the save button to save the sound as a .wav. Mixman Studio automatically trims any beginning and ending silence of any sound you record.

Adding a .WAV into a .MIX

In Mixman Studio it is possible to add a .wav from the Recording Studio directly into a mix. Double click on a track indicator light in the Mixing Studio and this will reveal the Load Dialog. From the Load Dialog you can go directly to the Recording Studio by clicking on the record button. In the Recording Studio you can record and save a .wav file. When you click on the back key in the transport control it will take you directly back to the Mixing Studio and the new sound will be loaded into the corresponding track indicator.

Setting the Volume Controls

There are Volume Control Settings in all Windows 95 systems. You can set volume for your recordings with these sliders. You can access these directly from the Options Dialog in Mismar Studio. (you can also modify these settings by going to your start bar and following the path to accessories/multimedia/volume control)

Working With Mixman Studio

When first launching Mixman Studio you will arrive in the Control Room. From the Control Room you can Open a Mix, start a New Mix or set some Options.

Making a Mix

To start a new "mix" you can click on the image of the Mixing Studio or you can click on New Mix. The mix will be a combination of tracks and settings. The mix can also contain a recorded set of performance moves.

Stop Mode

When starting your new mix in the Mixing Studio you will be in Stop Mode. This means that none of the controls on the Transport Panel will be active. To Load or Delete tracks you will need to be in Stop Mode.

Loading a Track in the Mixing Studio

There are several ways to load a track in Mixman. If you drag your mouse and pointer over a Track Indicator it will display "empty track" with a pop-display box. That's because you haven't loaded any tracks yet. An empty track is represented with a gray 'X' symbol. Click on a Track Indicator and the X turns to red. A red X means empty and selected. Depress the right mouse button while the pointer is over a Track Indicator, a pull-down menu will appear and take you directly to a default directory. You can then browse to the particular directory that has the sound you would like to load. Using the mouse, highlight a track and let go and that track will be loaded into that direction. Once the track is loaded the red X(empty) will turn into a green circle(loaded). Its that easy!

(Note - Mixman Studio comes with the default set to the Tracks directory. From there you will need to navigate to the style and category you want. e.g. Tracks\Acid Jazz\Bass\Sly Bass.trk. Every user has the ability to set the default directory for each track indicator direction in the preferences. You could, for example, set it so that when you depress the right mouse button you are always in the directory of Bass sounds for the style Acid Jazz)

The Load Track Dialog

Another way to load a track is to use the Load Track Dialog. When you are in the Mix Screen and in Stop Mode, click on the Load Track Button attached to the right side of the Mix Display and represented with a green circle. (You also can double click on a track indicator light or use the keyboard command (CTRL-I).)

The Load Track Dialog allows you to Preview and Select tracks. It also allows you to modify some settings on a track. Once you have navigated to the directory of your choice, you will see a scrolling window with a list of tracks. You can use your mouse or your keyboard to scroll and preview. The up and down arrow keys will highlight track names and the space bar will preview a track. (you can also use the mouse)

From the Load Track Dialog you can navigate the path to any directory on your hard disk. This allows you to select a track that is not in the default directory. (Mixman creates default directories for all track directions) On the right column you will see Preview, Stop, Load, Cancel, and Settings.

Preview: Previews a track
Stop: Stops the preview
Load: Loads the selected (highlighted) track
Cancel: Returns you to the Mixing Studio
Settings: Expands the Load Dialog Window revealing options for changing settings on a track
Record: Takes you to the Record Screen where you can record a live input

Play Mode

To turn on Play Mode, click the Play Button on the Transport Panels or press Enter on your Keyboard.

Playing the Music

Once you have tracks (.trk files) loaded in some or all of the 16 available track indicators, you can play them. Each of the 16 track indicator lights corresponds to a key on your keyboard. If you press the key you will hear the sound instantaneously. Depending on where you place your different tracks you can develop your own unique style of playing Mixman. Track Indicator lights are colored yellow when in played manually in Play Mode.

Locking a Track

When you lock a track, the track will continue to play and loop even though you are no longer pressing a key on the keyboard. You can lock as many tracks as you like at any time. To lock a track press the space bar while holding down the key that corresponds to a loaded track on your keyboard. A locked track will turn the Track Indicator light to green.

Break Mode

A very important feature in creating exciting mixes is the Break Mode function. Break Mode will drop out all locked tracks for however long you hold down the Break Key (control key). If you press (control key) on your numeric keypad, all of the tracks will stop playing until you let go. When you let go of the Break Key the tracks will start playing again.

Soloing a Track(s)

A very common use of the Break Key, is to solo a track. If you press the Break Key and also press the key corresponding to a track, then Break Mode will only mute the locked tracks. Any other tracks that were not locked will continue to play. The tracks that were locked will turn from green to red however, the tracks you are soloing will be yellow.

Locking Break or Pitch Shift

We have already described what it means to lock a track. It is also possible to lock Break Mode or Pitch Shift. Just like locking a track, hold the Break Key and press space bar, now Break Mode is locked. All the tracks that had been locked have dropped out and will remain that way until you unlock the Break Mode. You will still be able to play other tracks while in Break Mode. The same procedure is used for Pitch Shift. Any track where you have made some pitch changes will remain changed while Pitch Shift is locked. To unlock just hold the Pitch Shift Key and press space bar again and Pitch Shift will be unlocked.

Pitch Shift in the Mixing Studio

In Mixman Studio, you can change the pitch value up or down for any track. Use the Page Down key on your keyboard and toggle the Volume Display to Pitch Display. You can increment the values up or down. However, the pitch shift will not take place until you engage the Pitch Shift Key which requires holding down the tab key on the numeric keypad. This will turn all the affected track lights to the color blue.

Track States: By Color

When creating or playing a mix, a track can be in any of a number of states. The Track Indicator shape or color will change depending on which state you are in. This way, you can tell visually what is happening with a track.

Stop Mode

Gray X:	track is empty
Gray Circle:	track is loaded
Red X:	track is empty and enabled
Green Circle:	track is loaded and enabled

Play Mode

Yellow Light:	playing manually from keyboard
Green Light:	track is locked
Red Light:	break mode engaged
Blue Light:	pitch shift engaged
Gray X:	no track loaded
Gray Circle:	track loaded but not being played

When you first boot up Mixman, the (J key) Track Indicator on the right-hand turntable will default to red X meaning enabled for loading. You can switch to any other track at any time by clicking on it.

Pop-Up Name Display

When you move the mouse pointer over a Track Indicator it will drop a pop-up display with the name of the track. If no track is loaded, it will say "empty track". Seeing the name of any track is not the same as selecting it. (Note: the track name in the Mix Display reflects only a selected track)

Selecting a Track

To select a track you must click on its corresponding Track Indicator light. If it is empty it will turn into a red X. If it already has a track loaded it will appear as a green circle. You can only change settings on a selected track.

Recording Your Performance Moves

To record how you play your mix, you must be in the Mixing Studio. Use the mouse and click on the Record Button in the Transport Controls. Mixman remembers all the moves you make. When you are finished, press the Stop Button. To hear what you have done press the Play Button(or Enter). To save, click on the Save button. Mixman will bring up the Save dialog which defaults to the Mixes directory.

Recording Your Voice

To make a recording of your voice you need to go to the Recording Studio. Make sure a microphone is plugged into the mic input on the back of your sound card. Click on the record button and speak or sing into the microphone. Click the Stop button when you are finished.

Recording Other Sounds

To make a recording of an outside sound source like a keyboard, cassette tape or amplifier output - make sure you have the output of the source plugged into the 'lin' input on the back of your sound card. Click on the record button and play the sound. Click the Stop button when you are finished.

Importing .WAV files

Mixman Studio provides a large library of track (.trk) files. These track files have been carefully created for maximum quality. You may also add in .wav files to a mix. Double click on a track indicator light or click on the load button in the mix display. This will bring you to the Load Dialog. From there you can navigate to any directory on your hard disk or CD-ROM drive until you have found the .wav you wish to select. Click the Load Button and it will be loaded into the mix.

Exporting your Mix as a .WAV file

In Mixman Studio it is possible to Export an entire mix as a stereo CD quality .wav file. Make sure you record an actual performance of your mix by clicking on the Record button in the Mixing Studio. When finished, go to the Control Room and click on the Export button. You will be prompted to save the .wav. You can then play this .wav file as you would any other. (note* a ten minute mix exported to .wav could be close to 100 megabytes)

Macros

Mixman Studio allows you to create macros and store them in the function keys F1 through F8. Whatever combination of tracks you have loaded and whatever settings you have selected with regard to Tempo, Panning, Volume and Pitch can all be saved in a Macro. To create a Macro, press the (Shift key) at the same time you press one of the (function keys). You can move seamlessly from Macro to Macro though they may have different tempos or tracks selected.

New Mix

Whenever you begin a session in Mixman Studio you are starting a new mix. If you decide that you would like to get rid of what you are doing and start again, press (ctrl-N). Mixman will ask you if you want to save your current mix. If you answer no, all the loaded Track Indicators will be deleted.

You may also start a new mix by clicking on the New Mix Button in the Control Room. Mixman will prompt you to name your mix. The name will then be displayed in Mix Name portion of the Mix Display.

Saving a Mix

You can save either just the tracks and settings you have laid out, or you can save the tracks and settings as well as an actual performance if you use Record beforehand. Press (ctrl-S), or click on the "save" button in the Transport Controls. Mixman will default to the directory called "Mixes" however, you can save your mix anywhere on your hard disk. In the Save Dialog you will have the option of saving tracks with your mix. To do this, click the box at the bottom of the save dialog. (this is convenient if you make lots of mixes and put them in different places on your HD)

Default Directories

Mixman will create default directories for both track selection and saving. When you use the pull-down-menu feature to select and load a track Mixman will take you directly to a default directory. You can change the directories and customize them in the Mixman Options Dialog.

Pop-Display Options

You can enable or disable the pop-name display for seeing tracks as well as the help boxes. Turn these settings on and off by checking or unchecking the corresponding boxes.

Default Pan Positions

Turn on and off by checking or unchecking the box. With default pan positions on, Mixman Studio places tracks in the stereo field in relation to their place on the turntable.

44k Audio

If you feel your machine is too slow and that you are having performance problems, you can deselect the 44K option and the music will play at 22K. This takes less CPU speed. (44k is CD quality but Mixman's .trk files are made at the highest audio fidelity and sound exceptional at either rate)

Save Button in the Options Dialog

This saves any custom settings you make in the Options Dialog.

Default Directions

Whenever you load a track from either the Mixing Studio or the Load Track Dialog, Mixman will automatically open the default directory for the currently selected track. There are 16 radio buttons that map to the pull-down-menus for each of the track indicator lights in the Mixing Studio.

Creating Custom Default Directories

In the Preferences Dialog you will see two groups of radio buttons that correspond to the possible track selections in the Mix Screen. Click the radio button corresponding to the track default directory you want to change. To your right is the current default directory. You can navigate anywhere you like to change the currently selected Track Indicator's default directory. Follow this procedure for all Track Indicators in the same manner allows you to customize all of your default directories.

Volume Controls

Allows you to make changes recording and playback volumes

These tutorials are designed to help every user, beginner or advanced, realize the full capabilities of Mixman Studio. These tutorials will go step by step. Referring to the figure below while reading the tutorial should help a new user.

Tutorial 1: Creating Your First Mix

Loading Your First Track

1. You are now in the Control Room
2. Click the New button at the bottom of the screen.
3. You are now in the Mixing Studio.
4. You will see a red X (track indicator). Roll your mouse over the red X. A pop-up says "empty track".
5. Click your right mouse button. A pop-down menu displays a list of styles.
6. Click the left mouse button on the style called "HOUSE".
7. Now you are in the HOUSE style directory and you can see the names of categories of instruments and sounds.
8. Click the left mouse on the directory named Loops.
9. Slide your mouse down to the track called "*****" and click on it with the left mouse button. Notice that the red X has turned into a green circle.
10. If you slide the mouse over the green track indicator light the pop-up name display now says "*****".

Your track is now loaded.

Playing Your First Track.

1. Press the (ENTER key) on your typing keyboard. You are now in Play Mode.
2. Press the (J key) on your keyboard and hold it down for several seconds. You should hear sound. (if you do not hear sound, go to the part of the manual called 'TroubleShooting')
3. Experiment by pressing, releasing and re-pressing the (J key). Notice the Track Indicator is yellow.
4. Press the (ESC key) to return to Stop Mode, or click the stop button in the Transport Controls.

Locking a Track.

1. Press the (ENTER key).
2. Hold down the (J key).
3. While holding down the letter J, also press the space bar. Let go. The Yellow light has turned to green and the track has continued playing on its own. Your track is locked. To unlock, just press J and Space bar at the same time again.
4. Press the ESC to return to Stop Mode.

Making Your First HOUSE Set.

1. Slide your mouse over the ("," comma key) Track Indicator.
2. Click on it with the left mouse button. You see a red X.
3. Click on it with the right mouse button.
Click on House
4. Select "SharpLoop" from the menu with the left mouse button.
5. Click on the (M key) Track Indicator. Click on House. Click on Bass
6. Click right mouse button and select "Robot Bass".
7. Click on the (U key) Track Indicator Click on House. Click on vocals and select "Vocoder Organ".
8. Click on the (I key) Track Indicator Click on House. Click on Hats and select "Hat Riddim 2".
9. Click on the (J key) Track Indicator and select "Swingin Toms".
10. Click on the (R key) Track Indicator and select "Give It Up".
11. Click on the (C key) Track Indicator and select "Boxy Snare".
12. Click on the (V key) Track Indicator and select "Wiggles".
13. Press the (Enter key). You are in Play Mode.
14. Press the V, C, R, comma, M, J, U, and I keys on the keyboard. You will hear all your sounds.
15. Lock the Kick Drum by pressing the comma key and the Space Bar at the same time. Using the Space Bar in the same way, lock the Bass, Hat and Snare. (letters M, I and C)
You should hear 4 tracks playing together and see four green lights.
16. Press the (ESC key) to return to Stop Mode.

Save the First Mix.

1. Press (ctrl key) and the (S key) at the same time. Mixman will now prompt you to type in a name for your Mix.
2. Type the name "First House Set" in the name field.
3. Mixman will attempt to place the Mix file in a sub-directory in the Mixman directory called Mixes. This is on your C: drive. (You may navigate to any directory you like)
4. Click the box at the bottom of the Save Dialog called "copy tracks to mix file directory". This will copy the tracks you

have used in the combination you have created, to this directory even if you loaded them off the CD-ROM.
5. Click on the Save button. The Mix is saved.

Tutorial 2: The Power of Mixman^a

You may continue from Tutorial 1. If you have not gone through the steps of Tutorial 1, then you will need to create your First Mix either as explained in Tutorial 1 or in a similar manner on your own. If you have already saved the mix, "First House Set" on a prior session, you will need to open it in now. If you are continuing then skip the next section on Opening a previous Mix.

Opening a Previous Mix

1. From the Mix Screen, click on the Options Button in the Transport Controls.
2. From the Options Screen, click on the Open Mix Button.
3. Open the Mix called "First House Mix" that you made following the steps in Tutorial 1 (you can also use a mix of your own but make sure you have tracks loaded in all the same directions as the mix in Tutorial 1)
(If you cannot find the mix, make sure you have navigated your path to the directory that contains your mix - usually called the Mix Directory inside the Mixman directory on your C:drive)

Changing Settings

1. Press the (ENTER key) to start Play Mode and lock all of your loaded tracks by pressing the corresponding letters on the keyboard and the space bar at the same time.
2. Use the (Left Arrow key) on the keyboard to decrease the Tempo. Take it down to 95bpm (beats per minute) Notice the music slowing down.
3. Press the(M key). Notice that the Mix Display says "Robot Bass".
4. Press the (Page Down key) on the keyboard. Notice that the Tempo Display has changed to a Panning Display.
5. Use the (Left Arrow key) this time to pan the selected bass track all the way to the left. You will see a small indicator line moving to the left. Go as far as you can.
6. Press the (V key). You should now see the track called "Wiggles" in the Mix Display.
7. Use the (right arrow key) to Pan the Wiggles track all the way to the right.
8. Press the (I key) on the keyboard to select the "Hat Riddim 2" track.
9. Press the (Page Up key) to change the Volume Display to Pitch Display.
10. Use the (down arrow) to increment the pitch setting to -4.
11. Press the (* key) on the numeric keypad. You should see Blue Lights. The Hat Riddim track sounds lower.
12. Press the (J key). You have selected the "Swingin Toms" track.
13. Press (Page Up key) until you see the Volume Display.
14. Use the (Down arrow key) to make the numbers go down and until the "Swingin Toms" gets softer.
Try selecting various tracks on your own and changing some of the settings.

Making Some Macros.

1. Create a new mix or load a previous mix. And Press the (Enter key) to start Play Mode.
2. Press the letter keys corresponding to your loaded tracks and arrange the settings in a way that you like.
3. Lock several tracks using the space bar.
4. Press the (Shift key) and the (F1 key) at the same time. The combination of settings and tracks are stored in F1.
5. Unlock all the tracks.
6. Slow the Tempo down by pressing the (left arrow key).
7. Lock a different group of tracks.
8. Press (Shift key) and the (F2 key) at the same time.
9. Press the(F1 key). You should hear your first Macro.
10. Press the(F2 key). You should hear the second Macro.
11. Press the (F3 key). Everything has stopped. This is because no Macro has been stored in F3 yet.
12. Experiment on your own.
