

Thank you for examining this evaluation demo copy of:

Rhythm Brainz

The Ultimate Music Pattern Generation Software, for Windows!

If you need to contact us regarding the evaluation demo, then you may reach us using any of the following methods:

in writing; our address is:	4995 Minas Drive San Jose, CA 95136-2651 USA
by telephone or fax, at:	(408) 267-5464
on CompuServe:	in section #2 of the MIDI C Vendor forum (GO MIDICVEN at any ! prompt)
by electronic mail:	on CompuServe - 72662,1106 internet - 72662.1106@CompuServe.com

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Installation Notes:

You must run the setup program (SETUP.EXE) in order to run the evaluation of Rhythm Brainz. You cannot copy or uncompress the files and successfully run the evaluation program. Please use the following instructions to install and run the evaluation demo.

When you run the [setup] installation program and are asked to specify where you want the Rhythm Brainz evaluation demo to be installed, we recommend you use the default path of: **C:\RHYTHMBZ!**

If you wish to select a different disk drive, you must still select a directory path of "RHYTHMBZ" (e.g., D:\RHYTHMBZ if you wish to use disk drive D:).

In order to install Rhythm Brainz, you will need to have all of the files either on one disk or in the same directory of your hard disk. For example, if you obtained the Rhythm Brainz evaluation from an on-line service or bulletin board system, then unzip all of the files to one directory (or preferably to a blank floppy disk), then run SETUP.

To run SETUP, select the Run option under the File menu of the Windows Program Manager. Use the **Browse** button to locate where (the drive & path) you have stored the SETUP.EXE file, then click **OK**, and the installation process will begin. If you know exactly where the Rhythm Brainz evaluation & setup files are located, you can skip the *browse* process and simply enter the path name preceding "SETUP" in the run dialog (e.g., if the evaluation files are on a floppy disk in your "A" disk drive, then enter A:\SETUP).

The installation process will copy the required files to a default directory on your hard disk called: RHYTHMBZ. It will also add icons to a program group called: MIDIWARE. The installation process will also set the links between Rhythm Brainz and your MIDI Interface and/or sound cards.

When Rhythm Brainz first runs, it will tell you that no ports have been defined, you will then be presented with a dialog that lets you select among your MIDI Input & MIDI Output devices. Select the Output device that is appropriate; either your sound card driver or your MIDI Interface driver. If you have a multi-port MIDI Interface, then make sure to select the output port which has the devices that you will want Rhythm Brainz to utilize to play its music. When you select an output device or port with the mouse, it will be copied to the "Active Output Device or MIDI Port" box in the lower right corner of the dialog.

About The Rhythm Brainz Evaluation Demo:

This is an evaluation program! It is meant and intended solely to show you the capabilities of the software. Therefore we have provided only those functions necessary so that you may:

- ☞ inspect the user interface,
- ☞ see the product work and perform its basic operations,
- ☞ gain a better understanding of the features the full product provides, and
- ☞ evaluate the capabilities of the software.

As you examine the evaluation demo, you will notice that many of the advanced and truly powerful features have been removed or somewhat crippled. If you have any questions about any specific capabilities please try the on-line Help system. We have provided a special Help System that illustrates the capabilities not provided in the evaluation demo. Again, this is a special help version prepared especially for this evaluation demo; the full commercial version contains a robust context sensitive Help System. Also please feel free to contact us if you have any specific questions about the Rhythm Brainz product.

Some of the more complex multi-timbral compositions done with Rhythm Brainz cannot be auditioned using the evaluation version. So that you may truly realize the awesome potential of Rhythm Brainz, we have also provided several MIDI files which you may play using any sequencer program or MIDI file player. These files were produced exclusively with Rhythm

Brainz so that you can get a better feel for what you are capable of easily composing with Rhythm Brainz. We have also provided MIDI File versions of all of the songs included with this evaluation of Rhythm Brainz. However, you will notice that for some of the songs, more musical parts are present or the arrangement is slightly different; this is because we created the MIDI Files with a "real" version of Rhythm Brainz without any of the restrictions on the number of parts (our apologies to the composer of the "DEMO1" drum solo as we had to alter his composition to work with the demo kit; the true drum solo may be auditioned by playing either of its MIDI Files; you really ought to give this a listen!). All of the MIDI files were saved as both MIDI Type 0 Files and MIDI Type 1 Files and have a filename extension of "MID"; a "0" at the end of the filename indicates a Type 0 MIDI File, and a "1" at the end of the filename indicates a Type 1 MIDI File. These files also serve to demonstrate the MIDI File importing and exporting capabilities of Rhythm Brainz.

Using The Rhythm Brainz Evaluation Demo:

This evaluation demo of Rhythm Brainz has been pre-configured to automatically come-up in "Song Mode" and automatically load:

Pattern Set file: RONZPTNZ.PTN
Song file: RONZDEMO.SNG

In the real version of Rhythm Brainz you can set any default auto-load & setup configuration that you like so the Rhythm Brainz comes-up in a state and automatically loads the files that are most convenient for you. You cannot take advantage of this feature with this evaluation demo version since you cannot save the "RBZ" configuration & settings files -- so this Rhythm Brainz evaluation demo will allow initially assume this state.

To get started quickly:

- ☞ click the *play* button on the lower control bar of the screen or press the space-bar on your computer's keyboard and Rhythm Brainz will begin to play
- ☞ click the *stop* button on the lower control bar of the screen or press the space-bar on your computer's keyboard and Rhythm Brainz will stop playing
- ☞ click the *Mode* button on the left portion of the control bar of the screen or press **F5** to toggle between *pattern mode* & *song mode*
- ☞ open patterns by dragging a pattern name from the Pattern Set List Window to an open spot in the lower workspace of the Rhythm Brainz program window, or dragging on top of the pattern icon on the toolbar (the top left icon on the screen)
- ☞ open a new pattern by clicking the pattern icon on the toolbar (the top left icon on the screen) or using the New Pattern option under the main Pattern menu
- ☞ Explore! Load some of the other pattern sets and play the patterns within the pattern set. Also try loading some of the included songs. Also try composing some of your own (though you will be restricted in your ability to create full compositions).
- ☞ That will get you started. Read through the remainder of this file for more information on using the evaluation demo of Rhythm Brainz. Also use the on-line help to find your way around the other features and capabilities.

The on-line Help System provides a lot of good detailed information about how to operate the Rhythm Brainz evaluation demo. This is a somewhat smaller Help System than is supplied with the full version, but has enough information to help to use and understand the software.

As is typical with evaluation versions of software, all save functions are disabled. The following other features have been disabled or removed from the evaluation demo:

- editing pitched musical patterns
- altering more than the first four pattern voices
- importing & exporting MIDI files
- the Studio Manager has not been provided
- only 3 new patterns may be composed; the full version allows up to 100 patterns to be included per pattern set file
- some of the pattern editing (clone & delete) functions
- only 5 objects may be inserted into the Song List
- only the tempo control may be inserted into the Song List
- the song section repeat markers, and loop controls are disabled
- full on-line Help (the full version has each function, button, and menu option defined); also we have disabled the context sensitive links to the help system in this evaluation demo, so you will have to manually navigate through the help system

The following studio map has been prepared for use with the Rhythm Brainz evaluation demo. Ordinarily you would use the midi brainz Studio Manager to create your own personal studio map, however, the Studio Manager has been omitted from the evaluation package. Each of the following 16 MIDI Channels are assigned as follows:

MIDI Channel 1 = General MIDI Device,Acoustic Grand Piano
MIDI Channel 2 = General MIDI Device,Electric Piano 1
MIDI Channel 3 = General MIDI Device,Electric Picked Bass
MIDI Channel 4 = General MIDI Device,Slap Bass 2
MIDI Channel 5 = General MIDI Device,Synth Bass 2
MIDI Channel 6 = General MIDI Device,String Ensemble 1
MIDI Channel 7 = General MIDI Device,Choir Aahs
MIDI Channel 8 = General MIDI Device,Synth Brass 2
MIDI Channel 9 = General MIDI Device,Saw Synth Lead
MIDI Channel 10 = General MIDI Device,General MIDI/GS Perc Keymap
MIDI Channel 11 = Generic Device,Program #1
MIDI Channel 12 = Generic Device,Program #2
MIDI Channel 13 = Generic Device,Program #3
MIDI Channel 14 = Generic Device,Program #4
MIDI Channel 15 = Generic Device,Generic Pitched Program
MIDI Channel 16 = Generic Device,Generic Voiced Program

When you examine the Part-Voice Selection & Kit Edit dialog window, you will see the above list of choices for the choice of *device & instrument*. You will also see these choices when you switch to musical patterns. Though Rhythm Brainz gives you the option to enable the auto studio setup function, in this evaluation the auto feature is disabled. However you may still use the Setup Studio Now function under the Config menu to set the above voices to the corresponding MIDI Channels. This will ensure that the patterns & songs supplied with this evaluation will play as expected, though changing instrument programs often produces favorable results.

Also notice that the first 10 instrument programs correspond to the General MIDI ("GM") instrument program map. Likewise the percussive voices in the demo kit correspond to the GM

percussion/drum keymap. The last six MIDI Channel assignments are provided to fill-out the entire set of 16 MIDI Channel assignments.

The set of voices on the left hand-side of the voiced pattern grid form what is called a "kit". A *kit* is a collection of voices from any *device & instrument* from within your *studio*. The demo kit assumes a *studio* consisting of a single General MIDI Device.

The voiced pattern grid may obviously be used for composing percussive patterns. Similarly the pitched pattern grid will be used for composing musical patterns, including solo melodies and chords. Like the studio setup, a *kit* ("The Demo Kit") has been provided. All of the patterns and songs provided for you to evaluate have been specially prepared to play with the demo kit. The structure of the Demo Kit is:

☞ The first 4 voices of the kit may be altered (using the Part-Voice Select & Kit Edit dialog window), though the choices provided are a subset of the GM percussion/drum keymap. Since saving kits is disabled, you cannot save your changes using the evaluation software. The first 4 voices are set as follows:

- 1 - Bass Drum
- 2 - Snare Drum
- 3 - Rim Shot
- 4 - Ride Cymbal

☞ The fifth & six voices are fixed for the "Crash Cymbal" & "Vibraslap".

☞ Also note that the first 6 voices are set to MIDI Channel 10 (assigned to a Drum/Percussion *instrument program*).

☞ The fifteenth voice is set to note C3 on MIDI Channel 6 (assigned to a String Ensemble *instrument program*).

☞ The last ten voices are assigned to the notes C1 - E2 of the C Major scale, on MIDI Channel 4 (assigned to the Slap Bass *instrument program*).

☞ Eight of the center *voices* have been left "Empty". Of course, in the full version of Rhythm Brainz you are able to customize each part of the *voiced patterns*, by selecting a voice.

This particular *kit* has been constructed to illustrate that *voiced kits* may have any mixture of *voices* which may be selected from your personal *studio*.

Every pattern can reference its own unique *kit*, so you could have Major scale kits, minor scale kits, mixed instrument kits (like the demo kit) and so on. This gives you the flexibility to vary the voices used throughout a song.

This should be enough to get you started!

Thanks for having a look at our Rhythm Brainz product and have fun.

And, if you like the evaluation software, please let us know by ordering a full copy of Rhythm Brainz.

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The following information is a portion of the "README" file that accompanies the full
production version of Rhythm Brainz.
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Rhythm Brainz, version 1

Readme file version 1.00

Thank you for purchasing Rhythm Brainz. We are sure that you will find Rhythm Brainz to be both a very powerful musical composition tool, and a "heck of a lot of fun to use"!

The information in this document is a supplement to the printed User Guide, and the on-line Help System. Please at least scan this document so that you are familiar with the information that it contains. We recommend that you review this document as we know it will answer many of the most commonly asked questions; it is also a good idea to print this document and keep it with your printed user guide.

Following is a list of topics contained in this document:

Logical Ports -- "What's it all about?"
Custom Kits & Multi-track Sequencing
Commonly Asked Questions & Answers

Logical Ports -- “What’s it all about?”

Rhythm Brainz can only receive from and write to one physical interface port or device at a time. You may freely select these ports using the **MIDI Device Selection** option under the **Config** menu. So Rhythm Brainz always maps whatever *input* and *output* you select to port 1. A future update to Rhythm Brainz will accommodate true multi-port operation.

This means that if you have a multi-port interface (such as an MQX-32) Rhythm Brainz can only receive from Input 1 or Input 2; likewise Rhythm Brainz can only send to Output 1 or Output 2.

During the installation process, your system was searched for the valid Interface Ports (such as an MPU-401) and Devices (such as sound cards). These items were registered so that you may choose them at any time.

The definitions are referred to as “logical ports” since you can create different studio setups associated with different logical ports, and select them by simply referencing the specific logical port. The Studio Manager creates a logical port for each valid Windows device. You may then create a studio setup for each logical port. Rhythm Brainz then allows you to select which of your logical ports, and hence studio setups that you want to use. Again regardless of your selection, Rhythm Brainz currently treats that selection as *port 1*.

Since Rhythm Brainz is a composition tool, your primary concern should be for creating a map of your output ports. Rhythm Brainz also provides a method to map your inputs for completeness (the midi brainz Studio Manager will be used with other products where designing MIDI inputs is more relevant). Though you may also create a map for your input devices, this effort is relatively meaningless for use with Rhythm Brainz. **What is important, is that if you plan to record into Rhythm Brainz that you select the input that your MIDI controller is connected to.** For example if you only have Korg M1 keyboard synthesizer connected to a single port MPU-401 MIDI Interface, you only need do the following (you may need to refer to the User Guide and/or on-line Help to perform the following steps):

- ☞ Using the Studio Manager:
 - assign the MPU-401 Output to logical output port #1
 - assign the M1 *device* to all 16 MIDI output channels for logical port #1
 - mimic the *instrument program* channel assignments that you use in your M1 into the Studio Manager, for example:
 - channel 1 = Piano
 - channel 2 = Fretless
 - channel 3 = Drums 1
 - etc.
- ☞ Select the MPU-401 Output as the active output, which is accomplished using the **MIDI Device Selection** option under the **Config** menu.
- ☞ Select the MPU-401 Input as the active input, which is accomplished using the **MIDI Device Selection** option under the **Config** menu. Doing this will allow you to record into Rhythm Brainz by playing on the M1’s musical keyboard. Though it is helpful to keep things organized, you need not map the M1 to logical input port #1.

The end result of all of this is that when you build kits using Rhythm Brainz, you do not have to define the port, MIDI channel, and voice name-to-note assignments; you simply select the instrument programs and voices, by name, that you want to use for any of the pattern parts.

Custom Kits & Multi-track Sequencing

Note, this section is not directly applicable to the Rhythm Brainz evaluation demo software since you cannot build full kits, nor save them. However, we present this information to help you to understand the features and benefits of the full production version of Rhythm Brainz.

Rhythm Brainz is not exactly a multi-track sequencer. However, you can create multi track types of sequences by building custom kits.

We have provided two sample kits for you, to help you understand how to utilize this powerful feature of Rhythm Brainz.

First of all, to change the *kit* assignment for a pattern, click the pattern **Settings** button on the left edge of the Pattern Window. Then use the **Browse** button to select a kit, then click **OK**. When you do this, you will see that some or all of the pattern voice names change (provided you are using a percussive/voiced type of pattern).

Try this:

1. Open a new pattern by clicking on the leftmost icon on the main toolbar.
2. Select the *percussion & bass kit* using the **Settings** dialog. Once you open the **Settings** dialog and click the **Browse** button, then select the file: "PRCBASS1.KIT".
3. When you return to the Pattern Window you will see a voice list where the first 14 parts are percussive voices, the 15th part is set to "Synth Strings" and note C3, and the last 10 parts are set to "Synth Bass" using notes C2 - E3. To see the notes for each part, click the pound sign ("#") button on the Pattern Window toolbar which will change to a musical note.
4. Now click once with the left mouse button on the upward pointing spin button to the right of the **Settings** button on the Pattern Window toolbar. You will see that the first 10 (percussive voice) parts are set to play on channel 10, the 15th part ("Synth Strings") is set to play on channel 6, and the last 10 parts ("Synth Bass") are set to play on channel 4.
5. Set your synthesizer, sound card, or whatever you are using to: drums/percussion on MIDI channel 10, strings on MIDI channel 6, and a bass on MIDI channel 4. Now you can use this pattern to play 3 different instruments on 3 different MIDI channels! Try entering some events into the cells of the pattern grid and see for yourself.

Similarly, the *kit*: "PRCVIBS1.KIT" has the first 15 parts set to play a drums/percussion *instrument program* on MIDI channel 10, and a vibraphone ("Vibes") *instrument program* on MIDI channel 3. When you use the "Part-Voice Select & Kit Edit" dialog window to build your own custom kits, you can simply select the sound devices, instrument programs, and voices that you have selected or entered as part of your personal studio. Rhythm Brainz handles the note numbers, MIDI channels, and ports for you.

Commonly Asked Questions & Answers

Q: How often should I save my files.

A: Very often! We recommend saving your Pattern Sets & Songs each time you compose something that you would not want to lose.

The reality is that every now and then a software bug can come along and sting you. Though we have put forth much effort to develop and test a quality product, we are humble enough to admit that some obscure bug could be lurking in our Software. Windows allows multiple programs to be running at one time, and one program may adversely interfere with another, so even if there are no bugs in Rhythm Brainz, it is possible for other programs to crash your computer while using Rhythm Brainz, causing a loss of your work. Saving your work regularly also protects you against power failures.

Q: Sometimes my screen display does not look quite right. What can I do.

A: On occasion, a Windows screen will not draw properly. This situation is usually corrected by forcing a redraw of the screen. To force a screen redraw, either change the size of the window, or minimize then restore the window.

Q: I do not hear anything from Rhythm Brainz.

A: Are your MIDI Interface and/or Sound Card device drivers installed into Windows?

Have you selected an output port in Rhythm Brainz that matched where your synthesizers and/or sound cards are connected?

Is everything properly connected and is power applied (don't forget to turn up the volume on your amplifier)?

Q: When I switch to a musical pattern, I get some kind of warning about "not finding a Device & Instrument associated with an output port & channel. What is this about?

A: This is not an indication that anything is wrong! Rhythm Brainz is essentially reminding you that you have not defined a *device & instrument* associated with the port and channel that will be used in the musical pattern. It is reminding you of this because it cannot find a *device name & instrument name* to display for you. In these cases it will tell you what MIDI channel it is using for the pattern. This occurs when you have not associated a *device & instrument* with a particular output port & channel using The Studio Manager; or this also occurs when you select a MIDI channel as an override.

Q: Why is there nothing in the drop-down selection boxes in either the "Instrument Select" dialog window or the "Part-Voice Select & Kit Edit" dialog window?

A: This is covered extensively in the User Guide and in the on-line Help. But to briefly cover what is happening, these dialog windows use *device, instrument, & voice* name references which must be defined using The Studio Manager. If you have not assigned anything using The Studio Manager, then you will only be able to select MIDI channels without the verbose reference to *device, instrument, & voice* names. Similarly, channels not defined will also show-up blank -- which you may still use as overrides. Again, this is a somewhat complex subject which we have labored to define in detail -- please refer to the printed User Guide and the on-line Help.

Q: When I run Rhythm Brainz or load Pattern Sets, I get a message (sometimes several messages) that Rhythm Brainz could not find the kit and is loading the Standard Kit instead. What is this about?

A: Each pattern can be assigned to play the sounds associated with a kit. If you change kit files on your disk, or obtain patterns from other Rhythm Brainz users it is possible that the kit assigned to the pattern is not available. Since Rhythm Brainz has to assign a kit, it defaults to the special "Standard Kit". **For this reason always make sure that you store your kits, pattern sets, and songs in their respective directories.** For example, if you obtain a song from another Rhythm Brainz user who was thoughtful enough to supply the pattern set & kit files, then copy each of the 3 separate files into their respective directories.

Q: Can I use the editing features while Rhythm Brainz is playing patterns?

A: Yes! Absolutely! This is what makes Rhythm Brainz so easy & powerful. **All pattern editing can be done in real time so that you can constantly audition your changes. You can even change the voice assignments and build new kits while Rhythm Brainz is playing!**

There are some operations, however, that Rhythm Brainz cannot do while it is playing; if you try something that is not allowed while Rhythm Brainz is plain, then Rhythm Brainz will inform you of this.

Playing songs is quite different though; you cannot edit songs or patterns while Rhythm Brainz is playing songs.

Q: When I load a song, Rhythm Brainz tells me some things about "the Pattern Set in memory being different than the patterns used to create the song." What is going on here?

A: Keep in mind that when you build songs, you are building them from patterns. In other words, each position in the song references a Pattern from within a Pattern Set. This creates a tight link between Songs & Pattern Sets. Each of the Songs knows which Pattern Set was used in its creation. Rhythm Brainz is nice enough to load the Pattern Set that corresponds to the Song you are loading (if you select "Yes" to the query). Please refer to the User Guide and on-line Help, which more deeply cover the issues of Patterns, Pattern Sets, and Songs.

Q: Can I change the tempo in the middle of a song?

A: Sure. Just like any other object in the song list, you can place as many tempo change markers in the song list as you like! Remember that you can use right mouse button to change a tempo setting within the song list.

Q: Can I use Rhythm Brainz with other music & MIDI software?

A: Sure! Rhythm Brainz can read from and write to Standard MIDI Files ("SMF"), which are supported by practically every sequencer program, on-board keyboard workstation synthesizer, etc. The subject of MIDI files is covered extensively in the User Guide and the on-line Help.

Q: How do I build custom kits?

A: This is covered extensively in the User Guide and with even a little more in the on-line Help. Basically, to get started, press **F11** and use the selection boxes and buttons at the lower portion of the "Part-Voice Select & Kit Edit" dialog window.

Q: Once I change a kit to my liking or I build a custom kit, how do I save it?

A: Any time you make changes to a kit, when you attempt to exit the "Part-Voice Select & Kit Edit" dialog window you will be prompted with several options to save your kit. This is the only way to save kits; **if you want to save your kit you must make the Kit editor think that you have made at least one change**, then click the **Done** button in the "Part-Voice Select & Kit Edit" dialog window to bring-up the kit save options.

Q: Can my kits play musical notes in addition to, or, instead of percussive events?

A: Sure! This is one of the true advantages of using Rhythm Brainz! See the discussion in the previous section about "Custom Kits". The examples there show a mixing of percussive voices with other pitched voices, of course you may freely and easily create your own kits using any combination of voices for each of the 25 available parts.

Also take a look at "MISSNIMP.SNG", this is a very simple 2-measure musical composition (which you might recognize) that shows how you can use musical patterns to compose measures quickly then add those measures into songs.

Q: Some of the kits supplied with Rhythm Brainz look good enough to me to use, but all of the drum/percussion voices use one channel assignment which is different than the way that I have my equipment setup. Is there an easy way to modify the channel assignments without rebuilding the entire kit?

A: Yes, there is a convenient method to do this. Select the device & instrument or to bring-up the channel you want, or use the channel selection box. Then click the "**Same Dev & Inst for all Voices**" button in the "Part-Voice Select & Kit Edit" dialog window. A thorough explanation is provided in the on-line Help.

You will notice that in addition to the “Standard Kit” provided that there are 16 additional variations of the Standard Kit: STDCHNxx.KIT, where xx varies from 01 to 16. This is the same Standard Kit, modified such that all of the voices are set to the same channel. We used the technique described in the preceding paragraph to quickly create these different kit files. Load any one of the kits, and click with left mouse button on either of the spin buttons to the right of the **Settings** button on the Pattern Window to change the voice information to see the channel assignment for all of the voices (STDCHN08.KIT, for example will show all voices set to play on MIDI channel #8).

Q: What are these queries I see every now and then asking me if I want Rhythm Brainz to send Studio Setup commands?

A: Rhythm Brainz is trying to do you a favor! It knows from your studio setup what instrument programs are assigned to what MIDI channels of your sound engine(s). It can automatically take care of this setup for you if you wish.

Refer to your User Guide and the on-line Help about the Studio Setup and Auto Studio Setup feature for more details on this feature.

Q: How come everytime I choose to exit Rhythm Brainz it tells me some things have changed, then asks if I want to save my “default global settings & working filenames”?

A: Again, Rhythm Brainz is trying to do you a favor! It knows that you have changed some of your settings or were working on a different pattern set or song (or both). If you want to resume in the next session with Rhythm Brainz exactly in the same state as you just left it, then answer “Yes”.

Refer to your User Guide and the on-line Help about the default settings and “RBZ” files feature for more details on this feature.

Q: I have made some adjustments to the loudness bar choices. How can I make sure that they are always available for me to use in future sessions with Rhythm Brainz?

A: Save your global settings to an “RBZ” file using the **File** menu.

As an example, load each of the following “RBZ” settings files (using the **File** menu) and examine the loudness bar choices: “LOLOUD.RBZ”, “FLATLOUD.RBZ”, & “HILOUD.RBZ” (“FLATLOUD.RBZ” is the default with each choice being a value of 8 greater than its preceding choice).

Remember that you can quickly and conveniently select loudness choices using your computer keyboard (with the keys 1 - 0 & A - H).