THE REVOLUTIONARY SOUNDWARE THAT
TRANSFORMS YOUR MAC INTO A
POWERFUL GROOVESTATION

THE GROOVEMAKER™

Index

What is the GrooveMaker™?

A revolutionary approach to soundware

The GrooveMaker™ is a new kind of soundware that lets you instantly produce high quality dance grooves and play with them. The groove is a combination of sample loops taken from the Dancity sample collection. Other collections will be made available which you may use with this software. The GrooveMaker gives you a random access 8 track player allowing you to insert and remove loops in real time. The loops are taken from groups called songs and all the loops within a song can be recombined in endless ways to produce the groove you want. On top of this you can insert a useful arpeggiator to be used live for a unique rave performance. Grooves can be easily saved and sequenced allowing you to make your own compositions with just a few mouse clicks and without specific musical training. A virtual DJ is also included to generate millions of different remix sets.
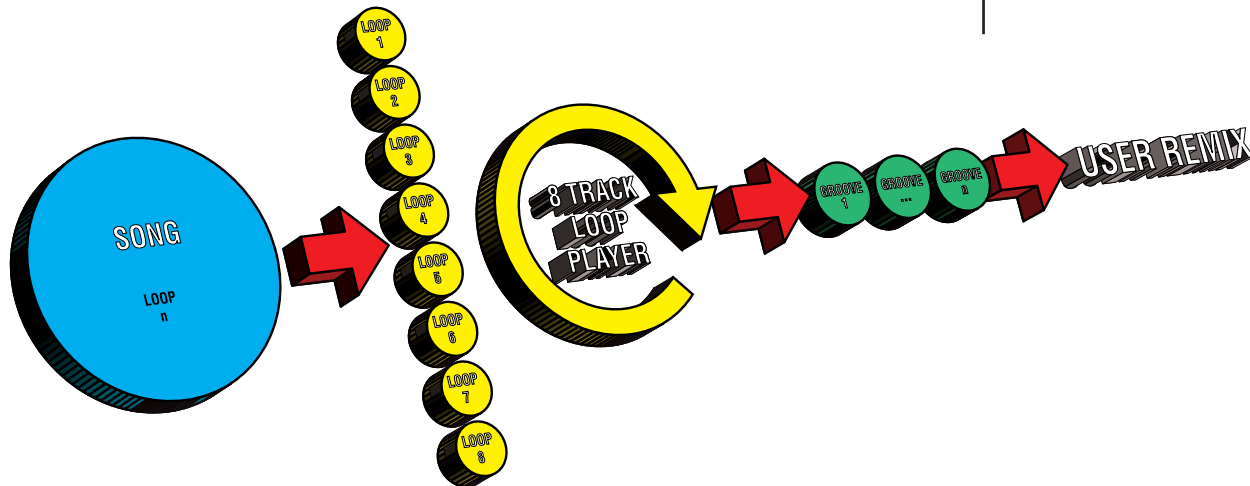
Requirements and Installation

System Requirements
Minimum: each Macintosh™ Power PC with hard-disk SCSI, 16MB ram, 256-colors monitor 640x480, double speed CD-ROM drive, at least multi-media quality speakers, 50MB free on hard-disk.

Recommended (for high quality real time play): minimum Macintosh™ Power PC 601, 100Mhz with hard-disk SCSI, 32MB ram, 256-colors monitor 800x600, quadruple speed CD-ROM drive, high quality speakers, 90MB free on hard-disk.

Operating system 7.5.3 or later.

Installation
Insert the GrooveMaker™ CD-ROM in your CD-ROM drive. Double click on the **install GrooveMaker 1.1** icon.

UnInstallation
Drag the GrooveMaker1.1 folder and the **IKTrack Preferences** file (located in the Preferences folders) in the trash. Empty it.

How to Begin

Starting the GrooveMaker
Click on the GrooveMaker icon.

Setting your Preferences
Before you begin your groove session you may want to change the sound quality at which the GrooveMaker will play the groove. To change it simply click on the **preferences** button.

The preferences window will appear. By default, the quality of the play is set to 22kHz and the quality of the mix is set to stereo at 44kHz. These settings offer the best performance on almost all machines producing fast playback and professional high quality mixes. This is also recommended if your speakers are of multimedia quality.

If your Mac and speakers support high quality real time play, you can change this setting by clicking on it. Click on **save** if you have modified the settings or **cancel** to leave them unmodified.

For more details, refer to the "preferences" section of this manual.
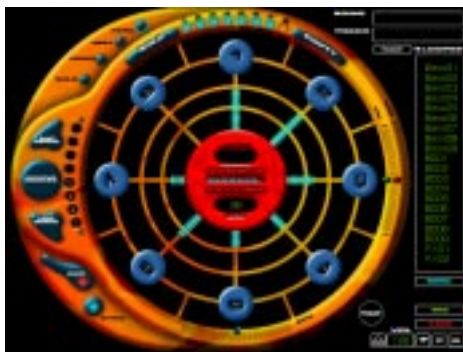

The SongMenu window

The Preferences window

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Loading song from the CD-ROM

Loading a Song
You're now ready to start creating your music. To do this you'll need to load a song by clicking on the **CD-ROM button** on the left. If the Dancity CD-ROM is not in your drive you will be required to insert it. You will be required to insert the CD which contains the song quality (22kHz or 44kHz) corresponding to your settings in the **preferences window**. Insert the CD-ROM in your drive and click on the **CD-ROM button**. The list of available songs will appear. Clicking on any of them will give you a brief description of the song, the BPM at which the song is originally made and lets you hear an example of the musical characteristics of the song (it's only an example because in reality the songs allow for millions of groove combinations).

Select the song that you prefer and click on the **Transfer button** to copy the samples contained in the song to your hard disk. A transfer bar will appear and in few seconds you'll be ready to groove. When the song is transferred you will see it appear in the hard-disk window. Select it with a mouse, click to highlight it, and then click on the **Groove button** on the bottom-right side of the screen to enter the GrooveMaker window.

The GrooveMaker window

Unloading a Song
To unload a song simply select it and press the *delete key* on your keyboard. This will remove the song from your hard disk.

NET button
If you click on the **Net button** (with a modem connection opened) your internet browser will be launched and you'll be automatically connected to the ik website at :
www.groovemaker.com/song.html

where you can find all the range of songs available for ordering or downloading.

Using the GrooveMaker™

Entering the GrooveMaker

Here you have at your disposal an 8 track stereo loop player with the same controls as a real mixer. At first, you'll hear a random combination of loops which you may build upon or delete and start from scratch. On each track you can assign one of the samples you find in the list of loops composing the song. The high number of loops simultaneously at your disposal and the total control of the environment allows you to surf the millions of possible combinations offered by the GrooveMaker, just like a DJ with a hyper-powerful rave instrument. The active tracks are shown in the GrooveMaker track control LED. The light-blue LED shows that they're activated and playing. The LED bar displays the volume of the loop assigned to the track that is playing. Each loop present in the list is played with a preset volume called the initial volume.

Selecting one of the active tracks by clicking on the blue track button will highlight it (*you can also use the numeric keypad*).

Once a track is selected you can change its volume and pan (set to a default pre-mix level) with the track **volume and pan** control by clicking and dragging the **green and red sliders**.

You will get the name of the track playing within the track display in the top right part of the screen. Scrolling the loop list by the mouse the display name appears.

The track control LED

Track button and volume LED bar

Track volume and pan slider

Selecting a loop in the loop list

Adding groovemarkers to the list

Load groove window

Surfin' the groove

You can surf the grooves in many ways. Once a track is selected you can assign any one of the loops in the loop list by simply clicking on it (*you can also use arrow up, down, left, right*). The number of the track to which the loop is assigned appears in light-blue at the left of the listed loop. To make auditioning simple, the loops have been organized into categories and numbered accordingly:

1) **Bass** includes both analogue and real basses
2) **BD** offers a wide range of bass-drums
3) **FX** contains a lot of effects or high impact sounds
4) **Line** offers an immediate access to beautiful melodic lines made with a variety of instruments both electronic and real
5) **Loops**are complete drum and electronic drum set or percussion loops
6) **Pad** offers background texture synth
7) **Perc** are separated percussion elements (such as high hat, snare, crash and many other percussion instuments)

You may scroll through the list by clicking on the **arrows**.

Marking and recalling groove

When you hear something you like the best way to instantly save it is to add a **groove-marker** by clicking the button. It will be numbered and appear in the groovemarker list. You can add up to 99 different groovemarkers. You can **save and load** them or you can **delete** them from the list by dragging the number outside its position (*keeping the Control key pressed*).To recall a marked groove simply **click on its number** and it will play (remaining highlighted until you make a change in the groove). You can save grooves on the fly by clicking on the **save groove** button; they will be automatically named and numbered as song+groove number on your hard

drive. You can load a saved groove in the GrooveMaker with the **load groove** button. The **load groove window** will appear. In this window you can also delete a saved groove by selecting it and clicking on the delete button. **Mark grooves frequently because these will be the fundemental elements of your own full-length re-mixes**.

Muting and Soloing tracks

You can mute any track playing by simply clicking on its **LED** in the **track control.** The LED will turn red and the track will be muted. Re-clicking on the LED will unmute it.

Muting tracks

You can also solo any of the tracks by clicking the **solo button**, then clicking the **track control LED** number of the track you wish to solo. The track will be put into solo mode and the LED will turn green. All the other tracks will be muted.

In this way you can solo tracks sequentially. Re-clicking on the solo button unmutes the other tracks.

Soloing a track

Another option is to use the **solo-group**. In this way with a simple click you can solo more than one track. Press the *Alt button* on your keyboard while selecting with the mouse the tracks you wish to hear solo by **clicking on the desired track button**. This will highlight the number of the associated track(s) in light-blue. You can do this for all the tracks you wish to solo.

Preparing for a solo group

Now clicking on solo will put all the selected tracks in solo. Re-clicking on the solo button returns the tracks to their pre-solo condition.
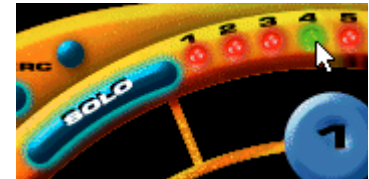
Empty tracks

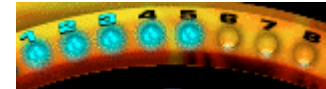While a track is selected you can empty it with the **empty button**.
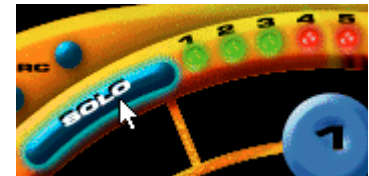You can also empty all the grooves at the same time keeping the *Alt key* pressed and selecting the **Empty button**.
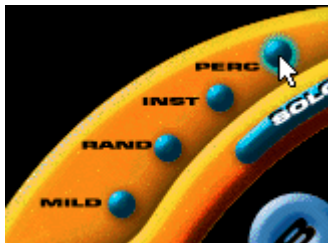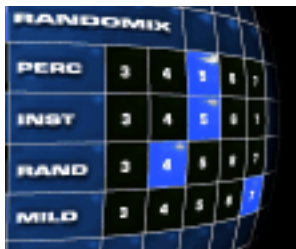

Making a solo group

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The randomix buttons

Set the number of loops to be opened for each randomix style

GrooveMaker™ randomix buttons

The Randomix button

Up to now we've created the grooves by working on one single track at a time. The groovemaker also offers even faster surfing, thanks to the randomix button that changes loops over various tracks simultaneously. Clicking on one of the four randomix buttons (**perc, inst, rand, mild**) will create a random combination of loops according to the selected style. And every time you click, a new random combination is produ-ced. This allows you to quickly surf and creatively explore the millions of combinations offered by this powerful tool.

Each button will produce a different style groove:
1) **perc** will produce a percussion only groove (good for energy)
2) **inst** will produce an instrumental atmosphere (good for soul)
3) **rand** will create a completely random combination of loops
4) **mild** will open a standard bass, drum, line, pad loop set

In the**preferences** window you can also individually set the number of loops that each style will open when clicked (from 3 to 7).

Hints on using the randomix buttons

The Lock function
You can increase the usefulness of your groove experience by using the lock function. When you completely change the groove with the randomix buttons you will notice that all the loops are changed resulting in wildly different mixes.

You may wish to **keep some loops** while randomizing others to create two different, but related grooves. **Locking loops keeps them from changing during a randomix**. This allows you, for example, to have a continuous bass line while randomizing the percussion loops. The locking of loops allows much more musicality to your final performance and helps to expand your mix possibilities.

To set an instrument in Keep just click on its name in the **Menu Loop window**, keeping the *Control key* pressed.

The track number to the left of the loop will change from blue to red. To remove from Keep just click on the wished loop, always keeping the *Control key* pressed.

Now you can make changes with the **randomix button**, but the loop(s) you've locked will continue to play. You can lock up to 4 different loops in each category.

Advanced mixing techniques

The Play Sync function

Up to now you've noticed that a click on the randomix buttons (or recalling a groove) will initiate playback of the loops almost instantly with no regard to 4 or 8 bar timing. Sometimes you will want to have more control over when the loops begin playing. For this reason the Groovemaker offers you the **play sync function**.

With the play sync function activated your change will be syncronized with the beginning of the next 8 bar phrase.

To use the play Sync function, keep the *Alt key* on the keyboard pressed while using the Random buttons, while recalling a marked groove, while assigning a loop to a track, while clicking the Solo button or while clicking the Mute/Solo LEDs.

This will change the state of the sync LED from light-blue to red.
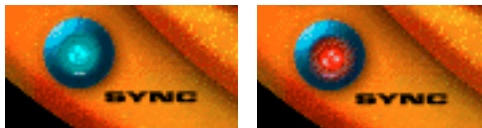
In this state the change you have activated will play at the beginning of the next 8 bar groove giving you precise control over the insertion point.

Remember that the sync function affects the:

- Randomix buttons
- Marked groove recall
- Loops to be inserted
- Solo button
- Mute/Solo Leds

Changing the groove speed

Syncing the Groovemaker

In a DJ-like situation you probably would like to sync your groove with other devices such as a turntable or CD player. In the Groovemaker you've three methods to control the speed (BPM) of your groove. The most direct way is to use the **BPM slider**. Clicking on it will cause the speed of your groove to move at the desired value in real time. You have a range of action of ±20% with respect to the original song's BPM. The BPM indicator will be updated in real time.

Another method is to type the exact BPM you need in the **BPM indicator**. Double click on it to highlight it, then enter the value you want and hit *enter* (still within ±20%).

In this way you can set the BPM to a very precise value (two digit accuracy). The BPM slider will also be set accordingly.

The third way is with the tap. With a triple click on the tap area the BPM will automatically set the BPM to the value you've set with your click. Also in this case the BPM slider and the BPM indicator will be set automatically to the new value.

You can even change the BPM using the keyboard through "0" and "9" keys. "0" increases/ "9" decreases by one bpm each key pressing.

The BPM slider

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MULTIMEDIA
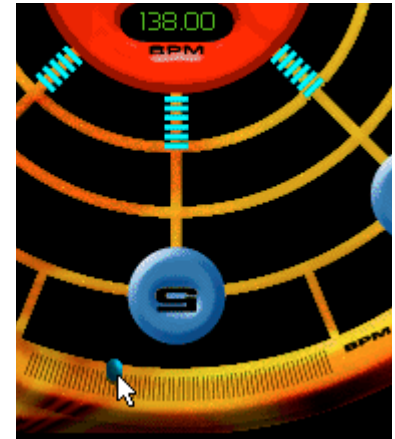
Opening the arpeggiator window

The open synth window

Opening the virtual synth arpeggiator

The virtual synth arpeggiator
The virtual synth arpeggiator behaves like a real one and it's built in to your Groovemaker software. To open the arpeggiator click on the **arp button**.

This opens the virtual **synth arpeggiator window**.

The synth will appear with only one default sound loaded. You may have up to 99 synth sounds loaded at the same time in the arpeggiator. To do this click on the synth's open button. The open synth window will appear on the screen.
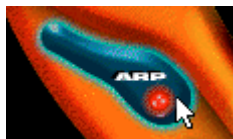

Clicking on **CD-ROM** will show the list of synth sounds available on the CD for loading into the virtual arpeggiator. If the CD is not in your drive you will be required to insert the CD with the synth sounds corresponding to the playback quality you're working in (as **set in the preferences window**).

Now you can select the synth sounds from the left hand window and preview them by clicking on the **preview** button.
Clicking on **transfer** will move the selected sound to the arpeggiator.

You may also make multiple sound selections and transfer more than one sound using the *shift key*.
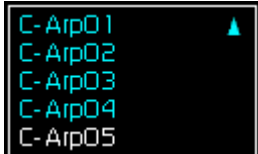
If you have enough disk space we strongly recommend loading all the synth sounds with the **transfer all** button.

A huge variety of synth sounds is available, from typical analog arpeggiator synths to pumped bass and percussion sounds in order to give you the most creative freedom.

To delete a synth from your disk select it and then press **delete button.** You can also delete multiple synth sounds in one shot using the *shift key* to make a multiple selection.

Add more rave to your groove

Playing the Arpeggiator

Once the sounds have been loaded in the arpeggiator you can begin to rave. In order to help you find the right notes the synth will open revealing a red LED marking all of the notes which are compatible with the harmony of the song you've opened. **Clicking on the marked notes** will ensure that you're in tune with the groove. A pressed note will remain marked in yellow. The synth will pass from the **off state (red LED) to on (light-blue LED)**.

The marked notes of the synth can also be played through the keyboard (key from E to ,).

The arpeggiator will begin to play at the preset settings. You can change the **volume** and **pan** of the synth with the **green and red sliders** to the left of the synth. Pressing more keys will cause the arpeggiator to play in sequence the notes you've selected. **It's important to realize that the sequence will be exactly the same as the sequence of notes you've pressed**.

You can now experiment with different sounds (**synth indicator**), arpeggiator style (**arp indicator**) and progression (prog indicator) by simply clicking on the indicators and moving the mouse until you reach your choice. More than 120 styles are avilable divided in 4 groups one for each note (1/4, 1/8, 1/16, 1/32). When you change the sound bank

you've loaded please leave the synth a small time to load the bank into memory before playing. If you're not satisfied with your results clicking on the **empty** button will delete the synth set.

Marking and recalling Synth sets
The best way to save a synth set (note+sound playing) is by using the synth marker. Clicking on **marker** will save all the settings (including the sequences and sounds) and a

number will appear in the **synth marker list**.

You can add up to 99 different synth markers. You can save and load them or delete them from the list dragging the wished number outside the list and keeping the *Control key* pressed. To recall a marked synth set simply **click on it and it will play** (remaining highlighted until you make a change in the synth).

Loading, Saving and Mixing Synth sets
You can save a synth set on the fly by clicking on the **synth save** button. It will be automatically numbered as a song+synth set number. To load a pre-saved synth, click on **synth load** and double click on one of the saved synth sets.

You can also delete a saved synth set by clicking on it while pressing the *shift key*.

To mix a synth set, click on the red **mix** button. According to the quality settings in the **preferences** window, a AIFF file with 8 bars duration will be created on your hard disk (at the original song's BPM).
You can also easily import this mixed file as a user loop in your loop window.

Final mixdown settings are also valid for synth mixing

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Prepare to make your own mix by marking some grooves

The Groovesequencer window

Making your own remix

The Groovesequencer

Once you have experienced the millions of groove possibilities in the GrooveMaker you're ready to make your own remixes. To make a remix you will need to have marked all your favorite grooves (see marking and recalling grooves). The GrooveSequencer will allow you to easily create a sequence list of your marked grooves so that with one click you'll be ready to make your own full-length re-mix.

Start by having marked some grooves in the GrooveMaker and then click on the **seq button**.

This will open the GrooveSequencer window.

Once there you will notice that all the marked grooves are in the upper list and the last groove playing in the groovemaker is highlighted. Clicking on one of the marked groove numbers keeping the *Control key* pressed the selected groove will be highlighted and played.

To make your own composition now click on all button and **all** the grooves (in their marked order) will be moved into the play list below - it's done!

Simply click on the **start/stop** button and you'll hear your complete composition (in sequence/loop form). Note that the active groove playing will be colored in red in the sequence list. You can add more grooves by **dragging their numbers** from the upper list to the lower by the mouse one at a time. You can also insert them in between two placed grooves. All modifications will update the play list time shown in the center of the screen. Using the same technique you can change their positions in the play groove list or **delete them from their positions by dragging them outside**.

Clicking on ALL will transfer the marked groove
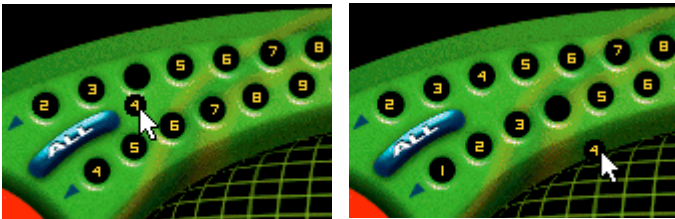
The maximum number of grooves you can put in the sequence is 25 (for a total of 200 bars). You can check the duration of your groove play list in the **duration indicator**. By default it will display the duration in bars; click on it to display the duration in minutes : seconds.
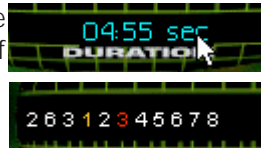
You can also change the play/loop point of the groove play list by clicking on the number you want the sequence to start from. It will be colored in yellow and looped from that groove to the end.

To fine edit your mix go back to the GrooveMaker, change a groove, mark it again, return to the GrooveSequencer and insert it in your groove play list.

Loading a pre-saved sequence will display the **load sequence window**. This window also allows you to delete saved sequences by selecting them and clicking on the **delete** button.

To hear your mix simply click on the start/stop button

Final mixdown preferences
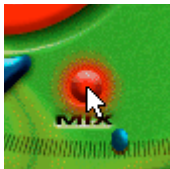
Click on mix and you're remix is done.

Final mixdown

The Mix function

Once you've made your groove playlist you're ready to mix your song. In the **preferences** window you can set the quality (22kHz or 44kHz) and whether you want one complete **stereo file** or up to 8 separate stereo files. This option, called **separate track mix**, is memory consuming but extremely useful if you plan to re-mix your work using your favorite digital-audio sequencer. It will keep the instruments separated, making it a snap to perform further sound editing and effects modification (suggested for professional studio use). You can also set the folder your mixed file will be saved in (the default is HD).

If you choose a mix quality different from the one you're using for playback you will be requested to insert the appropriate CD.

Now click on the **mix** button and in a few seconds your mix will be created on the hard disk.

 s1_mix1
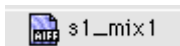
If you've chosen the **separate track mix** option there will be one file for each of the tracks playing (in the following case the groove uses only five tracks)

 s1_mix1_0
 s1_mix1_1
 s1_mix1_2
 s1_mix1_3
 s1_mix1_4

The bpm slider is also active in the Groovesequencer so you can mix files at BPM values different from the original.

Activating the virtual DJ

The V-Mix
The GrooveMaker also contains a **virtual DJ** offering the quickest way to produce not only a groove but a complete remix album with just one click !!!

To check out the possibilities of the built-in DJ click on the **v-mix** button and you'll enter the **v-mix window**. Now click on one of the four **remix** buttons to hear the remixes randomly prepared for you by the virtual DJ. You can listen to them one by one by clicking the appropriate **remix** button or you can listen to all of them in order by clicking the **list** button or in random order by clicking the **rand** button.

You can also change the remix duration by clicking and dragging on the **duration slider** of each remix.

If you would like the V-mix to prepare a new remix set simply click on the **blue v-mix** button. Each click will prepare a new random set of remixes.

You can save and load any of the remix sets, and if you find something you like you may fine edit any groove used in the composition made by this innovative tool.

The V-Mix window

Clicking on the REMIX button will trigger the virtual DJ remix.

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Clicking on one of the remix buttons to select the mix you've chosen to export.

Clicking on to seq button will export the current remix.

Clicking on the load button will allow you to load your personal loops (up to16)

Editing a remix

Exporting any remix to the GrooveSequencer
First select the remix you would like to work on by clicking on **one of the four remix** buttons. At this point clicking on the **to seq** button will transfer the remix to the GrooveSequencer. The remix will be divided into a number of grooves according to its duration and will appear in the Groovesequencer in this form. Now you can treat it as a standard composition and work with it as previously described.

Importing your loop

Loading user loop in the GrooveMaker
In the GrooveMaker you can also **load your personal loops and sounds** (up to 16 stereo) in order to immediately personalize your groove performances. Click on the **load button** beside the loop list and the **load user loop** dialog will appear. Here you have to input some information on the loop you're going to load.

Remember that to be correctly played/loaded, a loop must be:
 – the same quality (22 or 44kHz 16bit) as the currently loaded song, no matter whether mono or stereo
– the same BPM of the currently loaded song
– it needs to have at the maximum an 8 bar duration (or its submultiple 1, 2, 4 bars)
– it should be within the song's chord progression

Once these features are verified you can load your loop by selecting its path. The **preview** button lets you hear the sound. Click on the sound, then enter the sound BPM and how many times you want your sound looped (repetition within the 8 bar loop), the volume and pan with which the GrooveMaker opens the sound, the name you would like to give
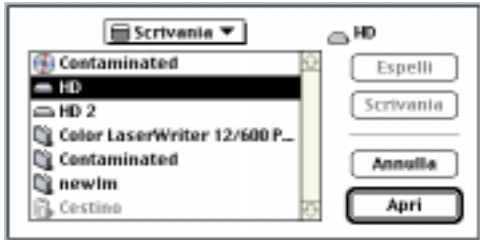
to your sound and in which category you want it to be placed.
Then click on the **load** button.
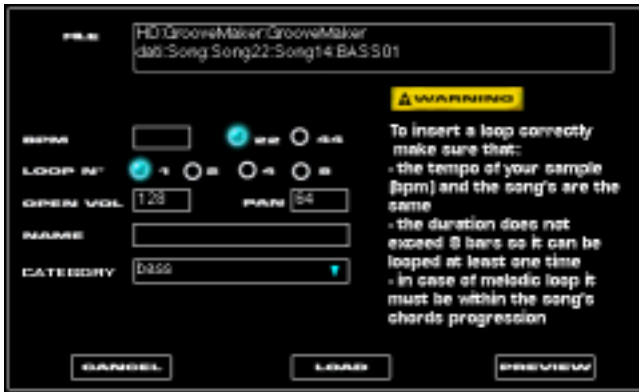
Your loop will appear under the chosen category in the loop list, numbered and with the prefix U (user). To delete a user loop simply click on it (when no track is associated with it) while clicking the *shift key* on your keyboard. All the grooves, sequences and v-mix sets containing the user loop will be automati-cally deleted.
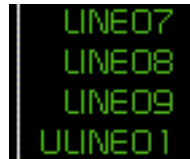
Important: loading a user loop will cause the play and mix preferences to be locked as currently set to ensure correct playback of the loop for the mix.

Help and suggestions

1) Getting help
An on-line help file is available at any point in the GrooveMaker software by clicking on the ? button. More comprehensive multi-lingual help is provided as Adobe Acrobat .pdf files in the GrooveMaker folder.

2) GrooveMaker file structure
All the files needed for the GrooveMaker are in the folder GrooveMaker. The folders listed below contain the necessary files for the GrooveMaker: Songs (and related audio loops), Groove, Sequences, V-Mix , Synth and User loops are stored in this folder.
IMPORTANT: Do not remove any files from the folders. If you want to delete songs, synths or user loops you must do this from within the GrooveMaker otherwise serious damage can be done which requires program reinstallation. Do not remove the GrooveMaker preferences from the Preference folder in the system folder.
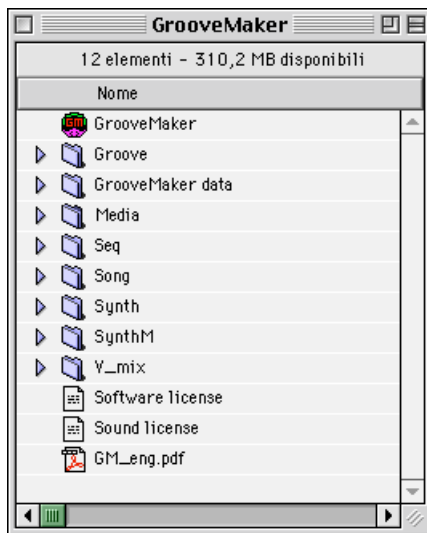
3) Sharing GrooveMaker files
The files saved from the GrooveMaker (like grooves, sequences and v-mixes) can be easily sent by e-mail due to their small size. They can be copied from the folders named: **Groove, Seq, V_Mix**. Other users owning GrooveMaker and the same songs can then listen to your remixes.

4) Working with other programs
Try to avoid opening other applications in

background to obtain the best results from your Groovemaker™. While working if you want to switch to finder or to other program opened in background simply drag the mouse over the menu bar to show it.

5) Disk
Make sure the hard-disk you are using for GrooveMaker™ is not too fragmented. For a check and possible problem solution, use a commercial de-fragmenting SW.

6) Quality
- The general output quality depends on the features of your computer audio section.
- Make sure the settings "Audio output quality" in the "Sound and monitor" section in the control panel are 44100 Hz, stereo, 16 Bit if you want to play with 44 KHz or 22050 Hz, stereo, 16 Bit if you want to play with 22 KHz
- GrooveMaker™ does not need any extension to operate. So, for an even stabler operation, you can disable all the extensions while playing.
- If you set a too high master volume, the output may distort. Lower the GrooveMaker™ general volume.
- For a better performance, increase the GrooveMaker™ RAM.

7) Support
For technical support and questions e-mail to:
support@ikmultimedia.com

The Preferences Window

Playback quality (22kHz 16bit, 44kHz 16bit)
Set the play quality of the current selected session

Link to: www.ikmultimedia.com/FAQ.html

Mix can select the quality of the mixed file
and whether it is a stereo or separate track file
(up to 8 tracks) saving the various
loops/tracks that are used in
the groove as separate files

These numbers represent
the numbers of instruments that
each randomix button opens
during randomization.

Save path for the mixed file

Set the maximum volume of the master.
Lo 70, Med 90, Hi 128; also useful
to avoid saturation at the audio output.
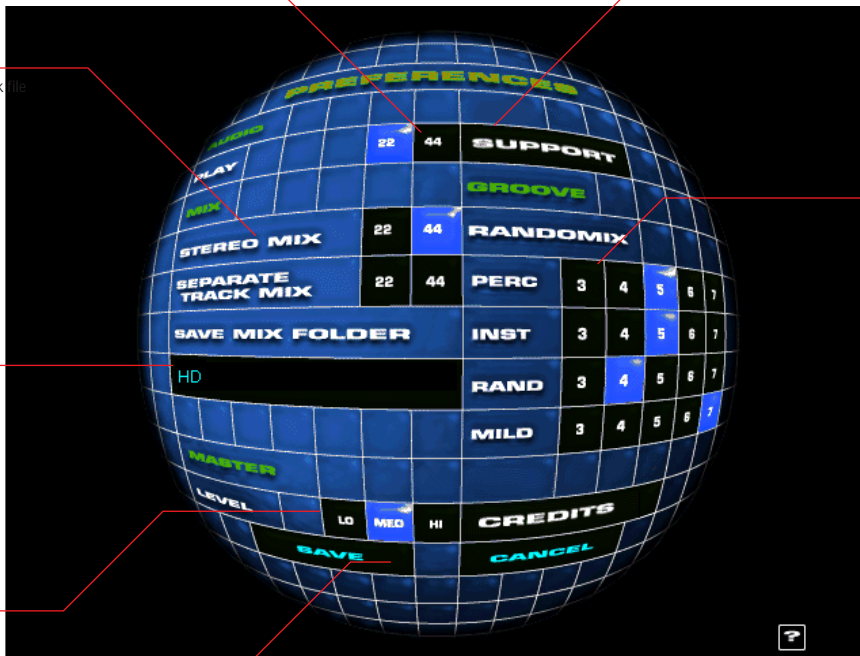
Save preferences

The Song Menu Window

Description of the previewed song (including key and chords)

BPM of the previewed song

Eject CD-ROM

Click here to access the list
of songs available on-line
at IKMultimedia.com
(this button will open a web connection)

Click here to access
the songs on the CD-ROM

Select one song to have an audio preview
and a description

Click transfer to load the selected song
from CD to hard disk

Click on V-Mix to go to the virtual mix
window with a selected loaded song

Click on groove to begin grooving a
selected loaded song

Scrollable volume

List of songs loaded onto the hard disk

Help

Click on Seq to go to Groovesequencer window
with a selected loaded song

Quit

Open Preferences

RANDOMIX buttons

Four randomizing buttons

Perc: mix of percussion and
loop sounds. Always rhythmic.
Inst: mix of instrumental sounds
like pad and lines. Good for intro,
bridge and background.
Random: randomly assembled
ensemble within the entire loop.
Strange, crazy and inspiring.
Mild: typical section of bass,
pad, loop and percussion sound.

GROOVEMARKERS

Click here to instantly save the
groove currently playing.

Click here to mark the groove.

Click here to load a saved groove.

These numbers represent marked grooves.
You can always instantly access one
of them by clicking on it.
Dragging a number
out of position keeping the Control key
pressed will delete it.
The grooves are moved to the Sequencer
when you click on the sequencer button.

ARP

Open the arpeggiator window (draggable)

SYNC

Clicking on a randomixing button on a
marked groove, on a loop, on the Solo
button or on the Mute/Play leds pressing
simultaneously the Alt key on the
keyboard will light up the sync led
and cause the groove to change at
the beginning of the 8 bar loop

TRACK

Mute/Play track

Solo button

Clicking on track buttons
1 to 8 selects the track
and highlights it.

Deletes the currently
selected track.

SONG AND LOOP

Name of the song currently playing

Name of the loop
in the currently selected track.

To scroll within the loops window

To load a user loop

Loop window containing the loops of the songs
in numerical order within these categories:
Bass
BD -Bass Drum
FX - Effects, weird
Line - Instrumental line
Loop - Complete percussion groove
Pad - Background sounds
Perc - percussion elements

Current track pan

Current track volume.

Which tracks are playing and their related loops.

NAVIGATION

Go to Song menu.

Eject CD-ROM

Go to GrooveSequencer and
transfer the marked groove.

Go to Virtual Mix

Quit

Open Preferences

BPM slider (±20%)

Scrollable master
volume

Help

Click to sync
the groovemaker with
an external sound source
during mixing.

BPM SHIFTING

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The GrooveMaker/Synt Window

Bar counter

Beat

Start stop button

BPM indicator
(click to select it and
enter new value)

8 bar loop LED

Track volume LED indicator

Synth marker
(click to recall)

Synth sounds
(scrollable)

Style: displays the speed of the arpeggiator (1/4 to 1/32)
or the riff generator (S1-S32) (scrollable)

Progression: displays
the sweep direction
of the selected notes (scrollable)

Synth pan

Produces a AIFF file
of the currently selected arpeggio

Synth volume

Close window

Synth start/stop

Load saved synth set

Save the current synth set

Delete
notes

Recommended notes:
the red LED corresponding to
the note means that it is
recommended within the
current song's chord progression
(helps to find correct tuning)

Add a synth set marker

Open the synth sounds window

The Groovesequencer window

To transfer all the grooves marked in the playlist.

Marked grooves:
keeping it clicked it drags the groove in the sequence (play-list). Keeping the Control key pressed the groove plays.

Sequence list:
Once the grooves are in position you can always change their position later Dragging outside deletes it from list.

To delete a list.

The counter shows the sequence play position

Click here to stop the groove

Bar progression displays the position within the groove

To save the sequence

To load the sequence

The BPM display gives the current BPM
You can also insert a new value by double clicking and typing a new value

Mix a stereo file or separated track files of the sequence list

Sequence list window.
Click on any groove number to set the start point of the sequence (highlighted in yellow-red when it begins to play)).

Duration
In bars or in seconds (click to select) at the current BPM

NAVIGATION

Go to Song menu.

Go to GrooveMaker

Eject CD-ROM

Go to Virtual Mix

Click to sync the sequencer with an external sound source during mixing.

song name

Scrollable master volume

Help

Quit

Open Preferences

BPM slider (±20%)

30

The V-Mix window

Click V-Mix to generate a new random remix set

Click TO SEQ to export the current remix to the Groovesequencer

List active will play the
4 remixes in progressive order

Random active will play the
4 remixes in random order

Drag on the duration bar to change
the proposed remix duration

Clicking on the remix button
selects and starts the remix

Click here to stop
the groove

Bar progression displays the
position within the groove

The counter shows the v-mix
play position

The BPM display tells you
the current BPM.
You can also insert a new value
by double clicking and
typing a new value.

Go to Song menu.

Go to GrooveMaker

Go to GrooveSequencer

Eject CD-ROM

BPM slider (±20%)

Save current remix set

Click to sync
the sequencer with an
external sound source
during mixing.

song name

Scrollable master
volume

Help

Quit

Open Preferences

Load a saved remix set

Keyboard shortcuts

Many of the GrooveMaker functions can be accessed through the keyboard. Here is a list of the available commands (GrooveMaker Window).

SYNTH
previous synth sound

SYNTH
next synth sound

SYNTH
previous style

SYNTH
next style

SYNTH
next progression

SYNTH
synth volume down

SYNTH
synth volume up

GrooveMaker
current BPM down

GrooveMaker
current BPM up

SYNTH
Keys from E to , represents the synth marked notes in progressive order

SYNTH
add a synth set marker

Menù Song
In the Song menu it deletes the selected song

MUTE/PLAY
Start/stop the groove Control the play of the selected track

SOLO
Solo button

GrooveMarker
Mark the currently playing groove by creating a GrooveMarker

To delete a user loop (when no track is associated with it) or to delete a saved synth set, simply click on its name while pressing the shift key.

combined with the randomixing buttons, with the recalling of a marked groove, with the insertion of a loop on a selected track, with the Solo button and with the Mute/Solo leds it activates the play sync function (play on the bar start)
PLAY SYNC

Start/stop the groove
START/STOP

delete all the pressed notes in the synth set
SYNTH

Synt on/off
SYNTH

combined with the randomixing buttons, with the recalling of a marked groove, with the insertion of a loop on a selected track, with the Solo button and with the Mute/Solo leds it activates the play sync function (play on the bar start)
PLAY SYNC

RANDOMIX buttons

PERC MILD INST RAND

TRACK buttons

Select track (from 1 to 8)

Ins

help

Canc
x

bloc
num

=

/

*

Current track Volume up

7

8

9

-

4

5

6

+

Current track Volume down

1

2

3

0

,

↑

← ↓ →

Loop page left

Loop page right   Loop up (select the upper loop)

Loop down (select the lower loop)

LOOP

Attention:

1) *Num Lock* must be on to enable the numeric keypad function.

2) *Caps lock* must always be off to access the synth marked notes.

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