

OctaEdit

Manual



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1 Overview

Thank you very much for purchasing OctaEdit. A massive amount of time has been spent in development and testing to arrive at the final product.

OctaEdit is a standalone program for managing and manipulating Elektron Octatrack Sets, Projects and Samples.

1.1 Version Control

Item	Version	Release Date
OctaEdit	v1.0.000	19 th October 2016
Manual	v0.0.272	19 th October 2016

1.2 Licence

You are permitted to install OctaEdit on multiple computers that you own, and use OctaEdit with multiple Octatracks that you own, so long as they are for your sole use only.

If you are utilising shared resources, i.e. in a band with multiple users and Octatracks, then you require a licence per Octatrack.

You are not permitted to share, resell, or on sell OctaEdit, or any part of the software, or upload OctaEdit to the internet, torrent or file sharing services. As an artist yourself I hope that you can appreciate the reasons for this.

Licence transfers are permissible when you sell your Octatrack, simply contact me and I will organise everything required.

1.3 Piracy and Copy Protection

If you've obtained a copy of OctaEdit via dubious means, please take a moment to consider the following.

I am an independent software developer who has developed OctaEdit independently, with zero support or assistance from Elektron.

I have made a conscious decision to not implement overbearing security and piracy measures as I personally do not believe that technological enforcement of copy protection is in the best interests of the customers of OctaEdit.

Whilst I could spend plenty of time developing and implementing all sorts of complicated anti-piracy protection, I believe my time and energy is better spent improving OctaEdit, adding new functionality and providing one to one customer support.

So please consider the above carefully whilst enjoying the fruits of my labour.

1.4 Contact, Support and Feature Requests

Either email at: octatrack@outlook.com

Or preferably post on the forums at: <http://www.octaedit.com/forum>



1.5 Disclaimer

Whilst every care has been taken in the development of OctaEdit, no responsibility for what you do with it, or the effects it has on your Octatrack, samples, songs, projects, sets, or whatever else is implied or accepted.

This includes totally fucking that awesome track you've been working on for the last two years, destroying your hopes and dreams of playing main stage at *<insert major festival here>*, totally bricking your Octatrack, or making you impotent.

There is neither guarantee offered, nor liability accepted, implied or otherwise.

1.6 Errata

This manual is quite a long document, and is constantly being updated as new features and functionality is being added to OctaEdit, thus there may be errors in the manual, differences in terminology, differences in screenshots etc.

Please contact support if you are not sure on anything.

1.7 Thank You

I'd like to take this opportunity to give some thanks to certain people who have made this all possible:

- The awesome beta testers: oldgearguy, NRain, matheusleston, musicmagus, Zymos, Madchiller, Anfim, MichalHo and SlamGauge for all their time, patience, input and everything else in many various ways.
- Guga for the awesome logo. Guga also makes awesome hardware to work with your Elektron products, like the SMD (*Small Midi Device*), The Third Hand (*Additional expander for the Analog RytM*) Morph4 crossfader, SFX-JII joystick control; check them out at <http://www.gugabox.com>
- Dogma for his consistent enthusiasm and constant harassment.



1.8 Legal

OctaEdit is used in conjunction with third party hardware and companion products, such as operating systems, and of course the Elektron Octatrack.

All other copyrights and trademarks are the property of their respective owners.

Except where otherwise noted, all of the code, documentation and other items included in, as part of, or relating to OctaEdit is copyrighted by Rusty O'Hara.

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All rights reserved.



1.9 Typographical Conventions

To facilitate end user use of the OctaEdit, and this User Guide, the following typographical conventions have been utilised in this document:

Formatting Convention	Description
Module	<p>A Window is written in upper case, bold style, enclosed in square brackets.</p> <p>For instance, the 'Audio Pool' window is written as: [AUDIO POOL]</p>
Menu Option	<p>A Menu Option is written in bold style.</p> <p>For instance, the 'Add to Project' menu option in the Audio Pool is written as: Add to Project</p>
<User Action>	<p>A User Action is written in italicised style, enclosed in greater than / less than signs.</p> <p>For instance, the user action of left clicking is written as <Left-Click></p>
	<p>This symbol indicates information that you need to pay attention to.</p>
Knob Values	<p>All Knobs have a minimum, maximum and default value, the value range is displayed, with the default value in square brackets.</p> <p>-64 to 63 [0] or 1 to 127 [32]</p>
Table Item	<p>Dark grey Table Items like this one are <i>Header</i> items and are used to break up tables.</p>
Table Item	<p>Light grey Table Items like this one are used to identify <i>Read Only</i> values in the OctaEdit.</p>
Table Item	<p>White Table Items like this one are used to identify <i>Standard</i> items in the OctaEdit. As a general rule these values can also be edited.</p>
[Octatrack Reference]	<p>An Octatrack reference is written in bold Consolas font.</p> <p>For instance, the text [Setup - Master Track] text item refers to the menu option on the Octatrack found under <i>Project Settings \ Audio \ Master Track</i></p>



1.10 Frequently Asked Questions

This section of the document contains a list of Frequently Asked Questions about OctaEdit.

1.10.1 What is OctaEdit?

OctaEdit is a software editor for the Elektron Octatrack DPS-1; it provides a number of integrated modules to control various aspects of Sets, Projects, Samples and so on.

1.10.2 What is a Module?

OctaEdit has been built in a modular fashion, where each “module” has been created to handle one or more specific set of requirements.

Depending on the module in question, each module can interact with one or more of the other modules in OctaEdit. For example, the **Sequencer** module interacts with the **Samples**, **Library** and **Analytics** modules. The **Arp Designer** module interacts with the **Library** and **Sequencer** modules, and so forth.

1.10.3 What Modules are currently available?

The **Project** module allows the ability to manage all aspects of a Project.

The **Samples** module allows the ability to manage samples within a Project, add new samples from the Browser or the file system. The Samples module additionally features the ability to edit the sample Start, Loop and End points, as well as generate and edit Slice points via slice grids and by transient detection.

The **Sequencer** module allows the ability to manage all aspects of the Sequencer side of the Octatrack, with lots of nifty tricks up its sleeve.

The **Manager** module provides the ability to copy “*Elements*” from a Source Set/Project to a Target Set/Project. Basically anything can be copied from any Project in any Set to any other Project in any other Set, including the ability to remap sample assignments on the fly.

The **Chainer** module allows the ability to create ‘Sample Chains’ by merging up to 64 audio files. The resultant audio file can then be imported directly into a Project, and played back via slice points, or exported to disc for use in other Projects.

The **Arp Designer** module provides the ability to graphically design arpeggios shapes that can that be applied to any track, and/or stored in the Library for future use.

The **LFO Designer** module provides the ability to graphically design LFO’s that can that be applied to any track, and/or stored in the Library for future use.

The **Library** module is essentially a preset manager on steroids. It provides a Library where various “*Entries*” can be stored and retrieved. Entries are essentially presets relating to various items in a Project, e.g. Project Midi Channels, Machine Setups or LFO Designs for example.

The **Analytics** module is a multi purpose reporting and analysis module, which provides results from the analysis engine, and is integrated with OctaEdit’s other modules.

The **Options** module handles end user customisation, OctaEdit’s behaviour, system options and so forth.

The **Support** module provides support logging for end user support.



1.10.4 Will there be new Modules in the future?

There are a number of modules in various stages of development, from ideas to fairly complete but requiring further testing.

The intention is that more modules will be released in the future; however this is dependent on the level of support for OctaEdit.

Do not purchase OctaEdit on the basis of what you may expect in the future.

The currently available modules in OctaEdit are outlined above. If you have any questions, please create a topic on the forums, send a pm, or send an email to: support AT octaedit.com

1.10.5 Is OctaEdit safe to use?

Whilst every care has been taken in the development of OctaEdit, it is not guaranteed to work in a specific manner, implied or otherwise.

Backup (*both automatic and manual*) functions are provided in OctaEdit; however the liability is on you the end user to ensure the veracity and integrity of data.

The developer of OctaEdit accepts no responsibility or liability for how you use OctaEdit, nor the effects it may have on your data, samples or Octatrack.

ALWAYS BACKUP YOUR DATA.

1.10.6 Will OctaEdit be supported / updated / new OS versions?

The pragmatic answer depends on the level of support and volume of sales.

OctaEdit is independently developed software that has been developed with no support or assistance from other parties.

As there are elements beyond my control, no guarantees can be given that events in the future will render OctaEdit inoperable, or not suitable for the intended purpose.

1.10.7 Is there / will there be a demo version?

No. A demo version would either neuter OctaEdit to such a degree to defeat the purpose of a demo, and/or the development of a demo version would draw resources away from core development.

1.10.8 Can I get a refund on my purchase?

No. Purchases are final and no refunds are offered.

OctaEdit is not specifically sold to perform a certain task, function or activity, implicit, implied or otherwise, therefore refunds will only be provided where you have not been provided with the product you purchased.



1.10.9 Supported Octatrack Versions?

It is recommended to upgrade your Octatrack to OS 1.25E

Note: For various technical reasons, Projects created on previous OS versions are not supported.

OS	Description
v1.25A	Any of these versions <i>should</i> be fine, and early development and testing was performed, but not guaranteed.
v1.25B	
v1.25C	
v1.25D	
v1.25E	Current active development and supported version.
v1.25F	Is not, and will not be supported by OctaEdit.
v1.25G	Is not, and will not be supported by OctaEdit.
v1.25H	Not currently supported by OctaEdit. Everything <i>should</i> be fine, I simply haven't performed enough testing as of yet to confirm there is no issues.

1.10.10 Supported Operating Systems?

The below table shows the currently supported Operating Systems.

OS	Description
Windows XP	Other variants of Windows should work, but have not been fully tested.
Windows 7	
Windows 10	
OSX 10.6 Snow Leopard	"Legacy" OSX version.
OSX 10.7 Lion	The "Legacy" version provides backward compatibility with older OSX versions at the loss of some minor functionality and is available strictly on request, with the caveat that it is still undergoing testing, though no errors have been reported so far.
OSX 10.8 Mountain Lion	
OSX 10.9 Mavericks	Main OSX version.
OSX 10.10 Yosemite	
OSX 10.11 El Capitan	
OSX 10.12 Sierra	Should be fine. But have not personally tested.



1.10.11 Will there be an iOS / iPad version?

No. iOS just doesn't have the capabilities to integrate with the Octatrack, due to the limited access to the machine.

Likewise, the Octatrack doesn't have the capabilities to be integrated to by the outside world due to its poor midi specification and non existent SysEx.

So whilst an IOS app could be written, it would provide less then 10% of the functionality of OctaEdit at best.

OctaEdit is a lot more complex then just simply sending some midi CC#'s or SysEx data.

1.10.12 Will there a version for some other niche OS?

No. There is not the volume of demand to justify the development overhead to create a version for Linux / Unix / Raspberry Pi / something else.

1.10.13 Languages other than English?

OctaEdit has full multi-lingual support built in from the ground up.

Translation to various languages may occur if required, and is beneficial to enough people.

If you would like to see OctaEdit in a language other than English, please let us know, and when enough people request it, we will translate OctaEdit to your language.

1.10.14 OctaEdit is too small / big / how do I resize?

Check the **UI Zoom** setting in the **General** group of the **Options** module.

Refer to Section 16.2 General for more information.

1.10.15 The Play and Loop buttons don't play Audio?

The Play and Loop buttons on the Toolbar are global toggle buttons that control whether audio gets played, and additionally looped when played.

Likewise, the Stop button on the Toolbar is a global Stop / Panic button to kill all audio playback.

Refer to Section 5.4 Tool Strip for more information.

1.10.16 How do I load a Set / Projects?

Refer to Section 4 Loading and Saving for information about loading Sets / Projects.

1.10.17 I can't load a Set/Project and/or Playback Samples?

The number one reason why an issue may occur when attempting to load a Set / Projects, or playback audio files is due to illegal characters in the path or file name.

Refer to Section 2.3 2.3 for more information about illegal characters.



1.10.18 I can't playback samples?

OctaEdit has global Play and Loop options on the toolbar. These are both toggle buttons, that when on will automatically play audio, and loop the audio playback.

Clicking on a Sample in the relevant tables (*Samples, Manager Source, Manager Target, Chainer Files*) will playback the audio file depending on the **Play** and **Loop** settings, and naturally the **Audio** configuration in the **Options** module.

If OctaEdit is unable to play back the Sample, this normally occurs due to one of two main issues:

- Issues with the audio file format or information.
- The audio file cannot be located (*e.g. Octatrack has been ejected, file name changed, illegal file name etc*)

Instead of throwing an error, audio playback is simply cancelled, and the error is reported to the **Analytics** module.

If you are not hearing audio playback on selecting samples, first check the **Play** and/or **Loop** settings on the taskbar, then the **Audio** settings in the **Options** module.

1.10.19 I can't see samples in the Samples Module?

This is normally caused by one of two scenarios.

The audio file was not found, or was not read correctly.

Clicking on a sample in the Sample Slots table will display the slot and full file path in the Status Bar at the bottom of the screen, ensure the file exists, and the path does not contain illegal characters.

If the sample does exist, with no illegal characters, then most likely the file has not been read correctly. If this continues to occur across multiple samples, please contact support, or log an issue on the forum.

The Samples Waveform colour is set to transparent.

Go to the **Options** module, and select an appropriate colour for **Waveform Colour** in the **Samples** group.

1.10.20 Why Didn't My Samples Copy?

The number one support question that I get asked is "*Why didn't the Manager module copy my Samples?*"

If you do not map any Samples from the Source Set/Project to the Target Set/Project, and thus there is no Relationship, then the Manager module will not copy the samples as you have not specified where you want them to map to.

This is entirely "Function as Designed" as the Manager has been specifically created in this way to cater for a myriad number of scenarios.

Refer to Section 9.6 Relationships for more information about how to correctly copy Samples, and sample assignments between Projects.



1.10.21 Something else?

Contact me, or make a post on the forums.



2 Terminology

OctaEdit utilises certain terminology both in the application and in this manual to refer to various

	Description
Module	A Module is one of the eleven currently available modules in OctaEdit and is used to control certain aspects of the program and the Octatrack.
Element	<p>Everything is an Element and an Element can contain other Elements, and / or Values.</p> <p>Some example Elements:</p> <ul style="list-style-type: none">▪ Project Midi Settings▪ Bank▪ Scene <p>Refer to Section 18 OctaEdit Hierarchy for a detailed overview and diagram of how OctaEdit handles Elements.</p>
Value	<p>A Value is a value of a setting or a parameter. This is the lowest level in the hierarchy.</p> <p>Some example Values:</p> <ul style="list-style-type: none">▪ Project Master Track On/Off is a value.▪ Playback Pitch value
One to One	<p>Used in scenarios where a process requires both a Source and a Target item.</p> <p>E.g. Samples -> Swap Samples has a One to One relationship between the Source sample slot and the Target sample slot.</p>
One to Many	<p>Used in scenarios where a process requires a Source and one or more Target items.</p> <p>E.g. Samples -> Clone Sample has a One to Many relationship between the Source sample slot and the Target sample slot or sample slots.</p>
Multiple	<p>Used in scenarios where a process requires one or more Items.</p> <p>E.g. Samples -> Clear Samples requires at least one Sample Slot,</p>
Clone	<p>Cloning is making a direct one-to-one copy of an item.</p> <p>E.g. Cloning Sample Flex001 to Flex004, all attributes of Flex004 will be exactly the same as Flex001.</p> <p>When no target is specified, the clone will appear directly after the source.</p>
Clone at End	As per Clone; however the clone will appear at the end of the list.



	Description
Inversion	<p>Inversion is the process of inverting a value, or values, between a positive and negative state.</p> <p>A positive value, e.g. 7 will become a negative value, e.g. -7, and vice versa.</p> <p>A positive state, i.e. On will become a negative state, i.e. Off and vice versa.</p>
Reverse	<p>Reverse is the process of reversing the order of values.</p> <p>E.g. Reversing values of 1, 2, 3, 4 becomes 4, 3, 2, 1</p>
Slices	<p>Is used to holistically represent sample information and slice data for samples used by the Octatrack.</p> <p>This includes all the attributes, length, start, end, loop, slice points etc. that are stored separately in .ot files.</p>
Round-Robin	<p>Round-Robin describes the process of cycling through each available option, then returning to the beginning of the list.</p> <p>i.e. For the Audio Trig Types, clicking the trig will change to the next item in the below list:</p> <ul style="list-style-type: none">▪ Trig▪ Trigless Trig▪ Trigless Lock▪ One Shot Trig▪ ... <i>End of list, therefore cycle back to Trig</i>

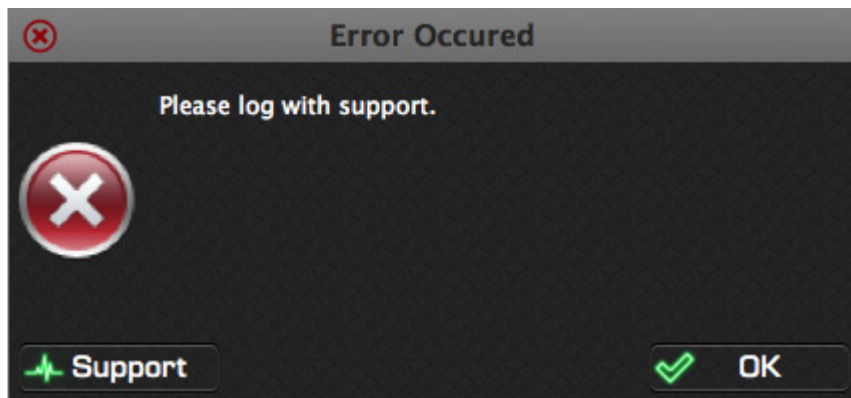


2.1 Support

Whilst every care has been taken in development of OctaEdit, it is complex software handling one of, if not the most complex instruments available, and I make mistakes, so errors may occur.

There are two ways that support and errors are handled in OctaEdit. One is done via a dedicated Support module (Refer Section 17 Support); the other is via the use of error messages.

If an error does occur, every message displayed includes a **Support** button in the bottom left hand corner.



Clicking the **Support** button will copy the error log to the clipboard, providing some additional details of what occurred, why, and on what version, which will hopefully help me identify and resolve the issue easier.

The error log can then be pasted into an email or a topic on the forum.

An example of the Support log is shown below, obviously an actual support log will provide a lot more detail about the process and error.

```
OctaEdit Error Log.
-----
Build Version: v0.0.429.0
Date: 16/10/2015
Time: 3:16 PM
-----
Process:

Please log with support.

An error occurred.
-----
Details:
-----
Stuff. Things
-----
```



2.2 Modules

OctaEdit has been built utilising a modular approach, wherein each module can interact with other modules depending on their nature.

The functionality available to each module will naturally vary, thus please refer to the relevant section regarding each module.

Please note that the Manual is organised in the same order as the Modules listing.

Module	Description	Refer
Project	Contains all the information relating to the currently loaded Project.	6
Samples	Display a list of the current Flex and Static samples for a Project, and provides tools for management and modification.	7
Sequencer	Contains full access to every element of the Sequencer, Machines, Parameters, Patterns, Steps, Mixer with full Library interaction.	8
Manager	Dedicated to the transfer of data between different Sets and Projects.	9
Chainer	Dedicated to creation of Sample Chains created from multiple separate audio files. Chains can be saved as files, or inserted into the current Project.	10
Arp Designer [*]	Module which allows the ability to create Arp Designs which can then be applied to the Sequencer module, or saved in the Library.	11
LFO Designer [*]	Module which allows the ability to create LFO Designs which can then be applied to the Sequencer module, or saved in the Library.	12
Library	Module which allows the ability to manage the Library entries used throughout OctaEdit.	13
Analytics [*]	Utility analysis and reporting module.	15
Options	Module to handle end user settings and customisation.	16
Support [*]	Diagnostics module to assist with support and error tracking.	17

[*] Indicates that this module is displayed in a separate window.



2.3 Illegal Characters

Due to variations in Operating Systems (*Windows/OSX*), file naming conventions, languages and character sets, errors may occur when dealing with illegal characters.

Note: These errors may manifest themselves as a hard crash.

It is recommended to only use Alphanumeric characters and special characters that are global across operating systems, languages and character sets, e.g. *space*, `[] _` etc.

This occurs because of how different characters outside the standard range appear depending on platform, language and character set.

Illegal characters include: `" ' @ * & # [] % | / \ ^ ! $ () : ; ? = < >`

And include characters with accents (e.g. `á Á`) and umlauts (e.g. `ä Ä ü Ü ö Ö`) and so forth.

Tip: It is a good idea to avoid using "*special*" characters as a general rule as these can cause issues in various operating systems due to not meeting standard file naming protocols, and character sets, regardless of whether or not this is possible on a piece of hardware.

2.3.1 Illegal Characters in Project Names

When attempting to load a Set, any Projects that include illegal characters in their name will not be loaded, and will not be available for processing in OctaEdit.

To resolve, simply rename the Project folder removing or replacing any illegal characters, e.g. from `Naüghty` to `Naughty`

2.3.2 Illegal Characters in Project Samples

When attempting to load a Set, any Projects that include illegal characters in the associated Sample Slots will not be loaded, and will not be available for processing in OctaEdit.

To resolve, identify the offending samples in the Octatrack, and rename the Sample file removing or replacing any illegal characters, e.g. from `Naüghty.wav` to `Naughty.wav`

Note: It is recommended that you make a copy of the sample first, to ensure you do not break any links that the offending sample may have with existing Octatrack projects.

2.3.3 Illegal Characters in Sample Names

When attempting to load a Sample, either into the Samples or Chainer modules, any samples that include illegal characters in their name will not be processed, and will therefore not be added to the Sample Slots, or Chainer files.

To resolve, simply rename the Sample file removing or replacing any illegal characters, e.g. from `Naüghty.wav` to `Naughty.wav`

Note: It is recommended that you make a copy of the sample first, to ensure you do not break any links that the offending sample may have with existing Octatrack projects.

2.3.4 Illegal Characters in Part Names

When illegal characters are recognised in Part Names, OctaEdit will automatically replace any illegal characters with a full stop `.'`



2.4 OctaEdit File Types

OctaEdit utilises a number of different file types for storing, handling and processing various information and data.

Each of the different file types utilised by OctaEdit serve a different purpose as per the below table. Note that there is only ever one settings file, but there can be multiple other file types.

File	Comment
OctaEdit.settings	OctaEdit Settings file. (<i>i.e. Options</i>)
*.OEL	OctaEdit Library entry file.
*.OES	OctaEdit Support Log.
*.OEC	OctaEdit Chainer Settings file.
*.OCZ	OctaEdit Chainer Archive.

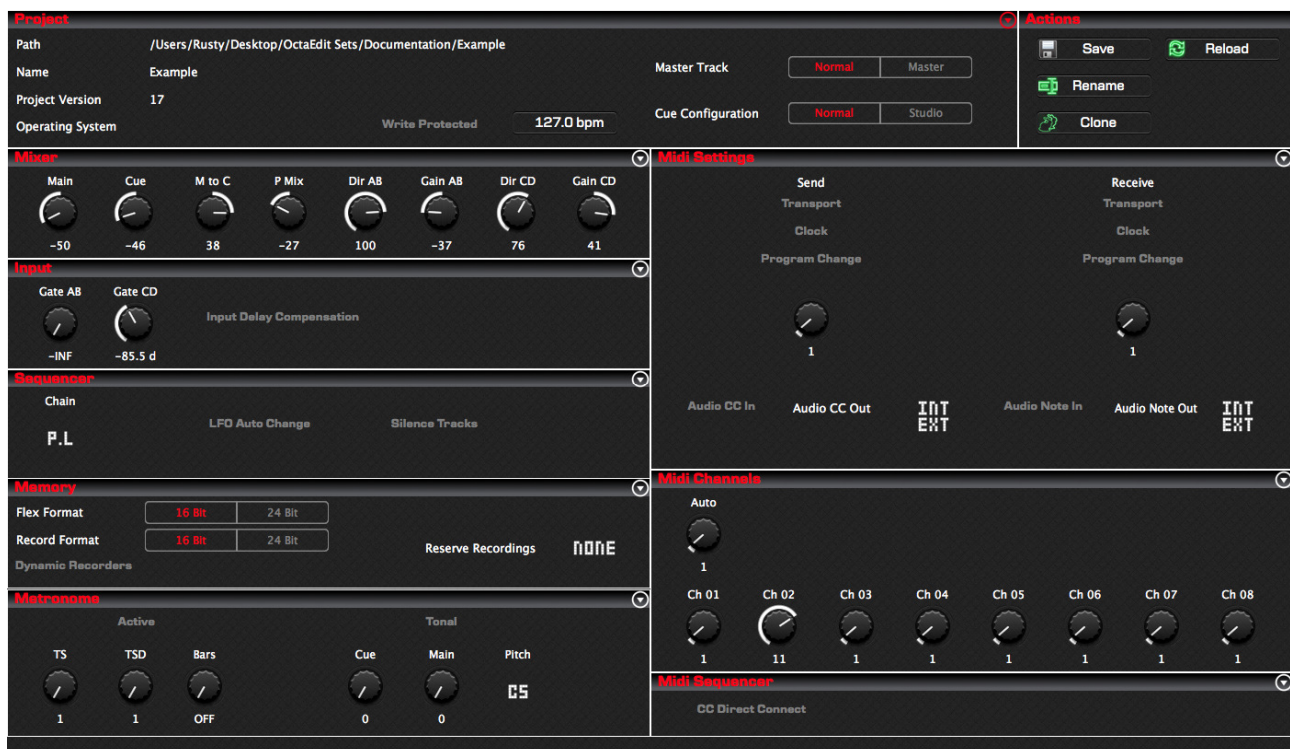


3 OctaEdit Controls

OctaEdit utilises a range of different controls for representing and modifying information, this section of the manual is used to explain the functionality and appearance of the various controls utilised.

3.1 Groups and Group Menu

Groups are used to group together logical arrangements of controls and settings throughout OctaEdit. For example, the below image shows the **Project** module. Note how there are various groups, e.g. Project, Actions, Mixer, Input etc.



In the top right hand corner of the **Group** a Menu icon **MAY** be displayed as shown below depending on the group in question.





Within the **Sequencer** module, the **Audio**, **Midi** and **Recorders** additionally feature a **Red** menu, which functions exactly the same as the white menu option, except it is affecting **ALL** items in the group.

Audio

- **Red:** All Audio Machines
- **White:** Relevant Audio Machine.

Midi

- **Red:** All Midi Machines
- **White:** Current Midi Machine.

Recorders

- **Red:** All Recorders. (*Visible in the 'View' group when in 'Recorders' view.*)
- **White:** Relevant Recorder.





Clicking the drop-down arrow will display the menu available to the group as shown below.

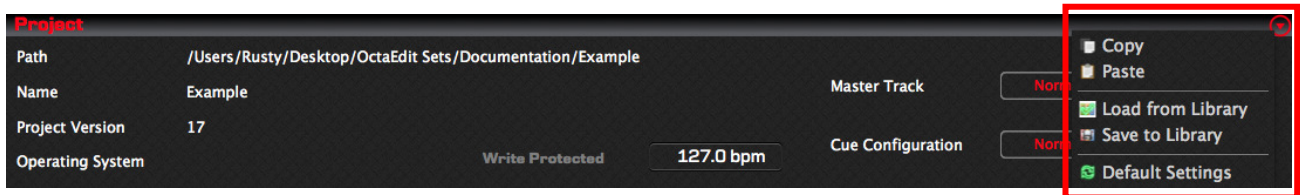
The menus are context sensitive, thus will not display in certain scenarios, for example menus in the Project module will not be displayed if there is no Project loaded. This is intended.



Note: Each menu has a number of options available which will vary depending on the menu selected.

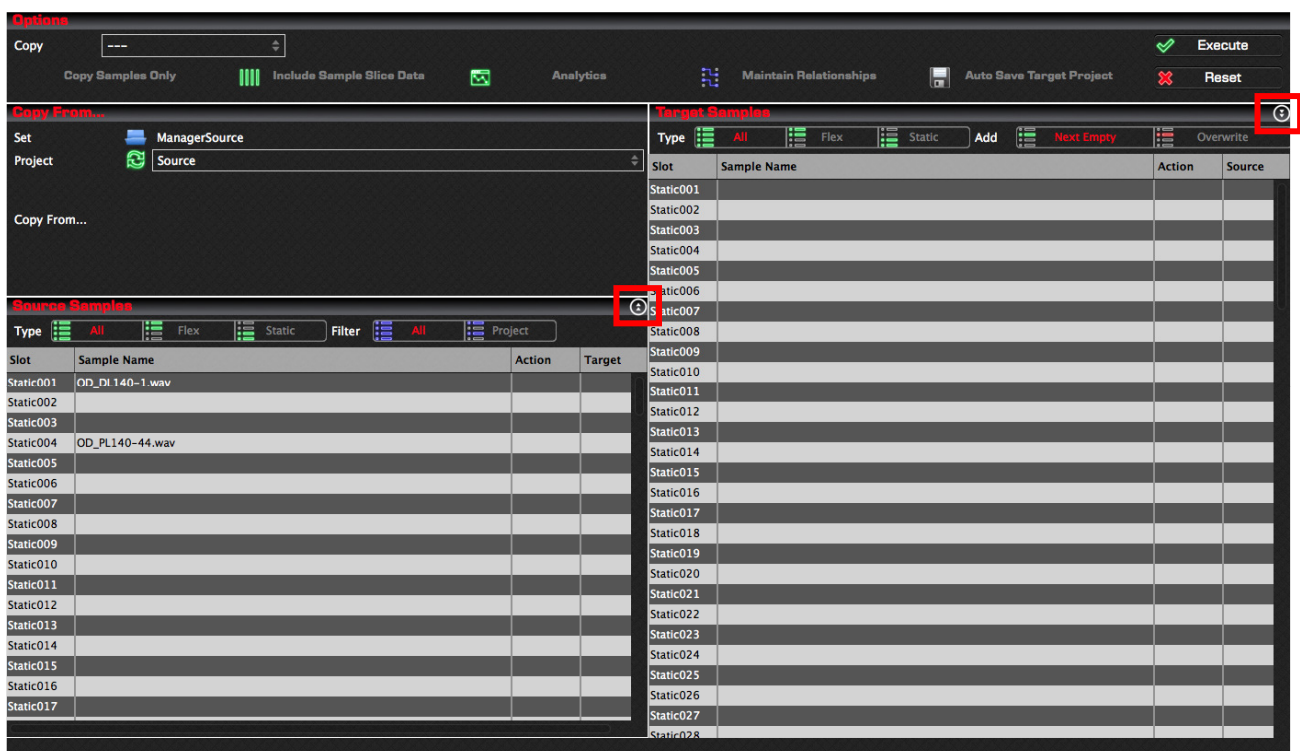
Each group as standard has Cut, Copy, Paste, Load from Library, Save to Library and Default Settings.

The below image shows the drop down menu for the **Project Settings** group within the **Project** module.



In the **Manager** Modules there exist double arrows in the top right hand corner of the Source Samples and Target Samples groups.

These toggle the view state of the associated group from normal (*left hand side*) to expanded (*right hand side*) as shown in the below image.





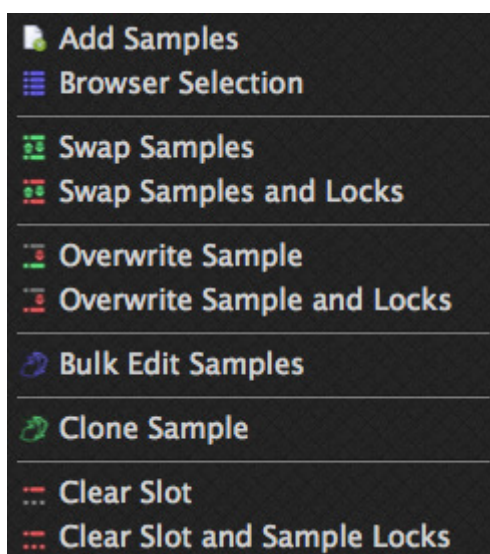
3.2 Context Menus

Context Menus are available throughout OctaEdit, the contents of the context menu is dependent on the Module and Item that the context menu refers to.

Context menus are displayed when right-clicking or using the mini Actions button.

The below example is the Sample Slots context menu in the Samples module, which is displayed by right-clicking the Samples table, or clicking the mini Actions button in the top right hand corner of the Sample Slots group.

Selecting a context menu item will process the associated action. Refer to the appropriate section of the manual for details on each action.



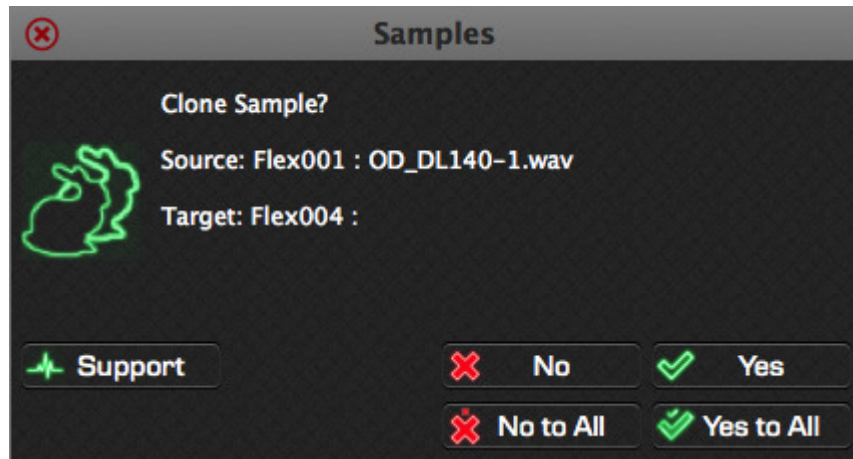


3.3 Buttons

Buttons in OctaEdit come in two different flavours, with, or without a picture, and are used to confirm actions or processes, respond to questions and so forth.

The type of button and what options are available, if any, are dependent on the context.

The below example shows the Samples Clone form with five buttons:





3.4 Parameters

Parameters are used to modify values and settings throughout OctaEdit, and are usually paired with a **Label** above the parameter for additional functionality, and a **Value** underneath where appropriate.

The below image shows the LFO 1 group from the Sequencer module showing six different parameters. Note that some parameters are displayed as knobs (*Speed and Depth*), and some as graphical images (*Target, Wave, Multiplier and Trig*), however they function the same.

The SPD parameter is additionally parameter locked as shown by the inverted label.



Parameter values can be changed in multiple ways:

- Left-click the knob/image and drag the mouse Up / Down to change values.
- Hover the mouse over the knob/image and use the mouse wheel to change values.
- Left-clicking the label (above the knob/image) will either:
 - Set the parameter to its default value.
 - Clear the parameter lock (*if applicable*)

3.4.1 Parameters Context Disabled

If the option **Parameter Context Menus** is turned **Off** in the **General** group of the **Options** module then:

- Right-clicking on the knob/image will set the parameter to its default value. The default value is dependent on both the Parameter, and the Parameter's context.
- Ctrl + Right-clicking on the knob/image will set the Parameter to a random value.

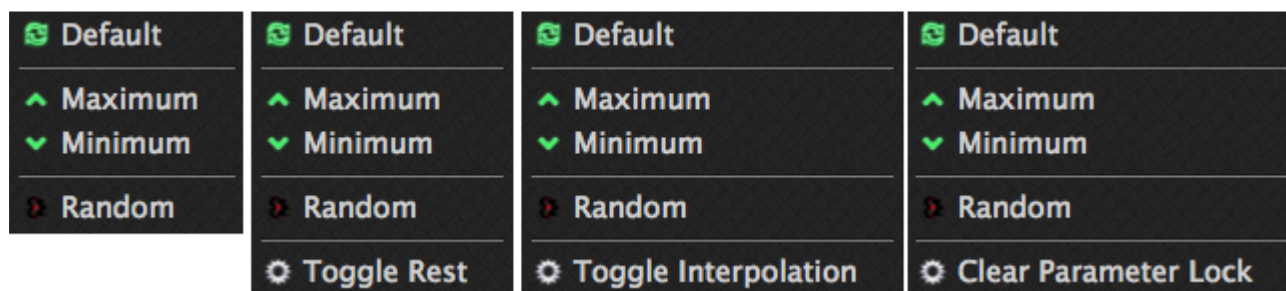


3.4.2 Parameters Context Enabled

If the option **Parameter Context Menus** is turned **On** in the **General** group of the **Options** module, right-clicking a Parameter knob will display one of the Parameter Context menus as shown below.

The Context menu shown depends on the Module and the Parameter clicked. From left to right the context menus are:

- Standard (*Used in all scenarios, apart from the below special cases*)
- Arp Designer Steps (*Steps Only, i.e. Not Length or Key*)
- LFO Designer Steps
- Sequencer Lockable Parameters (*Only Parameters that can have Parameter Locks*)



Naturally the results of the various options are dependent on the Parameter being modified, the available options are:

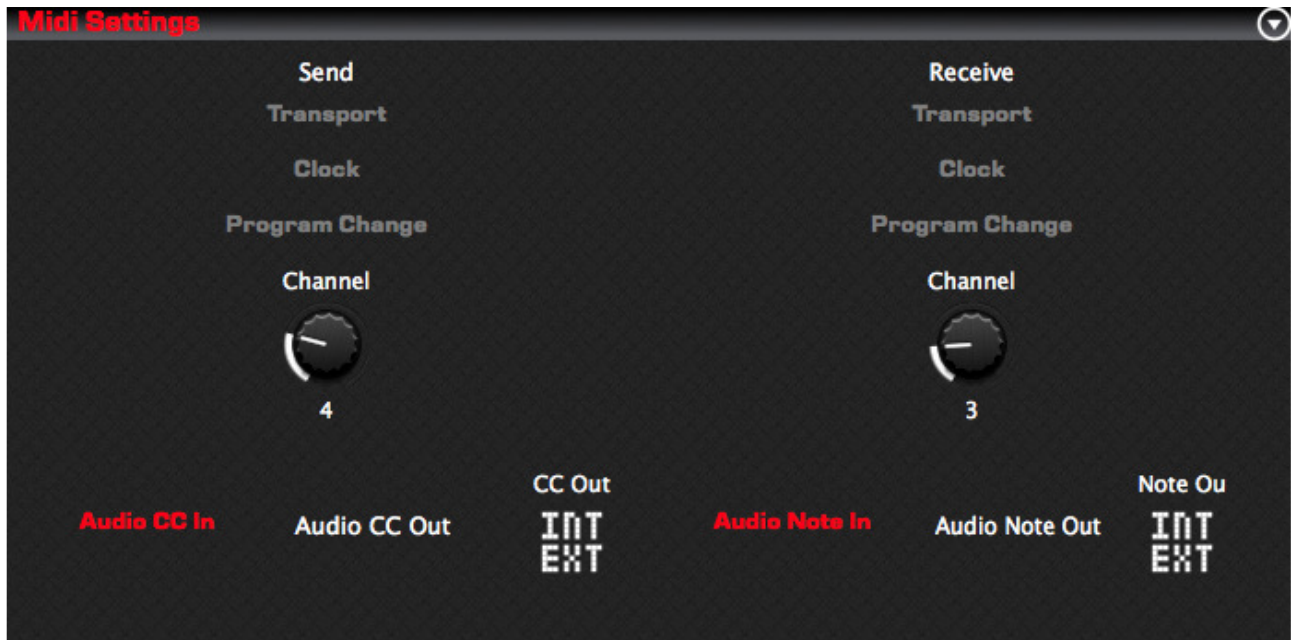
Option	Description
Default	Sets the Parameter to its Default value.
Maximum	Sets the Parameter to its Maximum value.
Minimum	Sets the Parameter to its Minimum value.
Random	Sets the Parameter to a Random value.
Clear Parameter Lock	Note: Only available to Parameters that can have Parameter Locks in the Sequencer module. Clears the Parameter Lock currently applied to the Parameter. The Parameter Lock cleared depends on whether the Sequencer module is in Part or Scene mode.
Toggle Rest	Note: Arp Designer Steps only. Toggles whether the step in the Arp Design is a Rest.
Toggle Interpolation	Note: LFO Designer module only Toggles whether the step in the LFO Design is Interpolated.



3.5 On / Off Switches

On/Off switches allow for settings to be turned On (*Red*) or Off (*Grey*) by clicking on them and are represented as bold font.

In the below image, **Audio CC In** and **Audio Note In** are switched on, whilst Transport Send/Receive, Clock Send/Receive and Program Change Send/Receive are all turned off.





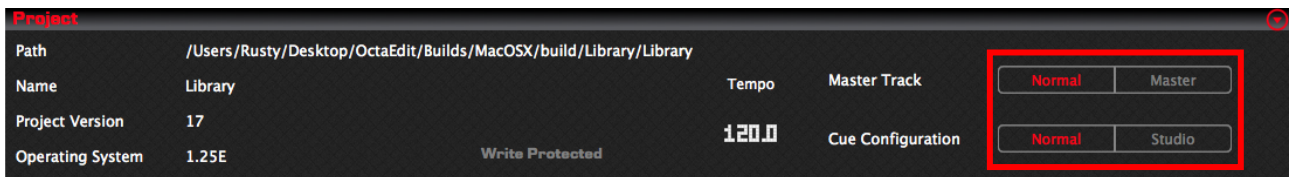
3.6 Toggle Switches

Toggle switches allow for settings to be changed between two or more unique values, and these settings can only ever be one of the selected values.

Toggle switches are presented as conjoined items with a single shared border.

For example, in the below image, the value **Master Track** can be either *Normal* or *Master*, and likewise **Cue Configuration** can be either Normal or Studio.

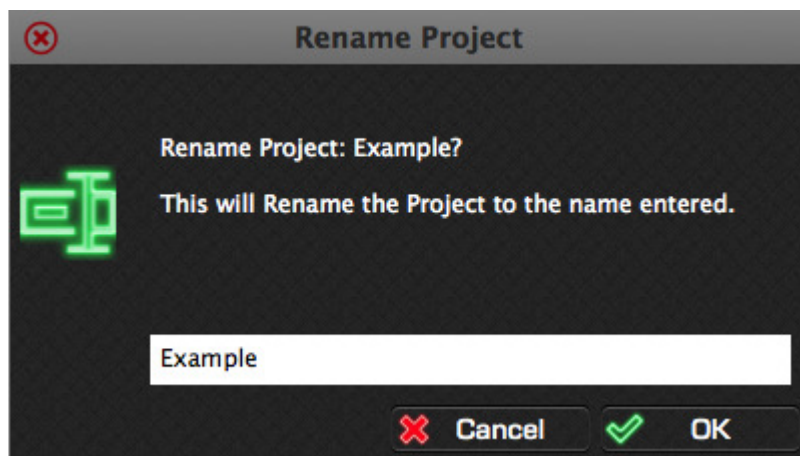
The currently selected value is displayed in Red, i.e. **Master Track** is set to **Normal** and **Cue Configuration** is set to **Studio**.





3.7 Text Entry & Illegal Characters

At various points during the operation of OctaEdit you will be prompted to provide a text value via an input form, for example the below image is the input form when renaming a Project.



The input form restricts the use of illegal characters to avoid errors, such as naming issues when saving and manipulating file names and so forth.

The illegal characters are: " ' @ * & # [] % | / \ ^ ! \$ () : ; ? = < >

Depending on *what* is required to be provided by the user, the text entry fields will be automatically restricted. These may be Alpha, Alphanumeric, Numeric etc. If you the field does not recognise a keystroke, then it is quite simply a case of not allowing that value.



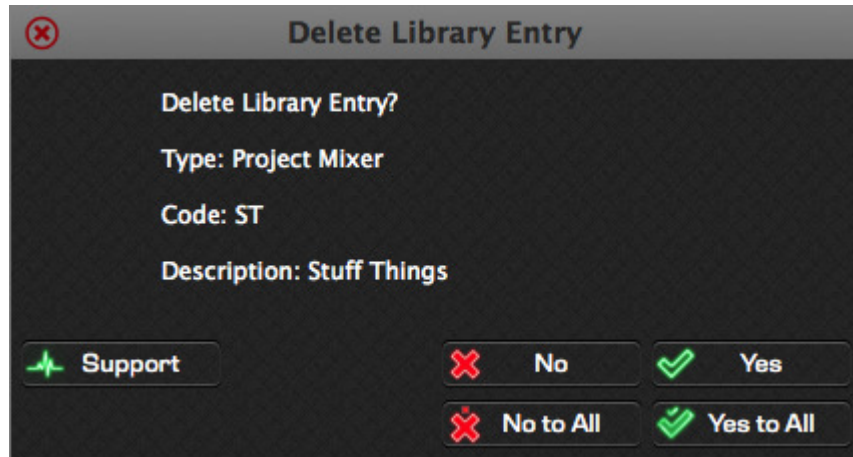
Tip: It is a good idea to avoid using "*special*" characters as a general rule as these can cause issues in various operating systems due to not meeting standard file naming protocols, regardless of whether or not this is possible on a piece of hardware.







3.8 Multiple Actions aka Masking

At various points during the operation of OctaEdit there exists the ability to perform actions for, or against multiple items.

For example, when using the **Delete Library Entry** function in the Library module, this can be performed against one *or* many entries simultaneously.



For each item or action to be performed, you will be prompted for a response. Depending on the response selected, the action will or will not be performed, the process will be stopped, or the action will be performed against the item, and all subsequent items as per the below table.

Button	Comment
Support	Copies the support log to the computers clipboard.
	No: Do not perform this action, proceed to next item. Example: Do not delete this library entry.
	No to All: Do not perform this action any more. i.e. Stop now. Example: Do not delete this library entry and stop the bulk delete process now.
	Yes: Perform this action, and proceed to next item. Example: Delete this library entry, and proceed to the next Library Entry.
	Yes to All: Perform this action for this item, and all subsequent items automatically. Example: Delete this library entry, and delete all subsequent Library Entries as well.



4 Loading and Saving

All changes that are made when using OctaEdit are performed in memory, with the exception of file management processes (*i.e. Physical audio files, reading/writing files etc*)

To load a Set, click the relevant **Load Set** button, which will launch a standard Folder Browser window. Browse to the **Set** folder and click **Open**; or alternatively use of the 'Recent Sets' drop down menus.

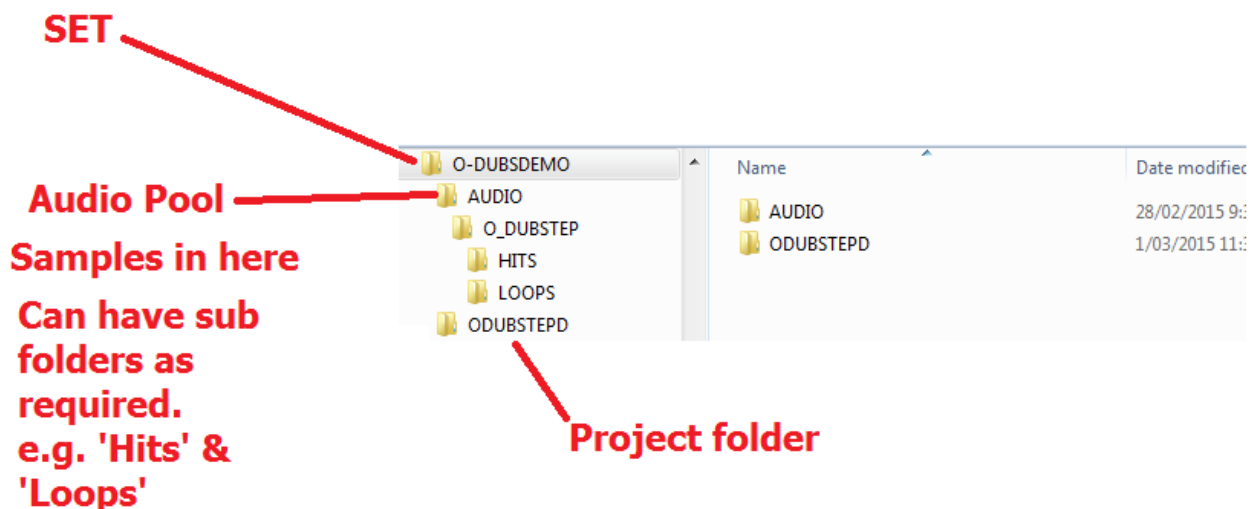
OctaEdit has a certain methodology around verifying and loading Sets and their associated Projects, which will vary depending on verification, and if a Set is already loaded; refer to Section 4.2 The Set Loading Process for more information.

The Set folder is the folder that contains an **AUDIO** (*Audio Pool*) folder, and one or more Project folders.

For example, the below screenshot shows a Set called **O-DUBSDEMO**, this is the folder to select when loading the Set.

All Sets contain an Audio Pool folder (*AUDIO*), which may have one or more sub folders inside it.

The Set folder also has one or more Project sub folders inside it. In the below example, there is one Project called **ODUBSTEPD**





4.1 The Different Sets Available

There are three potential Sets, and their associated Projects which can be loaded at any point in time.

Note: It is possible to use the same Set/Projects for all three OctaEdit Sets simultaneously; however this can naturally cause a scenario where you are modifying the same data via different methods, resulting in different versions of the Project stored in memory.

Name	Description	Refer
Set	The main Set that is used throughout OctaEdit (<i>except the Manager module</i>) and which all changes modifications and actions are performed against.	4.4
Manager Source Set	<p>The Manager Source Set. Only applicable to the Manager module.</p> <p>This is the Set, Projects and Samples where Elements and Samples will be copied from when Executing in the Manager module.</p>	4.5
Manager Target Set	<p>The Manager Target Set. Only applicable to the Manager module.</p> <p>This is the Set, Projects and Samples where Elements and Samples will be copied to when Executing in the Manager module.</p>	4.6



4.2 The Set Loading Process

The loading of Octatrack sets in OctaEdit performs the same process whether the Set being loaded is the Main Set, the Manager Source Set or the Manager Target Set.

The below table details the separate steps taken when a Set is selected to be loaded. The next page of the manual has a graphical overview of the loading process.

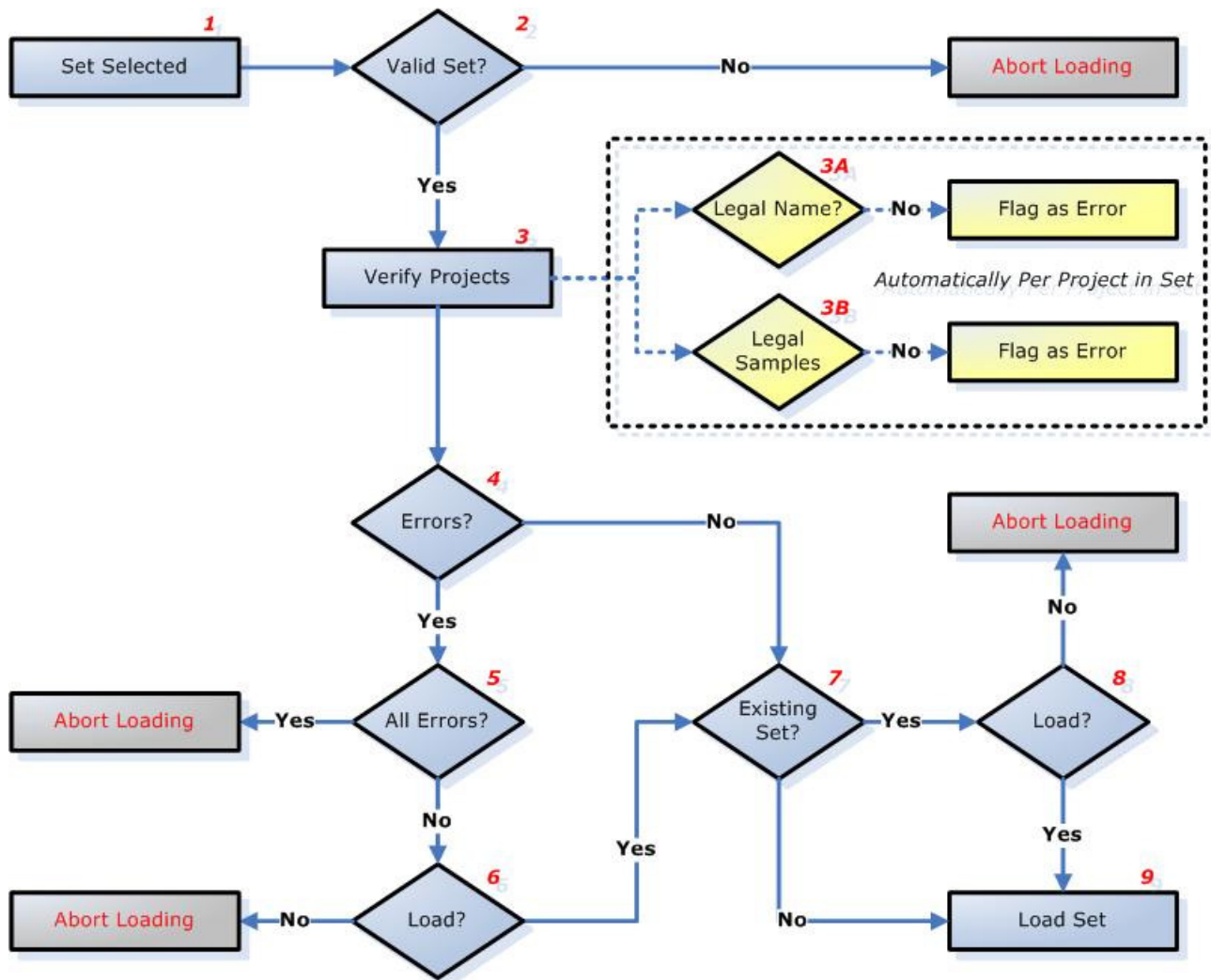
Note: If the Set being opened is either the Manager Source Set or the Manager Target Set then the existing Manager Relationships are discarded.

#	Description
1	An Octatrack Set (Set) is selected, either by using one of the 'Open Set' or 'Open Recent Set' functions available either off the Main menu/toolbar or via the Manager Source or Manager Target functions.
2	The Set is then checked to ensure that it is a valid Set location. I.e. it contains an Audio Pool (AUDIO) folder and one or more Project folders. Is this a valid set? No: Set loading is aborted as this is not a valid Octatrack Set. Yes: Go to Step 3
3	The verification of the Set's Projects is processed. For each Project in the Set, the Project is checked for illegal characters, both in the Project (<i>Step 3A</i>) and the associated Samples (<i>Step 3B</i>)
4	Do any Verification errors exist in the Set? No: Go to Step 7 Yes: Go to Step 5
5	Is there Verification errors for ALL Projects in the Set? No: Go to Step 6 Yes: Set loading is aborted as though this is a valid Octatrack Set, all of the Projects failed verification, and thus the Set can not be loaded in OctaEdit.
6	Load the Octatrack Set ignoring Projects that failed verification? No: Set loading is aborted as user chose not to continue loading the Set. Yes: Go to Step 7
7	Is there already an existing Octatrack Set loaded? No: Go to Step 9 Yes: Go to Step 8
8	Load the Octatrack Set and thus removing the currently existing Set and Projects from memory? This will discard any changes made to the Set and Projects. No: Set loading is aborted as user chose not to continue loading the Set. Yes: Go to Step 9
9	Set is loaded into the appropriate target (<i>Main, Manager Source or Manager Target</i>)



4.2.1 Set Loading Graphical Process

The below flowchart shows the Set Loading process, refer to the previous page for the details of each step in the process.





4.3 The Set Saving Process

When saving either the Main Set, or the Manager Target Set, the process is the same.

To save the Main Set, click either the **Save Set** button on the toolbar, or use the menu option **File – Save Set**.

To save the Manager Target Set, click the **Save Set** button in the Target group in the Manager module.

Note: It is not possible to save the Manager Source Set. This is entirely "*Function as Designed*"

The **Save Set** form as shown in the below screenshot is displayed. Note that the bottom half of the Save Set form is dynamic and will display differently depending on the number of Projects that exist in the Set.

Options		
Set All to Not Save	✗	Set All to Save
		✗ Cancel ✓ Confirm
Projects		
BINGbeats01 *	✓	OE Test
MASTER001	✗	ODUBSTEPD *
Source *	✓	Target
		Library
		Liveset 2015 V15
		Empty
		Sequencer

Each Project has a switchable Red Cross / Green Tick image to the right of the Project name. Clicking any of these will toggle the Project to be saved or not.

For example, in the above screenshot: 'BINGbeats01', 'OE Test', 'Sequencer' and 'Target' are flagged to be saved, whilst all other projects are flagged to be not saved.

Projects that have been modified are displayed with an asterisk * suffix. For example BINGbeats01 *, Source * and ODUBSTEPD * in the above screenshot have been modified.

Clicking the **Set All to Not Save** (Red Cross) or the **Set All to Save** (Green Tick) buttons in the Options group will set all Projects to Not Save or Save respectively.

Clicking the **Cancel** button will exit the form, and no Projects will be saved.

Clicking the **Confirm** button will cycle through all the Projects in the Set, and those that have been flagged will be saved.



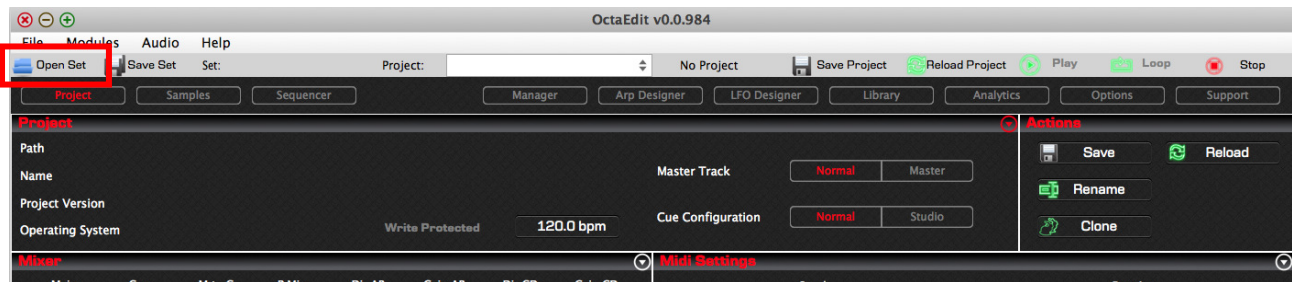
4.4 Main Set / Project

This section covers Loading, Reloading and Saving the Set and its Projects.

4.4.1 Loading a Set

To load the Set, click either the **Open Set** button on the **Toolbar**, or use the **File – Open Set**, or the **File – Open Recent Set...** menu options.

Set: Click either the **Open Set** button on the toolbar, the **File – Open Set**, or the **File – Open Recent Set...** menu option.



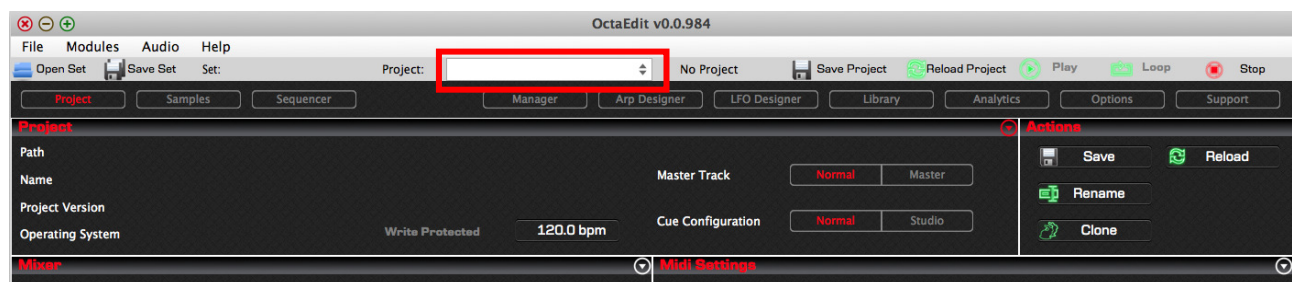
4.4.2 Selecting a Project

When a Set is selected, the Set, Audio Pool and Projects are loaded. Additionally all the Projects are read to identify which samples are utilised in which Project.

A Project is selected by using the drop down box on the main windows toolbar.

Projects that have been modified and not saved are presented with an asterisk after the Project name.

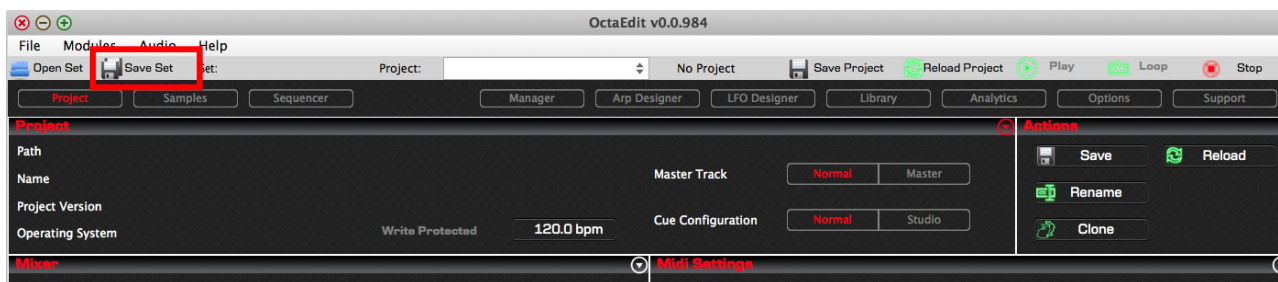
Note: The first Project in the Set is automatically selected by default.





4.4.3 Saving a Set

To save the entire Set, click either the **Save Set** button on the **Toolbar**, or use the **File – Save Set** menu option.

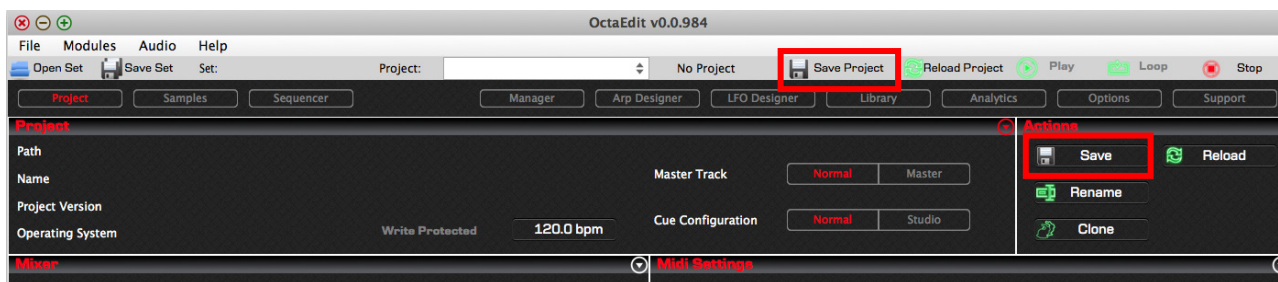


This will launch the Save Set Process, refer to Section 4.3 The Set Saving Process for more information.

4.4.4 Saving a Project

To save the current Project, click either the **Save Project** button on the **Toolbar**, use the **File – Save Project** menu option, or click the **Save** button in the Actions group of the Project module.

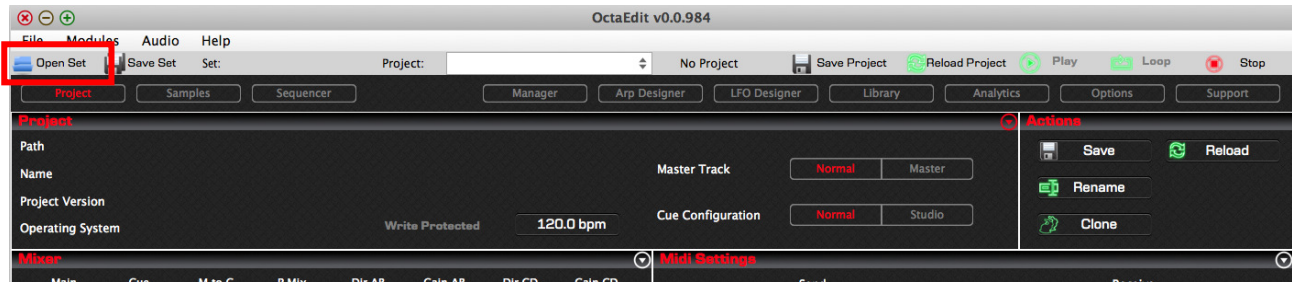
Projects that have been modified and not saved are presented with an asterisk after the Project name, and the label to the right of the Project drop down displays "Project Not Saved"





4.4.5 Reloading a Set

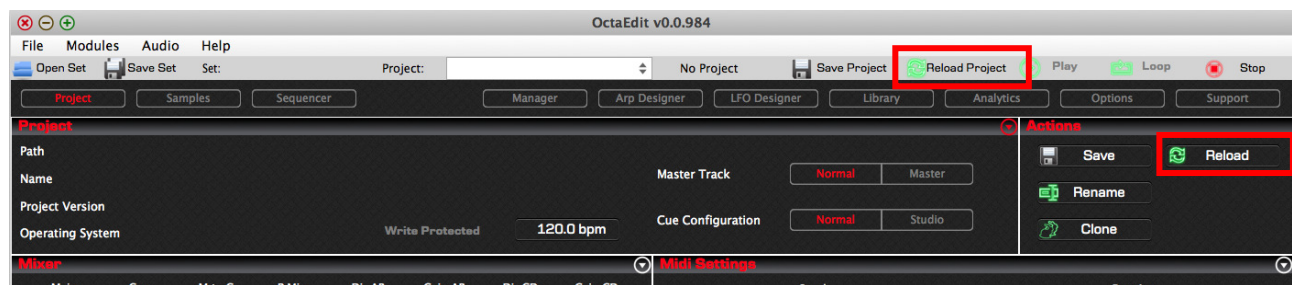
To reload the entire Set, simply follow the same instructions for Set Loading. This will remove the existing Set from memory, and replace it with the new Set.



4.4.6 Reloading a Project

To reload the current Project, click either the **Reload Project** button on the **Toolbar**, or click the **Reload** button in the Actions group of the Project module.

This will reload the Project from disc, i.e. its last saved state, and thus removing any changes that were made in memory.





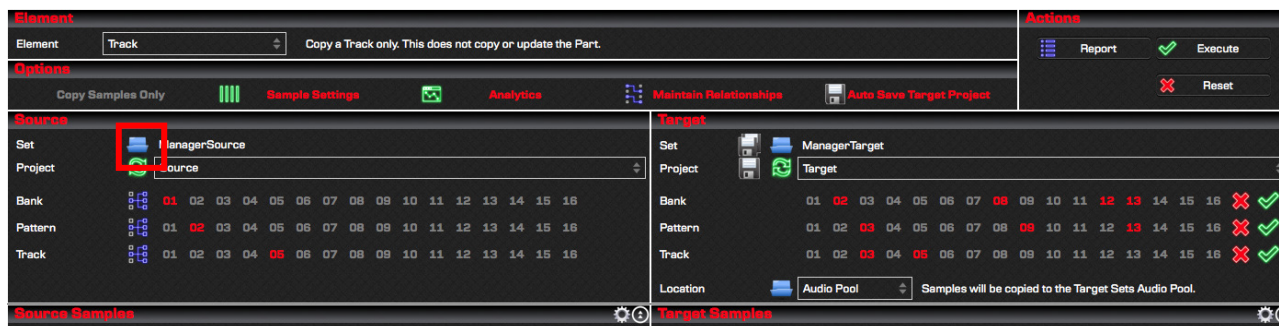
4.5 Manager Source Set/Project

This section covers Loading, Reloading and Saving the Manager Source Set and its Projects.

4.5.1 Loading a Source Set

To load the Manager Source Set, click the **Open Set** button in the **Source** group of the Manager module represented by a folder image and browse for the Set folder, and click Open.

This will launch the Open Set Process; refer to Section 4.2 The Set Loading Process for more information.

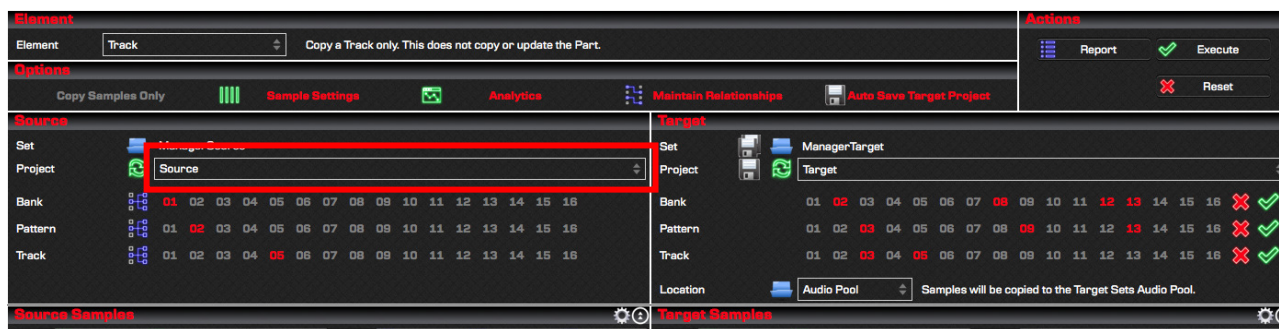


4.5.2 Selecting a Source Project

When a Manager Source Set is selected, the Set, Audio Pool and Projects are loaded. Additionally all the Projects are read to identify which samples are utilised in which Project.

A Source Project is selected by using the drop down box in the **Source** group.

Note: The first Project in the Manager Source Set is automatically selected by default.



4.5.3 Saving a Source Set

It is not possible to save the Source Set. This is entirely *"Function as Designed"*

4.5.4 Saving a Source Project

It is not possible to save a Source Project. This is entirely *"Function as Designed"*



4.5.5 Reloading a Source Set

To reload the entire Source Set, simply follow the same instructions for Manager Source Set Loading. This will remove the existing Set from memory, and replace it with the new Set.

This will launch the Open Set Process; refer to Section 4.2 The Set Loading Process for more information.

Element

Track

Copy a Track only. This does not copy or update the Part.

Options

Copy Samples Only

Sample Settings

Analytics

Maintain Relationships

Auto Save Target Project

Source

Set

Project

Bank

Pattern

Track

ManagerSource

Source

01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16

01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16

01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16

Target

Set

Project

Bank

Pattern

Track

ManagerTarget

Target

01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16

01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16

01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16

Location

Audio Pool

Samples will be copied to the Target Sets Audio Pool.

Source Samples

Target Samples



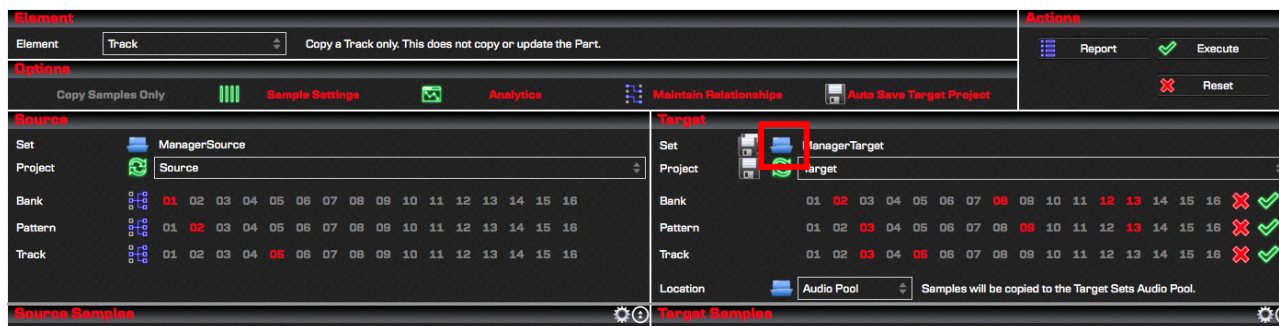
4.6 Manager Target Set/Project

This section covers Loading, Reloading and Saving the Manager Target Set and its Projects.

4.6.1 Loading a Target Set

To load the Manager Target Set, click the **Open Set** button in the **Target** group of the Manager module represented by a folder image and browse for the Set folder, and click Open.

This will launch the Open Set Process; refer to Section 4.2 The Set Loading Process for more information.



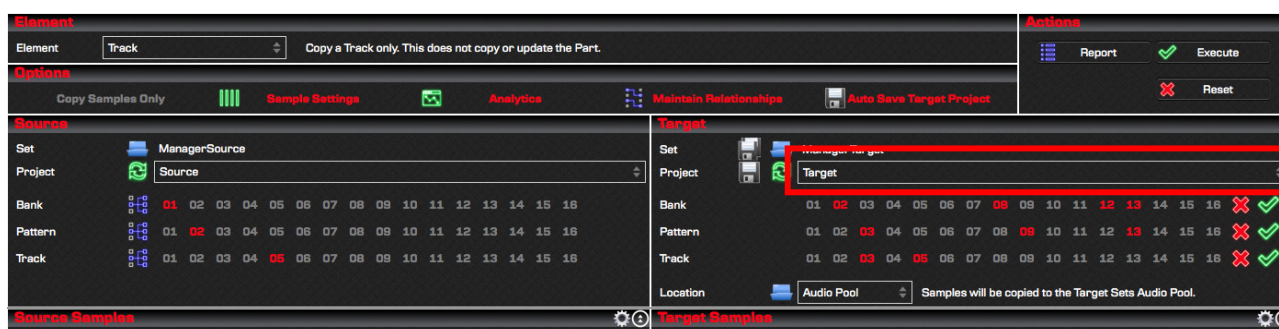
4.6.2 Selecting a Target Project

When a Manager Target Set is selected, the Set, Audio Pool and Projects are loaded. Additionally all the Projects are read to identify which samples are utilised in which Project.

A Target Project is selected by using the drop down box in the **Target** group.

Projects that have been modified and not saved are presented with an asterisk after the Project name, e.g. **TargetProject ***

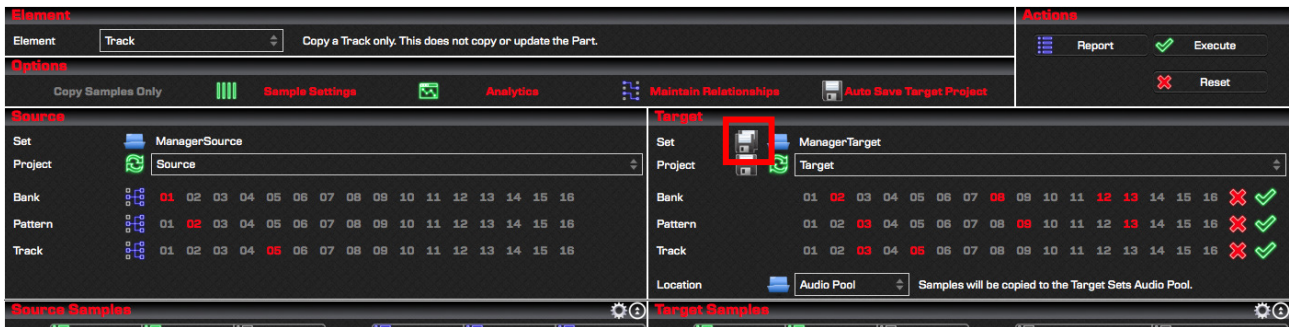
Note: The first Project in the Set is automatically selected by default.





4.6.3 Saving a Target Set

To Save the Manager Target Set, and thus all Projects within the Set, click the **Save Set** button in the **Target** group of the Manager module represented by a dual disk image.

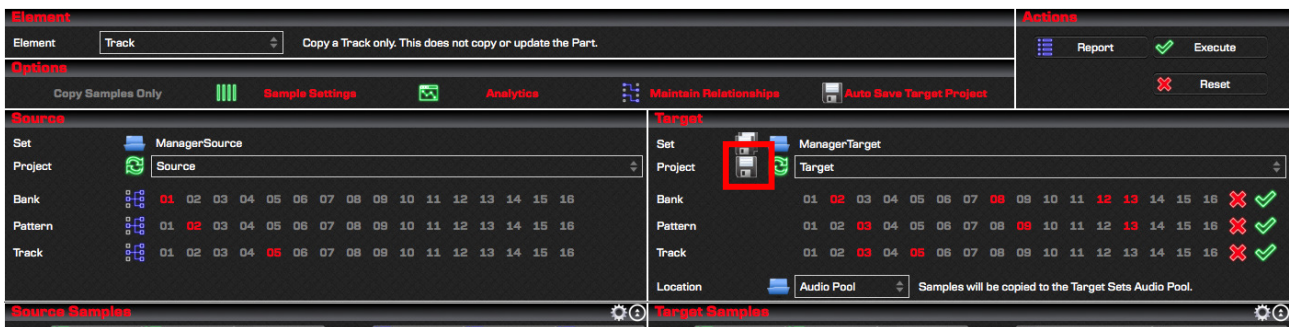


This will launch the Save Set Process, refer to Section 4.3 The Set Saving Process for more information.

4.6.4 Saving a Target Project

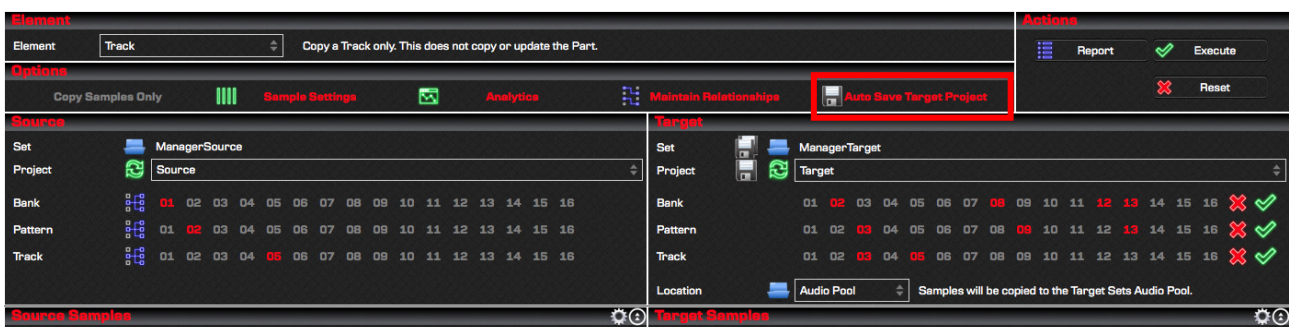
To save the current Target Project, click the **Save Set** button in the **Target** group of the Manager module represented by a single disk image.

Projects that have been modified and not saved are presented with an asterisk after the Project name.



4.6.5 Auto Saving a Target Project

If the **Auto Save Target Project** option in the **Options** group is enabled, the Target Project will be automatically saved after executing the Manager process.

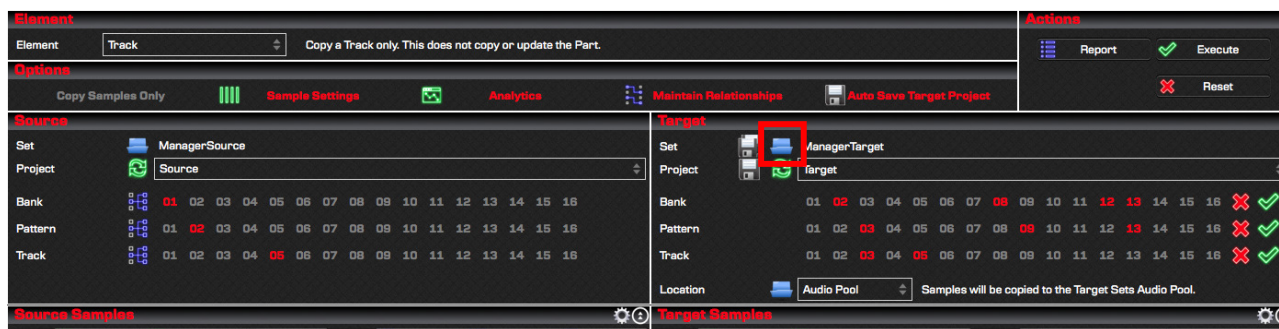




4.6.6 Reloading a Target Set

To reload the entire Target Set, simply follow the same instructions for Manager Target Set Loading. This will remove the existing Target Set from memory, and replace it with the new Set.

This will launch the Open Set Process; refer to Section 4.2 The Set Loading Process for more information.

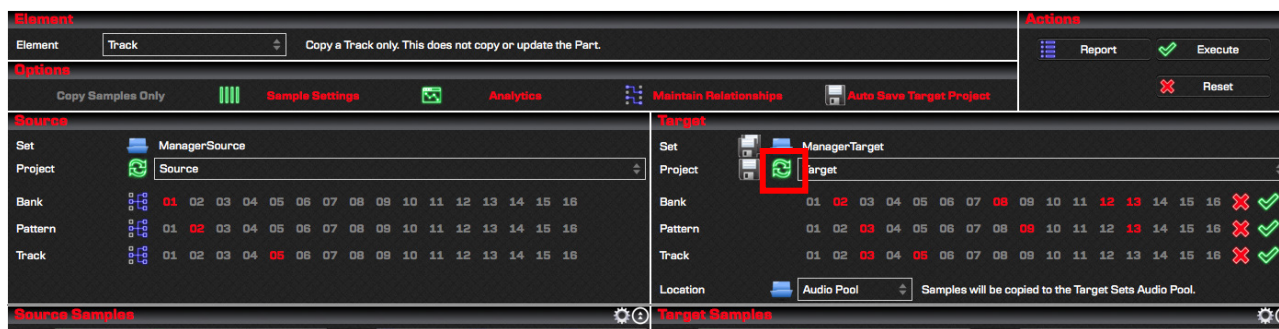


4.6.7 Reload a Target Project

To reload the current Target Project, click the **Reload Project** button in the **Target** group of the Manager module.

This will reload the Target Project from disc, i.e. its last saved state, and thus removing any changes that were made in memory, i.e. existing Relationships with the Source Project.

Projects that have been modified and not saved are presented with an asterisk after the Project name.





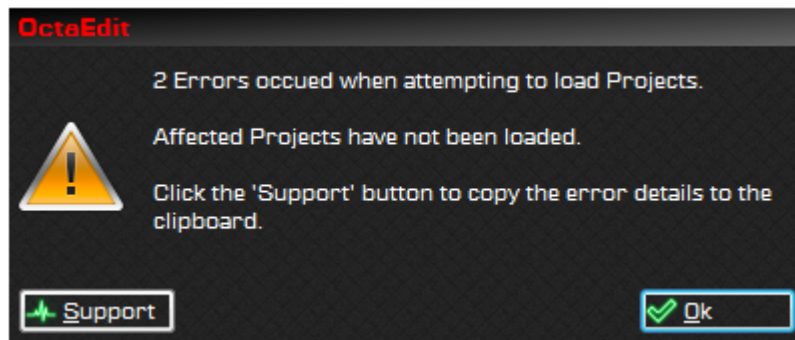
4.7 Set / Project Load Errors

When attempting to load a Set and its associated Projects, OctaEdit may fail for a number of reasons, such as a corrupt Project file, missing banks and so forth.

If this occurs, the Project is not loaded at all, and a message is displayed post loading informing that **X** number of errors occurred during the loading process.

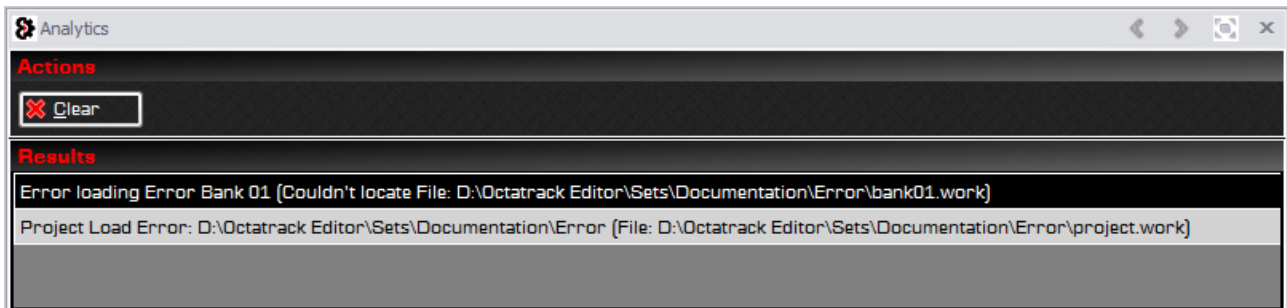
Pressing the **Support** button will copy the details of the loading failures to your clipboard so you can paste into an email or a forum post.

The same information is also reported to the **Analytics** module.



Depending on the errors encountered, they may be quite easy to resolve. For example the below error is detailing that Project **Error** is missing **Bank 01**, i.e. the file doesn't exist.

Regardless of the error, please do contact me, as I'm here to help.





4.8 Illegal Project Tempo

When selecting a Project, OctaEdit may detect an illegal Tempo for the Project. The reason this occurs is because the Octatrack has created an illegal value in the Project for Tempo.

Tempo is defined on the basis of 24ppqn, thus $\text{BPM} * 24 = \text{Tempo}$

For example at 128 BPM, Tempo is **3072** ($128\text{bpm} * 24\text{ppqn}$)

The Octatrack sometimes creates illegal tempo values, such as 128 BPM equating to a Tempo of **3073**

If OctaEdit identifies an illegal tempo value the following form will be displayed requesting you to select the correct tempo for the Project. OctaEdit uses an algorithm to identify the next valid value based on the tempo provided, in this scenario 128.1bpm.



Note: The range of available Tempo values is restricted based to a logical range based around the illegal value provided, e.g. the above scenario would allow values from 127.0bpm to 129.0bpm, considering the illegal value was closest to 128.1bpm.

Select the correct Tempo and click **OK** to continue loading. Ensure that the tempo entered includes a decimal point and decimal value, e.g. **127.0** or **134.7**

Note: This process only occurs for Projects in the Set, and not for Projects in the Manager Source or Manager Target Sets.



5 Main Window

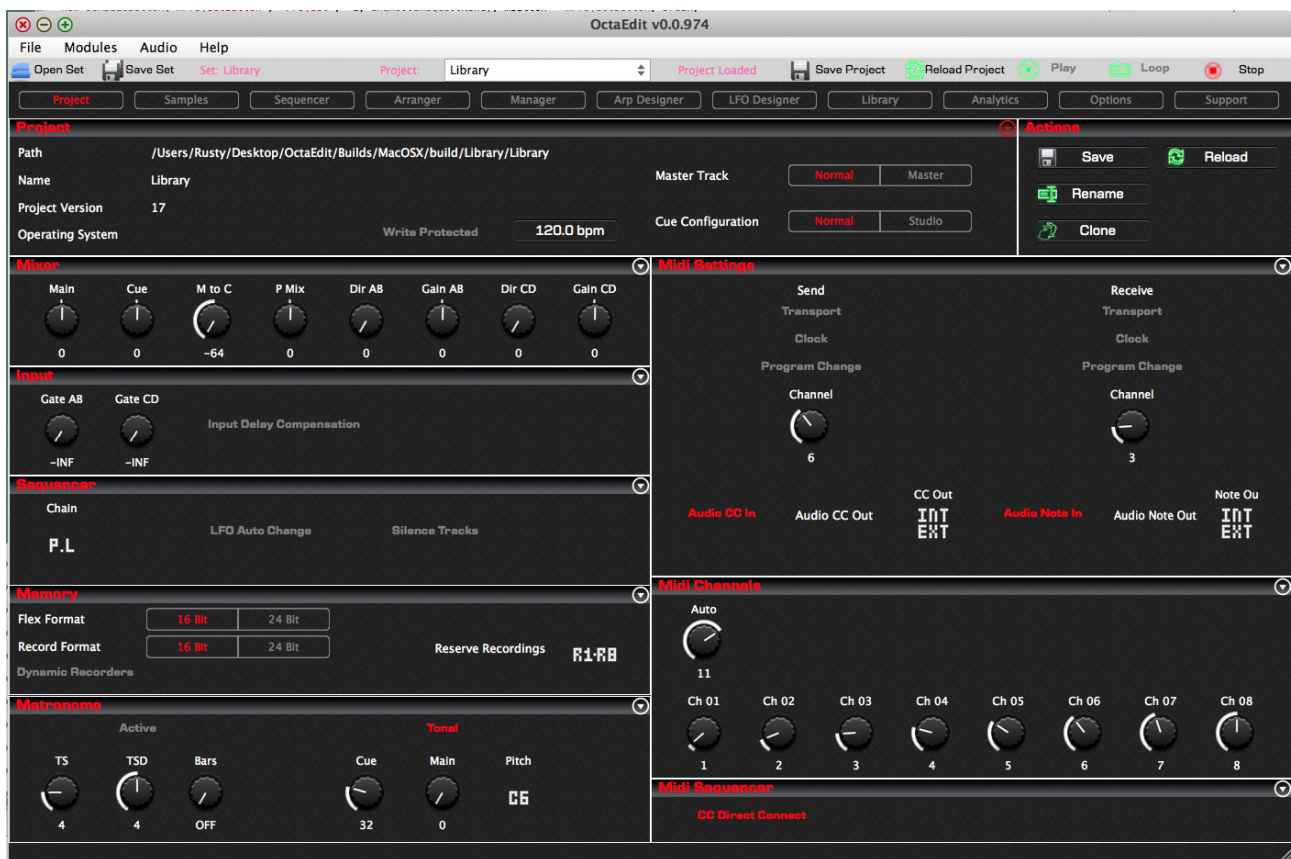
The Main Window of OctaEdit contains a standard menu and tool bar, as well as the various modules currently available.

Naturally given the modular nature of OctaEdit, the main area, and the modules displayed will vary depending on how you configure the layout.

The **Project** module contains the top level information related to the currently selected Project.

The Project module is divided into the following sections:

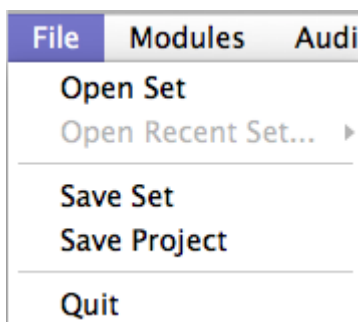
- Menu Bar
- Tool Bar
- Module Buttons
- Module (*Variable depending on the current module*)
- Status Bar for displaying help ToolTips.





5.1 Menu – File

The following options are available from the **File** menu item.

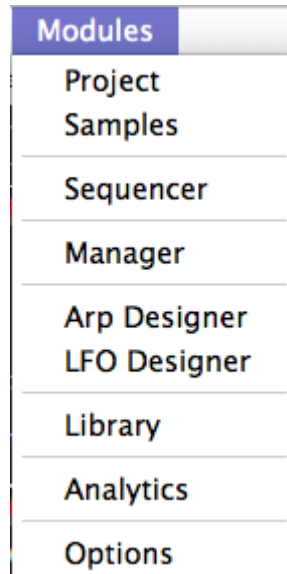


Menu	Comment
Open Set	Open a Set via a standard folder browser window.
Open Recent Set...	Displays a list of the last X Sets opened in OctaEdit. X is defined via the Recent Sets value in the Options module.
Save Set	Saves the currently loaded Set, including all Projects.
Save Project	Saves the currently loaded Project.
Save Project As...	Launches a standard folder browser where you can define where to save the current project to, after which you will be prompted to provide a Project name. The location that is defined is treated as the Set folder, and will contain an AUDIO folder to represent the Audio Pool of the Set. The Project will be saved into its own sub-folder within the Set with the name provided. Any related audio files will additionally be saved as well. The location of the audio files will be a mirror of their location in relation to the original Set, Project and Audio Pool, retaining their path hierarchy in the Save As... location.
Backup Project	Backups the current Project to the Auto Backup location defined in the Options module.
Restore Backup	Restores the current Project to the Auto Backup location defined in the Options module.
Exit	Exits OctaEdit



5.2 Menu - Modules

The **Modules** menu provides the ability to display the select *Module* that has been clicked; this has the same functionality as clicking one of the module buttons.

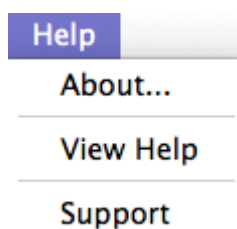



Menu	Comment
<Module>	<p>Left-Click: Either selects, or displays the selected module.</p> <p>Selecting the Project, Samples, Sequencer, Manager, Library or the Options modules will display them in the main window.</p> <p>Selecting the Arp Designer, LFO Designer or Analytics module will launch the module window.</p>



5.3 Menu – Help

The following options are available from the **Help** menu item.



Menu	Comment
	About Displays the 'About' splash screen. Please note and provide the version number when logging support issues.
	Reset Options Resets the Options back to their initial state. Important: This action cannot be undone.
	Reset Library Resets the Library back to its default state, deleting all entries. Important: This action cannot be undone.



5.3.1 About

Clicking About will display the **About** form, this shows the current version, e.g. v0.1.000 and a link the OctaEdit forum.

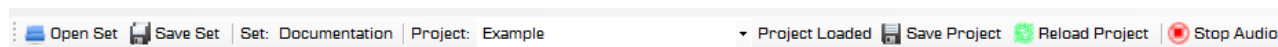
Please provide this information when requesting support.









5.4 Tool Strip



The following options are available from the **Tool Strip** in the main window.



1 **2** **3** **4** **5** **6** **7** **8**

Menu	Comment
	<p>1: Open Set</p> <p>Launches a standard folder browser to select a Set to load. The folder to select is the Set folder that contains the Audio Pool (AUDIO) and Project folders.</p> <p>Refer to Section 4.4.1 Loading a Set for more information.</p>
	<p>2: Save Set</p> <p>Saves the currently loaded Set and all Projects.</p> <p>Refer to Section 4.4.3 Saving a Set for more information.</p>
	<p>3: Set <Name></p> <p>Displays the name of the currently loaded Set, e.g. <i>Documentation</i></p>
	<p>4: Project <Name></p> <p>Provides a drop down list of the Projects in the Set, and displays the currently loaded Project e.g. MyProject</p> <p>Projects that have been modified and not saved are presented with an asterisk after the Project name, e.g. MyProject *</p>
	<p>5: Project Status</p> <p>Displays the status of the currently selected Project. This label is automatically updated when changes are made to the Project, the Project is saved and so forth.</p> <p>If the Project has been modified and not saved this will display "Project Not Saved"</p>
	<p>6: Save Project</p> <p>Saves only the currently selected Project.</p>
	<p>7: Reload Project</p> <p>Reloads the currently selected Project from disk/the Octatrack back into memory. Naturally this will overwrite any changes that have been made.</p>
	<p>8: Play Audio</p> <p>Global toggle switch to playback the audio.</p> <p>When turned on, clicking on a Sample in the relevant tables (<i>Samples, Manager Source, Manager Target, Chainer Files</i>) will playback the audio file.</p>



Menu	Comment
	9: Loop Audio Global toggle switch to loop audio playback when a sample is played.
	10: Stop Audio Global "Panic" button that stops the audio engine from all audio playback.



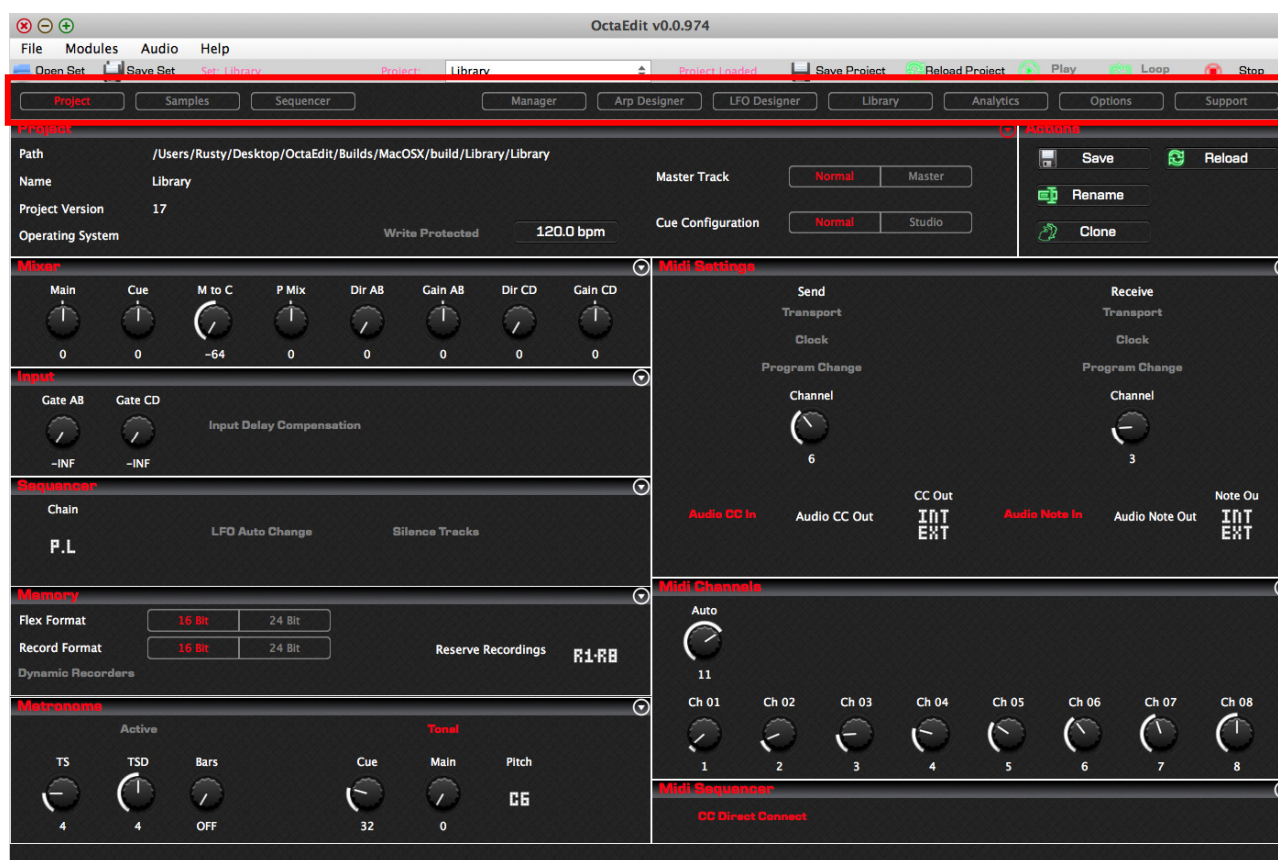
5.5 Module Buttons

The Module Buttons section of OctaEdit contains ten (10) shortcut buttons for accessing the various modules in OctaEdit.

Clicking a module button will either change the main view to the selected Module, or launch the requisite module form.

If the module is one of the “Main View” modules, the selected module button will also be highlighted, for example like Project in the below image.

- **Main View:** Project, Samples, Sequencer, Manager, Library, Options
- **Module Form:** Arp Designer, LFO Designer, Analytics, Support





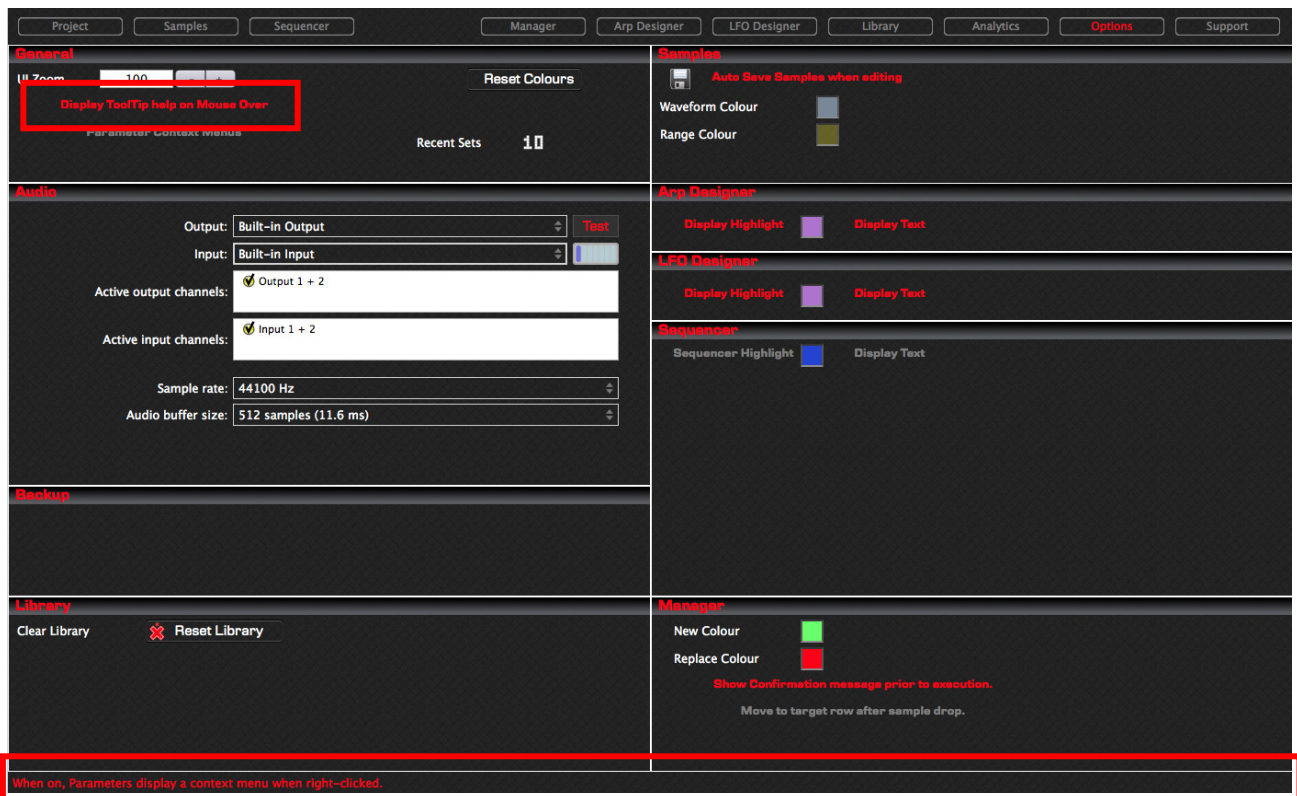
5.6 Status Bar and Tooltips

The bottom section of OctaEdit contains a Status Bar for displaying Help Tooltips.

Help ToolTips can be toggled on/off via the **Display ToolTip Help on Mouse Over** option in the **General** group of **Options** module.

Tooltips are also automatically displayed in other scenarios regardless of the options setting, for example:

- **Samples:** Clicking on a Sample in the table will display the Sample Slot, File Name and File Path.
- **Sequencer:** Hovering over a Flex or Static sample will display the assigned Sample Slot, File Name and File Path.
- **Manager Source:** Clicking on a Sample in the Manager Source table will display the Sample Slot, File Name and File Path.
- **Manager Target:** Clicking on a Sample in the Manager Target table will display the Sample Slot, File Name and File Path.





5.7 Arp Designer Status Bar and Tooltips

The bottom section of the Arp Designer module contains a Status Bar for displaying Help Tooltips.

Help ToolTips can be toggled on/off via the **Display ToolTip Help on Mouse Over** option in the **General** group of **Options** module.





5.8 LFO Designer Status Bar and Tooltips

The bottom section of the LFO Designer module contains a Status Bar for displaying Help Tooltips.

Help ToolTips can be toggled on/off via the **Display ToolTip Help on Mouse Over** option in the **General** group of **Options** module.



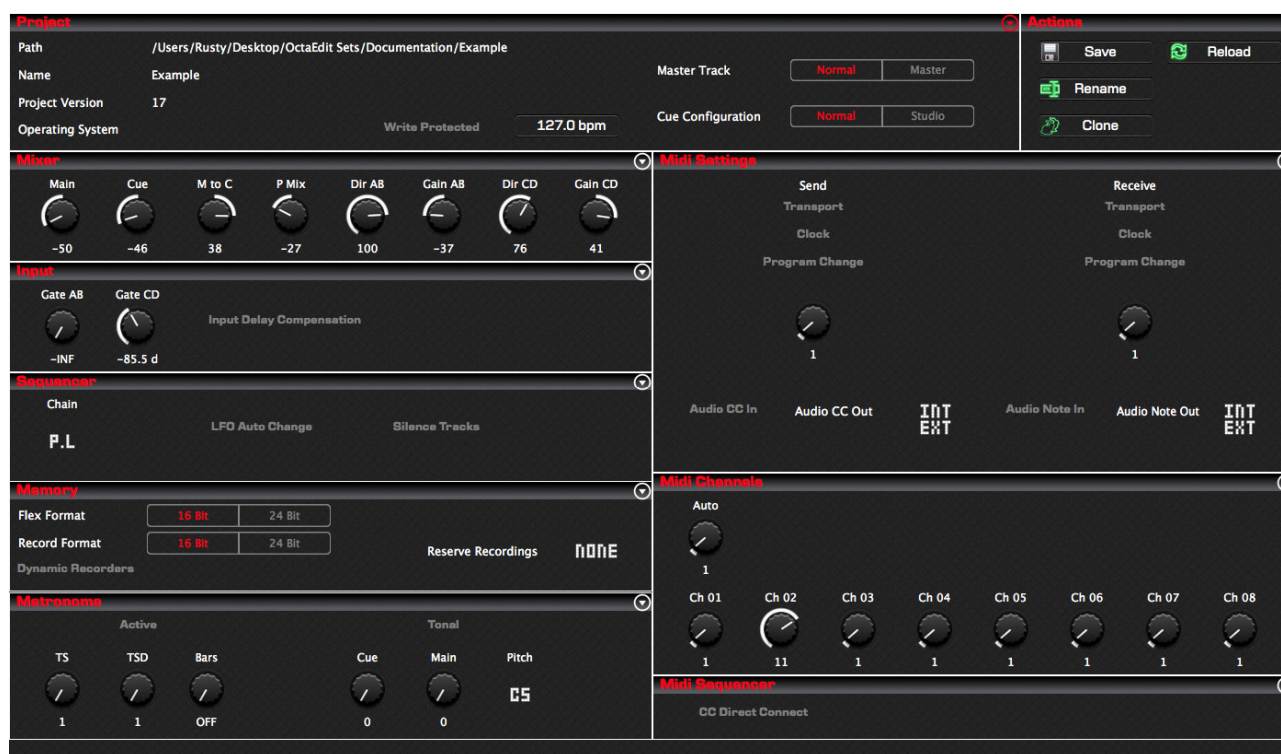


6 Project

The **Project** module contains the top level information related to the currently selected Project.

The Project module is divided into the following sections:

- Project
- Actions
- Mixer
- Input
- Sequencer
- Memory
- Metronome
- Midi Settings
- Midi Channels
- Midi Sequencer





6.1 Project Settings

The **Project Settings** section contains the core information relating to the Project.



Note: Saving to / loading from the Library module, or using the Copy/Paste functionality in the Project Settings group affects **ALL** the settings of the Project.

Tip: Use this to save or load entire Project templates.

The **Actions** button provides access to various Project specific tasks.

The screenshot shows the 'Project' settings window. It has a dark theme. Fields include: Path (/Users/Rusty/Desktop/OctaEdit Sets/Documentation/Example), Name (Example), Project Version (17), and Operating System. There are toggle switches for Master Track (Normal/Master) and Cue Configuration (Normal/Studio). A 'Write Protected' checkbox is present. A tempo field shows '127.0 bpm'.

Item	Comment
Project Path	The location of the currently selected Project that is being edited.
Project Name	The Name of the Project that is currently being edited. Note: Projects can be renamed if desired via the Rename button in the Actions group.
Project Version	The internal version number of the Project.
Operating System	The version of the Octatrack Operating System that this project was saved with.
Write Protected	Switch to toggle whether the Project is Write Protected.
Master Track [Control - Audio - Master Track]	Toggle switch to change the Master Track setting for the project. Default is Normal ▪ Normal: Master track is not used. ▪ Master: Master track is enabled.
Cue Configuration [Control - Audio - Cue Configuration]	Toggle switch to change the Cue Configuration for the Project. Default is Normal ▪ Normal: Normal configuration used. ▪ Studio: Studio configuration used.
Tempo [Tempo]	The Tempo of the Project between 30.0 bpm and 300.0 bpm Click to modify the Project Tempo. 30.0 bpm to 300.0 bpm [120 bpm]



6.1.1 Project: Tempo

By clicking the **Project Tempo** button it is possible to change the Tempo of the current Project.

The screenshot shows the 'Project' settings window. It contains several fields: 'Path' (set to /Users/Rusty/Desktop/OctaEdit Sets/Documentation/Example), 'Name' (set to Example), 'Project Version' (set to 17), and 'Operating System'. There are also buttons for 'Master Track' (Normal, Master) and 'Cue Configuration' (Normal, Studio). A 'Write Protected' button is visible. The '127.0 bpm' field is highlighted with a red rectangle.

The **Project Tempo** form will be displayed with the current tempo pre-populated into the text field. Enter a valid tempo between 30.0 and 300.0 and click **OK** to continue.

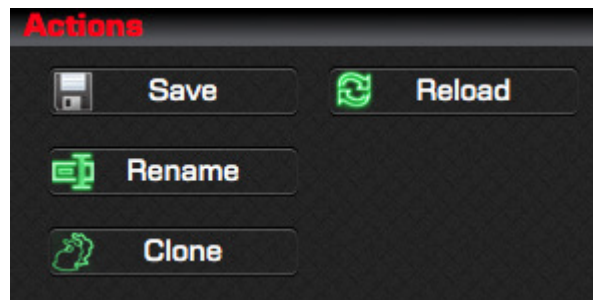
Note: Tempo has to be entered in full, e.g. **128.0**

The screenshot shows the 'Project Tempo' dialog box. It has a title bar with a close button. The main text says 'Change Project Tempo.' and 'Set Tempo between 30.0 and 300.0'. There is a text input field containing '128.0'. Below the input field is a green checkmark icon and the text 'OK'.



6.2 Project Actions

The **Actions** group provides four buttons that allow the ability to perform Project specific actions.



6.2.1 Actions: Save

Click the **Save** button to save the current state of the Project to disk.

6.2.2 Actions: Reload

Clicking the **Reload** button to reload the current Project from disk.

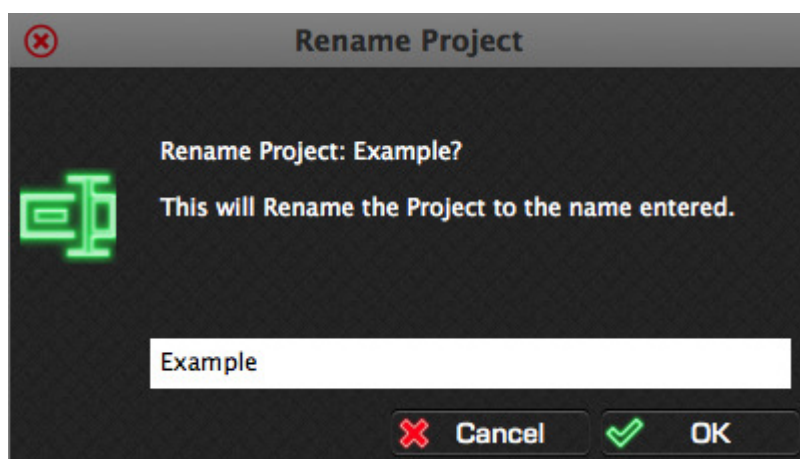


6.2.3 Actions: Rename

By clicking the **Rename** button it is possible to rename the current Project.

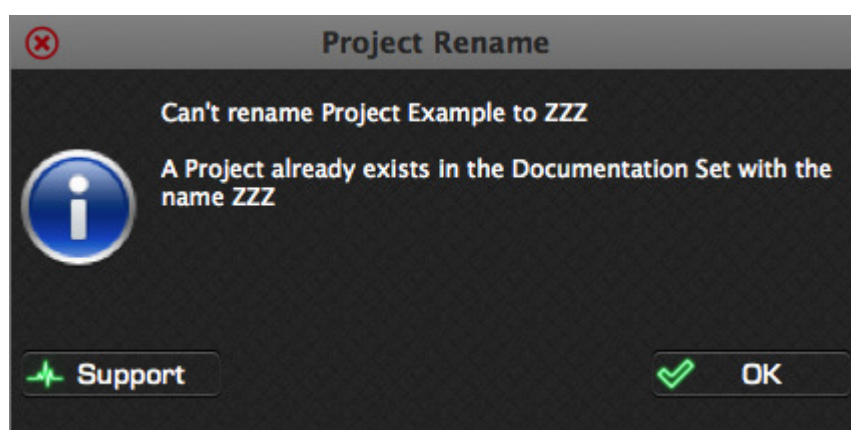
A form will be displayed allowing the ability to input a new name for the Project. By default it will be populated by the current Project name, e.g. Example.

Simply type the name as desired then click OK to continue.



Note: It is not possible to rename the Project the same as another Project in the Set.

Attempting to do so will display the below message, in this example Project **Example** was attempted to be rename as **ZZZ**, but there already exists a Project called ZZZ in Set **Documentation**, therefore no action occurs.



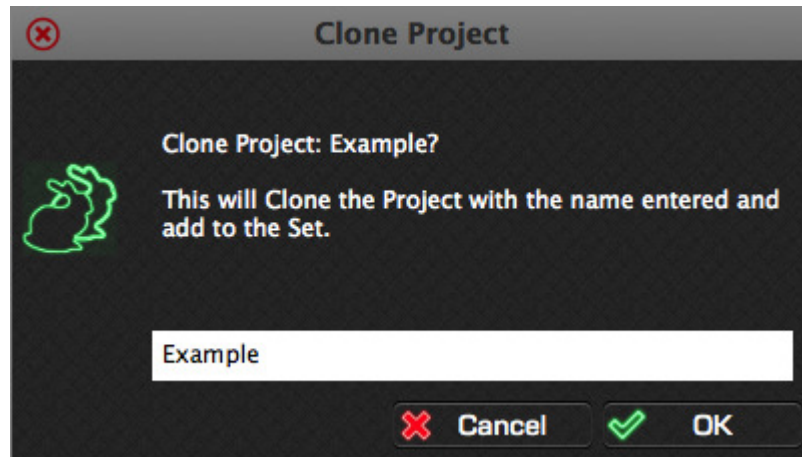


6.2.4 Actions: Clone

By clicking the **Clone** button it is possible to make a clone of the current Project.

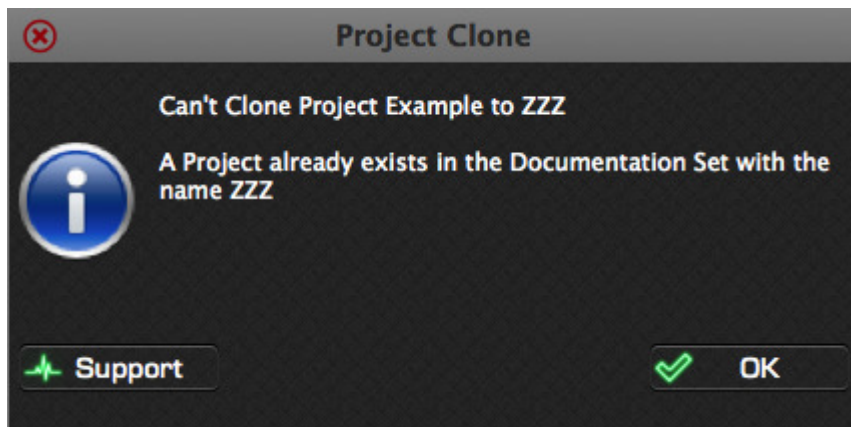
A form will be displayed allowing the ability to input a new name for the Project. By default it will be populated by the current Project name, e.g. Example.

Simply type the name of the target Project as desired then click OK to continue.



Note: It is not possible to clone a Project with a name the same as another Project in the Set.

Attempting to do so will display the below message, in this example Project **Example** was attempted to be cloned as **ZZZ**, but there already exists a Project called ZZZ in Set **Documentation**, therefore no action occurs.





6.3 Mixer

The **Mixer** section contains the Mixer settings of the current Project.

Note: Changing a value here, changes the relevant value in the **Mixer** group of the **Sequencer** module and vice versa.

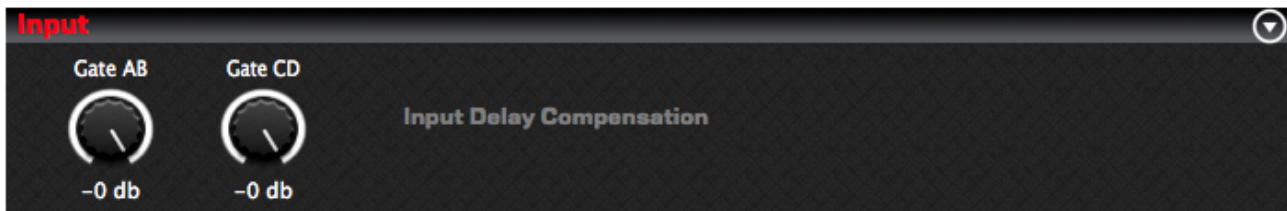


Code	Item	Octatrack	Values
Main	Main	[Mixer - Main]	-64 to 63 [0]
Cue	Cue Level	[Mixer - Cue]	-64 to 63 [0]
M to C	Mains to Cue		-64 to 63 [0]
PMIX	Phones Mix	[Mixer - Mix]	-64 to 63 [0]
DIR	Dir A/B	[Mixer - DIR A/B]	0 to 127 [0]
GAIN	Gain A/B	[Mixer - GAIN A/B]	-64 to 63 [0]
DIR	Dir C/D	[Mixer - DIR C/D]	0 to 127 [0]
GAIN	Gain C/D	[Mixer - GAIN C/D]	-64 to 63 [0]



6.4 Input

The **Input** section contains the Input settings of the current Project.

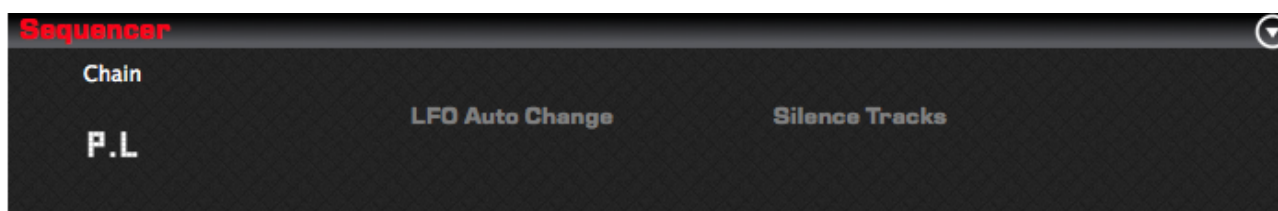


Code	Item	Octatrack	Values
Gate AB	Noise Gate A/B	[Control1 - Input - Noise Gate AB]	-INF to 0db [-INF]
Gate CD	Noise Gate C/D	[Control1 - Input - Noise Gate CD]	-INF to 0db [-INF]
Input Delay Compensate		[Control1 - Input - Delay Compensate]	On / Off [Off]



6.5 Sequencer

The **Sequencer** section contains the Sequencer settings of the current Project.



Code	Item	Octatrack	Values
Chain	Chain After	[Control - Sequencer - Chain After]	Pattern Length to 256/16 [Pattern Length]
Silence Tracks		[Control - Sequencer - Silence Tracks]	On / Off [Off]
LFO Auto Change		[Control - Sequencer - LFO Auto Change]	On / Off [Off]



6.6 Memory

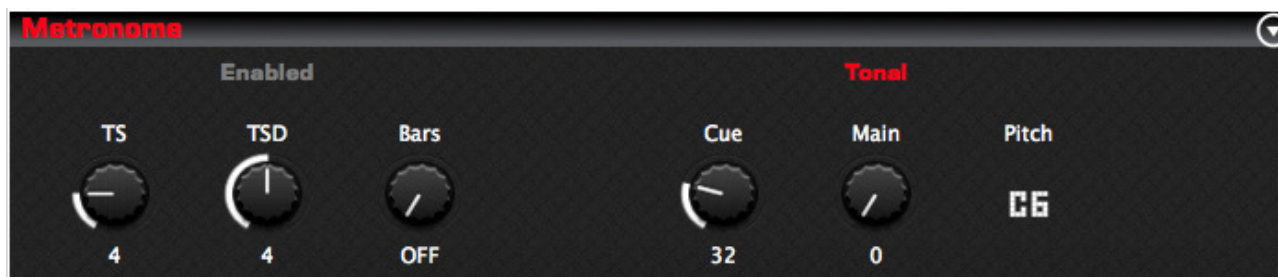
The **Memory** section contains the Memory settings of the current Project.

Code	Item	Octatrack	Values
	Flex Format	[Control - Memory - Flex Format]	16 Bit or 24 Bit [16 Bit]
	Record Format	[Control - Memory - Record Format]	16 Bit or 24 Bit [16 Bit]
	Dynamic Recorders	[Control - Memory - Dynamic Recorders]	On / Off [Off]
	Reserve Recordings	[Control - Memory - Reserve Recordings]	None to R1-R8 [None]
	Reserve Length	[Control - Memory - Reserve Length]	n/a



6.7 Metronome

The **Metronome** section contains the Metronome settings of the current Project.

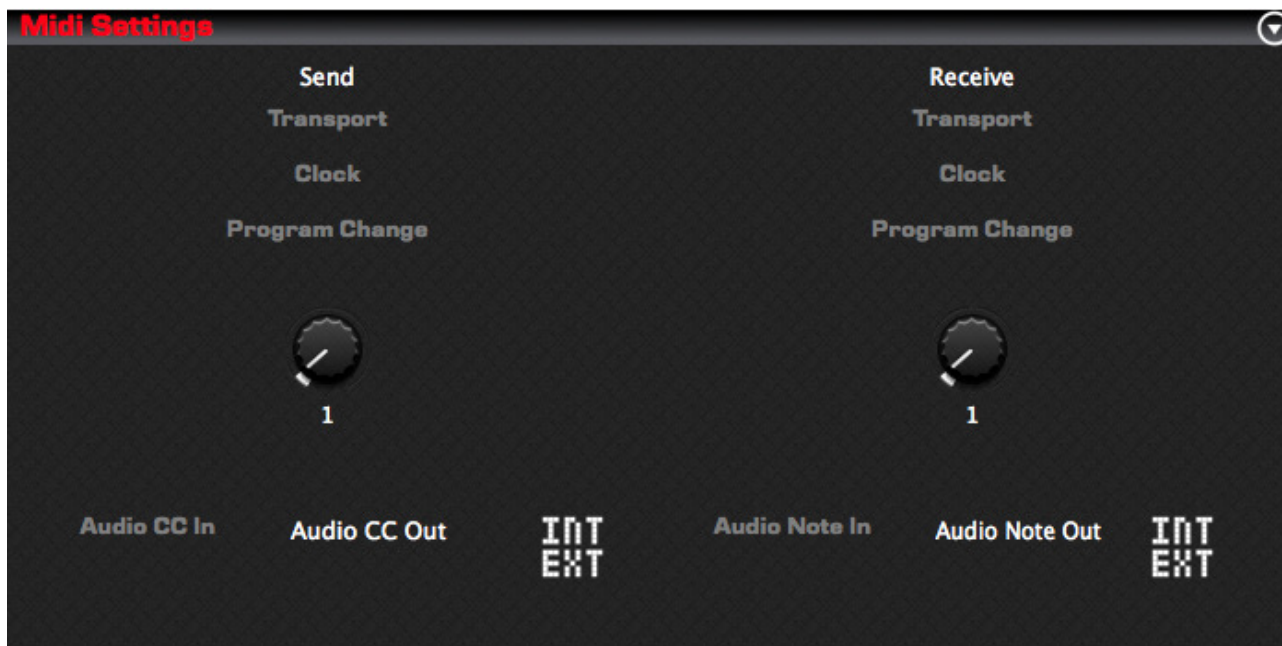


Code	Item	Octatrack	Values
Active	Metronome Active	[Control - Metronome - Active]	On / Off [Off]
TS	Time Signature	[Control - Metronome - Time Sig. Numer.]	1 to 16 [4]
DENOM	Denominator	[Control - Metronome - Time Sig. Denom.]	1 to 16 [4]
PRE	Preroll Bars	[Control - Metronome - Preroll]	OFF to 16 Bars [OFF]
Tonal	Tonal	[Control - Metronome - Tonal]	On / Off [Off]
CUE	Cue Volume	[Control - Metronome - Cue Volume]	0 to 127 [32]
MAIN	Main Volume	[Control - Metronome - Main Volume]	0 to 127 [0]
PITCH	Metronome Pitch	[Control - Metronome - Pitch]	C5 to C7 [C6]



6.8 Midi Settings

The **Midi Settings** section contains the Midi Settings of the current Project.



Code	Item	Octatrack	Values
Transport Send		[Midi - Sync - Transp - Send]	On / Off [Off]
Transport Receive		[Midi - Sync - Transp - Recv]	On / Off [Off]
Clock Send		[Midi - Sync - Clock - Send]	On / Off [Off]
Clock Receive		[Midi - Sync - Clock - Recv]	On / Off [Off]
Program Change Send		[Midi - Sync - Prog Ch - Send]	On / Off [Off]
Send Channel		[Midi - Sync - Prog Ch - Send Ch]	AUTO to 16 [AUTO]
Program Change Receive		[Midi - Sync - Prog Ch - Recv]	On / Off [Off]
Receive Channel		[Midi - Sync - Prog Ch - Recv Ch]	AUTO to 16 [AUTO]
Audio CC In		[Midi - Control - Audio CC In]	On / Off [Off]
Audio CC Out		[Midi - Control - Audio CC Out]	Int / Ext / Int + Ext [Int + Ext]
Audio Note In		[Midi - Control - Audio Note In]	On / Off [Off]
Audio Note Out		[Midi - Control - Audio Note Out]	Int / Ext / Int + Ext [Int + Ext]



6.9 Midi Channels

The **Midi Channels** section contains the Midi Channel settings of the current Project.

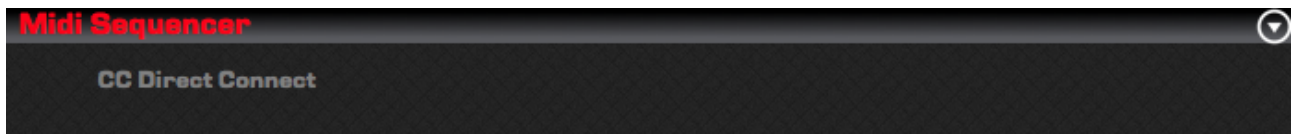


Code	Item	Octatrack	Values
AUTO	Midi Auto Channel	[Midi - Channels - Auto Ch]	OFF to 16 [OFF]
CH1	Midi Trig Channel 1	[Midi - Channels - Trig Ch1]	OFF to 16 [1]
CH2	Midi Trig Channel 2	[Midi - Channels - Trig Ch2]	OFF to 16 [2]
CH3	Midi Trig Channel 3	[Midi - Channels - Trig Ch3]	OFF to 16 [3]
CH4	Midi Trig Channel 4	[Midi - Channels - Trig Ch4]	OFF to 16 [4]
CH5	Midi Trig Channel 5	[Midi - Channels - Trig Ch5]	OFF to 16 [5]
CH6	Midi Trig Channel 6	[Midi - Channels - Trig Ch6]	OFF to 16 [6]
CH7	Midi Trig Channel 7	[Midi - Channels - Trig Ch7]	OFF to 16 [7]
CH8	Midi Trig Channel 8	[Midi - Channels - Trig Ch8]	OFF to 16 [8]



6.10 Midi Sequencer

The **Midi Sequencer** section contains the Midi Sequencer settings of the current Project.



Code	Item	Octatrack	Values
CC Direct Connect		[Control - Midi Sequencer - CC Direct Connect]	On / Off [Off]



7 Samples

The **Samples** module is the responsible for the management of Samples and Sample slots within a Project.

The Samples module is divided into nine sections:

- **View:** Controls the display of the Sample Slots.
- **Edit:** Settings to affect what occurs when editing Samples
- **Actions:** Special Project level actions that affect All samples in the Project
- **Sample Editor:** Displays the sample editing buffer, and allows editing of Trim and Slice points.
- **Editor Actions:** Contains various options and tool used when editing the Trim and Slice points.
- **Sample Slots:** The Samples in the Project, and the Chain.
- **Sample Slices:** The Slices of the currently selected Sample or Chain.
- **Samples Purge:** Displays Samples to be kept or purged.
- **Browser:** An audio file browser with integrated sample preview.

Note: Only one of the Samples Slots, Sample Slices and Samples Purge groups is visible at any point in time.

View

Type: All Flex Static Bank Pattern Track Part

Filter: All Project Empty Used

Text

Edit

Analytics: Off File Slot

Add: Next Empty Overwrite Sample Settings

Location: Project Samples will be added to the Project Folder

Actions

Collect Purge

Sample Editor Flex003 : a1.wav

Editor Actions

Slots Slices Start 12744 Loop 25272 End 37908

Slots

Slot	Sample Name	BPM	Trim	Gain	Loop	TimeStretch	Quantized Trig	BR	Ch	SR	SL
Flex001				0.0 db	On	Normal	Direct				-
Flex002				0.0 db	On	Normal	Direct				-
Flex003	a1.wav	105		0.0 db	On	Normal	Direct	16	S	44100	-
Flex004	am.wav	105		0.0 db	On	Normal	Direct	16	M	44100	-
Flex005				0.0 db	On	Normal	Direct				-
Flex006				0.0 db	On	Normal	Direct				-
Flex007				0.0 db	On	Normal	Direct				-
Flex008				0.0 db	On	Normal	Direct				-
Flex009	dir.wav	105		0.0 db	On	Normal	Direct	16	S	44100	-
Flex010	dir2.wav	105		0.0 db	On	Normal	Direct	16	S	44100	-
Flex011	dsa.wav	105		0.0 db	On	Normal	Direct	16	S	44100	-
Flex012				0.0 db	On	Normal	Direct				-

Browser

Test 01.wav
Test 02.wav
a1.wav
am.wav
dir.wav
dir2.wav
dsa.wav
fsedf.wav
MasterPads.wav
OD_BLI3581.wav

The main Sample window. The currently selected Sample or the Chain will be displayed here.



7.1 Overview

The Samples module operates in one of three different modes, **Slots**, **Slices** or **Purge**

When in **Slots** mode, editing is performed on the Sample Slots in the Project, this .

When in **Slices** mode, editing is performed against the Slices of the currently selected Sample.

When in Purge mode, **no** editing is performed, however Samples are selected to define if kept in, or purged from, the Project.

The current mode is displayed via the Slots and Slices toggle buttons in the **Editor Actions** group, and the name of the Slots/Slices group directly below it.



Note: Certain controls are available / unavailable in the different modes, and these are documented in their appropriate sections in this manual.

Slot	Sample Name	BPM	Trim	Gain	Loop	TimeStretch	Quantized Trig	BR	Ch	SR	SL
Chain	Chainer			0.0 db	On	Normal	Direct	16	S	44100	-
Flex001	OD_DL140-1.wav		400	0.0 db	On	Normal	Direct	16	S	44100	04
Flex002				0.0 db	On	Normal	Direct				
Flex003				0.0 db	On	Normal	Direct				
Flex004				0.0 db	On	Normal	Direct				
Flex005				0.0 db	On	Normal	Direct				
Flex006				0.0 db	On	Normal	Direct				
Flex007				0.0 db	On	Normal	Direct				
Flex008				0.0 db	On	Normal	Direct				
Flex009				0.0 db	On	Normal	Direct				
Flex010				0.0 db	On	Normal	Direct				
Flex011				0.0 db	On	Normal	Direct				



7.1.1 Slots Mode

When editing in **Slots** mode, all groups are available, and editing is being performed against a selected sample, or range of samples.

7.1.2 Slices Mode

When editing in **Slices** mode, the **View** and **Actions** groups are disabled.

7.1.3 Purge Mode

When editing in **Purge** mode, only the **Samples Purge** and **Actions** groups are available.

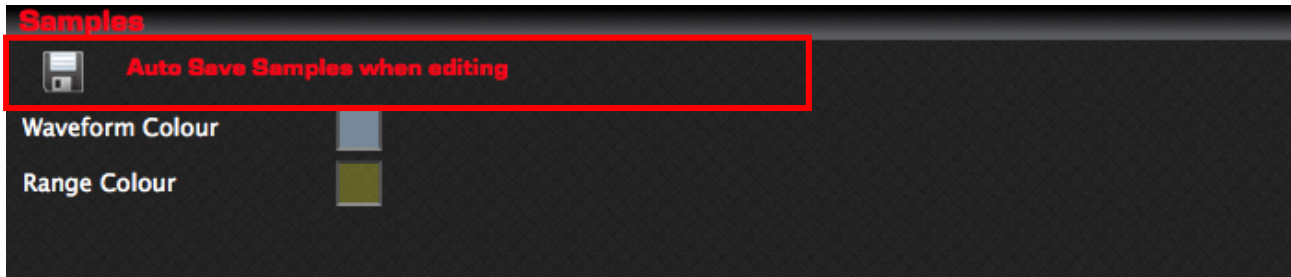


7.2 Sample Edit Buffer

The Samples module utilises an Edit Buffer when editing samples.

Changes made to the selected samples Trim Start/Loop/End markers, the Slice Settings, and the Slice Start/Loop/End markers are performed against the Edit Buffer.

Depending on the setting of the **Auto Save Samples when editing** option in the **Samples** group of the **Options** module, changes are either automatically saved or not.



If the **Auto Save Samples...** option is turned **On**, changes are automatically applied to the Sample.

If the **Auto Save Samples...** option is turned **Off**, changes to the Sample will need to be saved manually via the **Save to Slot** button in the **Editor Actions** group.



Additionally, the behaviour of the **Refresh** button in the **Editor Actions** group changes as well.

If the **Auto Save Samples...** option is turned **On**, the **Refresh** button has no affect, as the previous changes were automatically applied to the Sample, thus the Sample and the Edit Buffer are the same.

If the **Auto Save Samples...** option is turned **Off**, the **Refresh** button has the effect of reloading the Edit Buffer from the Sample Slot.

Naturally if you have just manually saved the Sample, this will appear to have no affect.





7.3 No Sample Playback?

Clicking on either a Sample Slot in the Samples table, or a Slice in the Slices table will playback the Sample or Slice depending on the **Play** and **Loop** settings, and naturally the **Audio** configuration in the **Options** module.

If OctaEdit is unable to play back the Sample, this normally occurs due to one of two main issues:

- Issues with the audio file format or information.
- The audio file cannot be located (*e.g. Octatrack has been ejected, file name changed etc*)

Instead of throwing an error, audio playback is simply cancelled, and the error is reported to the **Analytix** module.

If you are not hearing audio playback on selecting samples, first check the **Play** and/or **Loop** settings on the taskbar, then the **Audio** settings in the **Options** module.

7.4 No Waveform Display?

If there is no sample selected, or OctaEdit cannot load the sample, either due to a file reading error, or being unable to locate the file (*e.g. was on an externally mounted disc or the Octatrack*), then no sample will be displayed.

Additionally, check the **Waveform Colour** setting in the **Samples** group of the **Options** module to ensure it is set to a valid colour.



7.5 Adding Samples and Tempo Calculation

OctaEdit utilises a tempo algorithm when analysing new files that are added to a Project via the Samples module to attempt to calculate the tempo of the audio file.



Note: The same methodology is utilised regardless of the way that Samples are added to the Project.

When adding a Sample, the **Add Samples To Project** form will be displayed as shown below.



7.5.1 Target Sample

The Target Slot that the Sample will be added to is shown across the top of the form.

By default this is set automatically based on the original target slot, the existing Samples in the Project, and the Add... option in the Edit group (*Next Empty or Overwrite*)

Note: It is not necessary to change the Target Slot, but this function is added for ease of use.

Add Samples to Project

Target: Flex005 Empty Slot

File: OD_ML140B10.wav

Project tempo is: 120.0 bpm

Calc tempo is: 140.0 bpm

2 tempo(s) were extracted from file name:

140.0 bpm, 40.0 bpm

Project Tempo 140.0 No Yes

Project All No to All Yes to All

Clicking the dropdown will display a list of all Sample Slots, either Flex or Static, based on the original target.

Sample Slots that are suffixed with an asterisk [*] are already in use. For example, the original target of Flex005 has been changed to Flex007, which already has a sample, 'Purge CCC.wav' assigned to it.

The new sample 'OD_ML140B10.wav' will **overwrite** this slot, regardless of the **Add...** option.

Add Samples to Project

Target: Flex007 * Purge CCC.wav

File: OD_ML140B10.wav

Project tempo is: 120.0 bpm

Calc tempo is: 140.0 bpm

2 tempo(s) were extracted from file name:

140.0 bpm, 40.0 bpm

Project Tempo 140.0 No Yes

Project All No to All Yes to All



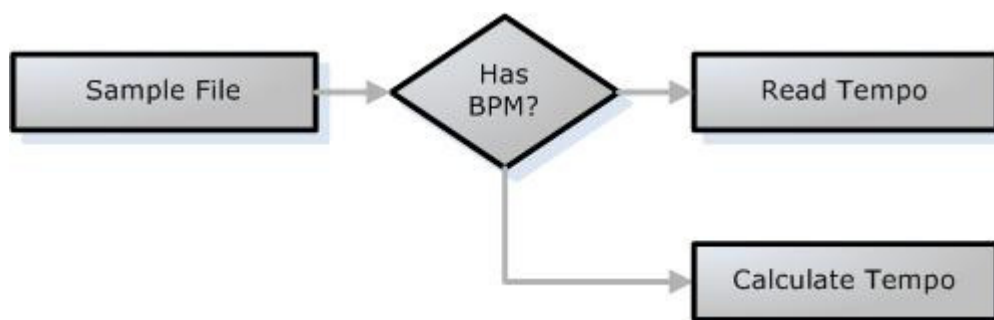
7.5.2 Tempo Calculation: Process

The **Sample Tempo Calculation** process is as follows.

Note: The extraction of tempo from sample names is not supported in the "Legacy" OSX version of OctaEdit due to limitations in the OSX framework. On legacy OSX platforms, only the Project tempo and the Calculation tempo will be available.

Step	Description
1	Audio sample is added to the Samples module in the Project.
2	<p>The sample name is checked to see if it contains a valid tempo between 85 BPM and 170 BPM.</p> <p>If multiple numerical strings are found, logic is applied to extract the most relevant value. For example:</p> <p>Loop120 would be flagged as 120bpm</p> <p>Kick120Loop would be flagged as 120bpm</p> <p>Loop 120 74 would be flagged as 120bpm (<i>74 is not a valid tempo</i>)</p> <p>Loop 27 120 HiHats would be flagged as 120bpm (<i>27 is not a valid tempo</i>)</p>
3	If no sample name is detected, then OctaEdit will analyse the audio file, and attempt to guess the BPM of the file between a range of 85bpm and 170bpm
4	If a valid BPM is not able to be identified, the Project Tempo will be utilised.

The tempo algorithm follows the below process flow when calculating a samples tempo.





The detailed process flow is as follows:

Step	Description
1	Audio sample is added to the Samples module in the Project.
2	The sample name is checked to see if it contains a BPM value between 30 BPM and 300 BPM, for example <i>DrumLoop120</i> would be flagged as 120bpm
3	If no sample name is detected, then OctaEdit will analyse the audio file, and attempt to guess the BPM of the file between a range of 85bpm and 170bpm
4	If a valid BPM is not able to be identified, the Project Tempo will be utilised.



7.6 View

The **View** group of the Samples module controls which Samples are displayed in the Slots table based on the permutation of options selected.

The View group is only available in Slots mode, and is disabled in Slices mode.



Note: Depending on the number of Sample Slots currently utilised in the Project, and the options selected, you may see none, one or many rows. Each row in the table represents a sample slot.





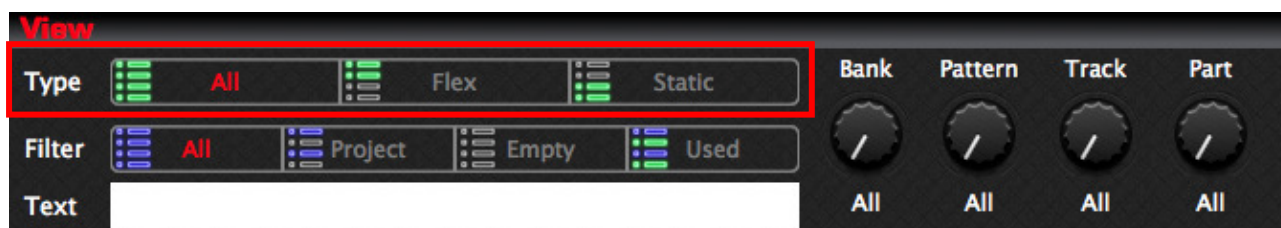
7.6.1 View: Type

The **Samples Type** toggle switch controls what *type* of Samples Slots are displayed in the Source Samples table, and works in conjunction with the **Samples Filter** option.

When in **Slices** mode, these options are disabled.



Note: Depending on the number of Sample Slots currently utilised in the Project, you may see none, one or many rows. Each row in the table represents a sample slot.



The Samples View options are:

Image	Description
	All
	Both Flex and Static slots.
	Flex
	Display Flex Slots only.
	Static
	Display Static Slots only.



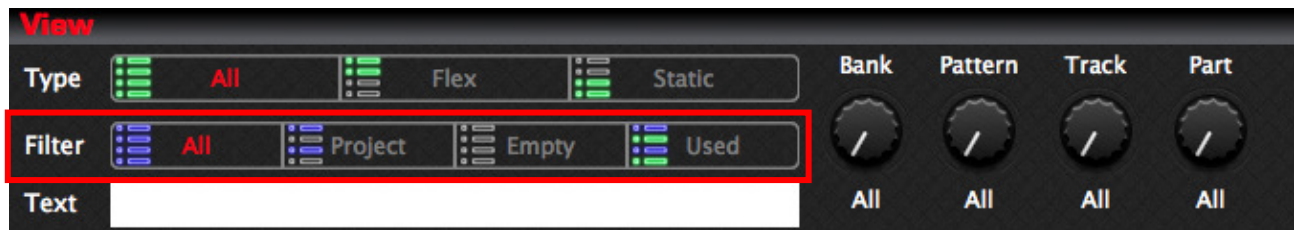
7.6.2 View: Filter

The **Samples Filter** toggle switch controls *which* Samples Slots are displayed in the Source Samples table, and works in conjunction with the **Samples Type** option.

When in **Slices** mode, these options are disabled.



Note: Depending on the number of Sample Slots currently utilised in the Octatrack Project, you may see none, one or many rows. Each row in the table represents a sample slot.



The Samples Filter options are:

Image	Description
	All Both Flex and Static slots.
	Project Restrict sample slots to only ones used in the Project. i.e. not empty.
	Empty Restrict sample slots to only ones not used in the Project. i.e. empty slots only.
	Used Restrict sample slots to only ones used in the Banks/Patterns/Tracks defined. Please refer to the next section which explains how this functionality works.



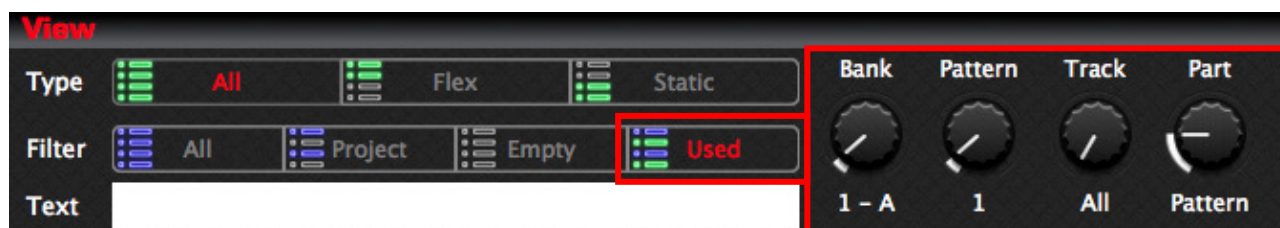
7.6.3 View: Filter – Used

The **Used** filter option allows the ability to only display sample slots that have been used in a particular permutation of Bank, Pattern, Track and Part by modifying the four parameters to the right.

When in **Slices** mode, these options are disabled.



Note: Modifying the parameters performs no action. The action occurs when the **Used** button is clicked, therefore refreshing the Sample Slots.



In the above image, the parameters are set as Bank 1-A, Pattern 1, Track All and Part Pattern; therefore when refreshed, only samples that have been used in the following will be shown:

- Bank 1-A
- Pattern 1
- Tracks 1, 2, 3, 4, 5, 6, 7 and 8 (*i.e. All Audio tracks*)
- The Part assigned to Pattern (*i.e. the default Part for Pattern 1*)

Remember that the *Filter View* options works in tandem with the *Type View* options, so ensure that you have set Type to All, Flex or Static as required.

The four parameters available are:

Code	Description	N	M	Comment
Bank	Bank	1	7	All, 1 to 16 [ALL]
Pattern	Pattern	1	7	All, 1 to 16 [ALL]
Track	Audio Track	1	7	All, 1 to 8 [ALL]
Part	Part	1	7	All, Pattern, 1 to 4 [ALL] Note: Pattern will use the Part that has been assigned to the Pattern

Each of the parameters contains an **ALL** setting, when this is used, it will check all of the items, i.e. include All Tracks, or All Patterns.



7.6.4 View: Text

The **Text** filter option allows the ability to filter the Samples based on case insensitive wildcard text filtering against the name of the sample. In other words any sample name that contains the supplied text string, ignoring case.

Tip: Clicking on the **Text** label to the left of the Text Filter will clear the contents of the Text Filter box.



Note: The Text filter has no affect when using the **Used** Filter option, as the intention is not to filter based on name. This is function as designed.

Likewise, the Text filter has no effect when using the **Empty** option, as there is nothing to check against.

In the above image, the Text Filter contains the string **omo** and the samples are then displayed as only those contain the text **omo** as part of their file name.

View

Type: **All** Flex Static

Filter: **All** Project Empty **Used**

Text: **omo**

Bank: All Pattern: All Track: All Part: All

Sample Editor

Editor Actions

Slots Slices Start 0 Loop 0 End 0 Slice 0

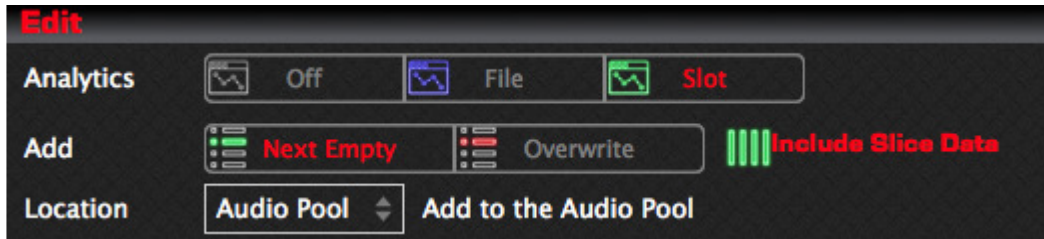
Slots

Slot	Sample Name	BPM	Trim	Gain	Loop
Chain	Chain			0.0 db	Off
Static003	Jomox_kicks.wav		400	8.0 db	Off
Static014	Jomox MbaSE01.wav	3168		12.0 db	Off
Static086	Jomox_09_32_128.wav		1600	0.0 db	Off



7.7 Edit

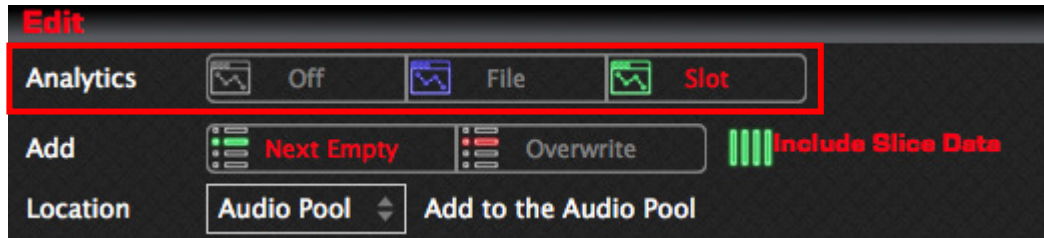
The **Edit** group of the Samples module provides options for Analytics and how Samples are handled when being added to the Project.








7.7.1 Edit: Analytics

The **Analytics** option toggles whether analysis of a sample is performed when selected in the Samples Table, and *how* the analysis is performed, with the results returned to the Analytics module.



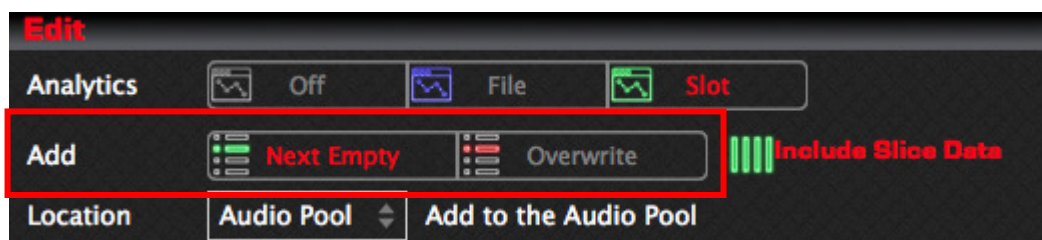
Analytics	Behaviour
	Off No analysis will be performed on sample selection.
	File OctaEdit analyses if the sample file has been used in <i>any</i> Project in the currently loaded Set.
	Slot OctaEdit analyses if, and where the sample has been used anywhere in the entire Project, with Flex/Static machines or assigned to Sample Locks.



7.7.2 Edit: Add...

The **Edit Add...** toggle switch controls the behaviour when Samples are added from the Audio Pool or from the file system to the Samples table.

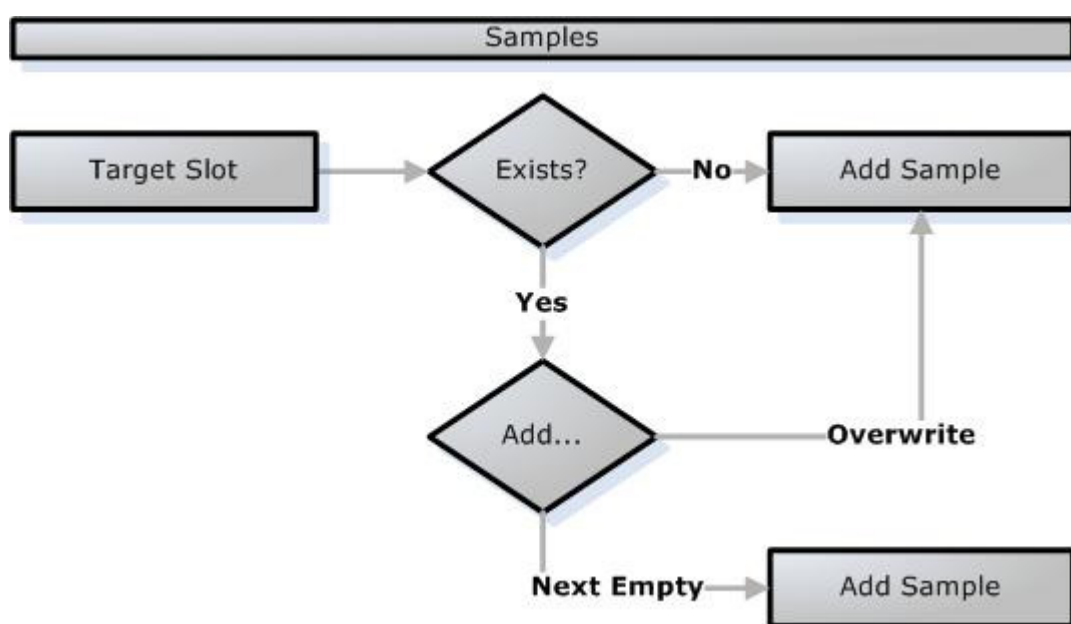
This control the default adding behaviour. When adding samples, the next slot can be overridden.



The Samples Add... options are:

Image	Description
	Next Empty Sample will be assigned to the target slot OR the next available empty slot <i>after</i> the target slot if target slot is in use or has been assigned.
	Overwrite Sample will be assigned to the target slot, regardless of whether the target slot is in use or has been assigned.

The following flowchart shows the logic for when new samples are added, regardless of the source or methodology.

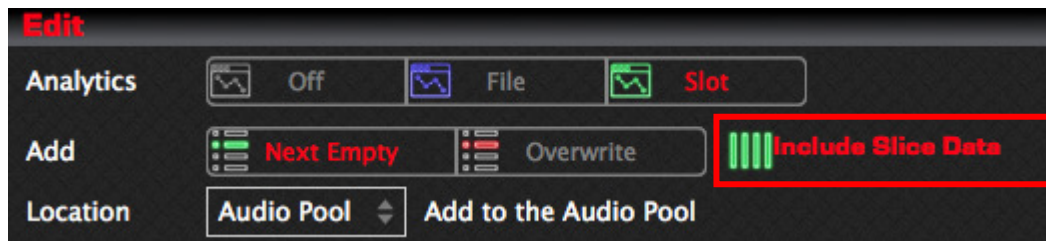




7.7.3 Edit: Sample Settings

The **Sample Settings** option toggles whether OctaEdit will automatically use an existing Sample Settings file for a sample when it is imported, regardless of the methodology used.

To automatically import Sample Settings, ensure that there is a matching **.ot** file for the audio file being imported.



State	Behaviour
Off	Only the Audio file is imported to the Project. Default Setting and Slice data is created for the Sample Slot.
On	The Audio file is imported to the Project. Does a Sample Settings file exist for the sample? Yes: The existing Sample Settings are imported to the Project for the Sample Slot. No: Default Setting and Slice data is created for the Sample Slot.



7.7.4 Edit: Add Samples Location

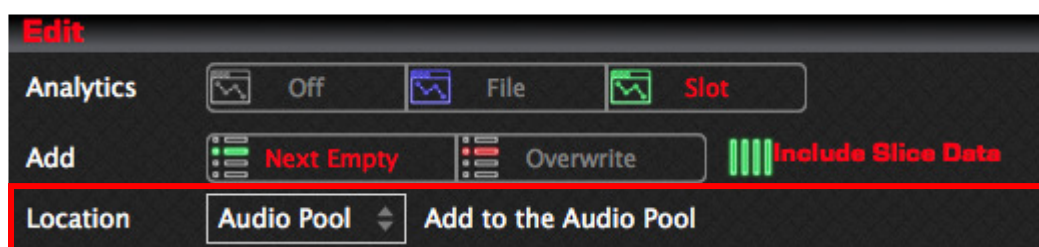
The **Add Samples Location** drop down controls where the new samples will be copied to when they are added to the Samples module from other sources such as the Audio Pool or Chainer modules, or from the file system.

Change the location by selecting the appropriate option from the drop down box. The label to the right will be updated with the description or folder path if 'Custom' is selected.

Note: If an existing slice file is also available, this will be copied along with the audio file.



Note: The location defined here is also used when processing the **Collect** action, which is documented in its own section.



Available options are:

Location	Description
Audio Pool	Samples will be copied to the Target Sets Audio Pool folder.
Project	Samples will be copied to the Target Projects folder.
Custom	Opens a standard folder browser that allows the ability to define a specific location for the samples to be copied to. Note: The Custom location must be contained within either the Target Set's Audio Pool or the Project folder.



7.8 Actions

The **Actions** group of the Samples module controls which Samples are displayed in the Slots table based on the permutation of options selected.



Action	Comment
Collect	Allows the ability to Collect samples used in the Project to a the Audio Pool, the Project folder or Custom location.
Purge	Allows the ability to Purge unused samples from the Project



7.8.1 Actions: Collect

The **Collect** action allows the ability to collect all samples referenced by the Project and copies them into either the Set's Audio Pool, the Project folder, or a Custom defined location, whilst updating all references within the Project.

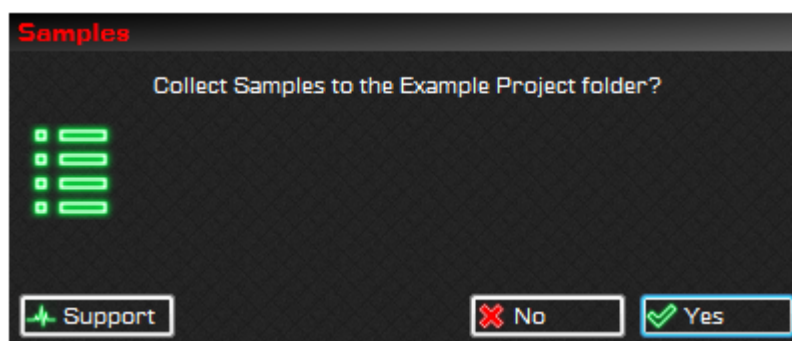
This function is useful to isolate a Project and all associated samples from a Set. After "collecting" an entire Project can be copied into another Set, or backed up.



Note: Prior to starting the Collect action, it is important to define the Target Location that the Samples will be collected to. This is defined by the **Location** in the **Edit** section. Screenshots will naturally be slightly different due to this variable.



Pressing the **Collect** button will prompt for confirmation to collect the samples to the Set's Audio Pool, Project folder, or Custom location, depending on the choice made.

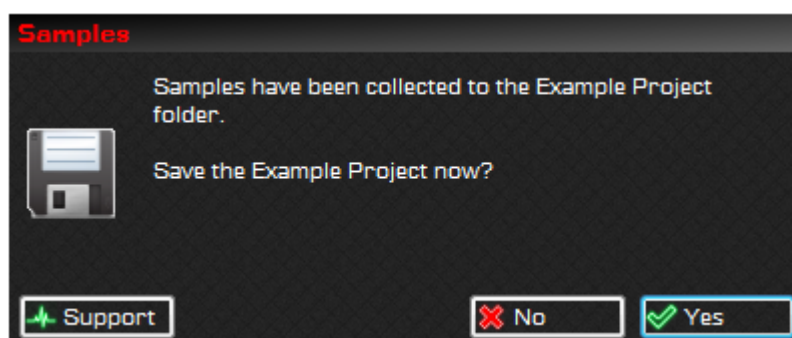


Pressing **Yes** will perform a process of collecting all the sample files referenced by the Project, as well as any slice files and **Copy** them into the folder of the Project, as well as updating any requisite references.

Press **No** to cancel and do not collect samples.

After the samples have been collected you will be automatically prompted to save the Project.

This is generally a good idea as you have modified the Project and the location of the referenced audio files.





7.8.2 Actions: Purge

The **Purge** action allows the ability to purge unused Sample Slots from a Project, thus freeing up unused Sample Slots and keeping the Project tidy.



Note: Sample Slots are considered unused when they have not been assigned to either a Flex or Static machine, or been utilised as a Sample Lock target.

Pressing the **Purge** button will automatically identify samples to be purged from the Project.



The Samples table will be automatically updated displaying the **unused** Sample Slots in the Project (*excluding empty Slots*)

The Actions group will now display two additional buttons, **Cancel** and **Purge** (*in place of the previous Collect and Purge*)



Clicking on any Sample Slot in the table will toggle the Status of the Sample between **Keep** and **Purge**.

Pressing **Cancel** will cancel the Purge process, and refresh the Samples table back to its default state.

Pressing **Purge** will purge the current Samples in the table, emptying the Sample Slots in the Project.

Regardless of option selected, the Sample Slots table will be refreshed back to default view, i.e. Type equals All and Filter equals All.



7.8.3 Actions: Purge Tutorial

The below image show the Sample Slots table with it's default view, i.e. Type equals All and Filter equals All.

View

Type: **All** Flex Static Bank Pattern Track Part

Filter: **All** Project Empty Used

Text:

Edit

Analytics: **Off** File Slot

Add: **Next Empty** Overwrite Sample Settings

Location: Audio Pool Add to the Audio Pool

Actions

Collect

Purge

Sample Editor

Flex023

Attributes

Channels: Stereo Mono

Bit Rate: 16 Bit 24 Bit

Sample Rate: 44.1k 32k 22.05k

Loop Mode: Off On Ping Pong

TimeStretch Mode: Off Normal Beat

Sens: 75 Tempo: 120.00 Triq Q: DIR Gain: 0.0 db

Editor Actions

0 0 0 0 0 0

Slots Slices Start 0 Loop 0 End 0 Slice 0

Slots

Slot	Sample Name	BPM	Trim	Gain	Loop	TimeStretch	Quantized Trig	BR	Ch	SR	SL
Chain	Chainer			0.0 db	On	Normal	Direct	16	\$	44100	-
Flex001				0.0 db	On	Normal	Direct				-
Flex002				0.0 db	On	Normal	Direct				-
Flex003				0.0 db	On	Normal	Direct				-
Flex004				0.0 db	On	Normal	Direct				-
Flex005				0.0 db	On	Normal	Direct				-
Flex006	Purge DDD.wav	120		0.0 db	On	Normal	Direct	16	\$	44100	-
Flex007				0.0 db	On	Normal	Direct				-
Flex008				0.0 db	On	Normal	Direct				-
Flex009				0.0 db	On	Normal	Direct				-
Flex010	Purge AAA.wav	120		0.0 db	On	Normal	Direct	16	\$	44100	-
Flex011				0.0 db	On	Normal	Direct				-

Browser

Purge AAA.wav

Purge BBB.wav

Purge CCC.wav

Purge DDD.wav

Purge EEE.wav

Test_AM32.aif

Test_AM44.aif

Test_AM48.aif

Test_AS32.aif

Test_AS44.aif

Test_AS48.aif

The **Purge** button in the **Actions** group is clicked, and the Samples table has been updated to show samples that have been identified to be purged.

Note that the **Actions** group now contains two buttons, **Cancel** and **Purge**, and that all other groups have been greyed out whilst in purge mode.

View

Type: **All** Flex Static Bank Pattern Track Part

Filter: **All** Project Empty Used

Text:

Edit

Analytics: **Off** File Slot

Add: **Next Empty** Overwrite Sample Settings

Location: Audio Pool Add to the Audio Pool

Actions

Cancel

Purge

Sample Editor

Flex023

Attributes

Channels: Stereo Mono

Bit Rate: 16 Bit 24 Bit

Sample Rate: 44.1k 32k 22.05k

Loop Mode: Off On Ping Pong

TimeStretch Mode: Off Normal Beat

Sens: 75 Tempo: 120.00 Triq Q: DIR Gain: 0.0 db

Editor Actions

0 0 0 0 0 0

Slots Slices Start 0 Loop 0 End 0 Slice 0

Slots

Slot	Sample Name	Sample File	Status
Flex006	Purge DDD.wav	/Users/Rusty/Desktop/OctaEdit Sets/SampleEditor/AUDIO/Purge DDD.wav	Purge
Flex010	Purge AAA.wav	/Users/Rusty/Desktop/OctaEdit Sets/SampleEditor/AUDIO/Purge AAA.wav	Purge
Flex014	Purge BBB.wav	/Users/Rusty/Desktop/OctaEdit Sets/SampleEditor/AUDIO/Purge BBB.wav	Purge
Flex018	Purge CCC.wav	/Users/Rusty/Desktop/OctaEdit Sets/SampleEditor/AUDIO/Purge CCC.wav	Purge
Flex023	Purge EEE.wav	/Users/Rusty/Desktop/OctaEdit Sets/SampleEditor/AUDIO/Purge EEE.wav	Purge

Browser

Purge AAA.wav

Purge BBB.wav

Purge CCC.wav

Purge DDD.wav

Purge EEE.wav

Test_AM32.aif

Test_AM44.aif

Test_AM48.aif

Test_AS32.aif

Test_AS44.aif

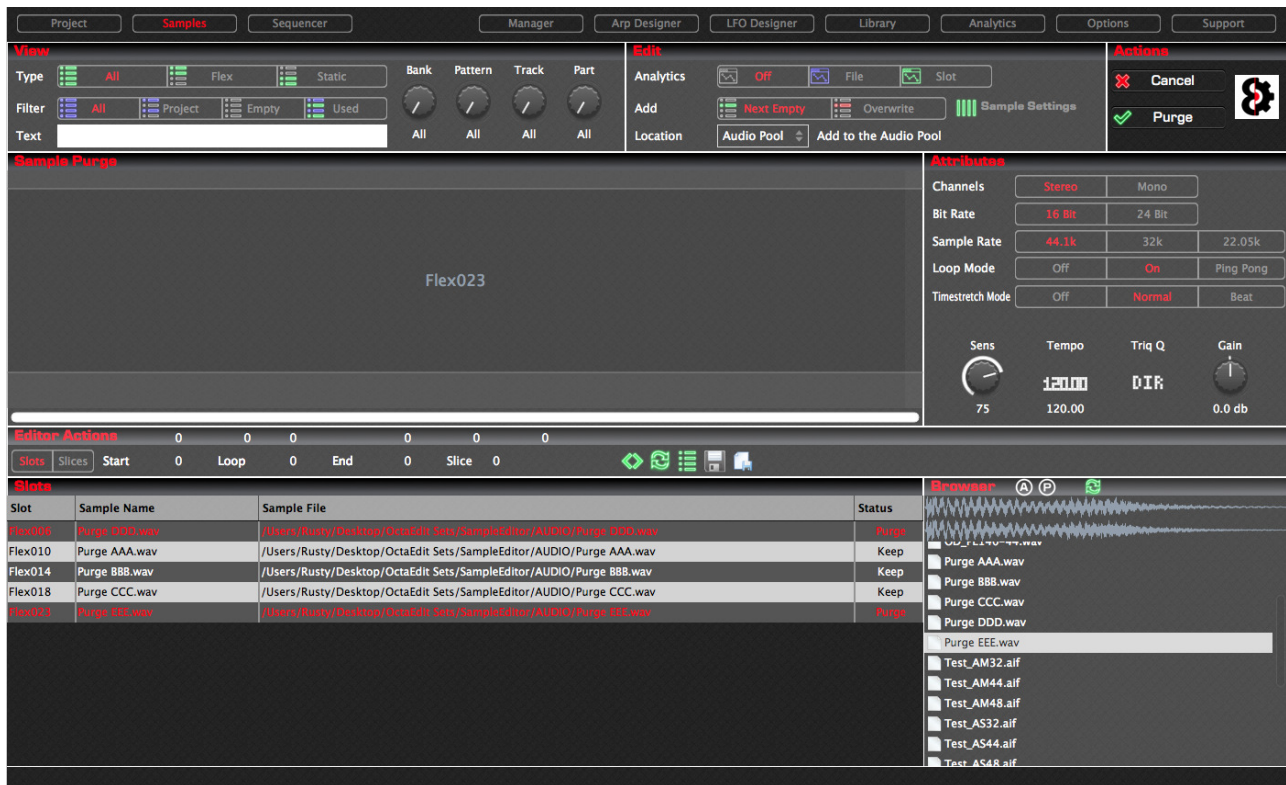
Test_AS48.aif



By clicking any Sample in the table, the **Status** will be toggled between **Keep** and **Purge**; samples with a status of Purge are also displayed with red text.

Additionally, when the **Play** option is turned on, samples will automatically be played when selected in the table, and if the **Loop** option is turned on, the sample play back will be looped.

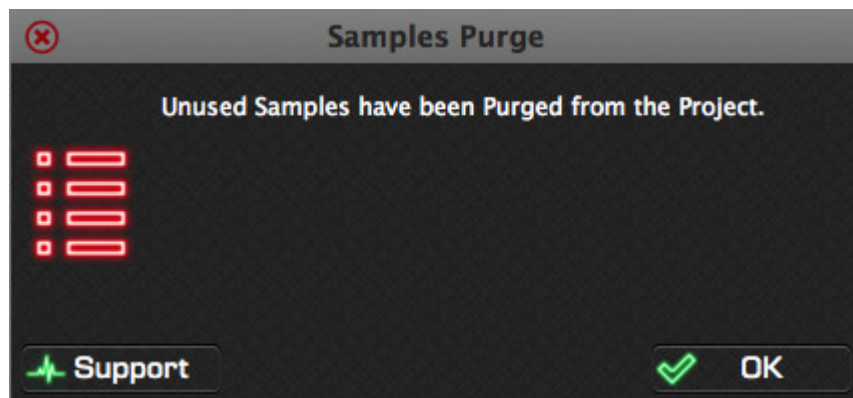
In the below image, Flex006 and Flex023 are both flagged to be purged, whilst Flex010, Flex014 and Flex018 are flagged to be kept.



Once the appropriate samples have been flagged to be kept or purged, click the **Purge** button in the Actions group to execute the purge.

This will remove the samples from the slots, and reset the slot to its default values, and the Sample Slots table will be refreshed back to default view, i.e. Type equals All and Filter equals All.

You will be provided with a message informing you that the Samples Purge process has been completed.

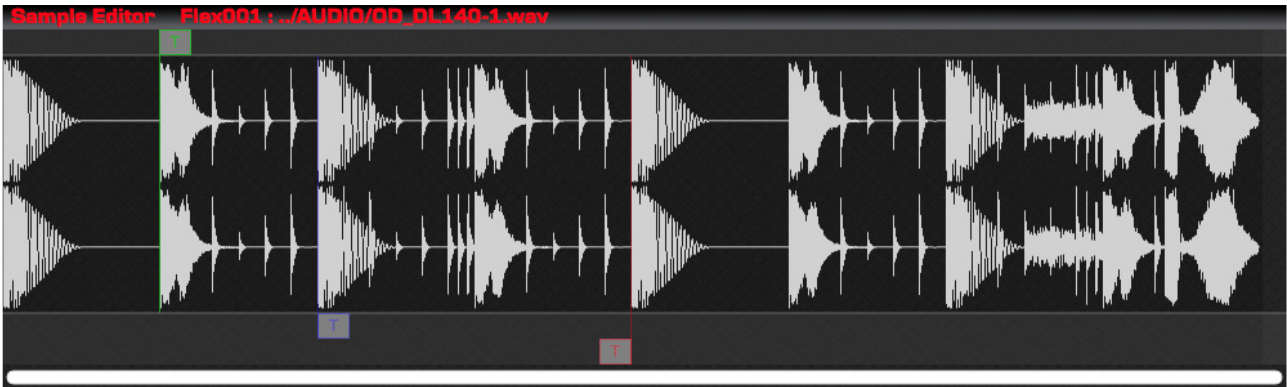




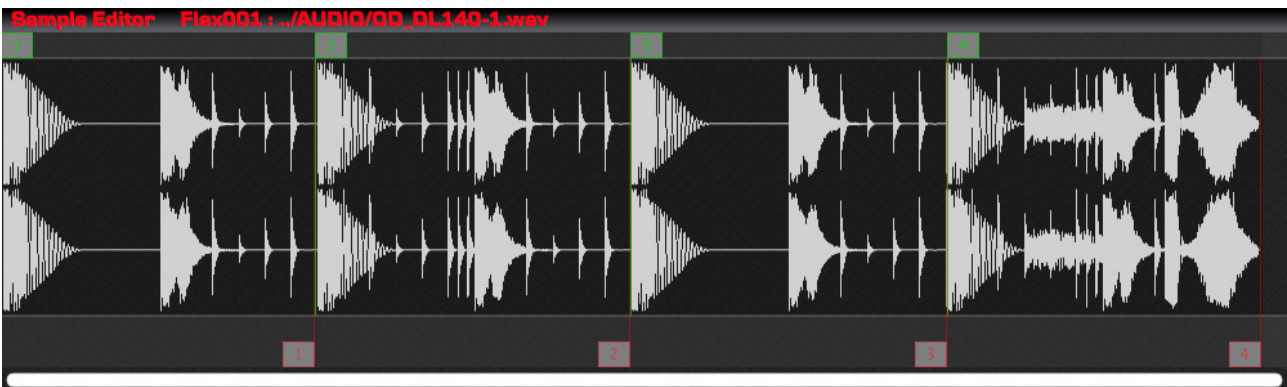
7.9 Samples Editor

The **Samples Editor** group of the Samples is used to display the waveform of the currently selected Sample or Chain, and is used to modify the Sample Trim Start / Loop / End or the Sample Slices.

When in **Slots** mode, the editor is used to modify the Trim Start / Loop / End



When in **Slices** mode, the editor is used to modify the Slice Start / Loop / End points.



Note that there can be multiple Slice Start / Loop / End points, as shown in the above image, and the handles have the slice number inside them.

Trim points can be toggled on/off per slice, and if off the Trim handles will not be displayed.



7.9.1 Samples Editor: Markers

The **Sample Editor** contains three strips for displaying the Trim and Slice markers.

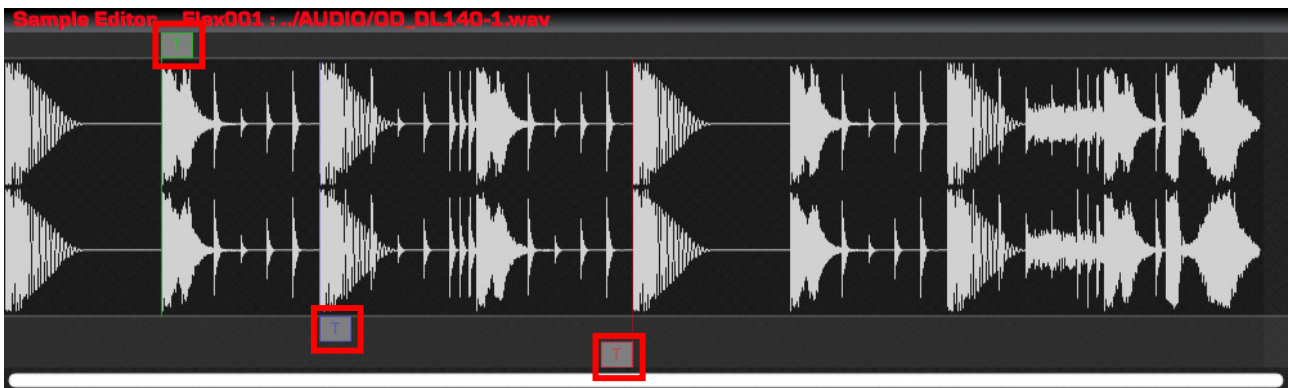
- The Trim Start and Slice Start markers are shown above the sample waveform.
- The Trim Loop and Slice Loop markers are shown directly below the sample waveform.
- The Trim End and Slice End markers are shown below the sample waveform.

Slots Mode / Trim Markers:

The Trim **Start** marker is displayed with a **Green** handle with the text of **T** and is shown above the sample waveform.

The Trim **Loop** marker is displayed with a **Blue** handle with the text of **T** and is shown directly below the sample waveform.

The Trim **End** marker is displayed with a **Red** handle with the text of **T** and is shown below the Trim Loop marker.



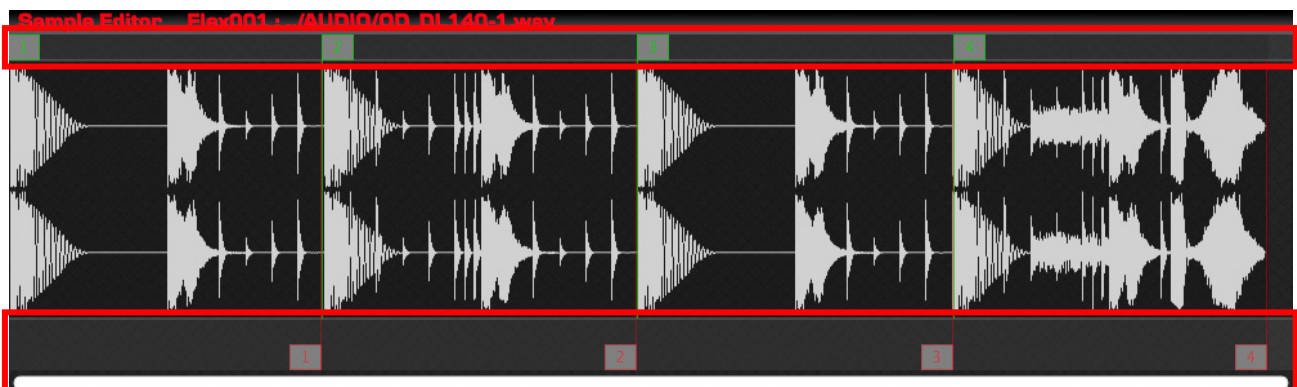
Slices Mode / Slice Markers:

A Slice **Start** marker is displayed with a **Green** handle with the number of the slice and is shown above the sample waveform.

A Slice **Loop** marker is displayed with a **Blue** handle with the number of the slice and is shown directly below the sample waveform.

A Slice **End** marker is displayed with a **Red** handle with the number of the slice and is shown below the Slice Loop markers.

Note: Slice Loop markers can be enabled / disabled individually per slice, so the number of Loop markers may not correlate to the number of Start/End markers.





7.9.2 Samples Editor: Markers Behaviour

The **Sample Markers** behave in a certain manner regardless of whether in Slots or Slices mode.

Note: As Loop markers can be toggled on/off per Slice, read the below information as if the Loop marker is active. If the Loop marker is inactive, it is always equal to the Start marker.

Moving a **Start** marker will also move the **Loop** and **End** markers, therefore retaining the offset between Start and Loop, and Start and End.

If the Loop and/or End marker is at the end of the Sample, then moving the Start marker to the right will decrease the Start and Loop, and Start and End Offsets, as it is not possible for the Loop or End marker to be greater than the size of the sample.

Moving a **Loop** marker has **no** effect on either the **Start** or **End** markers, however a Loop marker can only be moved between the Start and End markers.

Moving an **End** marker has no effect on either the Start or Loop markers, except where the end marker is equal to the Loop marker, in this scenario the **Loop** marker will be the same as the End marker.



7.9.3 Samples Editor: Slots Context Menu

The **Sample Editor** provides a context menu which varies depending on whether the Samples module is currently in Slots (*left*) or Slices (*right*) Mode.

Fundamentally the logic works the same whether in Slots or Slices mode, as all actions occur based of the **Selected Range** highlighted.

Note: If the Selected Range is not enabled, the only menu option available is the **Reset Trim to Default**, which is only available in Slots mode.

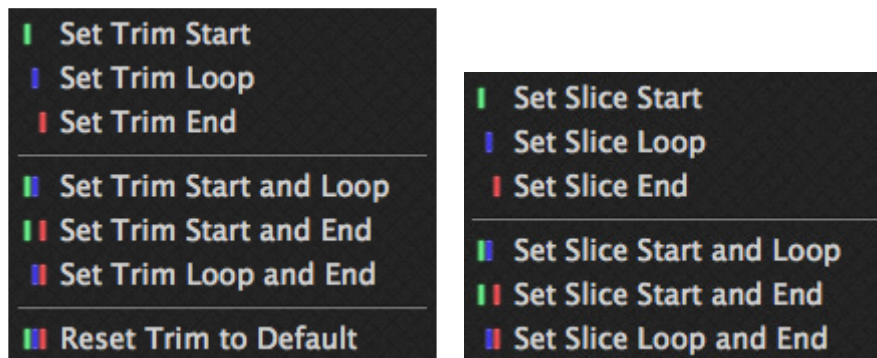





Image	Description
	Set Trim / Slice Start Sets the Start of the Sample Trim, or the selected Slice to the beginning of the Selected Range.
	Set Trim / Slice Loop Sets the Loop of the Sample Trim, or the selected Slice to the beginning of the Selected Range. If the Start is greater then the beginning of the Selected Range, the Loop marker will be set to the Start.
	Set Trim / Slice End Sets the End of the Sample Trim, or the selected Slice to the end of the Selected Range. If the Start is greater then the end of the Selected Range, the End marker will be set to the Start.
	Set Trim / Slice Start and Loop Sets the Start of the Sample Trim, or the selected Slice to the beginning of the Selected Range. Sets the Loop of the Sample Trim, or the selected Slice to the end of the Selected Range.



Image	Description
	Set Trim / Slice Start and End Sets the Start of the Sample Trim, or the selected Slice to the beginning of the Selected Range. If the Start of the Selected Range is greater then the Loop marker, the Loop marker will be set to the Start. Sets the End of the Sample Trim, or the selected Slice to the end of the Selected Range. If the End of the Selected Range is less then the Loop marker, the Loop marker will be set to the End.
	Set Trim / Slice Loop and End Sets the Loop of the Sample Trim, or the selected Slice to the beginning of the Selected Range. If the Start is greater then the beginning of the Selected Range, the Loop marker will be set to the Start. Sets the End of the Sample Trim, or the selected Slice to the end of the Selected Range. If the Start is greater then the end of the Selected Range, the End marker will be set to the Start.
	Reset Trim to Default Note: Only available in Slots mode. Resets the Trim to the default values. i.e. Start and Loop equal the start of the Sample, and End equals the end of the Sample.

dsadsa



7.10 Editor Actions

The **Editor Actions** group of the Samples provides controls and functionality for processing the current sample being editor in the Sample Editor.



Note: Depending on whether you are in **Slots** or **Slices** mode some controls and functionality will not be available.



7.10.1 Mode

Clicking either the **Trim** or **Slice** button will change the Samples module to its respective mode.

Note: It is not possible to enter Slice mode if there is no sample currently selected.



7.10.2 Start / Loop / End Points

The **Start**, **Loop** and **End** values for the Sample Trim, or the currently selected Slice depending on the respective mode.



7.10.3 Slice Number

Note: Only available when in **Slices** mode.

Displays the currently selected Slice Number





7.10.4 Editor Actions: Slice Move

Note: Only available when in **Slices** mode.

There are four (4) Slice move buttons available: First, Previous, Next and Last



Clicking the **First Slice** button will select the first Slice, regardless of the number of Slices that exist in the Sample.

Clicking the **Previous Slice** button will select the Slice previous to the one currently selected, or perform no action if the current slice is the first slice.

Clicking the **Next Slice** button will select the Slice after the one currently selected, or perform no action if the current slice is the last slice.

Clicking the **Last Slice** button will select the last Slice, regardless of the number of Slices that exist in the Sample.

Regardless of the move action selected, it will also highlight the relevant slice in the **Samples Editor** and select the slice in the **Slices** table.



7.10.5 Editor Actions: All Slices

Note: All Slices is only available when in **Slices** mode.

The **All Slices** toggle allows the ability to define whether all slices are displayed in the editor, or just the currently selected slice.



Image	Description
	Off When turned Off, only the active slice is displayed in the Samples Editor.
	On When turned On, all slices are displayed in the Samples Editor



7.10.6 Editor Actions: Display Range

Clicking the **Display Range** button will toggle whether the **Sample Editor Range** is visible or not.

The Sample Editor Range is optionally used when setting Trim Start/Loop/End and Slice Start/Loop/End points. Refer to the Samples Editor section for information on usage.



Image	Description
	Off When turned Off, the Selected Range is not displayed in the Samples Editor.
	On When turned On, the Selected Range is displayed in the Samples Editor.

7.10.7 Editor Actions: Refresh

Clicking the **Refresh** button will refresh the Edit buffer with the last saved state of the Sample data.

Note: If the **Auto Save Samples when Editing** option in the Samples group of the Options module is turned on, this naturally has no affect, as the





7.10.8 Editor Actions: Save to Slot

Clicking the **Save** button will launch a standard file browser allowing you to define the location to save the Sample Chain audio file and slice file.



7.10.9 Editor Actions: Save to File

Clicking the **Save** button will launch a standard file browser allowing you to define the location to save the Sample Chain audio file and slice file.





7.10.10 Editor Actions: Detect

Note: The Detection controls are only available when in **Slices** mode.

Note: This functionality is currently not available

The **Sensitivity** value is used to control the sensitivity of transient detection when detecting transients to generate slice points.

The Detection controls

It is not used for any actual sample attribute, but is placed here for convenients sake.

Available options are 44,100 (44.1k), 32,000 (32k) and 22,050 (22.05k)





7.11 Save To Slot

Note: The Save to Slot button performs one of two different functions depending on whether you are currently editing an existing Sample, or editing the Sample Chain.



Sample Slot

When editing an existing Sample Slot, Clicking the **Save to Slot** button will save the edit buffer into the Sample Slot.

If the **Auto Save Samples when Editing** option in the Samples group of the Options module is turned on, this naturally has no affect, as the edit buffer is automatically saving to the Sample Slot when changes are made.

Sample Chain

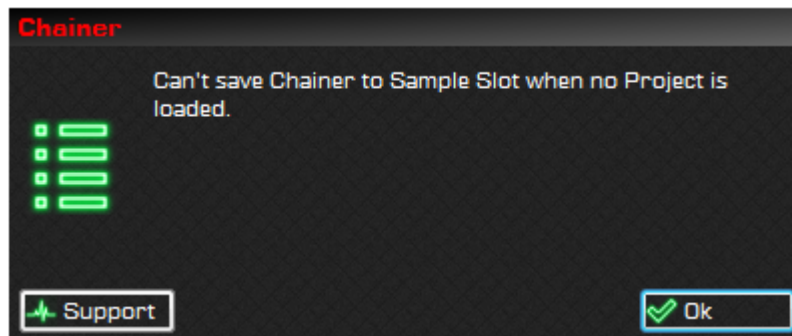
Clicking the **Save to Slot** button will launch the **Assign Chain to Sample Slot** window allowing you to define which sample slot in the current Project the Sample Chain will be assigned to, and the name of the resulting sample file to be saved.

The sample chain will be assigned to the slot, with all the slice data being transferred into the Project automatically.



Note: The Location where the sample chain audio and slice files will be saved to is based on the **Samples Location** option in the **Samples** module.

Naturally it is not possible to save a Sample Chain to a Sample Slot if no Project is loaded... in which case you will be informed of such.





The **Assign Chain to Sample Slot** form shows a list of all the Sample Slots in the Project, and a text field to define the name of the audio file that will be saved.

Slot	Sample Name
Flex001	
Flex002	
Flex003	
Flex004	
Flex005	
Flex006	
Flex007	
Flex008	
Flex009	
Flex010	
Flex011	
Flex012	

Options

☒ Empty ☒ All ☐ Flex ☐ Static

Name

The four options along the bottom allow the ability to restrict the list of samples slots displayed in combination between **Empty** (On / Off) and **Filter** (All / Flex / Static)

Image	Description
	Empty When turned on, only empty, i.e. non used sample slots will be displayed.
	All Display both Flex and Static sample slots.
	Flex Display only Flex sample slots.
	Static Display only Static sample slots.



The **Name** field allows you to define the name of the Sample Chain that will be created.

Note: The file will be automatically assigned a **.wav** suffix.

Slot	Sample Name
Flex001	
Flex002	
Flex003	
Flex004	
Flex005	
Flex006	
Flex007	
Flex008	
Flex009	
Flex010	
Flex011	
Flex012	

Options

Name

Select a sample slot and click **OK** to proceed, or **Cancel** to abort the entire process.

You need to provide a name for the resulting audio file, else the following message will be displayed.

Chainer

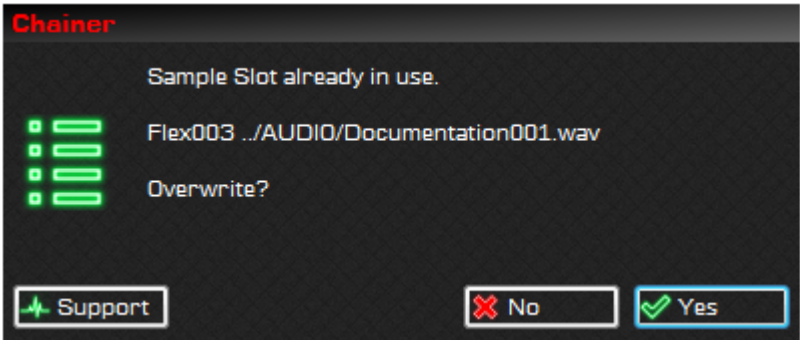
You need to define a file name for the Sample Chain.

The Sample Chain file will be saved to:
D:\Octatrack Editor\Sets\Documentation\AUDIO



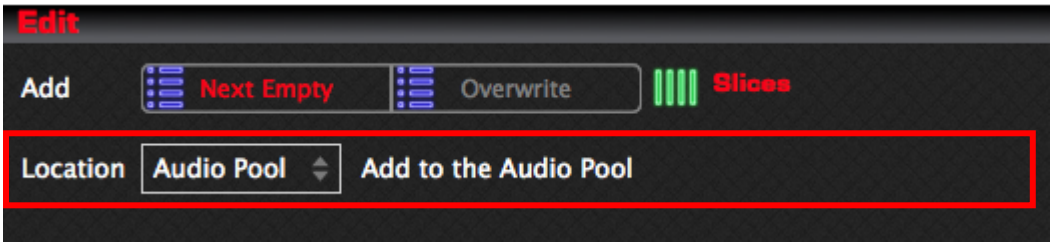
If the sample slot selected already contains a sample you will be prompted to confirm that you wish to overwrite the sample slot. (**Note:** This does **not** affect the physical audio file)

Click **Yes** to proceed and use this sample slot, or **No** to select a new sample slot.



The sample chain will be assigned to the slot, with all the slice data being transferred into the Project automatically.

 **Note:** The Location where the sample chain audio file will be saved to is based on the **Samples Location** option in the **Samples** module.





7.12 Sample Slots

The **Sample Slots** group is used to hold a table containing the **Samples** module contains the **Sample Edit** section and the **Sample Slots** table which provides a view of the sample slots in the Project.



The **Actions** button in the top right hand corner of the Sample Slots group invokes the context menu normally accessed by right-clicking the table. Refer to section 7.14 Sample Actions for more information.



Note: Depending on the number of Sample Slots currently utilised in the Project, you may see none, one or many rows. Each row in the table represents a sample slot.

Slots											
Slot	Sample Name	BPM	Trim	Gain	Loop	TimeStretch	Quantized Trig	BR	Ch	Sample...	
Flex001	OT_125_DrumLp5.wav		128	0.0 db ▾	On ▾	Normal ▾	Direct ▾	24		44100	
Flex002	OT_125_DrumLp1.wav		200	0.0 db ▾	On ▾	Normal ▾	Direct ▾	16		44100	
Flex003				0.0 db ▾	Off ▾	Off ▾	Direct ▾				
Flex004				0.0 db ▾	Off ▾	Off ▾	Direct ▾				
Flex005				0.0 db ▾	Off ▾	Off ▾	Direct ▾				
Flex006				0.0 db ▾	Off ▾	Off ▾	Direct ▾				
Flex007				0.0 db ▾	Off ▾	Off ▾	Direct ▾				
Flex008				0.0 db ▾	Off ▾	Off ▾	Direct ▾				
Flex009				0.0 db ▾	Off ▾	Off ▾	Direct ▾				
Flex010				0.0 db ▾	Off ▾	Off ▾	Direct ▾				
Flex011				0.0 db ▾	Off ▾	Off ▾	Direct ▾				
Flex012				0.0 db ▾	Off ▾	Off ▾	Direct ▾				



7.12.1 Samples Table Columns

The below tables provides information about each column within the Samples Table.

Column	Description
Slot	Sample Slot in the Project
Sample Name	Sample Path allocated to the Sample Slot
BPM	The BPM of the sample. Note: Only decimal values between 30.0 and 300.0 are valid.
Length	The length in number of bars multiplied by a 100 of the sample. E.g. 1 bar equals 100, 4 bars equals 400 etc Note: Only numerical values are valid.
Gain	The gain amount for the sample. Note: Valid values are displayed in the drop down list.
Loop	The Loop mode of the sample. Note: Valid values are displayed in the drop down list.
Timestretch	The Timestretch mode of the sample. Note: Valid values are displayed in the drop down list.
Quantized Trig	The Quantized Trig mode of the sample. Note: Valid values are displayed in the drop down list.
Bit Rate	The bit rate of the sample.
Channels	Displays whether the samples is Mono or Stereo
Sample Rate	The sample rate of the audio file.
SL	The number of Slices this Sample has.



7.13 Sample Slices

The **Sample Slots** group is used to hold a table containing the **Samples** module contains the **Sample Edit** section and the **Sample Slots** table which provides a view of the sample slots in the Project.



The **Actions** button in the top right hand corner of the Samples Slices group invokes the context menu normally accessed by right-clicking the table. Refer to section 7.13.2 Samples Context for more information.



Note: Depending on the number of Slices in the Sample, you may see none, one or many rows. Each row in the table represents a Slice in the Sample.

Slices							
Slice	Start	Loop	End	Start <> Loop	Loop <> End	Start <> End	Loop
1	0	-	6295	-	-	6295	N
2	8190	9936	13698	1746	3762	5508	Y
3	12590	-	18885	-	-	6295	N
4	18885	-	25180	-	-	6295	N



7.13.1 Samples Table Columns

The below tables provides information about each column within the Samples Table.

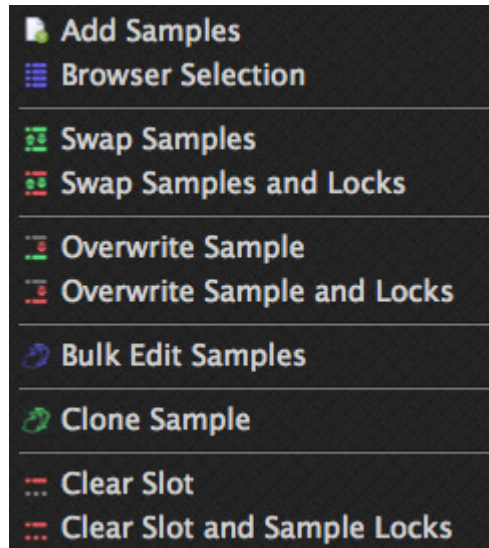
Column	Description
Slice	The ID number of the Slice
Start	The Start position in samples of the Slice.
Loop	The Loop position in samples of the Slice if active. If the Loop is inactive then - is displayed.
End	The End position in samples of the Slice.
Start <> Loop	The difference in samples between the Start and Loop points of the Slice. If the Loop is inactive then - is displayed.
Loop <> End	The difference in samples between the Loop and End points of the Slice. If the Loop is inactive then - is displayed.
Start <> End	The difference in samples between the Start and End points of the Slice.
Loop	<p>Displays whether the Loop marker for the Slice is active or not.</p> <p>If the Toggle Slice Loop Active/Inactive on Click option is enabled in the Samples group of the Options module, then clicking in this cell will toggle the status of the Loop.</p> <p>Note: If the Loop is being set to Inactive, its position will be set to the same as the Start position.</p>



7.13.2 Samples Context

Right clicking on the Samples table will display the context menu shown below; the available options in the context menu are exactly the same as provided by the **Actions** drop down button.

Please refer to Section 7.14 Sample Actions for details of each action.





7.14 Sample Actions

Sample Actions can be accessed either via the **Actions** drop down button or via the **Samples Table Context** menu.



Important: The Samples Slots order is dependent on the order in which the slots are selected in the Samples table, **not** their displayed order.

Each of the Sample Actions has a different **Type** which defines whether they affect and require no slots, one slot, two slots or many slots.

The Type for Swap Samples is **One to One**, thus it requires two sample slots, a Source and a Target.

The Type for Clone Sample is **One to One** or **One to Many** thus it requires at least two sample slots, a Source and a Target, or a Source and Multiple targets.

Logic is automatically applied to the selection, so if seven samples are selected for a one to one action, only the first two sample slots are affected.

Image	Description
	Add Samples Type: n/a
	Browser Selection Type: n/a
	Swap Samples Type: One to One
	Swap Samples and Locks Type: One to One
	Overwrite Sample Type: One to One
	Overwrite Sample and Locks Type: One to One
	Overwrite Sample and Merge Locks Type: One to One



Image	Description
	Bulk Edit Samples Type: One or Many
	Clone Sample Type: One to One <i>or</i> One to Many
	Clear Slot Type: One or Many
	Clear Slot and Sample Locks Type: One or Many



7.14.1 Add Samples

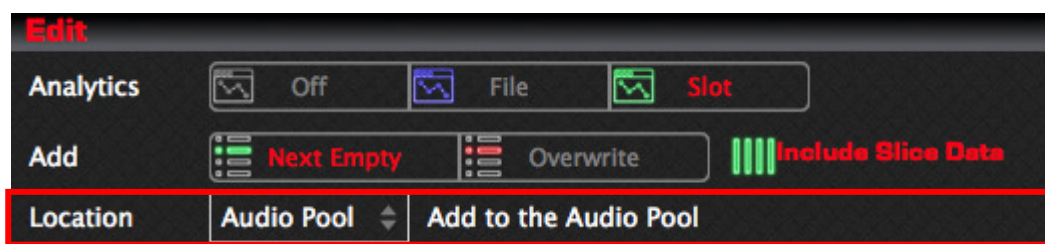
The **Add Samples** action launches a standard file browser to select valid audio files to import to the sample slots.

7.14.2 Browser Selection

The **Audio Pool Selection** copies the currently selected audio files in the Audio Pool module to the sample slots.

Important: The order in which the Samples are added is dependent on the order in which the audio files are selected in the Audio Pool, not their displayed order.

For both **Add Samples** and **Audio Pool** the **Edit Add...** setting defines in which slot the samples are added.



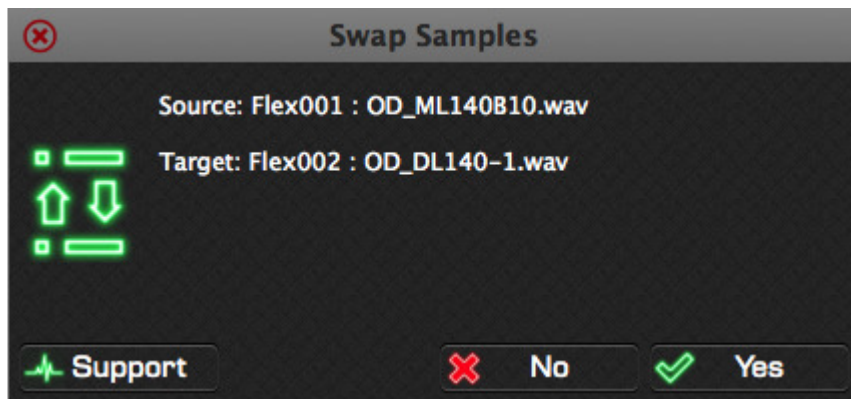


7.14.3 Swap Samples

The **Swap Samples** action allows the ability to swap two samples around.

The Source Sample Slot and the Target Sample Slot will be swapped in the Samples list. For example samples **Flex001** and **Flex002** will be swapped.

Note: Machine assignments and Sample Locks are **not** affected by this process, they will still play back the same *Slot* but the *Sample* assigned to the slot will be changed.

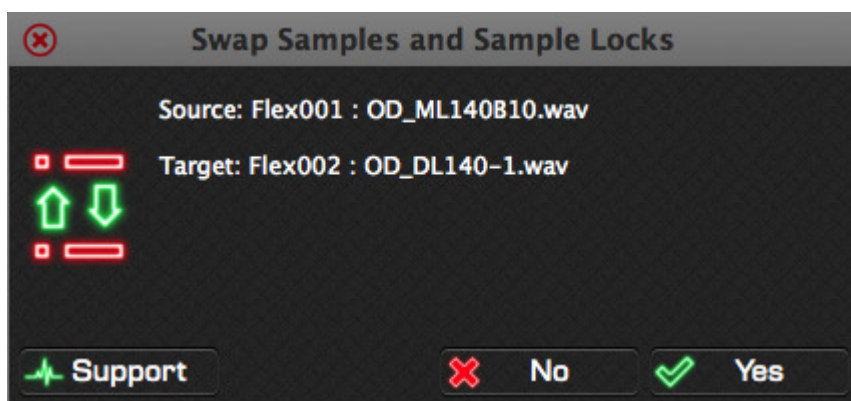


7.14.4 Swap Samples and Sample Locks

The **Swap Samples and Sample Locks** action allows the ability to swap two samples around *and* their associated Sample Locks

The Source Sample Slot and the Target Sample Slot will be swapped in the Samples list. For example samples **Flex001** and **Flex002** will be swapped.

Machine assignments and Sample Locks **are** affected by this process.





7.14.5 Overwrite Sample

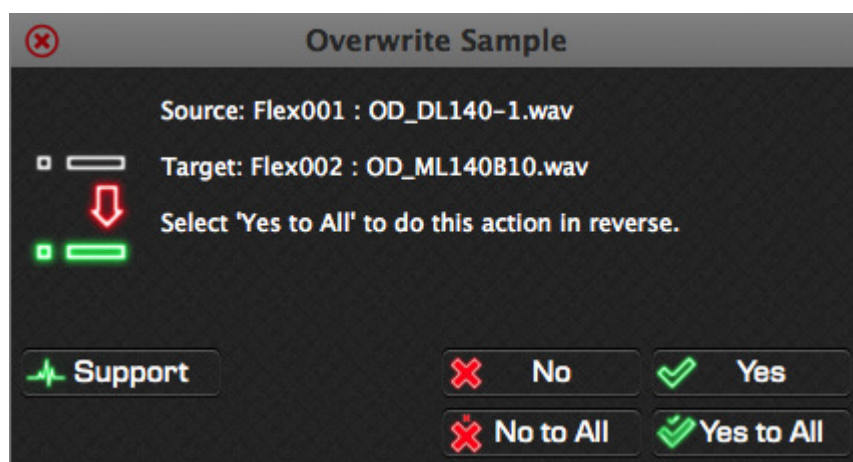
The **Overwrite Sample** action allows the ability to overwrite a target sample with a source sample.

The Target Sample will be overwritten by the Source Sample, and the Source Sample slot will be emptied. This is essentially the same as moving and replacing the target sample.

Note that Machine assignments and Sample Locks are **not** affected by this process, they will still play back the same *Slot* but the *Sample* assigned to the slot will be changed.

For example the sample in Flex002 will be overwritten by the sample in Flex001, after which Flex001 will be reset as an empty slot.

Note: Selecting **Yes to All** will perform the action in reverse, i.e. Flex002 will overwrite Flex001





7.14.6 Overwrite Sample and Sample Locks

The **Overwrite Sample and Sample Locks** action allows the ability to overwrite a target sample with a source sample *and* overwrite the sample locks assigned to the slot.

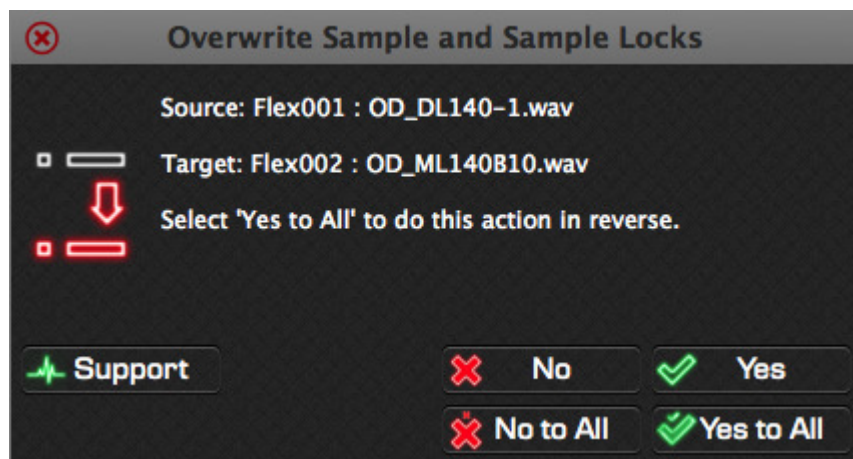
The Target Sample will be overwritten by the Source Sample, and the Source Sample slot will be emptied. This is essentially the same as moving and replacing the sample.

Additionally, all Machine assignments and Sample Locks assigned to the Target (e.g. *Flex002*) are cleared, and the sample locks are transferred across from the Source (*Flex001*) to the Target (*Flex003*)

For example the sample in Flex002 will be overwritten by the sample in Flex001, after which Flex001 will be reset as an empty slot.

Sample locks that were assigned to Flex002 are cleared, and sample locks there were assigned to Flex001 are changed to Flex002.

Note: Selecting **Yes to All** will perform the action in reverse, i.e. Flex002 will overwrite Flex001





7.14.7 Overwrite Sample and Merge Sample Locks

The **Overwrite Sample and Merge Sample Locks** action allows the ability to overwrite a target sample with a source sample *and* maintain the existing sample locks assigned to the target slot.

The Target Sample will be overwritten by the Source Sample, and the Source Sample slot will be emptied. This is essentially the same as moving and replacing the sample.

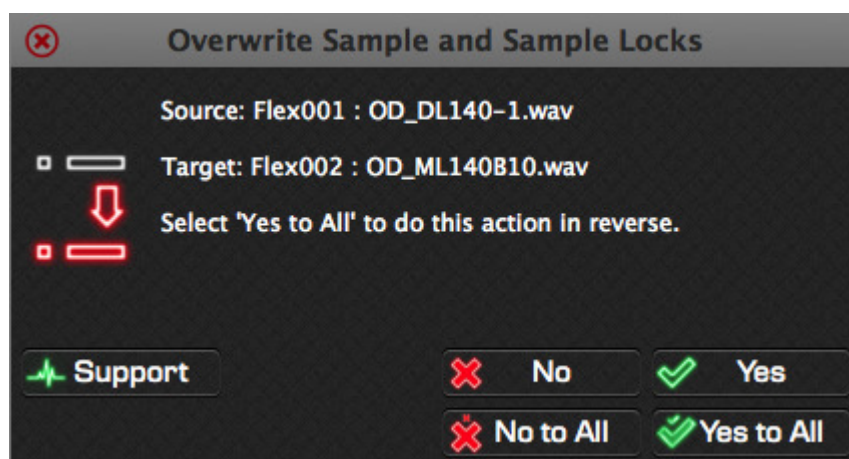
Additionally, all Machine assignments and Sample Locks assigned to the Target (*e.g. Flex002*) are cleared, and the sample locks are transferred across from the Source (*Flex001*) to the Target (*Flex003*)

Any existing Sample Locks that were previously assigned to the Target are maintained, and will now be used by the Source copied across.

For example the sample in Flex002 will be overwritten by the sample in Flex001, after which Flex001 will be reset as an empty slot.

Sample locks that were assigned to Flex002 are kept, and sample locks there were assigned to Flex001 are changed to Flex002.

Note: Selecting **Yes to All** will perform the action in reverse, i.e. Flex002 will overwrite Flex001





7.14.8 Bulk Edit Samples

The **Bulk Edit Samples** action allows the ability to edit multiple settings for multiple sample slots in one process.

Each setting can be toggled on/off by clicking on the Green Tick / Red Cross next to each parameter.

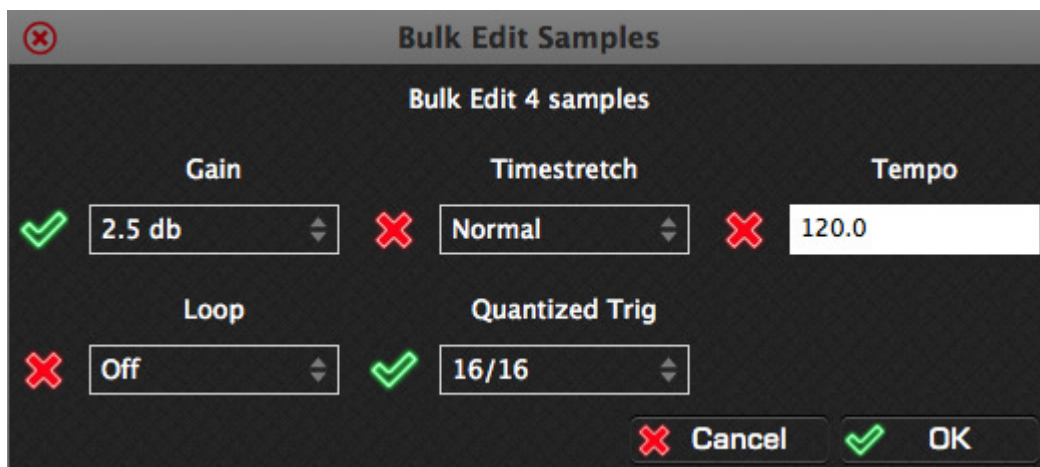
Note: Settings will only be changed if the relevant item has been checked as indicated by the green tick next to the parameter.

For example in the below image, Gain (2.5db) and Quantized Trig (16/16) will be changed for all four (4) Sample Slots that were selected.

Loop, Timestretch and Tempo will **not** be changed, regardless of their values as they are all unchecked as indicated by the red cross next to the parameter.

Click **OK** to action the changes, or **Cancel** to exit.

Note: Valid Tempo values are between 30.0 and 300.0 (*including the decimal place*); If the Tempo is enabled, and the Tempo value is illegal, no action will occur.



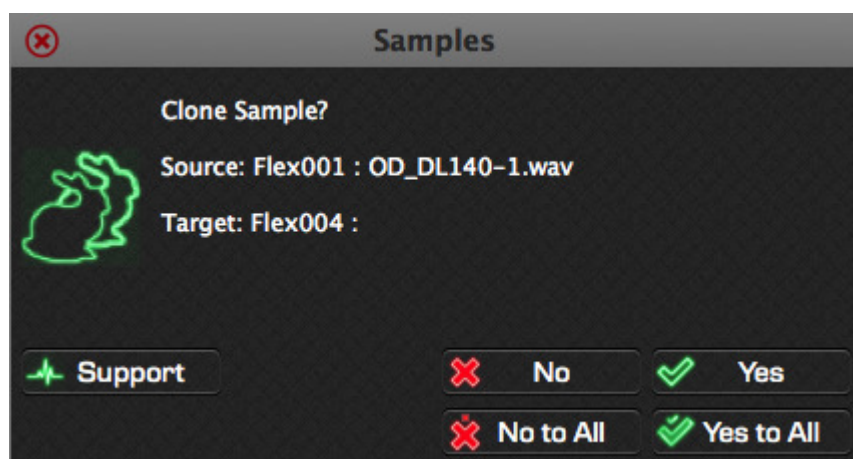


7.14.9 Clone Sample

The **Clone Sample** action will clone the Source sample to *each* Target Slot based on the response provided.

The first Sample Slot is the Source slot, all other Sample Slots are the Target Slots.

Note that this will replace any existing sample if the response is **Yes** or **Yes to All**

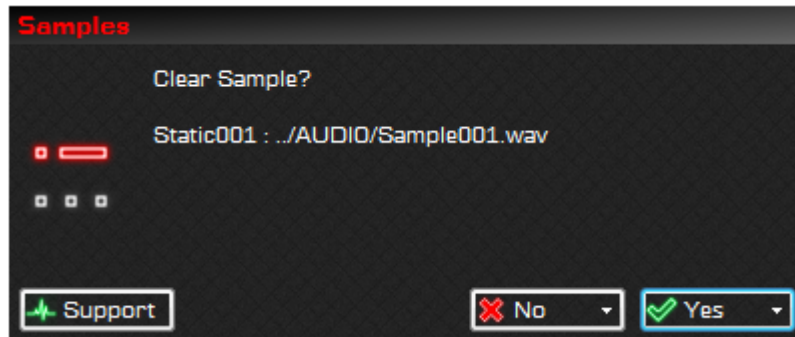




7.14.10 Clear Slot

The **Clear Slot** action allows the ability to clear *each* Target Slot based on the response provided.

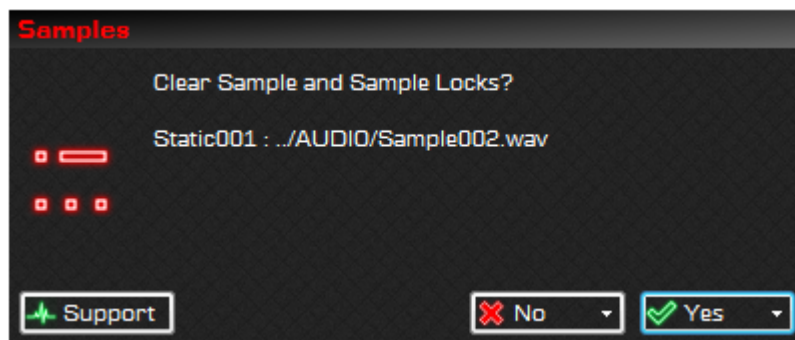
Note that this does **not** affect any Sample Assignments or Sample Locks.



7.14.11 Clear Slot and Sample Locks

The **Clear Slot and Sample Locks** action allows the ability to clear *each* Target Slot based on the response provided.

Additionally, all sample locks assigned to the Slot (e.g. *Flex001*) are cleared as well.





7.15 Browser

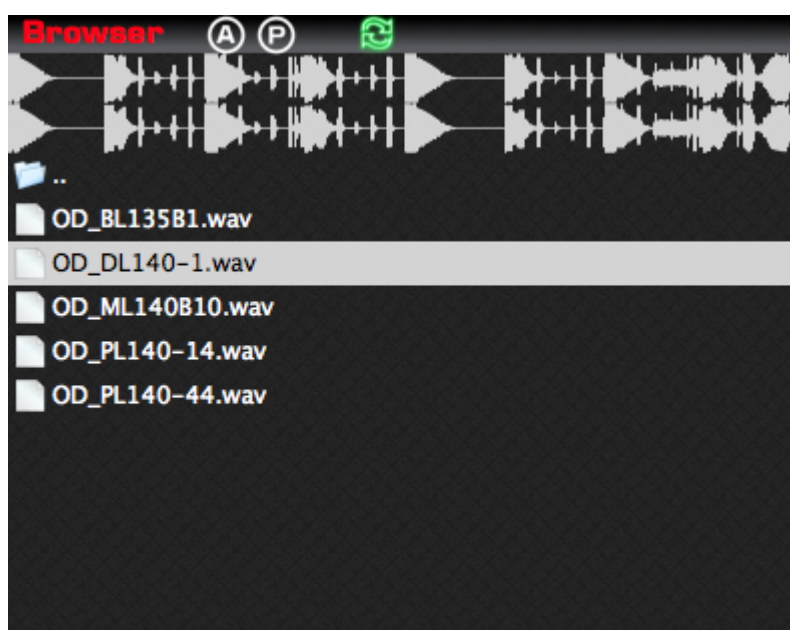
The **Browser** group provides a representation of all supported audio files that are located in both the audio pool of the currently loaded Set, as well as the current Project.

The top section of the Browser provides a preview of the currently selected audio file, whilst the bottom half contains the browser window for navigating through the structure of the Audio Pool *and* the Project folder.

Clicking on a sample in the browser will update the Sample Preview at the top of the browser.

When the **Play** option is turned on, samples will automatically be played when selected in the Browser.

Additionally if the **Loop** option is turned on, the sample play back will be looped.



Multiple samples can be selected concurrently by utilising the standard **Shift** and **Control** key modifiers.

Audio files in the Browser can be dragged onto the **Samples Table** to add to the Project (Refer Section 7). Please refer to the documentation for the separate modules regarding how the dragged samples are processed.

Note: When the Audio Pool performs the reading of the audio files, it may encounter errors due to illegal values in the format of the various wav/aif files. In these scenarios the files are simply excluded from being displayed. Therefore you may find that the number of audio files displayed does not match the actual number of files in the folder.



7.15.1 Sample Preview

The **Sample Preview** section of the browser provides a preview of the currently selected

The Audio Pool is programmatically refreshed after various actions and processes occur in OctaEdit, this option is provided for when samples are copied outside of OctaEdit.

If you copy a bunch of audio files via the file system, OctaEdit will not automatically recognise that action, as it is not constantly scanning the various physical disks.





7.15.2 Audio Pool and Project Buttons

The **Audio Pool** and **Project** buttons are provided as shortcuts for navigating to their respective locations within the currently loaded Set and Project.

Pressing either button will refresh the Browser automatically.

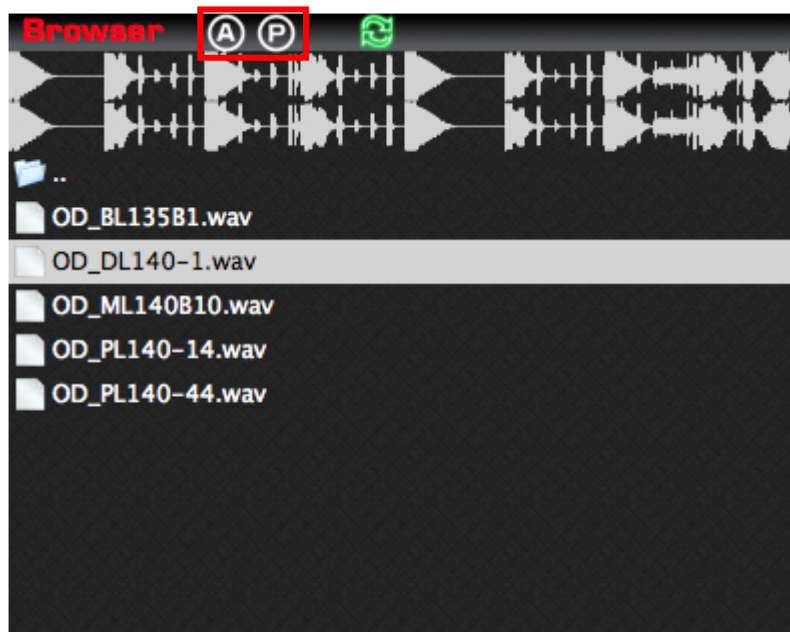


Image	Description
	Audio Pool Jumps to the Set's Audio Pool folder, i.e.: \Set\AUDIO\
	Project Jumps to the Project folder, i.e.: \Set\Project\

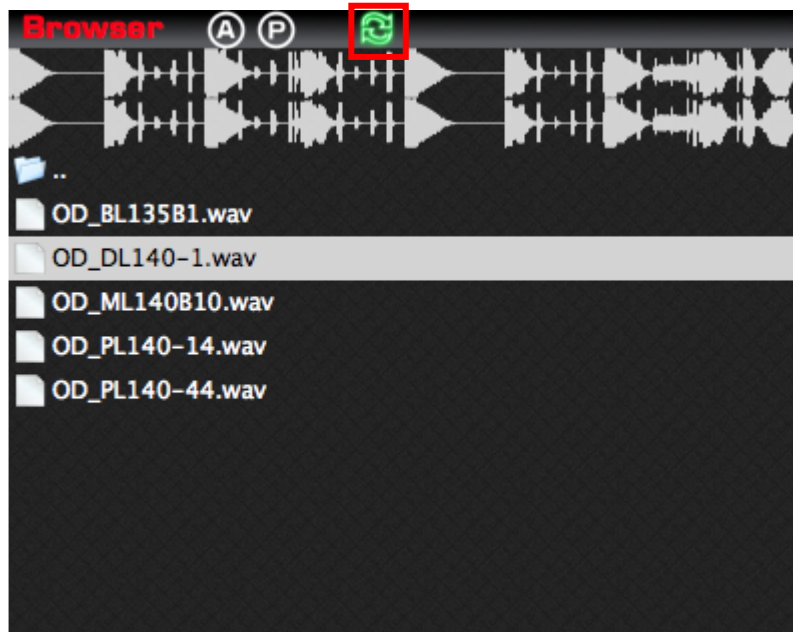


7.15.3 Refresh

Pressing the **Refresh** button will refresh the currently selected folder in the Browser.

Note: The Browser is programmatically refreshed after various actions and processes occur in OctaEdit, this option is provided for when samples are copied outside of OctaEdit.

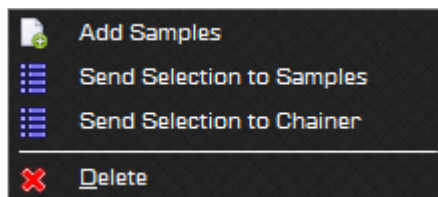
If you copy a bunch of audio files via the file system, OctaEdit will not automatically recognise that action, as it is not constantly scanning the various physical disks.





7.15.4 Browser Context

Right clicking on the Samples table will display the context menu shown below.



The below tables provides information about each menu option.

Image	Description
	Add Samples Launches a standard file browser allowing the ability to browse for files and add to the Sets Audio Pool. If a matching slice file is found of the audio file, this is additionally copied automatically as well.
	Send Selection to Samples Sends the currently selected Samples in the Audio Pool to the Samples module. Important: The order in which the Samples are added is dependent on the order in which the audio files are selected in the table, not their displayed order.
	Send Selection to Chainer Adds the currently selected Samples in the Audio Pool to the Chainer module. Important: The order in which the Samples are added is dependent on the order in which the audio files are selected in the table, not their displayed order.
	Delete Deletes the selected file from the Audio Pool Warning: Deleting a file from the Audio Pool may break references that a project(s) may have, as the audio file no longer exists, so utilise with caution, and use the Analytics option for additional checking.



8 Sequencer

Note: This section of the manual is a work in progress.

The **Sequencer** module provides full access to every part of the Octatrack sequencer data, and is fully integrated with the **Project**, **Samples**, **Arp Designer**, **LFO Designer**, **Options** and **Library** modules.

View Selection Sequencer

The Sequencer module is divided into the following sections:

- Audio
- Midi
- Recorders
- Static / Note
- Amp / Arp
- LFO 1
- LFO 2
- LFO 3
- LFO Designer
- FX1 / Control 1
- FX2 / Control 2
- Bank
- Part
- Pattern
- Scene
- Sequencer View



8.1 Sequencer Overview

The Sequencer module can essentially be broken down into three sections as follows:

- **View:** Top, varies dependent on the current **View** selected: Tracks, Recorders or Settings.
- **Selection:** Centre, remains static. Contains the View, Bank, Pattern, Part, Scene and Actions groups.
- **Sequencer:** Bottom, varies dependent on **Sequencer View** selected; either Trigs, μ Time, Trig Count, Sample Locks, Midi Notes or Parameter Locks. Is only displayed if the Sequencer is applicable to the **View**.

View

Selection

Sequencer



8.2 Sequencer View

At all points in time when working in the Sequencer module you are working in one of three (3) different **Views** referred to as **Tracks**, **Recorders** and **Settings**.

The current View is always displayed at the left centre of the module, and clicking the relevant button will change the View.

There are three different views:

- **Tracks:** Displays the Audio and Midi Machines.
- **Recorders:** Displays the eight Recorders.
- **Tracks:** Displays the Audio and Midi Mixer Channels, Project Mixer and Pattern Settings.

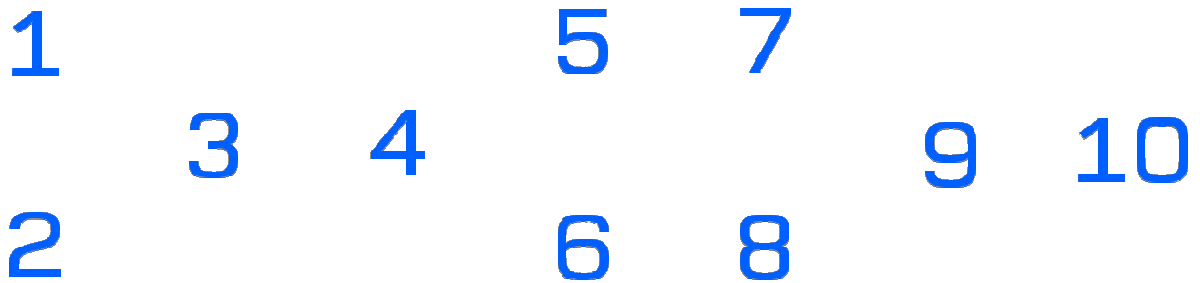




8.2.1 Tracks - Audio

When the View is set to Tracks and an Audio machine is selected, the View will display 10 separate groups.

- 1 : Audio Machines
- 2 : Midi Machines
- 3 : Playback (*Variable depending on Machine selected*)
- 4 : Either Amp or Amp Master
- 5 : LFO 1
- 6 : LFO 2
- 7 : LFO 3
- 8 : LFO Designer
- 9 : Effect 1 (*Variable depending on FX1 selected*)
- 10 : Effect 2 (*Variable depending on FX2 selected*)

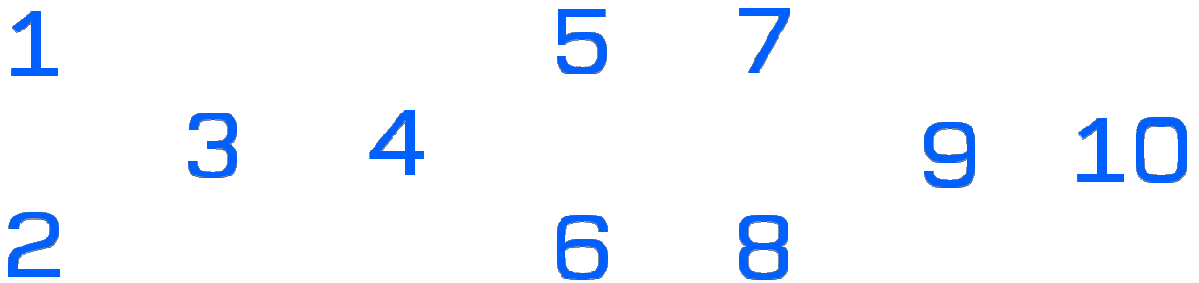




8.2.2 Tracks - Midi

When the View is set to Tracks and an Audio machine is selected, the View will display 10 separate groups.

- 1 : Audio Machines
- 2 : Midi Machines
- 3 : Note
- 4 : Arp with integrated Arp Designer
- 5 : LFO 1
- 6 : LFO 2
- 7 : LFO 3
- 8 : LFO Designer
- 9 : Control 1
- 10 : Control 2





8.2.3 Recorders

When the View is set to Recorders, the View will display 8 separate groups, one for each of the available Recorders.

- 1 : Recorder 1
- 2 : Recorder 2
- 3 : Recorder 3
- 4 : Recorder 4
- 5 : Recorder 5
- 6 : Recorder 6
- 7 : Recorder 7
- 8 : Recorder 8

1 2 3 4 5 6 7 8



8.2.4 Settings

When the View is set to Settings, the View will display 4 separate groups.

- 1 : Audio Channels
- 2 : Midi Channels
- 3 : Project Mixer
- 4 : Pattern Settings

1

2

3

4



8.3 Sequencer View

Note: This section of the manual refers to the “old” Windows only version, and is not applicable to the current build.

At all points in time when working in the Sequencer module you are working in one of three (3) different **Sequencer Modes** referred to as **Part**, **Step** and **Scene**.

The **Sequencer Mode** is always displayed in the centre of the module at the bottom of the **Actions** group, this will automatically update based on which mode you are in.



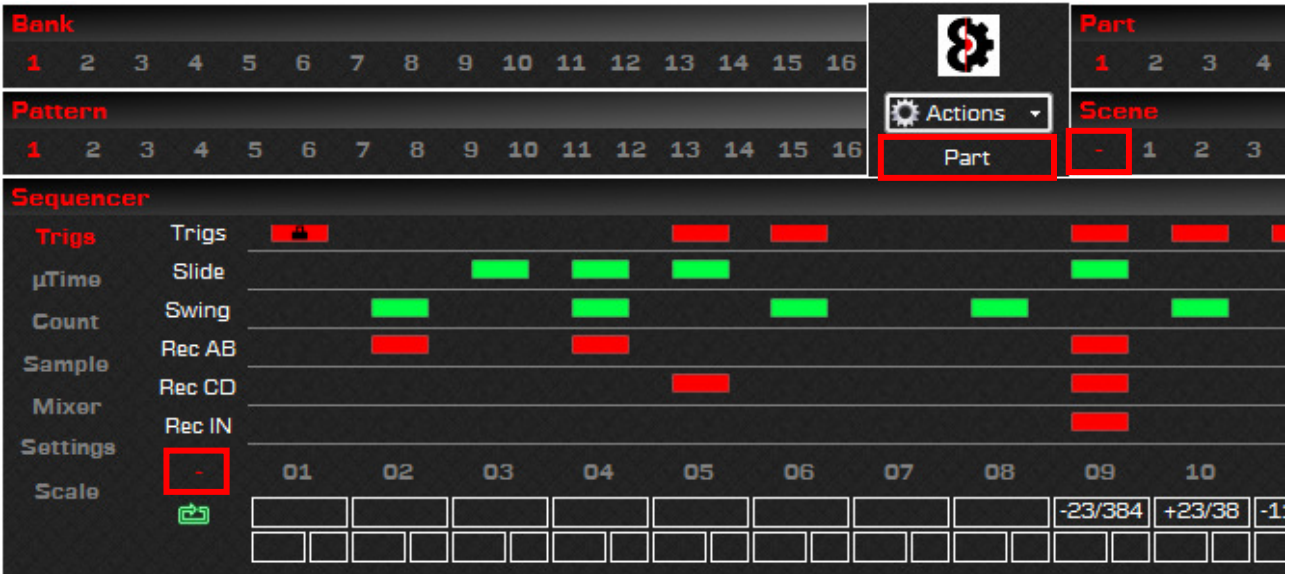
The default mode is **Part** mode.

Pressing one of the **Step** buttons automatically enters **Step** mode. This is equivalent to holding down one of the step buttons on the Octatrack. The button of the Step currently being edited is highlighted. When not in Step mode, the - / **No Step** button is highlighted.

Pressing one of the **Scene** buttons automatically enters **Scene** mode. This is equivalent to holding down either the Scene A or Scene B buttons on the Octatrack. The button of the Scene currently being edited is highlighted. When not in Scene mode, the - / **No Scene** button is highlighted.

At all other times you are in **Part** mode.

The below image represents the **Sequencer Mode** of **Part** as shown in the centre of the screen, also the **No Step** button is highlighted as shown in the bottom left corner and the **No Scene** button is highlighted as shown within the Scenes group in the top right hand corner.

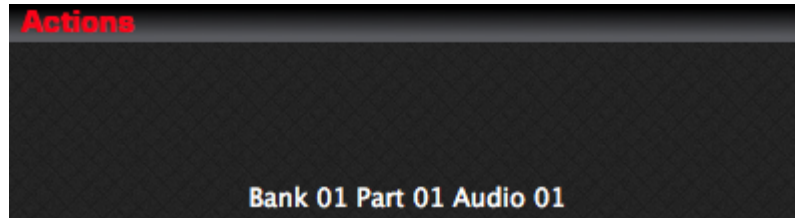




8.4 Sequencer Actions

The **Sequencer Actions** button can be found in the middle of the Sequencer module between the Bank/Pattern groups and the Part/Scene groups.

The Sequencer Actions displays the current state of the Sequencer module.





8.5 Parameters, Labels and Locks

The Sequencer **Parameter Labels** are shown directly above the associated **Parameter**.

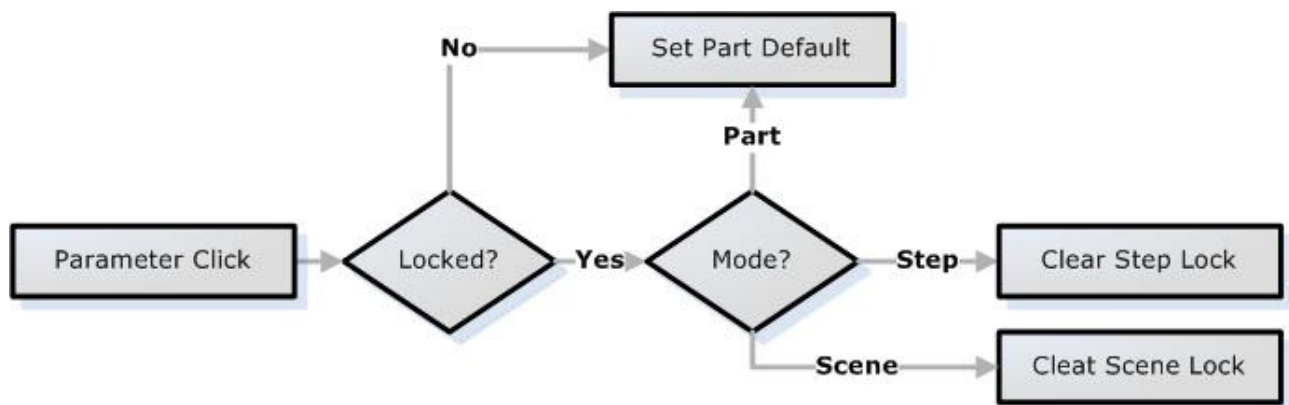


Note: Each Parameter Label is multi-function and exists in either a normal state or inverted state when a Parameter Lock is assigned, i.e. the **PTCH** and **RTRG** parameters shown below have Parameter Locks associated with them.



When a Parameter Label is clicked the action that is performed depends upon the **Mode** of the **Sequencer** and whether the **Parameter** has a **Parameter Lock**

Clicking the Parameter Label will follow the below process flow.



8.5.1 Midi Control Parameters

The Midi Control 1 and Control 2 Parameters additionally exist in a unique state whereby they can be enabled or disabled.

The state can be toggled by holding the **Shift** key and left-clicking the label.

Naturally this only affects the first six parameters in each group, akin to the Ctrl1 and Ctrl2 pages on the Octatrack.



8.5.2 Sequencer Parameter Locks

Sequencer Parameter Locks are automatically set depending on two conditions:

- Is the Parameter lockable?
- What Mode is the Sequencer currently in?

When a Parameter is changed, it is first checked to see whether it can be locked, regardless of the Mode. If the Parameter can't be locked it modifies the **Part** value.



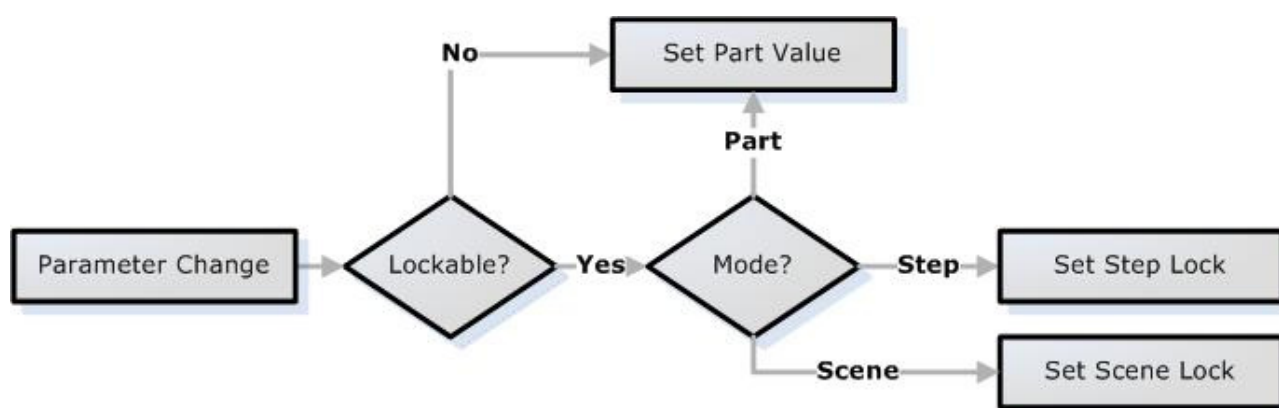
Setup Parameters cannot be locked regardless of mode.

Only LFO Speed and Depth Parameters can be locked. (*Applies to LFO1, LFO2 & LFO3*)

If the Parameter can be locked, the action that occurs depends on the Mode that the Sequencer is in.

- In **Part** mode, the Parameter modifies the Part value.
- In **Step** mode, the Parameter modifies the **Step Parameter Lock** and creates a new Parameter Lock if applicable.
- In **Scene** mode, the Parameter modifies the **Scene Parameter Lock** and creates a new Parameter Lock if applicable.

The below image shows the process flow when modifying Parameters:



8.5.3 Clearing Parameter Locks

Parameter Locks can be cleared by clicking on the inverted label for the Parameter.



Note: Remember that the **Parameter Label** is a multi-function control, so ensure there is a lock associated prior to clicking.

For example, to clear the Parameter Lock for the **Static PTCH** parameter as shown previously, simply click the **PTCH** label. This will clear the lock from the associated Step or Scene.



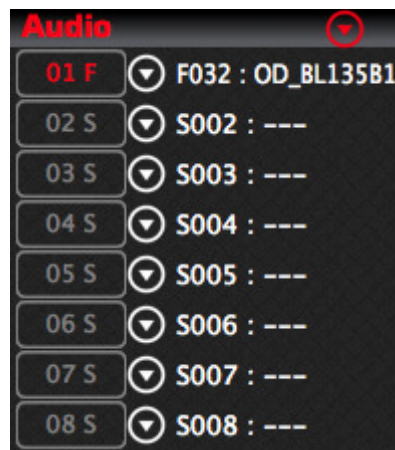
8.6 Audio

The **Audio** section represents the **Audio Machines** within the Octatrack, and the **Default Track Sample** for the machine (*if applicable*)

The buttons on the left represent the currently selected **Audio Machine** for the track, Static (S), Flex (F), Thru (T), Neighbour (N), Pickup (P) or Master (M).

The right column, if visible, is the **Track Default Sample**. Note that Samples are only applicable on Static and Flex machines.

The Track Default Sample Slot will be displayed showing the abbreviated Slot (*e.g. F007*) and a substring of the Sample Name assigned.



8.6.1 Sample Names

When hovering over the **Track Default Sample** the Sample Slot, Sample Name and full File Path of the sample will be displayed in the ToolTip area at the bottom of the screen.

Flex032 : OD_BL135B1 [/Users/Rusty/Desktop/OctaEdit Sets/SampleEditor/AUDIO/OD_BL135B1.wav]



8.6.2 Audio Samples

The **Sequencer Audio Samples** provide the ability to assign a new **Default Sample** to the selected track by clicking on the Sample label.

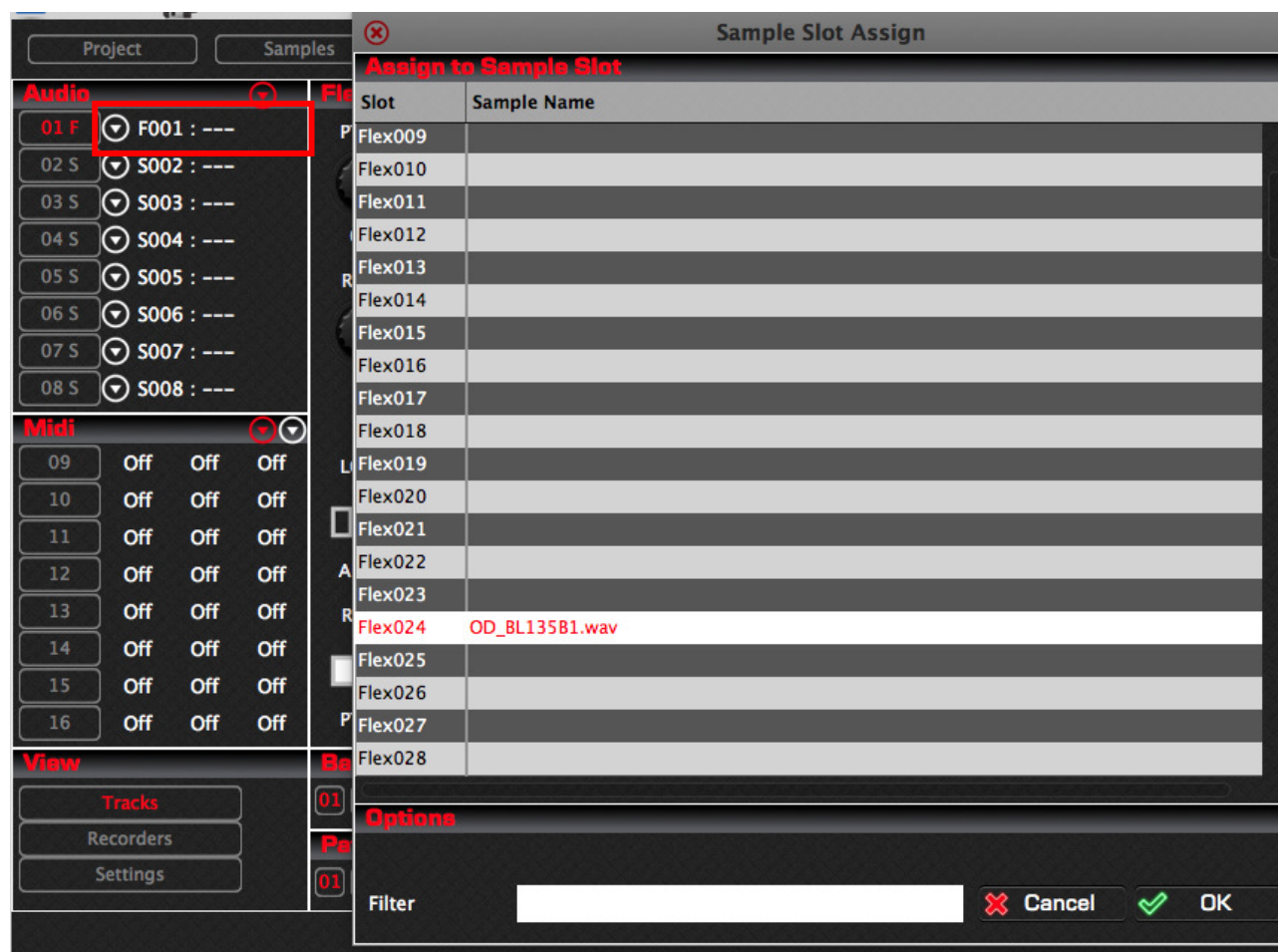
Left-Clicking on the Sample slot will display the **Assign Sample to Machine** window as shown below. Note that this does **not** select the Audio Track.

The **Assign Sample to Machine** form displays a list of the available Sample Slots to the selected Machine, simply select the appropriate sample slot and click OK.

Clicking on a sample slot in the Samples table will playback the sample depending on the **Play** and **Loop** settings, and naturally the **Audio** configuration in the **Options** module.

It is important to note that if OctaEdit is unable to play back the sample, normally due to issues with the audio file, instead of throwing an error the playback is simply cancelled, and the error is reported to the **Analytics** module.

The **Filter** box can be used to search by sample name, and can be cleared by clicking the label to the left.

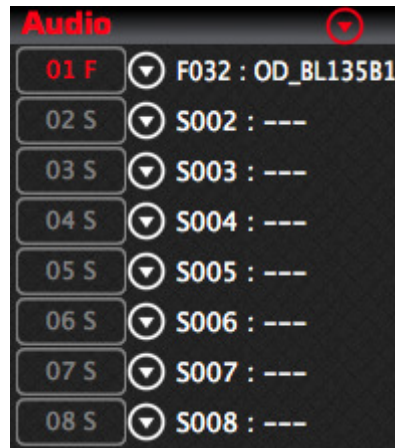




8.6.3 Audio Menus

The **Audio** group contains nine menu options in the top right corner, both of which contain the same menu items, however *what* they are affecting varies.

- The **Red** drop down arrow on the left affects **ALL** Audio Machines at the same time.
- The eight **White** drop down arrows affects **ONLY** their respective Audio Machine.



The options available will vary depending on the menu selected as per the below table.

Description	All	01	02	03	04	05	06	07	08
Copy	✓	✓	✓	✓	✓	✓	✓	✓	✓
Paste	✓	✓	✓	✓	✓	✓	✓	✓	✓
Load From Library	✓	✓	✓	✓	✓	✓	✓	✓	✓
Save To Library	✓	✓	✓	✓	✓	✓	✓	✓	✓
Default Settings	✓	✓	✓	✓	✓	✓	✓	✓	✓
Static	✗	✓	✓	✓	✓	✓	✓	✓	✓
Flex	✗	✓	✓	✓	✓	✓	✓	✓	✓
Thru	✗	✓	✓	✓	✓	✓	✓	✓	✓
Neighbor	✗	✗	✓	✓	✓	✗	✓	✓	✓
Pickup	✗	✓	✓	✓	✓	✓	✓	✓	✓
Master	✗	✗	✗	✗	✗	✗	✗	✗	✓



8.7 Midi

The **Midi** group represents the **Midi Machines** within the Octatrack, and their associated Midi Configurations.

Clicking on one of the Midi track buttons selects the Midi Machine and Track for editing.

Midi			
09	1	8	60
10	2	Off	Off
11	5	0	105
12	Off	Off	Off
13	4	18	Off
14	Off	Off	Off
15	Off	Off	Off
16	Off	Off	Off

The first column is the **Midi Machine** for the track, and is hardcoded to the track number.

The second column is the **Midi Channel** that the machine is assigned to. This is the same as the **Note Setup – Channel** value.

The third column is the **Bank** that the machine is assigned to. This is the same as the **Note Setup – Bank** value.

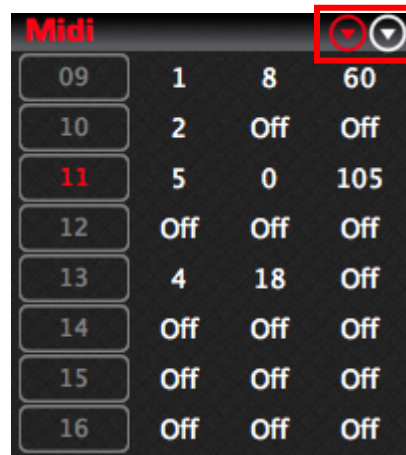
The fourth column is the **Midi Program Change** that the machine is assigned to. This is the same as the **Note Setup – Program** value.



8.7.1 Midi Menus

The Midi group contains two menu options in the top right corner, both of which contain the same menu items, however *what* they are affecting varies.

- The **Red** drop down arrow on the left affects **ALL** Midi Machines at the same time.
- The **White** drop down arrow on the right affects **ONLY** the currently selected Midi Machine, i.e. Midi 11 in the below image.





8.8 Playback

The **Playback** section represents the first page on the Octatrack, and is dynamic based on the machine assigned to the track. In the below image, a Flex machine is displayed.

Depending on the **Machine** type selected, the parameters that are displayed will be different.



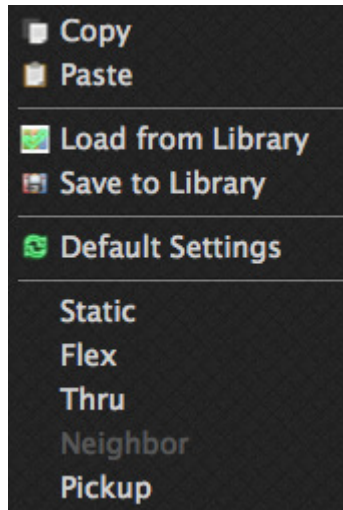


8.8.1 Playback Menu

The Playback menu additionally allows the ability to switch the Audio Machine for the track.

Naturally Neighbor machines are not available on Track 01 and Track 05.

Simply select the appropriate machine as required.



The options available will vary depending on the menu selected as per the below table.

Description	01	02	03	04	05	06	07	08
Copy	✓	✓	✓	✓	✓	✓	✓	✓
Paste	✓	✓	✓	✓	✓	✓	✓	✓
Load From Library	✓	✓	✓	✓	✓	✓	✓	✓
Save To Library	✓	✓	✓	✓	✓	✓	✓	✓
Default Settings	✓	✓	✓	✓	✓	✓	✓	✓
Static	✓	✓	✓	✓	✓	✓	✓	✓
Flex	✓	✓	✓	✓	✓	✓	✓	✓
Thru	✓	✓	✓	✓	✓	✓	✓	✓
Neighbor	✗	✓	✓	✓	✗	✓	✓	✓
Pickup	✓	✓	✓	✓	✓	✓	✓	✓
Master	✗	✗	✗	✗	✗	✗	✗	✓



8.8.2 Static Machine



The below table provides an overview of the parameters available.

Code	Description	N	M	Step	Scene	Comment
PTCH	Pitch	1	5	✓	✓	-12.0 to 12.0 [0]
STRT	Start	1	7	✓	✓	0 to 127 [0] or SL01 to SL64 [SL01]
LEN	Length	1	7	✓	✓	1 to 128 [1]
RATE	Rate	1	7	✓	✓	-64 to 63 [0]
RTRG	ReTrig Count	1	7	✓	✓	1 to INF [1]
RTIM	ReTrig Time	1	7	✓	✓	1 to INF [1/2]
LOOP	Loop Mode	1	7	✗	✗	
SLIC	Slice Mode	1	7	✗	✗	On/Off [Off]
LEN	Length Setup	1	7	✗	✗	Off/Time [Off] or Slice/Time [Slice]
RATE	Playback Rate	1	7	✗	✗	Pitch or Timestretch [PTCH]
TSTR	Timestretch	1	7	✗	✗	Off/Auto/Norm/Beat [Auto]
TSNS	Transient Detection	1	7	✗	✗	0 to 127 [64]



8.8.3 Flex Machine



The below table provides an overview of the parameters available.

Code	Description	N	M	Step	Scene	Comment
PTCH	Pitch	1	5	✓	✓	-12.0 to 12.0 [0]
STRT	Start	1	7	✓	✓	0 to 127 [0] <i>or</i> SL01 to SL64 [SL01]
LEN	Length	1	7	✓	✓	1 to 128 [1]
RATE	Rate	1	7	✓	✓	-64 to 63 [0]
RTRG	ReTrig Count	1	7	✓	✓	1 to INF [1]
RTIM	ReTrig Time	1	7	✓	✓	1 to INF [1/2]
LOOP	Loop Mode	1	7	✗	✗	
SLIC	Slice Mode	1	7	✗	✗	On/Off [Off] <i>or</i>
LEN	Length Setup	1	7	✗	✗	Off/Time [Off] <i>or</i> Slice/Time [Slice]
RATE	Playback Rate	1	7	✗	✗	Pitch or Timestretch [PTCH]
TSTR	Timestretch	1	7	✗	✗	Off/Auto/Norm/Beat [Auto]
TSNS	Transient Detection	1	7	✗	✗	0 to 127 [64]



8.8.4 Thru Machine

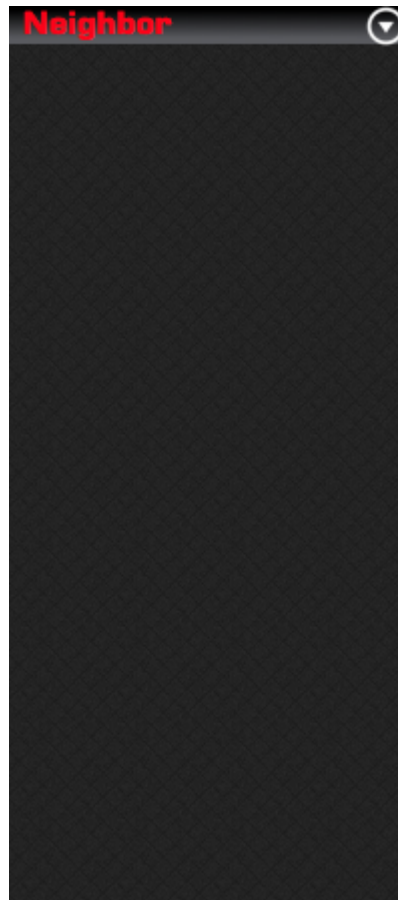


The below table provides an overview of the parameters available.

Code	Description	N	M	Step	Scene	Comment
INAB	AB Input Source	1	7	✓	✓	-, AB, A, B, A+B [-]
VOL	AB Input Volume	1	7	✓	✓	-64 to 63 [0]
						Not available
INCD	CD Input Source	1	7	✓	✓	-, CD, C, D, C+D [-]
VOL	CD Input Volume	1	7	✓	✓	-64 to 63 [0]
						Not available
						Not available
						Not available
						Not available
						Not available
						Not available



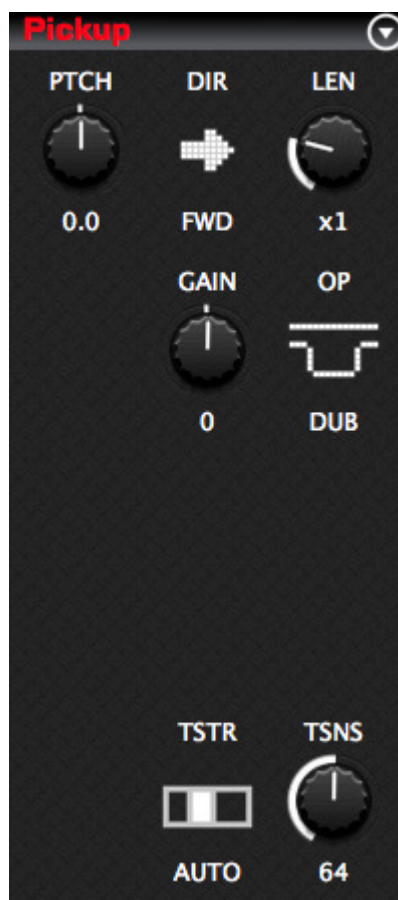
8.8.5 Neighbor Machine



A Neighbor machine has no parameters, thus there is nothing to display.



8.8.6 Pickup Machine



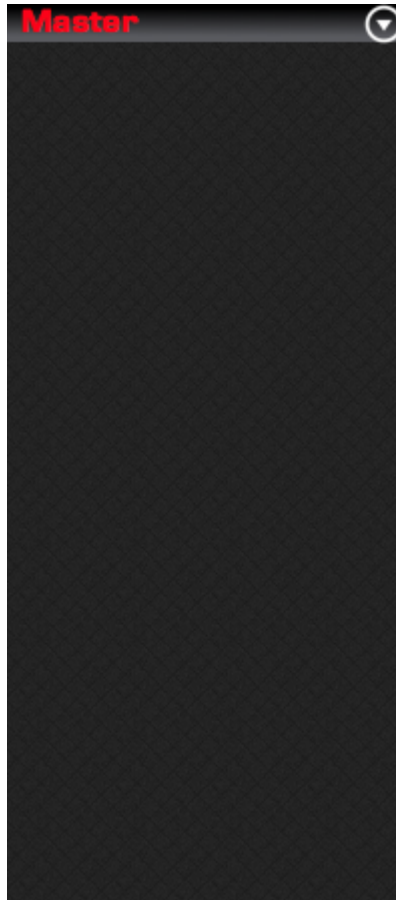
The below table provides an overview of the parameters available.

Code	Description	N	M	Step	Scene	Comment
PTCH	Pitch	1	5	✓	✓	-12.0 to 12.0 [0]
DIR	Direction	1	7	✓	✓	Rev, PIPO, Fwd [Fwd]
LEN	Length	1	7	✓	✓	Off, x1, x2, x4, x8 [x1]
						Not available
GAIN	Gain	1	7	✓	✓	-Inf to 11.90 [0]
OP	Behaviour	1	7	✓	✓	Gain or Dub [Dub]
						Not available
						Not available
						Not available
						Not available
TSTR	Timestretch	1	7	✗	✗	Auto/Norm/Beat [Auto]
TSNS	Transient Detection	1	7	✗	✗	0 to 127 [64]



8.8.7 Master Machine

When the Project Master Track is set to **Master**, and Audio Machine 8 is selected, the Playback page will be set to Master as shown below, with no parameters displayed.





8.9 Sequencer Amp



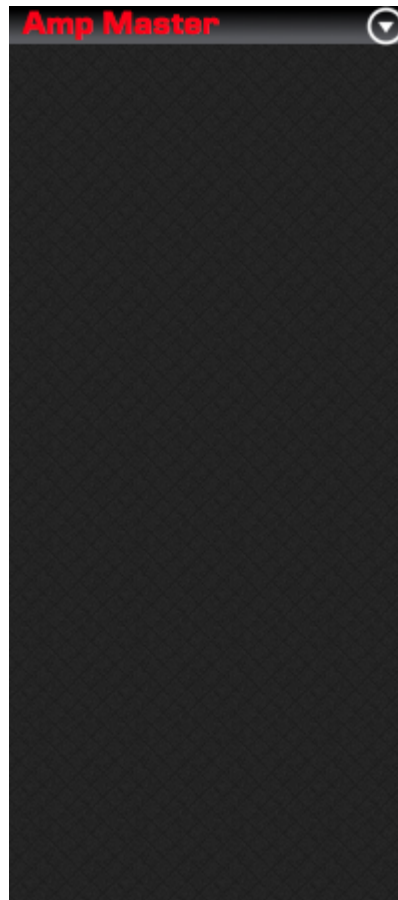
The below table provides an overview of the parameters available.

Code	Description	N	M	Step	Scene	Comment
ATK		1	7	✓	✓	
HOLD		1	7	✓	✓	
REL		1	7	✓	✓	
VOL		1	7	✓	✓	
BAL		1	7	✓	✓	
XVOL		1	7	✓	✓	Only visible in Scene mode.
AMP		1	7	✗	✗	
SYNC		1	7	✗	✗	
ATCK		1	7	✗	✗	
FX1		1	7	✗	✗	
FX2		1	7	✗	✗	
						Not available



8.9.1 Amp Master

When the Project Master Track is set to **Master** the Amp page will be set to Amp Master as shown below, with no parameters displayed.





8.10 Sequencer LFO's

Sequencer LFO1, LFO2 and LFO3 behave exactly the same for both Audio and Midi tracks.

For the Sequencer LFO Designer, refer to the next section.



The below table provides an overview of the parameters available.

Code	Description	N	M	Step	Scene	Comment
PMTR	LFO Target	1	7	×	×	Target varies depending on Machine
WAVE	LFO Waveform	1	7	×	×	
MULT	LFO Multiplier	1	7	×	×	
TRIG	LFO Trig	1	7	×	×	
SPD	Speed	1	7	✓	✓	
DEP	Depth	1	7	✓	✓	

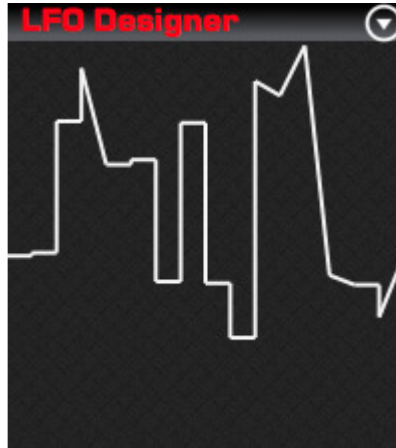


8.11 Sequencer LFO Designer

The Sequencer LFO Designer provides a graphical view of the LFO Design for the currently selected Audio or Midi track.



Note: Editing of the LFO Design is performed via the **LFO Designer** module.



Left-Clicking the Sequencer LFO Designer will copy the LFO Design from the active track to the **LFO Designer** module. This has the same effect as pressing the **Read** button in the LFO Designer module.

Refer to Section 12 LFO Designer for instructions on how use the LFO Designer module, and integrating with the Sequencer module.



8.12 Sequencer Effects

The **Effect 1** and **Effect 2** section represents the two FX pages on the Octatrack, and are both dynamic based on the FX Machine assigned to the relevant block.

Both of the Effect 1 and Effect 2 groups behave the same affecting their respective groups; however the menus are slightly different due to the additional effects that are only available to Effect 2 (*Delay, Plate Reverb, Spring Reverb and Dark Reverb*)

Additionally, there is an FX Chain image in the middle that functions as a menu, allowing the ability to save FX Chains to the Library, and load existing FX Chains. An FX Chain is the combination of both FX1 (e.g. *Lo-Fi*) and FX2 (e.g. *Delay*) and all their settings.



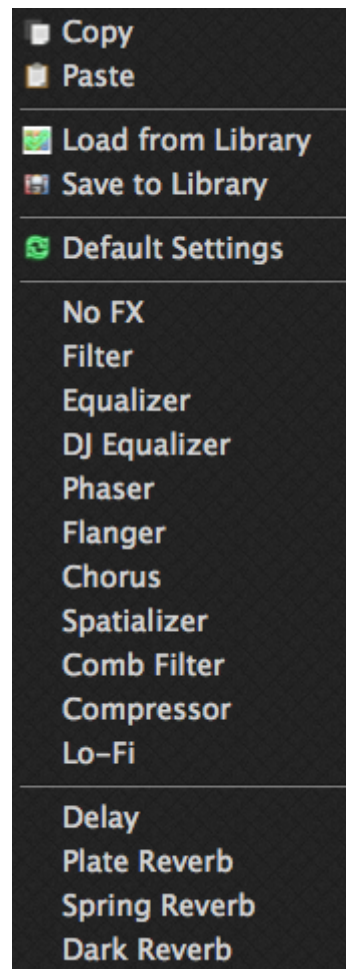
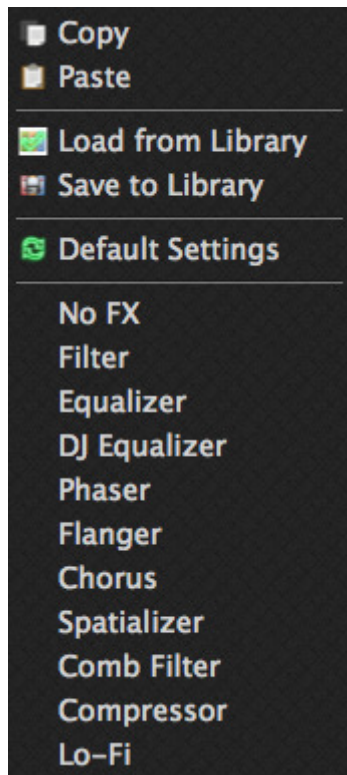


8.12.1 Effects Menus

The Effect 1 (*Left*) and Effect 2 (*Right*) menus function exactly the same, displaying standard functionality, and additionally displaying the list of available effects. The effects are listed in the same order as on the Octatrack for familiarity.

Selecting an FX will assign it to the appropriate FX block and set the default settings for the FX.

Note: The Effect 2 menu also contains options for effects that are unique to the second FX unit of the Octatrack (*Delay, Plate Reverb, Spring Reverb and Dark Reverb*)





8.12.2 Effects – Load from Library

Note: This section of the manual refers to the “old” Windows only version, and is not applicable to the current build.

When the **Load from Library** option is selected for FX1 or FX2, an additional drop is displayed in the bottom left hand corner of the form.

This drop down can be used to change which FX Library Entries are currently being displayed.

Simply select the appropriate entry and click **OK** to load the stored FX settings from the Library.

Note: It is not possible to import an entry for one of the unique second effects (*Delay*, *Plate Reverb*, *Spring Reverb* and *Dark Reverb*) into Effect 1.

Code	Description	Date
BR	Bunny Rabbits Filter	18/10/2015
MB	Moonbeams Filter	18/10/2015

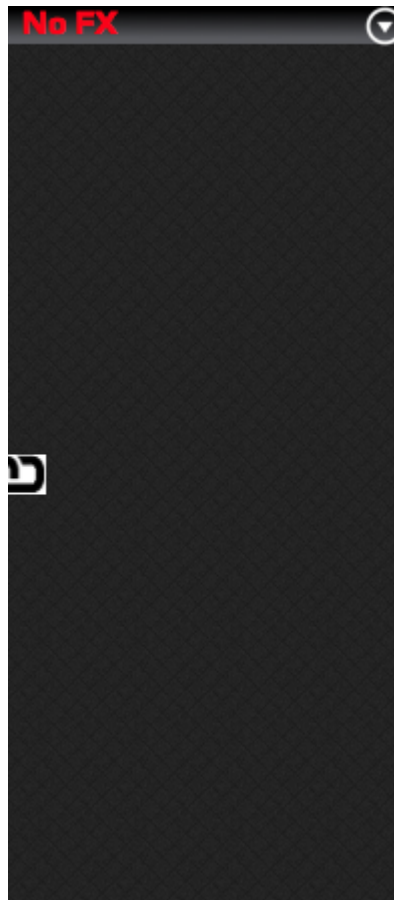
FX: Filter

Cancel Ok



8.12.3 No FX

The No FX effect has no parameters available, this is analogous to selecting the 'None' effect on the machine.





8.12.4 Filter



The below table provides an overview of the parameters available.

Code	Description	N	M	Step	Scene	Comment
BASE	Base Cutoff	1	7	✓	✓	
WIDTH	Width	1	7	✓	✓	
Q	Resonance	1	7	✓	✓	
DPTH	Depth	1	7	✓	✓	
ATK	Attack	1	7	✓	✓	
DEC	Decay	1	7	✓	✓	
HP	High Pass Slope	1	7	✗	✗	
LP	Low Pass Slope	1	7	✗	✗	
ENV	Envelope Target	1	7	✗	✗	
HOLD	Amp hold enabled	1	7	✗	✗	
Q	Resonance Target	1	7	✗	✗	
DIST	Distortion	1	7	✗	✗	



8.12.5 Equalizer



The below table provides an overview of the parameters available.

Code	Description	N	M	Step	Scene	Comment
FRQ1		1	7	✓	✓	
GN1		1	7	✓	✓	
Q1		1	7	✓	✓	
FRQ2		1	7	✓	✓	
GN2		1	7	✓	✓	
Q2		1	7	✓	✓	
TYP1		1	7	✗	✗	
						Not available
						Not available
TYP2		1	7	✗	✗	
						Not available
						Not available



8.12.6 DJ Equalizer



The below table provides an overview of the parameters available.

Code	Description	N	M	Step	Scene	Comment
LS F		1	7	✓	✓	
						Not available
HS F		1	7	✓	✓	
LOWG		1	7	✓	✓	
MIDG		1	7	✓	✓	
HI G		1	7	✓	✓	
						Not available
						Not available
						Not available
						Not available
						Not available
						Not available



8.12.7 Phaser



The below table provides an overview of the parameters available.

Code	Description	N	M	Step	Scene	Comment
CNTR		1	7	✓	✓	
DEP		1	7	✓	✓	
SPD		1	7	✓	✓	
FB		1	7	✓	✓	
WID		1	7	✓	✓	
MIX		1	7	✓	✓	
						Not available
NUM		1	7	✗	✗	
						Not available
						Not available
						Not available
						Not available



8.12.8 Flanger



The below table provides an overview of the parameters available.

Code	Description	N	M	Step	Scene	Comment
DEL		1	7	✓	✓	
DEP		1	7	✓	✓	
SPD		1	7	✓	✓	
FB		1	7	✓	✓	
WID		1	7	✓	✓	
MIX		1	7	✓	✓	
						Not available
						Not available
						Not available
						Not available
						Not available
						Not available



8.12.9 Chorus



The below table provides an overview of the parameters available.

Code	Description	N	M	Step	Scene	Comment
DEL		1	7	✓	✓	
DEP		1	7	✓	✓	
SPD		1	7	✓	✓	
FB		1	7	✓	✓	
WID		1	7	✓	✓	
MIX		1	7	✓	✓	
TAPS		1	7	✗	✗	
						Not available
						Not available
FBLP		1	7	✗	✗	
						Not available
						Not available



8.12.10 Spatializer



The below table provides an overview of the parameters available.

Code	Description	N	M	Step	Scene	Comment
INP		1	7	✓	✓	
DPTH		1	7	✓	✓	
WPTH		1	7	✓	✓	
HP		1	7	✓	✓	
LP		1	7	✓	✓	
SEND		1	7	✓	✓	
						Not available
PHSE		1	7	✗	✗	
						Not available
M/S		1	7	✗	✗	
MG		1	7	✗	✗	
SG		1	7	✗	✗	



8.12.11 Comb Filter

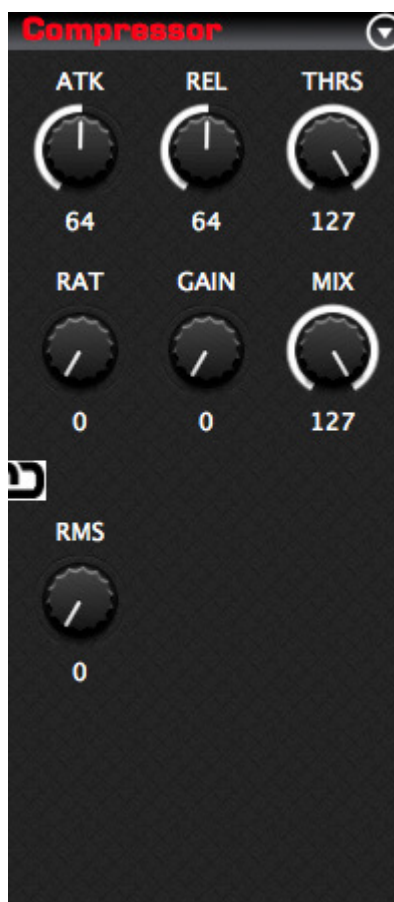


The below table provides an overview of the parameters available.

Code	Description	N	M	Step	Scene	Comment
PTCH		1	7	✓	✓	
TUNE		1	7	✓	✓	
LP		1	7	✓	✓	
FB		1	7	✓	✓	
						Not available
MIX		1	7	✓	✓	
						Not available
						Not available
						Not available
						Not available
						Not available



8.12.12 Compressor



The below table provides an overview of the parameters available.

Code	Description	N	M	Step	Scene	Comment
ATK		1	7	✓	✓	
REL		1	7	✓	✓	
THRS		1	7	✓	✓	
RAT		1	7	✓	✓	
GAIN		1	7	✓	✓	
MIX		1	7	✓	✓	
RMS		1	7	✗	✗	
						Not available
						Not available
						Not available
						Not available
						Not available



8.12.13 Lo-Fi



The below table provides an overview of the parameters available.

Code	Description	N	M	Step	Scene	Comment
DIST	Distortion	1	7	✓	✓	
						Not available
AMF	Amplitude Frequency	1	7	✓	✓	
SRR	Sample Rate Reduction	1	7	✓	✓	
BRR	Bit Rate Reduction	1	7	✓	✓	
AMD	Amplitude Depth	1	7	✓	✓	
						Not available
						Not available
AMPH	Amplitude Phase Start	1	7	✗	✗	
						Not available
						Not available
						Not available



8.12.14 Delay



The below table provides an overview of the parameters available.

Code	Description	N	M	Step	Scene	Comment
TIME	Delay Time	1	7	✓	✓	
FB	Feedback	1	7	✓	✓	
VOL	Volume	1	7	✓	✓	
BASE	High Pass Filter	1	7	✓	✓	
WIDTH	Low Pass Width	1	7	✓	✓	
SEND	Send Amount	1	7	✓	✓	
X	Ping Pong	1	7	✗	✗	
TAPE		1	7	✗	✗	
DIR		1	7	✗	✗	
SYNC		1	7	✗	✗	
LOCK		1	7	✗	✗	
PASS		1	7	✗	✗	



8.12.15 Plate Reverb



The below table provides an overview of the parameters available.

Code	Description	N	M	Step	Scene	Comment
TIME		1	7	✓	✓	
DAMP		1	7	✓	✓	
GATE		1	7	✓	✓	
HP		1	7	✓	✓	
LP		1	7	✓	✓	
MIX		1	7	✓	✓	
GVOL		1	7	✗	✗	
BAL		1	7	✗	✗	
MONO		1	7	✗	✗	
						Not available
						Not available
MIXF		1	7	✗	✗	



8.12.16 Spring Reverb



The below table provides an overview of the parameters available.

Code	Description	N	M	Step	Scene	Comment
TIME		1	7	✓	✓	
						Not available
						Not available
HP		1	7	✓	✓	
LP		1	7	✓	✓	
MIX		1	7	✓	✓	
TYPE		1	7	✗	✗	
BAL		1	7	✗	✗	
						Not available
						Not available
						Not available
						Not available



8.12.17 Dark Reverb

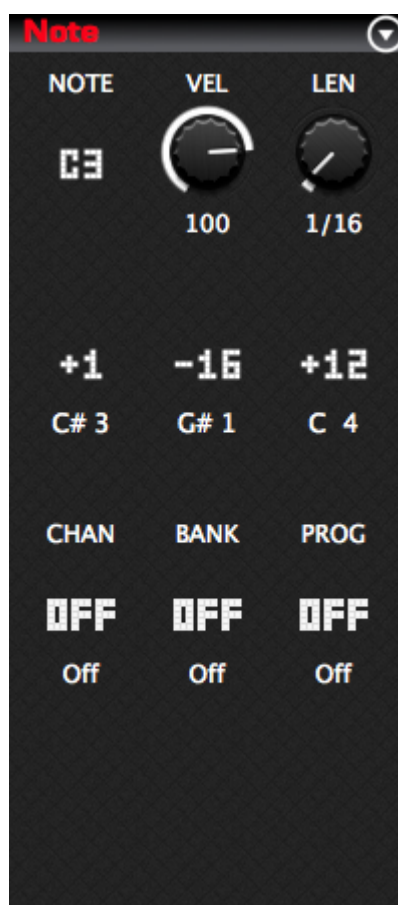


The below table provides an overview of the parameters available.

Code	Description	N	M	Step	Scene	Comment
TIME		1	7	✓	✓	
SHVG		1	7	✓	✓	
SHVF		1	7	✓	✓	
HP		1	7	✓	✓	
LP		1	7	✓	✓	
MIX		1	7	✓	✓	
PRE		1	7	✗	✗	
BAL		1	7	✗	✗	
MONO		1	7	✗	✗	
						Not available
						Not available
MIX		1	7	✗	✗	



8.13 Sequencer Note

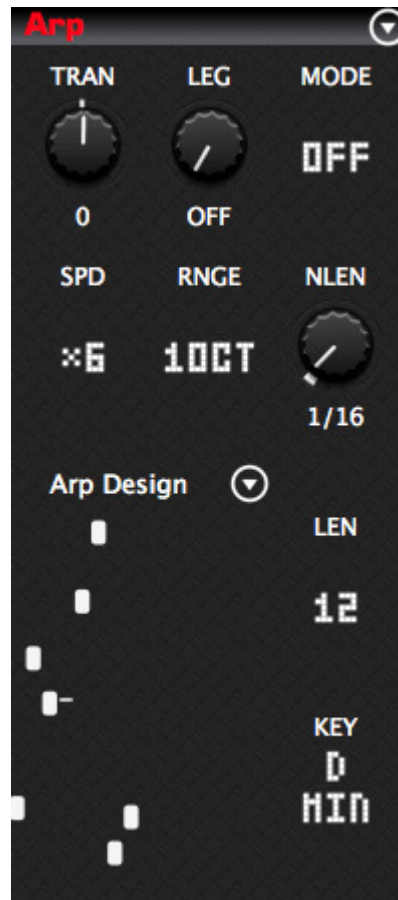


The below table provides an overview of the parameters available.

Code	Description	N	M	Step	Scene	Comment
NOTE	Root Note	1	7	✓	✗	
VEL	Note Velocity	1	7	✓	✗	
LEN	Note Length	1	7	✓	✗	
NOT2	Note 2	1	7	✓	✗	
NOT3	Note 3	1	7	✓	✗	
NOT4	Note 4	1	7	✓	✗	
CHAN	Midi Channel	1	7	✗	✗	
BANK	Midi Bank	1	7	✗	✗	
PROG	Midi Program	1	7	✗	✗	
						Not available
						Not available
						Not available



8.14 Sequencer Arp



The below table provides an overview of the parameters available.

Code	Description	N	M	Step	Scene	Comment
TRAN	Transpose	1	7	✓	✗	
LEG	Legato	1	7	✓	✗	
TRAN	Transpose	1	7	✓	✗	
MODE	Arp Mode	1	7	✓	✗	
SPD	Speed	1	7	✓	✗	
RNGE	Range	1	7	✓	✗	
						Not available
						Not available
LEN	Arp Length	1	7	✗	✗	
						Not available
						Not available
KEY	Arp Key	1	7	✗	✗	



8.14.1 Sequencer Arp Designer

The Sequencer Arp Designer provides a graphical view of the Arp Design for the currently selected Midi track.

Note: Editing of the Arp Design is performed via the **Arp Designer** module.



Left-Clicking the Sequencer Arp Design will copy the Arp Design from the active track to the **Arp Designer** module. This has the same effect as pressing the **Read** button in the Arp Designer module.

Refer to Section 11 Arp Designer for instructions on how to use the Arp Designer module, and integrating with the Sequencer module.

Note: The Menu for the Sequencer Arp Designer allows the ability to Copy/Paste, Save/Load and Default just the Arp Design, Arp Length and Arp Key, without affecting the other six Arp parameters.



8.15 Sequencer LFO's

Sequencer LFO1, LFO2 and LFO3 behave exactly the same for both Audio and Midi tracks.

For the Sequencer LFO Designer, refer to the next section.



The below table provides an overview of the parameters available.

Code	Description	N	M	Step	Scene	Comment
PMTR	LFO Target	1	7	✗	✗	Target varies depending on Machine
WAVE	LFO Waveform	1	7	✗	✗	
MULT	LFO Multiplier	1	7	✗	✗	
TRIG	LFO Trig	1	7	✗	✗	
SPD	Speed	1	7	✓	✗	
DEP	Depth	1	7	✓	✗	

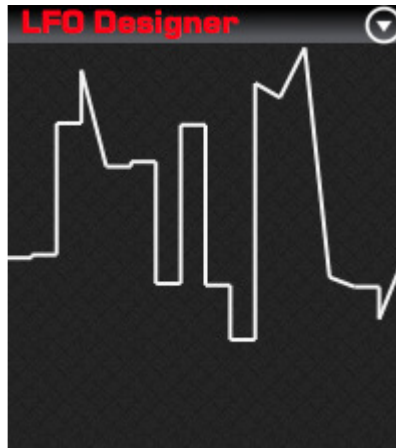


8.16 Sequencer LFO Designer

The Sequencer LFO Designer provides a graphical view of the LFO Design for the currently selected Audio or Midi track.



Note: Editing of the LFO Design is performed via the **LFO Designer** module.



Left-Clicking the Sequencer LFO Designer will copy the LFO Design from the active track to the **LFO Designer** module. This has the same effect as pressing the **Read** button in the LFO Designer module.

Refer to Section 12 LFO Designer for instructions on how use the LFO Designer module, and integrating with the Sequencer module.



8.17 Sequencer Controls

The **Control 1** and **Control 2** groups represents the two Midi Control pages on the Octatrack.

Clicking the **value** label under the any of the top six parameters in either group toggles the associated control between enabled and disabled.

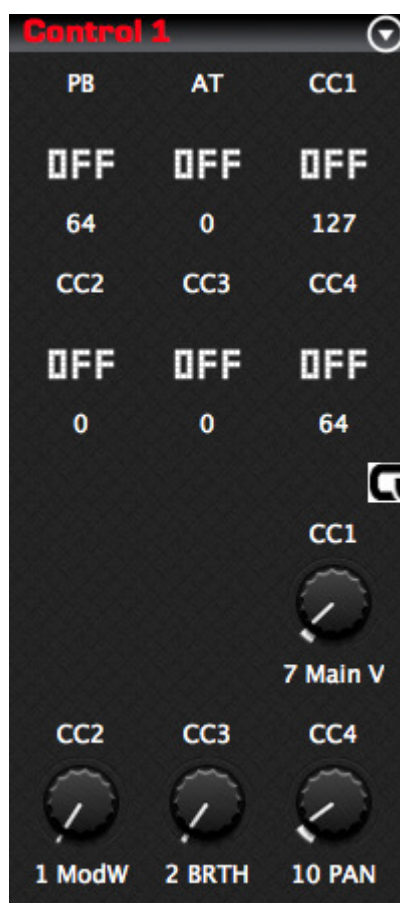
Additionally, there is a Control Chain image in the middle that functions as a menu, allowing the ability to save Control Chains to the Library, and load existing Control Chains.

A Control Chain is the combination of both Control 1 and Control 2 and all their settings.





8.18 Control 1



The below table provides an overview of the parameters available.

Code	Description	N	M	Step	Scene	Comment
PB	Pitch Bend	1	7	✓	✗	Clicking the value label under any of the parameters toggles the associated control between enabled and disabled.
AT	After Touch	1	7	✓	✗	
CC1	CC# 01 Value	1	7	✓	✗	
CC2	CC# 02 Value	1	7	✓	✗	
CC3	CC# 03 Value	1	7	✓	✗	
CC4	CC# 04 Value	1	7	✓	✗	
						Not available
						Not available
CC1	CC# 01 Assignment	1	7	✗	✗	
CC2	CC# 02 Assignment	1	7	✗	✗	
CC3	CC# 03 Assignment	1	7	✗	✗	
CC4	CC# 04 Assignment	1	7	✗	✗	



8.19 Control 2



The below table provides an overview of the parameters available.

Code	Description	N	M	Step	Scene	Comment
CC5	CC# 05 Value	1	7	✓	✗	Clicking the value label under any of the parameters toggles the associated control between enabled and disabled.
CC6	CC# 06 Value	1	7	✓	✗	
CC7	CC# 07 Value	1	7	✓	✗	
CC8	CC# 08 Value	1	7	✓	✗	
CC9	CC# 09 Value	1	7	✓	✗	
CC10	CC# 10 Value	1	7	✓	✗	
CC5	CC# 05 Assignment	1	7	✗	✗	
CC6	CC# 06 Assignment	1	7	✗	✗	
CC7	CC# 07 Assignment	1	7	✗	✗	
CC8	CC# 08 Assignment	1	7	✗	✗	
CC9	CC# 09 Assignment	1	7	✗	✗	
CC10	CC# 10 Assignment	1	7	✗	✗	



8.20 Recorders

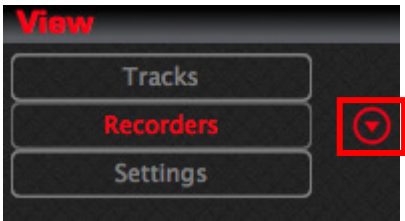
The **Recorders** section represents all eight **Recorders** within the Octatrack.



8.20.1 Recorders Menu

The Recorders menu is available under the **View** group of the Sequencer module and affects **ALL** Recorder Machines at the same time.

Note that this menu is only visible when in the Recorders view.



8.20.2 Recorder Menus

Each Recorder group contains a menu in the top right corner, all of which contains the same menu options, and behave identically however affects only the relevant Recorder Machine.





8.21 Recorder



The below table provides an overview of the parameters available. The parameters for all eight Recorders are identical.

Code	Description	N	M	Step	Scene	Comment
INAB	Input AB	1	7	×	×	
INCD	Input CD	1	7	×	×	
RLEN	Record Length	1	7	×	×	
TRIG	Record Trig Type	1	7	×	×	
SRC3	Source3 Input	1	7	×	×	
LOOP	Playback is Looped	1	7	×	×	
FIN	Fade In	1	7	×	×	
FOUT	Fade Out	1	7	×	×	
AB	AB Monitoring Level	1	7	×	×	
QREC	Quantize Recording	1	7	×	×	
QPL	Quantize Playback	1	7	×	×	
CD	CD Monitoring Level	1	7	×	×	



8.22 Sequencer Banks

The **Bank** group is used to display and select the Bank that is currently being edited.

To change a Bank, simple click the appropriate Bank button.





8.23 Sequencer Patterns

The **Pattern** group is used to display and select the Pattern that is currently being edited.

To change a Pattern, simple click the appropriate Pattern button.





8.24 Sequencer Parts

The **Parts** group is used to display and select the Part that is currently being edited, as well as the Part Name and Scene Crossfader Assignments.

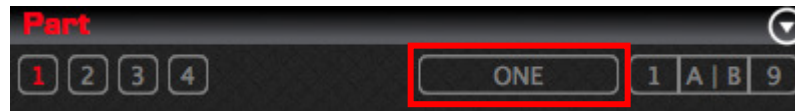
To change a Part, simply click the appropriate Part button.





8.24.1 Part Name

The **Part Name** for the currently selected Part is displayed to the right of the Parts.



Clicking on the Part Name displays a popup form allowing the ability to rename the Part.

Simply enter the new name as desired, e.g. **Hello** and then click off the form to apply.

Clicking the **Refresh** button will reset the Part Name back to it's previous value, e.g. **ONE**

Note: The Part Name is restricted to six alpha numeric characters





8.24.2 Crossfader Scene Assignments

The **Crossfader Scene Assignments** for the currently selected Part are displayed at the right of the Part group.

- The Scene A assignment is displayed on the left, e.g. 1
- The Scene B assignment is displayed on the right, e.g. 9

Clicking on either Scene A, Scene B or the A|B in the middle displays a popup form allowing the ability to assign Scene A and B for the Part.

Two parameters are available for Scene A and Scene B, which will be defaulted to the currently assigned scenes.

The current Scene Assignments are also displayed in the bottom left hand corner (e.g. *A equals 01, B equals 09*)

Clicking the **Refresh** button will reset the Scene A and Scene B assignments back to their previous values.

Simply adjust Scene A and/or Scene B as desired and then click off the form to apply.





8.25 Sequencer Scenes

The **Scenes** group is used to display and select the Scene that is currently being edited.

To change a Scene, simple click the appropriate Scene button.

Note: To **not** edit a Scene, click the – button to the left of Scene 1 as shown in the below image.



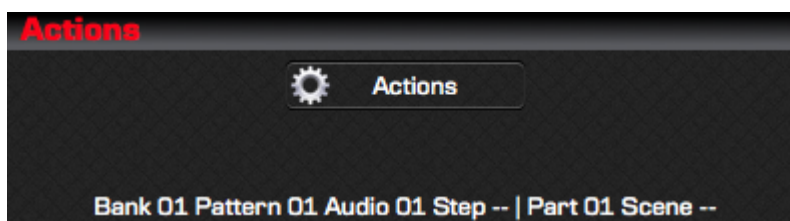


8.26 Sequencer Actions

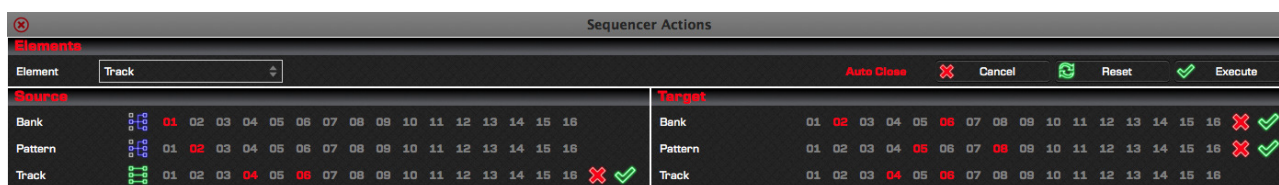
The **Actions** group is used to display the current status of the Sequencer module and provide access to the Sequencer Actions functionality.

The text at the bottom of the group dynamically updates to display the current status of the Sequencer module as shown in the below image.

I.e. The Sequencer module is currently editing Bank 01, Pattern 01 and Part 01 as there is no Step or Scene selected as indicated by the double hyphens.



Clicking the Actions button will display the Sequencer Actions from as shown below.






8.26.1 Element

The **Element** group is used to define *what* the Manager will copy. Depending on what is selected the Manager module will be redefined with the appropriate controls and settings.

Select the required Element via the drop down box. The label to the right provides a more detailed description of what will be copied.

Note: Elements are referred to in the singular, however can apply to multiple items. i.e. "Copy Bank" means "Copy a Bank" and/or "Copy Multiple Banks"

Element	
Element	Track  Copy a Track only. This does not copy or update the Part.

Description
--- / Reset Use this to reset the Manager module and all values to their default. In doing so, this will unload the Source Set/Project and the Target Set/Project
Bank Copy a Bank.
Pattern Copy a Pattern. Note that this option does not update the Part information. In other words, this copies the Sequencer level data only.
Pattern and Part Copy a Pattern <i>and</i> its associated Part. Note that this option copies both the Sequencer level data and the Engine level data together.
Track Copy a Track. Note that this option does not update the Machine information. In other words, this copies the Sequencer level data only.
Part Copy a Part.
Scene Copy a Scene.
Recorder Copy a Recorder machine.



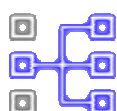
8.27 Copy Modes

Each **Element** can be in either **Template** or **Relationship** mode.

The mode of each Element is changed by clicking the **Element Mode** button located to the left of the available Elements in the Sequencer Actions Source group.

Note: Bank is always in Template mode, as it has no relative value.

8.27.1 Template Mode



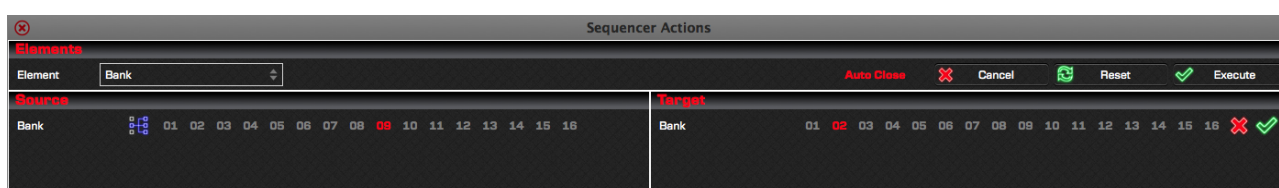
When an Element is in Template mode, only a single Source Element can be selected.

One or many Target Elements may be selected. A Red Cross (*Inactive*) and Green Tick (*Active*) buttons are available to quickly set all Target elements active/inactive.

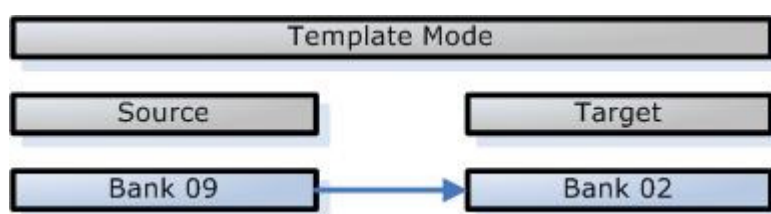
One to One

In the below screenshot, Bank is in Template mode, and the Source Bank is set to Bank 01. The only Target Bank enabled is Bank 02, thus a *one-to-one* relationship.

When the Sequencer Actions is executed, Source Bank 09 will be copied to Target Bank 02.



Below is a graphical representation of the relationship between the Source Bank 09 and the Target Bank 02 as per the above example.

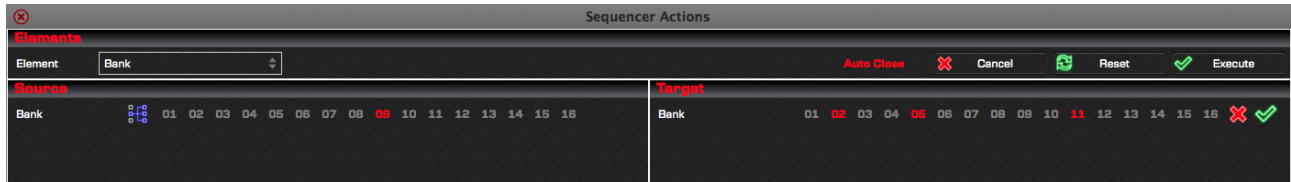




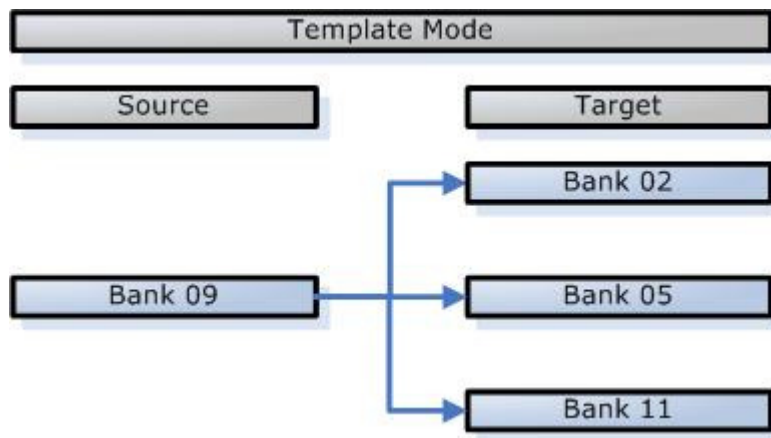
One to Many

In the below screenshot, Bank is currently in Template mode, and the Source Bank is set to Bank 09. The Target Banks enabled are Banks 02, 05 and 11, thus a *one-to-many* relationship.

When the Sequencer Actions is executed, Source Bank 09 will be copied to Target Banks 02, 05 and 11



Below is a graphical representation of the relationship between the Source Bank 09 and the Target Banks 02, 05 and 11 as per the above example.





8.27.2 Relative Mode



When an Element is in Relative mode, multiple Source Elements can be selected. A Red Cross (*Inactive*) and Green Tick (*Active*) buttons are available to quickly set all Source elements active/inactive.

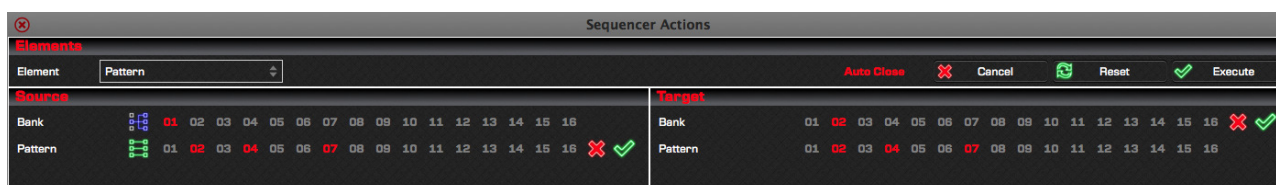
The Target Elements are automatically assigned, and can not be manually selected.

In the below screenshot, Bank is in Template mode, the Source Bank enabled is Bank 01. The Target Bank enabled is Bank 02.

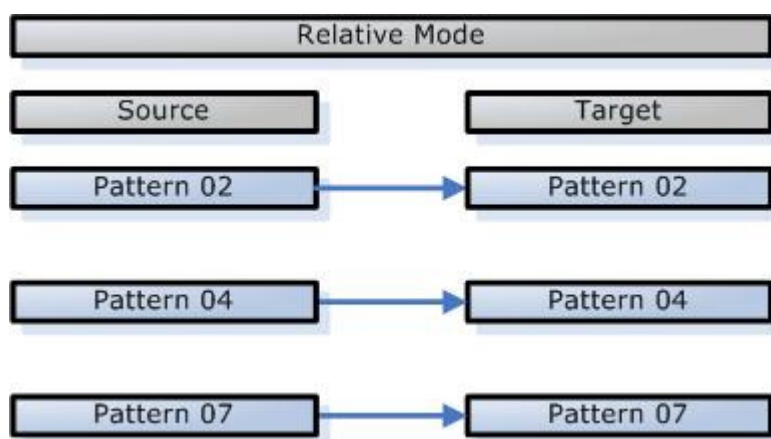
Pattern is in Relative mode, and the Source Patterns enabled are Patterns 02, 04 and 07. The Target Patterns enabled are Patterns 02, 04 and 07.

When the Sequencer Actions is executed:

- Source Pattern 02 in Bank 01 will be copied to Target Pattern 02 in Bank 02
- Source Pattern 04 in Bank 01 will be copied to Target Pattern 14 in Bank 02
- Source Pattern 07 in Bank 01 will be copied to Target Pattern 17 in Bank 02.



Below is a graphical representation of the relationship between the Source Patterns 02, 04 and 07; and the Target Patterns 02, 04 and 07 as per the above example.





8.27.3 Pattern and Part

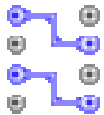
Certain items in the Manger module include the ability to copy the item, or copy the item and the related Part at the same time. An example of this is Pattern, for which there are two options:

- **Pattern:** Copies the Sequencer Pattern **only**.
- **Pattern and Part:** Copies the Sequencer Pattern **and** updates the Engine Part simultaneously.

Selecting **Pattern** will copy only the Pattern data; Sequencer, Patterns, Tracks, Trigs etc. It will **not** affect the Engine data, thus not affect the Parts, Machines etc.

Selecting **Pattern and Part** will copy the Pattern data; Sequencer data, Patterns, Tracks, Trigs etc. And it **will** also copy the Engine data; Parts, Machines etc.

Pattern and Part therefore has a unique additional parameter for *Part* that is only available to the Target, as shown below. It is not possible to set the Source Part.



When the Element to copy is Pattern and Part, the Pattern Part Mode button is available in the Source group.

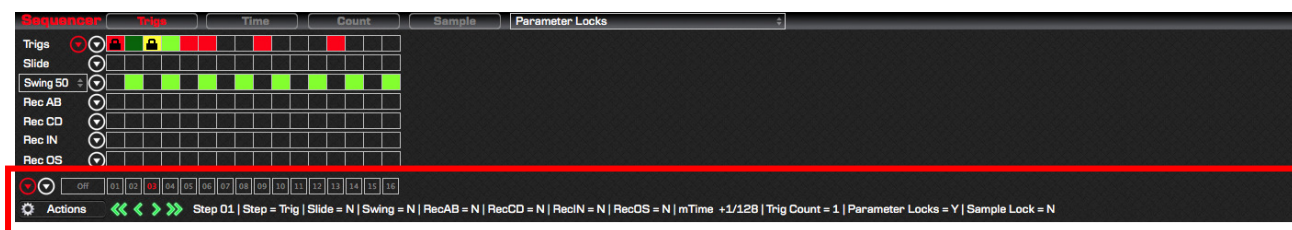
Clicking the Pattern Part Mode button will generate a report to the Analytics module of the relationships between the currently selected Patterns and their associated Parts for all the selected Banks.

The unique target Part Element has six settings; 01, 02, 03, 04, S (*Source*) and T (*Target*)



8.28 Sequencer Steps

The **Sequencer Steps** section in the Sequencer group is always displayed regardless of the Sequencer View currently selected.



There are **Six** different Views that are available in the Sequencer group, and all behave differently as they cater for varying scenarios.

View	Description	Refer
Steps	Displays the Steps, between 1 and 64, depending on length, and the Off step button.	8.28.1
Actions	Launches the Steps Action menu.	8.29
Menu All	Allows the ability to move between Steps.	
Menu	Allows the ability to move between Steps.	
Move	Allows the ability to move between Steps.	8.28.2
Info	Displays information about the currently highlighted step.	8.28.3



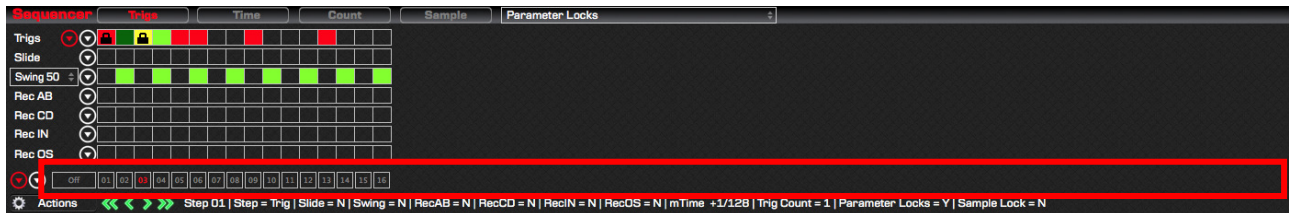
8.28.1 Steps

The **Step** buttons are used to select a step for editing.

When a Step is selected, thus in Step mode, and a change is made to a parameter which can be Step Locked, then a parameter lock is applied.

Clicking the **Off** button will set the current mode to **Part** mode, thus not editing any Step.

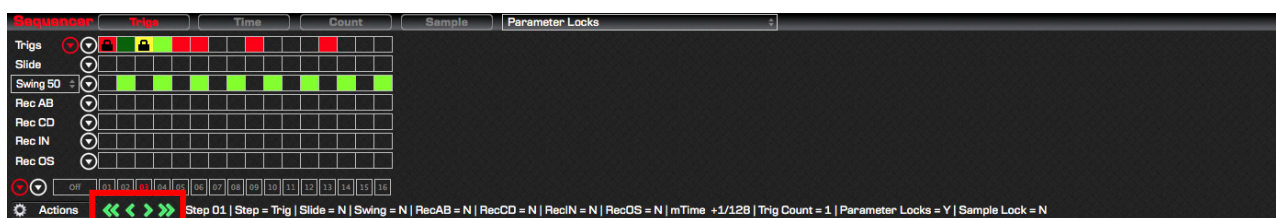
Note: Clicking a Step button a Step button automatically set the current Scene to **Off**, and likewise clicking a Scene button will automatically set the current step to **Off**.





8.28.2 Step Move

The four **Step Move** buttons under the step buttons allow the ability to change the currently selected step.



The action that occurs is dependent on the button pressed.

Image	Description
	Move to the start of the previous quarter of a bar, e.g. Step 1, 5, 9, 13 etc.
	Move to the previous step.
	Move to the next step.
	Move to the start of the next quarter of a bar, e.g. Step 1, 5, 9, 13 etc.

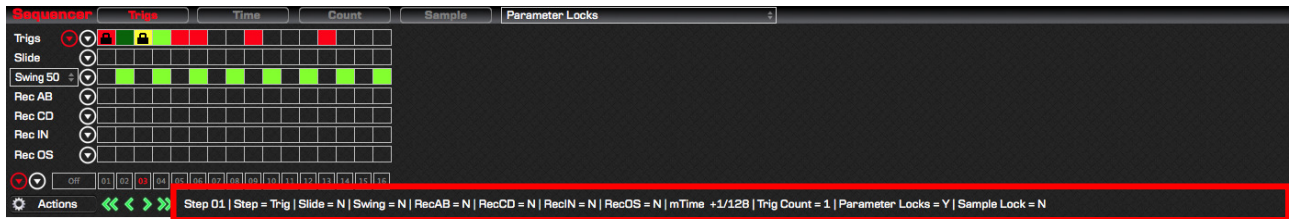


8.28.3 Info

The **Info** label dynamically updates to displays information about the currently **highlighted** step in any of the Sequencer Views.

Note: The step highlighted is the one underneath the mouse, and **not** the currently selected step, though of course these can be the same.

The information displayed will of course be different depending on if the currently selected track is an Audio or Midi track.



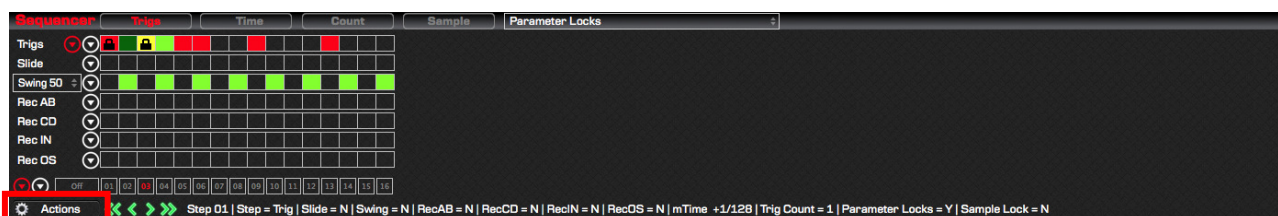


8.29 Sequencer Step Actions

Sequencer Step Actions form allows the ability to bulk process Actions against the various Elements of selected steps in the current track.

Elements are the different parts of a Step; the Trigs, Swing, MicroTiming, individual Parameter Locks etc.

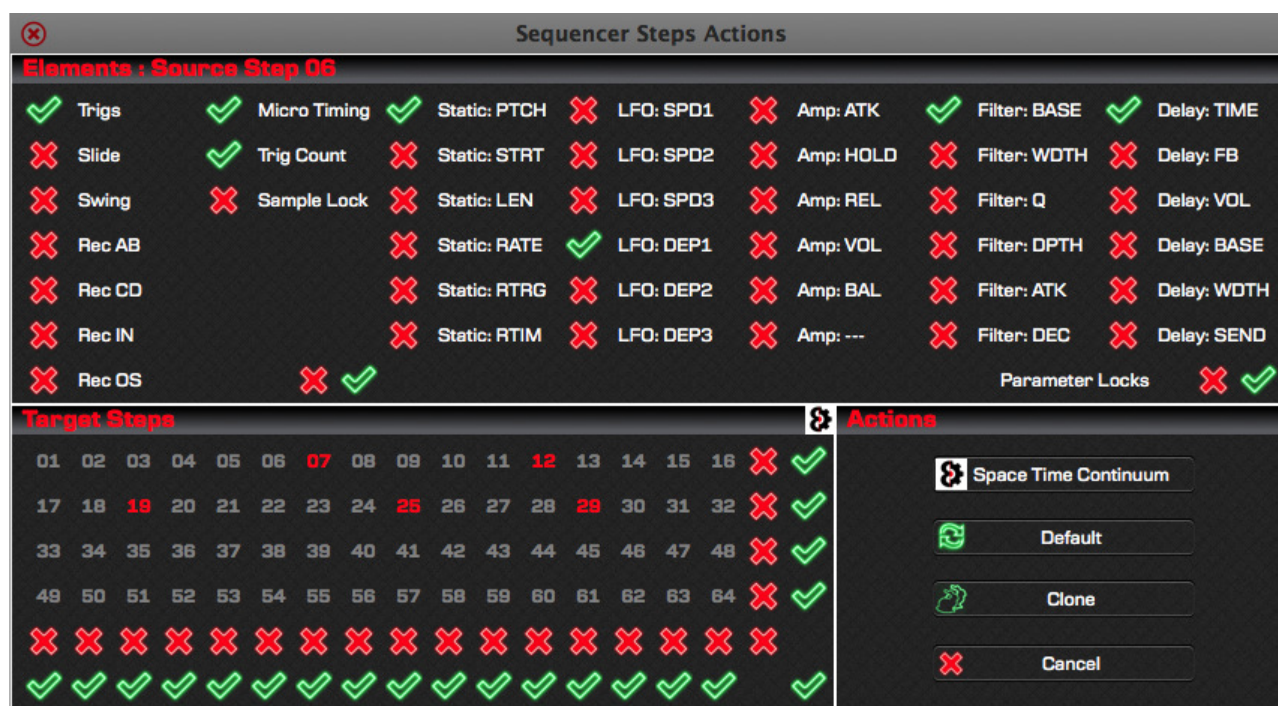
The available actions are **Clone**, **Default** and **Randomisation**.



Clicking the **Step Actions** button launches the Step Actions form as shown below.

Any Element that exists on a track is available to be processed. Naturally only Elements that exist on a track are available to be processed. (e.g. *Sample Locks are not available on a Midi track, Notes are not available on an Audio track etc.*)

The Step Actions form is divided into three groups: Elements, Target Steps and Actions.





8.29.1 Elements

The **Elements** section displays the Source Step is applicable and the available Elements that can have actions performed against the Steps.

The group header will display the currently selected Step in the Sequencer if applicable. This Step is where the various Elements will be copied from when using the Clone action only.

Note: If there is no currently selected Step, the group header will only display 'Elements' and the Clone action will not be available.

The Elements are divided into two subsections, Trigs on the left, and Parameter Locks on the right.

The Parameter Locks dynamically update dependent on the track (*Audio or Midi*), the Playback machine used (*Static, Flex etc*) and the FX1 and FX2 (*Filter, Delay etc*) assigned to the Part.

Each Element has a switchable Red Cross / Green Tick image. Clicking any of these will toggle the Element active or inactive. For example, in the below screenshot, Trigs, Micro Timing, Trig Count, and the Parameter Locks Static: PTCH, LFO: DEP1, Filter: BASE, Delay: TIME and Delay: SEND is active whilst everything else is inactive.

The Red Cross and Green Tick in the under the Trig Elements will set **all** the Trig Elements active or inactive. (*i.e. Trigs, Slide, Swing, MicroTiming etc.*)

The Red Cross and Green Tick in the bottom right corner underneath the Parameter Lock Elements will set **all** the Parameter Locks Elements active or inactive.

Note: If no Elements are configured, no action is taken.

Elements : Source Step 04									
✓ Trigs	✓ Micro Timing	✓ Static: PTCH	✗ LFO: SPD1	✗ Amp: ATK	✓ Filter: BASE	✓ Delay: TIME			
✗ Slide	✓ Trig Count	✗ Static: STRT	✗ LFO: SPD2	✗ Amp: HOLD	✗ Filter: WOTH	✗ Delay: FB			
✗ Swing	✗ Sample Lock	✗ Static: LEN	✗ LFO: SPD3	✗ Amp: REL	✗ Filter: Q	✗ Delay: VOL			
✗ Rec AB		✗ Static: RATE	✓ LFO: DEP1	✗ Amp: VOL	✗ Filter: DPTH	✗ Delay: BASE			
✗ Rec CD		✗ Static: RTRG	✗ LFO: DEP2	✗ Amp: BAL	✗ Filter: ATK	✗ Delay: WOTH			
✗ Rec IN		✗ Static: RTIM	✗ LFO: DEP3	✗ Amp: ---	✗ Filter: DEC	✓ Delay: SEND			
✗ Rec OS	✗	✓					Parameter Locks	✗	✓



8.29.2 Target Steps

The **Target Steps** group contains the **Target Matrix** which displays a 4 x 16 grid of **Step Buttons** representing the 64 steps available on the track.

When a Step Button is enabled, and thus highlighted in red, actions will be taken against the step.

Individual Steps can be toggled on/off by clicking on them.





























Each **Row** in the Target Matrix has a Red Cross (*Inactive*) and Green Tick (*Active*) button, clicking any of these will set the entire Row active or inactive as appropriate.

Each **Column** in the Target Matrix has a Red Cross (*Inactive*) and Green Tick (*Active*) button, clicking any of these will set the entire Column active or inactive.

The Red Cross (*Inactive*) and Green Tick (*Active*) buttons in the bottom right corner will set the **entire** matrix active or inactive.

The Space Time Continuum button in the top right corner will randomise each step in the **entire** matrix active or inactive.

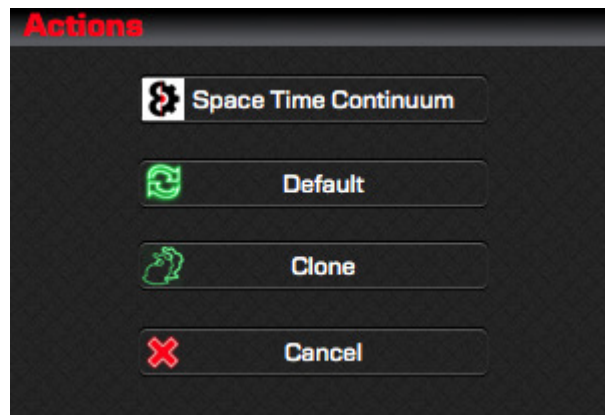
Note: Regardless of steps configured, no action is taken on steps greater then the track length.

Target Steps																	
01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16		
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32		
33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48		
49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64		
																	
																	







8.29.3 Actions

The **Actions** group four buttons allowing the ability to process different actions against the selected Elements for the target Steps.



The following actions will occur depending on the button clicked.

Button	Description
	Space Time Continuum The Elements selected will be randomised for the Steps highlighted in the Target Matrix.
	Default The Elements selected will be set to their Default values for the Steps highlighted in the Target Matrix. Note: Default values are not always off, for example Swing will default to odd steps set to off, and even steps set to on.
	Clone The Elements selected will be cloned from the Source Step to the Steps highlighted in the Target Matrix. Note: If no Step is selected in the sequencer module when the Step Actions form is launched, this action is not available as there is not source step.
	Cancel Abort the process. No action will occur.



8.29.4 Example

The Source Step is Step 04 as displayed in the Elements group header.

The enabled Elements are: Trigs, Micro Timing, Trig Count, and the Parameter Locks Static: PTCH, LFO: DEP1, Filter: BASE, Delay: TIME and Delay: SEND.

The Target Matrix has a range of Target Steps enabled as displayed, i.e. 07, 12, 19, 25 and 29

Sequencer Steps Actions

Elements : Source Step 06

✓ Trigs	✓ Micro Timing	✓ Static: PTCH	✗ LFO: SPD1	✗ Amp: ATK	✓ Filter: BASE	✓ Delay: TIME
✗ Slide	✓ Trig Count	✗ Static: STRT	✗ LFO: SPD2	✗ Amp: HOLD	✗ Filter: WIDTH	✗ Delay: FB
✗ Swing	✗ Sample Lock	✗ Static: LEN	✗ LFO: SPD3	✗ Amp: REL	✗ Filter: Q	✗ Delay: VOL
✗ Rec AB		✗ Static: RATE	✓ LFO: DEP1	✗ Amp: VOL	✗ Filter: DPTH	✗ Delay: BASE
✗ Rec CD		✗ Static: RTRG	✗ LFO: DEP2	✗ Amp: BAL	✗ Filter: ATK	✗ Delay: WIDTH
✗ Rec IN		✗ Static: RTIM	✗ LFO: DEP3	✗ Amp: ---	✗ Filter: DEC	✗ Delay: SEND
✗ Rec OS	✗	✓			Parameter Locks	✗

Target Steps

01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	✗	✓
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	✗	✓
33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	✗	✓
49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	✗	✓
✗	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗
✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

Actions

Space Time Continuum

Default

Clone

Cancel

The following actions will occur depending on the button clicked.

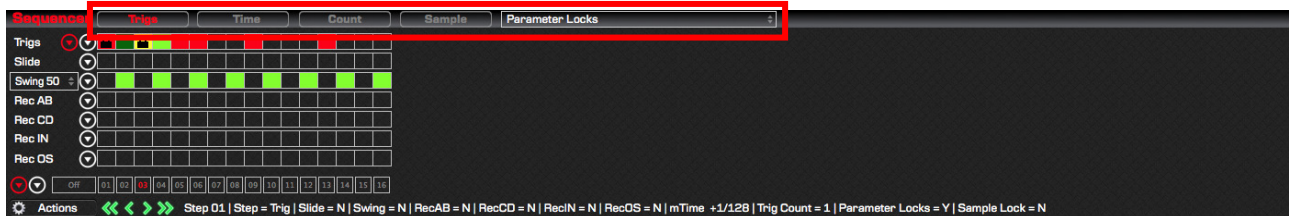
Button	Description
	Space Time Continuum The enabled Elements will be randomised for the Target Steps highlighted in the Target Matrix.
	Default The enabled Elements will be set to their Default values for the Target Steps highlighted in the Target Matrix.
	Cancel Abort the process. No action will occur.
	Clone The enabled Elements of Step 04 will be cloned (<i>i.e. copied</i>) to the Target Steps highlighted in the Target Matrix.



8.30 Sequencer Views

The **Sequencer** group in the Sequencer module provides access to thirty five (35) different **Sequencer Views** that are changed by clicking the relevant button, or selecting from the Parameter Locks drop down, and all behave differently as they cater for varying scenarios.

Note: Depending on whether the currently selected track is an Audio track or a midi track, the available views will be slightly different due to differences between the tracks.



The Sequencer Views are:

View	Description	Refer
Trigs	Displays the Trig view.	8.31
µTime	Displays the µTiming view.	8.32
Count	Displays the Trig Count view	8.33
Sample	Displays the Sample Lock view (<i>Audio Tracks only</i>)	8.34
Parameter Locks	Displays a Parameter Lock view, which varies depending on Audio/Midi track, FX1, FX2 and the Parameter Lock.	8.35



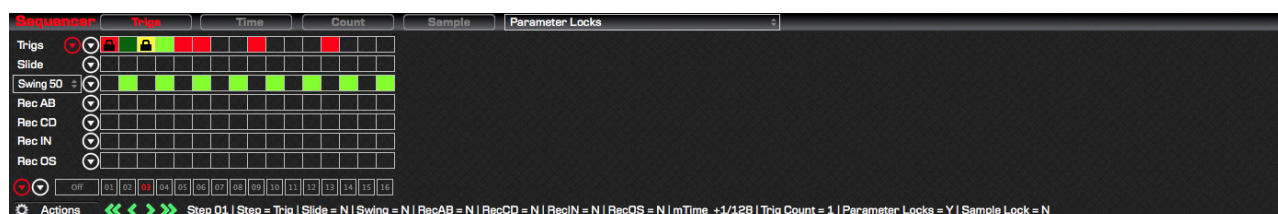
8.31 Sequencer View: Trigs

The **Trigs** view in the Sequencer group is access by pressing the **Trigs** button on the top of the group. Depending on whether the currently selected track is an Audio track or a midi track, the view will be slightly different due to differences between the Audio and Midi tracks on the Octatrack.

8.31.1 Audio Trigs View

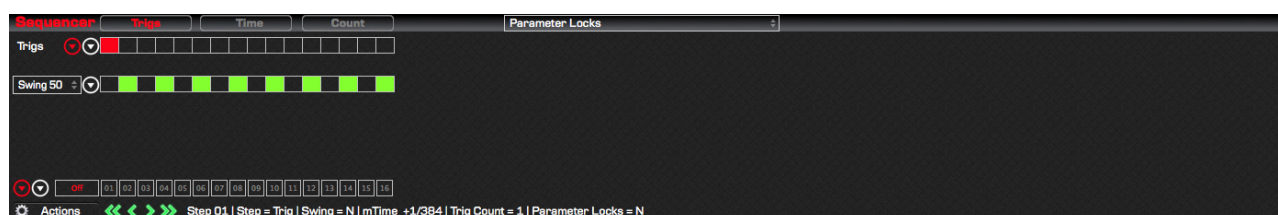
The Audio Trigs view displays seven sequencer rows: Trigs, Slide, Swing, Rec AB, Rec CD, Rec IN and Rec OS.

Note: If the currently selected Track has a Pickup machine assigned, the Trigs and Slide Sequencer Rows are unavailable.



8.31.2 Midi Trigs View

The Midi Trigs view displays two sequencer rows: Trigs and Swing.



8.31.3 Sequencer Rows

The Sequencer Rows are overviewed in the below table. Please refer to their relevant section as each Sequencer Row behaves slightly differently.









Row	Description	A	M	Refer
Trigs	Displays Sample Trigs, Trigless Locks, Trigless Trigs. Also displays One Shot Trigs. (<i>Audio only</i>)	✓	✓	8.31.4
Slide	Displays Slide Trigs.	✓	✗	8.31.5
Swing	Displays Swing Trigs.	✓	✓	8.31.6
Rec AB	Displays the Record trigs for the AB inputs.	✓	✗	8.31.7
Rec CD	Displays the Record trigs for the CD inputs.	✓	✗	8.31.8
Rec IN	Displays the Record trigs for the Internal input.	✓	✗	8.31.9
Rec OS	Displays the One Shot Record trigs.	✓	✗	8.31.10



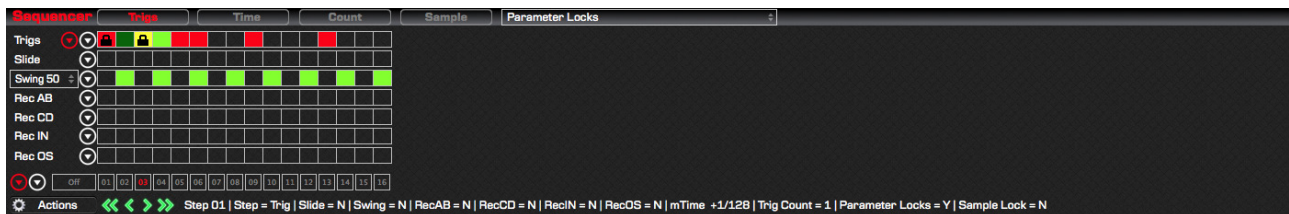
8.31.4 Trigs and Parameter Locks

The first row of the Trigs view displays the Trig type for the Step. A trig can be one of four different types, and can additionally have Parameter Locks assigned to it.

- Left-clicking the Trig **cycles** the Trig in a *Round-Robin* fashion.
- Holding Control and Left-clicking the Trig **deletes** the Trig and all Parameter Locks. For Audio Tracks, it additionally deletes the Sample Lock (if one exists)

Image	Description	Comment
 	<ul style="list-style-type: none"> ▪ Trig ▪ Trig with Lock(s) 	
 	<ul style="list-style-type: none"> ▪ Trigless Trig ▪ Trigless Trig with Lock(s) 	
 	<ul style="list-style-type: none"> ▪ Trigless Lock ▪ Trigless Lock with Lock(s) 	
 	<ul style="list-style-type: none"> ▪ One Shot Trig ▪ One Shot Trig with Lock(s) 	Only available on Audio Tracks.

The below screenshot shows an Audio Track's Trigs.



Step	Description
01	Trig with Lock(s)
02	Trigless Trig (<i>No Locks</i>)
03	Trigless Lock with Locks
04	One Shot Trig (<i>No Locks</i>)
--	<i>Etc.</i>



8.31.5 Slide - Audio

The second row of the Trigs view displays the Slide Trig for the Steps.

- Left-clicking the Trig **toggles** the Slide on/off.
- Holding Control and Left-clicking the Trig turns the Slide off.

8.31.6 Swing – Audio and Midi

The third row of the Trigs view displays the Swing Trig for the Steps.

- Left-clicking the Trig **toggles** the Swing on/off.
- Holding Control and Left-clicking the Trig turns the Swing off.

8.31.7 Rec AB - Audio

The fourth row of the Trigs view displays the Record AB Trig for the Steps, i.e. for the A/B Inputs.

Left-clicking the Trig **toggles** the Record AB Trig on/off.

8.31.8 Rec CD - Audio

The fifth row of the Trigs view displays the Record CD Trig for the Steps, i.e. for the C/D Inputs.

Left-clicking the Trig **toggles** the Record CD Trig on/off.

8.31.9 Rec IN - Audio

The sixth row of the Trigs view displays the Record IN Trig for the Steps, i.e. for the Internal Inputs.

Left-clicking the Trig **toggles** the Record IN Trig on/off.

8.31.10 Rec OS - Audio

The seventh row of the Trigs view displays the Record OS Trig for the Steps, i.e. the One Shot setting for the Record A/B, C/D and Inputs Trigs.

Left-clicking the Trig **toggles** the Record OS Trig on/off.



8.31.11 Sequencer Row - Menus

Each of the Trig sequencer rows has its own menu which is displayed to the left of the sequencer row.

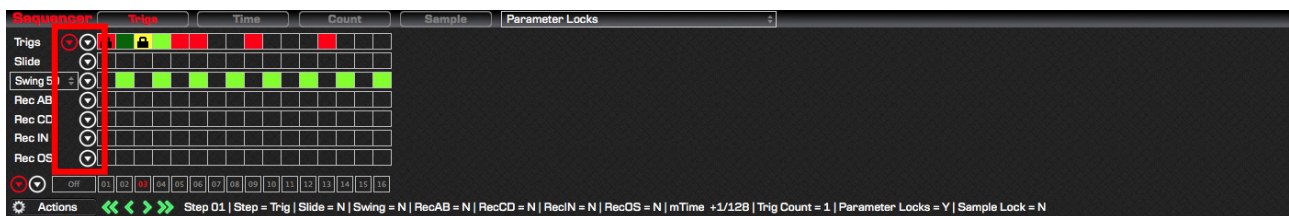
Each menu provides the exact same functionality; however differ in that they affect only the data on the relevant sequencer row.

The exception to this rule is the **Trigs** sequencer row which has two menus:

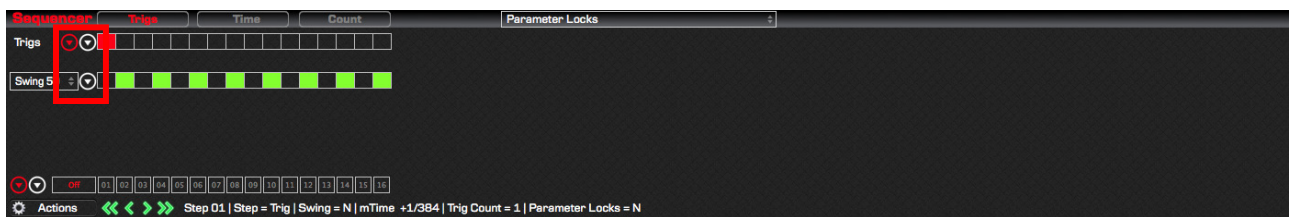
- The white menu affects only Trigs.
- The red menu affects **ALL** elements of the Track, Trigs, Slide, Swing etc.

Note: Swing additionally has a drop down menu that allows the ability to change the Swing value for the Track between 50% and 80%; this has the exact same affect as changing the Swing for the selected track in the Settings view.

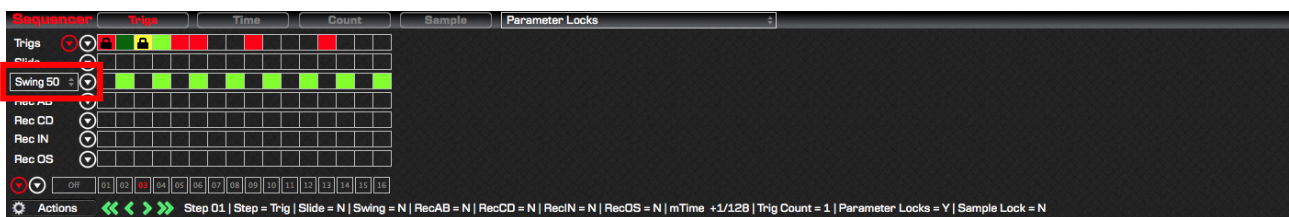
Audio Sequencer Row Menus



Midi Sequencer Row Menus



The Swing Menu





8.31.12 Sequencer Row – Menu Actions







All Sequencer Row Menus provide the same six menu items, and they all function exactly the same way, differing only on the elements that are affected.

For example, clicking the Swing Sequencer Row menu and selecting the Copy option, will copy the Swing data only to the Clipboard. Likewise, clicking the Slide Sequencer Row menu and selecting the Default option, will set only the Slide Sequencer Row to its default values.

Clicking the Red Sequencer Row menu affects **ALL** elements of the track, allowing the ability to copy/paste between tracks, or resetting all elements of a track.

Note: It is not possible to paste data to a Sequencer Row from a different Sequencer Row, e.g. Copy Swing Sequencer Row and Paste to Slide Sequencer Row with the exceptions of:

- The Swing Sequencer Row is freely interchangeable between Audio and Midi tracks.
- Recorder Rows are freely interchangeable between Recorder AB / CD / IN / OS, so can be copy/pasted back and forth.

Item	Description
	Copy Copies the Sequencer Row into memory. The Sequencer Row can then be pasted onto another track.
	Paste Pastes the Sequencer Row from memory.
	Load From Library Loads a Sequencer Row from the Library. Refer Section 13.3 Saving to the Library
	Save to Library Saves a Sequencer Row to the Library. Refer Section 13.4 Loading from the Library
	Default Settings Reset the Sequencer Row to its default settings, i.e. all trigs Off. For Swing, this is set to odd steps off, and even steps on.
	Space Time Continuum Randomises the Sequencer Row.



8.32 Sequencer View: μ Time

The Sequencer μ Time View behaves the same for both Audio and Midi tracks, and allows the ability to draw in μ Timing per step.

The μ Timing is displayed as a bipolar step sequencer, where steps that have μ Timing are displayed with a white bar, either positive (*forward μ Timing*) or negative (*backwards μ Timing*). Steps that do not have μ Timing are displayed with a light Red line in the centre.

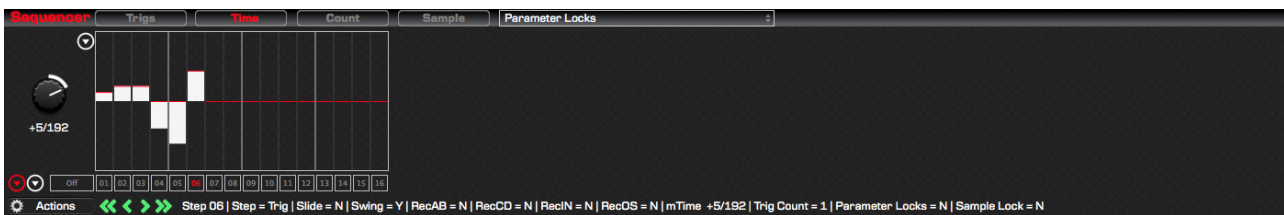
μ Timing can be added or changed by **Left-Clicking** on an individual step, or holding the Left mouse button and moving the mouse over the step sequencer to add multiple steps simultaneously.

μ Timing can be removed by **Right-Clicking** on an individual step, or holding the Right mouse button and moving the mouse over the step sequencer to clear multiple steps simultaneously.

To the left of the μ Timing a Parameter is available for fine tuning. The value displayed and changed is dependent on the Step selected. For example in the below image Step 06 is selected, so the parameter displays the μ Timing value for Step 06. Moving the parameter will update the Step, and vice versa, changing the Step in the view will change the parameter.

If no Step is selected, the μ Timing Parameter is not available.

Hovering over a Step will display the μ Timing value of the Step as part of the Step Information that is displayed under neat the Steps. For example in the below image Step 06 has a μ Timing value of +5/192.











8.32.1 Sequencer View: μ Time – Menu

The Sequencer μ Time View menu provide access to six menu items, as per the below table.

Note: μ Timing is freely interchangeable between Audio and Midi tracks.

Item	Description
	Copy Copies the μ Timing into memory. The μ Timing can then be pasted onto another track.
	Paste Pastes the μ Timing from memory.
	Load From Library Loads μ Timing from the Library. Refer Section 13.4 Loading from the Library
	Save to Library Saves μ Timing to the Library. Refer Section 13.3 Saving to the Library
	Default Settings Reset the μ Timing to its default settings, i.e. all zero / on grid.
	Space Time Continuum Randomises the μ Timing.

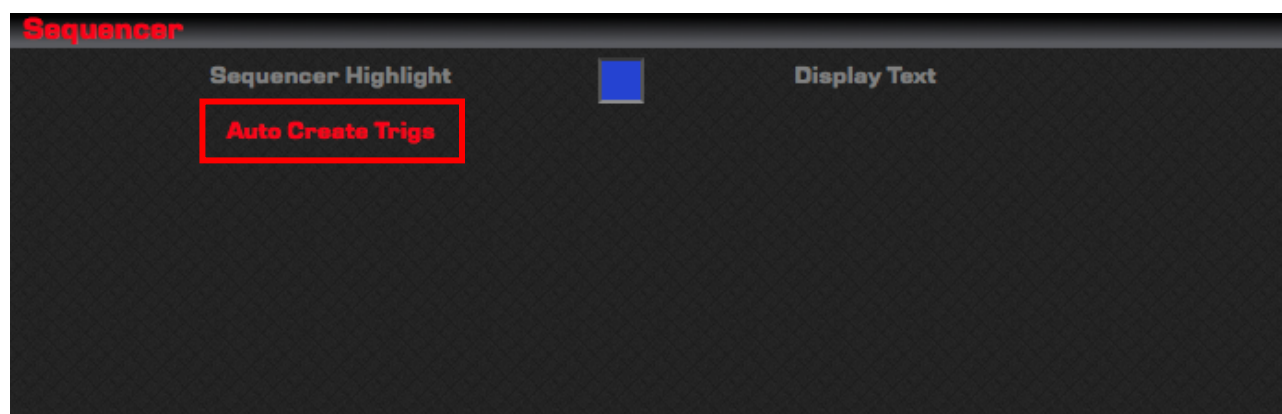
8.32.2 Sequencer View: μ Time – Auto Create Trigs

When drawing μ Timing values, Trigs will be auto created or not depending on the **Auto Create Trigs** setting in the **Options** module.

- **On:** Trigs will automatically be created when drawing μ Timing values.
- **Off:** Trigs will not be created when drawing μ Timing values.



Warning: If Auto Create Trigs is set to On,





8.33 Sequencer View: Trig Counts

The Sequencer Trig Counts View behaves the same for both Audio and Midi tracks, and allows the ability to draw in Trig Counts per step.

The Trig Counts is displayed as a step sequencer, where steps that have Trig Counts are displayed with a white bar.

Note: Trig Counts always have a value of one, regardless of if there is an active Trig or not. This is displayed as a grey bar.

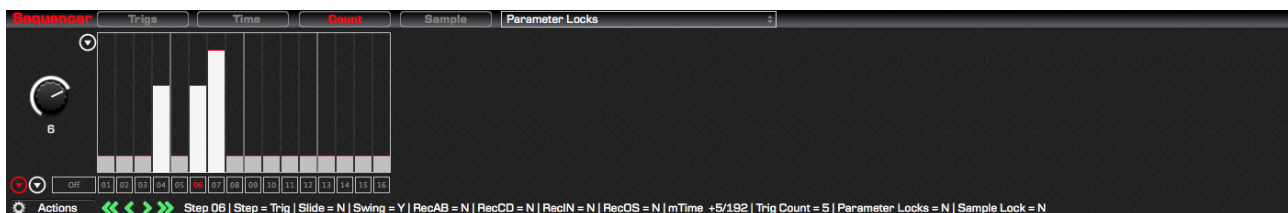
Trig Counts can be added or changed by **Left-Clicking** on an individual step, or holding the Left mouse button and moving the mouse over the step sequencer to add multiple steps simultaneously.

Trig Counts can be removed by **Right-Clicking** on an individual step, or holding the Right mouse button and moving the mouse over the step sequencer to clear multiple steps simultaneously.

To the left of the Trig Counts is a Parameter is available for fine tuning. The value displayed and changed is dependent on the Step selected. For example in the below image Step 06 is selected, so the parameter displays the Trig Counts value for Step 06. Moving the parameter will update the Step, and vice versa, changing the Step in the view will change the parameter.

If no Step is selected, the Trig Counts Parameter is not available.

Hovering over a Step will display the Trig Count value of the Step as part of the Step Information that is displayed under neat the Steps. For example in the below image Step 06 has a Trig Count value of 5.











8.33.1 Sequencer View: Trig Counts – Menu

The Sequencer Trig Count View menus provide access to six menu items, as per the below table.

Note: Trig Counts are freely interchangeable between Audio and Midi tracks.

Item	Description
	Copy Copies the μ Timing into memory. The μ Timing can then be pasted onto another track.
	Paste Pastes the μ Timing from memory.
	Load From Library Loads μ Timing from the Library. Refer Section 13.4 Loading from the Library
	Save to Library Saves μ Timing to the Library. Refer Section 13.3 Saving to the Library
	Default Settings Reset the μ Timing to its default settings, i.e. all zero / on grid.
	Space Time Continuum Randomises the μ Timing.



8.34 Sequencer View: Sample Locks

The Sample Locks Sequencer View is only available for Audio tracks.

The Sample Locks is displayed as a step sequencer, where steps that have Sample Locks are displayed with a white bar.

Sample Locks can be added or changed by **Left-Clicking** on an individual step, or holding the Left mouse button and moving the mouse over the step sequencer to add multiple steps simultaneously.



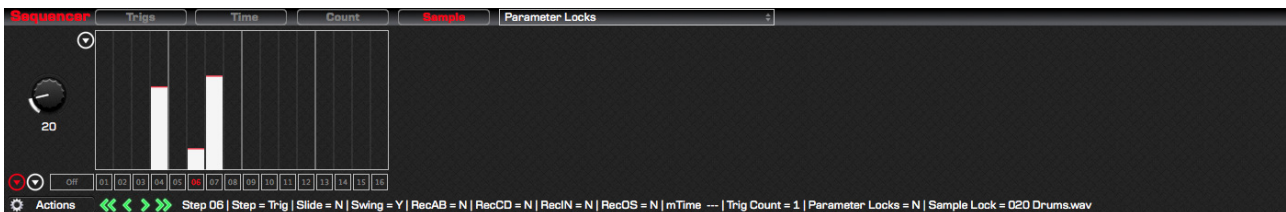
Note: When drawing Sample Locks values, Trigs will be automatically created if they do not exist, as it is not possible to have a Sample Lock without a Trig.

Sample Locks can be removed by **Right-Clicking** on an individual step, or holding the Right mouse button and moving the mouse over the step sequencer to clear multiple steps simultaneously.

To the left of the Sample Locks is a Parameter is available for fine tuning. The value displayed and changed is dependent on the Step selected. For example in the below image Step 06 is selected, so the parameter displays the Sample Locks value for Step 06. Moving the parameter will update the Step, and vice versa, changing the Step in the view will change the parameter.

If no Step is selected, the Sample Locks Parameter is not available.

Hovering over a Step will display the Sample Locks value, and the assigned Sample Name (*if applicable*) of the Step as part of the Step Information that is displayed under neat the Steps. For example in the below image Step 06 has a Sample Locks value of 020 : Drums.wav.





8.35 Sequencer View: Parameter Locks List

The Parameter Locks List allows the ability to change to one of the thirty (30) different Parameter Lock views.

The Parameter Locks list is dynamically updated and is dependent on Track Type, Machine Type, FX1/FX2 or Control1/Control2.

Parameters that are suffixed with an asterisk currently have Parameter Locks applied to them, e.g. **Static: Length *** and **Amp Release ***

Selecting the initial value of **Parameter Locks** will default the Sequencer View to Trigs.

Parameter Locks
Static: Pitch
Static: Start / Slice
Static: Length *
Static: Rate
Static: ReTrig Rate
Static: ReTrig Time
Amp: Attack
Amp: Hold
Amp: Release *
Amp: Volume
Amp: Balance
Amp: ---
LFO 1: Speed
LFO 1: Depth
LFO 2: Speed
LFO 2: Depth
LFO 3: Speed
LFO 3: Depth
FX1 Filter: Base
FX1 Filter: Width
FX1 Filter: Q
FX1 Filter: Depth *
FX1 Filter: Attack
FX1 Filter: Decay
FX2 Delay: Time
FX2 Delay: Feedback
FX2 Delay: Volume
FX2 Delay: High Pass Filter
FX2 Delay: Low Pass Width
FX2 Delay: Send Amount



8.36 Sequencer View: Parameter Locks

The Sequencer Parameter Lock Views behave the same for both Audio and Midi tracks, and all types of Parameters, and allows the ability to draw in Parameter Locks per step.



Note: Each Parameter is obviously different, so will have a different range of values, and be displayed as a standard step sequencer, or as a bipolar step sequencer.

Standard Parameter Lock views are displayed as a step sequencer, where steps that have Locks are displayed with a white bar.

Bipolar Parameter Lock views are displayed as a bipolar step sequencer, where steps that have a Parameter Lock are displayed with a white bar, either positive or negative. Steps that do not have a parameter lock are displayed with a light Red line in the centre.

Parameter Locks can be added or changed by **Left-Clicking** on an individual step, or holding the Left mouse button and moving the mouse over the step sequencer to add multiple steps simultaneously.

Note: When drawing Parameter Locks values, Trigs will be automatically created if they do not exist, as it is not possible to have a Parameter Lock without a Trig.

Parameter Locks can be removed by **Right-Clicking** on an individual step, or holding the Right mouse button and moving the mouse over the step sequencer to clear multiple steps simultaneously.

Parameter Locks do not have a separate Parameter for fine tuning like μ Timing and Trig Counts do. Instead simply use the relevant parameter that the lock is for.



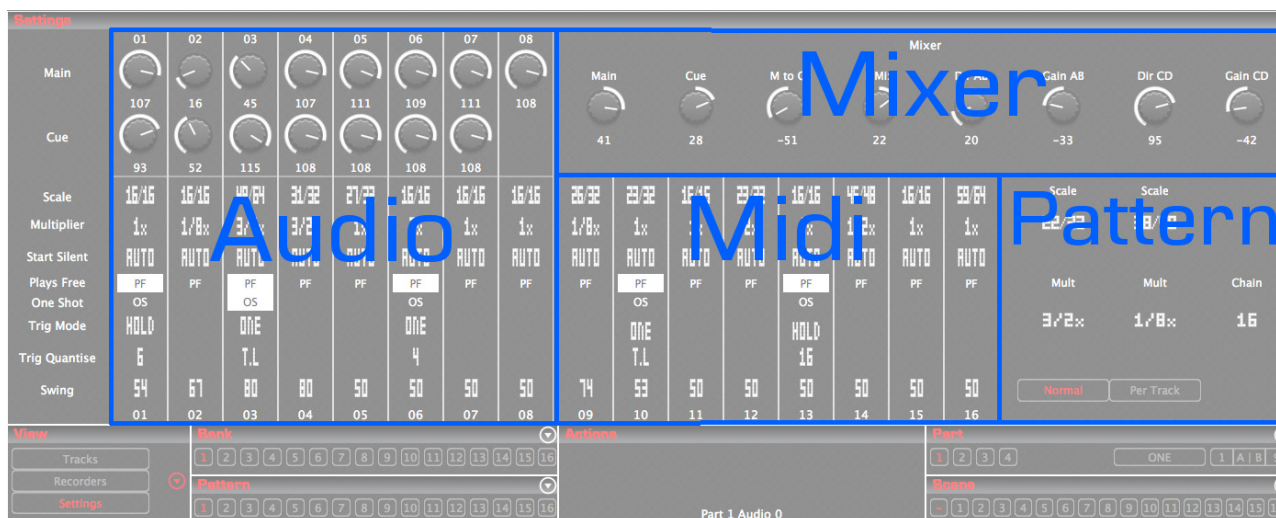
8.37 Sequencer Settings

The **Sequencer Settings** section is selected by pressing the **Settings** button in the **View** group of the **Sequencer** module.



The Sequencer Settings is divided into four separate sub sections:

- Audio Tracks
- Midi Tracks
- Project Mixer
- Pattern Settings

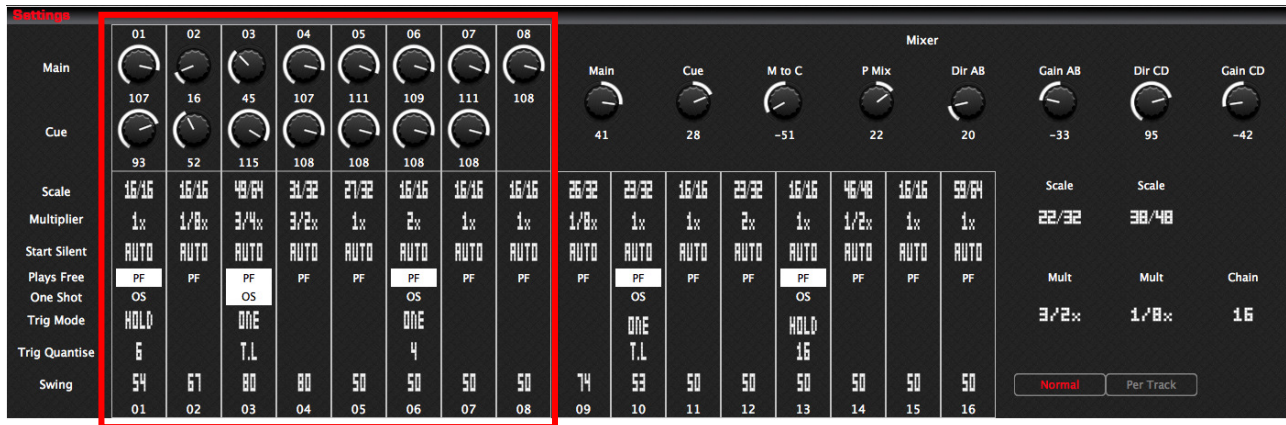




8.37.1 Audio Tracks

The left hand side of the Mixer view displays the channel strips for the Audio tracks. Each channel strip is the same for its respective track.

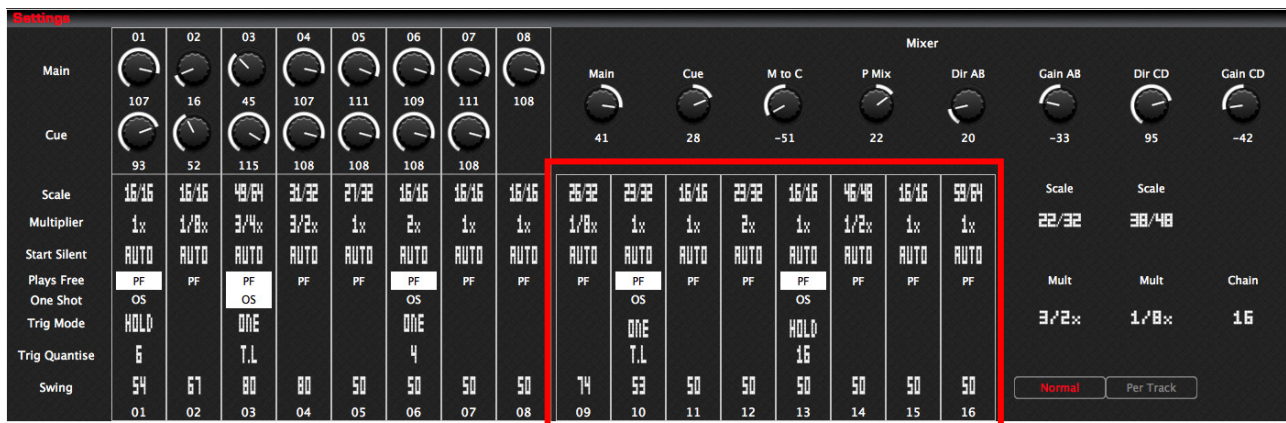
Note: Please refer to Section 8.37.3 Audio and Midi Track Settings for information about each control in the channel strip.



8.37.2 Midi Tracks

The right hand side of the Mixer view displays the channel strips for the Midi tracks. Each channel strip is the same for its respective track.

Note: Please refer to Section 8.37.3 Audio and Midi Track Settings for information about each control in the channel strip.





8.37.3 Audio and Midi Track Settings

The Settings for both Audio and Midi Tracks are the same, with the exception of Volume and Cue which are only available on Audio tracks.

The left hand channel strip is an Audio track, whilst the right hand channel strip is a Midi track.

Channel Strip	Description
	Volume Controls the Main Volume of the Audio track. The XVOL level Scene parameter lock.
	Cue Controls the Cue Volume of the Audio track.
	Scale Toggles whether the track Plays Free or not.
	Multiplier
	Start Silent Controls the Start Silent value of the track. No, Yes or Auto [Auto]
	Plays Free Toggles whether the track Plays Free or not.
	One Shot Toggles whether the track is a One Shot track or not.
	Trig Mode Controls the Trig Mode setting of the track. One, One2 or Hold [One]
	Trig Quantise Controls the Trig Quantisation setting of the track. Direct, Track Length or various quantisation values. [Track Length]
	Swing



8.37.4 Mixer

The top right hand side of the Sequencer Settings group displays the Mixer for the Project. Note that these are the exact same settings as displayed in the **Mixer** group of the **Project** Module.

	01	02	03	04	05	06	07	08	Mixer								Scale		Scale	
Main	107	16	45	107	111	109	111	108	Main	Cue	M to C	P Mix	Dir AB	Gain AB	Dir CD	Gain CD	22/32	38/48		
Cue	93	52	115	108	108	108	108		41	28	-51	22	20	-33	95	-42				
Scale	16/16	16/16	48/64	31/32	27/32	16/16	16/16	16/16	25/32	23/32	16/16	23/32	16/16	48/64	16/16	59/64				
Multiplier	1x	1/8x	3/4x	3/2x	1x	2x	1x	1x	1/8x	1x	1x	2x	1x	1/2x	1x	1x				
Start Silent	AUTO	AUTO	AUTO	AUTO	AUTO	AUTO	AUTO	AUTO	AUTO	AUTO	AUTO	AUTO	AUTO	AUTO	AUTO	AUTO				
Plays Free	PF	PF	PF	PF	PF	PF	PF	PF	PF	PF	PF	PF	PF	PF	PF	PF				
One Shot	OS		OS			OS			OS	OS			OS							
Trig Mode	HOLD		ONE			ONE			ONE	ONE			HOLD							
Trig Quantise	6		T.L			4			T.L	T.L			16							
Swing	54	67	80	80	50	50	50	50	74	53	50	50	50	50	50	50				
	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16				

Modifying one of the values in the Sequencer module, affects the Project module and vice versa.

The exception to this rule is the **Dir AB** and **Dir CD** parameters. When the Sequencer module is in Scene mode, modifying either Dir AB or Dir CD will create Parameter Locks of either 0 (Min) or 127 (Max).

The Parameter Locks can be removed by clicking the associated label.



Note: Dir AB and Dir CD Parameter locks can only be applied in the Sequencer module. Modifying the Project Dir AB and Project Dir CD parameters always affects the Project Mixer Settings, and will not create parameter locks regardless of the state of the Sequencer module.



8.37.5 Pattern

The bottom right hand side of the Sequencer Settings group displays the Pattern Settings.

Each Pattern contains a Scale Mode, and a separate Scale and Multiplier value for both modes (*Normal and Per Track*), and these are displayed on the left hand side of the view.

The toggle switch at the bottom defines whether the Pattern Scale Mode is set to Normal or Per Track.

The four parameters control the appropriate Scale and Multiple values as such:

- **Left:** Normal Scale and Normal Multiplier.
- **Right:** Per Track Scale and Per Track Multiplier.

The Patten Chain (*Chain*) value is displayed to the right.

The screenshot shows the OctaEdit Sequencer Settings interface. The right side of the interface contains a red-bordered box for Pattern Settings. The settings are as follows:

Scale	Scale	
22/32	38/48	
Mult	Mult	Chain
3/2x	1/8x	16

At the bottom of the red-bordered box, there is a toggle switch for the Scale Mode, currently set to **Normal** (indicated by a red highlight).



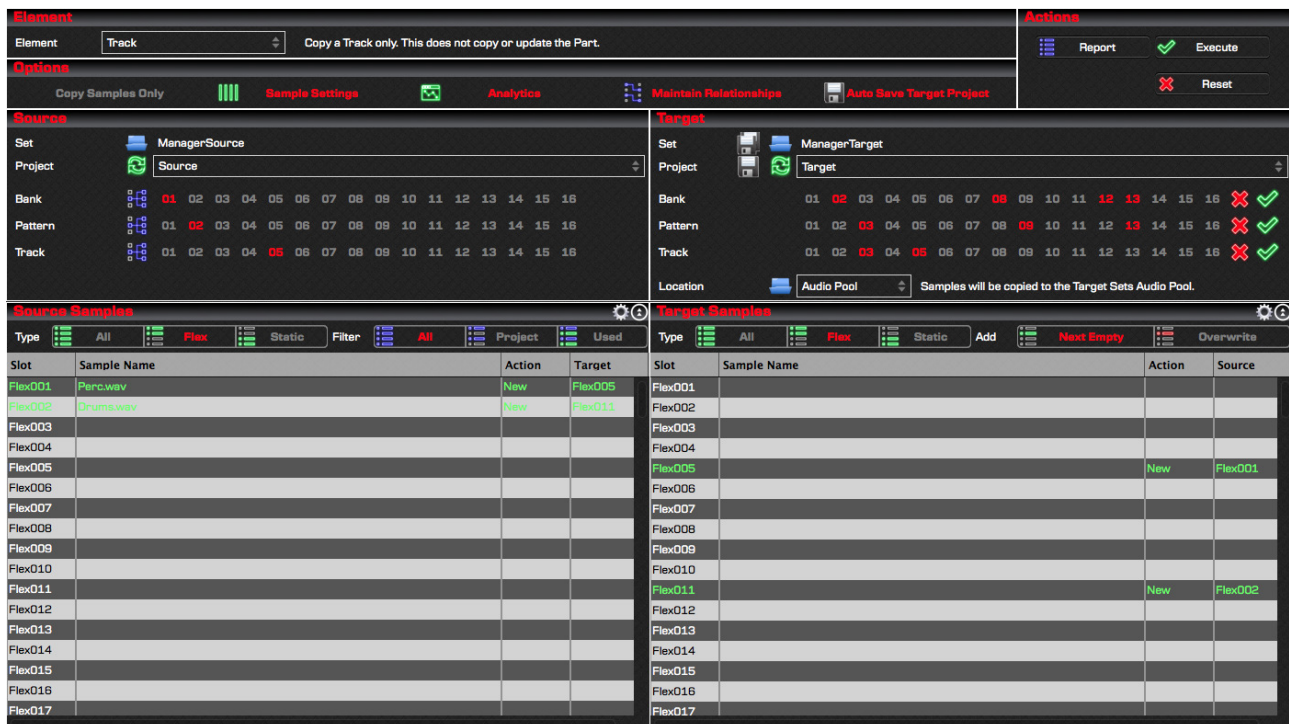
9 Manager

The **Manager** module allows the ability to copy data between Octatrack sets, independent of the main program, and is primarily used for copying or moving items between the same set, or different sets.



The **Manager** module is a complicated, yet extremely powerful module that has a myriad of options available. Please read this section carefully and refer to the available tutorials to fully understand and appreciate the usage of the module.

The Manager module is dynamic and the options available vary depending on the **Element** being copied. The below image shows the **Manager** module with the Element of **Track**.



9.1.1 Why Didn't My Samples Copy?

The number one support question that I get asked is "Why didn't the Manager module copy my Samples?"

If you do not map any Samples from the Source Set/Project to the Target Set/Project, and thus there is no Relationship, then the Manager module will not copy the samples as you have not specified where you want them to map to.

This is entirely "Function as Designed" as the Manager has been specifically created in this way to cater for a myriad number of scenarios.

Refer to Section 9.6 Relationships for more information about how to correctly copy Samples, and sample assignments between Projects.



9.2 Overview

The Manager module is divided into seven groups:

- **Element:** Define the Element to copy, which controls the behaviour of the Manager module.
- **Options:** Contains the options applicable to the Manager module.
- **Actions:** Actions that can be processed in the Manager module.
- **Source:** Defines Source Set/Project and the Elements to copy from.
- **Source Samples:** Displays the Samples in the Source Project, and options for viewing.
- **Target:** Defines the Target Set/Project and the Elements to copy to.
- **Target Samples:** Displays the Samples in the Target Project, and options for viewing.

Element
Options

Actions

Source

Target

Source
Samples

Target
Samples



9.3 Overview

The **Manager** module is used to copy **Elements** from any Source Project in any Source Set to any Target Project in any Target Set.

The data that is copied between the Source and the Target is dependent on the **Mode** selected via the **Copy** drop down box.

Item(s) are the different types of data, i.e. Banks, Patterns, Tracks, Parts and Scenes and so forth.



Note: Remember that OctaEdit uses its own unique hierarchy.

Refer to Section 18 OctaEdit Hierarchy for details and graphical overview.

Each **Item** can be in one of **Single**, **Relationship** or **Template** mode.

These modes provide the Manager module a massive amount of flexibility enabling the ability to copy literally anything to anywhere.

- **Single** mode is the actual item, for example Bank A, Pattern 04 or Scene 14.
 - *Both Source and Target will be in Single mode concurrently.*
- **Relationship** mode is a *one-to-one* mode, that is only available to the **Source Items** and is represented by an **X**, for example **Bank X**, **Track X** or **Scene X**
 - *Both Source and Target will be in Relationship mode concurrently.*
- **Template** mode is a *one-to-many* mode, that is only available to the **Target Items** and is represented by an **All** prefix, for example **All Banks**, **All Patterns** or **All Scenes**
 - *Source will be in Single mode when Target is in Template mode.*

Note: Any combination of **Single**, **Relationship** and **Template** modes can be used across different **Items**.

For example, when copying Tracks:

- **Bank** can be in **Single** mode
- **Pattern** in **Template** mode
- **Track** in **Relationship** mode.

When Item is **Pattern** or **Track**, copying only copies the *Sequencer (Trigs etc)* level data. The **Update Parts** options defines whether to copy the *Engine (Machines, Effects etc)* level data as well, and can be switched on/off per Part.

The **Priority** list defines the order that the Manager module handles sample relationships where conflicts might occur when sample slots have been moved or reassigned.

Sample Slots have a *one-to-one* relationship between the Source Project and the Target Project.



9.4 Element

The **Element** group is used to define *what* the Manager will copy. Depending on what is selected the Manager module will be redefined with the appropriate controls and settings.

Select the required Element via the drop down box. The label to the right provides a more detailed description of what will be copied.

Note: Elements are referred to in the singular, however can apply to multiple items. i.e. "Copy Bank" means "Copy a Bank" and/or "Copy Multiple Banks"

Element	
Element	Track  Copy a Track only. This does not copy or update the Part.

Description
--- / Reset Use this to reset the Manager module and all values to their default. In doing so, this will unload the Source Set/Project and the Target Set/Project
Bank Copy a Bank.
Pattern Copy a Pattern. Note that this option does not update the Part information. In other words, this copies the Sequencer level data only.
Pattern and Part Copy a Pattern <i>and</i> its associated Part. Note that this option copies both the Sequencer level data and the Engine level data together.
Track Copy a Track. Note that this option does not update the Machine information. In other words, this copies the Sequencer level data only.
Part Copy a Part.
Scene Copy a Scene.
Recorder Copy a Recorder machine.



9.5 Copy Modes

Each **Element** can be in either **Template** or **Relationship** mode.

The mode of each Element is changed by clicking the **Element Mode** button located to the left of the available Elements in the Manager Source group.

9.5.1 Template Mode

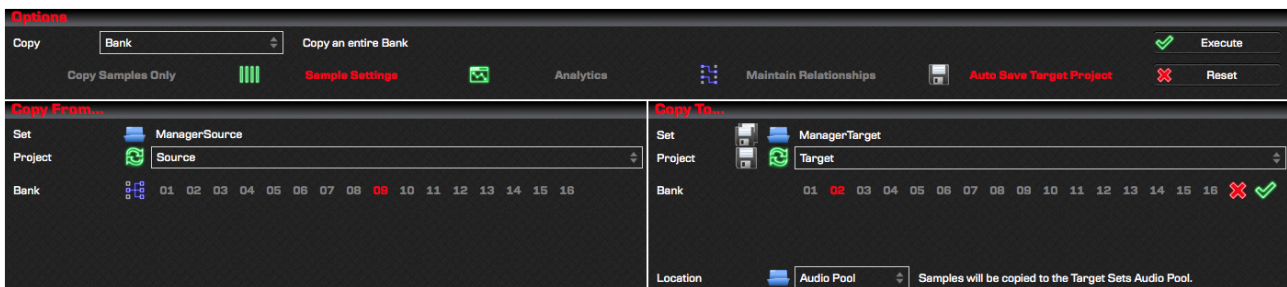


When an Element is in Template mode, only a single Source Element can be selected.

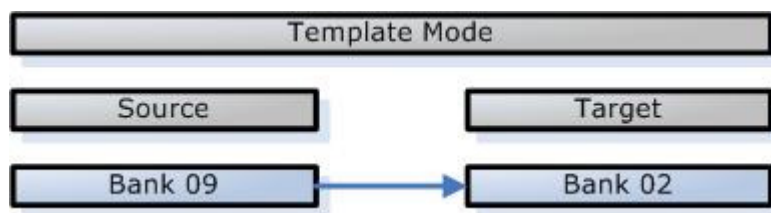
One or many Target Elements may be selected. A Red Cross (*Inactive*) and Green Tick (*Active*) buttons are available to quickly set all Target elements active/inactive.

One to One

In the below screenshot, Bank is in Template mode, and the Source Bank is set to Bank 09. The only Target Bank enabled is Bank 02, thus a *one-to-one* relationship.



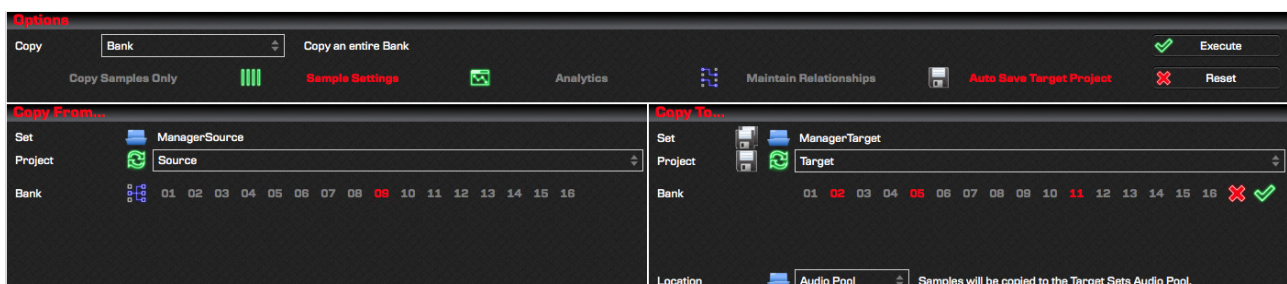
Below is a graphical representation of the relationship between the Source Bank 09 and the Target Bank 02 as per the above example.



One to Many

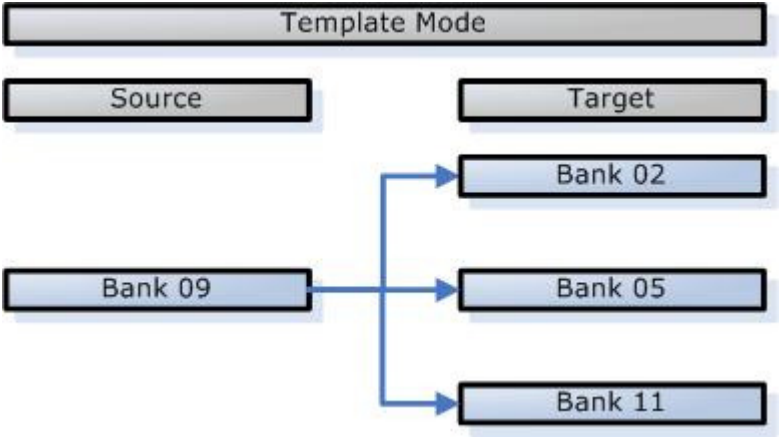
In the below screenshot, Bank is currently in Template mode, and the Source Bank is set to Bank 09. The Target Banks enabled are Banks 02, 05 and 11, thus a *one-to-many* relationship.

When the Manager is executed, Source Bank 09 will be copied to Target Banks 02, 05 and 11





Below is a graphical representation of the relationship between the Source Bank 09 and the Target Banks 02, 05 and 11 as per the above example.





9.5.2 Relative Mode

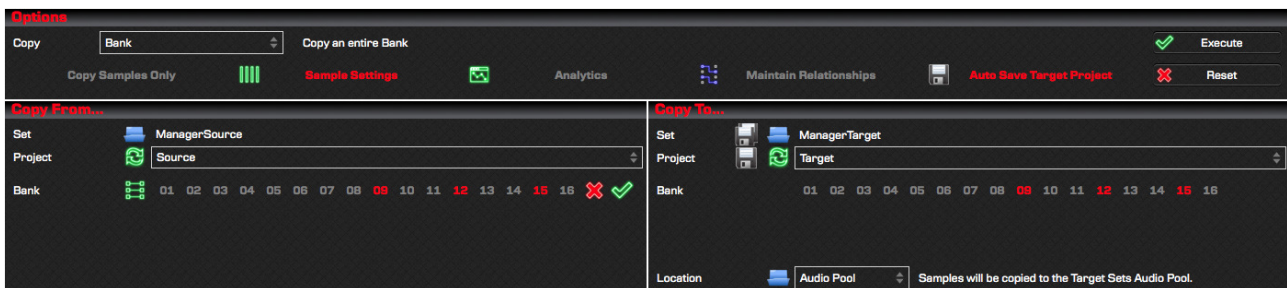


When an Element is in Relative mode, multiple Source Elements can be selected. A Red Cross (*Inactive*) and Green Tick (*Active*) buttons are available to quickly set all Source elements active/inactive.

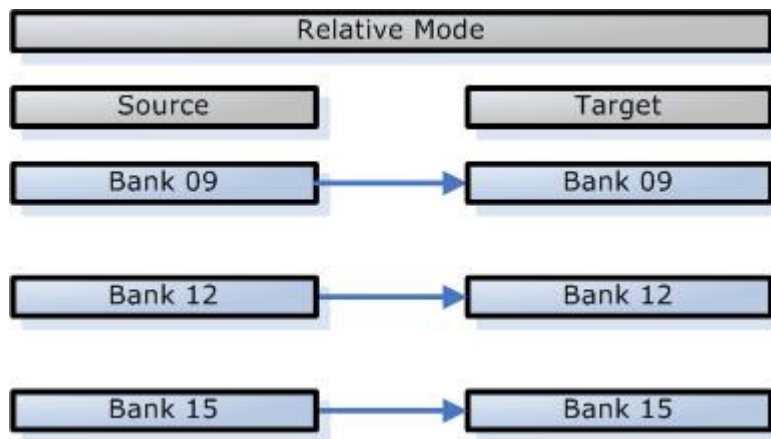
The Target Elements are automatically assigned, and can not be manually selected.

In the below screenshot, Bank is in Relative mode, and the Source Banks enabled are Banks 09, 12 and 15. The Target Banks enabled are Banks 09, 12 and 15.

When the Manager is executed, Source Bank 09 will be copied to Target Bank 09, Source Bank 12 will be copied to Target Bank 12 and Source Bank 15 will be copied to Target Bank 15.



Below is a graphical representation of the relationship between the Source Banks 09, 12 and 15; and the Target Banks 09, 12 and 15 as per the above example.





9.5.3 Pattern and Part

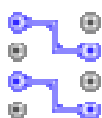
Certain items in the Manger module include the ability to copy the item, or copy the item and the related Part at the same time. An example of this is Pattern, for which there are two options:

- **Pattern:** Copies the Sequencer Pattern **only**.
- **Pattern and Part:** Copies the Sequencer Pattern **and** updates the Engine Part simultaneously.

Selecting **Pattern** will copy only the Pattern data; Sequencer, Patterns, Tracks, Trigs etc. It will **not** affect the Engine data, thus not affect the Parts, Machines etc.

Selecting **Pattern and Part** will copy the Pattern data; Sequencer data, Patterns, Tracks, Trigs etc. And it **will** also copy the Engine data; Parts, Machines etc.

Pattern and Part therefore has a unique additional parameter for *Part* that is only available to the Target, as shown below. It is not possible to set the Source Part.



When the Element to copy is Pattern and Part, the Pattern Part Mode button is available in the Source group.

Clicking the Pattern Part Mode button will generate a report to the Analytics module of the relationships between the currently selected Patterns and their associated Parts for all the selected Banks.

The unique target Part Element has six settings; 01, 02, 03, 04, S (*Source*) and T (*Target*)

Copy From...		Copy To...	
Set	ManagerSource	Set	ManagerTarget
Project	Source	Project	Target
Bank	01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16	Bank	01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16
Pattern	01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16	Pattern	01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16
Pattern Parts	01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16	Part	01 02 03 04 S T
		Location	Audio Pool



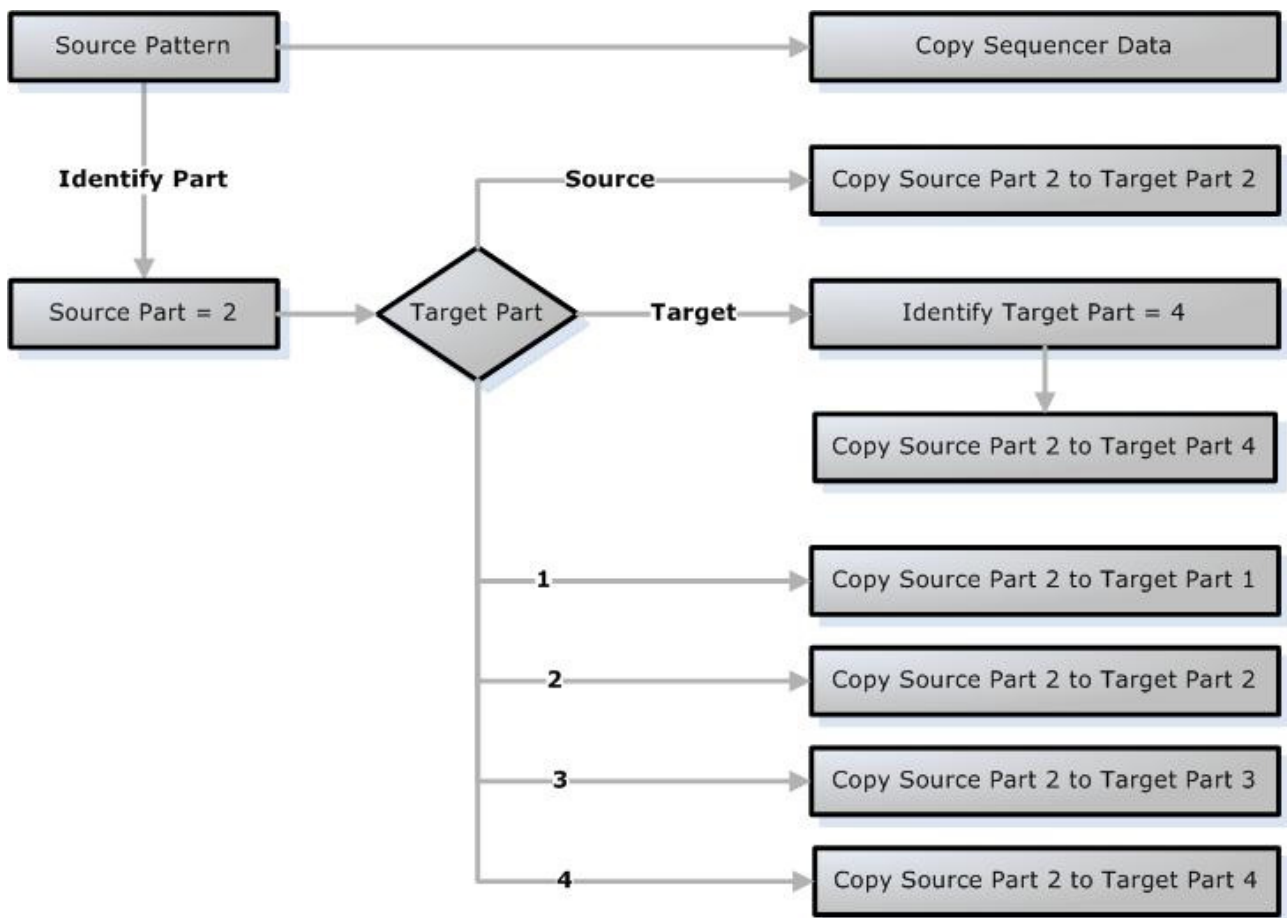
9.5.4 Pattern and Part Process

When the **Pattern and Part** item is processed, the Source Part is identified based on the default Part setting for the Source Pattern that is being copied, thus is not available as an option to be set.

The Source *Pattern* is copied to the Target *Pattern*, based on the settings provided.

The Source *Part* is copied to the Target *Part* depending on the setting provide based on the below table and process flow, for this example the Source Pattern is using Part 2.

Part	Description
01	Hardcoded to 1, therefore copies the Source Part, i.e. 2, to Target Part 1
02	Hardcoded to 2, therefore copies the Source Part, i.e. 2, to Target Part 2
03	Hardcoded to 3, therefore copies the Source Part, i.e. 2, to Target Part 3
04	Hardcoded to 4, therefore copies the Source Part, i.e. 2, to Target Part 4
S	Copies the Source Part, i.e. 2, to the same Part in the Target, therefore 2
T	Reads the Part assigned to the Target Pattern, e.g. 4 Copies the Source Part, i.e. 2, to the Target Part, therefore 4





9.5.5 Tracks

When Manager is in certain modes that affect Audio or Midi data, e.g. Track or Machines, and the Source Track Element is in Template mode, this is a unique scenario due to the differing nature of Audio and Midi Tracks and Machines.

Simply put, it is not possible to copy an Audio Track to a Midi Track and vice versa, or an Audio Machine to a Midi Machine and so forth.

In these scenarios, only Target Elements that match the Source Element will be processed.

Source Element	Source Value	Target Value
Track	Track 01 to 08	Only Audio Tracks processed.
Track	Track 09 to 16	Only Midi Tracks processed.
Machine	Machine 01 to 08	Only Audio Machines processed.
Machine	Machine 09 to 16	Only Midi Machines processed.

Note: OctaEdit handles these scenarios and intelligently ignores mismatches, so there is not a scenario where elements are copied to illegal targets.

Following are two examples where the Element being copied is a Track.



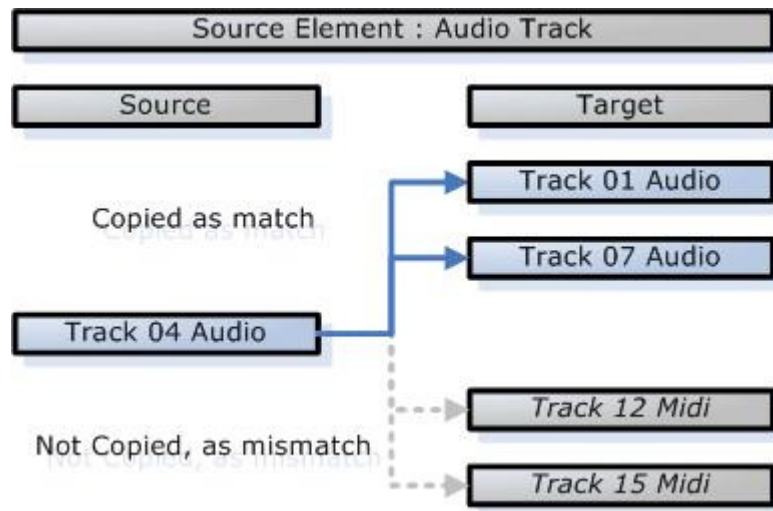
9.5.6 Source Element is Audio

Scenario:

- The Source Track Element is **04**, thus an **Audio** track.
- The Target Track Elements are set to **01, 07, 12** and **15**.

Result:

The Source Track Element **04** will be copied to Target Track Elements **01** and **07** (as these are *Audio Tracks*), but will **not** be copied to Target Track Elements **12** and **15** (as these are *Midi Tracks*) as per the below image.



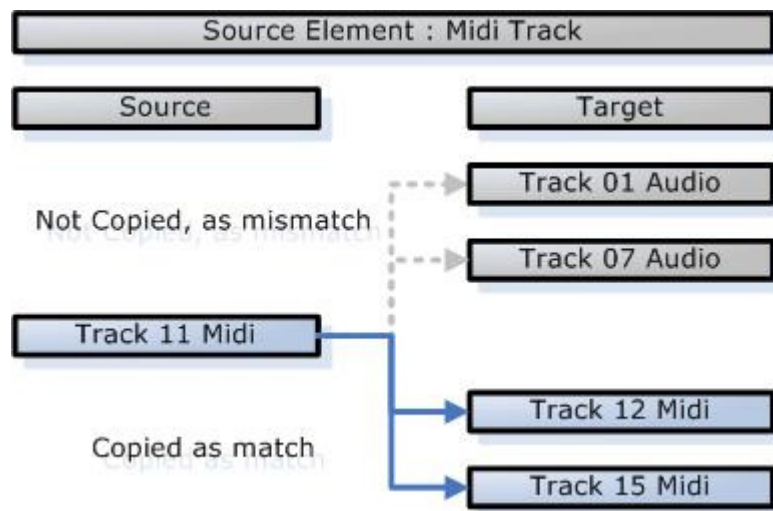
9.5.7 Source Element is Midi

Scenario:

- The Source Track Element is **11**, thus a **Midi** track.
- The Target Track Elements are set to **01, 07, 12** and **15**.

Result:

The Source Track Element **11** will be copied to Target Track Elements **12** and **15** (as these are *Midi Tracks*), but will **not** be copied to Target Track Elements **01** and **07** (as these are *Audio Tracks*) as per the below image.





9.5.8 What does it all mean?

The Template and Relative modes provide the Manager module a massive amount of flexibility enabling the ability to copy literally anything to anywhere.

Template Mode can be used to copy:

Relationship Mode can be used to copy:

- **Single** mode is the actual item, for example Bank A, Pattern 04 or Scene 14.
 - *Both Source and Target will be in Single mode concurrently.*
- **Relationship** mode is a *one-to-one* mode, that is only available to the **Source Items** and is represented by an **X**, for example **Bank X**, **Track X** or **Scene X**
 - *Both Source and Target will be in Relationship mode concurrently.*
- **Template** mode is a *one-to-many* mode, that is only available to the **Target Items** and is represented by an **All** prefix, for example **All Banks**, **All Patterns** or **All Scenes**
 - *Source will be in Single mode when Target is in Template mode.*

Note: Any combination of **Single**, **Relationship** and **Template** modes can be used across different **Items**.

For example, when copying Tracks:

- **Bank** can be in **Single** mode
- **Pattern** in **Template** mode
- **Track** in **Relationship** mode.

When Item is **Pattern** or **Track**, copying only copies the *Sequencer (Trigs etc)* level data. The **Update Parts** options defines whether to copy the *Engine (Machines, Effects etc)* level data as well, and can be switched on/off per Part.

The **Priority** list defines the order that the Manager module handles sample relationships where conflicts might occur when sample slots have been moved or reassigned.

Sample Slots have a *one-to-one* relationship between the Source Project and the Target Project.



9.6 Relationships

Each sample slot, in both the Source and Target Projects can have a **Relationship** with another sample slot, or can have no relationship at all.

- The relationship of a **Source** sample slot is displayed in the **Target** column of the **Source Samples** list.
- The relationship of a **Target** sample slot is displayed in the **Source** column of the **Target Samples** list

In the below screenshot, the Source Sample Flex001 has a relationship with the Target Sample Flex005, as shown in the respective columns in each table.

The screenshot displays the OctaEdit interface with the 'Maintain Relationships' tab selected. The interface is divided into two main sections: 'Source' and 'Target'.

Source Section:

- Set:** ManagerSource
- Project:** Source
- Bank:** 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16
- Pattern:** 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16
- Track:** 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16

Source Samples Table:

Slot	Sample Name	Action	Target
Flex001	Perc.wav	New	Flex005
Flex002	Drums.wav	New	Flex011
Flex003			
Flex004			
Flex005			
Flex006			
Flex007			
Flex008			
Flex009			
Flex010			
Flex011			
Flex012			
Flex013			
Flex014			
Flex015			
Flex016			
Flex017			

Target Section:

- Set:** ManagerTarget
- Project:** Target
- Bank:** 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16
- Pattern:** 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16
- Track:** 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16

Target Samples Table:

Slot	Sample Name	Action	Source
Flex001			
Flex002			
Flex003			
Flex004			
Flex005		New	Flex001
Flex006			
Flex007			
Flex008			
Flex009			
Flex010			
Flex011		New	Flex002
Flex012			
Flex013			
Flex014			
Flex015			
Flex016			
Flex017			



9.6.1 Creating Relationships

Sample Slot relationships are created by dragging and dropping from the Source Samples list to the Target samples list, or via the various context menu options.

One or more sample slots can be mapped at the same time by selecting multiple source samples slots via standard Control and Shift key functionality.



Note: A Sample Slot can only ever have one relationship. Modifying an existing relationship will update the relevant relationships.

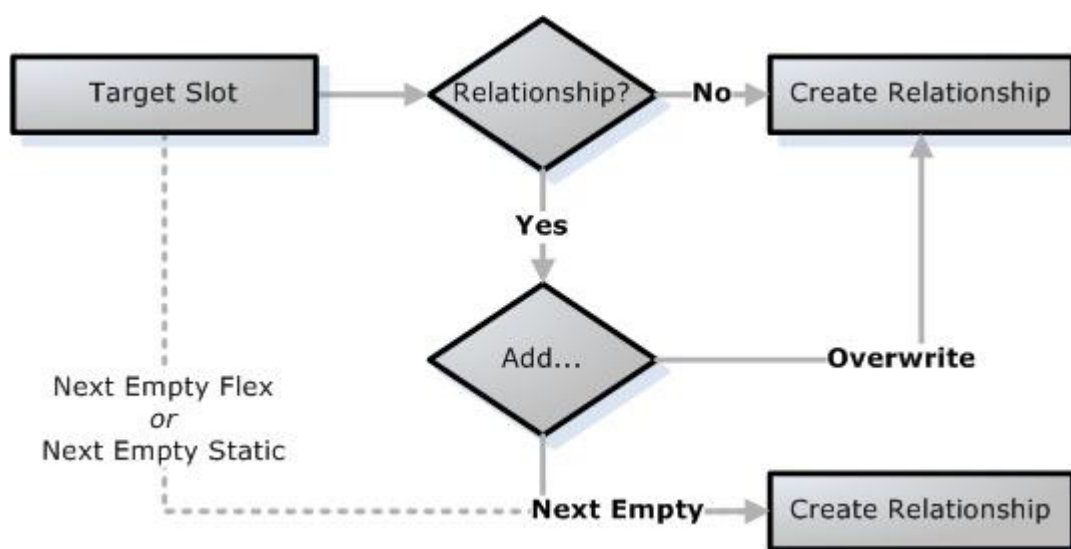


Important: The order in which relationships are created is dependent on the order in which slots are selected in the Source Samples list, not their displayed order.

The behaviour of how the relationships are created is dependent on the **Target Add** setting.

The exclusion to this process when is using the options of **Next Empty Flex** or **Next Empty Static** in the Source context menu, as these never overwrite an existing relationship.

The process flow for creating the relationship is shown in the below image.



Relationships can be cleared by using the Target Samples context menu items as described previously, or reloading either the Source Set/Project or Target Set/Project.

New relationships will be highlighted in the Target Samples with the colour defined in the **New Colour** option and the **Action** column will display the value of **New**.

Replace relationships will be highlighted in the Target Samples table with the colour defined in the **Replace Colour** option and the **Action** column will display the value of **Replace**.



9.6.2 Understanding Relationships

Relationships define how the Manager module handles Sample mapping and the assignment of samples when copying the various Elements.

For example, consider a simple scenario where a Source Track has a 4x4 beat.

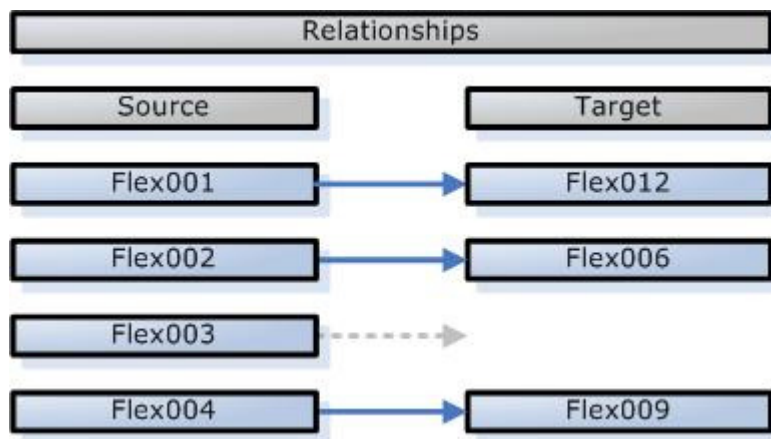
Steps	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16
Samples	F001				F002				F003				F004			

Step 01 has a Trig, where the Default sample assigned to the Machine will be used, in this scenario Flex001.

Step 05 (*Flex002*), Step 09 (*Flex003*) and Step 13 (*Flex004*) all have Trigs with Sample Locks

The Relationships are built between the Source Samples and the Target Samples (*i.e. Flex001 to Flex012, Flex002 to Flex006 and Flex004 to Flex009*).

Note that Flex003 does **not** have a relationship.



When the Manager is executed, the Relationships are used to map any sample assignments from the Source to the Target.

The resulting Target Track in the Target Project would then be as below.

Steps	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16
Samples	F012				F006				F003				F009			

Step 01 has a Trig, where the Default sample assigned to the Machine will be used, in this scenario Flex012, as this was where the Source Flex001 was mapped to, and the Machine assignment has been updated.

Step 05 (*Flex006, was Flex002*), Step 09 (*Flex003, was Flex003*) and Step 13 (*Flex009, was Flex004*) all have Trigs with Sample Locks

As Flex003 was **not** mapped, the Sample Lock on Step 09 will still point to the original value of Flex003.

If Flex003 in the Target Project is empty, then there is no sample to playback, thus you will hear no sound on the Trig. If Flex003 is not empty, then the sample that is play backed will be whatever sample already existed in the Target Project.



9.7 Options

The **Options** group is used to define the parameters used by the Manager module when executing.



9.7.1 Samples Only

When the **Samples Only** option is turned on, the Manager module will **only** copy Samples from the Source Project sample slots to the Target Project sample slots regardless of the values defined in the Copy From... and Copy To... Elements.

As a general rule, you normally want to leave this option turned **Off** unless you specifically just want to copy the Samples from one Project to another.



9.7.2 Sample Settings

When the **Sample Settings** option is turned on, the Manager module will copy existing Slice data from the Source Project sample slots to the Target Project sample slots.

If this option is turned off, samples will be copied without any slice data.

As a general rule, you normally want to leave this option turned **On**



9.7.3 Analytics

When the **Analytics** option is turned on, clicking on any sample in *either* the Source or Target samples table will analyse the entire Project to identify where the sample has been used, if at all.

Results of the analysis are reported to the Analytics module. If this option is turned off, no analysis is performed.

Note: Analysing the entire Project does add some overhead, so if not required generally best to leave this off.





9.7.4 Maintain Relationships

When the **Maintain Relationships** option is turned on, the Manager module retain the relationships between the Source and Target samples after execution. This feature comes in handy when performing multiple copies.

As a general rule, you normally want to leave this option turned **On**, thus retaining the relationships and avoiding unnecessary duplication of samples.



9.7.5 Auto Save Target Project

When the **Auto Save Target Project** option is turned on, the Manager module will automatically save the Target Project after successful execution.

As a general rule, you normally want to leave this option turned **On**

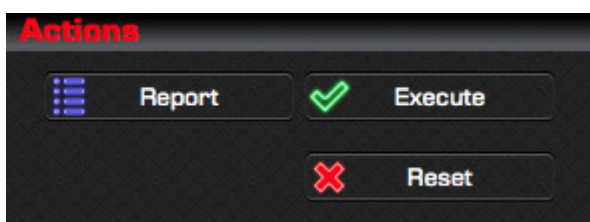
If this option is turned **Off**, you will need to save the Project manually yourself.





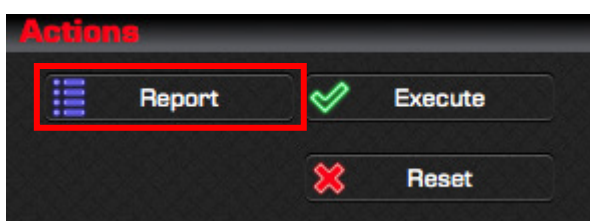
9.8 Actions

The **Actions** group is used to process Actions in the Manager module.

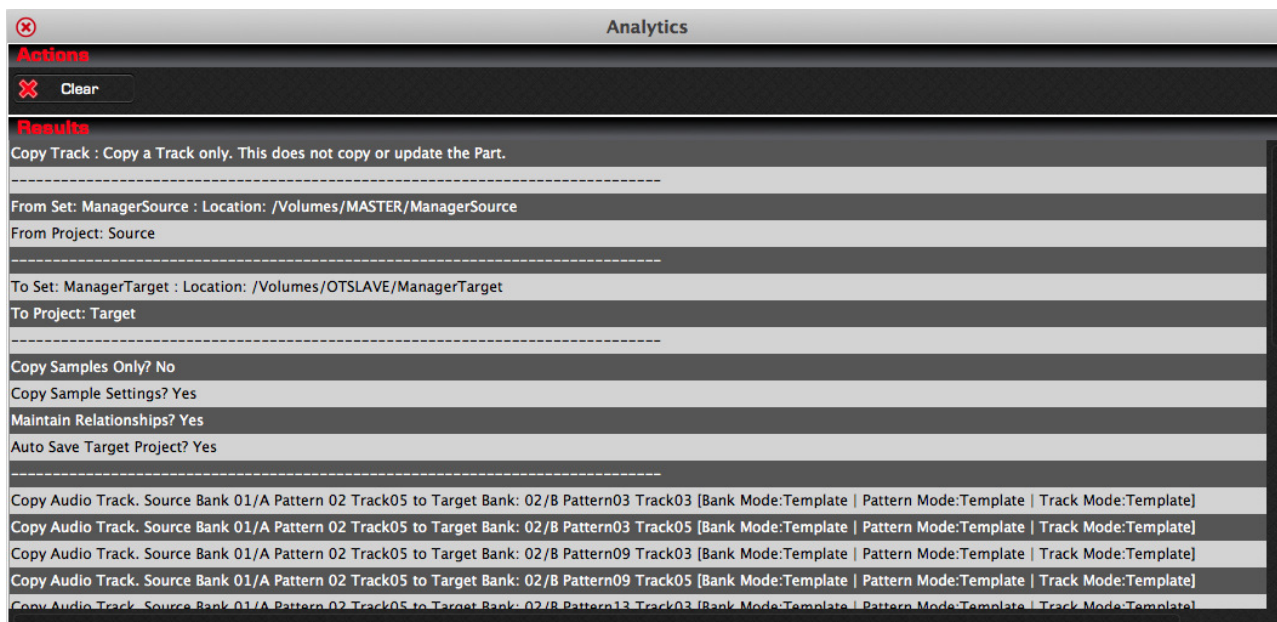


9.8.1 Report

Clicking the **Report** button will generate a report to the **Analytics** module detailing the process that the Manager module will execute.



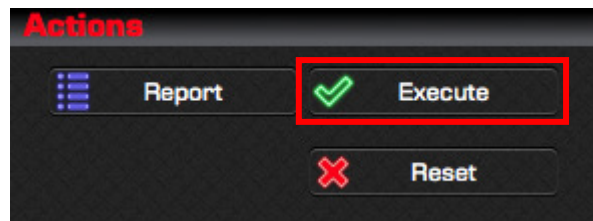
Below is an example of the Report output to the Analytics module. Naturally the report will vary depending on the parameters selected, Source Set/Project, Target Set/Project, Elements Sample Mapping, etc.





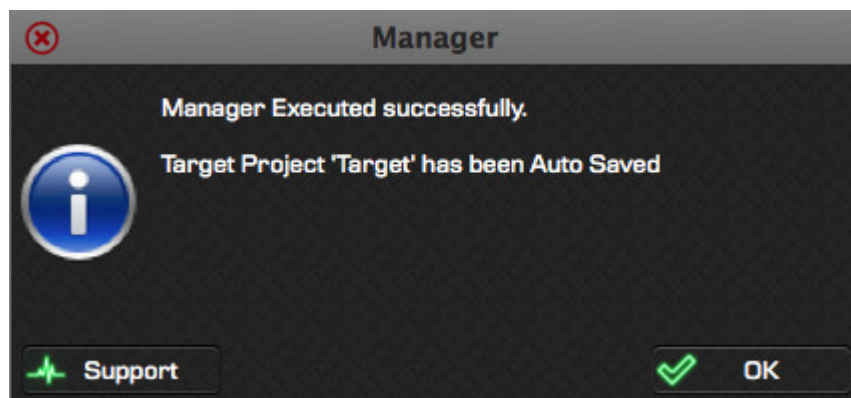
9.8.2 Execute

Clicking the **Execute** button will perform the actual copying of the selected Elements and Samples.



After executing and copying the data, the Manager module will automatically save the Target Project if the **Auto Save** option is turned on. If not, the Target Project will not be saved, and will need to be saved manually via the **Save** button in the **Target** group.

Regardless a confirmation message will be displayed after execution as shown.





9.8.3 Execute Post

The Manager Source Samples table and Target Samples table will be refreshed to show the changes that have occurred.

If the **Relationships** option was turned on, the relationships between the Source and target samples has been retained, and the respective Target/Source columns will show what was mapped, as shown below. If not, the relevant Target/Source columns will be empty.

Element

Element

Track

Copy a Track only. This does not copy or update the Part.

Options

Copy Samples Only

Sample Settings

Analytics

Maintain Relationships

Auto Save Target Project

Source

Set

ManagerSource

Project

Source

Bank

01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16

Pattern

01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16

Track

01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16

Target

Set

ManagerTarget

Project

Target

Bank

01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16

Pattern

01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16

Track

01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16

Location

Audio Pool

Samples will be copied to the Target Sets Audio Pool.

Source Samples

Type

All

Flex

Static

Filter

All

Project

Used

Slot	Sample Name	Action	Target
Flex001	Perc.wav	New	Flex005
Flex002	Drums.wav	New	Flex011
Flex003			
Flex004			
Flex005			
Flex006			
Flex007			
Flex008			
Flex009			
Flex010			
Flex011			
Flex012			
Flex013			
Flex014			
Flex015			
Flex016			
Flex017			

Target Samples

Type

All

Flex

Static

Add

Next Empty

Overwrite

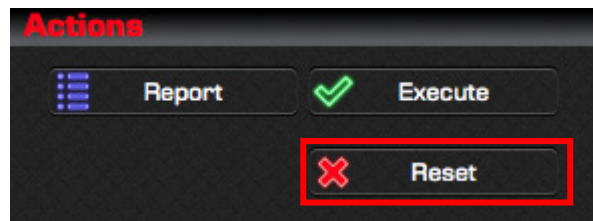
Slot	Sample Name	Action	Source
Flex001			
Flex002			
Flex003			
Flex004			
Flex005	Perc.wav	New	Flex001
Flex006			
Flex007			
Flex008			
Flex009			
Flex010			
Flex011	Drums.wav	New	Flex002
Flex012			
Flex013			
Flex014			
Flex015			
Flex016			
Flex017			



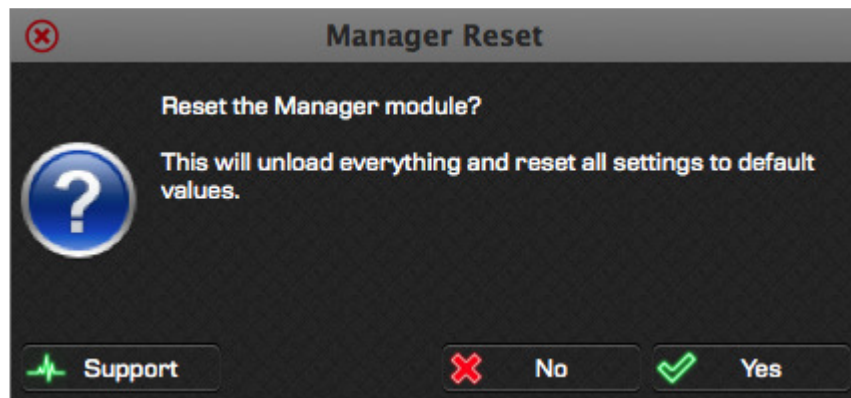
9.8.4 Reset

Clicking the **Reset** button allows the ability to reset the entire Manager module back to its initial state.

This will unload the Source Set and Projects, the Target Set and Projects, and reset all elements to their respective defaults.



You will be prompted to confirm the reset before doing so.





9.9 Source

The left hand side of the Manager module contains the **Source** settings that are used to define where data is copied from, and is divided into two sections:

- **Source:** Define the Source Set, Project and Elements to copy from.
- **Source Samples:** Displays the samples in the Source Project

Note: Depending on the Element selected, the various Elements displayed in the Source group will vary.

Element
Element: Track
Copy a Track only. This does not copy or update the Part.

Options
Copy Samples Only | Sample Settings | Analytics | Maintain Relationships | Auto Save Target Project

Source
Set: ManagerSource
Project: Source
Bank: 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16
Pattern: 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16
Track: 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16

Target
Set: ManagerTarget
Project: Target
Bank: 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16
Pattern: 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16
Track: 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16
Location: Audio Pool
Samples will be copied to the Target Sets Audio Pool.

Source Samples
Type: All | Flex | Static | Filter: All | Project | Used
Slot | Sample Name | Action | Target
Flex001 | Perc.wav | New | Flex005
Flex002 | Drums.wav | New | Flex011
Flex003 |
Flex004 |
Flex005 |
Flex006 |
Flex007 |
Flex008 |
Flex009 |
Flex010 |
Flex011 |
Flex012 |
Flex013 |
Flex014 |
Flex015 |
Flex016 |
Flex017 |

Target Samples
Type: All | Flex | Static | Add | Next Empty | Overwrite
Slot | Sample Name | Action | Source
Flex001 |
Flex002 |
Flex003 |
Flex004 |
Flex005 | New | Flex001
Flex006 |
Flex007 |
Flex008 |
Flex009 |
Flex010 |
Flex011 | New | Flex002
Flex012 |
Flex013 |
Flex014 |
Flex015 |
Flex016 |
Flex017 |



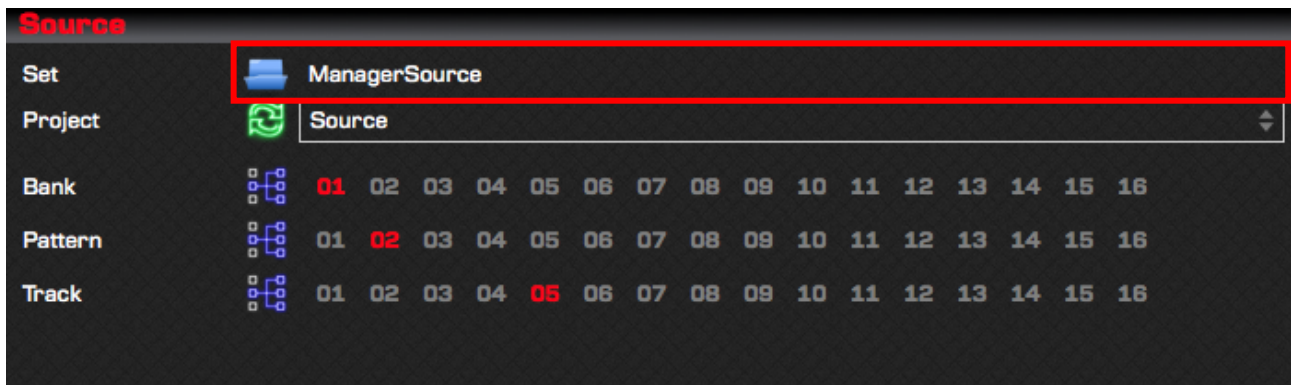
9.9.1 Source Set

The **Source Set** displays the path of the Set that data will be copied from.

Clicking the **Folder** image will open up a standard folder browser allowing the ability to browse for the **Set Folder** to copy from and will load the **Source Set**.



Tip: The default location for the **Source Set** is the last Source Set selected in the Manager module.

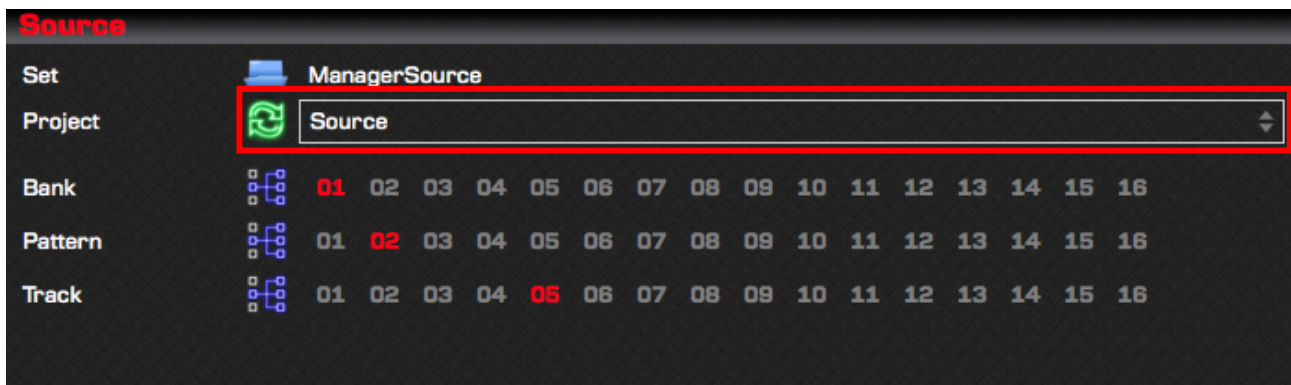


9.9.2 Source Project

The **Source Project** drop down displays a list of all the Projects contained within the Set.

Clicking the **Refresh** image will reload the selected Project from disk back into memory.

Note: The first Project in the Source Set is automatically selected when the Source Set is loaded.





9.9.3 Source Elements

The **Source** group displays a variable number of Elements depending on the **Element** selected in the Element group..


In the below screenshot, the Element selected is **Track** mode, thus Elements for Bank, Pattern and Track are displayed.


Refer to Section 18 OctaEdit Hierarchy for an overview of the Hierarchy used and how this affects the Manager module.




The number of options available to each Element naturally varies depending on the Element, e.g. Bank has 1 to 16, Part has 1 to 8, and Track has 1 to 16

Additionally all Source Elements can be in Template or Relative mode.

Source

Set  ManagerSource

Project  Source

Bank		01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16
Pattern		01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16
Track		01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16



9.10 Source Samples

The bottom half of the left hand side of the **Manager** module contains the Sample Slots of the **Source** Project.

The Sample Slots that are displayed are dependent on the combination of the **Source View** and **Source Filter** options that are set, and it is quite possible to not have any sample slots displayed depending on the settings and samples used.

The screenshot displays the OctaEdit Manager interface. At the top, there's a 'Element' dropdown set to 'Track' and a note 'Copy a Track only. This does not copy or update the Part.' Below this are tabs for 'Options' (Copy Samples Only, Sample Settings, Analytics, Maintain Relationships, Auto Save Target Project) and 'Actions' (Report, Execute, Reset). The main area is split into 'Source' and 'Target' sections. The 'Source' section shows a 'Set' of 'ManagerSource' and a 'Project' of 'Source'. It lists 'Bank' (01-16), 'Pattern' (01-16), and 'Track' (01-16) with various status icons. The 'Target' section shows a 'Set' of 'ManagerTarget' and a 'Project' of 'Target'. It lists 'Bank' (01-16), 'Pattern' (01-16), and 'Track' (01-16) with status icons. Below these is a 'Location' dropdown set to 'Audio Pool' and a note 'Samples will be copied to the Target Sets Audio Pool.' At the bottom, there are two tables: 'Source Samples' and 'Target Samples'. The 'Source Samples' table has columns: Slot, Sample Name, Action, and Target. The 'Target Samples' table has columns: Slot, Sample Name, Action, and Source. Both tables show a list of sample slots (Flex001 to Flex017) with their respective sample names and actions.

9.10.1 Source Samples Table Columns

The below table provides information about each column within the Manager's Source Samples Table.

Item	Description
Slot	Sample Slot in the Source Project
Name	Sample Path allocated to the Sample Slot
Action	The Action that will be processed for the Sample Slot.
Target	Sample Slot in the Target Project the sample will be copied to.

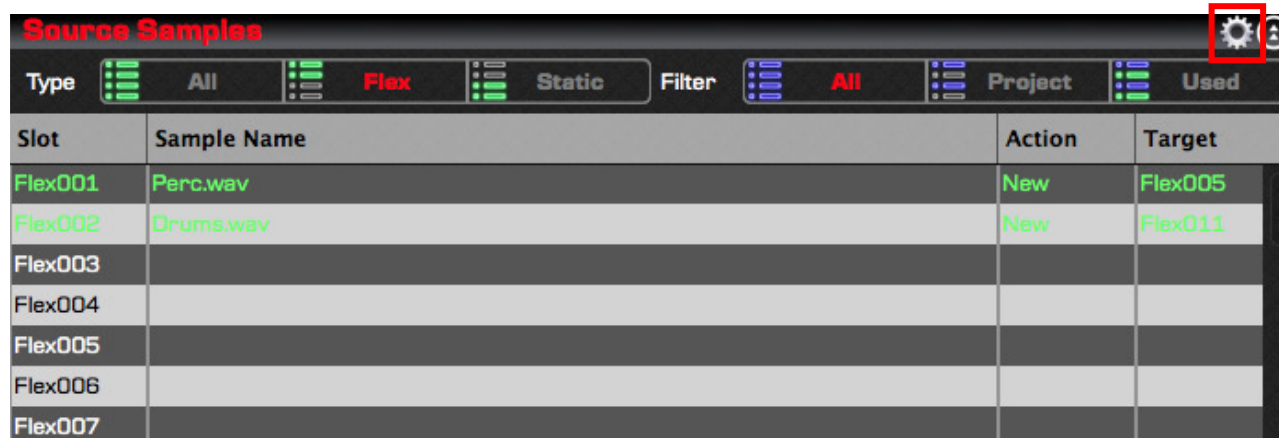


9.10.2 Source Actions

Clicking the **Source Actions** button invokes the context menu normally accessed by right-clicking on the Source Samples table.

The functionality is exactly the same, so this is just available as an option for users with track pads magic mouse etc, which may have issues with right-clicking.

Refer to section 9.10.6 Source Samples Context for more information.




Source Samples

Type: **All** Flex Static Filter: **All** Project Used

Slot	Sample Name	Action	Target
Flex001	Perc.wav	New	Flex005
Flex002	Drums.wav	New	Flex011
Flex003			
Flex004			
Flex005			
Flex006			
Flex007			

9.10.3 Source Toggle View

Clicking the **Source Toggle View** button will toggle whether the Samples area is expanded or not. When expanded, the Source Samples group expands to cover the entire source side of the Manager, hiding the Source group.



Source Samples

Type: **All** Flex Static Filter: **All** Project Used

Slot	Sample Name	Action	Target
Flex001	Perc.wav	New	Flex005
Flex002	Drums.wav	New	Flex011
Flex003			
Flex004			
Flex005			
Flex006			
Flex007			



9.10.4 Source Type

The **Source Type** toggle switch controls what *type* of Samples Slots are displayed in the Source Samples table.



The Source Type options are:

Image	Description
	All Displays both Flex and Static slots.
	Flex Displays Flex Slots only.
	Static Static Slots only.



9.10.5 Source Filter

The **Source Filter** toggle switch controls *which* Samples Slots are displayed in the Source Samples table.



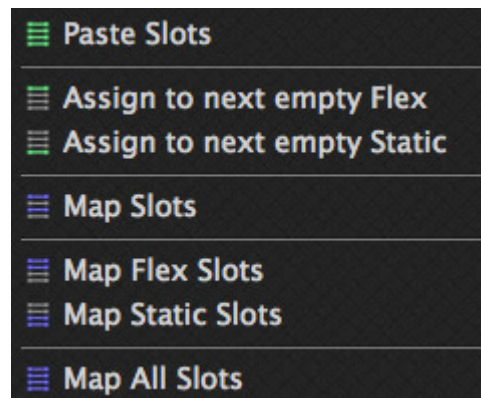
The Source Filter options are:

Image	Description
	All Displays all sample slots.
	Project Displays only sample slots used in the Project (<i>i.e. not empty</i>)
	Used Displays only sample slots used in the selected Elements.



9.10.6 Source Samples Context

Right clicking on the Manager's Source Samples list, or clicking the Source Samples Action button will display the context menu shown below.



The below table provides information about each context menu option.

Image	Description
	Paste Slots Pastes the currently selected contents of the Source Samples table into the Target Samples table. Note: Effect is dependent on the Add... option in Target Samples
	Assign to next Empty Flex Assigns the currently selected slot(s) to the next empty Flex slot(s).
	Assign to next Empty Static Assigns the currently selected slot(s) to the next empty Static slot(s).
	Map Slots Maps all selected Slots. Refer to Section 9.10.7 Map Slots for more details.
	Map Flex Slots Maps all Flex Slots. Refer to Section 9.10.7 Map Slots for more details.
	Map Static Slots Maps all Static Slots. Refer to Section 9.10.7 Map Slots for more details.
	Map All Slots Maps All Slots. Refer to Section 9.10.7 Map Slots for more details.



9.10.7 Map Slots

The four *Map* context menu options behave the same, differing based on the Source Sample Slots to be processed.

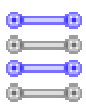
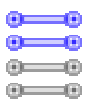
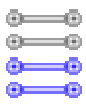
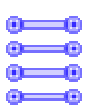
The Map processes create the Relationship between the Source Sample Slots and their respective Target Sample slots on a one to one basis, for example:

- Source Flex001 maps to Target Flex001
- Source Flex027 maps to Target Flex027
- Source Static014 maps to Target Static014

The effect is dependent on the **Add** option in the Target Samples.

- **Next Empty:** Relationship will only be created if the Target slot is empty. If the target slot is already in use, no action occurs.
- **Overwrite:** Relationship will always be created. If the target slot is already in use, the existing relationship will be replaced with the new one.

The four map options are as per the below table.

Image	Description
	Map Slots Processes only the Source Sample Slots selected.
	Map Flex Slots Processes All Flex Source Sample Slots, regardless of whether selected or not.
	Map Static Slots Processes All Static Source Sample Slots, regardless of whether selected or not.
	Map All Slots Processes All Source Sample Slots, both Flex and Static regardless of whether selected or not. i.e. Maps everything in one process.



9.11 Target

The left hand side of the Manager module contains the **Target** settings that are used to define where data is copied from, and is divided into two sections:

- **Target:** Define where data will be copied to.
- **Target Samples:** Displays the samples in the Target Project, and the samples that will be mapped from the Source Project.

Note: Depending on the Mode that the Manager module is in, the controls displayed and their effect will vary.

The screenshot displays the OctaEdit Manager module interface. The top section includes an 'Element' dropdown set to 'Track' and a note: 'Copy a Track only. This does not copy or update the Part.' Below this are tabs for 'Options' (Copy Samples Only, Sample Settings, Analytics, Maintain Relationships, Auto Save Target Project) and 'Actions' (Report, Execute, Reset).

The main area is divided into two panels: 'Source' and 'Target'.

Source Panel:

- Set:** ManagerSource
- Project:** Source
- Bank:** 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16
- Pattern:** 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16
- Track:** 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16

Source Samples Table:

Slot	Sample Name	Action	Target
Flex001	Perc.wav	New	Flex005
Flex002	Drums.wav	New	Flex011
Flex003			
Flex004			
Flex005			
Flex006			
Flex007			
Flex008			
Flex009			
Flex010			
Flex011			
Flex012			
Flex013			
Flex014			
Flex015			
Flex016			
Flex017			

Target Panel:

- Set:** ManagerTarget
- Project:** Target
- Bank:** 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16
- Pattern:** 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16
- Track:** 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16

Target Samples Table:

Slot	Sample Name	Action	Source
Flex001			
Flex002			
Flex003			
Flex004			
Flex005		New	Flex001
Flex006			
Flex007			
Flex008			
Flex009			
Flex010			
Flex011		New	Flex002
Flex012			
Flex013			
Flex014			
Flex015			
Flex016			
Flex017			



9.11.1 Target Set

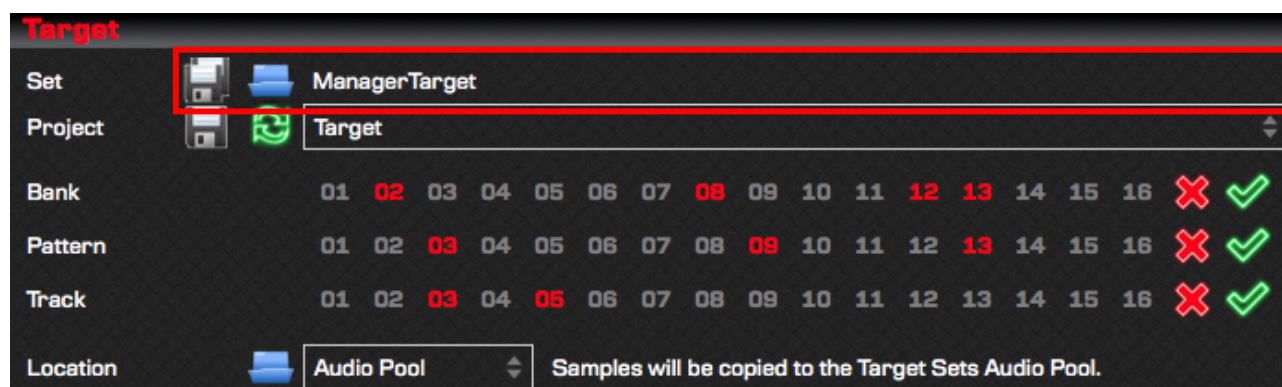
The **Target Set** displays the path of the Set that data will be copied to.

Pressing the **Folder** image will open up a standard folder browser allowing the ability to browse for the **Set Folder** to copy to and will load the **Target Set**.

The **Save All** image allows the ability to Save the Set and all contained Projects.



Tip: The default location for the **Target Set** is the last Target Set selected in the Manager module.



9.11.2 Target Project

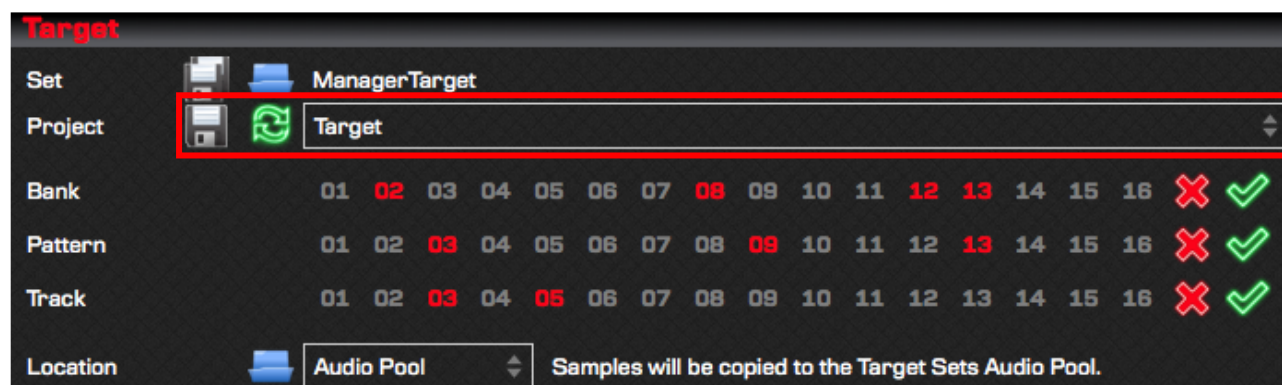
The **Target Project** drop down displays a list of all the Projects contained within the Target Set.

Clicking the **Refresh** image will reload the selected Project from disk back into memory.

The **Save** image allows the ability to Save current Project.



Tip: If the Target Set only contains a single Project this will automatically be loaded when the Target Set is loaded.





9.11.3 Target Elements

The **Target** group displays a variable number of Elements depending on the **Element** selected in the Element group.

In the below screenshot, the Element selected is **Track** mode, thus Elements for Bank, Pattern and Track are displayed.

Refer to Section 18 OctaEdit Hierarchy for an overview of the Hierarchy used and how this affects the Manager module.

The number of options available to each Element naturally varies depending on the Element, e.g. Bank has 1 to 16, Part has 1 to 8, and Track has 1 to 16

If the related Source Element for a Target Element is in Template mode, a Red Cross (*Inactive*) and Green Tick (*Active*) are displayed to the right of the Element.

- Clicking the Red Cross will set all the Target Elements Inactive.
- Clicking the Green Tick will set all the Target Elements Active.

If the related Source Element for a Target Element is in Relative mode these options are not available.

Element	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	Red Cross	Green Tick
Bank		02						08				12	13				X	✓
Pattern			03					09				12	13				X	✓
Track			03		05							12	13				X	✓

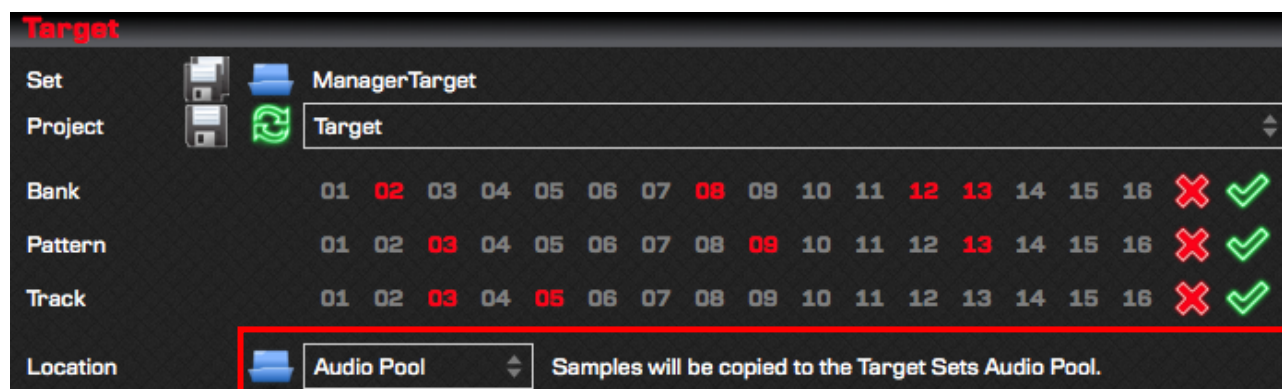
Location: Audio Pool. Samples will be copied to the Target Sets Audio Pool.



9.11.4 Target Samples Location

The **Target Samples Location** drop down controls where the source samples will be copied to relative to the Target Project when Manager executes.

Pressing the **Folder** image will open up a standard folder browser allowing the ability to browse for a custom location to copy samples to.



Available options are:

Samples	Description
Audio Pool	Samples will be copied to the Target Sets Audio Pool folder.
Project	Samples will be copied to the Target Project folder.
Custom	Opens a standard folder browser that allows the ability to define a specific location for the samples to be copied to. Note: The Custom location must be contained within the Target Set's Audio Pool OR the Target Project's folder.
Retain	Samples will be copied, retaining there existing path logic. If the Source Sample is within the Source Project folder, it will be copied to the Target Project folder. Otherwise the Source Sample will be copied to the Target Set, retaining the same folder structure as used in the Source Set. For example: Source: SourceSet\Audio\Hits\Kicks\Kick001.wav <i>Copies to</i> Target: TargetSet\Audio\Hits\Kicks\Kick001.wav Note: Any required folders will be automatically created.



9.12 Target Samples

The bottom half of the right hand side of the **Manager** module contains the Sample Slots of the **Target** Project.

The Sample Slots that are displayed are dependent on the **Target View** option.



The **Actions** button in the top right hand corner of the Target Samples group invokes the context menu normally accessed by right-clicking the table. Refer to section 9.12.6 Target Samples Context for more information.

The screenshot displays the Manager module interface. At the top, there's a 'Element' dropdown set to 'Track' and a note: 'Copy a Track only. This does not copy or update the Part.' Below this are tabs for 'Options' (Copy Samples Only, Sample Settings, Analytics, Maintain Relationships, Auto Save Target Project) and 'Actions' (Report, Execute, Reset). The main area is split into 'Source' and 'Target' sections. The 'Source' section shows a 'ManagerSource' set with a 'Source' project and a table of 16 sample slots (01-16) with various patterns. The 'Target' section shows a 'ManagerTarget' set with a 'Target' project and a similar table of 16 sample slots (01-16) with various patterns. Below these are two tables: 'Source Samples' and 'Target Samples'. The 'Source Samples' table has columns for Slot, Sample Name, Action, and Target. The 'Target Samples' table has columns for Slot, Sample Name, Action, and Source. The 'Target Samples' table is highlighted with a red border.

9.12.1 Target Samples Table Columns

The below table provides information about each column within the Manager's Target Samples Table.

Column	Description
Slot	Sample Slot in the Target Project
Sample Name	Sample Path allocated to the Sample Slot
Action	Action that will occur on Manager Execution (<i>New or Replace</i>)
Source	Sample Slot in the Source Project the sample will be copied from.

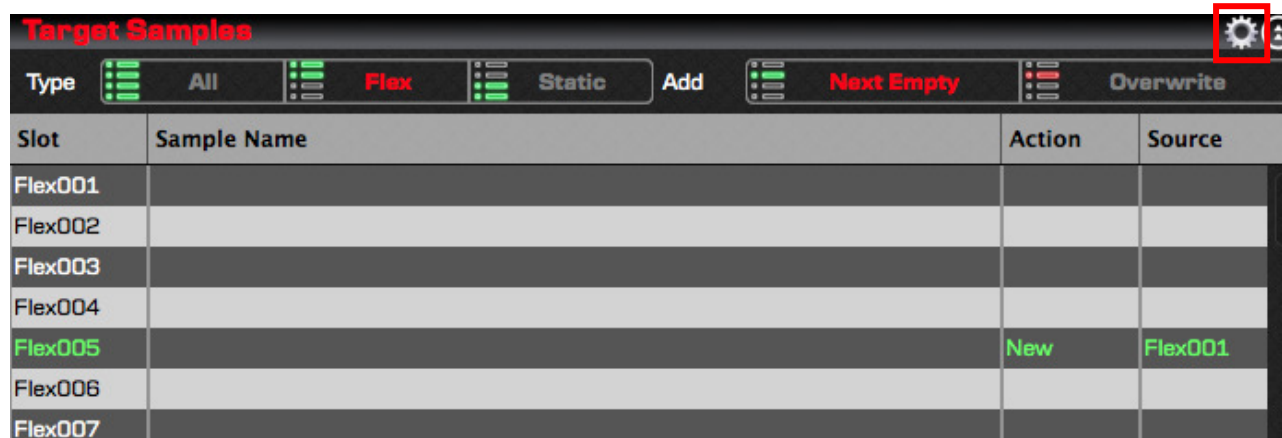


9.12.2 Target Actions

Clicking the **Target Actions** button invokes the context menu normally accessed by right-clicking on the Target Samples table.

The functionality is exactly the same, so this is just available as an option for users with track pads magic mouse etc, which may have issues with right-clicking.

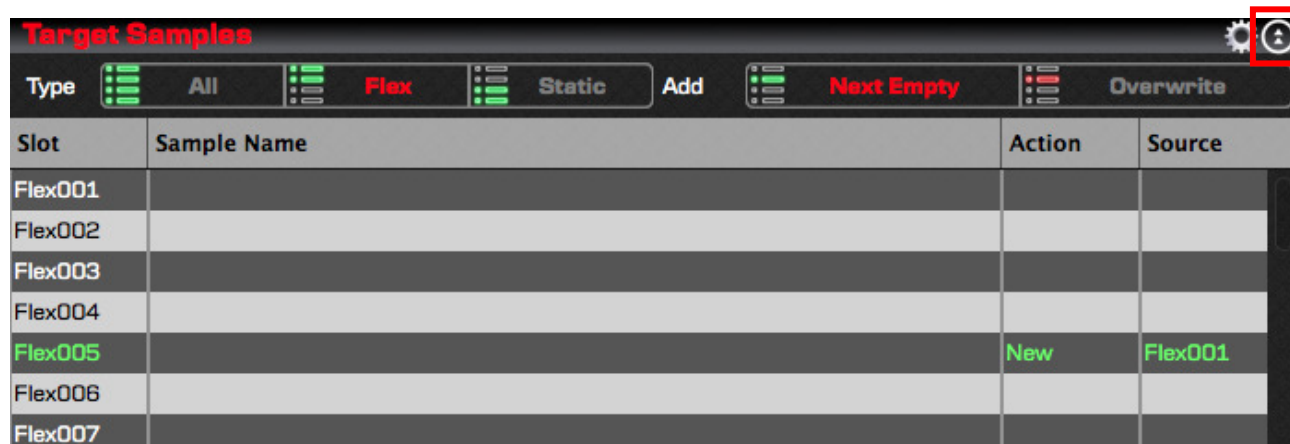
Refer to section 9.12.6 Target Samples Context for more information.



Slot	Sample Name	Action	Source
Flex001			
Flex002			
Flex003			
Flex004			
Flex005		New	Flex001
Flex006			
Flex007			

9.12.3 Target Toggle View

Clicking the **Target Toggle View** button will toggle whether the Samples area is expanded or not. When expanded, the Target Samples group expands to cover the entire target side of the Manager, hiding the Target group.



Slot	Sample Name	Action	Source
Flex001			
Flex002			
Flex003			
Flex004			
Flex005		New	Flex001
Flex006			
Flex007			



9.12.4 Target View

The **Target View** toggle switch controls what *type* of Samples Slots are displayed in the Target Samples table.

Note: All sample slots of the type are always viewable. (*Target Samples does not have a Filter option like Source Samples*)

Slot	Sample Name	Action	Source
Flex001			
Flex002			
Flex003			
Flex004			
Flex005		New	Flex001
Flex006			
Flex007			
Flex008			
Flex009			
Flex010			
Flex011		New	Flex002
Flex012			
Flex013			
Flex014			
Flex015			
Flex016			
Flex017			

The Target View options are:

Image	Description
	All Displays both Flex and Static slots.
	Flex Displays Flex Slots only.
	Static Static Slots only.



9.12.5 Target Add

The **Target Add** toggle switch controls the behaviour when Samples are added from the Source Samples table to the Target Samples table, regardless of the methodology used. (Drag/drop, Paste, Map etc.)

Target Samples			
Type	All	Flex	Static
Add			
Next Empty			
Overwrite			
Slot	Sample Name	Action	Source
Flex001			
Flex002			
Flex003			
Flex004			
Flex005		New	Flex001
Flex006			
Flex007			
Flex008			
Flex009			
Flex010			
Flex011		New	Flex002
Flex012			
Flex013			
Flex014			
Flex015			
Flex016			
Flex017			

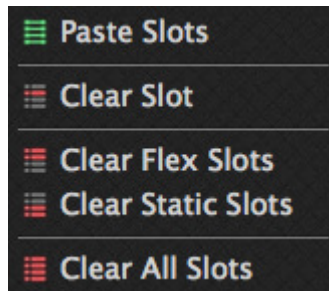
The Target Add... options are:

Image	Description
	Next Empty Sample will be assigned to the target slot. <i>or</i> The next available empty slot <i>after</i> the target slot if target slot is in use or has been assigned.
	Overwrite Sample will be assigned to the target slot, regardless of whether the target slot is in use or has been assigned.



9.12.6 Target Samples Context

Right clicking on the Manager's Target Samples list will display the context menu shown below.



The below table provides information about each menu option.

Image	Description
	Paste Slots Pastes the currently selected contents of the Source Samples table into the Target Samples table. Note: Effect is dependent on the Next Empty option.
	Clear Slot Clears the Relationship(s) of the currently selected slot(s)
	Clear Flex Slots Clears the Relationships of all Flex Slots, regardless of whether selected or not.
	Clear Static Slots Clears the Relationships of all Static Slots, regardless of whether selected or not.
	Clear All Slots Clears the Relationships of both Flex and Static Slots, regardless of whether selected or not.



10 Chainer

The **Chainer module** allows the ability to create 'Sample Chains' by combining multiple audio files into a single audio file, with the associated 'Settings' data also being created by OctaEdit.

Note: A Sample Chain can consist of between 1 and 64 audio files.

The Sample Chain can either be saved to a file location or imported directly into a Sample Slot of the current Project.

The format of the audio file created, and the settings automatically applied by the Chainer module is set by the various options along the top of the module.

The resulting audio file's properties can be any combination of Format, Bit Rate, Channels and Sample Rate.

Note: The Chainer module supports a variety of source audio types, (Wav/Aif), 16 or 24 bit, Stereo or Mono, 44.1k, 32k or 22.05k sample rates. Dragging or adding unsupported file types to the Chainer will have no effect.

The Chainer module is divided into four sections:

- **Attributes:** Controls the Audio File and Settings file attributes.
- **Actions:** Actions to preview, generate and save the Sample Chain.
- **Preview:** Graphical preview of the Sample Chain, Slices and current Slice.
- **Files:** Table of audio files that will be included in the Sample Chain.



Note: Whenever changes are made to the Sample Chain, e.g. changing the Format or Bit Rate, or adding Samples, there is a slight delay as the entire Sample Chain is rebuilt dynamically. This slight delay is fully intentional.

File	Bit Rate	Channels	Sample Rate	Time
/Users/Rusty/Desktop/OctaEdit Sets/SampleEditor/AUDIO/Purge BBB.wav	16 Bit	Stereo	44100	0.285488
/Users/Rusty/Desktop/OctaEdit Sets/SampleEditor/AUDIO/OD_PL140-14.wav	16 Bit	Stereo	44100	6.85714
/Users/Rusty/Desktop/OctaEdit Sets/SampleEditor/AUDIO/Purge EEE.wav	16 Bit	Stereo	44100	0.285488
/Users/Rusty/Desktop/OctaEdit Sets/SampleEditor/AUDIO/OD_BLI35B1.wav	16 Bit	Stereo	44100	7.11111
/Users/Rusty/Desktop/OctaEdit Sets/SampleEditor/AUDIO/OD_MLI140B10.wav	16 Bit	Stereo	44100	6.85714
/Users/Rusty/Desktop/OctaEdit Sets/SampleEditor/AUDIO/Purge EEE.wav	16 Bit	Stereo	44100	0.285488



10.1.1 Adding Samples to the Sample Chain

Adding Samples to the Sample Chain is done via one of three methods:

- **Explorer/Finder:** Drag and Drop audio files from Explorer (Windows) or Finder (OSX) onto either the Preview or the Files table.
- **Files Context Menu:** Use the 'Add Samples to the Chain' option.
- **Files Context Menu:** Use the 'Insert Samples to the Chain' option.

10.1.2 Sample Limit

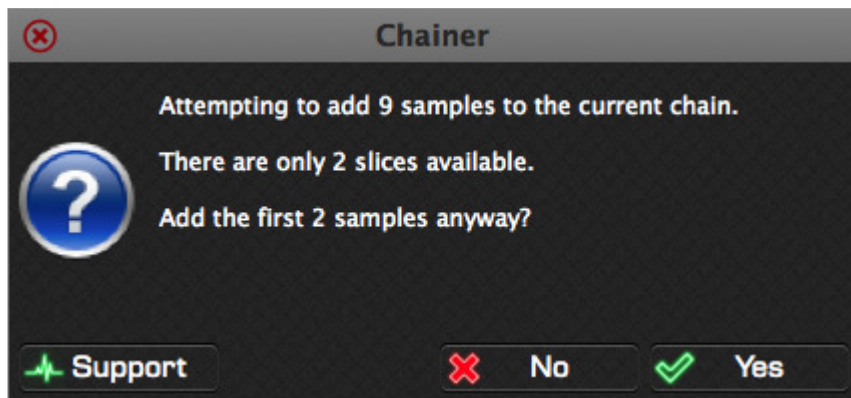
The maximum number of samples that can be in a sample chain is 64 samples.

If the chain already contains 64 samples, no action will occur.

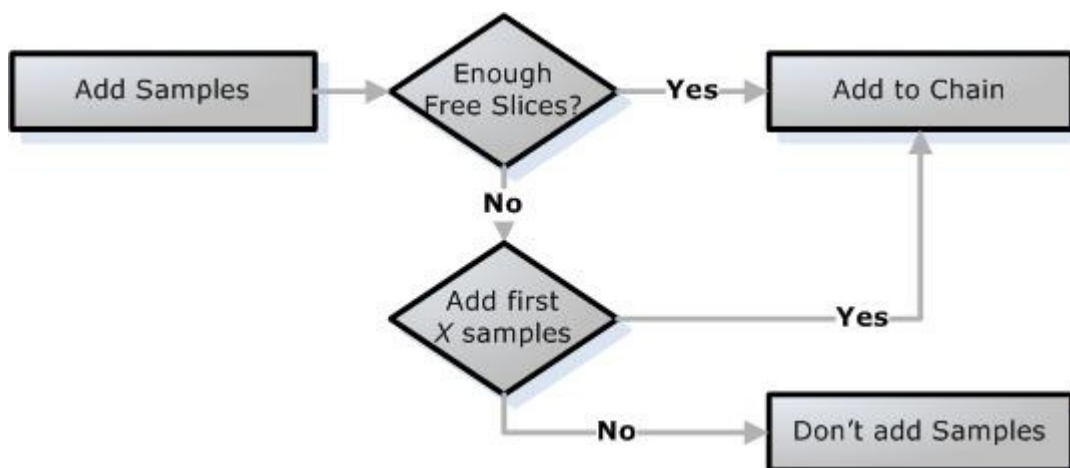
If the number of samples exceeds the number of available slots in the sample chain, you will be informed that there are more samples than free slots, and will be prompted whether to add the first X number of samples regardless.

For example, in the below image 9 samples are being added, however there is only 2 slices available.

- **No:** Abort the process, no new samples will be added.
- **Yes:** Only the first two samples will be added.



Refer to the following image to understand the process flow which occurs.





10.2 Attributes

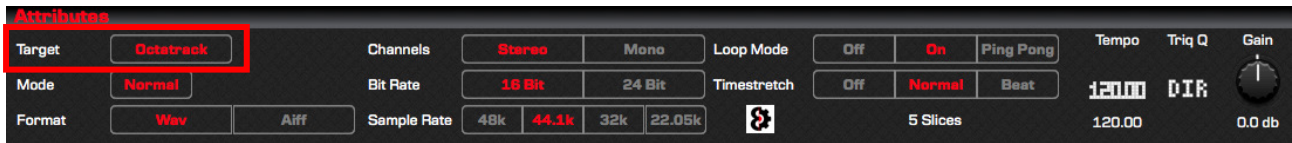
The **Attributes** group is used to define both the attributes of the physical audio file created, and the settings that will be generated for the Octatrack sample settings file.

Option	Description
Target	The type of file that will be generated, i.e. Octatrack Settings file.
Mode	The Chainer mode, used to define how the chain is generated.
Format	The format of the audio file generated.
Channels	Whether the audio file is Stereo or Mono
Bit Rate	The Bit Rate of the audio file generated.
Sample Rate	The Sample Rate of the audio file generated.
Loop Mode	The Loop Mode of the Octatrack Settings file generated.
Timestretch	The Timestretch Mode of the Octatrack Settings file generated.
n Slices	Displays the number of Slices in the Chain.
Tempo	The Tempo of the Octatrack Settings file generated.
Trig Q	The Quantized Trig of the Octatrack Settings file generated.
Gain	The Gain of the Octatrack Settings file generated.



10.2.1 Target

The **Target** knob is used to define the type of Settings file that will be generated, i.e. an Octatrack Settings file.

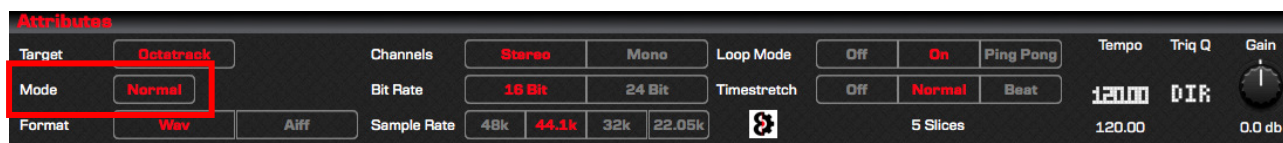


Option	Description
Octatrack	Generate an Octatrack Settings file.



10.2.2 Mode

The **Mode** option is used to define how the sample chain is generated.



Option	Description
Normal	Utilise Normal chain mode. Slices are append to the end of the chain with no space between them.



10.2.3 Format

The **Format** option is used to define type of Audio file generated by the Chainer.

Attributes

Target: Octatrack Channels: Stereo Mono Loop Mode: Off On Ping Pong

Mode: Normal Bit Rate: 16 Bit 24 Bit Timestretch: Off Normal Beat

Format: Wav Aiff Sample Rate: 48k 44.1k 32k 22.05k 5 Slices

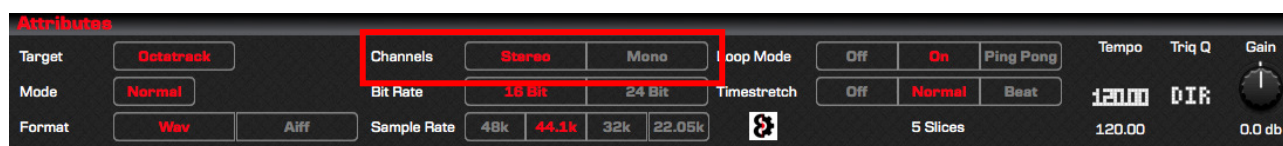
Tempo: 120.00 Triq Q: 0.0 db Gain: 0.0 db

Option	Description
Wav	Generate a wav audio file.
Aiff	Generate a aiff audio file.



10.2.4 Channels

The **Channels** option is used to define whether the Audio file generated by the Chainer is Stereo or Mono.



Option	Description
Stereo	Generate a Stereo (<i>2 channels</i>) audio file.
Mono	Generate a Mono (<i>1 channel</i>) audio file.



10.2.5 Bit Rate

The **Bit Rate** option is used to define the Bit Rate of the Audio file generated by the Chainer.

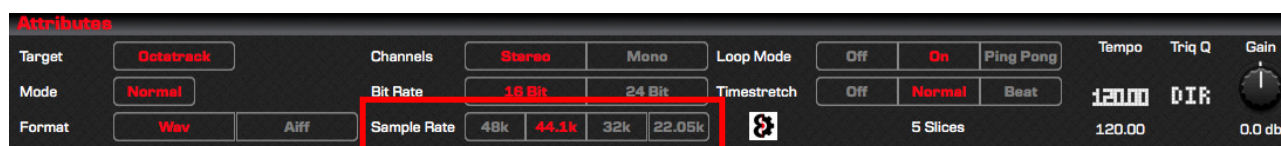


Option	Description
16 Bit	Generate a 16 Bit audio file.
24 Bit	Generate a 24 Bit audio file.



10.2.6 Sample Rate

The **Sample Rate** option is used to define the Sample Rate of the Audio file generated by the Chainer.

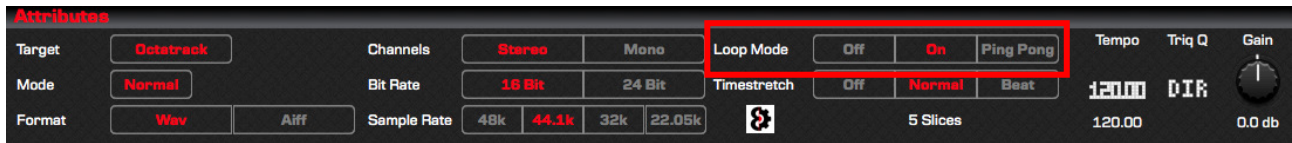


Option	Description
48k	Generate an audio file with a sample rate of 48,000khz
44.1k	Generate an audio file with a sample rate of 44,100khz
32k	Generate an audio file with a sample rate of 32,000khz
22.05k	Generate an audio file with a sample rate of 22,050khz



10.2.7 Loop Mode

The **Loop Mode** option is used to define the Samples Loop Mode setting in the Settings file that will be generated.



Option	Description
Off	Sample's Loop mode will be set to 'Off'
On	Sample's Loop mode will be set to 'On'
Ping Pong	Sample's Loop mode will be set to 'Ping Pong'



10.2.8 Timestretch

The **Timestretch** option is used to define the Samples Timestretch Mode setting in the Settings file that will be generated.



Option	Description
Off	Sample's Timestretch mode will be set to 'Off'
Normal	Sample's Timestretch mode will be set to 'Normal'
Beat	Sample's Timestretch mode will be set to 'Beat'



10.2.9 Space Time Continuum

The **Space Time Continuum** button provides the ability to randomise the position of the audio files in the Sample Chain.

Clicking the OctaEdit logo will randomise the file order in the Sample Chain.

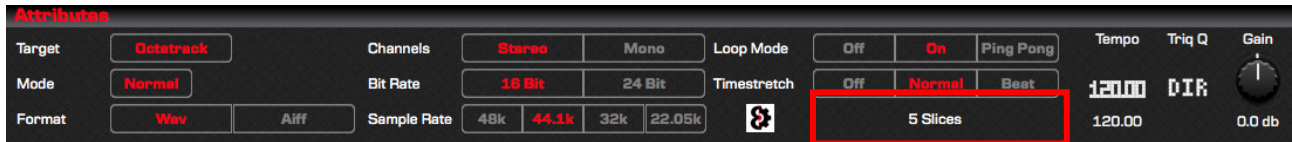




10.2.10 Slices

The **Slices** label is used to display how many slices the Sample Chain currently has.

Note: A Sample Chain can have a maximum of 64 slices.





10.2.11 Tempo

The **Tempo** parameter is used to define the samples Quantized Trig attribute of the resulting slice information.

- Sample - Attributes - Quantized Trig

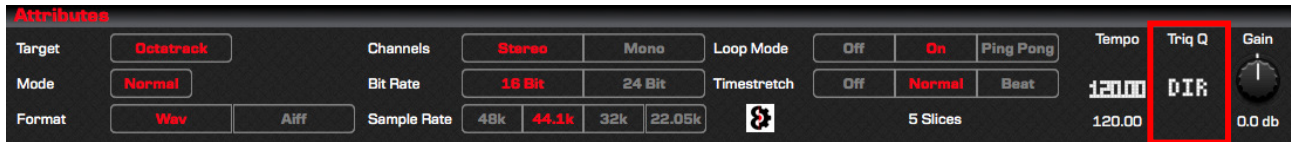




10.2.12 Quantized Trig

The **Trig Q** parameter is used to define the samples Quantized Trig attribute of the resulting slice information.

- Sample - Attributes - Quantized Trig

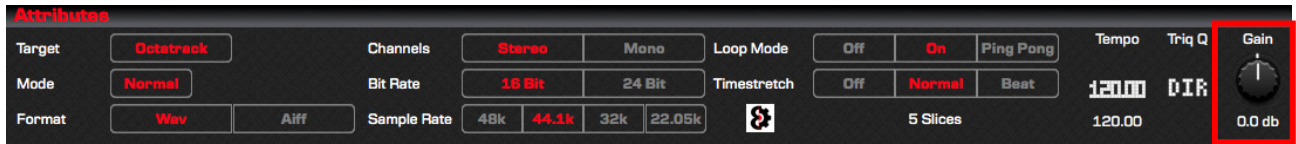




10.2.13 Gain

The **Gain** parameter is used to define the samples Gain attribute of the resulting slice information.

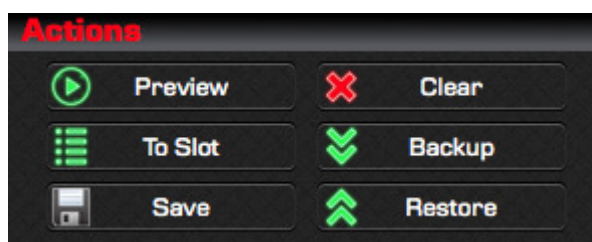
- Sample - Attributes - Gain





10.3 Actions

The **Actions** group is used to process and generate the Chain and Settings file.

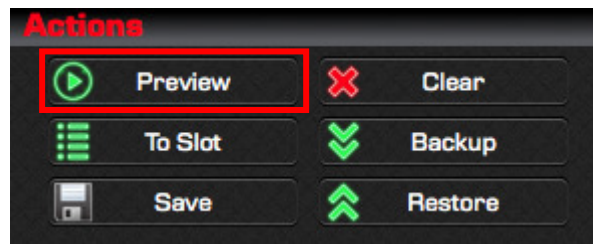


Option	Description
Preview	Preview the Sample Chain
To Slot	Save the Sample Chain into a Project Sample Slot.
Save	Save the Sample Chain to disk.
Clear	Clear the Sample Chain of all Samples (<i>i.e. Reset</i>)
Backup	Backup the Sample Chain and Settings to an archive file.
Restore	Restore the Sample Chain and Settings from an archive file.



10.3.1 Preview

Clicking the **Preview** button will playback the Sample Chain as it will be generated based on the Samples in the Table, and the settings applied.



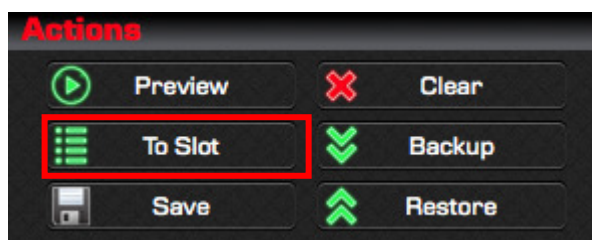


10.3.2 Save to Slot

Clicking the **Save to Slot** button will playback the Sample Chain as it will be generated based on the Samples in the Table, and the settings applied.



Naturally it is not possible to save the Sample Chain to a Sample Slot if no Project is loaded.



The Sample Slot Assign form will be shown. Simply select the Sample Slot to save the Sample Chain to, e.g. Flex003 and provide a **Name** for the Audio file that will be created, and click **OK**.

The dialog box is titled "Sample Slot Assign" and contains a table with 20 rows. The first row is highlighted in red. The table has two columns: "Slot" and "Sample Name".

Slot	Sample Name
Flex001	
Flex002	
Flex003	
Flex004	
Flex005	
Flex006	
Flex007	
Flex008	
Flex009	
Flex010	
Flex011	
Flex012	
Flex013	
Flex014	
Flex015	
Flex016	
Flex017	
Flex018	
Flex019	
Flex020	

Below the table is an "Options" section with three radio buttons: "Empty", "All", and "Static". The "All" button is selected. Below the radio buttons is a text field labeled "Name" with the value "NewChain". At the bottom right are "Cancel" and "OK" buttons.



10.3.3 Save to File

Clicking the **Save to File** button will launch a standard file browser allowing the ability to define the location to save the Sample Chain and it's associated Settings file.

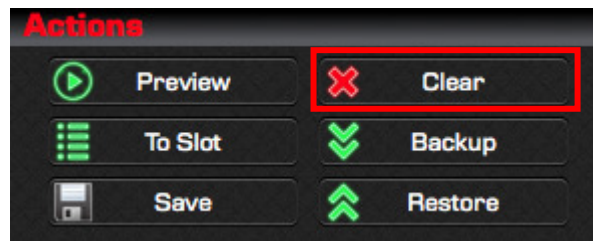
Simply browse to the desired location, and click **Save** or **Cancel** to abort.





10.3.4 Clear

Clicking the **Clear** button will clear the Sample Chain and all files that have been added to the Sample Chain, effectively resetting the Chainer completely.



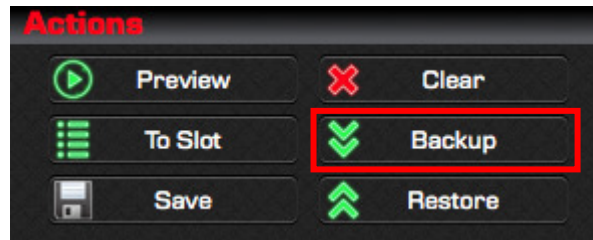


10.3.5 Backup

Clicking the **Backup** button will launch a file browser allowing you to backup the entire Sample Chain, the Attributes, and all Audio Files that have been added to the Sample Chain, effectively capturing the state of the Chain.

Because an OctaEdit Chainer Archive contains the entire Sample Chain; it's Attributes, and all Audio Files that have been added to the Sample Chain, you can share the archive file with other OctaEdit users, or restore it at any point in time.

Note: OctaEdit Chainer Archives have the file extension of **OCZ**





10.3.6 Restore

Clicking the **Restore** button will launch a file browser allowing you to select an OctaEdit Chainer Archive to load into the Chainer module.

Because an OctaEdit Chainer Archive contains the entire Sample Chain; it's Attributes, and all Audio Files that have been added to the Sample Chain, you can receive archive files that have been shared with other OctaEdit users, or restore it at any point in time.

Note: OctaEdit Chainer Archives have the file extension of **OCZ**





10.4 Preview

The **Preview** group is used to display a waveform of the current Sample Chain, the slice points, and the currently selected slice.

To playback the sample chain, press the **Preview** button in the **Actions** group.



The Waveform and Range colours can be set via the **Waveform Colour** and **Range Colour** options in the **Chainer** group of the **Options** module.

Note: This group has no controls or actions.





10.5 Files

The **Files** group provides a list of the audio files currently contained within the Sample Chain.

Samples can be dragged onto the Samples Table from Explorer (Windows) or Finder (OSX) and are automatically appended to the end of the table.



The **Actions** button in the top right hand corner of the Files group invokes the context menu normally accessed by right-clicking the table. Refer to section 10.7 Chainer Context for more information.

Note: Only Wav and Aiff files are currently supported.

Files					
File	Bit Rate	Channels	Sample Rate	Time	
/Users/Rusty/Desktop/OctaEdit Sets/_AudioFiles/Chain001.wav	16 Bit	Stereo	44100	7.111111	
/Users/Rusty/Desktop/OctaEdit Sets/_AudioFiles/Chain002.wav	16 Bit	Stereo	44100	6.85714	



10.5.1 Sample Limit

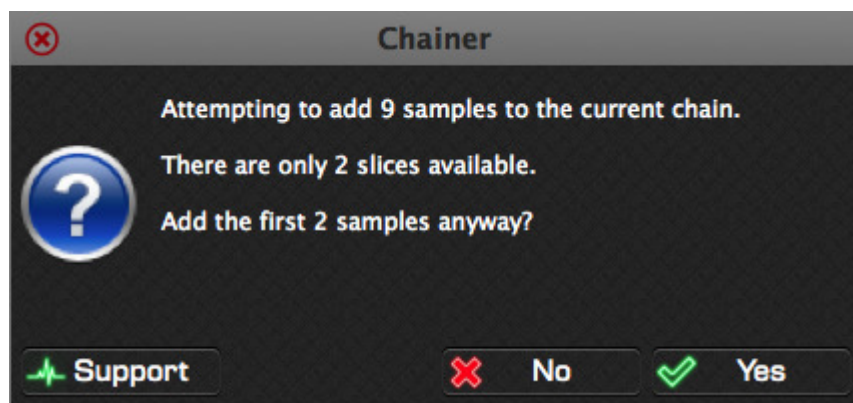
The maximum number of samples that can be in a sample chain is 64 samples.

If the chain already contains 64 samples, no action will occur.

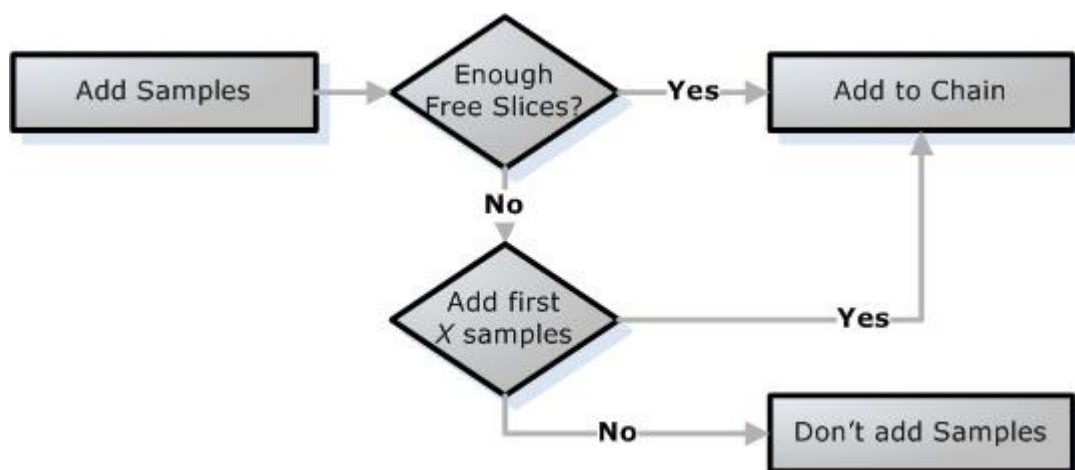
If the number of samples exceeds the number of available slots in the sample chain, you will be informed that there are more samples than free slots, and will be prompted whether to add the first X number of samples regardless.

For example, in the below image 9 samples are being added, however there is only 2 slices available.

- **No:** Abort the process, no new samples will be added.
- **Yes:** The first two samples only will be added.



Refer to the following image to understand the process flow which occurs.





10.6 Files Columns

The below tables provides information about each column within the Chainer's File Table.

Note: None of the information in the table is editable.

Item	Description
File	The audio files physical name.
Bit Rate	The Bit Rate of the audio file.
Channels	The Channels of the audio file. (<i>Stereo or Mono</i>)
Sample Rate	The Sample Rate of the audio file.
Time	The Time in seconds of the audio file.



10.7 Chainer Context

Right clicking on the Chainer module sample list will display the context menu shown below.

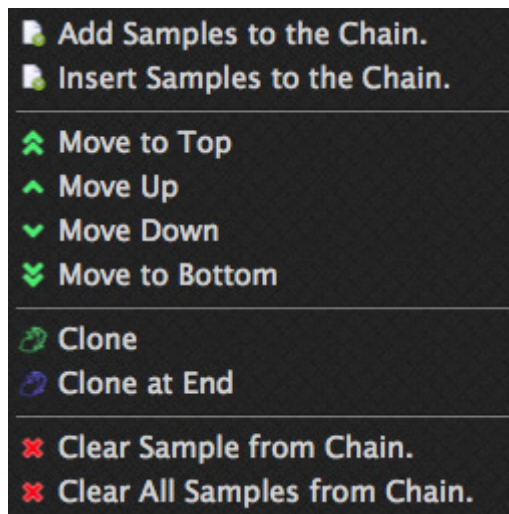






Image	Description
	Add Samples to the Chain Opens a standard file browser allowing the ability to browse and select files. Note: Audio Files will be added to the end of the Sample Chain.
	Insert Samples to the Chain Opens a standard file browser allowing the ability to browse and select files. Note: Audio Files will be inserted into the Sample Chain prior to the currently selected sample in the table. If multiple files are selected, these will be inserted in order.
	Move to Top Move selected sample to beginning of sample chain.
	Move Up Move selected sample up one position in sample chain.
	Move Down Move selected sample down one position in sample chain.
	Move to Bottom Move selected sample to end of sample chain.



Image	Description
	Clone Clones the currently selected sample to the next sample slot in the chain, i.e. inserts after the current sample slot.
	Clone to End Clones the currently selected sample to the end of the sample chain, i.e. adds to the end of the chain.
<hr/>	
	Clear Sample from Chain Clears the currently selected sample from the chain. Note: This does not affect the actual audio file.
	Clear All Samples from Chain Clears all samples from the chain. Note: This does not affect the actual audio file(s).



11 Arp Designer

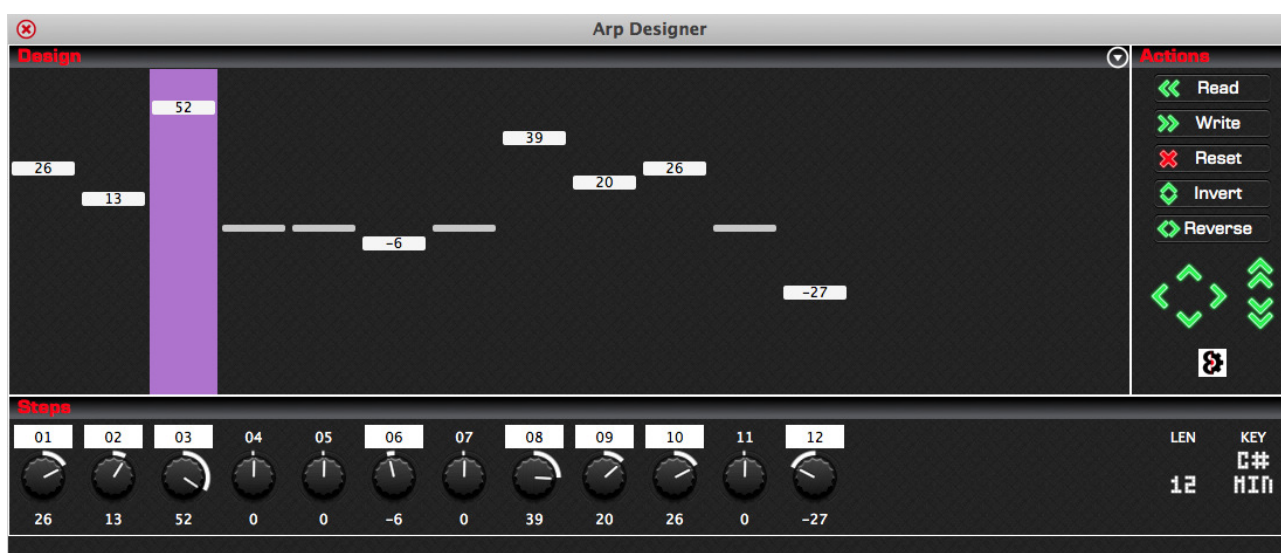
The **Arp Designer** module provides the ability to graphically design arpeggios that can be applied to any Midi track, and/or stored in the Library for future use.

The Arp Designer features an advanced feature set including Inversion, Reverse, Randomisation and shuffling.

The Arp Designer module is additionally fully integrated with the **Sequencer** and **Library** modules.

The Arp Designer is divided into four (4) sections:

- **Design:** Allows the drawing and display of the Arp Design
- **Actions:** Various Actions that can be performed against the design.
- **Steps:** Displays the 16 Steps, their values and active/rest settings.
- **Status:** Displays help tooltips.





11.1 Arp Designer Overview

An Arp Design contains between 1 and 16 **Steps**, each of which has a **Note** which can be in the range of -64 to 63, and each Step can additionally be **Active** or not (*i.e. Rested*)



Note: The number of Steps displayed is dependent on the **Arp Length** value.

Each of the 16 Notes is displayed in the Arp Designer module and includes the following items:

- Graphical display of the Note value and Active state.
- Numerical display of the Note value.
- Active status of the Step

The Graphical display is naturally what is shown, and can be drawn as required; refer to the next section for details.

The **Note** value is shown via the parameter. This can be modified as standard behaviour. The parameter value can be changed by **12** when the Ctrl key is held.

Right-Clicking the parameter will reset the Note to **0**

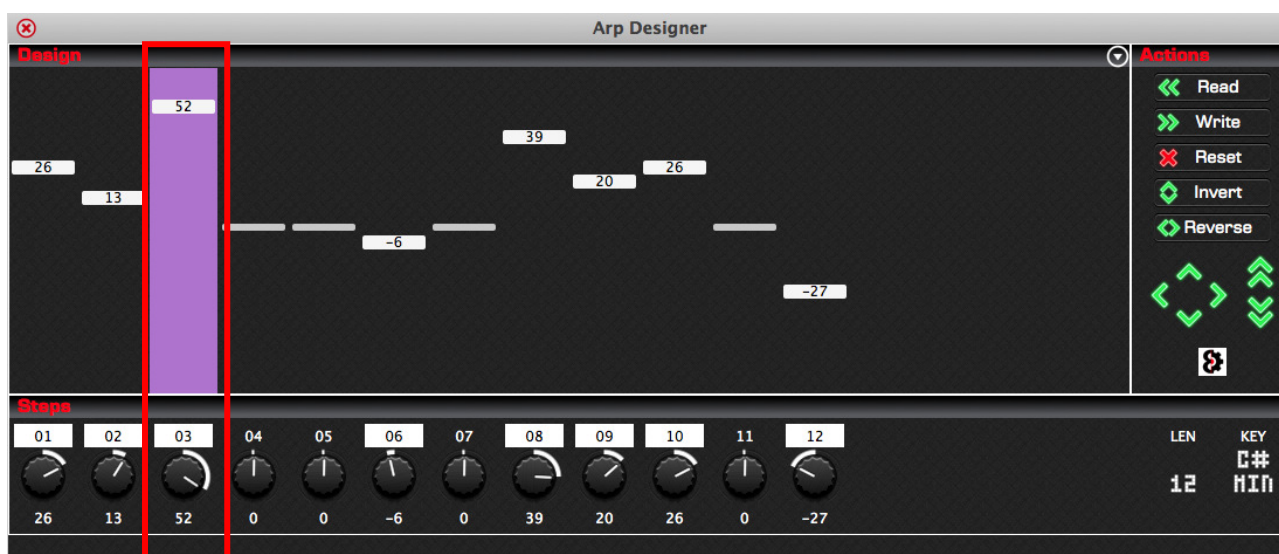
Left-Clicking the parameter label toggles whether the step is active or not and sets the Note to 0

Ctrl + Right-Clicking the parameter randomises the **Note** value for the step, and sets the step as active. (*Unless the randomisation has set the Note as zero*)

The below image shows **Note 3** outlined.

The Note value is **52** as shown via the parameter; therefore **+52** notes above the root note based on the **Playback Note** value of the track and the **Arp Scale**, if applicable.

The Note is **On** as shown by the highlighted parameter label above the paramter.



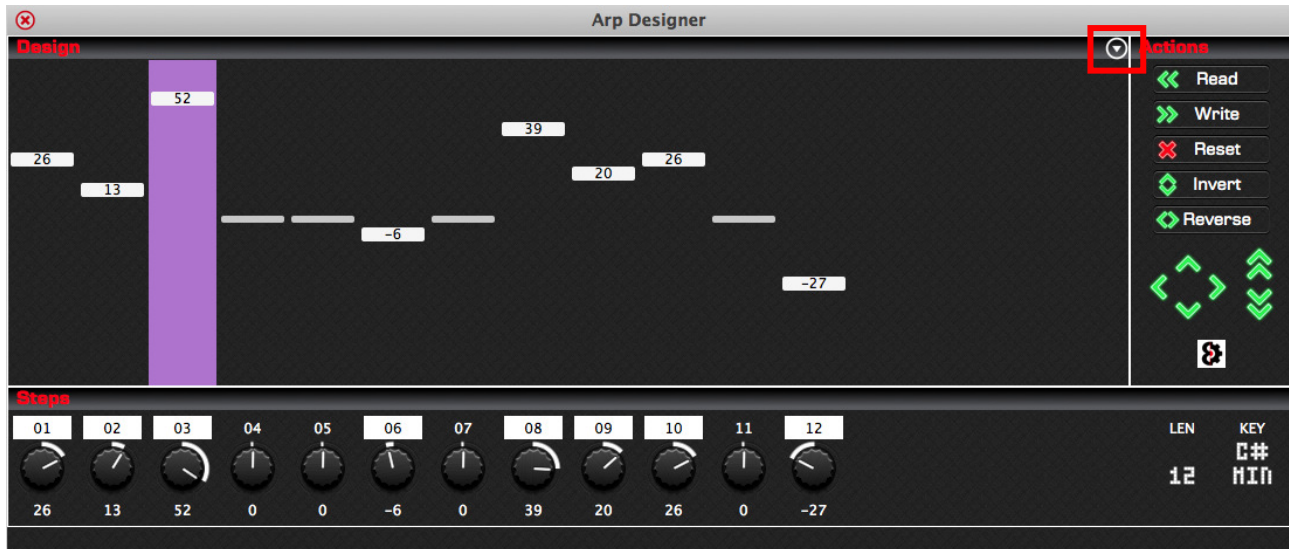


11.2 Arp Designer Menu

The **Arp Designer Menu** is located in the top right hand corner of the **Design** group.

Clicking the menu controls the length of the Arp Design between 1 and 16 Steps.

Increasing the Arp Length will





11.3 Arp Designer Length

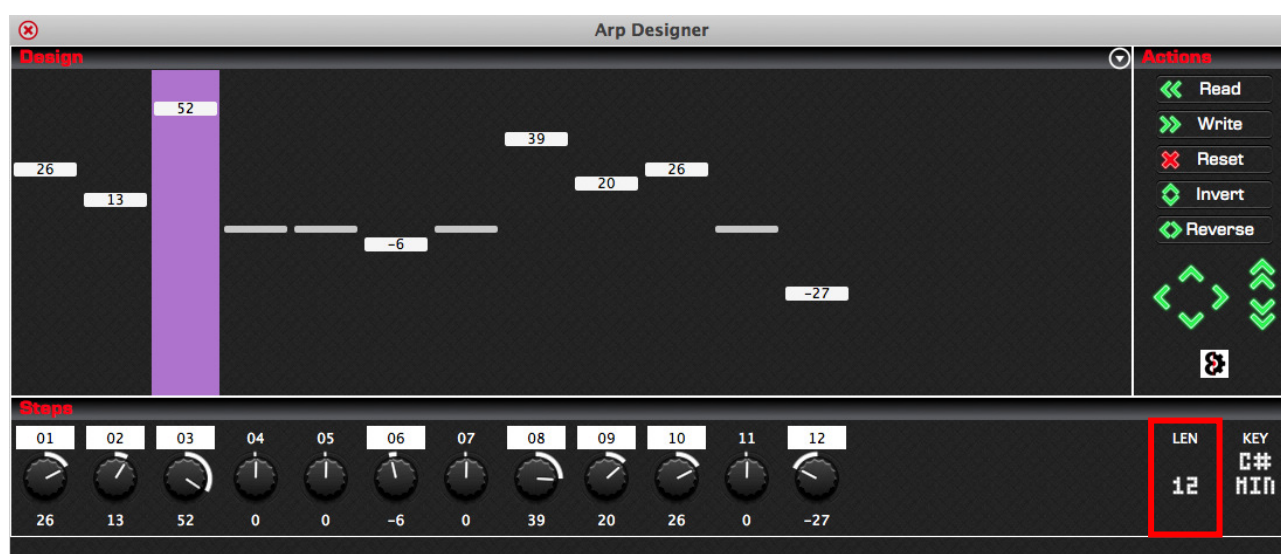
The **Arp Length** controls the length of the Arp Design between 1 and 16 Steps.

Increasing the Arp Length will add the additional Steps, with the new Notes set to 0.

Decreasing the Arp Length will remove the Steps or Rests.

In the below image, the Arp Length is set to **8**, therefore only the first eight notes are visible.

- Right-clicking will set the Arp Length to it's default value of **8**
- Ctrl + Right-clicking will randomise the Arp Length

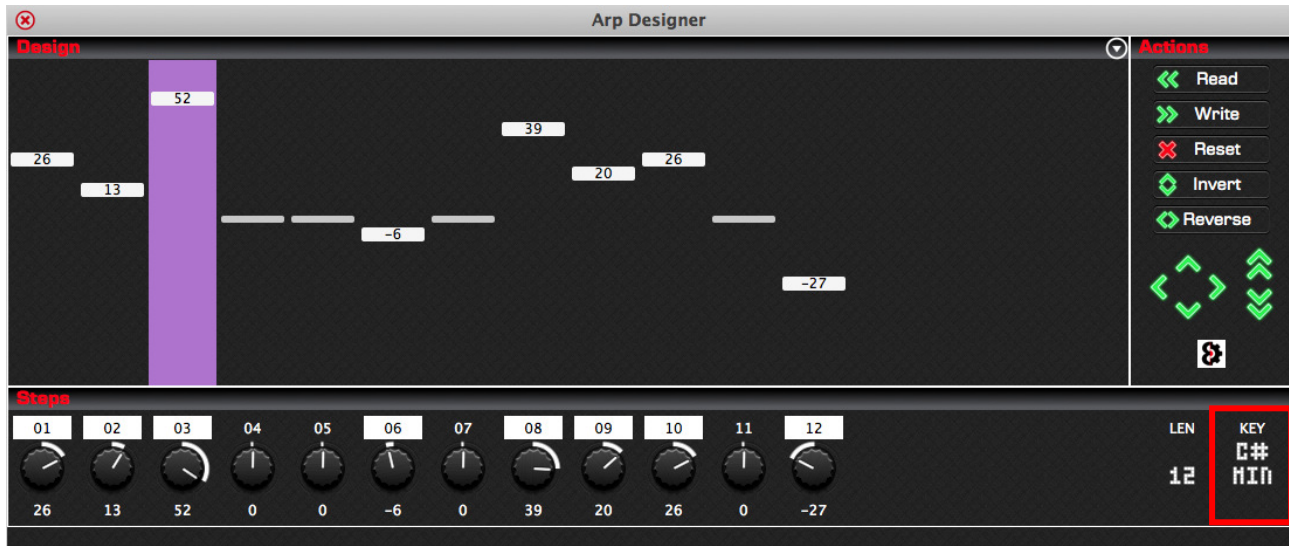




11.4 Arp Designer Scale

The **Arp Scale** controls the scale of the Arp Design. In the below image, the Arp Scale is set to **C MAJ** (*C Major*).

- Right-clicking will set the Arp Scale to it's default value of **Off**
- Ctrl + Right-clicking will randomise the Arp Scale





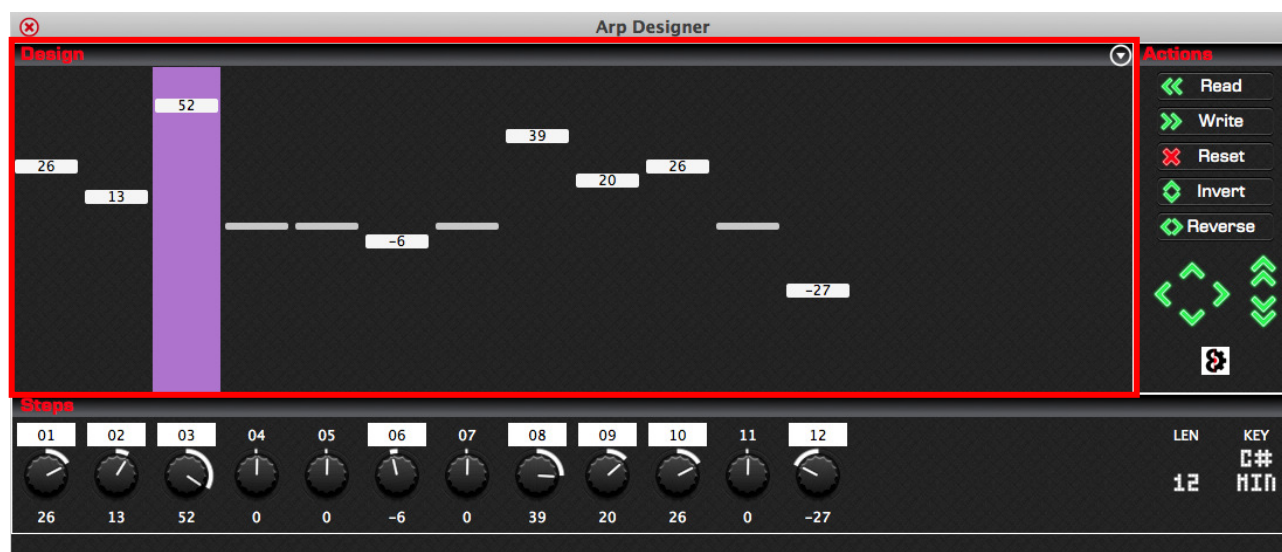
11.5 Drawing an Arp Design

Arp Designs can be drawn by clicking or holding the left mouse button and drawing on the Arp Design.

Clicking, or holding will draw the values, automatically setting the notes to active, regardless of if they were previously Rests or not.

Right-Clicking will **Randomise** the values, including the chance to generate a Rest.

Holding the **Control** key will draw **Rests**.





11.6 Steps

The **Steps** section shows the 16 parameters available to the Arp Design and can be used as an additional means of entry, or for fine tuning.

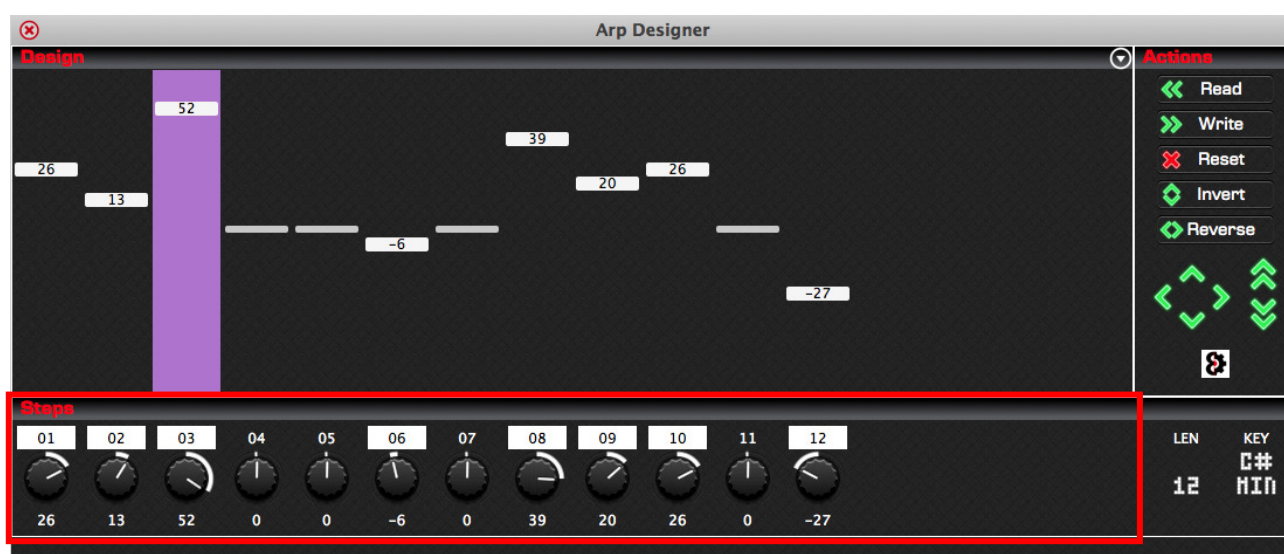
Note: The number of steps visible is controlled by the Length of the Arp Design, in the below image, only 12 steps are visible.

Each Parameter is directly related to the step above it, and displays both the Value and Active/Rest status of the step.

Right-Clicking on a Step Parameter will reset the step to its default value, i.e. 0

Holding Control and Right-Clicking on a Step Parameter will randomise the step.

Left-Clicking the Parameter Label sets the step to be a Rest.





11.7 Read / Write

The **Read** and **Write** buttons are used to interact directly with the current Arp Design of the active track in the **Sequencer** module.

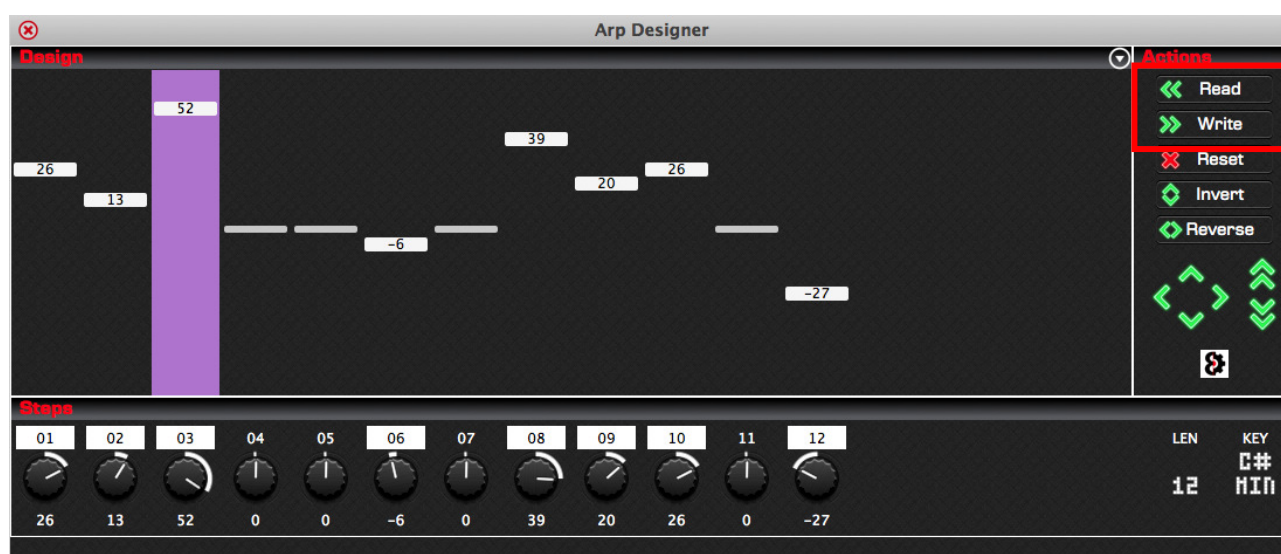


As Arp Designs are only applicable to **Midi** tracks in the **Sequencer** module, if the active track in the Sequencer module is an Audio track, no action will occur.

Pressing the **Read** button will read the Arp Design of the active track in the **Sequencer** module and display it in the **Arp Designer** module. *(This has the same effect as left-clicking the **Arp Design** in the **Sequencer** module.)*

Conversely, pressing the **Write** button will write the Arp Design in the **Arp Designer** module to the active track in the **Sequencer** module.

Note: These buttons have no effect when there is no Project loaded into OctaEdit.

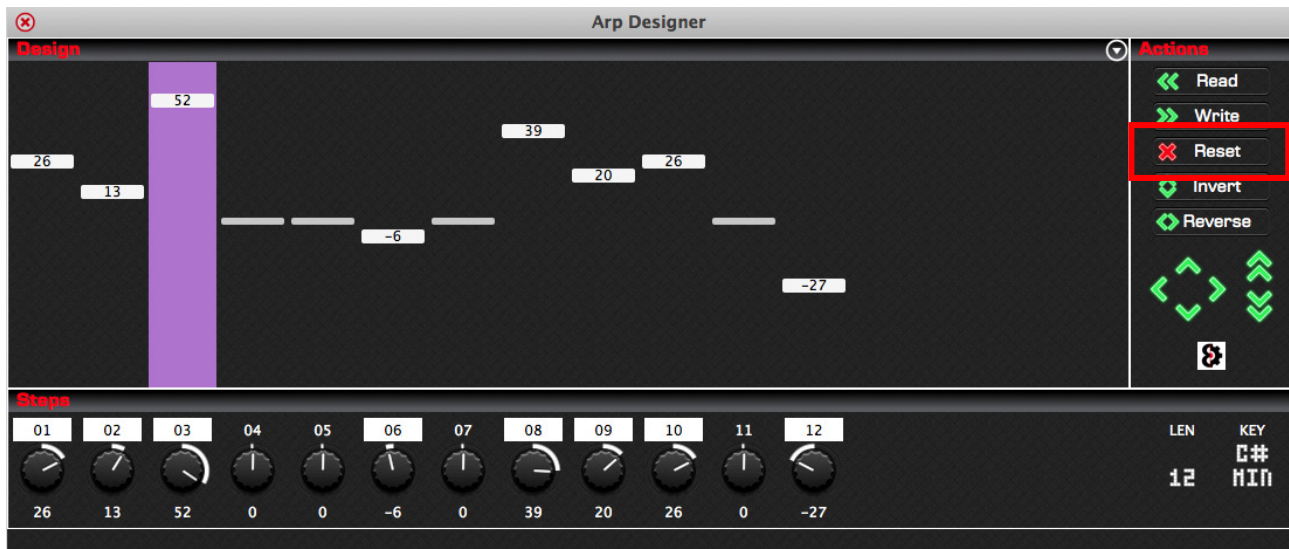




11.8 Reset

The **Reset** button will reset the Arp Design to the default state.

That is all Values are set to **0**, all steps are Active, Arp Length is set to **8** and Arp Scale is set to **OFF**



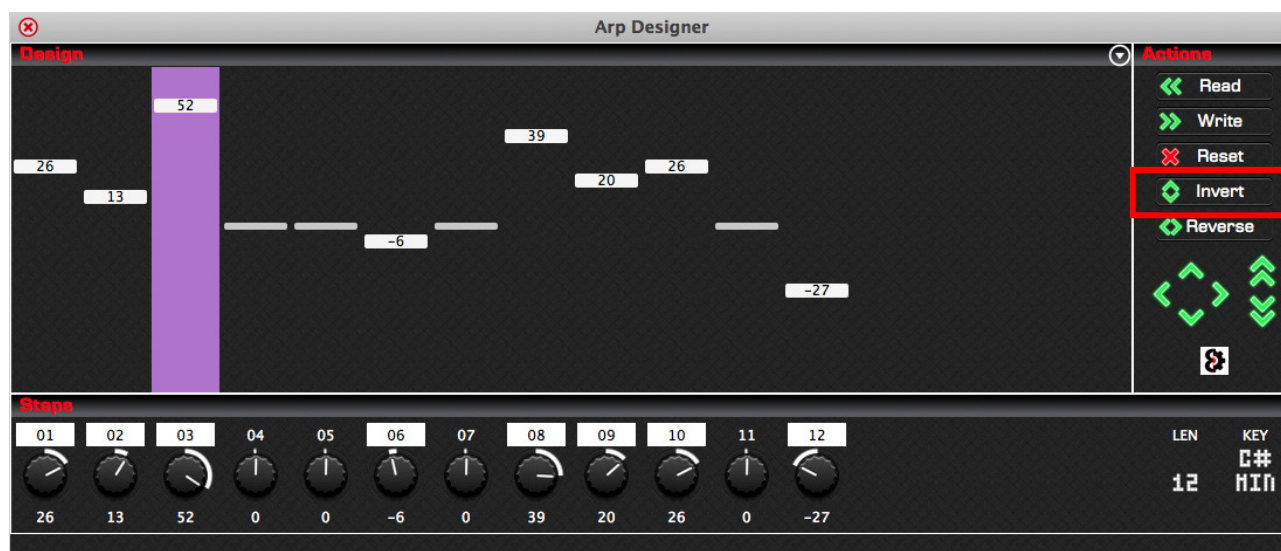


11.9 Invert

The **Invert** button reverses the polarity of the Notes of the Arp design.

Positive values will become negative, and negative values will become positive.

Rest notes naturally have no change occur.





11.10 Reverse

The **Reverse** button reverses the order of the notes of the Arp Design, for the length of the Arp Design only.

Arp Designer

Design

26 13 52 -6 39 20 26 -27

Actions

- Read
- Write
- Reset
- Invert
- Reverse**

Steps

01	02	03	04	05	06	07	08	09	10	11	12
26	13	52	0	0	-6	0	39	20	26	0	-27

LEN 12 KEY C# MIN



11.11 Move Buttons

The **Move** buttons allow the ability to move the Arp Design.



Warning: There is currently a known bug in v0.1.000 with the Arp Designer where Rests get reset when the preceding or following value is not zero. This is currently being investigated.

Clicking the **Left** arrow shifts the Arp Design backwards in a *round-robin* fashion.

Clicking the **Right** arrow shifts the Arp Design forwards in a *round-robin* fashion.

Clicking the **Up** arrow shifts the Arp Design up by one value.

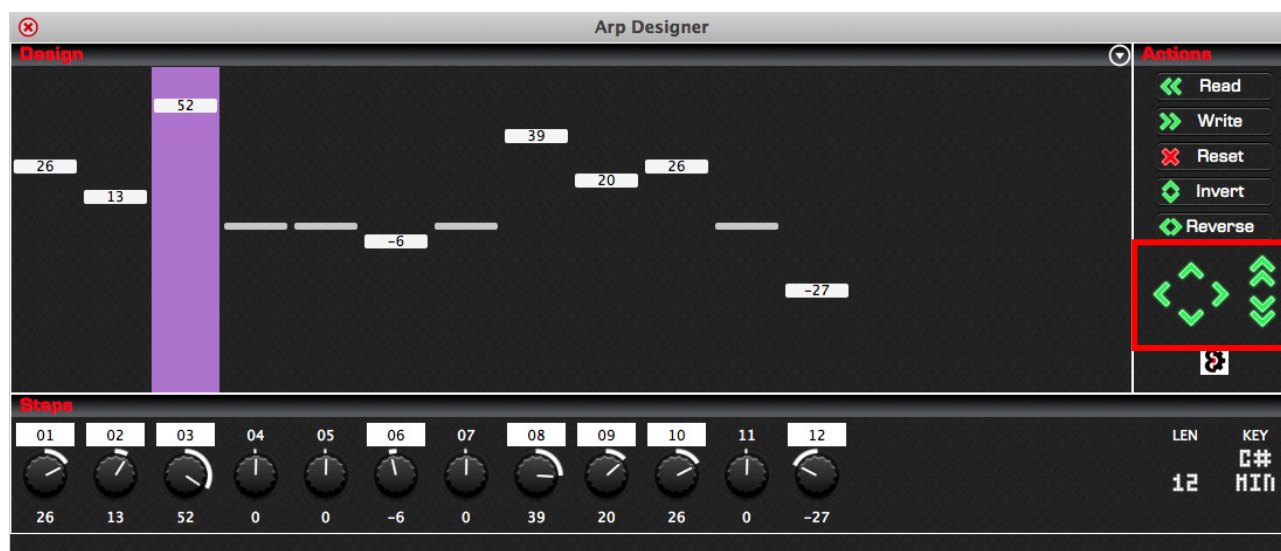
Clicking the **Double Up** arrow shifts the Arp Design up by twelve values. (i.e. an Octave)

Clicking the **Down** arrow shifts the Arp Design down by one value.

Clicking the **Double Down** arrow shifts the Arp Design down by twelve values. (i.e. an Octave)

When using the Left and Right arrows, the Arp Design will wrap around in a *round-robin* fashion, based on the Length of the Arp Design.

For example, moving right, Step 01 will become Step 02 and so forth. Step 16 will wrap around and become Step 01.





11.12 Space Time Continuum

The **Space Time Continuum** button provides the ability to randomise the Arp Design.

Clicking the left button will randomise the Notes, Length and Key of the Arp Design.

Rests will naturally occur as part of the randomisation process.

The screenshot shows the 'Arp Designer' application window. The main area displays a musical staff with various note values and rests. A purple bar highlights the first step (01) with a value of 26. The 'Steps' section at the bottom shows 12 steps with their respective values: 26, 13, 52, 0, 0, -6, 0, 39, 20, 26, 0, -27. The 'Actions' panel on the right includes buttons for Read, Write, Reset, Invert, and Reverse, along with a 'Space Time Continuum' button (a square with a stylized 'S' and 'T') which is highlighted with a red box.

Step	Value
01	26
02	13
03	52
04	0
05	0
06	-6
07	0
08	39
09	20
10	26
11	0
12	-27

LEN: 12 KEY: C# MIN



12 LFO Designer

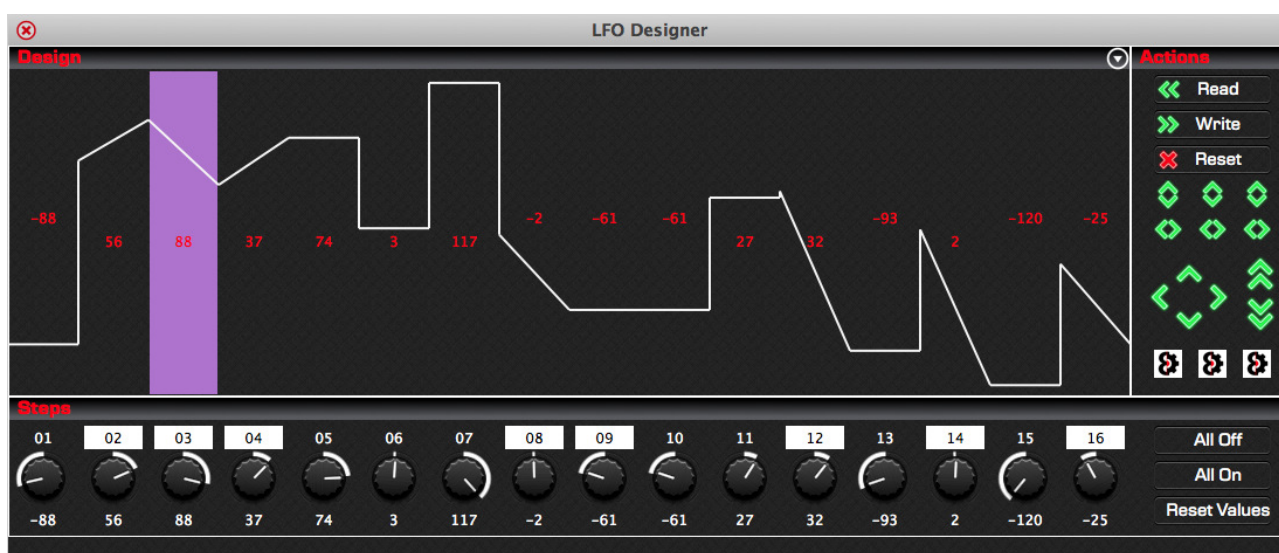
The **LFO Designer** module provides the ability to graphically draw LFO designs that can be applied to any track, and/or stored in the Library for future use.

The LFO Designer additionally features an advanced feature set including Inversion, Reverse, Randomisation and shuffling.

The LFO Designer module is additionally fully integrated with the **Sequencer** and **Library** modules.

The LFO Designer is divided into four (4) sections:

- **Design:** Allows the drawing and display of the LFO Design
- **Actions:** Various Actions that can be performed against the design.
- **Steps:** Displays the 16 Steps, their values and interpolation.
- **Status:** Displays help tooltips.





12.1 LFO Designer Overview

An LFO Design contains 16 values or **Steps**, each of which has a **Value** which can be in the range of -128 to 127 and can additionally be **Interpolated**.

Interpolation defines whether the transition between Steps is interpolated, i.e. smooth, or non-interpolated, i.e. stepped.

Each of the 16 Steps are displayed in the LFO Designer module and include the following items:

- Graphical display of the Step
- Numerical display of the Step
- Interpolation setting of the Step

The Graphical display is naturally what is shown, and can be drawn as required, refer to the next section for details.

The numerical display is shown via the parameter for the Step. Left-click and drag up/down, or use the mouse wheel to change the value, the value can be changed by **7** when the Ctrl key is held.

Right-clicking the knob will reset the Step to **0**

Ctrl + Right-clicking the knob will reset the Step to **0**

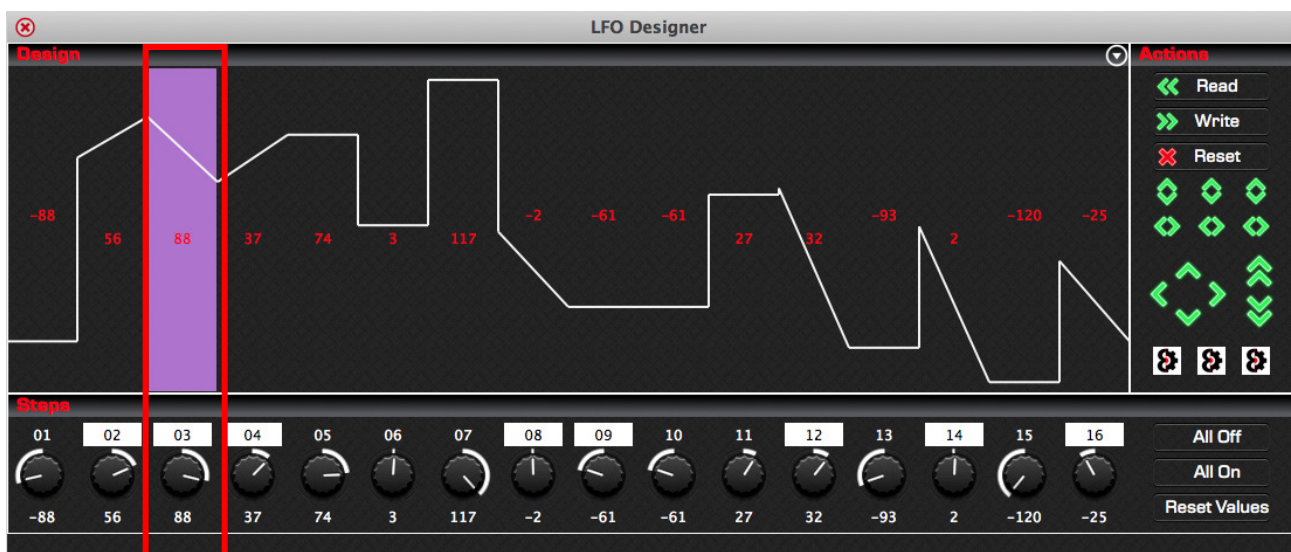
The label at the bottom provides two functions, firstly it displays the Step number, and secondly it acts as the interpolation switch for the step. Click to toggle between On and Off.

The below image shows **Step 03** outlined.

The **Value** of the step is **88** as shown via the knob.

The Step is **Interpolated** as shown by the highlighted step **03** label of the parameter.

The LFO Design shows the value **[*]** and interpolation in the main area.



Note: The display of text values is toggled by the **LFO Designer – Display Text** option in the **Options** module, and the display of the highlight is toggled by the **LFO Designer – Display Highlight** option in the **Options** module.



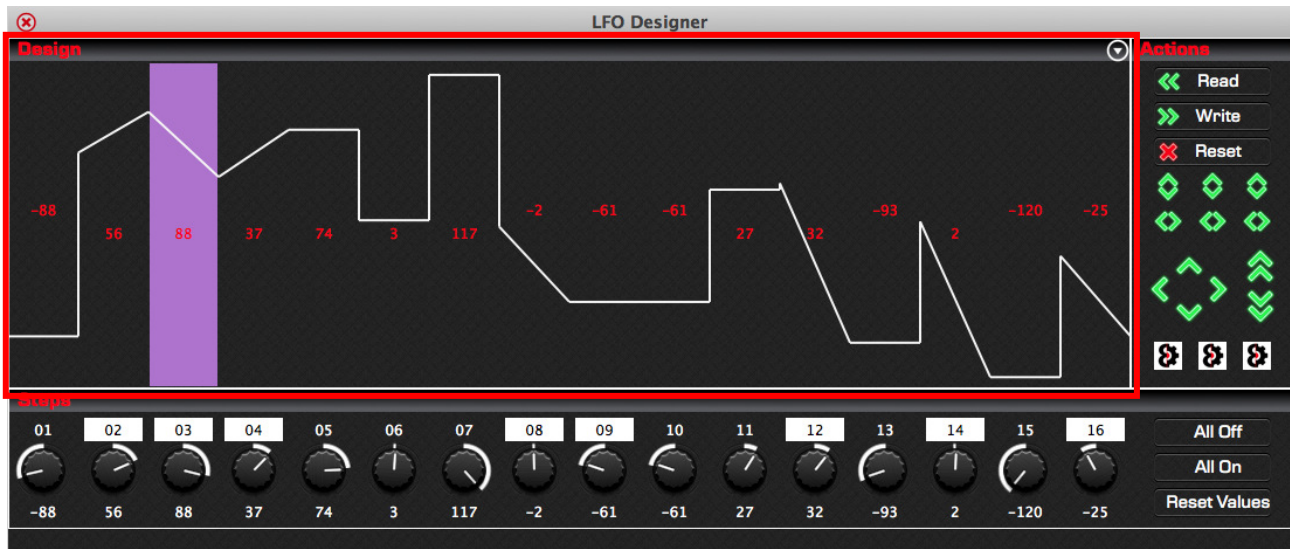
12.2 Drawing an LFO Design

LFO Designs can be drawn by clicking or holding the left mouse button and drawing on the LFO Design.

Clicking, or holding will draw the values, interpolation will not change.

Holding the **Control** key will draw **Stepped** values.

Holding the **Shift** key will draw **Interpolated** values.





12.3 LFO Steps

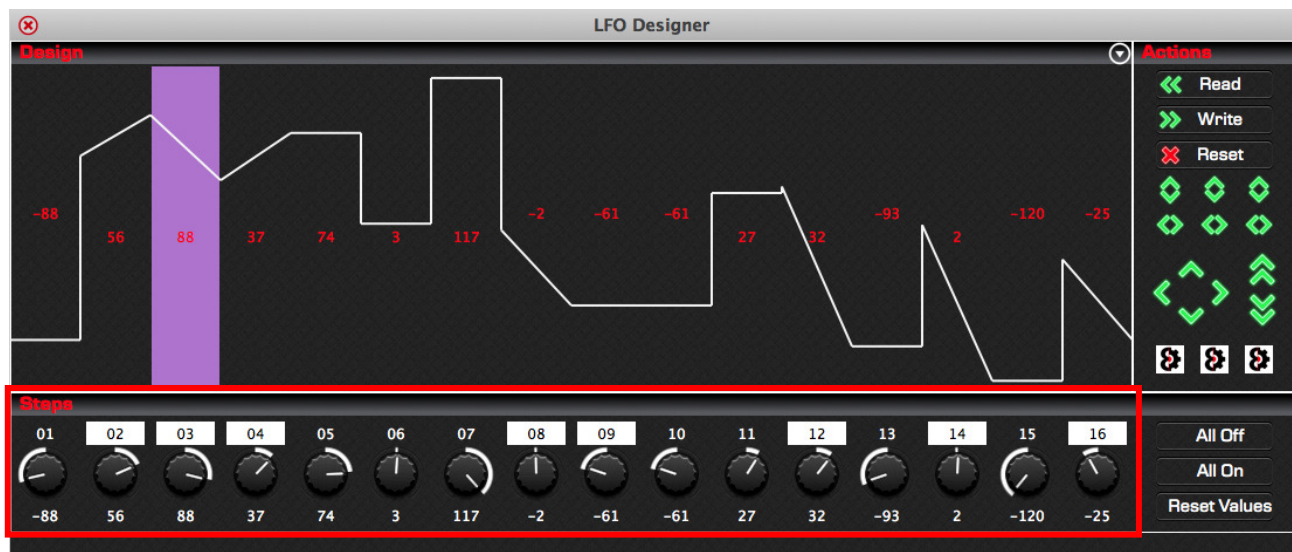
The **Steps** section shows the 16 parameters available to the LFO Design and can be used as an additional means of entry, or for fine tuning.

Each Parameter is directly related to the step above it, and displays both the Value and Interpolation of the step.

Right-Clicking on a Step Parameter will reset the step to its default value, i.e. 0

Holding Control and Right-Clicking on a Step Parameter will randomise the step.

Left-Clicking the Parameter Label toggles the Interpolation of the step.





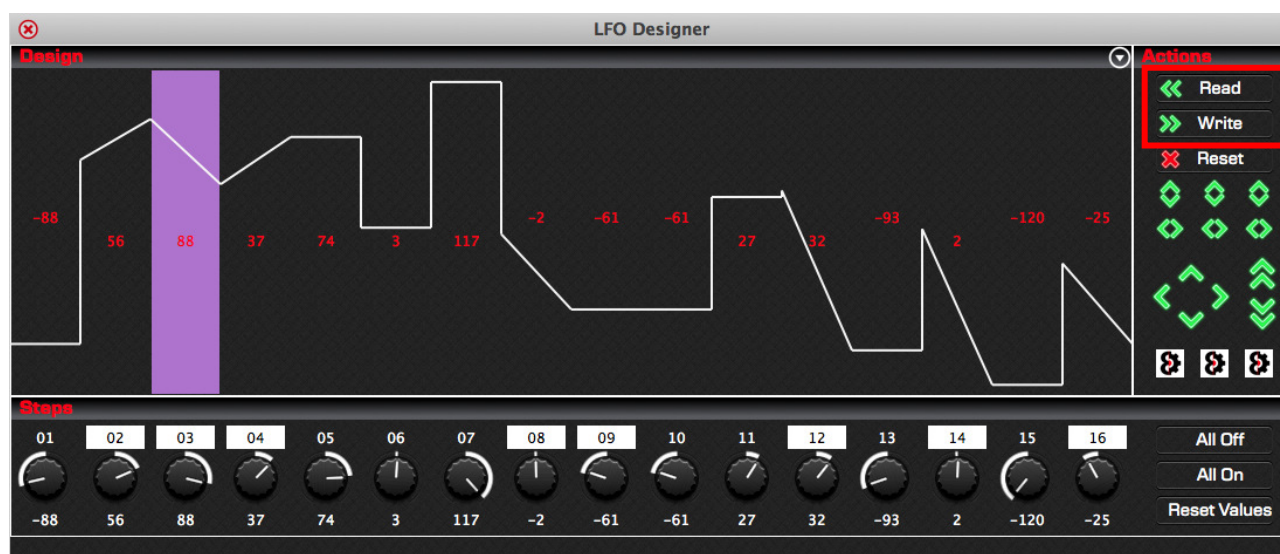
12.4 Read / Write

The **Read** and **Write** buttons are used to interact directly with the current LFO Design of the active track in the **Sequencer** module.

Pressing the **Read** button will read the LFO Design of the active track in the **Sequencer** module and display it in the **LFO Designer** module. *(This has the same effect as left-clicking the **LFO Design** in the **Sequencer** module.)*

Conversely, pressing the **Write** button will write the LFO Design in the **LFO Designer** module to the active track in the **Sequencer** module.

Note: These buttons have no effect when there is no Project loaded into OctaEdit.

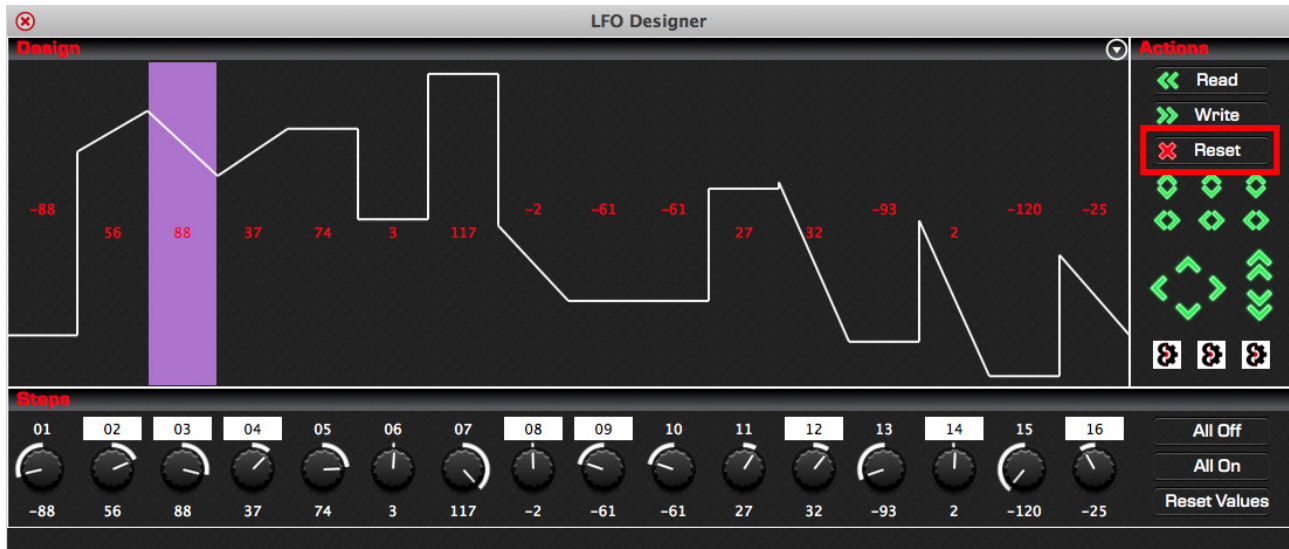




12.5 Reset

The **Reset** button will reset the current LFO design to the default state.

That is all Values are set to **0** and all Interpolation is set to **Off**





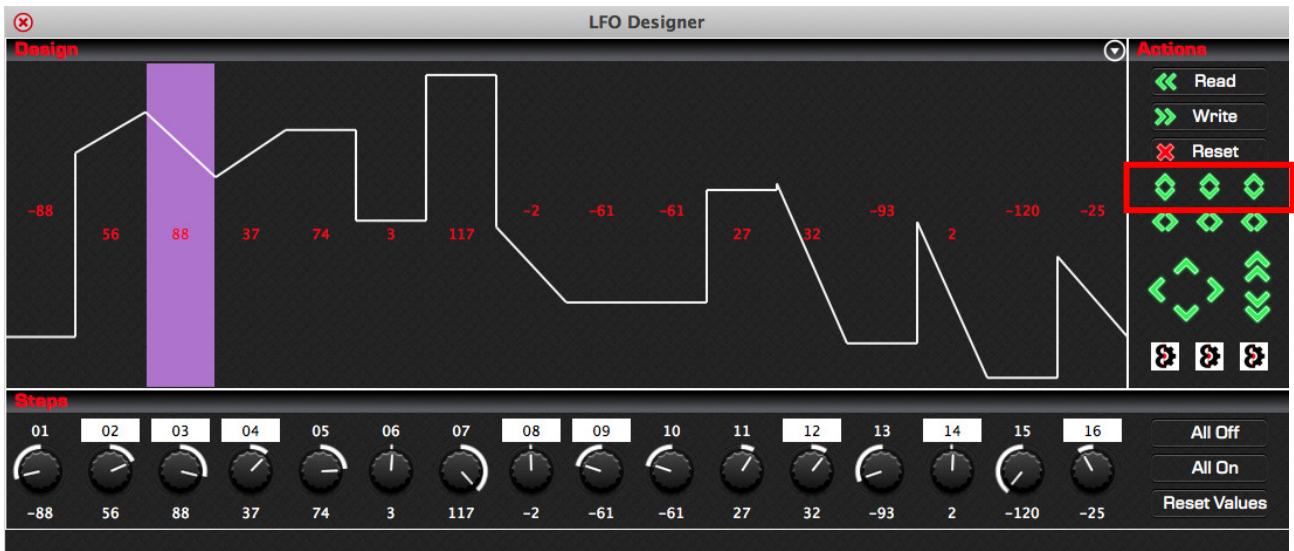
12.6 Invert

The **Invert** buttons provide the ability to process inversion against the LFO Design.

Clicking the left button will invert both the **Values** and the **Interpolation** of the LFO Design. Positive values will become negative, and negative values will become positive. Interpolated steps will become stepped values, and vice versa.

Clicking the middle button will invert only the Values. Positive values will become negative, and negative values will become positive.

Clicking the right button will invert only the **Interpolation**. Interpolated steps will become stepped values, and vice versa.





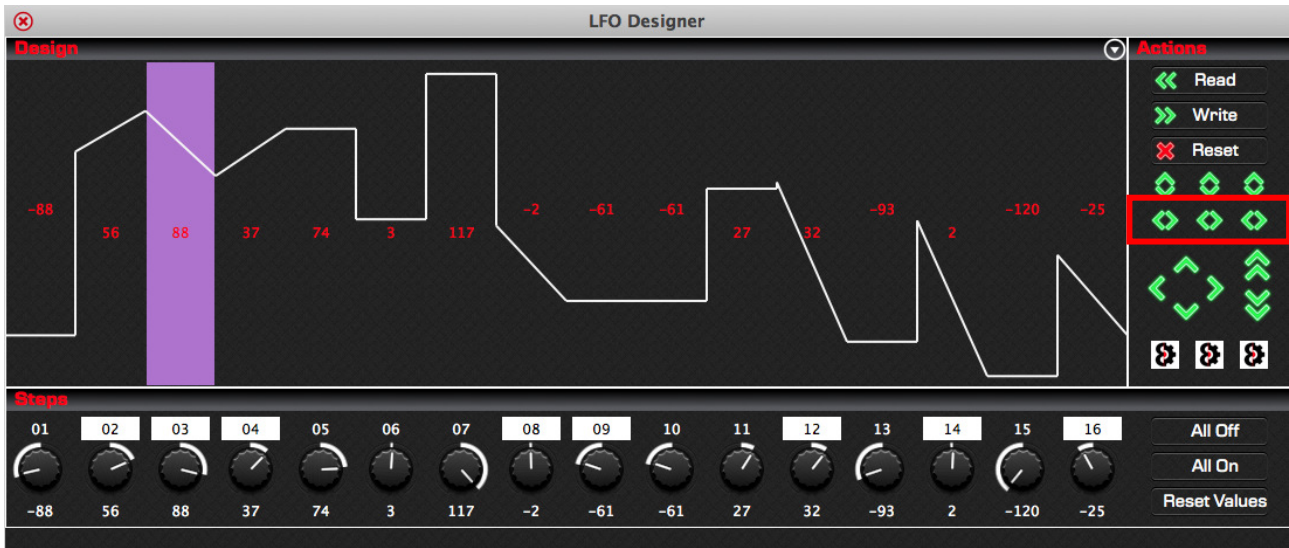
12.7 Reverse

The **Reverse** buttons provide the ability to reverse elements of the LFO Design.

Clicking the left button will reverse both the **Values** and the **Interpolation** of the LFO Design.

Clicking the middle button will reverse only the **Values**.

Clicking the right button will reverse only the **Interpolation**.





12.8 Move Buttons

The **Move** buttons allow the ability to move the LFO Design.

Clicking the **Left** arrow shifts the LFO Design backwards in a *round-robin* fashion.

Clicking the **Right** arrow shifts the LFO Design forwards in a *round-robin* fashion.

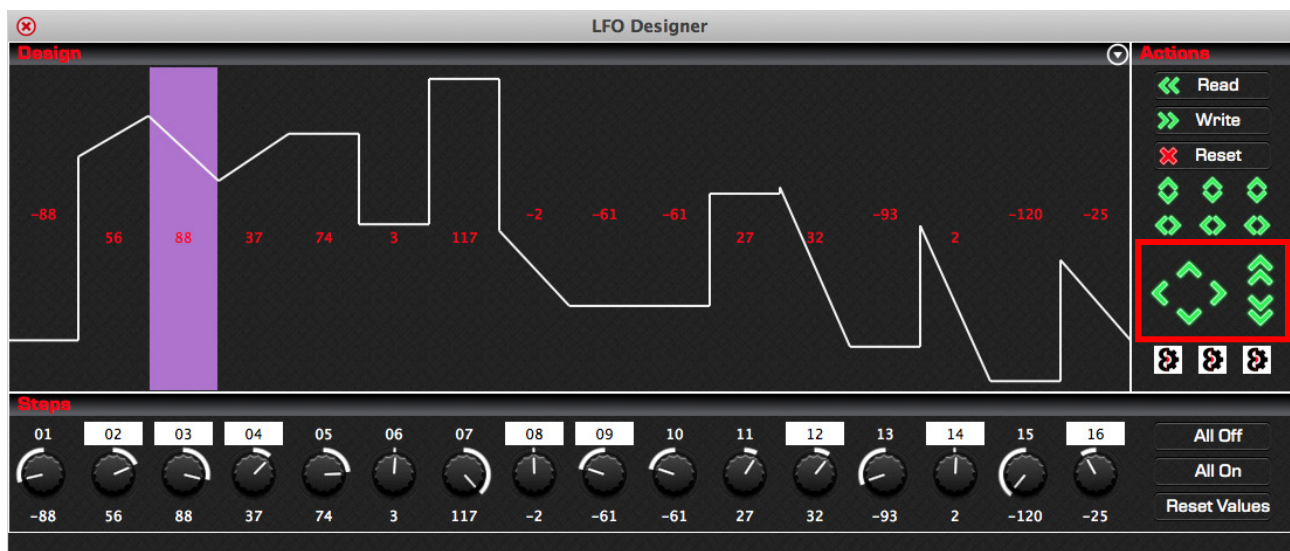
Clicking the **Up** arrow shifts the LFO Design up by one value.

Clicking the **Double Up** arrow shifts the LFO Design up by ten values.

Clicking the **Down** arrow shifts the LFO Design down by one value.

Clicking the **Double Down** arrow shifts the LFO Design down by ten values.

When using the Left and Right arrows, the LFO Design will wrap around in a *round-robin* fashion. For example, moving right, Step 01 will become Step 02 and so forth. Step 16 will wrap around and become Step 01.





12.9 Space Time Continuum

The **Space Time Continuum** buttons provide the ability to randomise elements of the LFO Design.

Clicking the left button will randomise both the **Values** and the **Interpolation** of the LFO Design.

Clicking the middle button will randomise only the **Values**.

Clicking the right button will randomise only the **Interpolation**.





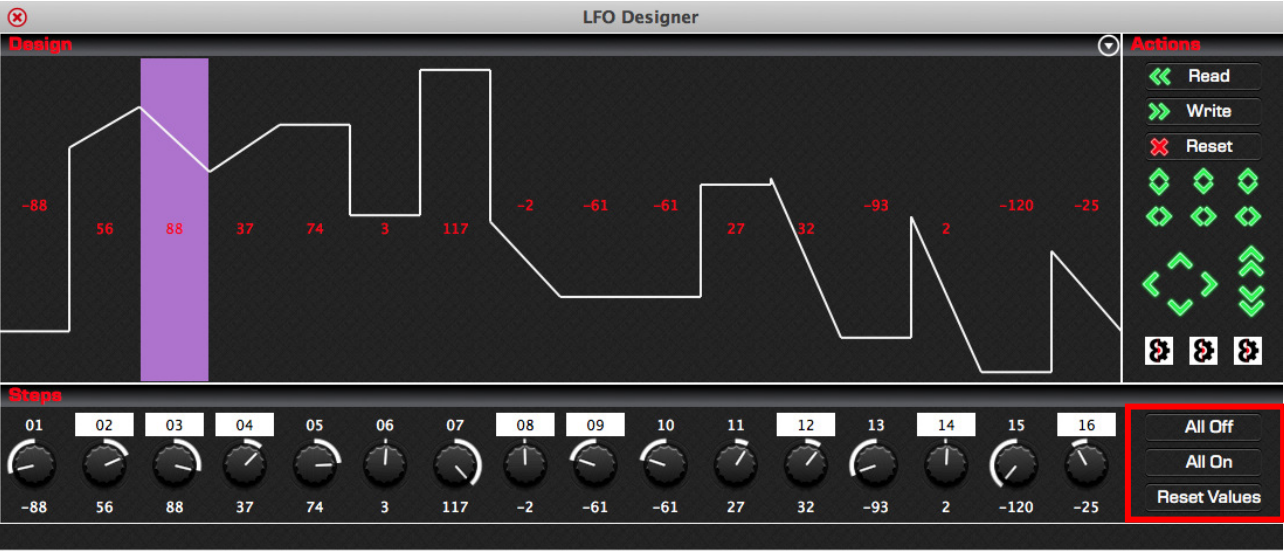
12.10 Bulk Options

The **All Off**, **All On** and **Reset Values** buttons provide the ability to bulk set elements of the LFO Design.

Pressing the **All Off** button will set the interpolation of all steps to **Off**

Pressing the **All On** button will set the interpolation of all steps to **On**

Pressing the **Reset Values** button will set the value of all steps to **0**





13 Library

The **Library** module provides a library of **Entries** for various aspects of OctaEdit; essentially the Library can be considered a preset manager for virtually any aspect of OctaEdit.

The Library is separated into separate **Sections**, where each section relates to the *Type* of entry being stored.

Within each section, each Library **Entry** has a unique **Code** that can be up to 16 characters long, and a **Description** that can be up to 48 characters long.



Library entries can be imported and exported, and can be shared with other users of OctaEdit. The OctaEdit forums have a dedicated forum for sharing Library entries with other users.

Note: OctaEdit Library Entries have the file extension of **OEL**

Sections		Entries		
Section		Code	Description	Date
Project		BR	Bunny Rabbits	20160507
Project Mixer		MB	Moonbeams	20160507
Project Input		ST	Stuff Things	20160507
Project Sequencer				
Project Memory				
Project Metronome				
Project Midi Settings				
Project Midi Channels				
Project Midi Sequencer				
Bank				
Pattern				
Audio Track				
Audio Step				
Audio Machines				
Audio Machine				
Static				
Flex				
Thru				
Neighbor				
Pickup				
Amp				
LFO				
FX Chain				
Filter				
Equalizer				
DJ Equalizer				
Phaser				
Flanger				
Chorus				
Spatializer				
Comb Filter				
Compressor				
Lo Fi				



13.1 Library Sections

The table on the left hand side of the Library module displays the various **Sections** of the Library.



The **Actions** button in the top right hand corner of the Section group invokes the context menu normally accessed by right-clicking the table. Refer to section 13.5 Library Sections Context for more information.

Selecting one of the Sections will update the **Entries** table on the right.

Sections	Entries
Section	CodeDescriptionDate
Project	BRBunny Rabbits20160507
Project Mixer	MBMoonbeams20160507
Project Input	STStuff Things20160507
Project Sequencer	
Project Memory	
Project Metronome	
Project Midi Settings	
Project Midi Channels	
Project Midi Sequencer	
Bank	
Pattern	
Audio Track	
Audio Step	
Audio Machines	
Audio Machine	
Static	
Flex	
Thru	
Neighbor	
Pickup	
Amp	
LFO	
FX Chain	
Filter	
Equalizer	
DJ Equalizer	
Phaser	
Flanger	
Chorus	
Spatializer	
Comb Filter	
Compressor	
Lo Fi	

The below tables provides information about the various **Sections** of the Library, and where an Entry in each section of the Library relates to in OctaEdit.

Section	Relates to...
Project	Project Module – Project Note: Contains ALL settings applicable to the Project module, excluding Project Path, Name and Tempo.
Project Mixer	Project Module – Mixer A Project Mixer Library Entry contains all the Mixer settings for a Project.
Project Input	Project Module –Input A Project Input Library Entry contains all the Input settings for a Project.
Project Sequencer	Project Module – Sequencer A Project Sequencer Library Entry contains all the Sequencer settings for a Project.



Section	Relates to...
Project Memory	Project Module – Memory A Project Memory Library Entry contains all the Mixer settings for a Project, excluding available recording memory.
Project Metronome	Project Module – Metronome A Project Metronome Library Entry contains all the Mixer settings for a Project.
Project Midi Settings	Project Module – Midi Settings A Project Midi Settings Library Entry contains all the Midi Settings for a Project.
Project Midi Channels	Project Module – Midi Channels A Project Midi Channels Library Entry contains all the Mixer settings for a Project.
Project Midi Sequencer	Project Module – Midi Sequencer A Project Midi Sequencer Library Entry contains all the Mixer settings for a Project.
Arp Designs	Arp Designer Module Sequencer Module – Arp Design (<i>Note: Midi Tracks only</i>) Note: Not currently enabled.
LFO Designs	LFO Designer Module Sequencer Module – LFO Design Note: Not currently enabled.
Bank	Sequencer Module – Banks A Bank Library Entry contains an entire Sequencer Bank. Note: Not currently enabled.
Pattern	Sequencer Module – Pattern A Pattern Library Entry contains an entire Sequencer Pattern. Note that this does not store any Machine level information. Note: Not currently enabled.



Section	Relates to...
Audio Track	<p>Sequencer Module – Audio Track</p> <p>An Audio Track Entry contains an entire Sequencer Track for use on Audio tracks only.</p> <p>Note that this does not store any Machine level information.</p> <p>Note: Not currently enabled.</p>
Audio Step	<p>Sequencer Module – Audio Step</p> <p>An Audio Step Entry contains an entire Sequencer Step for use with Audio Steps only.</p> <p>Note that this does not store any Machine level information.</p> <p>Note: Not currently enabled.</p>
Midi Track	<p>Sequencer Module – Midi Track</p> <p>A Midi Track Entry contains an entire Sequencer Track for use on Midi tracks only.</p> <p>Note that this does not store any Machine level information.</p>
Midi Step	<p>Sequencer Module – Midi Step</p> <p>A Midi Step Entry contains an entire Sequencer Step for use with Midi Steps only.</p> <p>Note that this does not store any Machine level information.</p> <p>Note: Not currently enabled.</p>
Audio Machines	<p>Sequencer Module – Audio</p> <p>Note: Accessed via the Red (left) menu of the group.</p> <p>The Audio Machines Library Entry contains all the settings for all eight audio machines.</p>
Audio Machine	<p>Sequencer Module – Audio</p> <p>Note: Accessed via the White (right) menu of the group.</p> <p>The Audio Machine Library Entry contains all the settings for a single audio machine.</p>
Static	<p>Sequencer Module – Static</p> <p>A Static Library Entry contains all the settings for the Static playback machine; excluding the assigned sample.</p>



Section	Relates to...
Flex	Sequencer Module – Flex A Flex Library Entry contains all the settings for the Flex playback machine; excluding the assigned sample.
Thru	Sequencer Module – Thru A Thru Library Entry contains all the settings for the Thru playback machine.
Neighbor	Sequencer Module – Neighbor A Neighbor Library Entry contains all the settings for the Thru playback machine.
Pickup	Sequencer Module – Pickup A Pickup Library Entry contains all the settings for the Pickup playback machine.
Amp	Sequencer Module – Amp An Amp Library Entry contains all the settings for the Amp page of Audio machines.
LFO	Sequencer Module – Audio LFO 1, 2 or 3 Sequencer Module – Midi LFO 1, 2 or 3 LFO Entries are freely usable across all LFO's (1, 2 and 3) on both Audio and Midi tracks.
FX Chain	Sequencer Module – Audio Tracks FX Chain An FX Chain contains both the FX1 and FX2 settings.
Filter	Sequencer Module – Audio Tracks FX 1 and/or FX 2 FX Entries saved to the Library can be freely saved, loaded, copied and pasted from/to either of the FX1 or FX2 slots. The exception to this rule are the Delay, Dark Reverb, Plate Reverb and Spring Reverb entries which can only be used on the second effect slot. If loading or pasting an FX slot, and the existing FX used is different, you will be prompted if you wish to continue and change the current FX assignment.
Equalizer	
DJ Equalizer	
Phaser	
Flanger	
Chorus	
Spatializer	
Comb Filter	
Compressor	
Lo-Fi	



Section	Relates to...
Delay	
Plate Reverb	
Spring Reverb	
Dark Reverb	
Midi Machines	<p>Sequencer Module – Midi Machines</p> <p>Accessed via the Red (left) menu of the group. The Midi Machines Library Entry contains all the settings for all eight midi machines.</p>
Midi Machine	<p>Sequencer Module – Midi Machines</p> <p>Accessed via the White (right) menu of the group. The Midi Machine Library Entry contains all the settings for a single midi machine.</p>
Note	<p>Sequencer Module – Midi Tracks Control Chain</p> <p>A Note Library Entry contains all the settings for the Note playback settings for a Midi machine.</p>
Arp	<p>Sequencer Module – Arp</p> <p>An Arp Library Entry contains all the settings for the Arp settings for a Midi machine.</p>
LFO	<p>Sequencer Module – Audio LFO 1, 2 or 3</p> <p>Sequencer Module – Midi LFO 1, 2 or 3</p> <p>LFO Entries are freely usable across all LFO's (1, 2 and 3) on both Audio and Midi tracks.</p>
Control Chain	<p>Sequencer Module – Midi Tracks Control Chain</p> <p>A Control Chain contains both the Control 1 and Control 2 settings.</p>
Control 1	Sequencer Module – Audio Tracks FX Chain
Control 2	Sequencer Module – Audio Tracks FX Chain
Recorders	<p>Sequencer Module – Recorders</p> <p>Accessed via the Red menu to the right of the 'Recorders' button in the 'View' group.</p> <p>The Recorders Library Entry contains all the settings for all eight recorders.</p>



Section	Relates to...
Recorder	Sequencer Module – Recorder Accessed via the White menu of each group. The Recorder Library Entry contains all the settings for a single midi machine.



13.2 Library Entries

The table on the right hand side of the Library displays the various **Entries** in the currently selected **Section** of the Library.



The **Actions** button in the top right hand corner of the Entries group invokes the context menu normally accessed by right-clicking the table. Refer to section 13.6 Library Entries Context for more information.

Note: The Library also contains **System Entries** that are shown with a red text. It is not possible to delete, rename or overwrite these entries.

Sections	Entries		
Section	Code	Description	Date
Project	BR	Bunny Rabbits	20160507
Project Mixer	MB	Moonbeams	20160507
Project Input	ST	Stuff Things	20160507
Project Sequencer			
Project Memory			
Project Metronome			
Project Midi Settings			
Project Midi Channels			
Project Midi Sequencer			
Bank			
Pattern			
Audio Track			
Audio Step			
Audio Machines			
Audio Machine			
Static			
Flex			
Thru			
Neighbor			
Pickup			
Amp			
LFO			
FX Chain			
Filter			
Equalizer			
DJ Equalizer			
Phaser			
Flanger			
Chorus			
Spatializer			
Comb Filter			
Compressor			
Lo Fi			



13.3 Saving to the Library

To add a new entry to the Library, simply left-click on the relevant drop down menu and select the **Save to Library** option.

Note that OctaEdit will automatically assign the new Library Entry to the appropriate Section of the Library.

For example, from the **Project** module it is possible to add any of the "Groups" to the Library by left-clicking on the relevant drop down menu and select the **Save to Library** option.

Note: The **Project Settings** contains the entire settings of the Project, i.e. it includes all other groups. Use this to store an entire Project configuration template.

For example, clicking on the Menu for the Project Mixer group in the Project module will display the context menu shown below.

Selecting the **Save to Library** option will allow you to save the current Project Mixer settings to the Library for use later in any other Project, or to share with other OctaEdit users.



After clicking the Save to Library menu option, you will be prompted to enter a unique Code and Description.

The dialog box is titled 'Save Project Input to Library'. It contains a 'Code:' field with the value 'MB' and a 'Description:' field with the value 'Moonbeams'. At the bottom, there are 'Cancel' and 'OK' buttons.

If there already exists a Library Entry of this type with the same Code, you will be prompted to overwrite the existing Library Entry.

Selecting **Yes** will overwrite the Library Entry. Selecting **No** will return to the previous screen allowing the ability to change the Code and Description. The Library Entry will be added to its appropriate Section and is now available for use.

Sections		Entries		
Section		Code	Description	Date
Project		MB	Moonbeams	20160509
Project Mixer				
Project Input				
Project Sequencer				
Project Memory				



13.4 Loading from the Library

To retrieve an entry from the Library, simply click on the Menu for the associated group that you wish to load from the Library.

For example, clicking on the Menu for the Project Mixer group in the Project module will display the context menu shown below.

Selecting the **Load from Library** option will allow you to load an existing Library Entry.



The **Load from Library** form will be displayed allow you to load an existing Library Entry, simply select the desired entry and click OK. The settings will be automatically applied.

Load Project Input from Library		
Code	Description	Date
MB	Moonbeams	20160509

Cancel OK

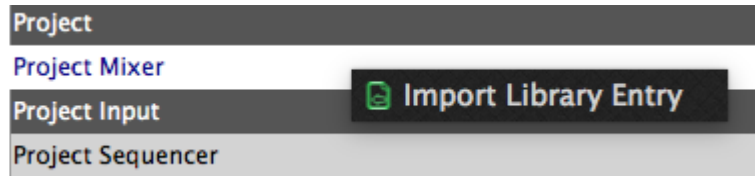
Note: The Library Entries that are displayed are automatically filtered based on what is valid, i.e. only Project Input Library Entries will be displayed when loading to the Project Input.



13.5 Library Sections Context

Right clicking on the Library Sections table will display the context menu shown below, which contains a single option to **Import Library Entry**.

The Import Library Entry function is replicated in the next section Import Library Entries Context and is documented there.

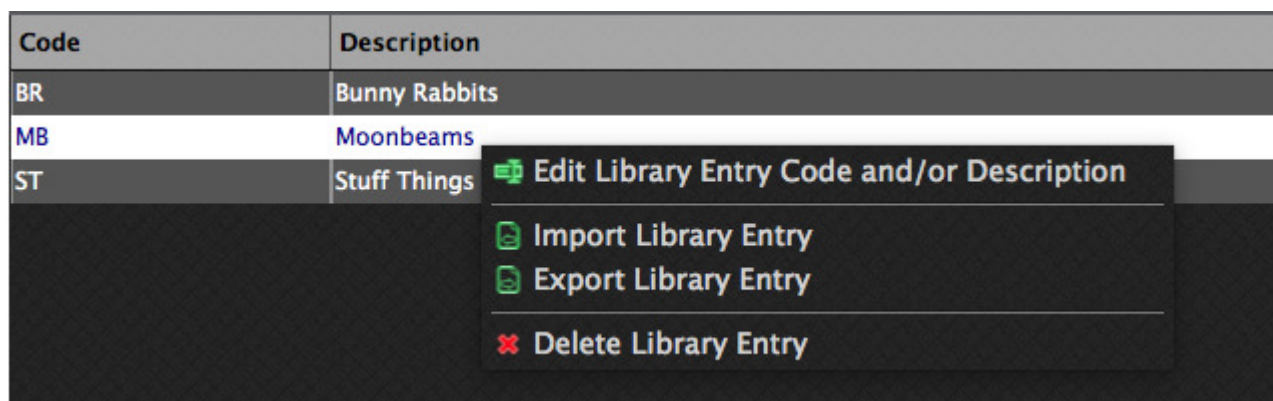




13.6 Library Entries Context

Right clicking on the Library Entries table will display the context menu shown below.

Note: When selecting either a **System** Library Entry, or if no Library Entry is selected, only the **Import Library Entry** option will be enabled.



The below tables provides information about each menu option.

Image	Description
	Edit Library Code and/or Description Allows the ability to change the Code and/or Description of the Library Entry.
	Import Library Entry Launches a standard file open dialog to Import a Library Entry or Entries.
	Export Library Entry Launches a standard file save dialog to Export a Library Entry or Entries.
	Delete Library Entry Delete the selected Entry or Entries from the Library.



13.7 Edit Library Entry Code and/or Description

The **Edit Library Entry Code and/or Description** option allows the ability to rename the Library Entry **Code**, and/or change the **Description** of the entry.

The update form will be displayed, and will be auto-populated with the current Code and Description for the Library Entry.

Simply change the Code and/or Description as required and click OK.

If you change the Code, and there is already an existing Library Entry with the same code, you will be presented with the option to **overwrite** the existing entry.

After editing, the Library Entry will be updated and the Library refreshed.

Code	Description
BR	Bunny Rabbits
MBzzz	Moonbeamszzzz
ST	Stuff Things



13.8 Import Library Entry

The **Import Library Entry** function allows the ability to import one or more Library Entries via the use of a standard file browser window.

Simply browse for the Library Entries to be imported, and OctaEdit will automatically assign them to their relevant sections in the Library.

If there already exists an existing Library Entry with the same Code for a Section, you will be prompted whether to overwrite the existing entry or not.

13.9 Export Library Entry

The **Export Library Entry** function allows the ability to export one or more Library Entries via the use of a standard folder browser window.

Simply select one or more Library Entries to be exported, then right click and select **the Export Library Entry** function.

This will launch a standard folder browser window. Browse to the location that you want the Library Entries to be exported to and click OK.

OctaEdit will automatically copy the entries from their relevant sections in the Library to the target location.

The exported Library Entry files (*.OEL) can be shared with other users, and also uploaded to the OctaEdit forums for public use.



13.10 Delete Library Entry

The **Delete Library Entry** function allows the ability to delete one or more Library Entries from the Library.

Simply select one or mote Library Entries to be exported, then right click and select the **Delete Library Entry** function.

The below form will be displayed for each Library Entry selected.

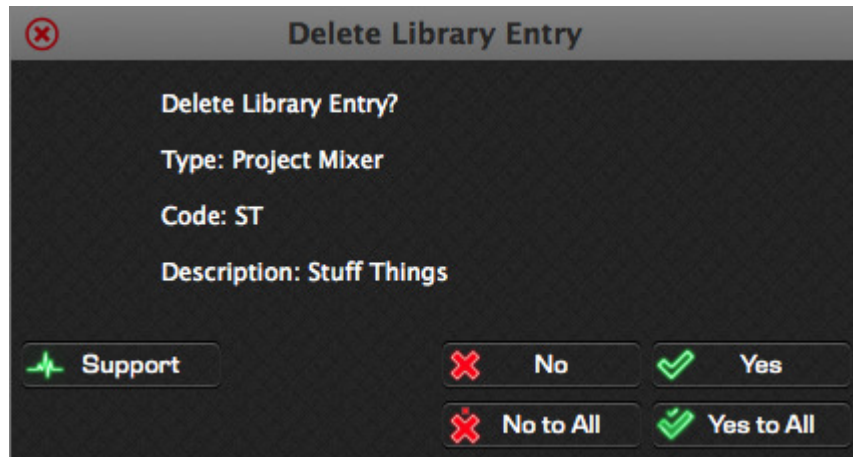






Image	Description
	No Do not delete this Library Entry.
	No to All Do not delete this Library Entry, and don't delete any further entries. Has the affect of cancelling any further process and close the form.
	Yes Delete this Library Entry.
	Yes to All Delete this Library Entry, and delete any further entries.



14 Clipboard

The **Clipboard** provides a temporary buffer for Copy / Paste actions, which can be freely used across multiple Sets and Projects.



Note: If you wish to save an item permanently, then use the **Save to Library** context option to save to the Library.

Clicking one of the available Menus throughout OctaEdit will display its relevant Context menu, which will display the **Copy** and **Paste** options if available.

For example, clicking on the Menu for the **Project Mixer** group in the **Project** module will display the context menu shown below.

Selecting the **Copy** option will copy the Project Mixer to the Clipboard.

Selecting the **Paste** option will paste the contents of the Clipboard to the Project Mixer.



The Clipboard remembers the source of the data that has been copied, and restricts the ability to paste to an illegal target.

For example, attempting to paste the previously copied Project Mixer to the Project Input will display the following message box informing that there is a Clipboard Mismatch because the Source and Target are not the same.



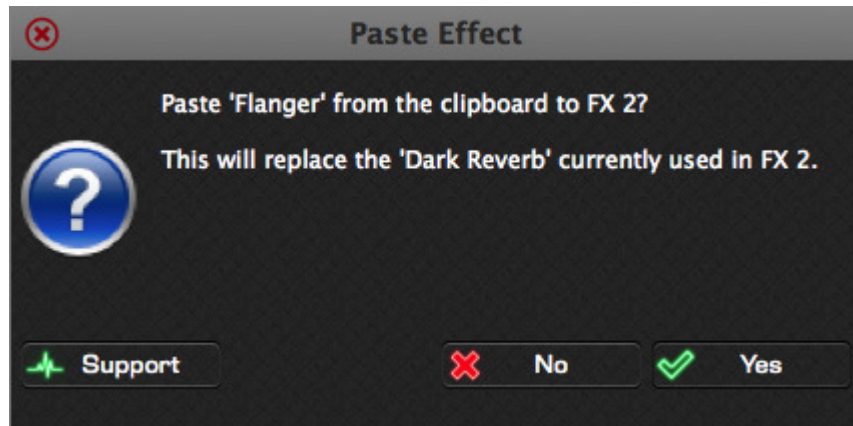


14.1 Clipboard and FX Settings

When using the Clipboard functionality for the FX1 and FX2 groups in the Sequencer module, it is possible to copy an effect between the FX blocks.

If the FX Type being pasted is different to the current FX Type, you will be prompted to confirm that you also wish to change the FX Type for the FX block.

Note: It is not possible to paste one of the four effects unique to the second FX block to the first FX block. (*Delay, Spring Reverb, Plate Reverb and Dark Reverb*)

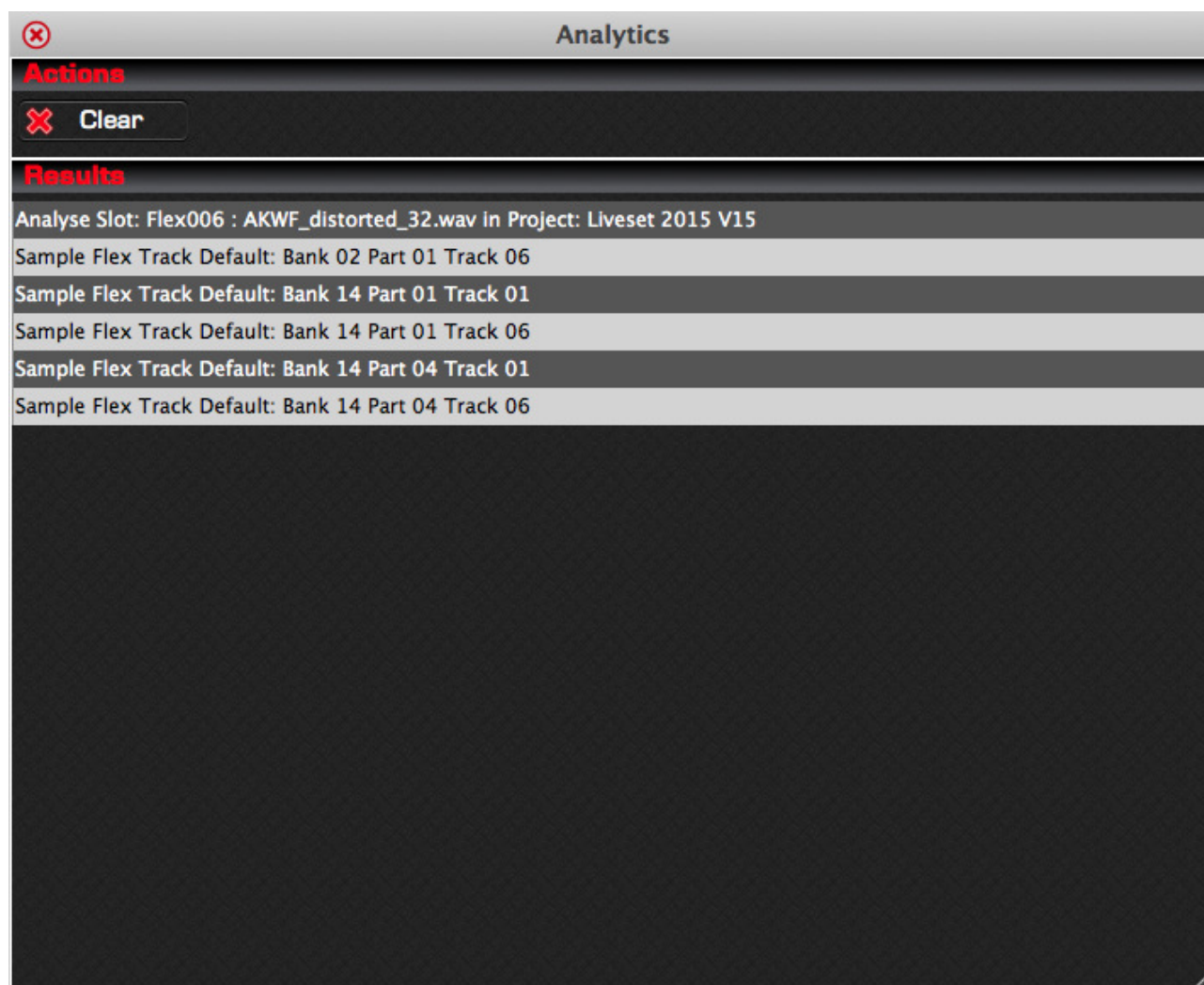




15 Analytics

The **Analytics** module is a multi purpose reporting and analysis module, which provides results from the analysis engine, and is integrated with OctaEdit's other modules.

The Analytics module is used to report the results from various other processes performed in other modules in OctaEdit, such as the Analysis function in the Samples module, or the pre-execution results in the Manager module.

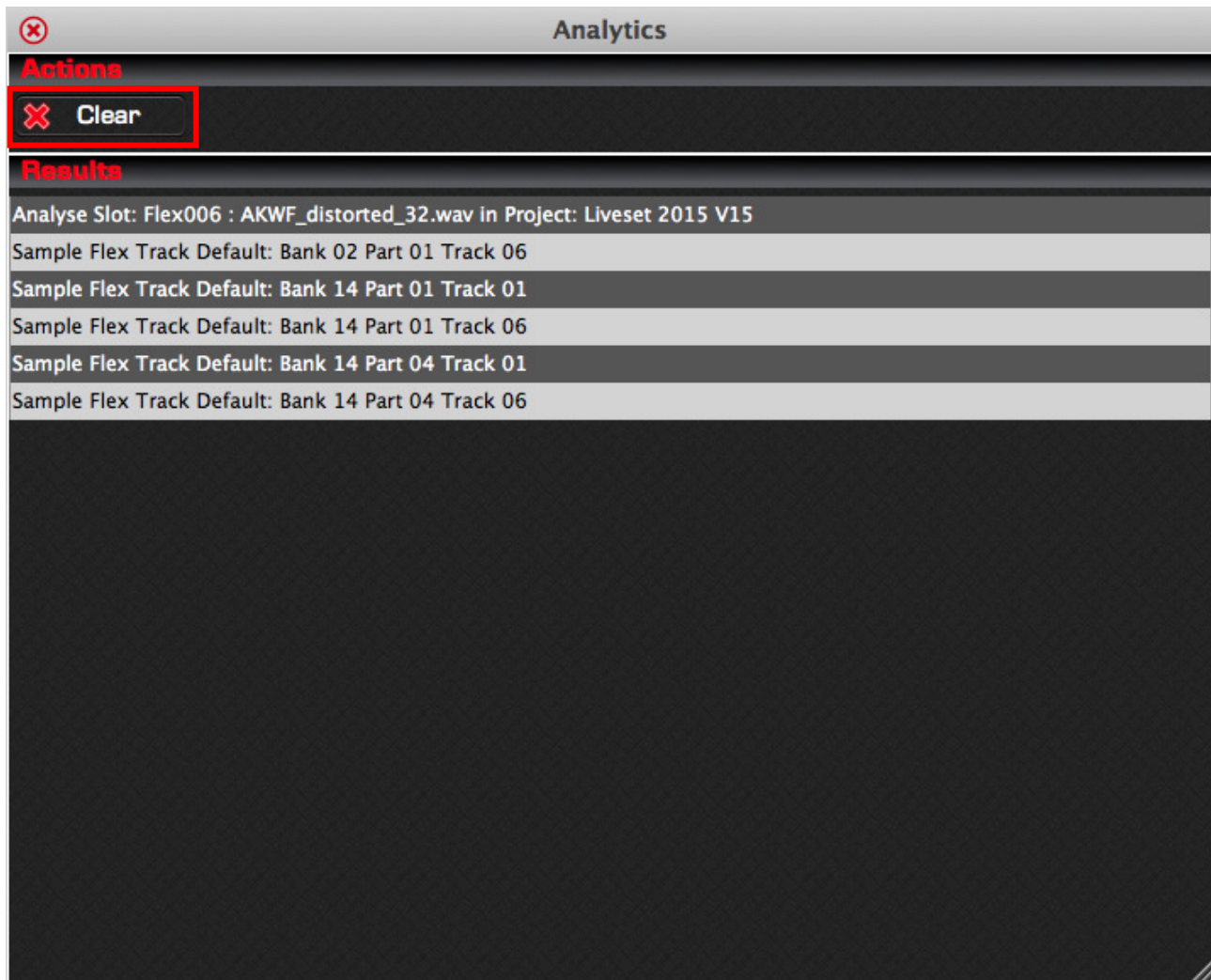




15.1 Clear

The **Clear** button will clear the current contents of the Analytics Engine and update the Analytics module.

Generally speaking, you will not need to use this function, but is provided anyway just in case.





16 Options

The **Options** module contains various options that can be applied to OctaEdit, and are generally "set and forget" style settings.

The Options module is broken up into the following sections:

- **General:** Generic settings which are global throughout OctaEdit.
- **Audio:** Settings to control playback of Audio files.
- **Backup:** For Auto and Manual back and restore.
- **Library:** Options which only apply to the Library module.
- **Samples:** Options which only apply to the Samples module.
- **Chainer:** Options which only apply to the Chainer module.
- **Arp Designer:** Options which only apply only to the Arp Designer module.
- **LFO Designer:** Options which only apply only to the LFO Designer module.
- **Sequencer:** Options which only apply only to the Sequencer module.
- **Manager:** Options which only apply to the Manager module.

General UI Zoom: 100 Reset Colours Display ToolTip help on Mouse Over Parameter Context Menu Recent Sets: 10	Samples Auto Save Samples when editing Toggle Slice Loop Active/Inactive on Click Waveform Colour Range Colour Slice Colour
Audio Output: Built-in Output Input: Built-in Input Active output channels: Output 1 + 2 Active input channels: Input 1 + 2 Sample rate: 44100 Hz Audio buffer size: 512 samples (11.6 ms)	Chainer Waveform Colour Range Colour Arp Designer Display Highlight Display Text LFO Designer Display Highlight Display Text Sequencer Sequencer Highlight Auto Create Trigs Display Text
Backup	
Library Clear Library	Manager New Colour Replace Colour Show Confirmation prior to Execution. Move to target row after sample drop



16.1.1 Colour Pickers

Various colours can be custom defined in OctaEdit, and all use the same methodology for changing. The available colours to change are:

- OctaEdit: Table Row Colour (*i.e. Odd numbered rows*)
- OctaEdit: Table Row Alternative Colour (*i.e. Even numbered rows*)
- Samples: Waveform Colour
- Samples: Range Colour
- Chainer: Waveform Colour
- Chainer: Range Colour
- Arp Designer: Highlight
- LFO Designer: Highlight
- Sequencer: Highlight
- Manager: New Colour
- Manager: Replace Colour

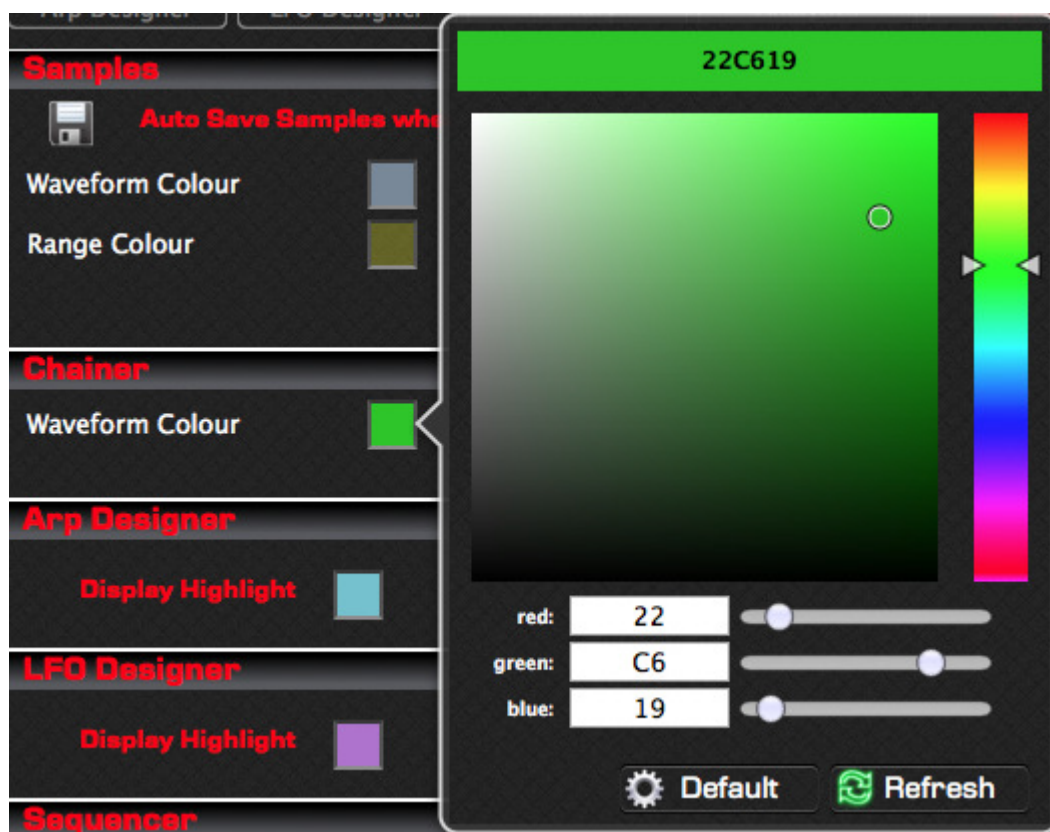
The colour pickers are launched by clicking the respective colour to change, for example to change the **Chainer Waveform Colour**, click the colour in the **Chainer** group.

Clicking on any of the colour options will launch a Colour Picker popup form as shown below, in this example for the Chainer Waveform Colour, automatically loading the currently assigned colour.

Modify to taste and then click the **Options** form (*i.e. outside the Colour Selector*) to save the changes.

Click the **Default** button to set the Colour Selector to the default colour for this option.

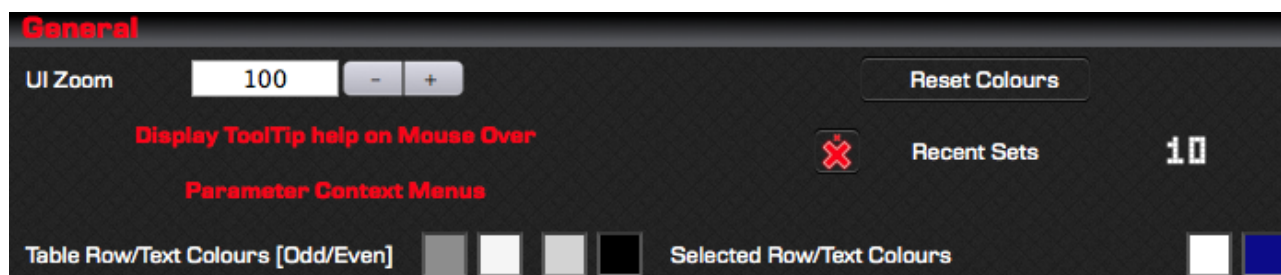
Click the **Refresh** button to refresh the Colour Selector back to the last saved colour.





16.2 General

The **General** group contains options that are applicable throughout OctaEdit, and which are not relevant to any particular module.



Option	Description
UI Zoom	Modify the UI Zoom (i.e. size) of OctaEdit between 50% and 150%. Default is naturally 100%
Display ToolTip...	When turned on, OctaEdit will display Help ToolTips along the bottom of the modules. Refer Section 16.2.1 Display ToolTip Help on Mouse Over
Parameter Context Menus	When turned on, Parameters have right-click context menus. Refer Section 16.2.3 Parameter Context Menus
Table Colours	The six Table Colour options which control the display of all tables used throughout OctaEdit. Refer to Section 16.2.2 Table Colours
Reset Colours	Click to reset the various colours used in OctaEdit back to their System defaults. Refer Section 16.1.1 Colour Pickers
Recent Sets	Controls the number of Recent Sets stored, between 1 and 20, which are stored and displayed via the menu option File – Open Recent Set... Value: 1 to 25 [10] Clicking the button to the left of the Recent Sets label will clear the recent sets history.

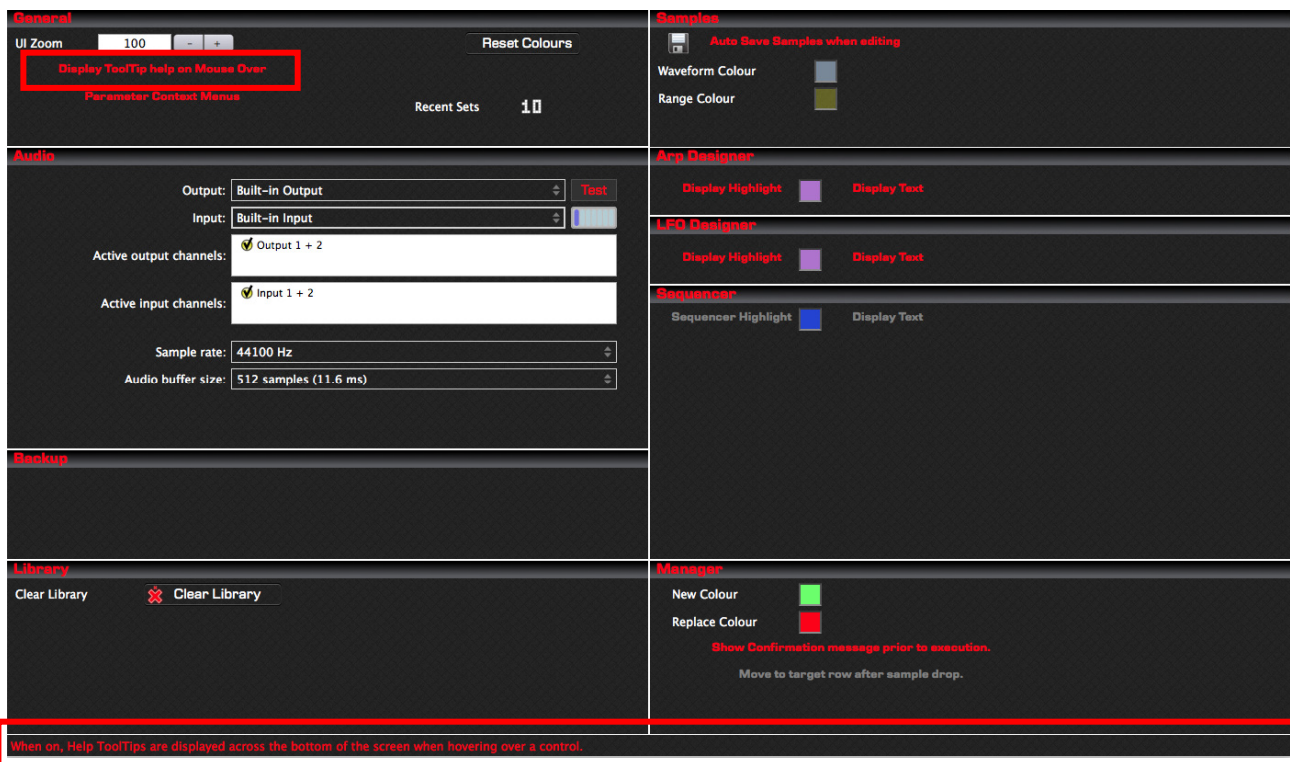


16.2.1 Display ToolTip Help on Mouse Over

When the **Display ToolTip Help on Mouse Over** option is turned on, the bottom section of OctaEdit contains a Status Bar for displaying Help Tooltips.

Tooltips are also automatically displayed in other scenarios regardless of this setting, for example:

- **Samples:** Clicking on a Sample in the table will display the Sample Slot, File Name and File Path.
- **Sequencer:** Hovering over a Flex or Static sample will display the assigned Sample Slot, File Name and File Path.
- **Manger Source:** Clicking on a Sample in the Manager Source table will display the Sample Slot, File Name and File Path.
- **Manager Target:** Clicking on a Sample in the Manager Target table will display the Sample Slot, File Name and File Path.





16.2.2 Table Colours

The six Table Colour options control the display of all tables used throughout OctaEdit.



The colour options from left to right are:

Colour	Description
Row Colour	Click to launch a Colour Picker to change the Table Row colour used in all tables in OctaEdit for odd numbered rows.
Row Text Colour	Click to launch a Colour Picker to change the Text colour used in all tables in OctaEdit for odd numbered rows.
Alternative Row Colour	Click to launch a Colour Picker to change the Table Row colour used in all tables in OctaEdit for even numbered rows.
Alternative Row Text Colour	Click to launch a Colour Picker to change the Text colour used in all tables in OctaEdit for even numbered rows.
Selected Row Colour	Click to launch a Colour Picker to change the Table Row colour used in all tables in OctaEdit for selected rows.
Selected Row Text Colour	Click to launch a Colour Picker to change the Text colour used in all tables in OctaEdit for selected numbered rows.



Note: The Manager tables use additional colours to highlight Sample Mapping, which override these options, and are set via the **Manager New** and **Manager Replace** colour pickers in the **Manager** group of the Options module.



16.2.3 Parameter Context Menus

The **Parameter Context Menus** option defines how Parameters react when right-clicked.

When turned **Off**:

- **Right Click:** Reset to Default value.
- **Ctrl + Right Click:** Randomise value.

When turned **On**, right clicking a Parameter will display the context menu shown below.

- **Default:** Reset to Default value.
- **Minimum:** Set to Minimum value.
- **Maximum:** Set to Maximum value.
- **Random:** Randomise value.





16.3 Audio

The **Audio** group controls options that are applicable throughout OctaEdit, which are not relevant to any particular module.

The screenshot shows the 'Audio' settings panel in OctaEdit. It has a dark background with white text. At the top left, the word 'Audio' is written in red. Below it, there are several settings:

- Output:** A dropdown menu showing 'Built-in Output' with a small up/down arrow on the right. To its right is a red 'Test' button.
- Input:** A dropdown menu showing 'Built-in Microphone' with a small up/down arrow on the right. To its right is a small icon of a microphone with blue bars indicating activity.
- Active output channels:** A white rectangular box containing a green checkmark icon followed by the text 'Output 1 + 2'.
- Active input channels:** A white rectangular box containing a green checkmark icon followed by the text 'Input 1 + 2'.
- Sample rate:** A dropdown menu showing '44100 Hz' with a small up/down arrow on the right.
- Audio buffer size:** A dropdown menu showing '512 samples (11.6 ms)' with a small up/down arrow on the right.

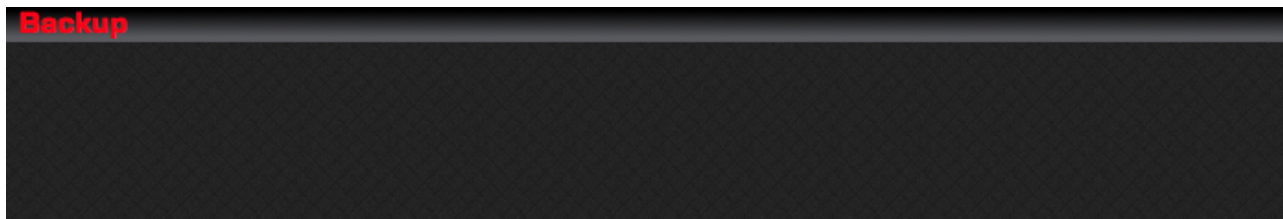


16.4 Backup

The **Backup** group provides a single option which controls whether Auto Backups are applicable throughout OctaEdit, which are applied when processing core files.

Essentially this option provides the ability to take an automatic backup or snapshot of the Project as it was prior to changes in OctaEdit.

Note: This does not affect Samples, as these changes are handled differently, and there is no fixed relationship between Projects and Samples, so there may be scenarios where the backup may have sample errors due to changes in names, file paths etc.



16.4.1 Auto Backup before Processing

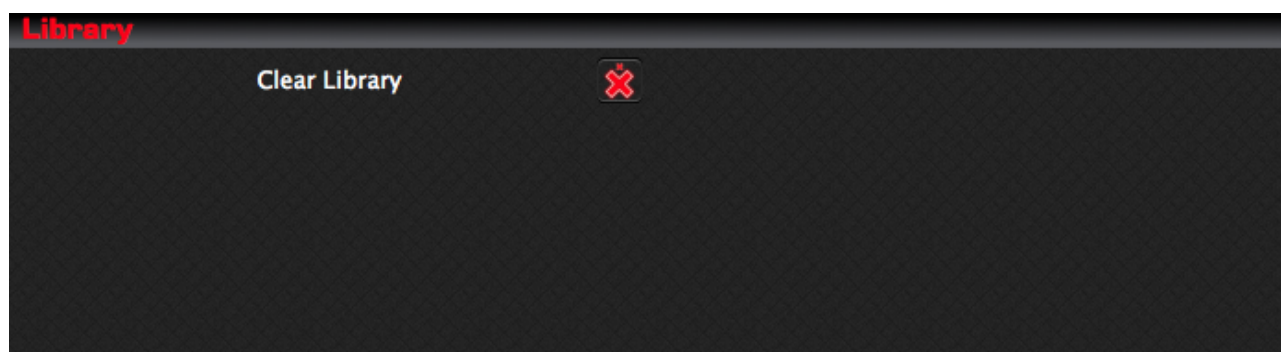
When the **Auto Backup before Processing** option is turned on, core files are saved *prior* to system writing processes.

Files are saved into a folder called **OEBackup** within the Project folder being saved.



16.5 Library

The **Library** group is used to define how OctaEdit handles the Library module.



Item	Description
Clear Library	Clicking the button will launch a form allowing the ability to clear the Library of all saved entries. Refer Section 16.5.1 Clear Library

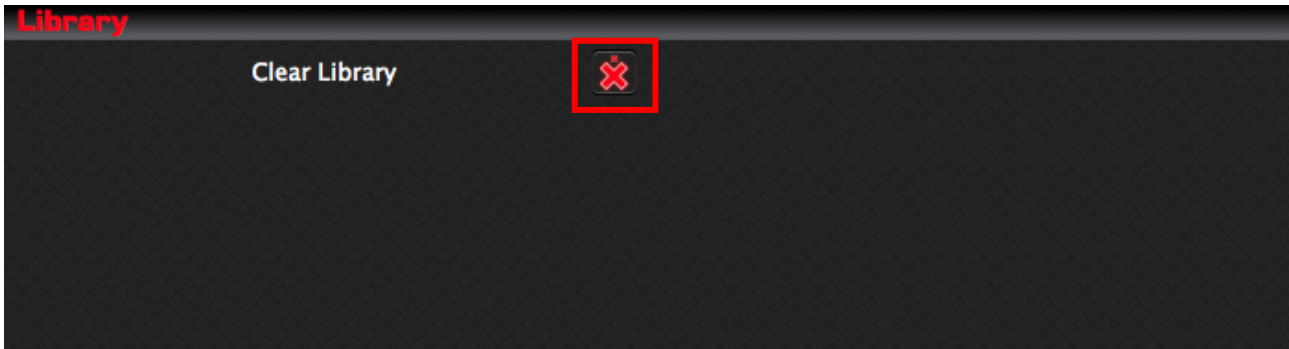


16.5.1 Clear Library

Clicking the **Reset Library** button allows the ability to clear the Library of all saved Entries, effectively resetting the Library to it's initial state.

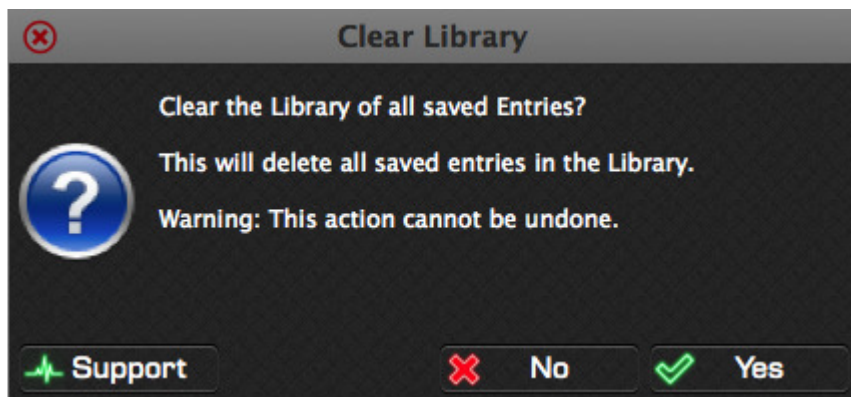


Warning: This action **cannot** be undone. To delete individual Library Entries use the functions available in the Library module.



You will then be presented with a form asking you to confirm that you wish to clear the Library of all saved Entries.

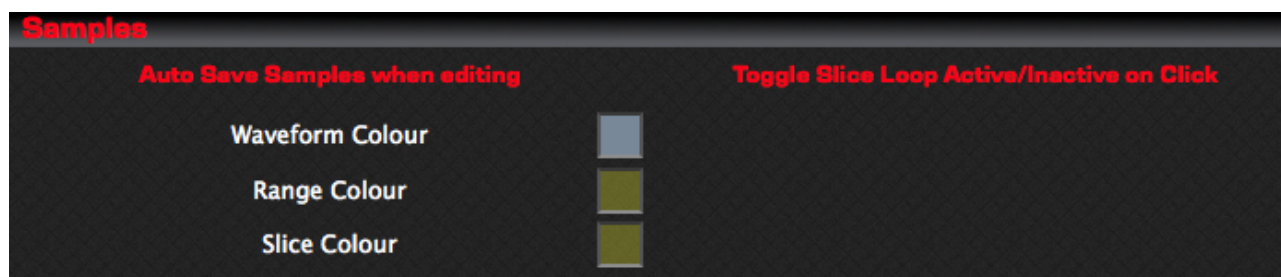
Click **Yes** to clear the Library, or **No** to cancel.





16.6 Samples

The **Samples** group is used to define how OctaEdit handles some aspects of the **Samples** module.



Option	Description
Auto Save...	<p>Defines if Samples are auto saved when editing or not.</p> <p>On: Sample Slots will be auto saved when editing.</p> <p>Off: Changes are made only to the Sample Edit buffer, and need to be manually saved to the slot to retain changes.</p>
Waveform Colour	<p>Click to launch a Colour Picker to change the Waveform colour used in the Sample Editor and Sample Browser Preview.</p>
Range Colour	<p>Click to launch a Colour Picker to change the Range Selection colour used in the Sample Editor.</p>
Slice Colour	<p>Click to launch a Colour Picker to change the active Slice colour used in the Sample Editor when in Slices mode.</p>
Toggle Slice Loop...	<p>Defines whether Slice Loops can be toggled Active / Inactive by clicking in the right 'Loop' column of the Slices table.</p> <p>Off: No action occurs.</p> <p>On: Clicking in the 'Loop' column of the Slices table toggles the status of the Slice Loop between active and inactive.</p> <p>Note: If the Slice is active, toggling it to inactive also resets the Loop value to zero.</p>



16.7 Chainer

The **Chainer** group allows the ability to set options that affect the presentation and behaviour of the **Chainer** module.

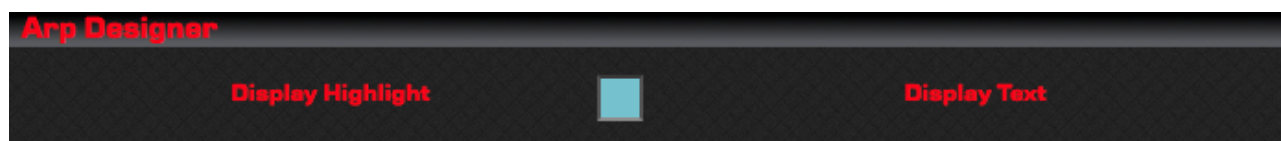


Option	Description
Waveform Colour	Click to launch a Colour Picker to change the Waveform colour used in the Chainer Preview window.
Range Colour	Click to launch a Colour Picker to change the Range colour used in the Chainer Preview for the active slice and slice markers.



16.8 Arp Designer

The **Arp Designer** group allows the ability to set options that affect the presentation and behaviour of the **Arp Designer** module.

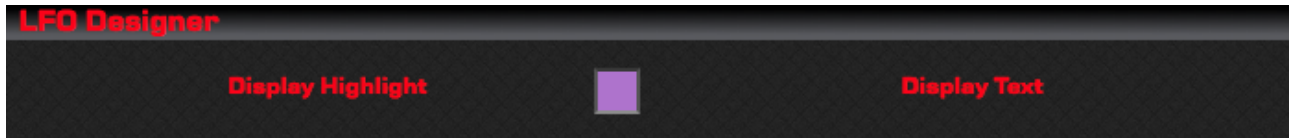


Option	Description
Display Highlight	When switched on, the Arp Designer will have a highlight over the current step being edited in the Arp Design.
Highlight Colour	Click to launch a Colour Picker to define the colour of the highlight used in the Arp Designer.
Display Text	When switched on, Arp values will be displayed as text inside the Arp Designer.



16.9 LFO Designer

The **LFO Designer** group allows the ability to set options that affect the presentation and behaviour of the **LFO Designer** module.

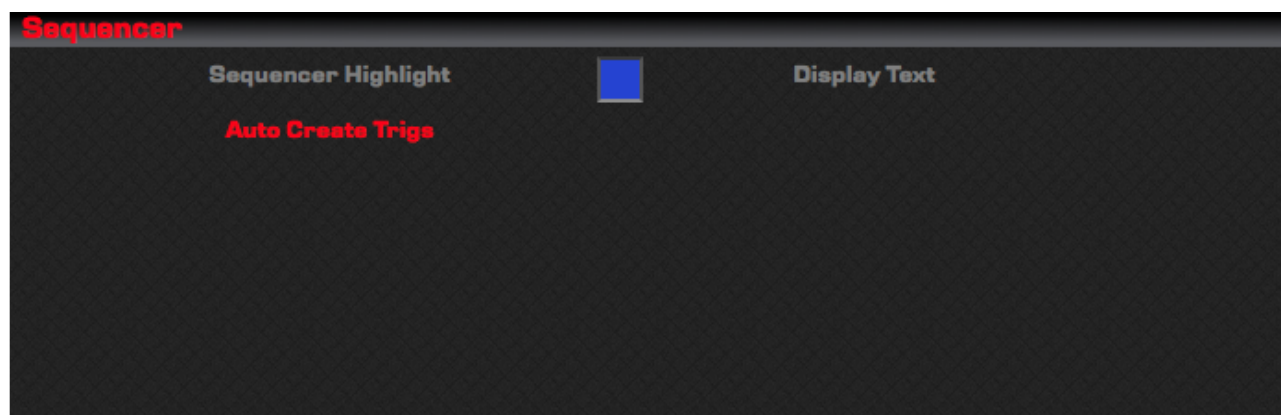


Option	Description
Display Highlight	When switched on, the LFO Designer will have a highlight over the current step being edited in the LFO Design.
Highlight Colour	Click to launch a Colour Picker to define the colour of the highlight used in the LFO Designer.
Display Text	When switched on, LFO values will be displayed as text inside the LFO Designer.



16.10 Sequencer

The **Sequencer** section is used to define how OctaEdit handles some aspects of the **Sequencer** module.

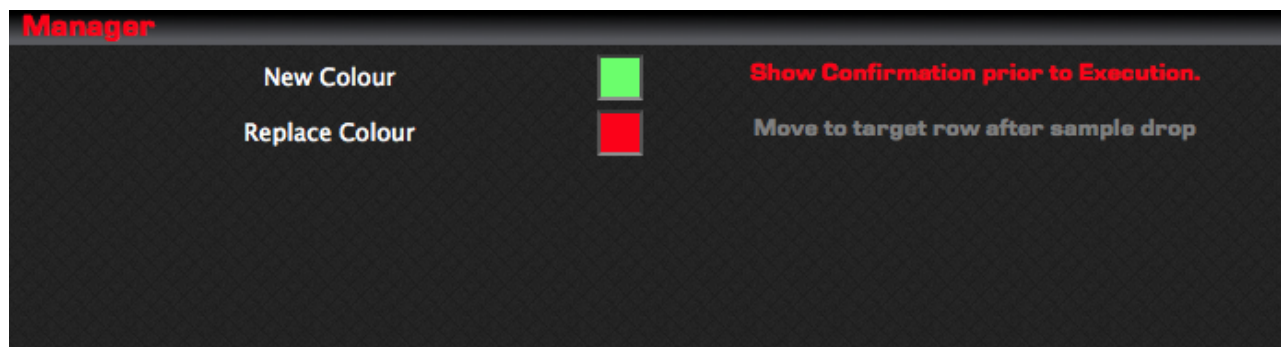


Option	Description
Display Highlight	When switched on, the Sequencer will have a highlight over the current step being edited in the Sequencer View.
Highlight Colour	Click to launch a Colour Picker to define the colour of the highlight used in the Sequencer views.
Display Text	When switched on, values will be displayed as text inside the Sequencer Views.
Auto Create Trigs?	<p>Defines whether OctaEdit will automatically create trigs when using the μTime and Count views in the Sequencer module.</p> <p>Note: The Sample view <i>always</i> creates Trigs.</p> <p>Off: μTime and Trig Count values will be created and displayed; however Trigs will not be generated.</p> <p>On: μTime and Trig Count values will be created and displayed, and Trigs will be generated automatically.</p> <p>Naturally if a Trig already exists, no action is taken.</p>



16.11 Manager

The **Manager** group is used to define how OctaEdit handles some aspects of the **Manager** module.



Item	Description
New Colour	Click to launch a Colour Picker to define the colour that will be used in the Source and Target tables for Samples that are "New"
Replace Colour	Click to launch a Colour Picker to define the colour that will be used in the Source and Target tables for Samples that are "Replace" and will overwrite existing slots.
Show Confirmation...	When switched on, OctaEdit will display a confirmation message prior to processing in the Manager module.
Move to Target...	When switched on, the last utilised target row will become the first row displayed in the Manager Target Sample Slots table. Note: Currently has no affect as of v0.1.000



17 Support

The **Support** module is a logging and reporting module, which provides results from the support engine and is used to assist with support and identifying errors and anomalies.

Each time that OctaEdit is started, a new Support Log is generated.

The Support Log is generated with a Date Time stamp unique to the OctaEdit session.



Note: Support Diagnostics files are saved with the extension **OES**

Note: Support Logs that are older then two weeks old are automatically purged from the system when OctaEdit is started.

The screenshot shows the 'Support' window in OctaEdit. It has a title bar with a close button and the text 'Support'. Below the title bar is a section labeled 'Actions' in red. This section contains a 'Support Logs' dropdown menu with the value '201606131744', and four buttons: 'Refresh' (with a circular arrow icon), 'Clipboard' (with a clipboard icon), 'Show' (with a document icon), and 'Purge' (with a red 'X' icon). Below the 'Actions' section is a section labeled 'Results' in red. This section contains the following text: 'OctaEdit Support Log', 'Log started: 13 Jun 2016 5:44:49pm', a dashed line, 'OctaEdit v0.0.984', 'Operating System: Mac OSX 10.11.1', 'Host Name: Rusty-OHaras-iMac', 'Device Type:', 'User Logon Name: Rusty', 'Full User Name: Rusty O'Hara', 'User Region: AU', 'User Language: en', 'Display Language: en', another dashed line, 'Number of CPUs: 4', 'Memory Size: 4096 MB', 'CPU Vendor: GenuineIntel', 'CPU Speed: 2660 Mhz', another dashed line, 'Display 1 [Main] :', 'Total Area: 0 0 2560 1440', 'User Area: 0 23 2560 1337', 'DPI: 72', and 'Scale: 1'.



17.1 Support Logs

The **Support Logs** drop down provides a list of all OctaEdit Support Logs on your computer.

Simply select the required Support Log from the drop down list, and the Results table will be automatically populated.

The screenshot shows the 'Support' window in OctaEdit. The 'Actions' bar at the top contains a 'Support Logs' dropdown menu with the value '201606131744' selected, a 'Refresh' button, a 'Clipboard' button, a 'Show' button, and a 'Purge' button. Below the 'Actions' bar is the 'Results' section, which displays the details of the selected support log. The results are organized into sections separated by dashed lines.

Results

OctaEdit Support Log
Log started: 13 Jun 2016 5:44:49pm

OctaEdit v0.0.984
Operating System: Mac OSX 10.11.1
Host Name: Rusty-OHara-iMac
Device Type:
User Logon Name: Rusty
Full User Name: Rusty O'Hara
User Region: AU
User Language: en
Display Language: en

Number of CPUs: 4
Memory Size: 4096 MB
CPU Vendor: GenuineIntel
CPU Speed: 2660 Mhz

Display 1 [Main] :
Total Area: 0 0 2560 1440
User Area: 0 23 2560 1337
DPI: 72
Scale: 1



17.2 Refresh

The **Refresh** button refreshes the Support Results table with the contents of the selected Support Log.

Utilise the Refresh button to update the Results table with the currently selected Support Log.

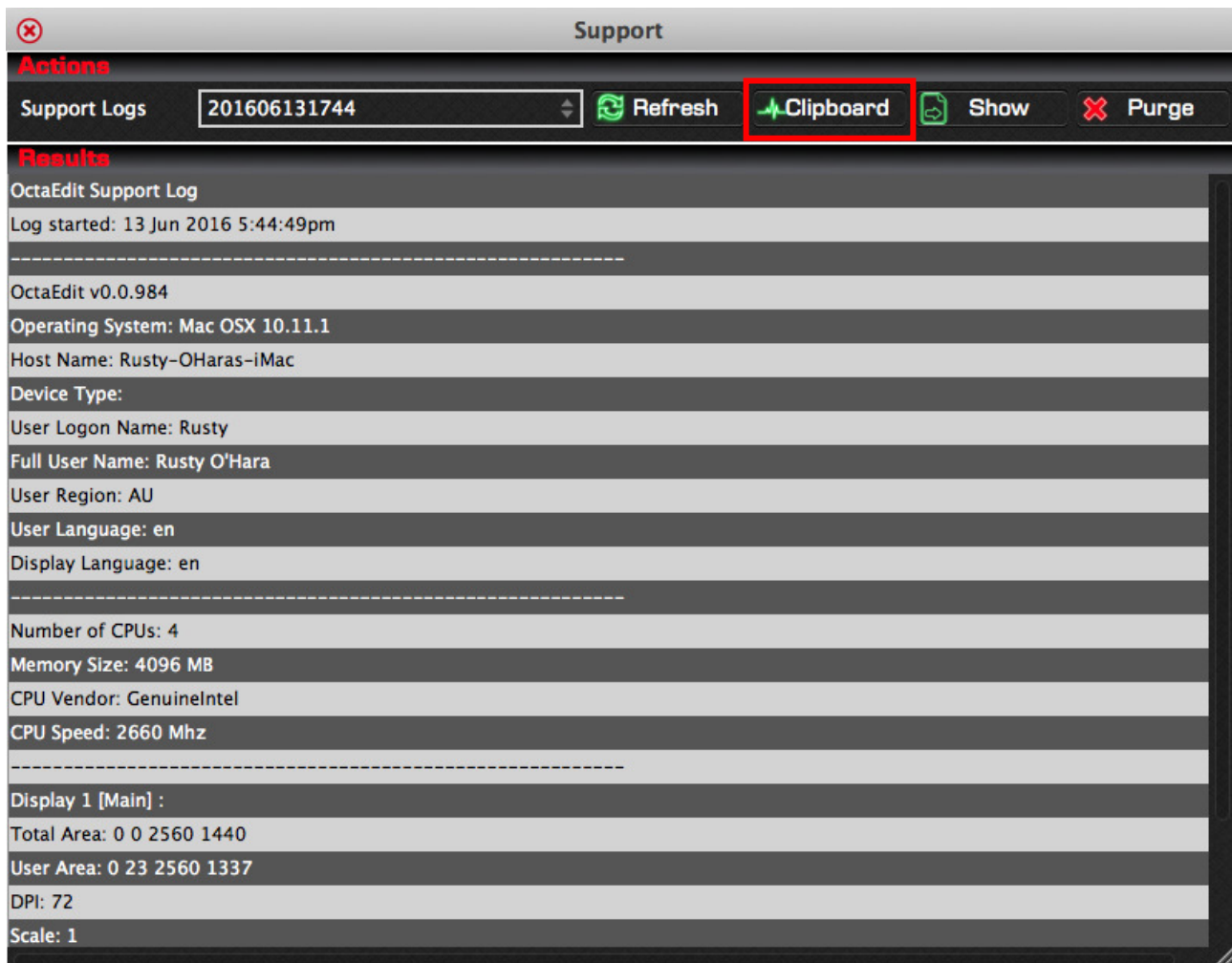
This function is only of benefit when viewing the current Support Log, as naturally old Support Logs have not changed, thus there is no point in refreshing the data.

The screenshot shows the 'Support' window in OctaEdit. At the top, there's a title bar with a close button and the word 'Support'. Below it is an 'Actions' bar containing a 'Support Logs' dropdown menu with the value '201606131744', a 'Refresh' button (highlighted with a red box), a 'Clipboard' button, a 'Show' button, and a 'Purge' button. Below the 'Actions' bar is the 'Results' section, which displays the 'OctaEdit Support Log'. The log content includes: 'Log started: 13 Jun 2016 5:44:49pm', 'OctaEdit v0.0.984', 'Operating System: Mac OSX 10.11.1', 'Host Name: Rusty-OHara-iMac', 'Device Type:', 'User Logon Name: Rusty', 'Full User Name: Rusty O'Hara', 'User Region: AU', 'User Language: en', 'Display Language: en', 'Number of CPUs: 4', 'Memory Size: 4096 MB', 'CPU Vendor: GenuineIntel', 'CPU Speed: 2660 Mhz', 'Display 1 [Main] :', 'Total Area: 0 0 2560 1440', 'User Area: 0 23 2560 1337', 'DPI: 72', and 'Scale: 1'.

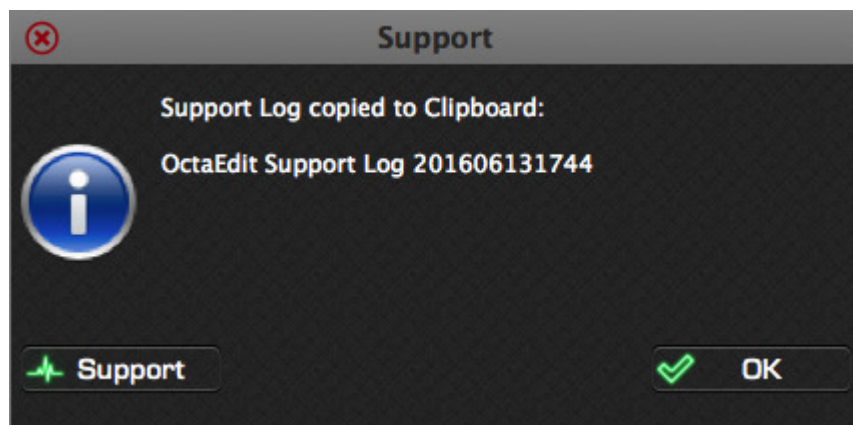


17.3 Clipboard

Clicking the **Clipboard** button will copy the contents of the Support Log to the system clipboard, which can then be pasted into an email, or onto the Support forum.



After the Support Log has been copied to the Clipboard, you will be informed the process has been completed via a message.

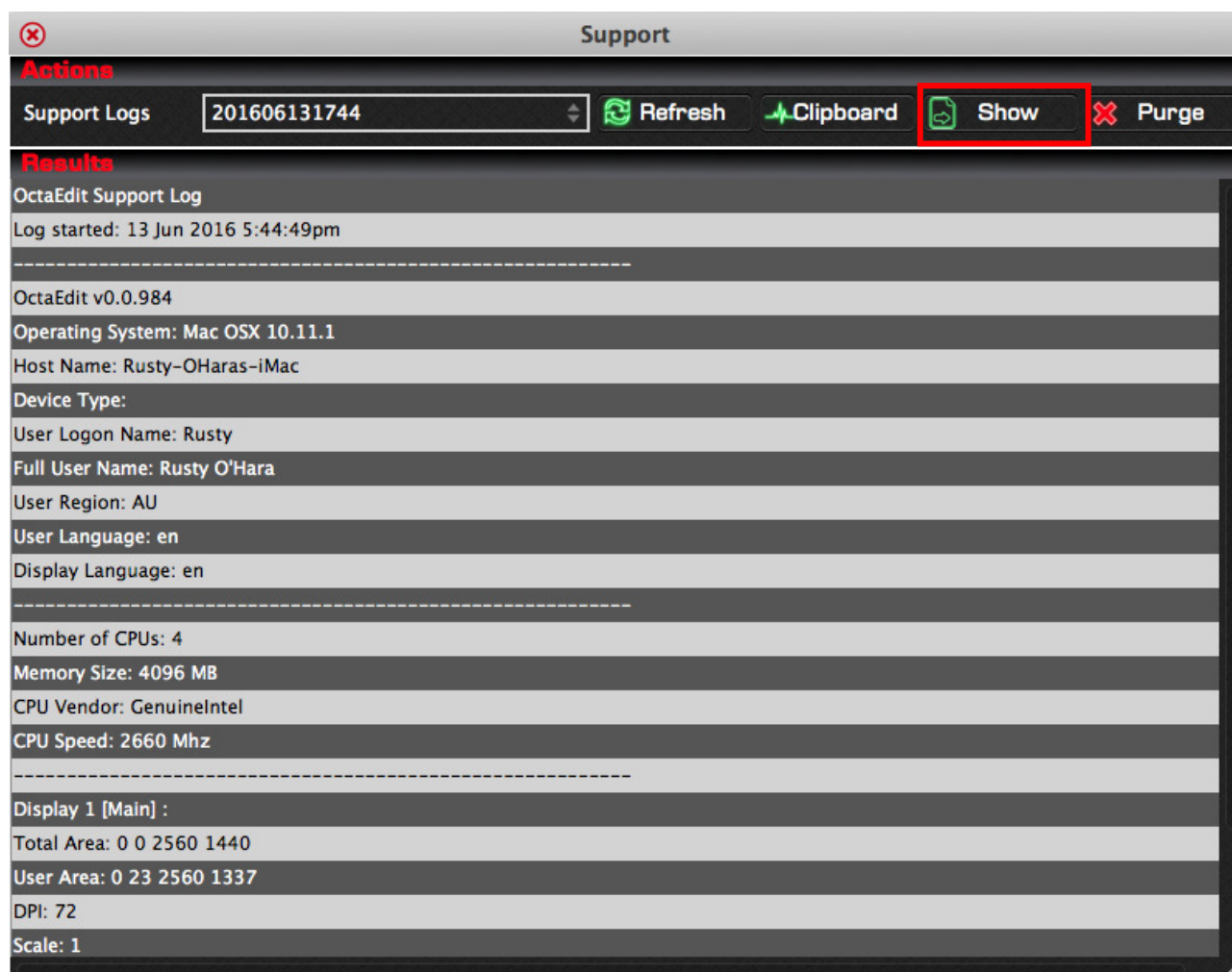




17.4 Show

Clicking the **Show** button will display the physical Support Log file in either Explorer (*Windows*) or Finder (*OSX*).

The Support Log file can then be attached to an email, or to a post in the OctaEdit Support forum.



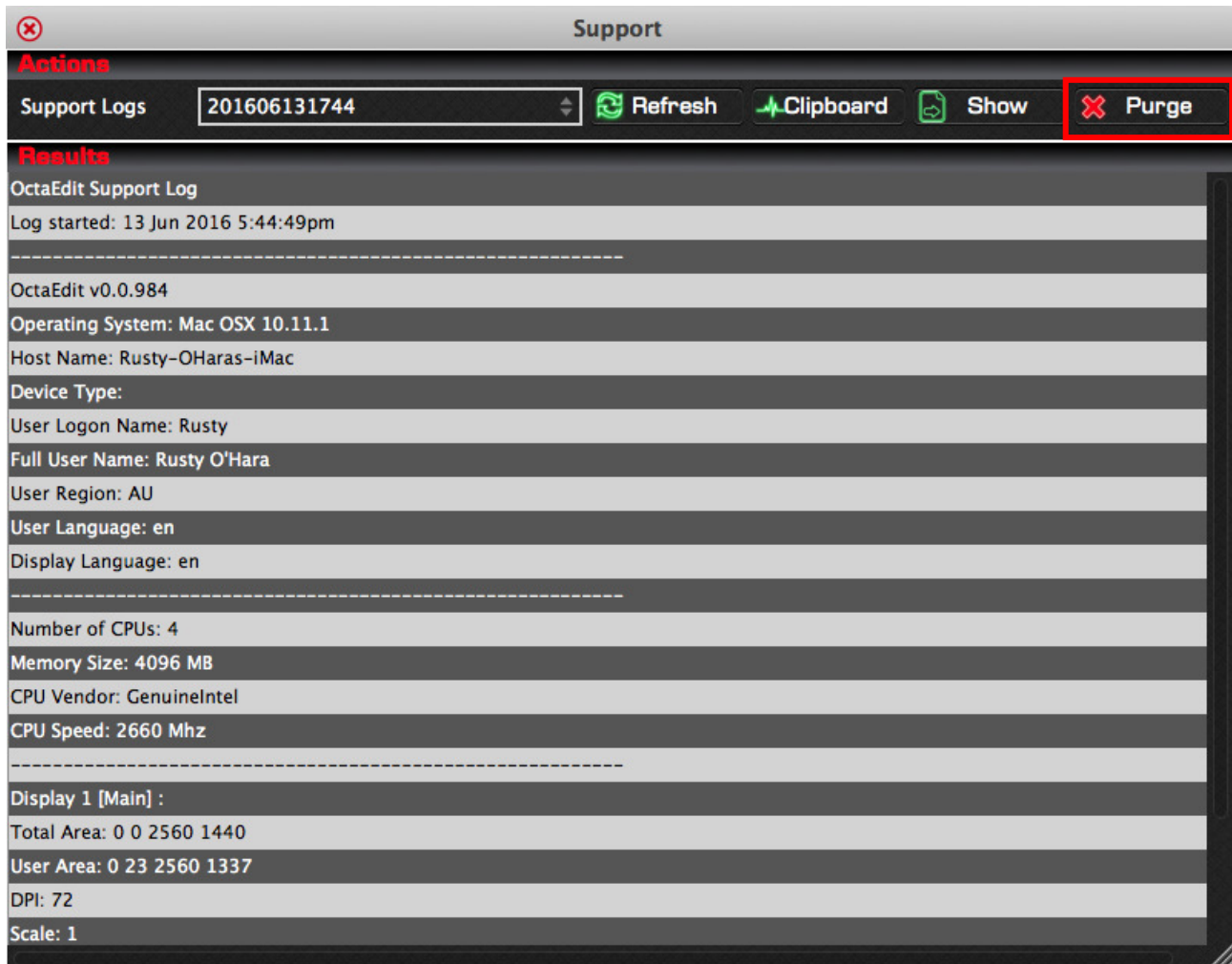


17.5 Purge

The **Purge** button will purge all Support Logs off your system, naturally excluding the current Support Log.



Note: Support Logs older than two weeks old are automatically purged from the system when OctaEdit is started.



You will be prompted to confirm the purging of old Support Logs prior to proceeding.





18 OctaEdit Hierarchy

OctaEdit utilises a custom internal hierarchy to handle and process information.

Please note that this is quite different to how the Octatrack handles data.

18.1 Overview

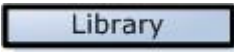


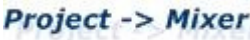

Each Item in the Hierarchy contains sub items,

Item	Comment
Set	Contains one or more Projects.
Project	Contains Samples ($\times 1$), Banks ($\times 16$) and Arrangements ($\times 8$)
Samples	Contains all the Samples in a Project.
Bank	Contains Sequencer ($\times 16$) and Engine ($\times 8$)
Arrangement	Contains Arranger Rows ($\times 512$)



18.2 Hierarchy Legend

Each Item in the Hierarchies are displayed as per the below table.

Display	Comment
	<p>Library</p> <p>Light blue items indicate that the item can interact with the Library module, and be Cut/Copy/Pasted at will.</p> <p>Saving a Library item saves all the <i>Child</i> items underneath it in the hierarchy. For example, saving the Project Settings will save all its child items as well. (<i>Mixer, Midi Settings, Midi Channels etc.</i>)</p> <p>Likewise, loading a Library item loads all the child items included in it, i.e. loading Project Settings will also load all of its child items. (<i>Mixer, Midi Settings, Midi Channels etc.</i>)</p>
	<p>Not Library</p> <p>Yellow items indicate that the item can not interact with the Library module directly. This means that these items cannot be saved/loaded with the Library, nor Cut/Copy/Pasted <i>themselves</i>.</p> <p>However, if an item is under a Library item in the hierarchy, then saving the Library item will include this item.</p> <p>For example, it is not possible to save the Project – Mixer – Main Volume setting to the Library by itself, as it is pointless to save a single value to the Library.</p> <p>Saving the Project – Mixer to the Library however <i>does</i> include the Main Volume setting, along with all the other Mixer settings.</p>
	<p>Duplicate</p> <p>Grey items indicate that the item is a multiple of an existing item in the hierarchy. These items are used for display purposes.</p>
	<p>Module and Group Menu</p> <p>Indicates the Module and Group menu that is used to interact with the Library module.</p> <p>This example refers to the Project Module and the Mixer group menu.</p>
	<p>Parameter</p> <p>Indicates the Parameter that the setting affects.</p> <p>This example Main refers to the Main Volume parameter found in the Mixer group of the Project Module.</p>



Display	Comment
<i>Refer to Projects</i>	Refer To... Indicates that this item in the hierarchy has its own hierarchy. This example Refer to Projects in the Set hierarchy indicated to look at the Projects hierarchy for more information.

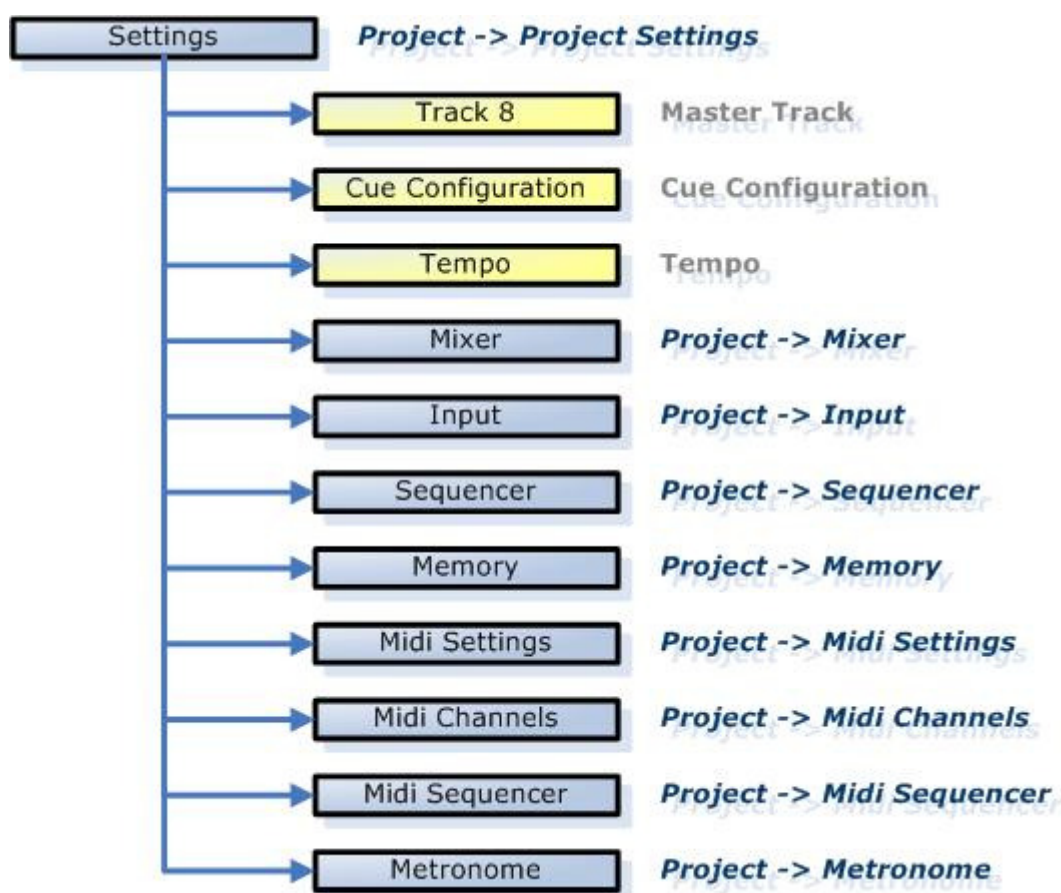
18.2.1 Hierarchy Example

The below image is the Project Settings hierarchy, which is accessed via the Project Settings menu in the Project module, and are saved, loaded, copy or pasted as required.

Within the Project Settings, the three yellow items (*Master Track, Cue Configuration and Tempo*) are accessed and stored as individual items. It is not possible to store/recall these items separately.

The blue items (e.g. *Mixer and Input*) are also saved or loaded as part of the Project Settings, however each of these items also contain their own items, and can also be saved/loaded as individual groups.

To see what items the Mixer item contains, refer to the Mixer Hierarchy, likewise for the Input item, refer to the Input hierarchy.



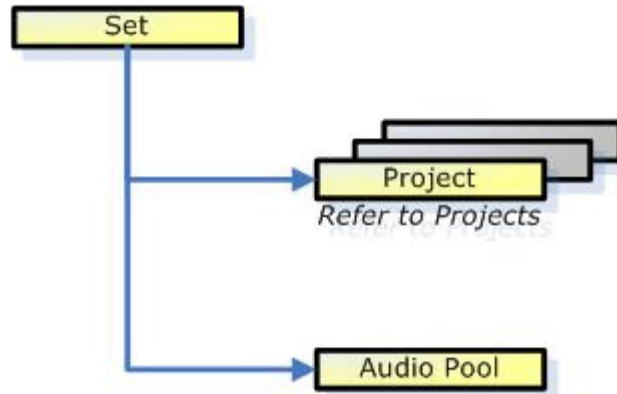


18.3 Set

A Set is the highest level in OctaEdit, it contains all the Projects in the Set, and references the Audio Pool of the set.

At any point in time you are working on a Set, thus there is only ever one set loaded in OctaEdit.

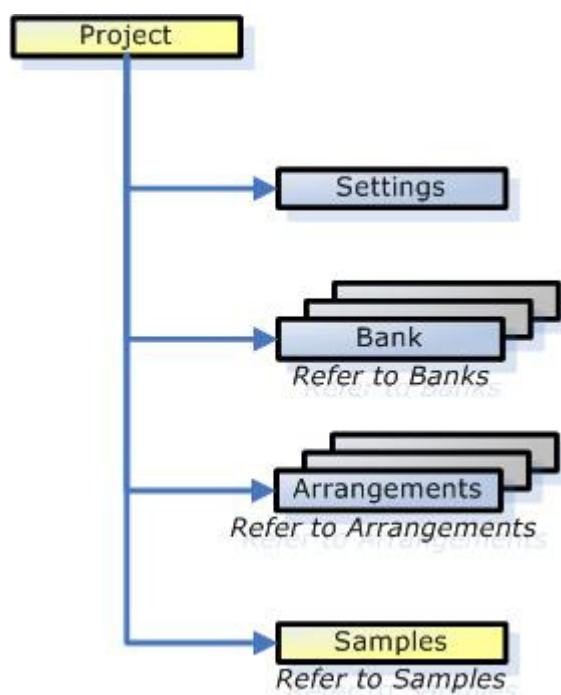
When using the Manager module, two sets are loaded, one as the Source Set, and one as the Target Set. *(Note: These can be the same Set if required, and/or the same as the 'Main' set.)*





18.4 Project

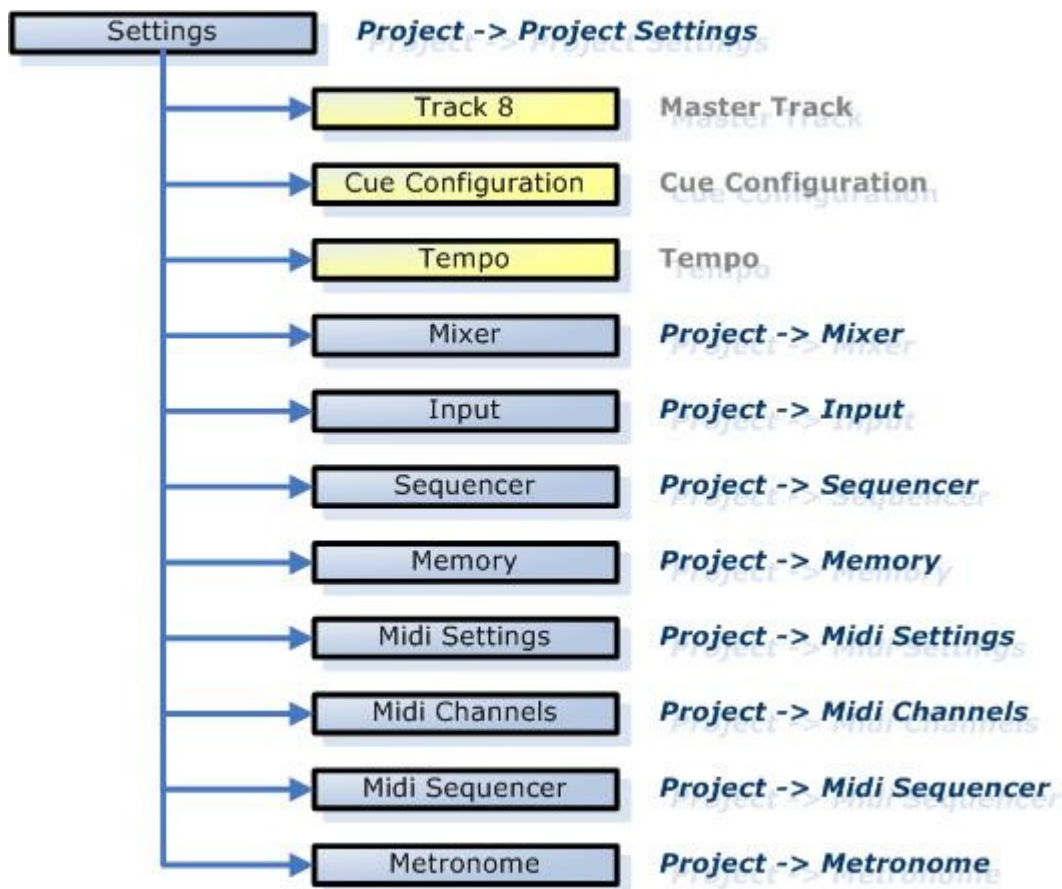
A Project contains all of the Settings for the Project, the Banks, Arrangements and Samples.





18.4.1 Project Settings

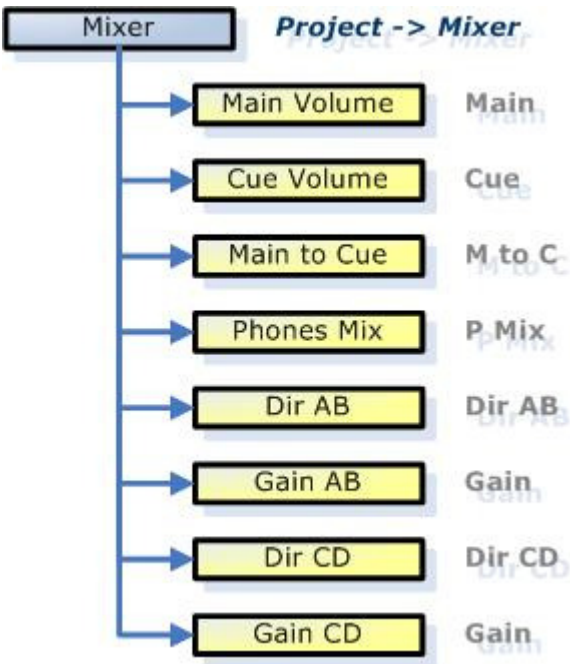
The Project Settings item contains all of the information relating to the Project configuration, including all of its child items.





18.4.2 Project Mixer

The Project Mixer item contains all of the information relating to the mixer configuration of a Project.

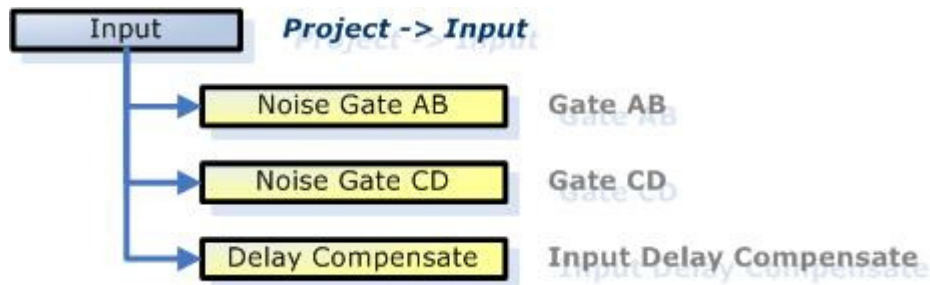




18.4.3 Project Input

The Project Input item contains all of the information relating to the input configuration of a Project.

Octatrack: Project - Control - Input

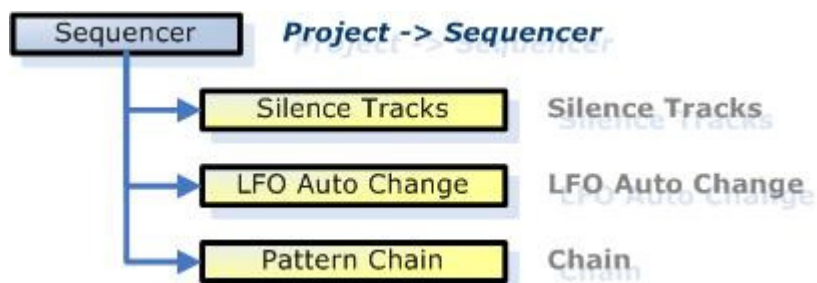




18.4.4 Project Sequencer

The Project Sequencer item contains all of the information relating to the sequencer configuration of a Project.

Octatrack: Project - Control - Sequencer

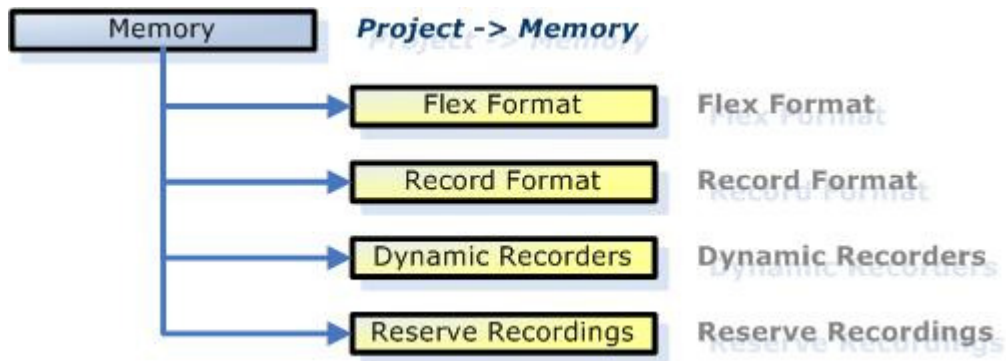




18.4.5 Project Memory

The Project Memory item contains all of the information relating to the Recorder configuration of a Project.

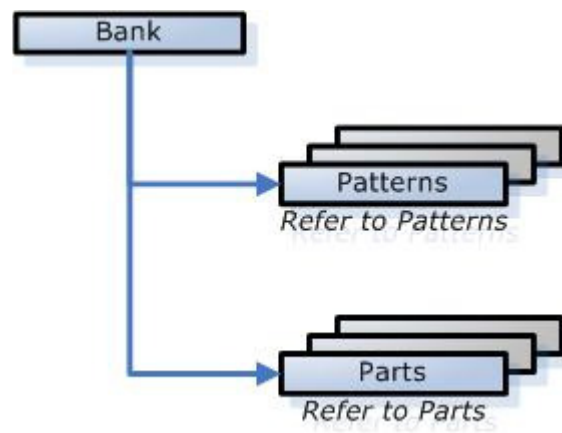
Octatrack: Project - Control - Memory





18.5 Bank

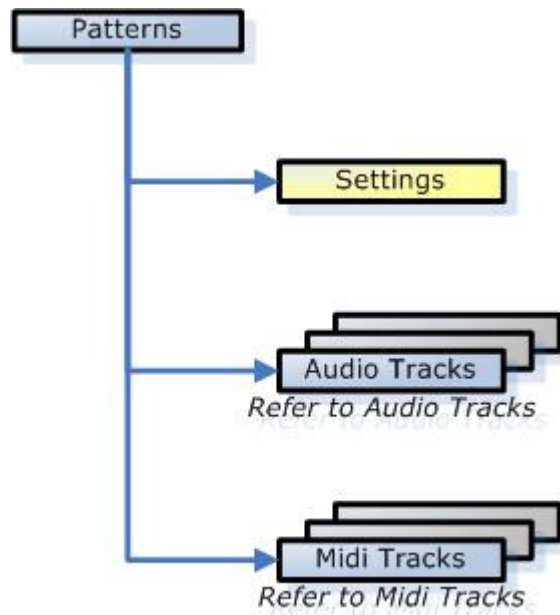
A Bank contains all of the Patterns and Parts.





18.6 Pattern

A Pattern contains the Pattern Settings, eight Audio Tracks and eight Midi Tracks.





19 Known Issues

OctaEdit is a complex program, and whilst every attempt has been made to ensure that it is bug free, there does however exist a small number of known issues.

A **Known Issue** is an issue that is considered minor, happens very rarely, or is near impossible to resolve and causes minor to no impact.

A Known Issue is distinctly different to a **Bug** that is erroneous and can be consistently replicated and resolved.

Known Issues are not currently being investigated or attempted to be resolved.

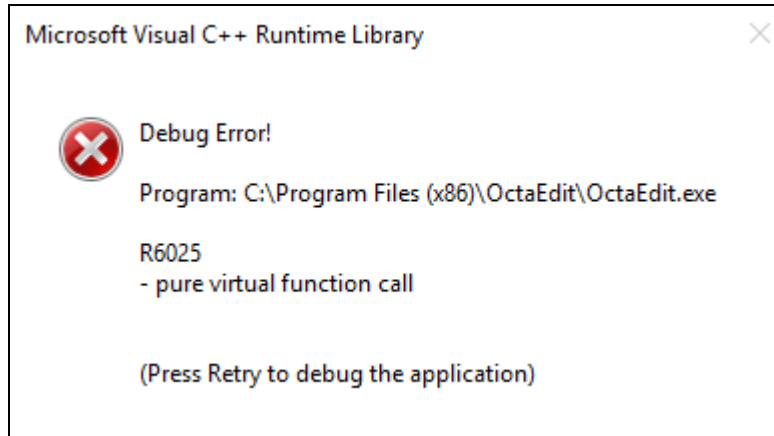
Known Issue	Overview	Refer
Error on Windows Exit	C++ R6025 run-time error in Visual C++'	19.1
Audio Pool Depth	Occurs when attempting to read a Set or Project.	19.2



19.1 Error on Windows Exit

When exiting OctaEdit on Windows platforms, you may encounter an error message.

The error message presented is '**C++ R6025 run-time error in Visual C++**' as per the below image.



This error can manifest itself in certain situations, and as far as I can see / tell it is a bug in Microsoft's implementation of C++11 / Visual Studio 2012

Doing a quick search on '*C++ R6025 run-time error in Visual C++*' and you'll see it affect *lots* of software; from Internet Explorer to AutoCAD to Skyrim, etc.

This is also a cosmetic issue, in that it occurs *after* everything needs to be done; so whilst annoying, it is not mission critical; i.e. doesn't screw with data, operations etc.

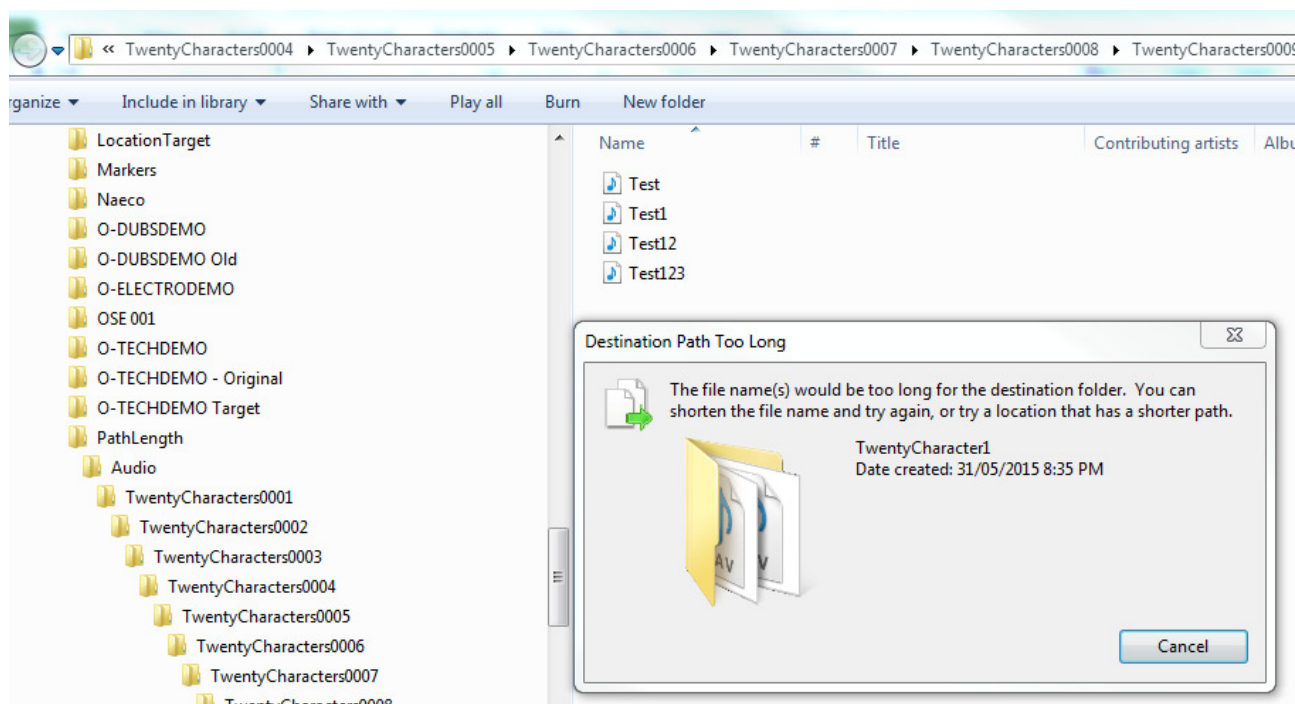
The below text box contains a link to a technical with official word from a Senior C++ Developer at Microsoft who creates Visual Studio, and they couldn't fix it.

<https://connect.microsoft.com/VisualStudio/feedback/details/750951/std-locale-implementation-in-crt-assumes-all-facets-to-be-allocated-on-crt-heap-and-crashes-in-destructor-in-debug-mode-if-a-facet-was-allocated-by-a-custom-allocator>



19.2 Audio Pool Depth

There are limitations on the depth, or length of a file path in a Windows or OSX environment. For example this is an exceedingly deep folder path within the Audio Pool.



When opening a Set/Project, if any paths are too long in the Project or Audio Pool, it will log this in the Analytics module, and any files with overly long paths will not be displayed / accessible in the Audio Pool or Samples module

You will need to manually move these files yourself to a "shallower" depth, but please ensure they are not referenced by any Projects first.

This scenario is an anomaly caused by Operating System paths, and if it is not possible to access the files programmatically, my options are limited (*i.e. non existent*)

Simple solution is not to have ridiculous path lengths.



20 Change Log

This section of the document contains a high level overview of changes made between release versions. This list is not meant to be exhaustive, but just to highlight core changes that affect common usage.

Please note that the below section is presented in reverse chronological order, i.e. latest update first.

20.1 Version 0.9.950

Version 0.9.950 is primarily an optimisation and bug fix release, but does contains a number of new features and bug fixes.

Module	Description	Refer
OctaEdit	Added ' <i>Auto Backup</i> ' logic. When enabled, Projects will be automatically backed up to an ' <i>OEBackup</i> ' folder in the Project folder prior to system processes (e.g. <i>save</i>)	
Options	Backup: Added toggle switch for enabling Auto Backup.	

20.2 Version 0.9.900

Version 0.9.900 primarily contains a number of new features and bug fixes.

Module	Description	Refer
OctaEdit	Improved Loading of Sets and Projects.	4.2
OctaEdit	Improved Saving of Sets and Projects.	4.3
OctaEdit	Improved handling of illegal characters.	2.3
OctaEdit	General bug fixes, code optimisation etc.	
Samples	Delete Slice: Fixed a bug that could occur in certain scenarios when deleting a Slice.	
Sequencer	Audio Machine: Fixed bug when pasting Audio Machine.	
Manager	Improved Loading of Sets and Projects.	4.2
Manager	Improved Saving of Sets and Projects.	4.3
Manager	Fixed display issue with Source/Target buttons (Bank/Pattern/Track etc) that could occur with certain UI Zooms.	
Manager	Tweaked display of 'Manager New Row' and 'Manager New Row Text' colours.	
Manager	Tweaked display of 'Manager Replace Row' and 'Manager Replace Row Text' colours.	



Module	Description	Refer
Options	General: Added options to control 'Disabled' colour.	
Options	Manager: Added options to control 'Manager New Row' / 'Manager New Row Text' colours.	
Options	Manager: Added options to control 'Manager Replace Row' / 'Manager Replace Row Text' colours.	
Options	Manager: Added options to control 'Recent Manager Source Sets'	
Options	Manager: Added options to control 'Recent Manager Target Sets'	



20.3 Version 0.9.100

Version 0.9.100 primarily contains a number of new features and bug fixes.

Module	Description	Refer
OctaEdit	Added ' <i>Recent Sets</i> ' functionality, store up to 25 recent set locations for easy access/reloading.	4.4.1
OctaEdit	Added Menu option: 'File -> Release File Locks' function, for use when in USB mode.	5.1
OctaEdit	Added Menu option: 'File -> Release File Locks' function, for use when in USB mode.	5.1
Sequencer	Audio Machines: Added in 'Default Settings' (aka reset) functionality.	
Sequencer	Audio Machine: Added in 'Default Settings' (aka reset) functionality.	
Sequencer	Midi Machines: Added in 'Default Settings' (aka reset) functionality.	
Sequencer	Midi Machine: Added in 'Default Settings' (aka reset) functionality.	
Sequencer	Banks: Added in Copy / Paste / Load from Library / Save to Library / Default (aka Clear Bank) functionality.	
Sequencer	Patterns: Added in Copy / Paste / Load from Library / Save to Library / Default (aka Clear Pattern) functionality.	
Sequencer	Parts: Added in 'Default Settings' (aka Clear Part) functionality.	
Sequencer	Scenes: Added in Scene 'Default Settings' (aka Clear Scene) functionality.	
Sequencer	Scenes: Added in 'Clear Scene Locks off Current Track' functionality.	
Manager	Recent Source Sets: Added 'Recent Source Sets' functionality, store up to 25 recent source set locations for easy access/reloading.	
Manager	Recent Target Sets: Added 'Recent Target Sets' functionality, store up to 25 recent target set locations for easy access/reloading.	
Arp Designer	Move: Fixed bug where Rests get reset when moving left/right.	
Options	Added parameters to control 'Recent Source Sets' functionality; adjust number kept, clear existing. (Manager group)	
Options	Added parameters to control 'Recent Target Sets' functionality; adjust number kept, clear existing. (Manager group)	



20.4 Version 0.9.000

Version 0.9.000 primarily contains the updated Sequencer and Manager modules; as well as fixes for graphical anomalies that may occur when resizing.

Module	Description	Refer
OctaEdit	Various resizing and graphical fixes.	
Samples	Actions: Added 'Actions' button to 'Sample Slots' group to invoke context menu.	
Samples	Actions: Added 'Actions' button to 'Sample Slices' group to invoke context menu.	
Sequencer	Trigs: Added 'Sequencer Actions' form and process.	8.26
Sequencer	Trigs: Added 'Sequencer Step Actions' form and process.	8.29
Sequencer	Trigs: Added 'Sequencer Trigs View (Audio)	8.31.1
Sequencer	Trigs: Added 'Sequencer Trigs View (Midi)	8.31.2
Sequencer	Trigs: Added 'Sequencer μ Timing View	8.32
Sequencer	Trigs: Added 'Sequencer Trig Counts View	8.33
Sequencer	Trigs: Added 'Sequencer Sample Locks View	8.34
Sequencer	Trigs: Added 'Sequencer Parameter Locks View	8.35
Manager	Completely redesigned the UI/UX of the Manager module.	9
Manager	Report: Added Report button to the Options group to generate report of Manager execution process to the Analytics module.	9.8.1
Manager	Actions: Added 'Actions' button to 'Source Samples' group to invoke context menu.	9.10.2
Manager	Source Context: Map Slots: Added <i>Map Slots</i> option to the 'Source Samples' context menu.	9.10.6
Manager	Source Context: Map Flex Slots: Added <i>Map Flex Slots</i> option to the 'Source Samples' context menu.	9.10.6
Manager	Source Context: Map Static Slots: Added <i>Map Static Slots</i> option to the 'Source Samples' context menu.	9.10.6
Manager	Source Context: Map Slots: Added <i>Map All Slots</i> option to the 'Source Samples' context menu.	9.10.6
Manager	Actions: Added 'Actions' button to 'Target Samples' group to invoke context menu.	9.12.2
Manager	Manager Confirmation: Depreciated the Confirmation form that would display prior to execution, as due to UI/UX redesign of the Manager module, the Manager Confirmation form added no significant benefit.	n/a



Module	Description	Refer
Chainer	Backup: Allows the ability to backup an entire Sample Chain, the settings, and samples to an OctaEdit Chainer Archive.	10.3.5
Chainer	Restore: Allows the ability to restore an OctaEdit Chainer Archive to the Chainer module.	10.3.6
Chainer	Actions: Added 'Actions' button to 'Files' group to invoke context menu.	
Library	Actions: Added 'Actions' button to 'Library Sections' group to invoke context menu.	
Library	Actions: Added 'Actions' button to 'Library Entries' group to invoke context menu.	
Options	UI Zoom: UI Zoom is now set to default value of 100% on start-up rather than 50%.	
Options	Default Colours: Default colours are now configured on start-up.	
Options	Table Row Colours: Table Row Colours can now be configured as an option.	16.2.2



20.5 Version 0.1.000

Version 0.1.000 is a maintenance update that contains a number of internal changes to the Audio Pool, Samples and Support modules.

Module	Description	Refer
OctaEdit	Global help ToolTips now available throughout OctaEdit.	
OctaEdit	Options saved/recalled automatically.	
OctaEdit	Last set location now retained/recalled via memory.	
OctaEdit	Global Parameters Context menu (optional), allowing quick setting of Parameter Default / Min / Max / Random.	
Project	Project Rename: Allows the ability to Rename an existing Project in the Set.	6.2.317
Project	Project Clone: Allows the ability to Clone an entire Project in the Set.	6.2.417
Samples	Sample Targets can now be defined on the fly when adding Samples; this is on top of / ancillary to existing 'Next Empty / Overwrite' logic.	7.5.117
Samples	Export Sample: Export an existing Sample and Settings (<i>ot</i>) file (<i>slice data etc</i>) from a Project.	7.10.917
Samples	New Filter 'Empty': Only show Empty (i.e. unused) Sample Slots.	7.6.217
Samples	New Filter 'Used': Only show Sample Slots that have actually been used in a specific permutation of Bank/Pattern/Track/Part via respective Parameters.	7.6.317
Samples	New Text Filter: Filter Samples based on wildcard filtering of Sample name.	7.6.417
Samples	Collect Samples: Can now collect Samples to <i>*any*</i> location for a Project. To the Audio Pool, the Project Folder, or a custom defined location.	7.8.117
Samples	Purge Samples: Can now purge unused Sample Slots from a Project. Sample Slots are analysed to see if actually used at all anywhere in the Project. Samples can then be manually deselected as required, and remaining samples are purged from the Project.	7.8.217
Samples	New 'Slices' table: Better visualisation of the Slices utilised for a Sample Slot.	7.1317
Samples	New Action - 'Overwrite Sample and Merge Locks': Overwrite a target sample slot with a source slot and modify existing sample locks to point to the new slot.	7.14.717
Samples	Improved Sample handling, editing, processing etc.	17
Samples	Analytics - File: Analyse a Sample based on the Audio file to identify where it has been used in a Set, report is generated to the 'Analytics' module.	7.7.117



Module	Description	Refer
Samples	Analytics - Slot: Analyse a Sample based on the Slot to identify where it has been used in a Project, report is generated to the 'Analytics' module.	7.7.117
Sequencer	Samples can now be assigned to Audio Machines in the Sequencer module.	8.6.217
Sequencer	Better handling for Flex/Static Slice mode / parameters.	17
Sequencer	Part Name: Rename the Parts.	8.24.117
Sequencer	Crossfader Scene Assignments: Assign the A/B Scenes to the crossfader for the Part.	8.24.217
Sequencer	Arp Designer in the Sequencer module: Graphic display of the Arp Design for the active Midi track, including: <ul style="list-style-type: none"> - Copy/Paste functionality for the Arp Design - Load/Save Arp Designs to/from the Library in the Sequencer module. - Click to edit the Arp Design in the Arp Designer module. - Arp Designs are freely saveable between the Sequencer / Arp Designer / Library modules. 	8.14.117
Sequencer	LFO Designer in the Sequencer module: Graphic display of the LFO Design for the active Audio / Midi track, including: <ul style="list-style-type: none"> - Copy/Paste functionality for the LFO Design - Load/Save LFO Designs to/from the Library in the Sequencer module. - Click to edit the LFO Design in the LFO Designer module. - LFO Designs are freely saveable between the Sequencer / LFO Designer / Library modules. 	8.1117
Manager	Analytics: Analyse a Sample to identify where it has been used in either the Source or Target Projects, report is generated to the 'Analytics' module.	9.7.317
Manager	Set Locations: Last Source Set and Target Set locations now retained/recalled via memory.	17
Chainer	Chainer Module	1017
Chainer	Create Sample Chains by dragging and dropping, add or insert files.	10.1.117
Chainer	Chainer is fully integrated with the Samples module, assign to Sample Slot directly.	10.3.217
Chainer	Export Sample Chain and Settings to files.	10.3.317



Module	Description	Refer
Arp Designer	Arp Designer Module <ul style="list-style-type: none"> - Graphically edit Arp Designs. - Features Invert, Reverse and Randomisation functions. - Save/Load to the Library. - Read/Write to the Sequencer module. - Arp Designs are freely saveable between the Sequencer / Arp Designer / Library modules. 	1117
LFO Designer	LFO Designer Module <ul style="list-style-type: none"> - Graphically edit Arp Designs. - Features Invert (Values, Interpolation or both), Reverse (Values, Interpolation or both) and Randomisation (Values, Interpolation or both) functions - Save/Load to the Library. - Read/Write to the Sequencer module. - LFO Designs are freely saveable between the Sequencer / LFO Designer / Library modules. 	1217
Options	Toggable Help/ToolTips throughout OctaEdit.	17
Options	Parameter context menus on right click	17
Options	Purge Library of all entries.	17
Options	Auto Save Samples when editing.	17
Options	Change Sample Waveform colour.	17
Options	Change Sample Range colour.	17
Options	Change Sample Slice colour.	17
Options	Change Chainer Waveform colour.	17
Options	Change Chainer Range colour.	17
Options	Highlight Arp Designer step when editing.	17
Options	Display text values in Arp Designer.	17
Options	Highlight LFO Designer step when editing.	17
Options	Display text values in LFO Designer.	17
Options	Highlight Sequencer when editing.	17
Options	Change Manager New' colour.	17
Options	Change Manager 'Replace' colour.	17
Analytics	Updated Analysis Engine and Analytics module	17
Analytics	Analyse any Sample Slot in the Samples, Manager Source or Manager Target Projects.	17
Analytics	Analyse any Sample Slot by File in the Samples module, which in turn analyses all Projects in the entire Set.	17



Module	Description	Refer
Support	Added a new module Support to assist with support and error tracking.	1717

20.6 Version 0.0.9.00

Version 0.0.900 is a maintenance update that contains a number of internal changes to the Audio Pool, Samples and Support modules.

20.7 Version 0.0.7.00

New Features

Module	Description	Refer
Support	Added a new module Support to assist with support and error tracking.	17

Depreciated

Module	Description	Refer
OctaEdit	Removed legacy <i>Edit</i> menu. This functionality is all covered by the individual Group menus throughout OctaEdit.	---

20.8 Version 0.0.600

OctaEdit is now cross-platform for both Windows and OSX.

Module	Description	Refer
Samples	Added advanced filtering capabilities via the 'Used' option	7.6.3
Audio Pool	Added 'Send Selection to Chainer' context option.	Error! Reference source not found.
Chainer	Added 'Audio Pool Selection' context option.	10.7
Library	All 'Clipboard' features now exist in the Library module.	13



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