X-series Step Edit Looping and Jamming

Some simple looping and jamming with Step Edit

Note: Juno users -
- Part select is 4-8 (vice 1-5)
- Part Switch is Shift + 9-13 (vice 6-10),
- Use Erase, Record, Play-Stop buttons instead of S1/S2/S3

All other key actions should be identical

Initial Setup

For demo, we want some "clean" sounds to start - quick attack and release, so we don't get a muddy sound

Start with an Init Scene and load these sounds:
• Part 1 PA 195 E.Piano
• Part 2 PB 109 Fat Analog Bass
• Part 3 PA 090 Xmod Jp
• Stick with the TR808 for Rhythm

Once these are loaded, press Exit to leave Model Bank mode

• If Part is not illuminated, press Part
• Press 5 to select Part R for edit
• Press Step Edit

We could use the default 16 beats / four bars, but lets give ourselves eight bars for the jam so change Part 5/R to a 32 grid length:
• Shift + Left Knob, adjust to 32

Do the same for Parts 1 & 2
• Press 1 to select part 1, Shift + Left Knob, adjust to 32
• Press 2 to select Part 2, ditto
• Press 5 to go back to the Rhythm part
• Press Part so the button is not illuminated

TIP #1: in step edit:
- **Turn Part On to select the Part for edit**
- **Turn Part off for T/R Rec mode**

Setup the Rhythm Part

If you are on the Xm, transpose down one octave (to get the kick on the keyboard)

• Press C2 - kick. Press 1, 5, 9, 13 to lay in the kick on the beat
• Shift + Right Arrow, repeat for the second four bars

We want something unique to mark the end of the grid. It can be anything, but lets start with a traditional tom breakdown
• A2 in 11, 12, G2 in 13, 14, F2 in 15, 16

TIP #2: we don't have a metronome or a count in, but it takes seconds to lay down a four on the floor pattern and set a marker at the end of the grid. Let the pattern run one time, and the end of grid marker (toms in this example) cues you to start on the downbeat

Press S3 and listen to your pattern

Lets add a little more interest before going on to melodic parts

• Shift + Left arrow back to page 1
• Press G#2 - closed ride. Choose some beats for the ride - 3, 4, 5, 6, 10, 11, 12, 13
• Shift + Right arrow. Maybe same pattern, but end on the 12 instead of 13

Maybe give some open ride as well - Bb2. Stay off the beats with the closed ride, since they choke each other.

Record the Bass

• Ensure Part button is illuminated
• Press 2 to select the Bass on Part 2

Press S3 to start the pattern, and S2 for record. Listen for the toms at the end of the loop, and lay down your bass pattern starting at the following downbeat

If you don't like it, don't stop (S3), just press S1 and enter, try again

It takes a few passes to get used to hitting on the beat and how the X- series quantizes.

if you continue past the end of the grid, the extra notes are added on top of what you

recorded in the first loop. This can be useful to add a missing note, etc.

Tip #3: S1 is your friend.
• S1 + Enter to clear entire Part pattern
• S1 + 1-16 to clear a vertical grid position
• S1 + note to clear a horizontal row

If the bass notes are too short:
• Shift + Left arrow to settings page and adjust duration up, try 95%.
• Shift + Right Arrow to get back to the grid.

Tip #4: use Shift + Left/Right arrow to jump back and forth in the grid, such as watching the grid end for recording cue, etc. You can also jump to the Part Step Edit Settings

Once you have the basics down, you will find you can quickly edit a bad note faster than rerecording a loop. Move left and tie, change velocity, delete accident, add a missing note from keyboard, etc

Record Melody

• On Xm, check transpose setting
• Ensure Part button is illuminated
• Press 1 to select the Piano in Part 1

As above, record a melody line. If not as desired, let it continue to run, press S1 + Enter, and try again on the next loop.

Lets do some Looping

When you are ready to change a Part loop, press S1, wait to press Enter with left hand until the end of the grid, and immediately start the new pattern with right hand on the downbeat

Tip #5: cue the change by pressing S1, wait for the grid end to press enter, for a seamless start to the next pattern.

After a few trials, you can seamlessly clear a loop and start recording a new loop

Three patterns are now running - 1, 2 & 5/R

If you only want to hear 1 and R, Press SHIFT + 7 to mute Part 2

Tip #6: Use the Part Switch to mute parts running in step edit. Part Switch Default setting is Shift + 6-10

On to Jamming

Now with the three parts running, lets jam live with the synth in Part 3

• With Part illuminated, press 3
• Ensure record (S2) is off
• Play your jam live on the keyboard

Tip #7: With step edit running, turn off record to play a Part live

Tip #8: Once you press S3, no need to stop. Change patterns, mute & unmute parts, play solos, edit notes, etc

Summary:

• You can play and loop patterns, mute and unmute parts, & record loops live
• You cannot do this over an iArp or Arp pattern, but you could first capture the desired iApr or Arp pattern into step edit then loop it
• We kept the grid lengths equal, but that is not required
• We don't have a metronome or count in, but a kick pattern and end of grid marker can substitute
• We kept the sounds and pattern simple, but they can be as complex as desired

Notes

• I have found occasional Tones that seem to cut off their sustain while recording live, but then play back properly on looping. If you find a Tone with this behavior, please let me know so I can investigate
• You can capture MIDI into step edit - but the Part enabled for record seems to capture MIDI from any channel. You are limited to 16 discrete notes
• Thanks to Robert Saint John and Paul Cotton, for helping me to learn this board. Many of these techniques were first documented by RSJ