

MOTIF XS

Tweak of the Week: Painting Drum Arpeggios to SONG mode

The [SCENE] buttons in SONG or PATTERN can store what arpeggio is active at the current time. You simply need to register them one at a time. For example, let's say you want to use the arpeggiator to create a drum track in SONG mode. Here's an example:

- Call up a SONG and select a Drum Kit for PART 01

For this experiment use the "Power Standard Kit 1" in PART 01

If you turn PARAMETER WITH VOICE to ON **before** you select your VOICE, then when you select the VOICE it will automatically come into your MIXING setup with its associated VOICE mode arpeggios. Here's how that is done:

- Press [MIXING]
- Press [EDIT]
- Press Track [1] to select PART 1 parameters
- Press [F1] VOICE
- Press [SF1] VOICE
- Turn "Param. with Voice" = ON
- Select PDR _ 001 _ Power Standard Kit 1

- Press [F2] ARP MAIN

Here you can setup the Part Arpeggio parameters

- Switch = **ON**
- Hold = **ON**
- Change Timing = **Measure**
- Press [SF1] ARP1
- Turn ON the main ARPEGGIO ON/OFF switch

You can now hear Drum Arp #3844 when you touch a key.

- Press [SONG] to return to the main SONG screen
- Hold [STORE] + [SF1] To store this to SCENE 1

- Press [MIXING]
- Press [EDIT] to return to the ARP MAIN screen (where we left off)
- Press [SF2] ARP2

You can now hear Drum Arp #3845... notice it changes at the top of the next measure due to our CHANGE TIMING parameter setting!

- Press [SONG] to return to the main SONG screen
- Hold [STORE] + [SF2] to store this to SCENE 2

Continue until you have placed all the arpeggios you want to use in SCENE buttons 1-5.

Now when you go to record your drum track... Turn the main ARPEGGIO ON/OFF switch OFF and back ON to reset the arpeggio to the top and start silent. Make sure your MEASURE counter is reading Measure:

001:1:000

- Press [RECORD]

Now you can "paint" your drum arpeggio to the track... using just the SCENE buttons... because you set HOLD to ON, you do not have to hold down a key, the drums will continue to play. In this fashion you can intuitively add drums to your SONG - creating fills where appropriate.

You can record them first or you can record them after you have recorded other tracks and you are listening back to them...

For example, start with [SCENE 1] selected.... And track 1 in record.

After the count-in trigger a note on the downbeat of measure 1, to start recording arp #3844...

Record seven measures of it and during measure 7, press [SF3] SCENE 3.

This will add a drum roll (Arp #3847)...

During measure 8 press [SF1] SCENE 1 to return to the original groove.

...and so on...

When looking at Drum arps you will notice that many have a two letter prefix... these are general suggestions (only suggestions)

MA = Main A section

MB = Main B section

MC = Main C section

MD = Main D section

Each is a little more complex (busy)

IA = Introduction type

FA = Fill-in A

FB = Fill-in B

FC = Fill-in C

etc. Each is more complex as you move A, B, C...

BA = Break A

And so on... You do not have to follow any of these suggestions - use any arpeggio pattern as you see fit.