

SoundBITE *Pro*

PROFESSIONAL DJ LOOP SAMPLER

...BPM ENGINE...FILTER FX...AUTO LOOP
 LOOP SAMPLER...USB...MEMORY STOR

AGE...BF
 O LOOP

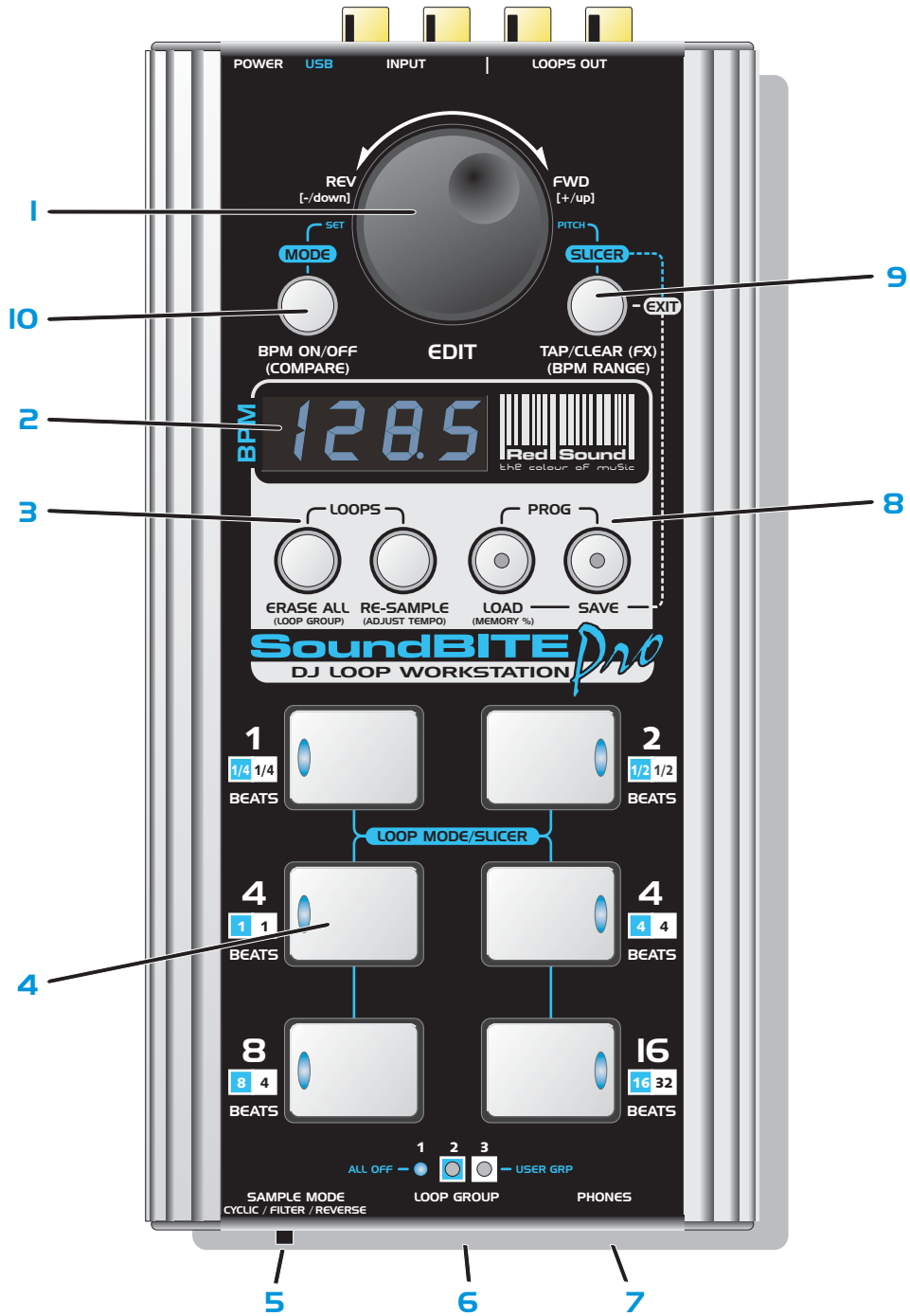


● Owners Manual

Issue 1.0



Top/Front Panel Features



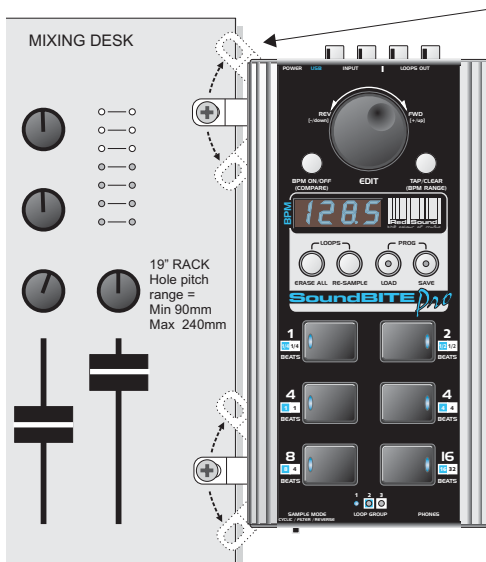
Rear Panel Features



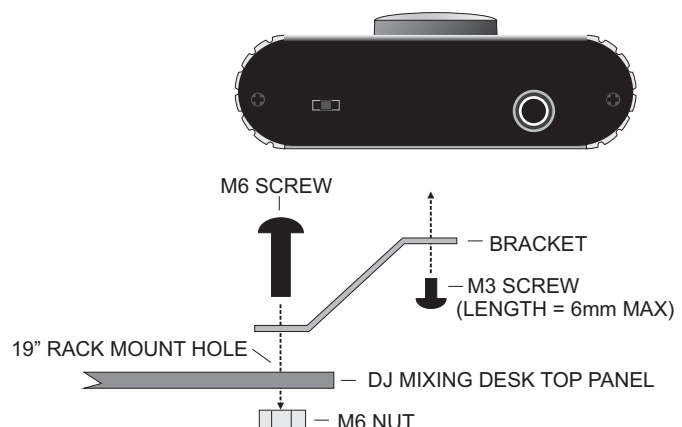
Controls & Connections

1. **EDIT:** use this knob to beat-match loops with the audio input. In **FILTER** mode, this knob can be used to filter the loop playback sound (or straight-thru audio sound). In **LOAD/SAVE** modes, use this knob to select program memory locations. In **[LOOP]** and **[SLICE]** modes, use this knob to change the loop styles and loop pitch.
2. **BPM DISPLAY:** this shows the four digit BPM value of the audio input. Additional information will also be displayed in **LOAD/SAVE**, **LOOP EDIT**, **SLICER**, **FILTER EDIT** and **BPM EDIT** modes.
3. **ERASE ALL & RE-SAMPLE:** use the **[ERASE ALL]** button to erase all six loops simultaneously and to select the active **LOOP GROUP**. Use the **[RE-SAMPLE]** button to over-record any pre-recorded loop samples.
4. **LOOPS:** use these six buttons to record, playback and mute the loop samples.
5. **SAMPLE MODE:** use this switch to select the three loop modes: **CYCLIC** (auto-loop generation), **FILTER** (auto-loop generation + filter effects) and **REVERSE** (auto-loop generation + filter effects with playback in reverse)
6. **LOOP GROUP:** these three indicators show the current **LOOP GROUP** setting.
7. **HEADPHONE OUTPUT:** connect your headphones to this socket for normal DJ monitoring purposes (depends on input connection option - see page 3 for more details).
8. **LOAD/SAVE:** use the **[LOAD]** button to recall a program from the on-board memory. Use the **[SAVE]** button to store new/edited loop groups in memory.
9. **(SLICER) TAP/CLEAR(FX):** use this button to apply the **LOOP SLICER** effect to a selected loop. In normal operating mode this button can be used to clear the BPM reading and tap in a tempo if there is no defined beat information available. When this button is held down for 3 secs **EXTERNAL FILTER** mode can be accessed.
10. **(MODE) BPM ON/OFF (COMPARE):** use this button to activate the **LOOP MODE** options and also disengage/re-engage the BPM engine. In **[SAVE]** mode this button can be used to compare program content prior to overwriting.
11. **LOOPS OUT:** use these sockets to connect the output signal to a spare input channel on your mixing desk.
12. **INPUT:** use these sockets to connect the audio input to the headphone monitor output on your mixing desk (depends on input connection option - see page 3 for more details).
13. **USB:** use the supplied USB cable to connect SoundBITE PRO to a spare USB port on your computer.
14. **POWER IN:** use this socket to connect the supplied 9Vdc power adapter.

Mounting Options

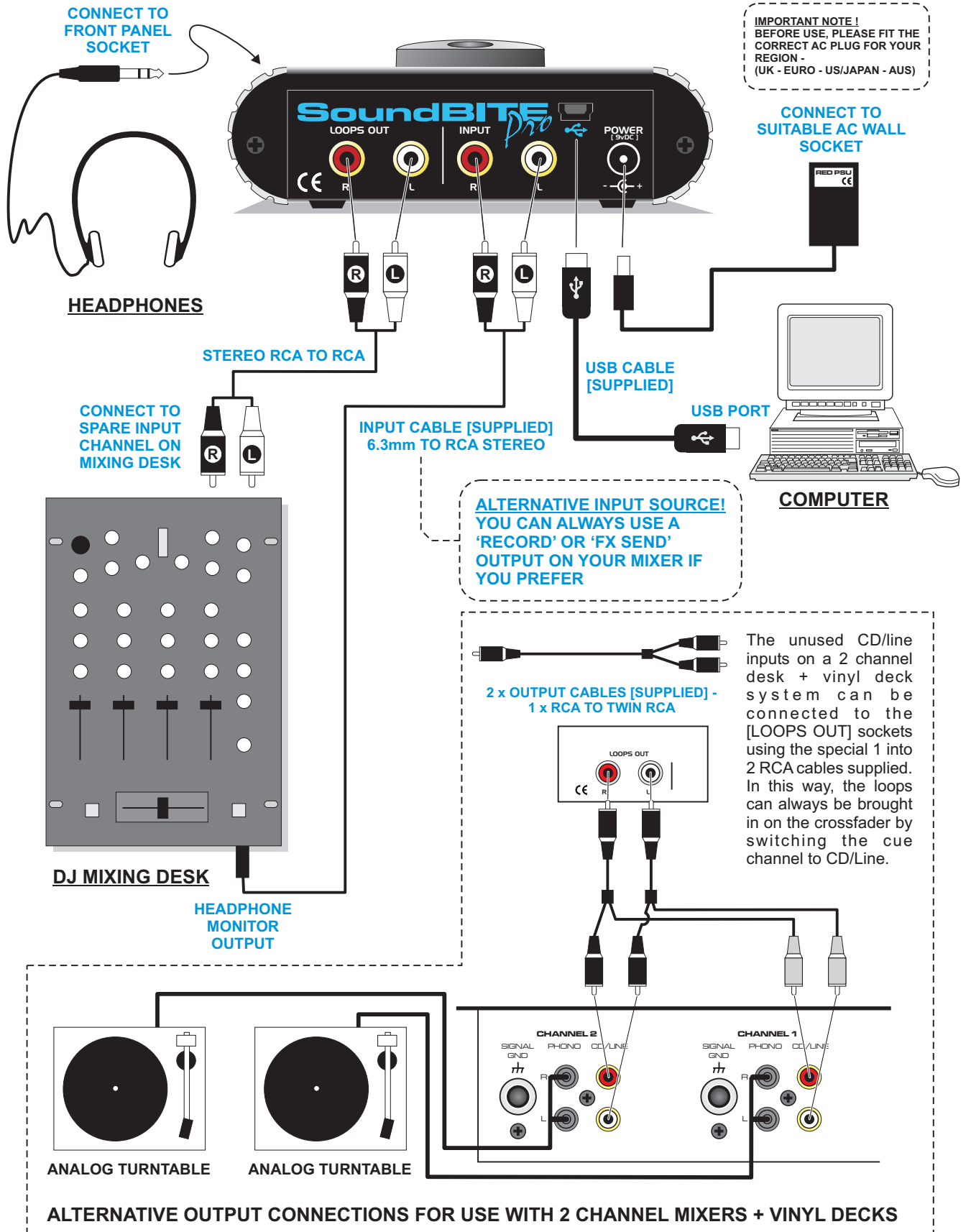


Rotate the chrome brackets to line-up with the 19" rack mounting holes on your mixing desk. Alternatively, you can use the supplied rubber feet or double-sided sticky pads to flat-mount SoundBITE PRO in any convenient location.



System Connections

Connections



Quick Start Guide

If you want to quickly try out the basic performance of SoundBITE PRO, please read the following points carefully:

CONNECTIONS: Before making any connections, make sure that the power on all your equipment is turned OFF. Connect the audio cables for a basic system setup as shown on page 2.

TURNING ON THE POWER: Make sure the volume controls on your mixer & amp are turned down. Connect the power supply to the 'power in' socket on the rear panel of SoundBITE PRO and plug it into an AC outlet. Turn ON the power of the mixer, then the amplifier.

FACTORY PROGRAMS: to hear the demo programs, press the [LOAD] button once, then use the [EDIT] jog dial to select an available program (01, 02 etc), then press the [LOAD] button once again. Play the loops by pressing any of the six [LOOP] buttons.

RECORDING/PLAYING BACK LOOPS: Play a suitable dance audio track on your deck and route this signal to the headphone output on the mixer. The input level is automatically set by SoundBITE PRO's Automatic Gain Control. The main BPM display should now show the BPM value of the audio track. Ensure the [SAMPLE MODE] switch is set to the [CYCLIC] position. Press one of the six loop buttons whenever you want to start recording - the display will show 'rEC' and count down the number of beats as the loop is recorded. If you pressed the [4 BEATS] loop button, the display will count down 4-3-2-1 and then instantly playback the 4 beat loop. To mute the loop, press the same loop button again [this button now switches the loop on/off].

Now try recording some of the other loops and playing them back in combination. To clear all the loops press the [ERASE ALL] button once. To replace a single loop, press the [RE-SAMPLE] button once, then press the desired loop button to start the re-sample recording process. Try changing the [SAMPLE MODE] setting to FILTER (rotate the [EDIT] jog dial to alter the sound) and REVERSE to see the effect they have on the loop playback. Please read the following "Operation" section carefully to fully appreciate the range of features SoundBITE PRO has to offer.

BPM Display & Controls

After connecting SoundBITE PRO to your main system as detailed on page 2, insert the power adapter plug into the rear panel 9VDC socket to turn the power on. The four centre bars on the main display will illuminate as follows '----' to indicate that the BPM engine is ready in the 'IDLE' status. SoundBITE PRO is now ready to use!

BPM Range

There are 3 operating ranges covering 60 to 230 BPM. The default setting is the mid-range, 90 -180BPM. The range setting can be changed using the front panel [TAP/CLEAR] button and the [EDIT] jog dial as follows:

1 > Press & hold the [TAP/CLEAR] button... 2 > Rotate the [EDIT] jog dial to select a new BPM range

The display will scroll through the three range settings as follows:

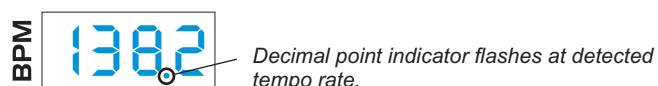
DISPLAY.....	RANGE	DISPLAY.....	RANGE	DISPLAY.....	RANGE
90	(60-120BPM)	135	(90-180BPM)	172.5	115-230BPM

If the BPM engine is active (displaying a value) it will be automatically cleared when the [TAP/CLEAR] button is held and the [EDIT] jog dial moved. BPM values outside the active range limits cannot be accurately analysed. For most applications we recommend the default Mid Range of 90-180BPM.

Tip! You can manually adjust the tempo (when there is no audio beat input) by pressing & holding the [RE-SAMPLE] button then rotating the [EDIT] jog dial to increase or decrease the loop playback speed.

BPM Display

Start the playback of the music source (containing strong beats). The BPM display should now show the tempo of the track in beats per minute - example:



Operation

The indicators in the 6 [LOOP] buttons will flash at the BPM rate. SoundBITE PRO is now ready to record synchronised loops - see 'RECORDING AND PLAYING CYCLIC LOOPS' below. Subtle changes in tempo (slowly moving CD/vinyl deck pitch controls etc) should be tracked and displayed by SoundBITE PRO's BPM display.

IMPORTANT NOTE: The BPM engine will continue looping the samples indefinitely at the last detected BPM rate if the beats in the music stop for any reason. This feature allows the loops to continue operating through quiet passages or at the end of the audio track.

Disengaging the BPM Engine

The BPM engine can be disengaged (for loop playback stability during cueing procedures etc). To disengage the BPM engine, press the [BPM ON/OFF] button once (do not hold any other buttons), as follows:

1 > Press [BPM ON/OFF] button once... 2 > Main display flashes BPM value, BPM engine is OFF

The BPM value will continue to flash on the display and any further beat information will be ignored until such time as the BPM engine is re-engaged. To re-engage the BPM engine simply press the [BPM ON/OFF] button again as follows:

1 > Press [BPM ON/OFF] button once again... 2 > Main display shows constant BPM value

The BPM engine is now re-engaged and operating normally.

TAP/CLEAR Button

The [TAP] function can be used to set the tempo when there are no beats in the music. The [CLEAR] function can be used to cancel the current BPM reading at any time. Also, this button can be used to activate [STRAIGHT-THRU FILTER] mode (see page 11).

TAP: to enter a BPM value from an 'IDLE' condition, tap a tempo on the [TAP/CLEAR] button (within the BPM range). After 4 - 6 taps the tempo should be shown on the main BPM display.

CLEAR: the BPM engine value can be cleared at any time to allow for tempo re-calculation. Use this feature if the music tempo changes (major pitch adjustments/new track etc) or if any unusual beat information confuses the BPM engine.

To clear the current BPM reading press & hold down the [TAP/CLEAR] button for approximately 1 second. The main display will briefly show 'Clr' and then show '- - -' to indicate 'IDLE' status. The BPM engine will now re-calculate the tempo. If no new tempo is detected the loops can still be played at the last detected BPM rate.

Tip! Clearing the BPM won't affect loop playback operation - the cleared BPM value is stored for loop playback continuity purposes.

Recording & Playing Cyclic Loops

You can record and playback up to 6 loops simultaneously, each with different beat durations. There are no input level settings to adjust as the on-board AGC and Limiter take care of all level adjustments automatically. To record perfect loops, the BPM engine must be active and registering a BPM value.

LOOP GROUPS: there are three factory preset LOOP GROUPS to choose from. Alternatively, you can custom configure the USER GROUP to your own specific loop settings. Before recording any loops, choose the most suitable loop group to work with:

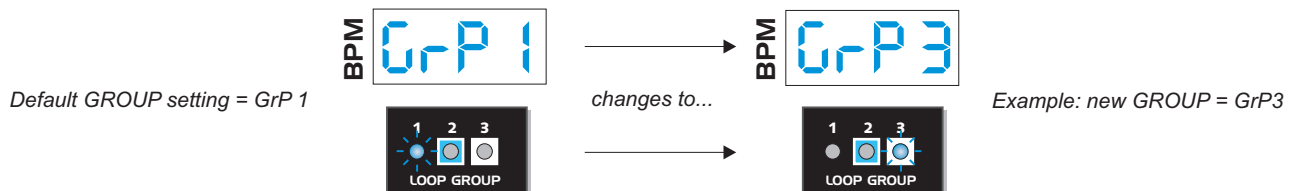
Group 1: 1, 2, 4, 4, 8, 16 beats (factory default power-up loop group)

Group 2: 1/4, 1/2, 1, 4, 8, 16 beats

Group 3: 1/4, 1/2, 1, 4, 4, 32 beats

To change the preset LOOP GROUP, first press & hold the [ERASE ALL] button for 2 seconds. The [LOOP GROUP] indicator and main display will now show the current loop group setting. Within the 2 seconds (still holding down the [ERASE ALL] button) use the [EDIT] jog dial to select a new preset group as follows:

1 > Press & hold [ERASE ALL] button for 2 secs... 2 > Main display & [LOOP GROUP] indicator show 'GrP1'... 3 > Use [EDIT] jog dial (within 2 seconds) to select new preset LOOP GROUP



USER GROUP: to set the loop pads to your own customized configuration press & hold the [ERASE ALL] button as described above but wait a further 2 seconds after the 'Grp1' display appears (don't move the [EDIT] jog dial during this period!). The main display will now show the scrolling user group display message as follows:

1 > Press & hold [ERASE ALL] button for 4 secs... 2 > Main display shows 'USER Grp Edit tot - 35'... 3 > The three x [LOOP GROUP] indicators will go OFF to indicate USER GROUP mode is selected

The number shown at the end of the text string (example above = 35) is the total number of 'beats' used-up by the group e.g. if you select all six loops to be 4 beat loops then the total number of beats used would be **24** (6 x 4)

*NOTE: The maximum allowable number of beats for any one group is **42 beats!***

To change the beat length of a loop pad, press & hold the desired loop button and then rotate the [EDIT] jog dial to make the selection. The main display will indicate the loop length in number of beats as follows:

1 > Press & hold a [LOOP] button... 2 > Main display shows current beat length... 3 > Use [EDIT] jog dial to change the loop length (1/4, 1/2, 1, 2, 4, 8, 16 & 32 beat lengths available)

After repeating the above for any other loop pads you want to change, simply press & hold [ERASE ALL] for 0.5 seconds to exit [USER GROUP] mode - the main display will briefly show 'donE'. If you attempt to allocate too many beats to the group (over 42 maximum) then the main display will show the following warning message:

Example: 'too LonG...42 AvAil...too LonG...42 AvAil...too LonG...42 AvAil...'

To successfully exit [USER GROUP] mode you must first reduce the number of beats allocated within the group to 42 beats or less by changing one or more loop pads to a lower beat value setting.

DEFAULT LOOP GROUP SETTING: The factory default setting is the 'Grp 1' loop configuration however, when you setup a [USER GROUP], the settings you make will become the default loop values every time you power-up SoundBITE PRO (i.e. this setting is memorised, so you can customise the loops to your own specification and know they will be available automatically every time you use the unit). To restore the factory 'Grp 1' settings as the default group, in [USER GROUP] mode, press & hold the [RE-SAMPLE] button for 1 second as follows:

1 > In [USER GROUP] mode, press & hold the [RE-SAMPLE] button for 1 second... 2 > Main display shows '- dEF'... 3 > Factory Grp 1 settings are now restored (loop pads = 1, 2, 4, 4, 8, 16 beats)

Tip! use the supplied stickers to re-label the front panel loop button legends as a guide for your custom user group.

RECORDING LOOPS: Only one loop can be recorded at a time. From boot-up (or after pressing the [ERASE ALL] button/changing the LOOP GROUP setting) the six loop pads will be empty. Empty loop pads are identified by flashing blue indicators in the [LOOP] buttons. To start recording a loop, first ensure the display is reading a BPM value (wait a few seconds for the BPM value to settle to ensure accurate synchronisation), then press the desired [LOOP] button once as follows:

1 > Ensure a stabilised BPM value is shown on main display... 2 > Press any loop button to start recording

Operation

During the recording process the main display will show a count-down of the number of beats in the loop, as shown in the following example:



When the recording cycle is complete the display will revert back to the normal BPM readout. The recorded loop will now play back automatically, the indicator in the button staying ON to show that the loop pad contains a sample. To mute the sample playback simply press the [LOOP] button once again. The indicator in the button now switches OFF to show the loop is muted. Toggling the button on/off will play/mute the loop.

RECORD START POINT: the exact timing of when you press the loop button is not critical with regard to loop creation - SoundBITE PRO will automatically create a perfect seamless loop for you!

CANCEL LOOP RECORDING: you can cancel the loop recording process at any time during the recording phase by pressing the selected [LOOP] button once again. You can even mute/play pre-recorded loops as other loops are being recorded!

NOTE 1: the loop recording start point accuracy becomes more critical on the shorter 1/2 and 1/4 beat loop settings and also when the [LOOP] mode is set to [ONE-SHOT] - see page 7.

NOTE 2: SoundBITE PRO's buffer RAM memory is non-volatile so remember to save any recorded loops before dis-connecting the power supply - please see page 8>10 for further details on program SAVE/LOAD procedures.

Erasing Loops

To erase all the recorded loops at once (from buffer memory only) press the [ERASE ALL] button and hold for approximately half a second, as follows:

1 > Press & hold [ERASE ALL] button for 0.5 secs... 2 > Main display shows scrolling 'ErASE ALL...ErASE ALL...' to confirm loop erasure

Any recorded loops have now been erased from the working buffer memory area. The six loop pads are completely empty and ready for the next live recording session.

Re-Sampling Loops

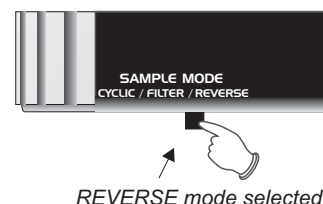
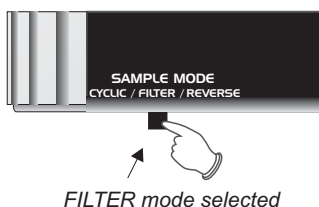
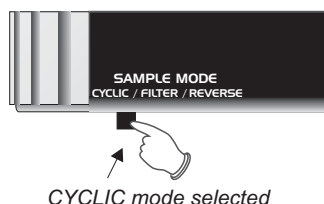
This is where you re-sample (over-record) existing loops individually without erasing all the loops. To enter this mode press the [RE-SAMPLE] button once as follows:

1 > Press [RE-SAMPLE] button once... 2 > Main display shows scrolling 'rE-SAnPLE...rE-SAnPLE...' to indicate RE-SAMPLE mode is active

The indicators in the [LOOP] pads will now flash. Un-recorded loop pad indicators will flash alternately to those loop pads that contain recorded samples to identify the two different conditions. To re-sample (over-record) a loop, press any pre-recorded [LOOP] button once. The main display will show a count-down of the number of beats during the recording phase. When the recording process is complete re-sample mode is automatically cancelled, the main display reverting to show the BPM value.

Sample Mode

In addition to the normal [CYCLIC] mode described in the previous chapter SoundBITE PRO also features two further playback modes, [FILTER] and [REVERSE]. To select the other sample modes, use the front panel [SAMPLE MODE] switch as shown in the following examples:



FILTER MODE: With the switch set to the [FILTER] position you can use analog-style filter effects to modify the loop playback in real-time. There are three types of filter available:

LOW-PASS FILTER - this progressively removes the higher frequencies

HIGH-PASS FILTER - this progressively removes the lower frequencies

BAND-PASS FILTER - this removes lower *and* higher frequencies leaving a 'band' of passable frequencies

In FILTER mode the [EDIT] jog dial becomes the master control for editing the FILTER sound (*NOTE: loop synchronisation adjustments to ALL LOOPS as described on page 8 cannot be made in this mode*). The default setting for the FILTER is OFF (after power-up or ERASE-ALL). To progressively start applying either the HIGH-PASS or LOW-PASS filter effects, rotate the [EDIT] jog dial as follows:

1 > Rotate the [EDIT] control anti-clockwise to progressively apply the Low-Pass filter - example: main display shows 'Lo 01'...'Lo 02'...'Lo 03' etc... 2 > Rotate the [EDIT] control clockwise to progressively apply the Hi-Pass filter - example: main display shows 'hi 01'...'hi 02'...'hi 03' etc

RANGE = 01 > 99 for all three filter types. The BAND-PASS filter can be accessed between the maximum LOW and HIGH-PASS filter settings e.g. rotating the [EDIT] jog dial past the 'Lo99' or 'hi99' settings will 'morph' the filter effect into the BAND-PASS filter zone, the display now changing to show the BAND-PASS filter setting as follows:

1 > Rotate the [EDIT] control past the 'Lo99 or 'hi99' value - example: main display shows 'bP01'...'bP02' etc

The 3 filter types flow continuously from one to the next as the [EDIT] control is continuously rotated.

FILTER RESONANCE: filter resonance is a boost in level of the frequencies around the filter frequency cut-off point. Increasing the RESONANCE value will add more harmonic dynamics to the sound. To adjust the filter RESONANCE setting, first press & hold the [BPM ON/OFF] button and then rotate the [EDIT] jog dial as follows:

1 > Press & hold the [BPM ON/OFF] button... 2 > Rotate [EDIT] control to increase/decrease filter RESONANCE - example: main display shows 'rE 01'...'rE 02'...'rE 03' etc

RANGE = 01(min) > 32 (max). The filter settings are memorized during normal operation so you can switch between sample modes without losing a particular filter setup. The [ERASE-ALL] function resets the FILTER setting to OFF.

REVERSE MODE: when the [SAMPLE MODE] switch is set to [REVERSE], loop record/playback will be made in reverse. Filter levels set in FILTER mode will also be applied to the REVERSE mode playback sound.

Loop Mode

You can use this mode to change the way individual samples playback within a [LOOP GROUP]. There are three types to choose from as follows:

- 1) **CYCLIC:** the playback will be in a continuous loop - the loop continues whether audio is played or muted.
- 2) **RE-START:** the playback will be in a continuous loop but the playback position will be re-started from the actual recording start point each time the loop is selected for playback.
- 3) **ONE-SHOT:** the sample will play from the actual recording start point each time the loop button is pressed and stop when the loop button is released.

To change the [LOOP] mode, press & hold a loop button and then press the [MODE - BPM ON/OFF] button once. Whilst still holding the loop button down, use the [EDIT] jog dial to change the loop mode as follows:

1 > Press & hold a [LOOP] button... 2 > Press the [MODE - BPM ON/OFF] button once... 3 > use the [EDIT] jog dial to change the [LOOP] mode - example: main display shows 'CyCLIC'...or 'rE-StArt'...or 'onE-Shot'...

NOTE 1: [LOOP] mode can only be accessed when the [SAMPLE] mode switch is set to the [CYCLIC] position!

NOTE 2: when RE-START mode is selected for a loop, the playback may become unsynchronized with other CYCLIC mode loops due to the actual timing of when the loop recording start point was made. Please try to achieve accurate recording start points so that your [RE-START] loops stay in sync with [CYCLIC] loops.

Operation

Loop Slicer

You can use this mode to chop the length of a loop in real-time for stunning effects. Each time the [SLICER] button is pressed, the selected loop playback will be cut in half. To access [LOOP SLICER] mode, press & hold any single [LOOP] button and then press the [SLICER] button to progressively halve the loop playback as follows:

1 > Example: press & hold a 4 beat [LOOP] button continuously... 2 > Press [SLICER] button once... loop becomes 2 beat loop - press [SLICER] again ...loop becomes 1 beat loop - press [SLICER] again...loop becomes 1/2 beat loop - press [SLICER] again ...loop becomes 1/4 beat loop etc, etc

PITCH SHIFTER: When [LOOP SLICER] mode is active you can adjust the [PITCH] of the sliced loop. Still holding down the sliced loop button, rotate the [EDIT] jog dial clockwise (to increase) or anti-clockwise (to decrease) the pitch. The display shows a +/- value when the pitch is shifted and 'SLICE' when the original pitch is set.

To exit [LOOP SLICER] mode at any time (and reset the sliced loop to its original length) simply release the held [LOOP] button and then press the [SLICER] button again.

Loop Output Level

Once a loop has been recorded you can adjust its output level. To boost/cut the output level of a loop, first press and hold down the [LOOP] button when it is in **PLAY** mode (indicator ON) as follows:

1 > Press & hold a [LOOP] button in PLAY mode... 2 > Rotate the [EDIT] jog dial to increase/decrease loop volume - example: main display shows '6db' etc

RANGE = -20dB to +6dB (due to 7-segment display limitations the two lowest settings are indicated as -EdB (-16dB) and -FdB (-20dB). To exit this mode simply release the [LOOP] button.

Loop Synchronisation Shift - Individual Loops

You can use this feature to manually adjust the synchronisation of each loop independently. To adjust the synchronisation point of an individual loop, first press and hold down the [LOOP] button when it is in **MUTE** mode (indicator OFF) as follows:

1 > Press & hold a [LOOP] button in MUTE mode... 2 > Rotate the [EDIT] jog dial to advance/retard the loop sync position

The display will show the following:



Each loop is divided into 32 measures per beat so, in this example having pressed the [16 BEAT LOOP] button, the two left-hand digits will show the beat position (1 to 16) whilst the two right-hand digits will show the measure position within each of the 16 beats. To exit this mode simply release the [LOOP] button.

Loop Synchronisation Shift - All Loops

You can adjust the synchronisation point of all recorded loops simultaneously in a similar manner. With one or more loops recorded, move the [EDIT] jog dial to adjust the overall synchronisation setting (do not press any buttons before adjusting the [EDIT] jog dial). The display will show the same beat/measure indication as described above whilst the [EDIT] jog dial is rotated and time stretching will be applied to the loop audio playback.

IMPORTANT NOTE: this function is dis-abled in **FILTER** mode. To make synchronisation adjustments to **ALL** **LOOPS** simultaneously first ensure that you have selected **CYCLIC** or **REVERSE** sample modes.

Saving Loop Groups

SoundBITE PRO offers 1Gb on-board flash memory storage for re-loading and playback of all your favourite loops anytime, anywhere! As an example, you can store approximately 40 full loop groups (recorded @ 120 BPM) right inside SoundBITE PRO - that's 240 individual loops!

SAVE: Once you've recorded a set of loops you want to keep you can store them in memory as follows:

- 1 > Press the [SAVE] button once... 2 > Main display shows available save locations - example: 'S- 01'...
- 3 > If necessary, rotate the [EDIT] jog dial to select a different program location (see *note below)...
- 4 > Press the [SAVE] button once again to store the program in the currently displayed location

As the data is being saved, the main display shows a scrolling message to confirm the storage operation is in progress. It also shows the time remaining in seconds for the save process to be completed, as follows:

Example: 'SAvE - 06...SAvE - 05...SAvE - 04...SAvE - 03...SAvE - 02...SAvE - 01...donE'

The loop group is now safely stored in memory for future recall. If you want to start recording a fresh set of loops to create another program simply press the [ERASE ALL] button to clear the buffer memory area.

**NOTE: To simplify the save function, the [SAVE] menu program selections are restricted to either :
A - any previously stored program location (replace/overwrite an existing program memory) or...
B - the next incremental empty program (save into empty program memory)*

Program locations are allocated incrementally starting with the first program number '01' then '02', '03', '04' etc and so on until the flash memory device is full. The memory capacity is approximately 40 full loop groups recorded @ 120BPM however, if you store loops recorded at faster tempos then you will be able to store many more programs. Also, if you only save 2 or 3 loops per group you will be able to store more programs. This dynamic memory allocation provides the most flexible storage system for each user's individual requirements.

The two R/H program number digits in the main display indicate the status of each program location when it is called up using the [EDIT] jog dial, as shown in the following example:



In this example there are already 6 programs stored in the flash memory, so the R/H program digits will stay ON as programs '01' > '06' are scrolled through with the [EDIT] jog dial. However, when program location '07' is selected the two R/H digits will start to flash to indicate that this program is currently empty and available for immediate storage of the loop group waiting to be saved.

OVER-WRITE A PROGRAM: you can replace an existing program with a new loop group if desired. To over-write a program, first select the memory location using the [EDIT] jog dial and then press the [SAVE] button once. The display will first show a safety prompt message to ensure you don't replace a program by mistake:

- 1 > Select an existing program location with the [EDIT] jog dial... 2 > Press the [SAVE] button... 3 > Main display shows 'SurE'...
- 4 > Press the [SAVE] button once again to over-write the existing program with the new loop group

Before storing the new data, SoundBITE PRO needs to erase the existing data stored in the old program location. The main display shows a scrolling message to confirm the over-writing operation is in progress. It also shows the time remaining in seconds for both the program erase and new program save processes to be completed, as follows:

Example: 'ErASE - 03...ErASE - 02...ErASE - 01...SAvE - 04...SAvE - 03...SAvE - 02...SAvE - 01...donE'

MEMORY PROTECT: you can choose to protect any individual program from accidental over-writing by using the [PROTECT] function in the PC/Mac software application download - please visit www.redsound.com for details. When [PROTECT] is set to ON, the program cannot be used for saving new data - the main display will show 'Prot' if you attempt to over-write it and the save operation will not be completed.

ABORT SAVE MODE: you can exit [SAVE] mode at any time during the save procedure (prior to committing to the actual save operation itself) by pressing the [EXIT] button once. This will instantly cancel [SAVE] mode and return SoundBITE PRO to its normal operation.

Operation

% MEMORY USED: to check the available memory space, press the [SAVE] button once and then press & hold the [LOAD] button. The main display will show the percentage of memory used up. Press [EXIT] to cancel this mode.

MEMORY FULL: when the flash memory device is full, a warning message 'FULL' will appear in the main display as you attempt to save a program. The buffered loop group cannot be stored into a new location so you must select an existing program location to over-write if you do want to save the current recordings.

COMPARE: use the [COMPARE] function to check/monitor any existing stored program data prior to overwriting it. In [SAVE] mode, select a program number already containing a stored loop group (two R/H digits remain ON) and press the [COMPARE] button once. The main display shows a scrolling message to confirm the recall [COMPARE] operation is in progress. It also shows the time remaining in seconds for the program recall process to be completed, as follows:

Example: 'ConP - 06...ConP - 05...ConP - 04...ConP - 03...ConP - 02...ConP - 01...donE'

The recalled program will now playback one loop automatically so you can hear the stored data. Press the [COMPARE] button once again to hear the other new loop group waiting to be saved. You can toggle the [COMPARE] button as many times as you want to listen and compare both sets of loops. If you want to choose a different audition loop to the one automatically selected by SoundBITE PRO simply mute/play any other loop in the group. To exit [COMPARE] mode at any time simply press the [EXIT] button once.

EMPTY LOOP 'LOCK-OUT': when you save an incomplete loop group (one or more loops in the group are intentionally left un-recorded/empty) the software automatically 'locks-out' the normal operation of these loop buttons when a program is re-loaded. This helps you to avoid accidentally adding any unwanted loop recordings to the saved/recalled loop group.

To un-lock empty loop pads (if you want to *intentionally* add some new loops to an existing, partially filled loop group) simply press the [RE-SAMPLE] button once and then press the empty [LOOP] button to make the recording.

After adding the new sample(s), beat match the new loops to the existing loops (using the individual loop shift function - see page 8) and save the edited loop group as previously described.

AUTO UN-MUTE: the default playback status after loading a group is 'ALL LOOPS MUTED' e.g. after you load a group from memory you need to press one or more of the [LOOP] buttons to start the playback. However, if you want to have one or more loops start their playback automatically, immediately after you load in a program you can use the [AUTO UN-MUTE] function as follows:

1 > Record some loops... 2 > Press the [SAVE] button once... 3 > Press & hold the desired [LOOP] button(s) for 1 second to select for [AUTO UN-MUTE]... 4 > The chosen [LOOP] button indicators will 'pulse' to show they are selected... 5 > Press the [SAVE] button once again to store the configured program to memory

To de-select any [LOOP] buttons during the above procedure simply press & hold any selected [LOOP] button once again for 1 second - the indicator will stop 'pulsing' and go out to show it has been de-selected for [AUTO UN-MUTE] mode.

Tip! You can shuffle and re-organise the program list just how you want it by using the PC/Mac software application download - please visit www.redsound.com for further information.

Loading Loop Groups

Once you've saved one or more loop group programs you can easily load them back into buffer memory as follows:

1 > Press the [LOAD] button once... 2 > Main display shows last saved program location - example: 'L- 01'... 3 > Rotate the [EDIT] jog dial to select a different program location if required... 4 > Press the [LOAD] button once again to recall the selected program from memory

As the data is being loaded, the main display shows a scrolling message to confirm the program recall operation is in progress. It also shows the time remaining in seconds for the load process to be completed, as follows:

Example: 'LoAd - 02...LoAd - 01...donE'

Prior to loading, if you've just created any new, un-saved loop recordings (or edited a previously loaded program) the main display will first show a safety prompt message to ensure you don't erase any unsaved work by mistake:

1 > Edit a program or record a new loop group... 2 > Press the [LOAD] button once... 3 > Rotate the [EDIT] jog dial to select a program for loading... 4 > Press the [LOAD] button once again... 5 > Main display shows 'SurE'... 6 > Press [EXIT] to cancel the load operation or press [LOAD] button again to confirm load

Tip! If you're confident that you don't need to keep the last edited/new loop group (i.e. if you're performing a set with a known collection of previously stored programs and you just tweaked a loop level or sync setting etc) then you can simply press the [LOAD] button twice in quick succession to load in programs more rapidly.

LOOP MERGE: you can use this feature to merge individual loops from one program to another - this allows you to move loops between programs and create new loop groups from multiple program sources. With a loop program loaded (or a new set of loops recorded into buffer memory), press the [LOAD] button once and then select the loop pads you want to merge into the next loop program as follows:

1 > Load a program or record some new loops... 2 > Press the [LOAD] button once... 3 > Press & hold the desired [LOOP] button(s) for 1 second to select for [LOOP MERGE]... 4 > The chosen [LOOP] button indicators will 'pulse' to show they are selected... 5 > Rotate the [EDIT] jog dial to select a new program... 6 > Press the [LOAD] button to merge the selected loop(s) with the new program

To de-select any [LOOP] buttons during the above procedure simply press & hold any selected [LOOP] button again for 1 second - the indicator will stop 'pulsing' and go out to show it has been de-selected for [LOOP MERGE] mode. After merging loop(s) into the loaded program, beat match the new loops to the existing loops (using the individual loop shift function - see page 8) and save the edited loop group as previously described.

Straight-Thru Filter Mode

In this mode, SoundBITE PRO operates as an 'insert FX' module allowing you apply analog style filter effects directly to the incoming audio signal in real-time - *NOTE: The loop sampling functions are disabled in this mode.* Press & hold the [TAP/CLEAR] button for approximately 4 seconds *without touching any of the other buttons or controls.* STRAIGHT-THRU filter mode will now be activated, as confirmed by the following display:



The audio signal connected to the rear panel [INPUT] connectors will now be routed (via the DSP filter effect) directly to the rear panel [LOOPS OUT] connectors. Make any necessary level re-adjustments to the level controls on your mixing desk. SoundBITE PRO is now operating purely as a real-time filter FX module. Use the [EDIT] jog dial to alter the sound by changing the filter settings as previously described on page 7. The normal [RE-SAMPLE] and 6 x [LOOP] button functions are all de-activated in this mode however, these buttons can now be used to access additional FILTER effect parameters as follows:

INPUT LEVEL: the software automatically sets a default input level when STRAIGHT-THRU FILTER mode is activated. To adjust the input signal level, press & hold the [RE-SAMPLE] button and then rotate the [EDIT] jog dial as follows:

1 > Press & hold [RE-SAMPLE] button... 2 > Rotate [EDIT] jog dial to increase/decrease input level - example: main display shows 'In65' etc RANGE = 00 (min) > 99 (max).

FILTER MEMORY: the 6 x [LOOP] buttons can be used as 'hot-keys' to memorize filter settings making it easy to jump to a favorite filter starting-point. Rotate the [EDIT] jog dial until you find the preferred filter setting and then press & hold (for approx 0.5 seconds) one of the 6 loop buttons. The blue indicator in the button will light to confirm the filter setting has been stored. Try setting various filter values on different buttons and then switch between them to hear the filter 'jump' to the next setting.

To cancel STRAIGHT-THRU FILTER mode simply move the [SAMPLE MODE] switch to CYCLIC or REVERSE positions *or alternatively*, press & hold the [TAP/CLEAR] button for 0.5 seconds (the display shows 'OFF' briefly to confirm this operation). Normal loop recording functionality is now re-activated.

NOTE: remember, you can't record/play loop samples or use the BPM engine in STRAIGHT-THRU FILTER mode!

Operation/Specification

System Messages

The following messages may appear on the screen at various times during normal operation:

TIDY (shown as 'tidy'): this message will be shown briefly when the operating system is monitoring and re-organising the flash memory device sectors.

BUSY (shown as 'buSy'): this message will be shown briefly when the operating system is busy doing USB tasks.

Disengaging The BPM Engine - A few Applications

As you cue and/or move the pitch slider whilst monitoring in the headphones, all this musical and rhythmical information gets transmitted to SoundBITE PRO via PFL. Naturally this cueing 'tempo' you create is irregular, sending small fluctuations to SoundBITE PRO, which will track the BPM variations.

The times when you *would not* want SoundBITE PRO to do this are as follows. Imagine beat mixing against a track on a turntable whose tempo constantly changes with small fluctuations, it would be nearly impossible. Therefore, you can instruct the sampler not to analyse tempo changes (see page 4, "Disengaging the BPM engine") and no matter how fast/slow or in which direction you spin the forthcoming track, SoundBITE PRO will play it's samples back at a fixed tempo, steady as a rock.

MIXING VINYL TO VINYL USING ONE TURNTABLE: most dance tracks are structured to have a clean introduction (intro) and exit (outro) to facilitate mixing and to avoid melody clashes. Now you can sample either the start or the end of the track (we recommend 16 or 32 beat loops) and, using your crossfader, blend the outgoing track into your long sample, put a new record *on the same turntable* and mix against the sample. Just record /playback the loops and dis-engage the BPM engine. This also addresses...

THE DREADED TURNTABLE/STYLUS FAILURE: you can use SoundBITE PRO as a security blanket in the unfortunate event of a turntable failing!

SO, RULE OF THUMB:

SoundBITE PRO sampling from Master Track - do not disengage the BPM engine.

Beat Mixing against SoundBITE PRO - disengage before attempting to attain beat sync on next track, *then re-engage* before recording any new samples.

SoundBITE PRO Specification

- **Sample rate/Conversion resolution:** 96kHz / 24 bit
- **Polyphony:** 6 sample loops
- **Program Memory:** 1Gb (Example: 240 loops recorded @ 120BPM) - 99 program locations available
- **Effects:** Low-Pass Filter...High-Pass Filter...Band-Pass Filter
- **Sample loop length:** Grp1:- 1, 2, 4, 4, 8, 16 (default) Grp2:- 1/4, 1/2, 1, 4, 8, 16 Grp3:- 1/4, 1/2, 1, 4, 4, 32
- **BPM range:** 60 - 230BPM (3 ranges)
- **Connections:** USB, Audio input, Loops output, Monitor output, AC adapter input
- **Power Supply:** 9vDC 650mA - Output plug = 2.1mm wired centre pin +
- **Dimensions:** 202(H)x106(W)x30(D)mm 8"(H)x 4 1/4"(W)x 1 1/4"(D) inches
- **Weight:** 0.7Kg (2lb)
- **Accessories:** Connecting Cables (input 1 x 1/4" Jack to RCA) (output 2 x single RCA to twin RCA) USB cable, Mounting kit

* Specification and /or appearance subject to change without prior notice due to product improvement.