



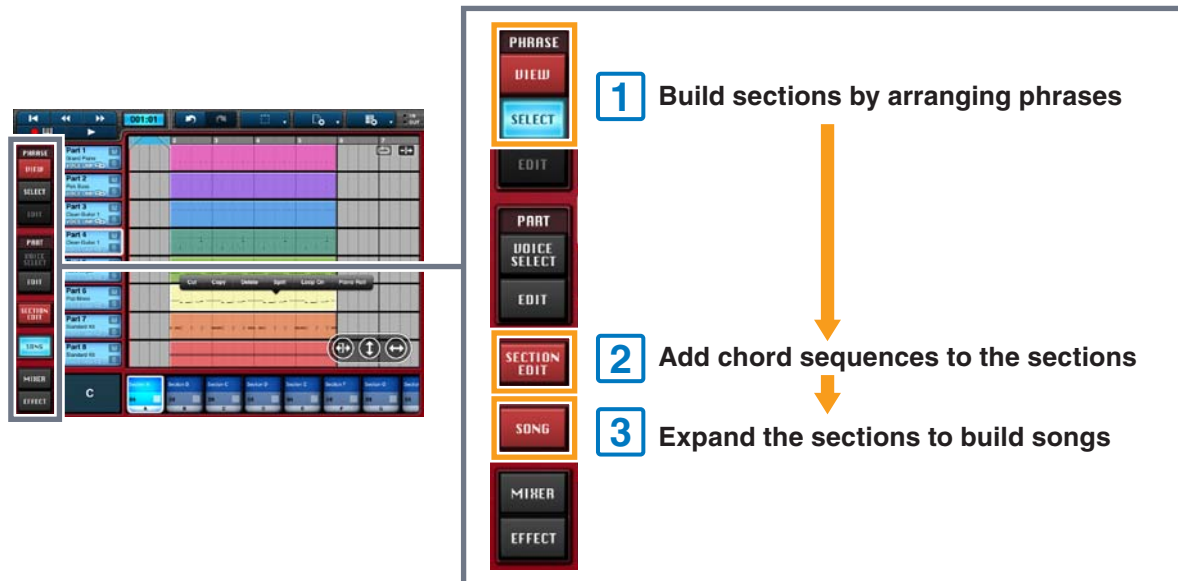
Mobile Music Sequencer Owner's Manual

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Introduction

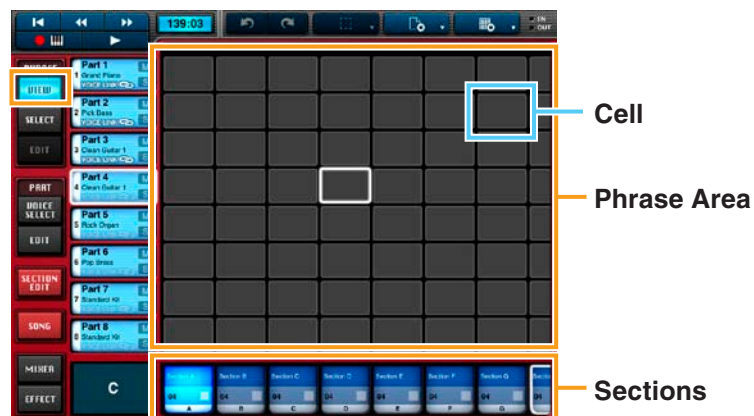
Coming with a wide range of phrases built-in, Mobile Music Sequencer can be used to create songs by arranging these phrases and entering chord sequences. Mobile Music Sequencer can actually create music in many different ways, but this manual will cover the standard approach, which comprises the following three steps.



1 Building Sections by Arranging Phrases

1. Tap [VIEW] from the PHRASE menu to open the Phrase Viewer.

Phrase Viewer



Phrases are arranged by placing them in cells in the Phrase Area. Each one contains a small section of a performance on one particular instrument (or voice).

2. Tap the Phrase Area cell in which you wish to place a phrase.
3. Tap [SELECT] from the PHRASE menu.

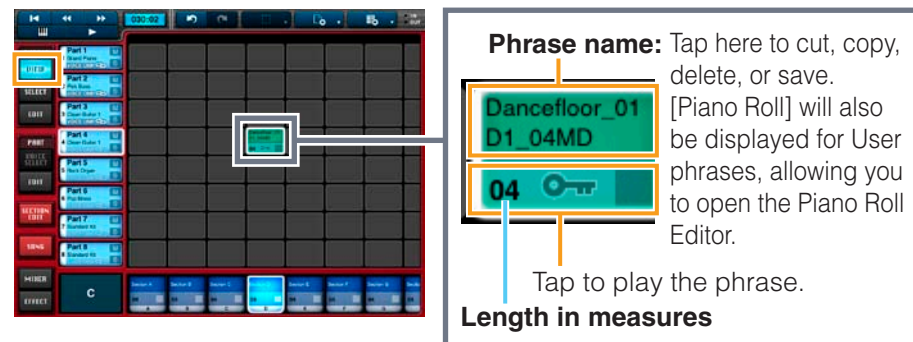
4. Tap a phrase in the PHRASE SELECT pane to select it.



PRESET: Tap to display the app's preset (i.e., built-in) phrases.
USER: Tap to display phrases that you have edited and saved.
CATEGORY: Tap to list the phrases based on instrument and music category.

5. Tap [VIEW] from the PHRASE menu.

The phrase you selected will now be visible in the Phrase Viewer.



Repeat Steps 2 through 5 to arrange phrases as needed.

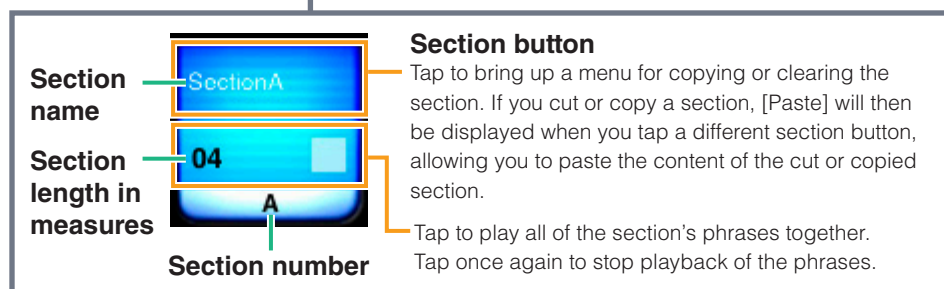
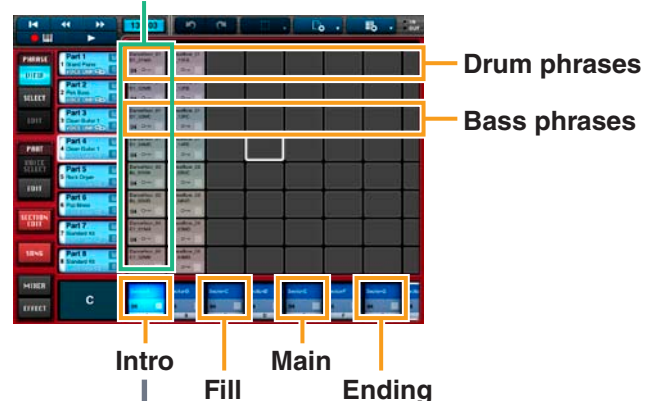
Phrase voices

Each phrase in Mobile Music Sequencer has its own voice assignment. In order to have phrases play with their assigned voices, be sure to turn on Voice Link for the part in question. For details on this function, refer to [Editing Parts](#).

Phrase arrangement tips

It generally makes sense for phrases containing similar voices (such as drums) to be arranged in the same row. Columns represent sections such as the intro or fills, which you can freely assign. For example, all of the phrases you would like to use in the intro section should normally be arranged in the corresponding column.

Phrases for the intro



NOTE

You can change the arrangement of sections in the Phrase Viewer by touching a section button and then sliding.

Recommended approach for building sections

1. Arrange all of the phrases you would like to use in the Phrase Viewer.
2. Play multiple phrases together to see which ones sound good together.



3. Select an empty section by tapping its section button.
4. Tap the section button for that section once again to display [Cut], [Copy], and other buttons.
5. Tap [Create].



NOTE

Steps 3 through 5 can be performed as one action by double-tapping the section button for an empty section.

The section selected in Step 3 will be built from the phrases combined in Step 2.



Creating phrases


If you cannot find the phrase you need in the Phrase Select pane, you can easily create it as described below.

1. Tap [VIEW] from the PHRASE menu.
2. In the Phrase Area, select the cell to be assigned the phrase by tapping it.
3. Tap the selected cell.

Tap [Create] in the menu that appears.



4. Add notes and other performance data to the phrase.

The *Piano Roll Editor* will be displayed, allowing you to add notes one by one. If necessary, you can tap  in the top-left corner to open the *Keyboard Screen*. On that screen, you can record notes directly into the phrase as you play.

We recommend that you create phrases based on only one chord. Once created, however, you can set different chords for the phrases to play within a song. For details on how to do so, refer to *Adding Chord Sequences to Sections*.

NOTE

For more details on the Piano Roll Editor and the Keyboard screen, refer to the corresponding sections below.

5. When you have finished adding notes and other performance data, tap [EXIT].

The phrase you created will now be visible in the Phrase Viewer.

Editing phrases

Phrases from the Phrase Viewer can be edited at any time. For details, refer to *Editing Phrases*.

NOTE

MIDI events and certain other parameters cannot be edited for Preset phrases or for User phrases created by saving Preset phrases.

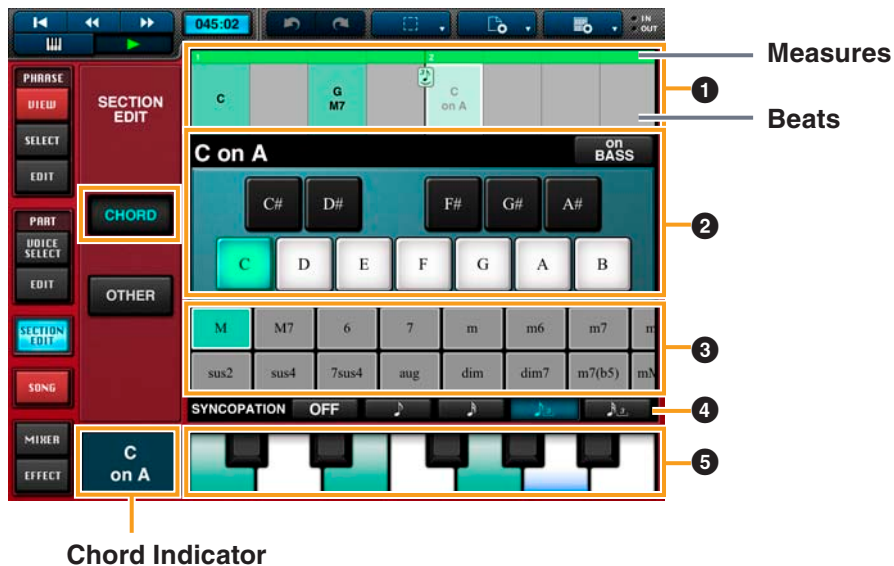
Editing voices

After adding phrases to a part, you can change or modify its voice. For details, refer to *Editing Parts*.

2 Adding Chord Sequences to Sections

In Mobile Music Sequencer, chords can be set at any of a section's beat positions as follows.

1. In the Phrase Viewer, select a section to edit by tapping its section button.
2. Tap [SECTION EDIT] to open the Section Editor.
3. Tap [CHORD] from the SECTION EDIT menu.



4-1. Add a chord change:

In Area 1, tap the beat where you want the chord to change.

In Area 2, tap the desired root of the chord, and then enter the chord type using Area 3 or the keyboard in Area 5.

The chord change will now be added.

The notes that make up the selected chord will be shown in green on the keyboard in Area 5.

When a section is playing, the Chord Indicator will show the current chord.

4-2. Add an on-bass note:

Using the On-bass function, you can set a specific bass root note to be used when playing phrases.

Accordingly, this function only affects bass-category Preset phrases or User phrases whose *chord type* has been set to Bass.

If, for example, you set A as the on-bass note for a C chord, the Chord Indicator will display “C on A”, and the relevant phrases will play the note A.

In Area 1, tap the beat where you want to add an on-bass note.

In Area 2, tap [on BASS] and select an on-bass note or tap the corresponding key in Area 5.

The on-bass note will now be added. To remove an on-bass note, tap [on BASS] and then tap the selected on-bass note once again.

On-bass notes will be shown in blue on the keyboard in Area 5.

When a section is playing, the Chord Indicator will show the on-bass setting.

4-3. Add syncopation:

In Area 1, tap the beat where you want to add syncopation.

In Area 4, select a syncopation type.

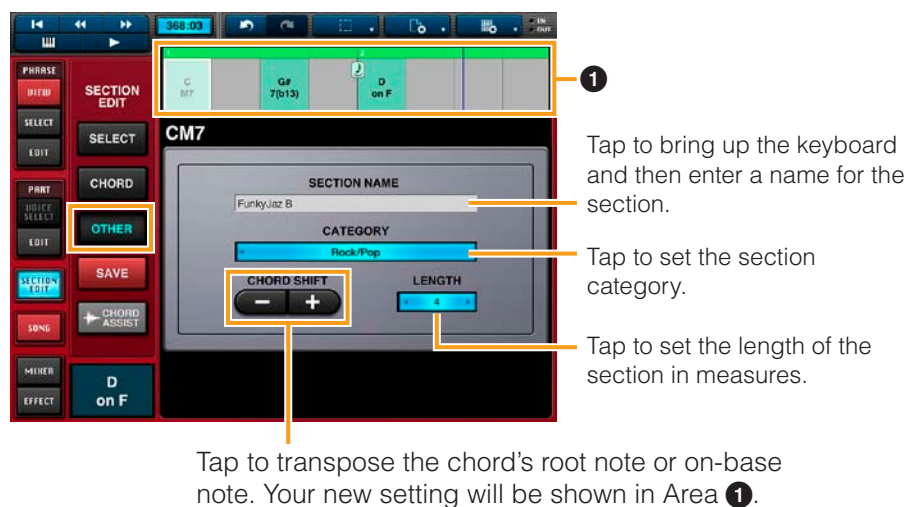
Syncopation will now be added. To remove syncopation, tap [OFF].

Syncopation settings will be displayed in the corresponding measure in Area 1.

The following settings can also be made in the Section Editor.

Setting the section name and length in measures

1. In the Phrase Viewer, select a section to edit by tapping its section button.
2. Tap [SECTION EDIT] to open the Section Editor.
3. Tap [OTHER].



Selecting sections from presets

Using the procedure described below, you can create sections by loading presets or previously saved data.

1. Tap [SELECT] in the Section Editor.



2. In Area 1, select the section into which you wish to load data by tapping it.
3. In Area 3, select the section you wish to load by tapping it.

The following numbered areas and buttons can be used when selecting sections.

- 2 You can select a section category in this area.
- 3 Tap the star symbols (★) here to rate individual sections.
- 4 Use this button to list the sections in Area 3 in alphabetical order or based on their ratings.
- 5 You can use this button to indicate whether phrases only, chords only, or both phrases and chords should be loaded with sections.
- 6 Tap this button to return to the condition before Step 3.
- 7 You can tap this button to load a random section from Area 3.
- 8 Tap to choose the type of section to display in Area 3.

PRESET: Area 3 will display Preset sections.

USER: Area 3 will display the sections that you have saved.

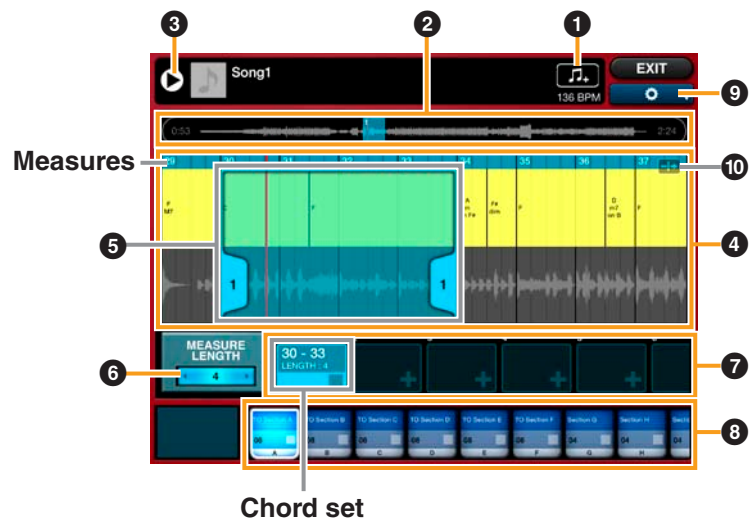
4. If necessary, tap [SAVE] to save the selected section with a name and category.

To select sections saved in this way, set the display to User in Area 8.

Importing chord sequences into sections from audio data

Using the procedure described below, you can import chord sequences from audio data in the Music app on your iPhone or iPad.

1. Tap [CHORD ASSIST] in the Section Editor to open the screen shown below.



If necessary, tap 9 to make the following settings.

AUDIO VOLUME: Adjust the volume of the audio data.

AUDIO TEMPO: Double or halve the tempo of the audio data.

BEAT SHIFT: Adjust the positions of beats and measures relative to the audio data.

PROJECT TEMPO: Adjust the tempo of the current project.

2. Tap 1 to display the Music app's audio list screen.

3. Select audio data as follows.

- 3-1. Within the list of audio data, tap the one from which you wish to import chords.

Mobile Music Sequencer will automatically start to play and analyze the data.

NOTE

- If you turn off [REANALYZE] at the bottom-left of the audio list screen, audio data that has been analyzed already will not be re-analyzed when you tap it again.

- Depending on the type of audio data selected, it may not be possible to analyze chords accurately.

- 3-2. Tap [Select] to close the audio list screen.

4. Import the chord sequence from the selected audio data as follows.

- 4-1. While playing the audio data using 3, tap 2 to indicate the approximate location of the chord sequence you wish to import.

Tap 10 if you would like the playback position from 2 to be displayed in Area 4.

NOTE

You can also stop playback by tapping 3.

- 4-2. In Area 7, tap the chord set into which you wish to import the chord sequence.

When you do so, the measure corresponding to the position set in Step 4-1 and the chord sequence will be displayed in Area 4. In addition, the chord-set selection range will be displayed as Area 5.

- 4-3. Adjust the chord-set selection range 5 as appropriate.

To move the selection range: Touch Area 5 and then slide it left or right.

To change the number of measures in the selection range: Touch a numbered tab in Area 5 and slide it left or right; alternatively, change the setting in 6.

5. Copy and paste the chord sequence from the chord set into a section.

To copy the chord sequence: In Area 7, tap the top of the chord set you wish to copy from, and then tap [Copy] in the menu displayed.

To paste the chord sequence: In Area 8, tap the top of the section you wish to paste into, and then tap [Paste] in the menu displayed.

NOTE

You can also copy and paste a chord sequence by dragging the chord set and dropping it onto a section.

6. Tap [EXIT] at the top-right of the screen to return to the Section Editor.

In the Section Editor, tap [CHORD] to review or edit the imported chord sequence.

If necessary, tap [SAVE] to save the selected section. Sections saved in this way can be accessed by setting the Section Select area to User.

3 Expanding Sections to Build Songs

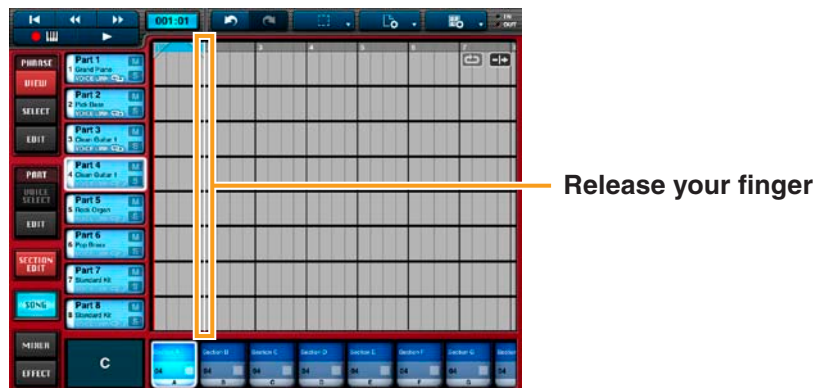
In Mobile Music Sequencer, you can build a song as follows by expanding sections based on the phrases they contain.

1. Tap [SONG] to open the Song Editor.
2. Touch the section button for the section you wish to expand into the song, and slide the section into the Song Area.



Touch and slide

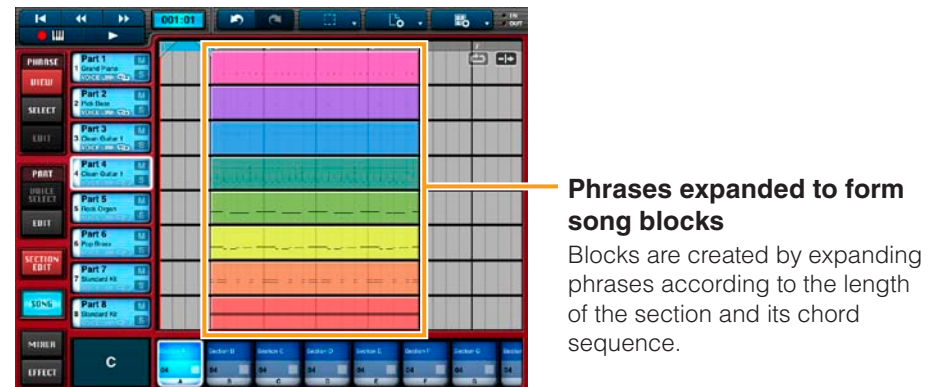
3. Move the section to the measure at which you wish it to start (shown by the white playhead), and then release your finger from the screen.



All of the section's phrases will now be expanded into the song.

NOTE

- In addition to the above-described procedure, you can also copy sections and individual phrases in the Phrase Viewer and paste them into the Song Editor.
- If SECTION CHAIN PLAY from [Project settings](#) is turned on, you will need to select whether to expand only the selected section or that section together with all sections between it and the next empty sections to the left and right.



You can edit your song at any time. For details, refer to [Editing Songs](#).

You can also mix your song and adjust the effects. For details, refer to [Mixing & Adjusting Effects](#).

Song playback controls and indicators

Tap to move the playhead forwards or backwards in steps of one measure.

Shows the playback position in terms of measures and beats.

Tap to move the playhead to the start of the song.

Tap to start playback of the current song. Tap while playing to stop the song.



Tap to have playback loop within the Loop Area.

Tap to have the screen scroll to follow the playhead.

Loop Area

Slide the triangle on the left to set the loop start point. Slide the triangle on the right to set the loop end point.

Piano Roll Editor

Using the Piano Roll Editor, you can edit individual notes from phrases or song blocks. In addition, you can tap a cell to add a new note at that position and pitch.



By turning this on, you can check the sound when tapping a cell to add a new note.

Tap to activate performance-data mode for viewing and editing velocity, pitch bend, or control change messages.

NOTE


You can also listen to voices and make selections with [Voice Link](#) turned on.

Length of newly added notes

Turn on to have notes snap into place (i.e., quantized) when positioned. (Specifically, the start of the note will be moved to the nearest vertical line.)

Adding notes and Changing velocities

■ Adding notes


1. Ensure that  is turned on (tap if necessary).
2. Ensure that the note length is set as required at the bottom of the screen.
3. Tap the screen at the desired pitch position (vertical) and playback position (horizontal).

A rectangular note of the selected length will be added at the tapped position.

NOTE

A newly added note can be tapped once again to delete it.

■ Changing velocities

1. Tap  to activate performance data mode.
2. Select [Velocity] from the list displayed.
The velocities of the notes in the phrase or block will be displayed. The taller the bar, the greater the velocity.




3. Turn off .

4. Select the note whose velocity you wish to edit by tapping it.

The velocity for the just the selected note will be displayed.


5. Turn on .
6. Touch and slide the velocity to change it.

Batch editing velocity, gate time, note shift, and quantize data

1. Ensure that  is turned off (tap if necessary).
2. Select the notes that you wish to edit.



NOTE

For details on selecting multiple notes, refer to [Selecting notes](#).

3. Tap .
4. Select an action from the window displayed and set the corresponding parameters.
5. Tap [APPLY] to modify the notes selected in Step 2 above based on the parameters you have set.



The notes' performance data will now be modified.

■ Adding pitch-bend or control-change data


1. Turn on .
2. Select [Pitch Bend] or [Control Change] from the list displayed.
3. Turn on .
4. Enter the pitch-bend or control-change data by sliding your finger in the corresponding area.

■ Editing pitch-bend or control-change data

You can easily cut, copy, paste, and delete pitch-bend and control-change data as follows.

1. Turn on .
2. Select [Pitch Bend] or [Control Change] from the list displayed.
3. Turn off .
4. Touch one end of the area to be edited and then slide to the other end.
5. Tap the selected area and then cut, copy, or delete its data using the buttons displayed.

Cutting, copying, deleting, moving, and stretching notes

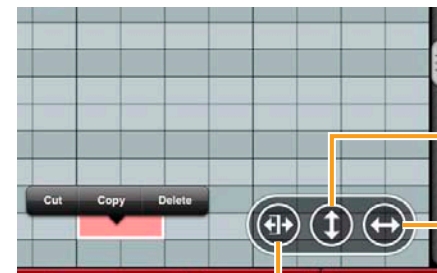
1. Ensure that  is turned off (tap if necessary).
2. Select the notes that you wish to edit.

NOTE

- For details on selecting multiple notes, refer to [Selecting notes](#).
- To select a range of notes, touch one end of the area to be edited and then slide to the other end.

3. Tap a selected note to bring up the edit menu.

To cut or copy the selected notes, tap [Cut] or [Copy] in the menu and then tap the location at which the notes are to be pasted. Alternatively, you can tap [Delete] to permanently delete the selected notes.




Tap in order to slide the selected notes to new pitches.

Tap in order to slide the selected notes to new playback positions.

Tap in order to slide the selected notes to new lengths.

Selecting notes

To select multiple notes at the same time, tap  and choose the required selection mode.

SINGLE	This mode lets you select a single note. Selecting a new note cancels the previous selection.
ADDITIONAL	This mode lets you select multiple notes. Selecting a new note adds it to the previous selection. Tapping any of the currently unselected area cancels the entire selection.
NOTE	In this mode, you can select all notes at the same pitch as the one tapped.
TO START	In this mode, you can select all notes from the one tapped to the start of the phrase or block.
TO END	In this mode, you can select all notes from the one tapped to the end of the phrase or block.
INVERT	Choose this mode to select all currently unselected notes and cancel the previous selection.
ALL	Choose this mode to select all of the notes in the phrase or block.
NONE	Choose this mode to deselect all of the notes in the phrase or block.

Keyboard Screen

Using the Keyboard screen, you can use the on-screen keyboards to add notes directly into phrases or song blocks.

Tap to bring up the voice list. You can then tap a voice from the list to select it. When *Voice Link* is turned on, you can select phrase and song voices; when turned off, you can select part voices.

The screenshot shows the Keyboard Screen interface with various controls and annotations. The interface includes a top navigation bar with buttons for 'PHRASE', 'REPLACE', 'OVERDUB', and 'EXIT'. Below this is a 'VOICE' section with a 'Chord Seq' button and a 'QUANTIZE' dropdown set to 'OFF'. A 'PHRASE LENGTH' slider is set to '4'. The main area features two on-screen keyboards, with the bottom one showing notes C2, C3, and C4. A vertical slider on the left is labeled 'MOD', 'PITCH', and 'VELOCITY'. A 'CHORD' button is located to the right of the keyboards. Annotations with orange lines point to various elements, explaining their functions.

Tap to move the record position to the start of the phrase or block.

Tap to turn on recording (i.e., direct input of notes). Tap once again to stop recording.

Use the button at the top of the slider to select its function.

MOD: The slider will function as a modulation wheel.

PITCH: The slider will function as a pitch bend wheel.

VELOCITY: The slider can be dragged to set a velocity range for the notes played.

Tap to change the size of the on-screen keyboards.

Tap to set the quantization mode.

REPLACE: Existing notes in the phrase or block will be deleted when new ones are recorded.

OVERDUB: Recorded notes will be added to those already in the phrase or block.

Tap to return to the previous screen.

Tap to toggle between the on-screen keyboards and control-change input mode.

Active only when recording into a phrase, Chord can be tapped to specify the phrase's chord root and type.

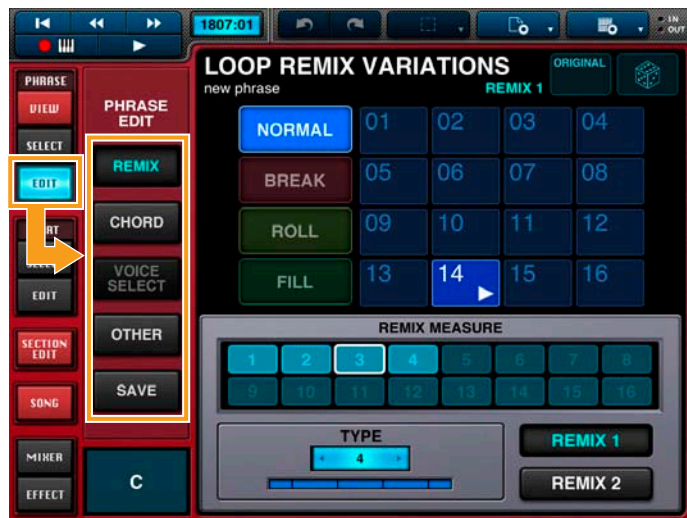
Active only when recording into a phrase, this value sets the length of the phrase.

Use these scroll bars to move along the length of the keyboards.

Editing Phrases

Any phrase from the Phrase Viewer can be edited using the Loop Remix Editor, Source Chord Editor, Phrase Voice Setup Editor, and Other Setting Editor as follows.

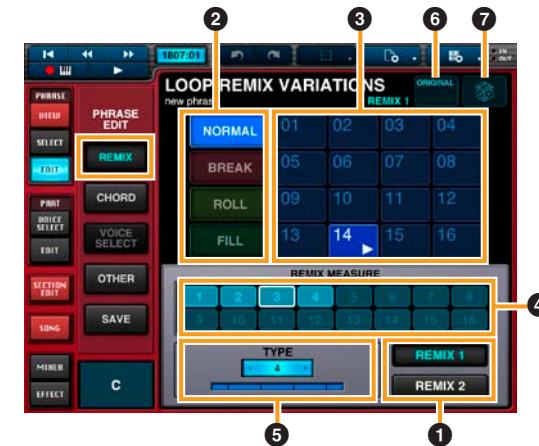
1. Tap [VIEW] from the PHRASE menu to open the Phrase Viewer.
2. In the Phrase Viewer, tap a phrase to select it for editing.
3. Tap [EDIT] from the PHRASE menu.
4. Tap the required editor in the PHRASE EDIT menu.



5. Tap [SAVE] to save any changes you have made to the phrase.

REMIX

The Loop Remix Editor can be opened by tapping [REMIX] in Step 4 above.



1. Area 1 contains two different remix types. If, for example, the same measure in Area 4 is selected for both, that measure will be affected by both REMIX 1 and REMIX 2.
2. Area 2 is used to select the remix mode.
3. In Area 3, you can select a variation for the remix mode from Area 2.
4. Use Area 4 to set the measures to be remixed. You can also tap [ALL ON] to remix all measures or [ALL OFF] to clear the current selection.
5. Area 5 is used to select a remix type. The bar below the type number corresponds to one measure, and the lines show the remix points within the measure. By changing the type, therefore, you can remix the phrase at different points.

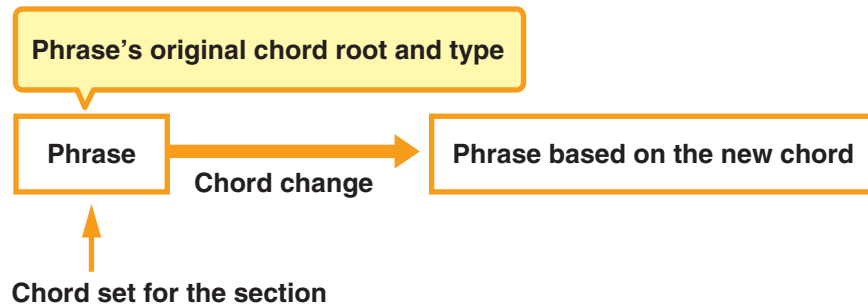
1. Select either REMIX 1 or REMIX 2 in Area 1.
2. Select from NORMAL, BREAK, ROLL, and FILL remix modes in Area 2.
3. Tap a number to select a variation in Area 3.

The phrase will be remixed based on the selected mode and variation, and the remixed phrase will be played.

You can tap [ORIGINAL] in Area 6 to restore the phrase to its original condition before remixing. In addition, you can tap the [DICE] in Area 7 to randomize the variation selected in Area 3.

CHORD

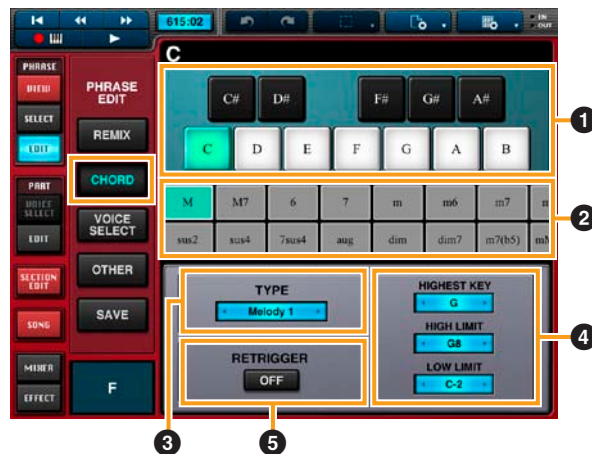
When playing phrases, Mobile Music Sequencer ensures that they follow the chord changes set for the corresponding section. In order to do this, it needs to know each phrase's original chord root and type. This information can be set using the Source Chord Editor.



NOTE

The original chord root and type of preset phrases cannot be edited.

The Source Chord Editor can be opened by tapping **[CHORD]** in Step 4 above.



- 1 Area 1 is used to set the chord root.
- 2 Area 2 is used to set the chord type, and it can be scrolled horizontally.

- 3 In Area 3, you can set one of the following chord-change types for the phrase.

Melody1	This type limits the effect of chord changes, making it ideal for melodic phrases. In specific terms, the phrase will be converted or transposed based on the chord types and roots set for the section.
Melody2	As above, this type also limits the effect of chord changes and is ideal for melodic phrases. In response to chord changes, Mobile Music Sequencer shifts the phrase's notes as little as possible for smoother chord progressions.
Chord1	This type significantly changes the phrase, making it ideal for backing tracks. In specific terms, the phrase will be converted or transposed based on the chord types and roots set for the section.
Chord2	As above, this type also significantly changes the phrase and is ideal for backing tracks. In response to chord changes, Mobile Music Sequencer shifts the phrase's notes as little as possible for smoother chord progressions.
Bass	This type is ideal for bass phrases.
Bypass	When this type is selected, the phrase is unaffected by chord changes. As such, it is perfect for drum phrases.
Para	This type causes the entire phrase to be transposed based on the new chord's root note, but the chord type is ignored. As such, it is suitable for phrases that already include chord changes.

- 4 **HIGHEST KEY** from Area 4 is used to set the highest possible root note. If set to G, for example, chords with a root note higher than G would be transposed down an octave.
HIGH LIMIT and **LOW LIMIT** define the range in which the phrase will be played. Any notes outside this range will be moved into it by transposing up or down accordingly in octave steps.
- 5 Area 5 is used to specify whether the phrase should be retriggered (i.e., started again from the beginning) in response to chord changes.

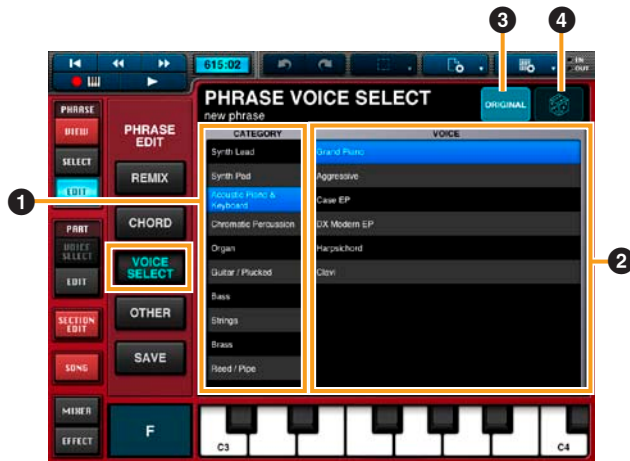
VOICE SELECT

The Phrase Voice Select Editor is used to select a voice for the phrase.

It can be opened by tapping **[VOICE SELECT]** in Step 4 above.

NOTE

[VOICE SELECT] cannot be tapped to open the Phrase Voice Select Editor when *Voice Link* is turned off.



Area **1** is used to select the voice category; Area **2** the desired voice.

Area **3** is used to restore the original voice.

Area **4** is used to randomize the voice selection in Area **2**.

OTHER

The Other Setting Editor is used to set a name and category for the phrase.

It can be opened by tapping **[OTHER]** in Step 4 above.



PHRASE NAME	Tap in the name field to bring up the keyboard and then enter a name for the phrase.
CATEGORY	Use this to select a category for the phrase.
LENGTH	Use this value to set the length of the phrase in measures.
TRANPOSE	If you need to transpose the phrase, you can set the required number of semitones here.
PHRASE PLAY	<p>LOOP: The phrase will start again from the beginning after it has played to the end.</p> <p>ONE SHOT: The phrase plays once to the end and then stops.</p>

Editing Parts

From the PART menu, you can make settings that affect all phrases and blocks in specific parts.



NOTE
You can change the arrangement of parts by touching a part button and then sliding.

Part button

After selecting a part, tap to bring up a menu for copying, clearing, or editing the part.



VOICE LINK indicator

This indicator is displayed as shown when Voice Link is turned on.

Double-tap the part button to open the Part window.

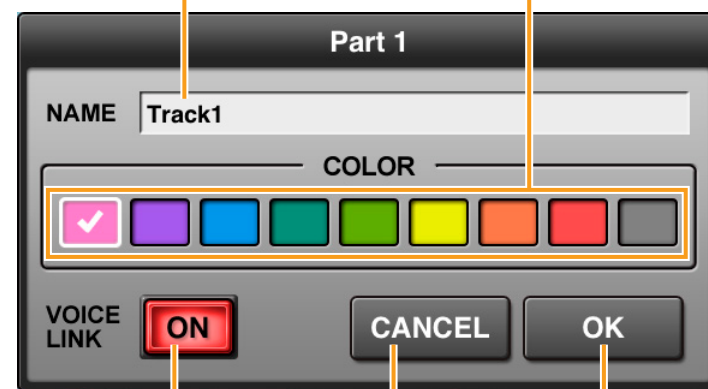
Edit window

The Edit window for a part can be opened as follows.

1. Select the part you wish to edit by tapping its part button.
2. Tap the part button once again to display the [Edit] button.
3. Tap the [Edit] button.

Tap to bring up the keyboard and then enter a name for the part.

Here, you can select a color for the part's phrases and blocks.



VOICE LINK

When turned on, the part's phrases will use the voices set in the Phrase Voice Setup Editor, which can be accessed from the Phrase Edit menu.

Tap to close the window without making any changes.

Tap to close the window and apply your changes.

Setting a part's voice

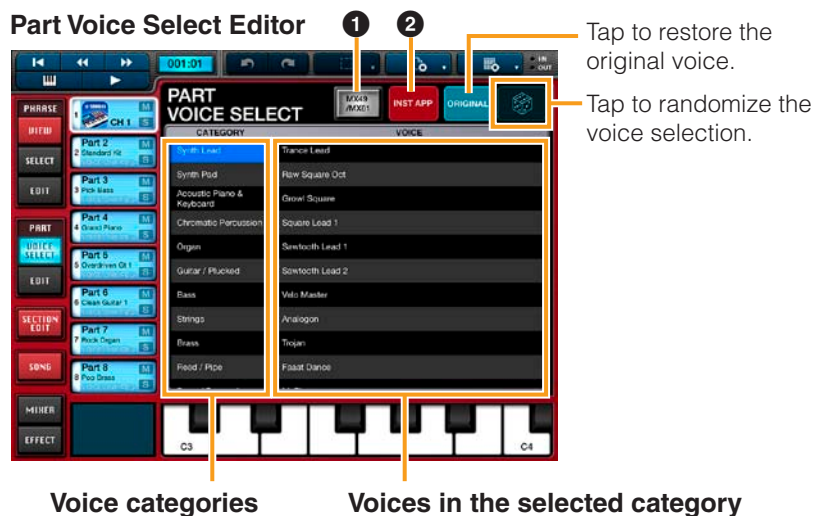
1. Tap the part button for the part whose voice you wish to set.
2. Tap [VOICE SELECT] from the PART menu.

NOTE

[VOICE SELECT] will be deactivated if **VOICE LINK** is turned on for the part in question. This function can be turned off in the Part window, which is displayed by double-tapping the part button.

3. In the Part Voice Select Editor, select the desired voice category and voice.

The part will now play with the newly selected voice.



- 1 Tap to display a list of categories and voices for the assigned instrument. When you select one of the listed voices, Mobile Music Sequencer will send the corresponding program change message to the connected instrument.

NOTE

Tap [SYSTEM], [MIDI PORT], and then [HARDWARE] to assign an instrument to this button.

- 2 Tap to display a list of other tone generator apps supporting Inter-App Audio. If you select a tone generator app from the list by tapping it, it will be assigned to the part button and its icon will be displayed there. By double tapping an icon displayed in this way, you can open the corresponding tone generator app and edit its settings.

Editing a part's voice

1. Tap the part button for the part whose voice you wish to edit.
2. Tap [EDIT] from the PART menu.
3. Edit the voice using the controllers on the Part Voice Editor.

The effect of your changes will be much more apparent if you play a phrase from the part or block while editing.

The part will now play with the edited voice.

Part Voice Editor



Editing Songs

Used to set the block selection method.

When lit, you can tap these buttons to undo or redo your last edit.

SINGLE: Only the most-recently tapped block will be selected.

ADDITIONAL: All tapped blocks will be selected.

Tap to open the Keyboard screen and record directly into the selected block.

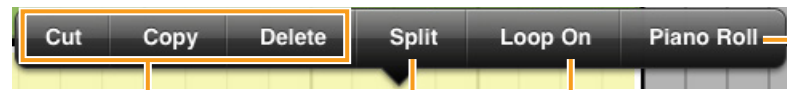


Block (of song data)

Tap the blocks that you wish to edit.

This menu is displayed whenever one or more blocks have been selected.

Double-tap a block to bring up the edit menu.



Tap to cut, copy, or delete the selected blocks.

When enabled, the selected blocks will loop during song playback.

Tap to edit the selected blocks on the Piano Roll Editor.

Tap to split the selected blocks. When you do so, a line will appear on the blocks in question. Slide the line left or right to the desired split point. If multiple blocks from the same track have been selected, [Combine] will be displayed instead of the [Split] button, allowing you to combine them into a single block.

Tap in order to touch and slide the selected blocks to new lengths.

Tap in order to touch and slide the selected blocks up or down to different parts.

Tap in order to touch and slide the selected blocks to different playback positions within their current parts.

Mixing & Adjusting Effects

Mixing

Tap **[MIXER]** to open the Mixer screen.

Here, you can adjust the volume, pan, and effect send levels for each part.

Mixer screen



Adjusting effects

Tap **[EFFECT]** to open the Effects screen. Here, you can configure a variation effect, the reverb, and the chorus.

Effect screen



Tap these buttons to display the Effect Connection Layout, the Variation Effect Editor, the Chorus Editor, or the Reverb Editor.


Settings

Project settings (affecting songs and phrases)

Tap  to display the setting screen. Tap once again to close the screen.

TEMPO	This sets the playback tempo for the song and phrases. Tap the arrows at each end or slide to the left or right in order to change the tempo setting. You can also use [TAP] to tap the desired tempo.
MASTER VOLUME	Use this to set Mobile Music Sequencer's overall volume. Tap the arrows at each end or slide to the left or right in order to change the master volume setting.
NOTE SHIFT	Use this to adjust the coarse tuning of Mobile Music Sequencer in semitone units. Tap the arrows at each end or slide to the left or right in order to change the setting.
SECTION CHAIN PLAY	Turn on this setting to have all sections play automatically in order from the left during section playback, starting with the one played first. In such a case, playback will stop at any section that contains no phrases.
TUNE	Use this to adjust the fine tuning of Mobile Music Sequencer. Tap the arrows at each end or slide to the left or right in order to change the setting.
SONG LENGTH	Tap the arrows at each end or slide to the left or right in order to change the length of the song in units of one measure.
SONG SNAP GRID	Use to set the quantization unit to be applied when moving blocks within the Song Area. For example, if you set Song Snap Grid to ♩, the blocks will be quantized to eighth note positions.
DEFAULT VIEW	Use to specify whether the Phrase Viewer or Song Editor is to open when a file is loaded.
TIME SIGNATURE	Use to set the number of beats per measure in the Song Area. For example, if you set 3/4, each measure will have three beats.

App settings

Tap  to display the setting screen. Tap once again to close the screen.


Tap [**FILE**] to open the File screen and manage your files. The screen contains a list of all of the files that you can work with, and this can be toggled between [PRESET] and [USER].

If you have activated *iCloud*, a Cloud button will be displayed at the right of User files. Individual files can be uploaded and synchronized by turning on the corresponding Cloud button. Turning off a Cloud button cancels synchronization, and the corresponding file will be stored on the current device only.

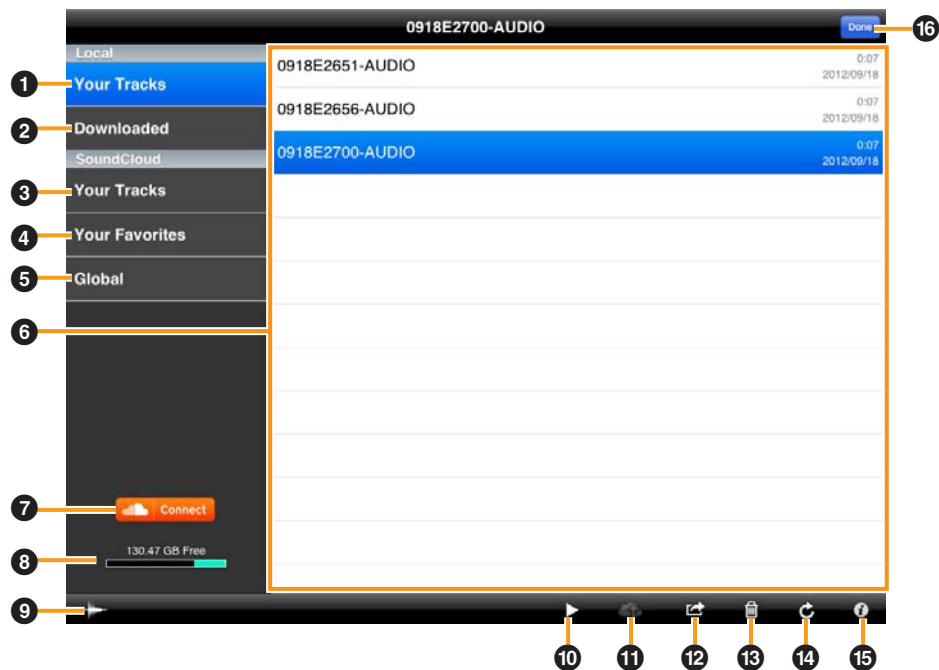
NOTE

Preset files cannot be overwritten, renamed, or deleted.
The User list contains the project files that you have created.

NEW	Tap to create a new Mobile Music Sequencer project.
LOAD	Tap to load the selected file.
SAVE	Tap to save your data as a Mobile Music Sequencer project.
EXPORT	Tap to convert the selected file to SMF format. When you do so, Mobile Music Sequencer will display a window for synthesizer selection. Following this, you can tap either [SECTION] or [SONG] to insert the most appropriate MIDI Program Change messages for each device into the SMF. SECTION: All sections from the leftmost section containing a phrase to the first section containing no phrases will be exported in order as a single file. SONG: The complete song will be exported. NOTE <ul style="list-style-type: none"> Exported files will not be displayed in the file lists. You can store exported files on your computer using File Sharing in iTunes.
RENAME	Tap to bring up the keyboard and rename the selected file.
DELETE	Tap to delete the selected file.

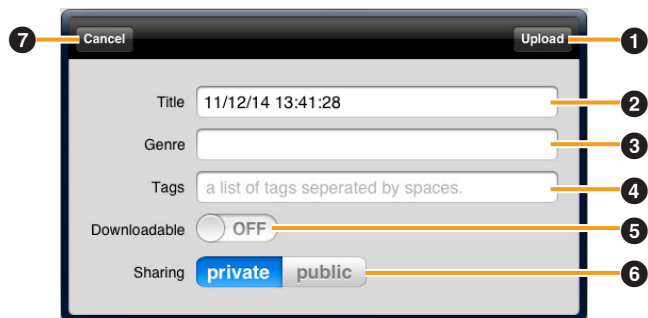
<p>MIXDOWN</p>	<p>Tap to display a [MIXDOWN] button and recording timer in the Chord Indicator area. Tap once again to hide the recording timer.</p>  <p>Tap to start recording Mobile Music Sequencer's output in audio format. Tap once again to stop recording. You can record for up to 30 minutes.</p> <p>Tap to turn on synchronization if you would like recording to begin automatically when you press [▶] (Play button) on the Song Editor or Phrase Viewer.</p>
<p>AUDIO LIBRARY</p>	<p>Tap to open the AUDIO LIBRARY. Here, you can manage the audio files that you have recorded using Mobile Music Sequencer and upload them to SoundCloud.</p>

AUDIO LIBRARY



- 1 Shows the list of recorded sound data in your iPad.
- 2 Shows the list of sound data files which have been downloaded from SoundCloud.
- 3 Shows the list of recorded sound data files which have been uploaded to SoundCloud.
- 4 Shows the list of your favorite sound data files.
- 5 Shows all the uploaded sound data files for which Sharing has been set to "public."
- 6 Sound data list displaying available data files for selection.
- 7 For connecting to SoundCloud.
- 8 Shows the available recording capacity.
- 9 Calls up the waveform of the currently selected sound data.
- 10 Plays back the sound data files selected in the list. When playing back sound data directly from SoundCloud, the playback sound is output only from the iPad.
- 11 **When the Library window is displaying the data files of Local:** Opens the [SoundCloud Upload window](#).
- When the Library window is displaying the data files of SoundCloud:** Downloads the selected file.
- 12 **When the Library window is displaying the data files of Local:** Copies the sound data selected in the list to the Clipboard. The sound data can be copied to other iPhone/iPad applications via the Clipboard.
- When the Library window is displaying the data files of SoundCloud:** Registers the currently selected sound data to Your Favorites or cancels the registration.
- 13 Deletes the selected sound data file.
- 14 Updates the window. The sound data list on the SoundCloud is updated to the latest settings.
- 15 Calls up the information related to the currently selected sound data. If your original data is selected, you can edit the information with the keyboard.
- 16 Closes the Library window.

SoundCloud Upload window



- 1 Uploads the current sound data to SoundCloud.
- 2 For entering a title or name for the sound data with the keyboard.
- 3 For entering the musical genre or type of sound data with the keyboard.
- 4 For entering identifying tags to the sound data with the keyboard.
- 5 When this is set to “ON,” you can download sound data from SoundCloud.
- 6 Setting this to “public” allows you to share the sound data on SoundCloud with other users. Setting this to “private” allows you to keep the sound data on SoundCloud from being accessed by other users.
- 7 Closes the window.

NOTE

To use SoundCloud, access the following URL, then register your name.
<http://soundcloud.com/>

IMPORTANT

Copying of commercially available music sequence data and/or digital audio files is strictly prohibited except for your personal use. Never upload such data to SoundCloud. Yamaha makes no representations or warranties with regard to the use of the software and documentation and cannot be held responsible for the results of the use of this manual and the software.

Tap **[SYSTEM]** followed by **[GENERAL]** to make the following settings.

SOUND	SOUND	Turn off to stop Mobile Music Sequencer producing any sound. Normally Sound should be turned on.
	BACK-GROUND PLAY	When turned on, you will still be able to hear Mobile Music Sequencer when it is running in the background. When turned off, playback will be halted as soon as the app is moved to the background.
iCloud	iCloud	When turned on, your User phases and User projects stored using the File screen can be uploaded to and downloaded from iCloud. Your iPad will need to be configured as follows in order to use iCloud. <ol style="list-style-type: none"> 1. Press the Home button to close this app. 2. Go to Settings. 3. Tap iCloud. 4. Sign in to your account using your Apple ID. 5. Turn on Documents & Data.
RECORDING	REC TEMPO	Use this to set the recording tempo as a percentage of the playback tempo. For example, if you set a value of 50%, recording will take place at half the speed of playback.
	PHRASE REC TYPE	Use this to set the recording method for User phrases. <p>NORMAL: When a phrase plays to the end while recording, it will loop back to the beginning and recording will continue.</p> <p>ONE LOOP: When a phrase plays to the end while recording, it will loop back to the beginning, recording will end, and playback will continue.</p>

OPERATION	KNOB	Use this to set an operation mode for knobs. ROTARY: Knobs will follow your finger as you swipe clockwise or counter-clockwise. LINEAR: Knobs will turn clockwise as you swipe upwards and vice-versa.
	FADER	Use this to set an operation mode for faders. JUMP: The fader will jump to the position at which it is tapped. CATCH: The fader will move only when you swipe it upwards or downwards
MIDI SYNC	CLOCK	Turn on to have Mobile Music Sequencer send Timing Clock (F8) messages.
	SYNC	AUTO: When MIDI clock continuously comes from an external MIDI device, Mobile Music Sequencer is synchronized to the external MIDI clock. When no MIDI clock continuously comes from an external MIDI device, the App is synchronized to the internal MIDI clock. INTERNAL: Playback is synchronized to the internal clock.

Tap **[SYSTEM]** followed by **[MIDI PORT]** to make the following settings.

MIDI PORT I/O	Tap to display a list of ports for connected MIDI devices. An [INPUT] and [OUTPUT] button are provided for each, and they can be used to turn on and off the connection to the input and output ports.
WIRELESS	Tap to display a list of devices that Mobile Music Sequencer can connect to via wireless Network MIDI
HARDWARE	Tap to display a list of connected synthesizers. Program change messages can be sent to the selected synthesizer from the Part Voice Select Editor. NOTE <ul style="list-style-type: none"> This setting does not change automatically when devices are connected. For details on the Part Voice Select Editor, refer to Setting a part's voice from <i>Editing Parts</i>.

Tap **[SYSTEM]** followed by **[METRONOME]** to make the following settings.

METRONOME	VOLUME	Use to set the metronome volume.
	BEAT	Use to set the beats on which the metronome will sound.
	REC PRECOUNT	Sets the number of precount beats before recording is started by tapping the Record button.
CLICK MODE	Use to set whether or not the metronome is to play automatically. REC: When turned on, the metronome will be activated automatically during recording. PLAY: When turned on, the metronome will be activated automatically during playback.	

Tap **[SYSTEM]** followed by **[OTHER]** to make the following settings.

MANUAL	Tap to open this manual.
All Sound Off	Tap to silence the connected devices and Mobile Music Sequencer's parts by sending an All Sound Off MIDI message.

Tap **[SHOP]** to open the Shop screen and purchase phrases, voices.

Play button	Tap to listen to a preview.
Buy button	Tap to purchase.
Restore Purchases	Tap to restore previously purchased content to Purchased status. Normally, this would be used when you change devices or reinstall Mobile Music Sequencer.

SoundCloud API cocoa wrapper

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