The Composer

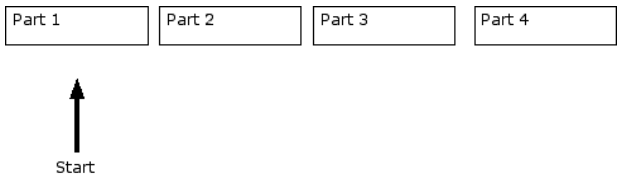
The composer section is a simple playlist/song builder facility that is designed to help you put together a basic song structure. It's no substitute for a full, computer-based studio but it will provide a useful tool for constructing simple arrangements. It will also leave your hands free for playing other sequences.

Organisation

A total of 8 songs are available in the unexpanded version of *ZEIT***.** Each song consists of 4 tracks and each track can contain up to 64 individual parts, all of which can have their own repeat count and transpose amounts.

The individual tracks are *hard-wired* to use sequences 1 through 4 and this allocation cannot be changed, though sequences 5 through 8 are still available for normal playback. The **Sequence Enable** LEDs reflect the status of the individual tracks. If a Track is enabled then the associated **Sequence Select** LED will be illuminated.

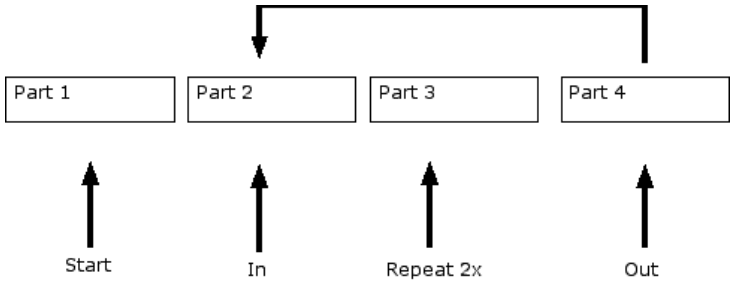
The most basic element of a song is the **Part.** A Part consists of a sequence reference number, a repeat count field and a transpose amount.



The above diagram shows a simple 4-part track. When you press the *Play* push button the sequencer will begin playback by loading the sequence number defined in Part 1. At the end of Part 1 it will load in the sequence set up for Part 2. At the end of Part 4, the track will stop playing and the associated Sequence Enable LED will switch off. If you want to stop a track sounding at any time, simply press the Sequence Enable push button for that track.

As mentioned above, you can also tell a part to repeat up to 64 times. This will save you having to set up each part individually.

Furthermore, you can create more complex arrangements by adding a loop point to each track. Simply specify the Left and Right part numbers for the track and switch on *Loop Enable* mode.



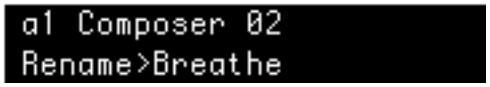
The above diagram shows the same 4-part track, this time with Loop mode enabled. The track begins with Part 1, plays through Parts 2, 3 and 4 and then loops back to play Part 2 again. This arrangement will continue to play until Loop mode is switched off or the sequencer is stopped.

Hint: The Composer remembers where it was in the Playback List even when the sequencer is switched off. Consequently, we recommend that you press the Reset push button in the Transport Strip whenever you start the Composer for the first time.

Page 1: Select Song

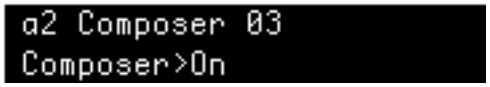
The first page of the Composer Editor **selects** the Song. Both the song name and song number are shown.

Page 2: Rename Song



The second page is used to **rename** the song. We strongly recommend that you get into the habit of giving your songs appropriate names. This will save you hours of time in the years to come!

Page 3: Composer Status



This page is used to switch the Composer on and off. When you first switch on the sequencer, the Composer is always switched off and must be switched on again from this menu.

Page 4: Track Select

This page is used to **select** the track you're currently working on.

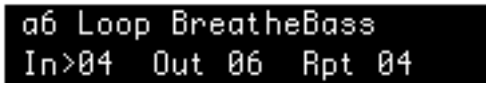
Page 5: Track Rename

This page is used to **rename** the current track.

Page 6: Track Data Page

This page contains three data fields for the current track. *Len* sets the length of the track, in parts. The track can be between 1 and 64 parts in length. *Act* indicates that the track is currently *active* and has two states, either *on* or *off.* When *Act* is *on*, then the will generate MIDI data when *Play/Stop* is pressed in the *Transport Strip*. When *Loop* is set to *On ZEIT* will repeat the parts between the *In* and the *Out* parts set on the following page. When *Loop* is set to *off ZEIT* will play from the *start part* for *Len* parts and then stop.

Page 7: Track Loop Page



This page is used to set the **track loop** details. The track plays from the start part until it reaches the Part Number defined by the *out* parameter. *ZEIT* then loops back to the part defined by the *in* parameter. *Rpt* indicates the number of times that *ZEIT* will repeat the loop and can be any value between 1 and 64.

Page 8: Part Assign Page

This page selects a part number in the current track and assigns a sequence to that part. The sequence number and name are displayed. The first field selects the current part number. To change the part number, press the *Enter* button once and use the data wheel to scroll through the available parts.

To change the sequence for the part, press the *Enter* button a second time. The cursor will sit just after the sequence number. As before, use the data wheel to scroll through the available sequences.

Page 9: The Part Data page

This page is sets the **Repeat Count** and **Transpose Amount** for the currently selected part. The *Repeat Count* can be any value between *01* and *64* and the *Transpose Amount* can be between *-24* and *+24*. The same *Transpose Amount* is applied to the part whilst it repeats.

Page 10: The Track Status Page

This is a dynamically refreshed read-only status page for the Composer and it displays all of the important parameters for the currently selected track. To select another track press *Sequence Select* push buttons, 1 to 4.

You can't change any of these values from this page - they're for information purposes only.

On the top row, the first number is the page number, a9. The second parameter is the track number, in this case, track 1. The third parameter is the sequence number followed by the sequence name, which is *ChromazonLead*.

On the lower row, the first parameter, *Lp,* is the loop count (01) i.e. the number of Track repeats remaining, which is based on the *Loop* parameter set on the *Track Loop Page* above. The *LP* field decrements every time *ZEIT* reaches the end of the loop.

The second parameter, Pt, is the part number that the track is currently playing. In this case, the part number is *01*. *Rp* is the *repeat count,* and indicates the number of repeats remaining for the current part. This is based on the value set in the *Part Data Page* above and will decrement every time *ZEIT* reaches the end of a sequence. When this value reaches zero, *ZEIT* will advance on to the next part in the chain.

Finally, *Tr*, is the transpose amount for the current part, as set in the *Part Data Page* described above.

When *ZEIT* reaches the end of the current sequence and the *RP* parameter is at *0* then playback advances to the next part in the chain.

In the above, the track number is the same (01) but the sequence is now "03 Heavy Bass". The *Lp* parameter has not changed and the current part number is now shows *02*. This part number will be repeated 03 times with a transpose amount of *+7*.