

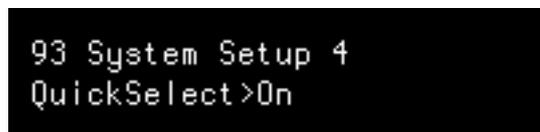
## ***Tutorial 5: Using the Quick Select Facility***

One of our basic design goals for the *ZEIT* sequencer was to give the performer the ability quickly and accurately to change sequences, patches and tempo *on the fly* in a way that the old-style analogue sequencers did not. The *Quick Select* facility provides these facilities and, in this tutorial, we'll look at setting up tempo changes, active/mute changes, loading sequences and *force-to-scale* records so that you can load them without the need to go scrolling through menus.

*Quick Select* records are configured as 8 banks of 8 records, giving a total of 64 locations. The bank select function occupies the first 8 buttons on the *menu strip* and the memory select function occupies the second 8 buttons.

At only 3 pages long, the *Quick Select Menu* is one of *ZEIT's* shortest menus. The first page lets you name a *Quick Select Bank*, the second changes the record type and the third sets up the data. That's all there is to it!

However, setting up the *Quick Select* facility needs some time and patience and so, to get the best out of your *ZEIT* sequencer, you should read this section through and then you'll find that using an analogue-style step sequencer in a live situation has never been easier.



```
93 System Setup 4
QuickSelect>On
```

Before we begin, we need to make sure that pressing one of the *Quick Select* buttons pulls up a *Quick Select* record. By default, the *Quick Select Facility* is switched off because it gets in the way of editing parameters via the normal *Edit Menus* and the *Quick Select Facility* is usually used in *Performance* situations where editing parameters within menus is not always a priority.

Make sure you're in *Normal* mode and press the *Menu Button* labelled *System*. If the *System Setup Menu* appears then scroll down to page 4 and set the *QuickSelect* parameter to *on*. If you pressed the *System Setup Menu* push button and a *Quick Select record* appeared then you're ready to go.

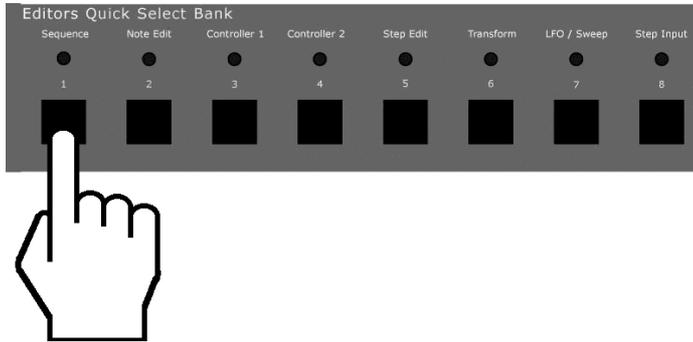
For the purposes of this tutorial, we'll still need access to the *QuickSelect Setup Menu* and we can do this via *Shift Mode*. When the front panel is in *Shift Mode*, pressing one of the *Quick Select push buttons* always pulls up the relevant *Edit Menu*.

Now we're ready to start setting up some *Quick Select* records.

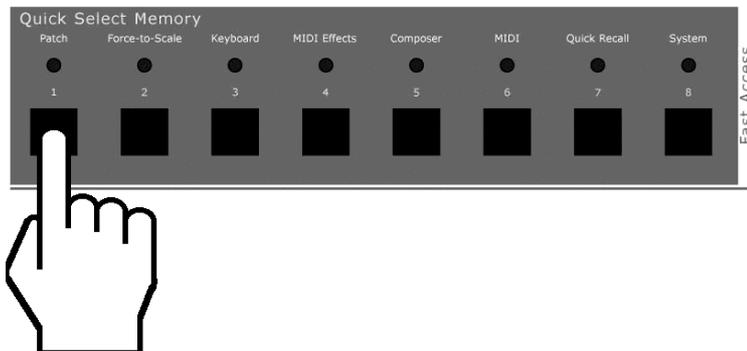
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First, press the first push button in the *Quick Select Menu Strip*. This will load in the first *Quick Select Record Bank*.



Next, press the first button in the *Quick Select Memory Bank*. This will load in the first record, ready for editing.



Let's begin by setting up a *Quick Select Bank* for a particular song. Firstly, we'll give the *Quick Select bank* a name - let's call it something imaginative like *DemoSongBank*.

Press the *Shift* push button so that the front panel is in *Shift Mode* and then press the *Quick Select Menu*.



Next, go to page 1, press the *Enter* push button and *rename* the *Quick Select Bank* in the usual manner. When you're finished, press the *Enter* button a second time to return the cursor to the *Home* position.

Suppose now that our demo song features a couple of *tempo changes* between the *introduction*, *verse* and *chorus*. Rather than using the *Data Wheel* to vary the *playback tempo* of the sequencer, which is a very slow process, we can use the *Quick Select* facility to change the tempo with just the touch of a button.

We'll designate *button 1* for the *introduction*, *button 2* for the *verse* and *button 3* for the *chorus*.

Scroll down to the second page in the *Quick Select* menu and use the *Enter* push button to move the cursor to the *Type* field. Now use the *Data Wheel* to set the record type to that of *Tempo*.

```
88 Quick Select 2
But>01 Type Tempo
```

Move the cursor back to the *Home* position and scroll down to page 3 in the *QuickSelect* menu.

```
89 QuickSelect Param
Tempo>100
```

As before, use the *Enter* push button to move the cursor to the *parameter* field and use the *Data Wheel* to set the *playback tempo* for the *Introduction* to the song, in this case 100 BPM. That's the *Introduction* taken care of. Now we'll move on to the *Verse* section of our song.

Move the cursor back to the *Home* position and scroll back to page 2. Now move the cursor down to the *But* field and use the *Data Wheel* to select *Button Number 2*.

```
88 Quick Select 2
But>02 Type Tempo
```

Again, if it isn't already set, change the *Button Type* to *Tempo*.

Scroll forwards to page 3 again and change the tempo for the *verse* to 120 BPM.

```
89 QuickSelect Param
Tempo>120
```

Repeat the above for the *chorus* section, changing the tempo to 130BPM.

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Now we're ready to play. Press the *Shift* mode button so that the front panel returns to *Normal* mode and then jump back to the *Patch/Tempo* page. Next, press the first *Quick Select Memory Button*. The playback tempo in the *Patch/Tempo* page will now change to the *tempo* we set above i.e. 100 BPM.

Press *Play* in the *Transport* strip and listen to the playback. At an appropriate point, press *Button 2* in the *QuickSelect Memory bank* and the tempo will jump to the playback speed for the *verse* i.e. 120BPM. Finally, press *button 3* in the *Quick Select Memory strip* and the playback speed will jump to the tempo we set for the *chorus* section.

#### **Key changes**

Now, suppose that our demo song contains a key change, perhaps a major key to a minor key. We can use the *Quick Select* facility to load in the *scale records* without having to go through the *force-to-scale* menu.

Press the *Shift* button again and then call up the *Quick Select Menu*. Scroll back to page 2, change the button number to 4 and set the *type* field to *Scale*.

```
88 Quick Select 2
But>04 Type Scale
```

Now, go to page 3 and select one of the available scales. For the current song, choose *Major*.

```
89 QuickSelect Param
Scale>Major
```

Repeat the above for button 5 only, this time, set a different scale, say *Minor*.

```
89 QuickSelect Param
Scale>Minor
```

As before, return to *Normal mode* and then switch back to the *Patch/Tempo* page. Press button 1 to set the *playback tempo* for the *Introduction* and then button 4 to set the current scale to '*Major*'. Now, press *Play* in the *Playback Strip*.

Play the song through a couple of times and listen to the effect of the various buttons.

**Hint:** Suppose you want to change the tempo and the scale at the same time? The order and timing of the operation is pretty critical but we've found that performing the scale change immediately after the last note in the sequence has played and then pressing the tempo change button on the next downbeat gets the best results. It takes practice but it does work!

### **Sequences and Patches**

Next, we're going to look at setting up a couple of *Quick Select Records* so that you can load in either sequences or patch records on the fly.

Call up the *Quick Select Menu* and select button 6. Go to page 2 and change the type to *Sequ* (for *sequence*) and then go to page 3 so that you can select a suitable sequence.

```
87 Quick Select 2
But>04 Type Sequ
```

Do the same with button 7, this time selecting a different sequence.

```
89 QuickSelect Param
Sequ 01>ZEITGeist
```

On playback, you can change the sequence as often as you like without having to go through the *sequence menu*.

**Hint:** You may notice that it's a little difficult to press several *Quick Select Memories* at once. It is possible, with a little practice but there is an easier way. When the *Quick Select facility* is enabled, you can send a quick succession of *MIDI program changes* from an external sequencer and they will have exactly the same effect.

You can also set up a bank of *Quick Select* buttons to change *Patch* in exactly the same way. However, *Patch Records* do take time to load and so requesting a number of *Patch Changes* in quick succession may produce some unexpected results.

### **Active and Muted Steps**

Finally, we'll look at setting up a collection of *active* and *muted* steps so that you can quickly change patterns during playback.

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First, call up *Quick Select Bank 2* and press button 1 in the *Quick Select Memory strip* so that we're dealing with a new bank of records. Use page 1 to rename this bank to something useful, say *PatternChanges*.

Next, go to page 2 and change the record type to *Act*, which is short for *Active*. Now go to page 3, move the cursor down to the *Act* field and then press the *Select* push button. The pattern of *active* and *muted* steps on the currently selected sequence will be copied into the data field for this *Quick Select record*.

```
89 QuickSelect Param
Step 0-00000-000-0000
```

Now, use the front panel switches to set up another pattern of *active* and *muted* steps. When you're happy with the new pattern, return to the *Quick Select Menu*, go to page 2 and make sure that the record type is the same as record 1, i.e. *Act*. Finally, jump to page 3, go to the *Act* field and press *Select*. The modified pattern of *active* and *muted* steps will be copied to the data field for this *Quick Select* record.

```
89 QuickSelect Param
Step 0-0-0-0-000-0-00
```

As before, press *Play* and try changing the pattern of *active* and *muted* steps using the *Quick Select Push Buttons*. You should find that this is an excellent way of introducing rhythmic changes into a sequence quickly and without pressing a lot of buttons.

You can apply the same technique when setting up patterns for the *skipped* and *normal steps*, the *effected* steps for the MIDI Effects unit and the *enabled* and *disabled sequences*.

The *Quick Select Facility* is a fast, simple and effective method of enhancing your musical performances. We strongly recommend that you get acquainted with these facilities because the range of possibilities is simply mind-blowing.

