## *The Step Editor*

The **Step Editor** is used to manipulate Step Data Records and provides a quick means of moving data between sequences. You can copy individual steps from one point in a sequence to another point in the same sequence or you can copy a range of steps from one sequence to another or within the same sequence. All of the data within a step is copied i.e. Note Pitch, Velocity, Gate Length, Controller Values etc. Equally, you can clear a range of steps, resetting their values back to the factory defaults.

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*Hint: The Step Editor does not have an **Undo** function. Any changes you make are permanent and cannot be undone. Also, ZEIT maintains an independent Step Edit Buffer and all operations within this menu make use of this buffer space. You need to remember what this buffer contains before you perform any operations such as copy and paste.*

Page 1: Step Cut

```
09 Step Cut      Seq 01
Start>02  End 10
```

This page sets the range of steps to be cut from the current sequence. If the original sequence was 8 steps long and steps 2 to 5 are cut, then the new sequence will be 4 steps long. What had been step 6 is now step 2, step 7 becomes step 3 etc.

Original Length = 8 steps

Start   End
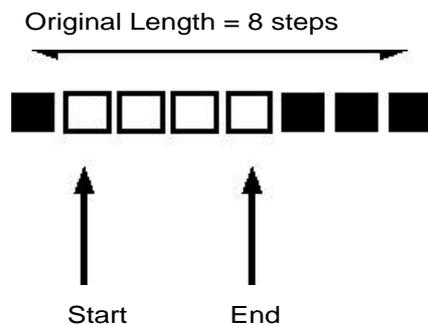
To carry out the **Step Cut** operation, use the *Data Wheel* to set the start and end steps and then press the *Select* push button. *ZEIT* will display an 'OK' confirmation message.

Hint: The start and End Steps within the Step Editor are independent from those in the Note and Controller Editors.

Page 2: Step Copy

```
0a Step Copy     Seq 01
Start>03  End 09
```

The **Step Copy** page is used to copy a range of steps from the **current sequence** over to the *Step Edit Copy Buffer*. It has no effect upon the current sequence.

As before, use the *Data Wheel* to change the start and end steps. To copy the selected range of steps to the *Step Edit Copy Buffer*, press the *Select* push button. *ZEIT* will display an 'OK' confirmation message.

Once the copy operation has taken place, the start step in the source sequence becomes the first step in *the Step Edit Copy Buffer*. Any step records in the *Step Edit Copy Buffer* before the copy operation will be over-written and lost.

Page 3: Step Paste

```
0b Step Paste      Seq 01
Start>02  End 04
```

The **Step Paste** page will copy a range of steps in *the Step Edit Copy Buffer* on top of the selected range of steps set by the user's start and end steps**.**

Hint: ZEIT will only copy Step Data if there is data actually in the Step Edit Copy Buffer to begin with.

ZEIT always starts to copy from the first step in the *Step Edit Copy Buffer*. So, in the above example, if the **Start** step is 02 and the **End** step is 04 then, after the paste operation, step 02 will contain the contents of step 01 from the *Step Edit Copy Buffer,* step 03 will contain the contents of step 02 and so on.

Step Edit Copy Buffer

Current Sequence

Start   End
Step   Step
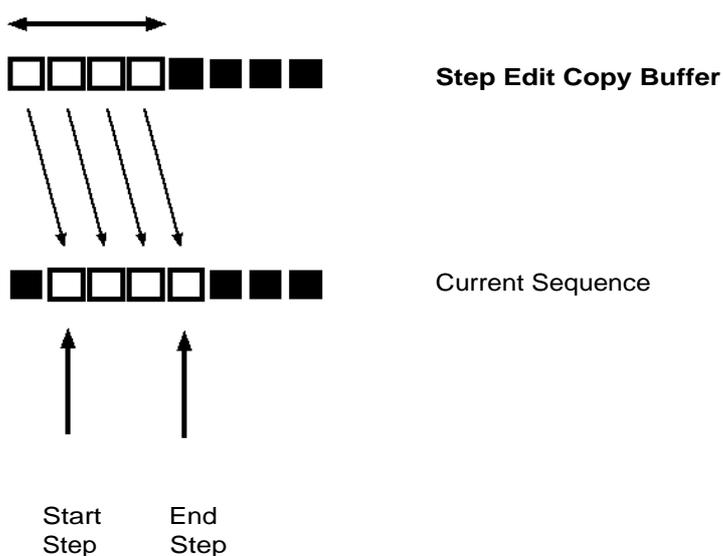
Page 4: Step Repeat

```
0c Step Repeat    Seq 01
Start>01  End 16
```

Step Repeat is a fantastically useful utility. Here, the Start Step only of the current sequence is used as the source of the data and all of the step parameters for the Start Step are copied to all steps between the (Start Step + 1) step and the End Step.

To explain how to use this utility, here's an example. Suppose that you want to create a single kick drum sound on a percussion channel. To change every step so that it plays exactly the same drum sound would take a long time.

So, set up the first step in the pattern so that it plays the kick drum sound at the required velocity. Next, go to the **Step Repeat** facility and set the **Start Step** to 01 and the **End Step** to 16. Now press the *Select* push button. *ZEIT* will display an 'OK' confirmation message and all of the steps in the sequence will now have the same note pitch and velocity.

Page 5: Step Clear

```
0d Step Clear    Seq 01
Start>01  End 16
```

This page simply sets all of the step parameters between the Start Step and the End Step to the factory default values, which are:

Note	C5
Velocity	040
Root Note	C3
Step Active	On
Skipped Step	Normal
Gate Length	50%
Send Step	On

To clear a range of steps, set the Start Step and End Step as normal, press the *Select* push button and *ZEIT* will display an 'OK' confirmation message.