



Remixlive



# USER'S GUIDE

The complete documentation



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# 1. MAIN VIEWS



## a. LOOP



The **LOOP** view allows you to easily play in-sync with samples. It is made up of Pads which contain Samples.

Pads in horizontal lines can be played simultaneously.

Each vertical column is assigned to their own Mixer and FX channel.

**TIP:** A quick left to right swipe on a line starts and stops the playback of the entire line of Pads.

# 1. MAIN VIEWS



## a. LOOP



**PLAY MODES :** (Loop: Sample will be played in a loop - One shot: Sample will be played once - Gate: Sample will be played for as long as the pad is pressed)

**REPEAT FREQ :** Define an end marker to your sample (from 1/16th to 32 beats, this allows you to create interesting repeat effects when the sample is in Loop playback mode)

**TIME STRETCH :** Activate the possibility of stretching the sample.

**REVERSE :** Reverse the playback direction of the sample.

**PAN :** Control left / right stereo.

**GAIN :** Control the sample playback volume.

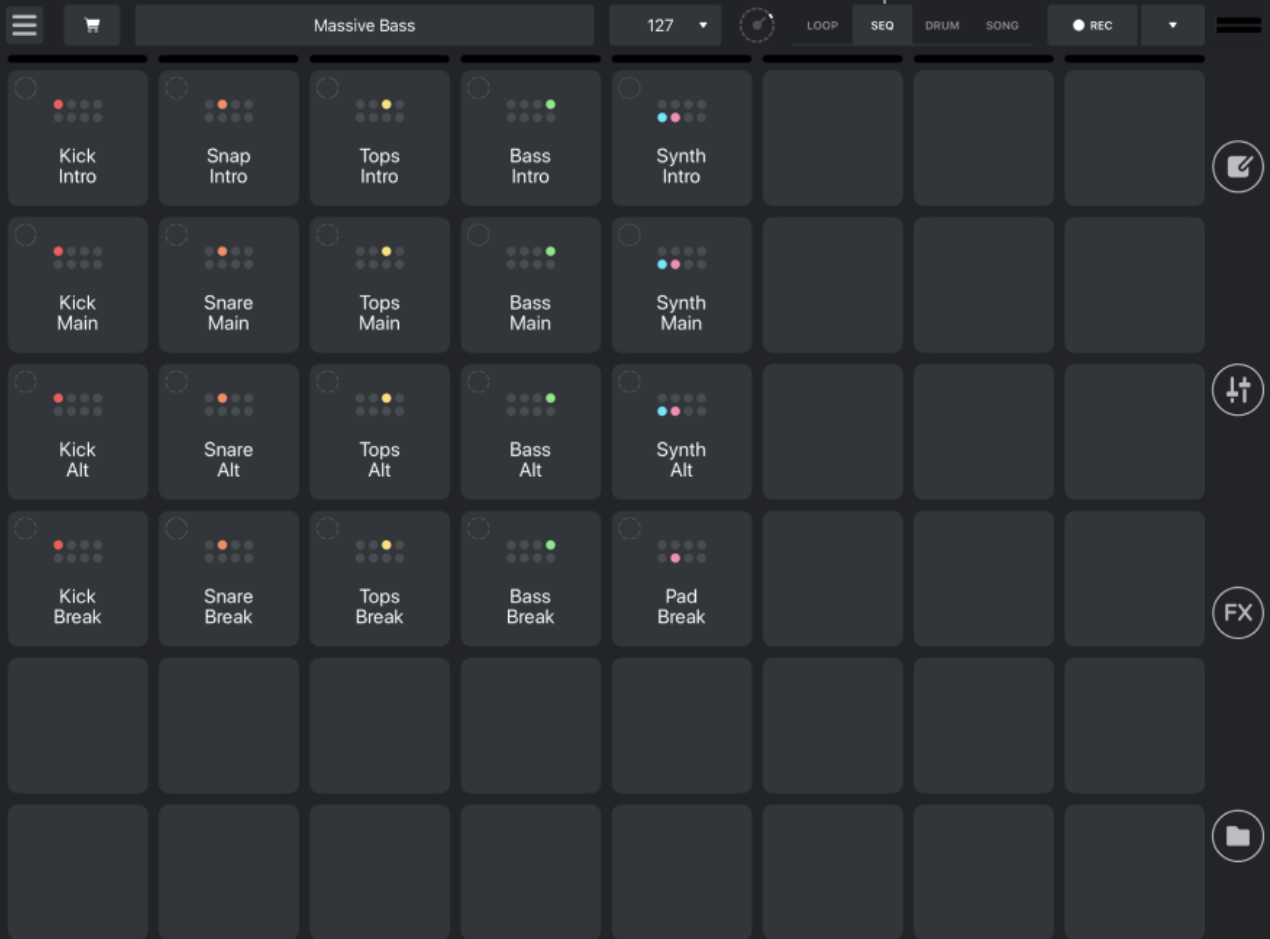
**TRANSPOSE :** Change the key of the sample.

**UNLOAD :** Empty the selected pad.

# 1. MAIN VIEWS



## b. SEQ



**SEQ** view allows you to create your own drum and melodic sequences thanks to a powerful step sequencer editor.

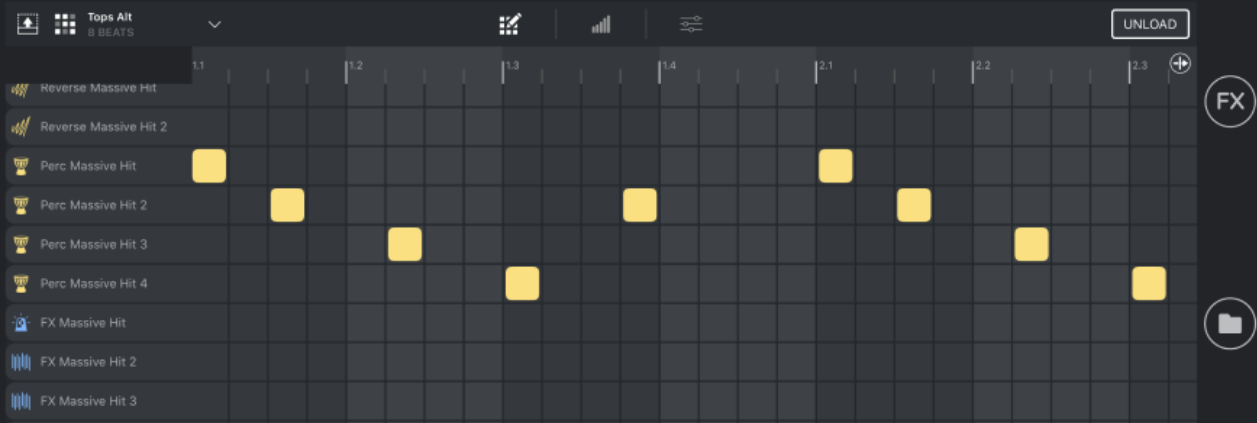
Each vertical column is assigned to a Mixer and Effect channel.

**TIP:** You can easily change the sounds of your sequences by switching to other drum kits. Simply press the down arrow under the DRUM section and choose a Pack in the sub menu.

# 1. MAIN VIEWS

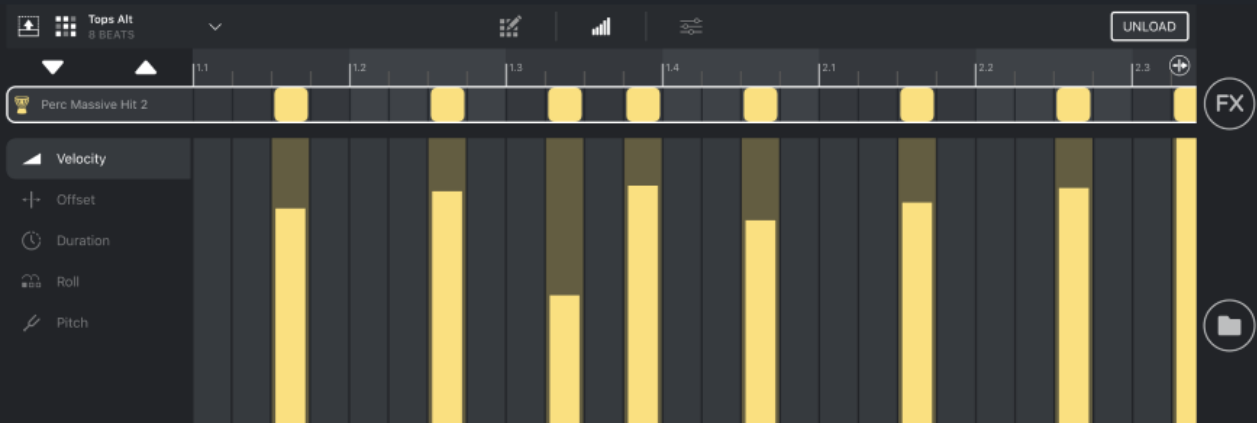


## b. SEQ



## STEP SEQUENCER

Tap on the grid to position your events, tap on your events to delete them, long press on an event to move it.



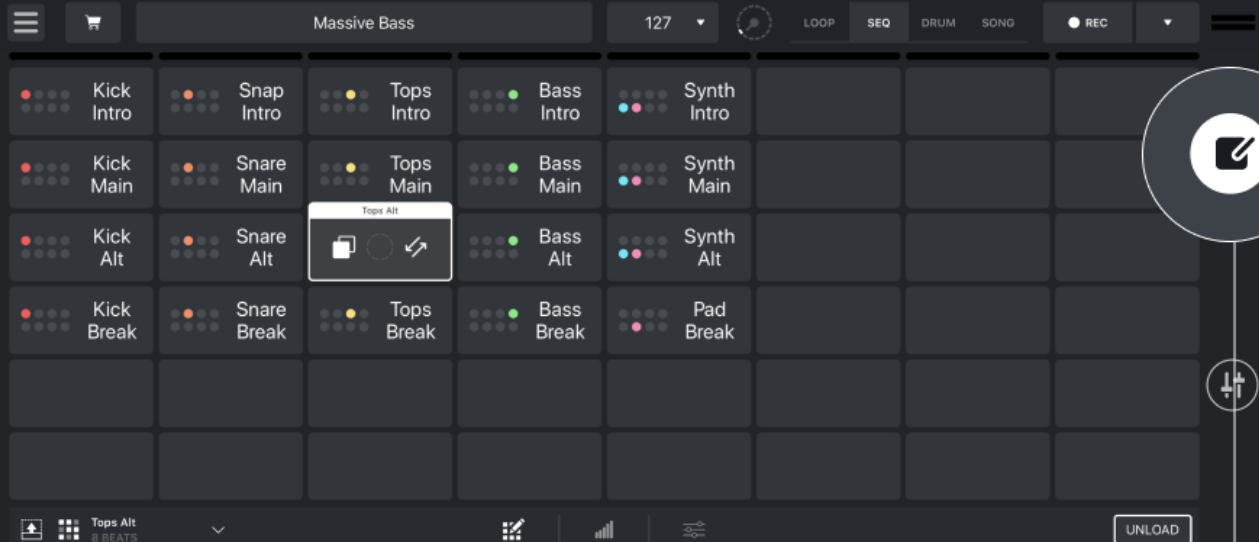
The advanced editing mode allows you to change velocity, positioning, duration, pitch and create a rolling effect on your events.

**TIP:** Long press on a parameter to select & edit them all at once.

# 1. MAIN VIEWS



## b. SEQ



## EDITION MODE

**PLAY MODES :** (Loop: Sequence will be played in a loop - One shot: Sequence will be played once - Gate: Sequence will be played for as long as the pad is pressed)

**QUANTIZE :** Allows you to perfectly match the events of the Sequence to the tempo.

**REPLAY QUANTIZE :** Creates an end marker for your Sequence (from 1/16th to 32 beats, this allows you to create interesting repetition effects)

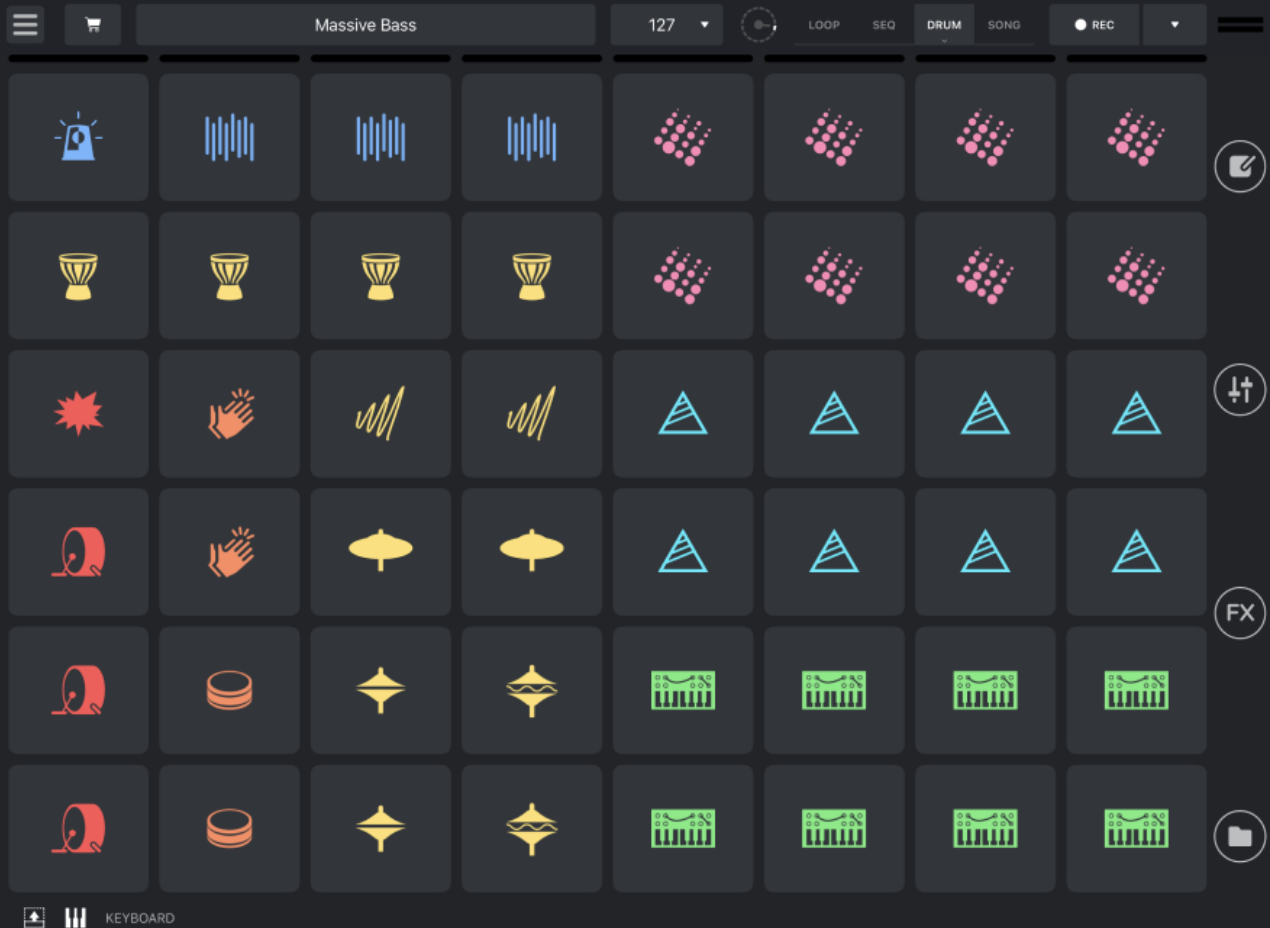
**SEQ LENGTH :** Resizes the duration of the Sequence.

**UNLOAD :** Empty the selected pad.

# 1. MAIN VIEWS



c. DRUM



**DRUM** view allows you to finger drum in real time using one-shot samples. The grid allows for spontaneous creation of drum patterns and melodies thanks to the newly added Keyboard feature.

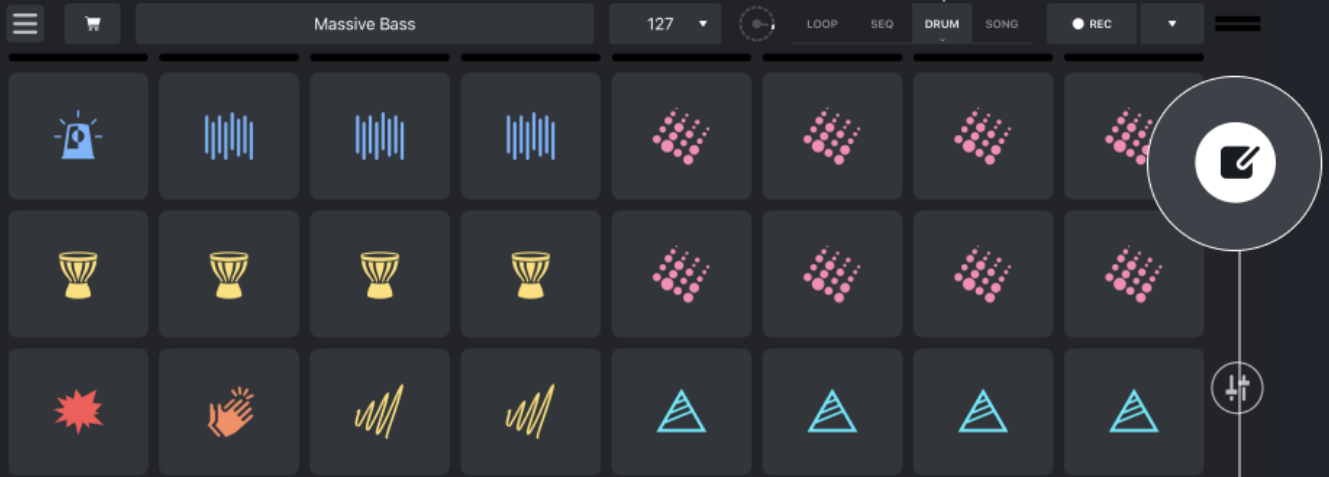
You can record your live drumming sessions in a sequence by selecting DRUMS & SOUNDS recording mode and arming the Start button.



# 1. MAIN VIEWS



c. DRUM



## EDITION MODE

**PLAY MODES:** (Retrigger: Sample will be played in a loop - One shot: Sample will be played once - Gate: Sample will be played for as long as the pad is pressed)

**REPEAT FREQ :** Define an end marker to your sample (from 1/16th to 32 beats, this allows you to create interesting repeat effects when the sample is in Loop playback mode)

**REVERSE :** Reverse the playback direction of the sample.

**UNLOAD :** Empty the selected pad.

**PAN :** Manages left / right stereo.

**GAIN :** Manages the sample playback volume.

**TRANSPOSE :** Change the key of the sample.

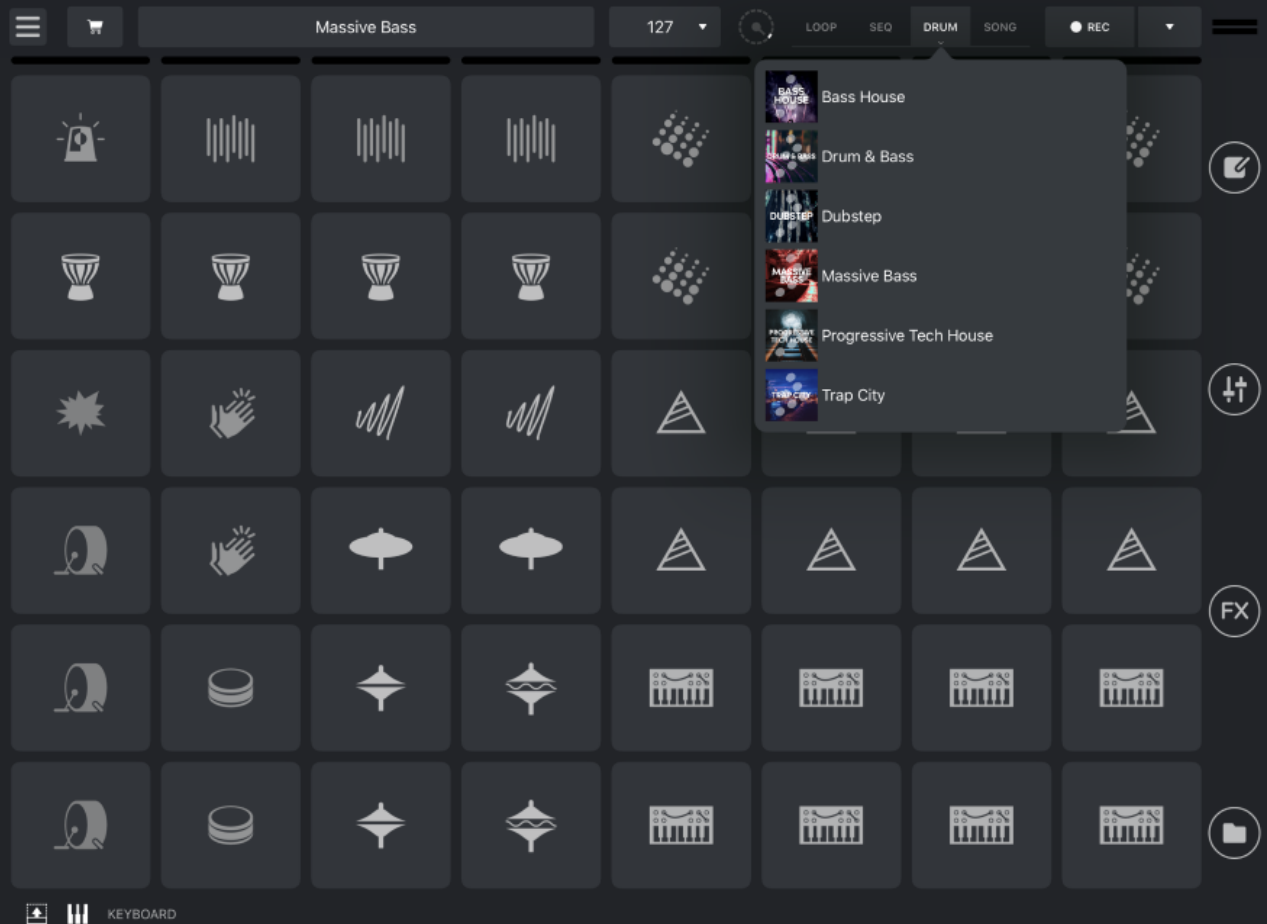
## LINK LAUNCH

Allows you to create groups of Pads that will be played and stopped simultaneously at the touch of a single one. Choose Pads, assign them the same Link Group (1 to 6)

# 1. MAIN VIEWS



## c. DRUM



**TIP:** You can load any owned Instrument Kit by pressing the down arrow below the **DRUM** view button. Be careful, this will affect the sounds of your Sequences since these modes are linked.

# 1. MAIN VIEWS



c. DRUM



## KEYBOARD

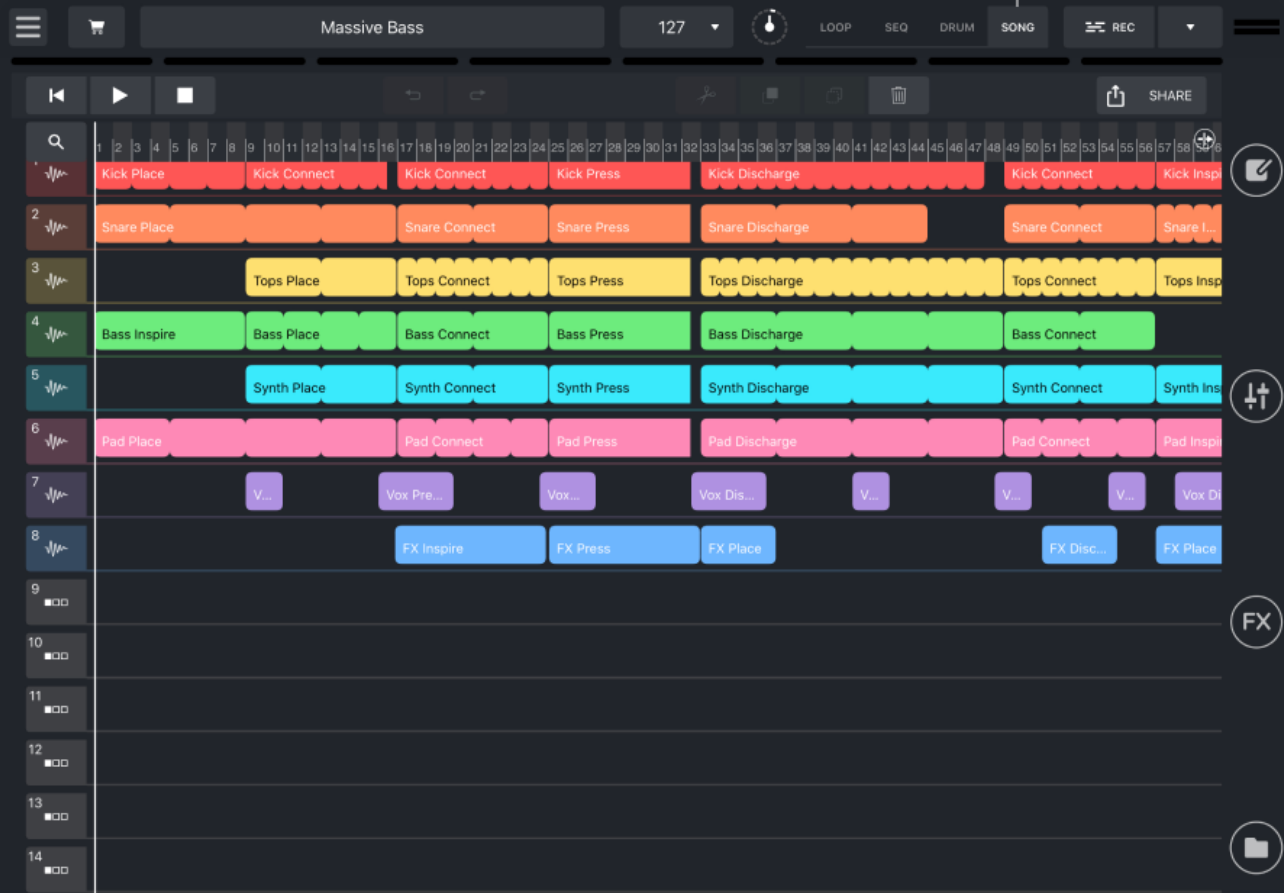
Allows you to play your samples at the desired height and create your own melodies.

**KEYS :** Classic keyboard with 4 octaves.

**SCALE :** Allows you to play within a range of chromatic scales.

# 1. MAIN VIEWS

## d. SONG



**SONG** view lets you create and arrange your own songs just like a professional software. You can arrange your Samples from **LOOP** view and combine them with your own Sequences created in **SEQ** view. Create an intro, a development, a rise, a break followed by a devastating drop and an end to your song.

To use this mode, two options. Either by Drag & Dropping your samples and Sequences from the file explorer on each of the corresponding tracks, or by using the **SONG** recording mode and then triggering your Loops and Sequences.

Once your **SONG** view contains items, we'll call them Clips.

# 1. MAIN VIEWS



d. SONG



## EDITION TIPS

**MOVE A CLIP :** Tap and hold a clip to move it wherever you want.

**STRETCH / MINIMIZE A CLIP :** Tap the clip and then use the start and end handles to shorten or stretch the length of the clip.

**DELETE A CLIP :** Tap on a clip and tap on the trash bin button.

**COPY / PASTE A CLIP :** Tap on a clip and tap on the Copy icon then tap on the timeline ruler where you want to paste the Clip and tap on the Paste icon.

**MULTI SELECTION :** Press and hold on an empty section of your SONG to select multiple clips.

**TIP :** On mobile, tap on a Clip then tap on it again, a menu appears giving you access to the Cut / Copy / Paste / Delete options.

## 2. RECORDING MODES



Massive Bass

127



LOOP

SEQ

DRUM

SONG

REC



### SONG



The **SONG** recording mode allows you to record your **LOOP** and **SEQ** events live to the **SONG** view. Once armed, any loop or sequence you start or stop will be written in the **SONG** view. If the **SONG** has existing Clips, any new action will overwrite them.

### DRUMS & SOUNDS



DRUMS & SOUNDS Recording mode allows you to record your finger drumming sessions into a new Sequence. Once selected, Press Start to begin, Stop to end.

### MICROPHONE



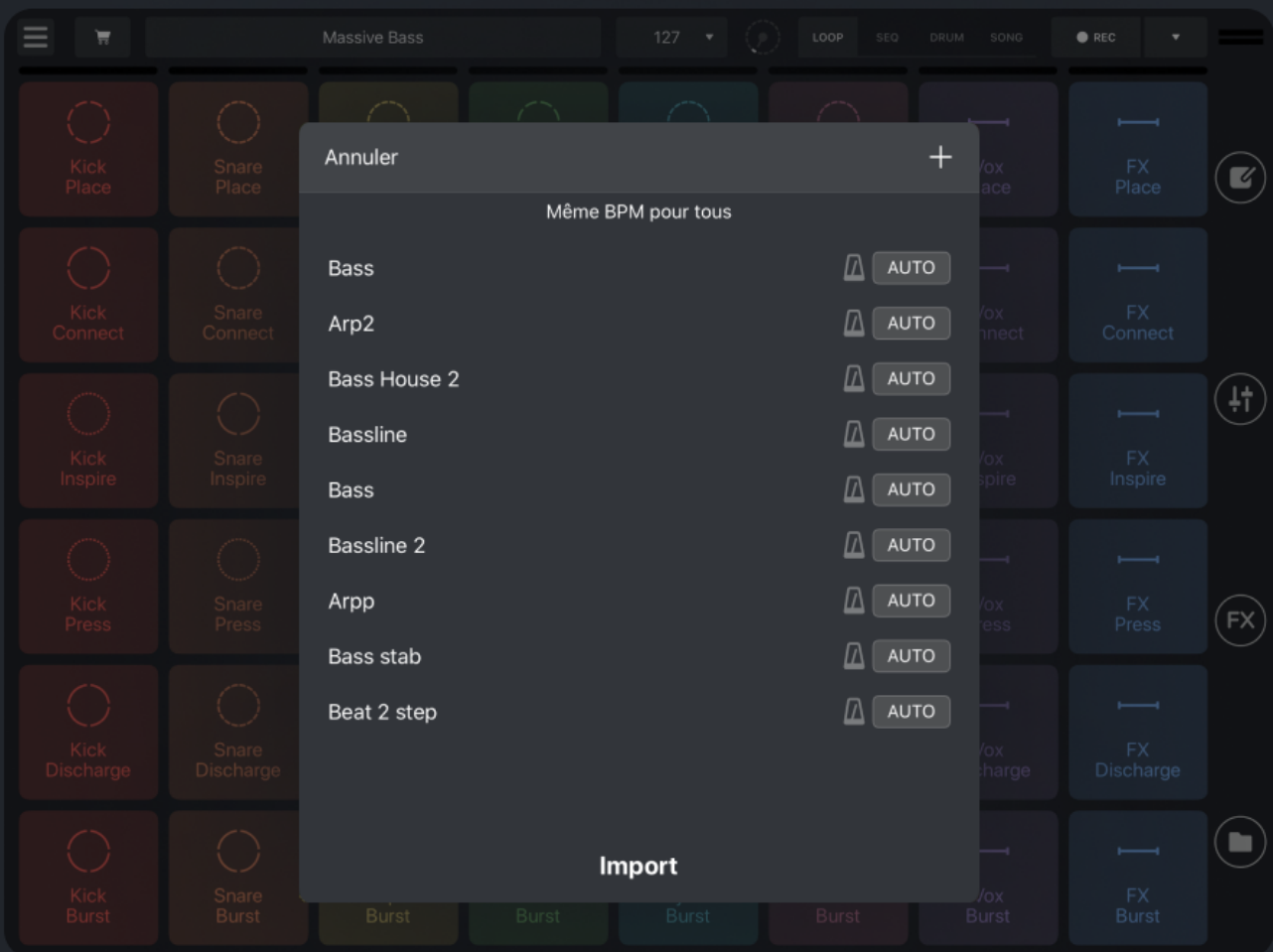
The **MICROPHONE** recording mode allows you to record voices or environmental sounds with your microphone. Once armed, select the Pad you wish to record to and tap **START** to start your recording. Once stopped your recording will be available in the selected Pad.

### MASTER AUDIO



The **MASTER AUDIO** recording mode allows you to create a global recording from all **LOOP** / **SEQ** / **DRUM** / **SONG** views combined, as well as the effects. This recording will be available from the Menu in the **RECORDINGS** section.

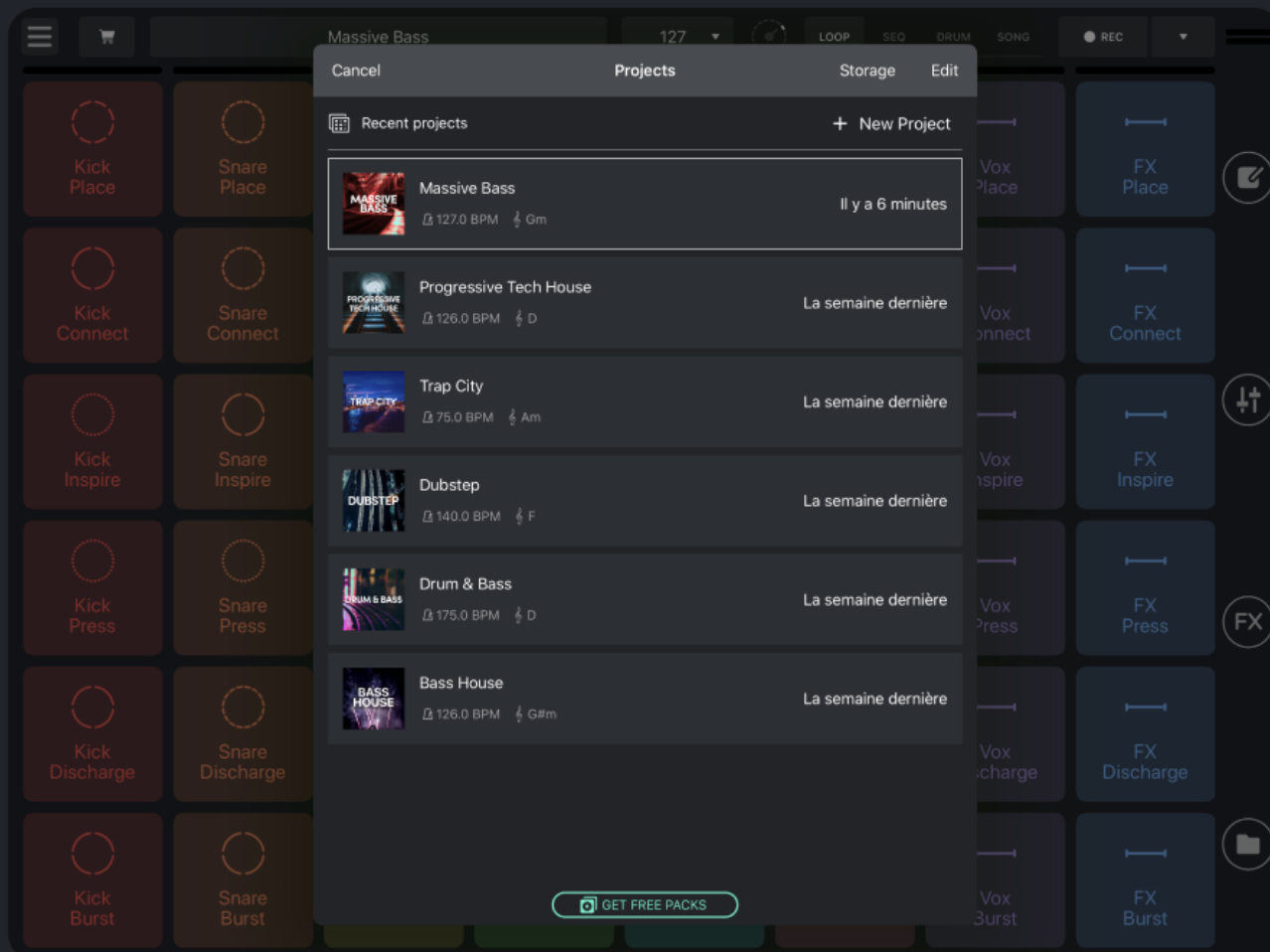
### 3. IMPORT SAMPLES



You have the possibility to import your own samples.  
Either via the file explorer in the **USER** tab, or via the Main menu in the **IMPORT SOUNDS** tab.

Once the import window is opened, select the files to import, define their BPM yourself or let Remixlive detect it for you.  
You will find your imported files in the file explorer in the **USER** tab.  
You can now load them in the Pads in **LOOP** or **DRUM** view.

## 4. PROJECTS MANAGEMENT



The project explorer allows you to have access to your created projects. You can create a new Project from scratch or from the list of Packs in your collection.

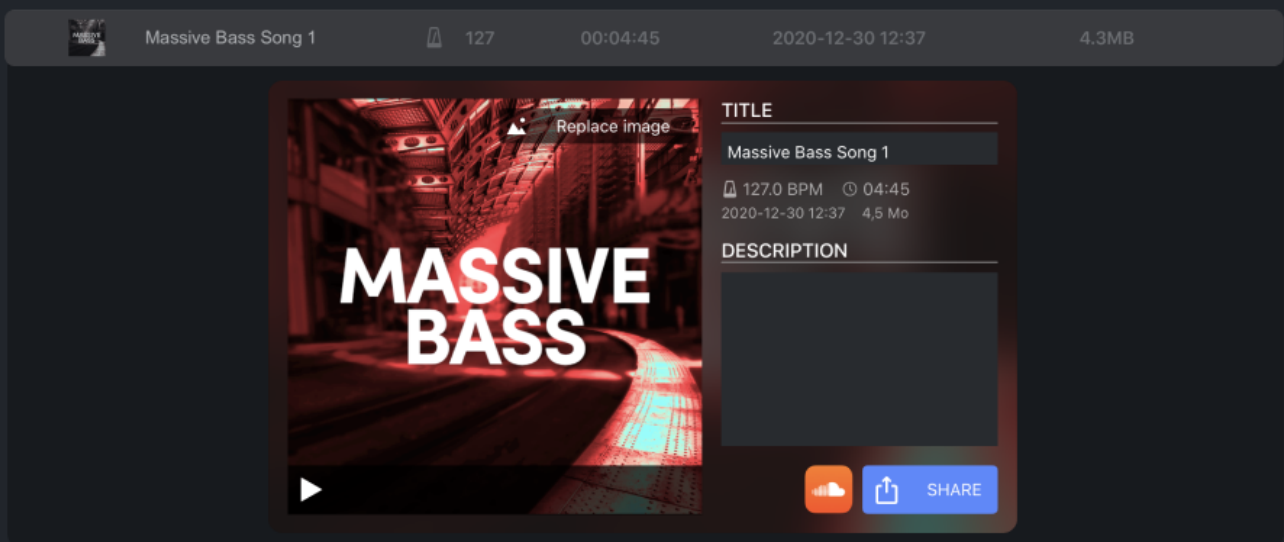
You have the possibility of renaming them, duplicating them, erasing them, exporting them or importing projects present on your device by calling the submenu and tapping the Edit button.



## 5. EXPORT AND SHARE

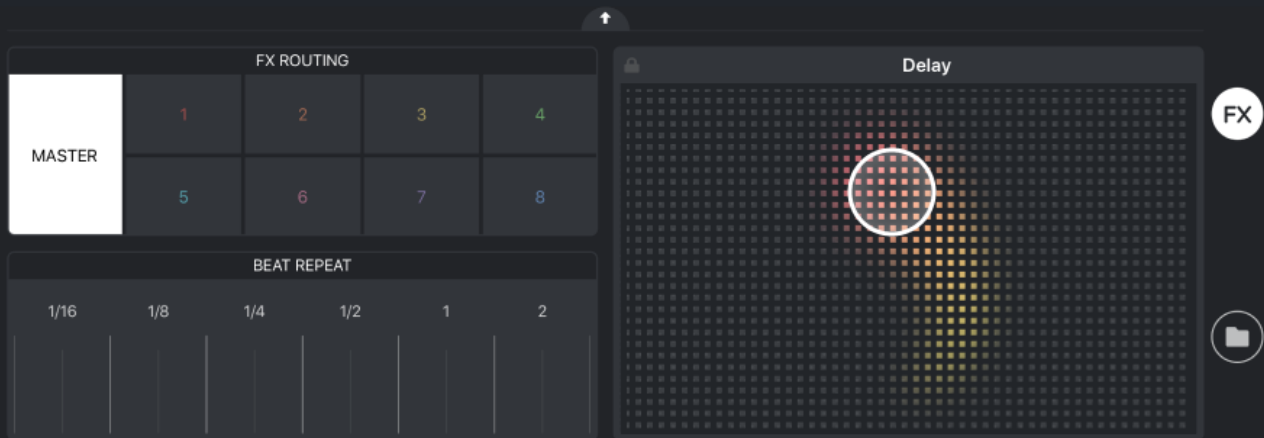


In the **SONG** view, tap on the Share button, your arrangement will be rendered and made available to be saved locally or shared on Soundcloud if you are logged in to your account.



You can export and share a MASTER RECORDING as well. Go to the Main Menu, RECORDINGS section, select your recording and share it.

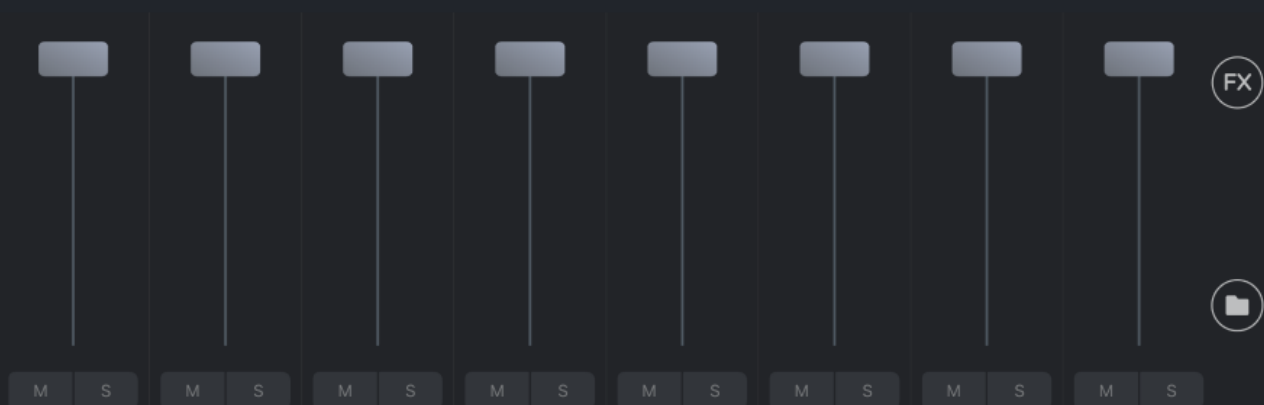
## 6. MIXER & EFFECTS



The **FX** pannel allows you to apply pro-grade effects affecting individual channels or the Master channel.

Choose between 10+ effects such as Reverb, Delay, Distortion, Phaser, Chorus, Flanger... Select the channel you'd like to use your effect on and let your finger move around the Pad.

**TIP:** You can lock an effect into position by pressing the Locker icon.



The **MIXER** pannel allows you to manage the volume and apply Solo and Mute states for each individual channel.



**THANKS  
FOR USING  
REMIXLIVE !**

**Need help ?**

[support@mixvibes.com](mailto:support@mixvibes.com)

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