

C.324 // QUICK REFERENCE GUIDE



>>> Fast Seek:

Holding down either Seek (<< >>) button while turning the wheel will engage Fast Search regardless of play mode (Vinyl/CD). This helps speed up the time of searching through the song to create a CUE/LOOP/SAMPLE.

>>> Cue Points and Presets:

Setting Cue Points:

There are several ways to set and recall cue points, either in real-time to enhance a performance, or offline for fine adjustments. Here are a few simple ways of setting cues in any mode (vinyl/CD):

- During playback, press any empty memory pad to set a cue point on the fly. The pad's indicator will flash red while saving the cue point, and then turn to green to show it is ready for playback. Press it again to return to the cue point in real-time.
- During playback you can change the active cue point by pressing IN and if you want to save it to a pad, simply press SAVE and the pad button where you want the cue to be stored.

TIP: Anytime the CUE button is flashing, it is ready/able to save a new cue point. Please read the operation manual for additional info.

Saving User Presets and Cue Points:

This unit will retain the most recently used settings of various functions even if you unplug it. These functions include Pitch Range, Pitch Lock, Key Lock, effects, Vinyl and Touch Rewind, Single/Continuous, Auto BPM, and Repeat. In addition, the unit will save and recall cue points and loops saved to all four pads for up to 500 CDs:

- To save cue points, loops, and settings, press and hold the SAVE button until the display reads SAVING.
- To recall cue points, before inserting the CD, press the SAVE button to activate the Recall function. Then insert the CD and the LCD will display "RECALL". The pads will flash one after another and then change to green. When the last pad has changed to green, you can press a pad to recall a cue point. For example, if every time you turn on the unit you want it to load up in vinyl mode, with the pitch range set to 16%, single mode, and auto cue on, turn on all these functions and save.

WARNING: Do not power off the unit immediately after saving. You must wait at least 3 seconds in order for the new presets/cue points to be stored in memory.

>>> Loops/Samples:

The C.324 has the ability to create Loops/Samples on the fly by using the IN/OUT buttons in conjunction with saving them to a trigger pad (buttons 1-4). Similar to saving a CUE point you can use the IN button and simply save it to a trigger pad.

WARNING: When creating Manual Loops make sure you DO NOT have a time division indicator (beat parameter i.e. 1/4, 1/2, etc.) selected unless an effect is active (for a visual, see #10 in the manual). If a time division indicator is lit without an effect, your loop will be automatically set at the measure indicated.

Creating Manual Loops/Samples:

- Engage playback by pressing the PLAY/PAUSE button, causing it to illuminate solid green (not flashing).
- Set the start point of the seamless loop by pressing the IN button at the desired point in time. This will cause the OUT button to flash green.
- Set the end point of the loop by pressing the OUT button at the desired point in time. Playback will immediately return to the previously set IN point and play to the OUT point, creating a seamless loop without interruption. The RELOOP button will now be flashing green, and the LOOP indicator on the LCD screen will flash.
- * To exit the loop, press the OUT button again. When the music reaches the OUT point, it will play through it instead of looping back to the IN point.
- To replay or reenter the loop, press the RELOOP button. The loop can be re-triggered by pressing the RELOOP button (until a new loop is created). Press the OUT button to exit the loop again.

TIP: A beat synchronized loop can be converted to a cue point, with the in-point of the loop as the cue location.

- Turn off the time division selection by using + or - buttons.
- Press the CTN/SGL button to enter Single mode.
- Press an empty pad and it now stores a cue point.

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>>> Loops/Samples (cont.):

Creating Beat Synchronized Loops/Samples:

Note: Make sure your auto BPM on the screen has been detected and is accurate. If it is not correct, a manual BPM should be tapped in. Auto loop enables BPM determined sections (Loops and Samples) to be recorded by only defining the in-point of the loop. The BPM engine determines the out-point based on the selected Time Division. For example, if the tempo is 120 BPM and the time division is 4/1, a loop will be created that is 2 seconds in length. To set a beat synchronized loop:

- Make sure an effect is not engaged, then press the desired beat division (#10 in manual) by using the + and – buttons (#8 and #13). Press a pad. The in-point of the loop is set to the current playback position.
- The end of the loop length is automatically determined by the beat division (see #10).
- The loop then begins.
- Press OUT to exit the loop.

Using/Playing Samples:

- The on-board sampler simply uses cue points or loops and plays them back from the internal memory, independently of the audio from the disc (you can even eject the CD and still play the sample if previously stored).
- Once cue points or loops are stored to one or more of the memory pads, pressing the SAMPLER button (#24) will engage sample mode. The SAMPLER button will illuminate in blue.
- Use any memory pad to trigger/playback a previously stored sample.

Clearing the Pads:

- Press the CLEAR button (#27). While it is flashing, press the pad(s) you wish to clear and those will flash red. Press CLEAR once more to complete the process, and the pad lights will now turn off, letting you know that there is no information stored in them.
- Press and hold the CLEAR button, then press the pad. It should now light red to indicate that it has been selected.

TIP: Once you have mastered the art of creating Cues/Loops/Samples you can then begin real time sequencing. Real-time sequencing allows you to record a sequence of cues or samples, memorizing the time & length each pad was activated. This allows you to create rhythmic sequences, similar to a drum machine. Some of the Sequencing features are next, but we recommend reading the operation manual to fully utilize these features.

>>> Real-Time Sequencing (Sample Mode):

The sample mode of the real-time sequencer is very similar to the cue point mode (minus pressing the SAMPLER button before recording). However, playback of the sequence is quite different. When playing back in sample mode, the sequence of samples is played simultaneous to any audio if played from the CD (transport). If you wish to create a sequence and want it independent of the CD inserted, the following steps should be performed. NOTE: In sample mode, when pressing and holding the pad, the sample will play regardless of the status of the CD (play/pause), you can even eject the CD and still use the samples over other audio that is playing. Hint: The ► (Play) & ● (Record) buttons mentioned below are found in the Sampler Sequencer section.

Manual real-time sequencing (sample mode):

- Program several sample cues in advance.
- Press the (SAMPLER) button.
- Make sure the mode of the sampler is set to "SAMPLE".
- Hit the ● button and make sure the beat-division indicators are not illuminated. The real-time sequence recording is now armed and the ● button blinks.
- Begin to drum out the sequence you wish to record. Upon hitting the first pad, recording begins and the ● button no longer blinks (it will remain solid).
- When finished programming your sequence press the ● button to end the recording. The recording automatically starts playing (and will loop) depending if AUTOSTART has been engaged. The ► button illuminates and the pads illuminate based upon the sequence in which they were recorded.

BPM synchronized real-time sequence (sample mode):

- Program several sample cues in advance.
- Press the (SAMPLER) button.
- Make sure the mode of the sampler is set to "SAMPLE".
- Hit the ● button and make sure the beat-division indicators are not illuminated. The real-time sequence recording is now armed and the ● button blinks.
- Select the beat division indicator (½, ¼, etc.) to set the desired sequence recording length.
- Begin to drum out the sequence you wish to record. Upon hitting the first pad, recording begins and the ● button no longer blinks (it will remain solid).
- At the end of the BPM determined length, the recording automatically starts playing and will loop (if AUTOSTART has been engaged). The ► button illuminates and the pads illuminate based upon the sequence in which they were recorded.

To exit a "sample mode" real-time sequence:

Press the PLAY button to stop the sequence (the PLAY button will blink) or press the SAMPLER button.