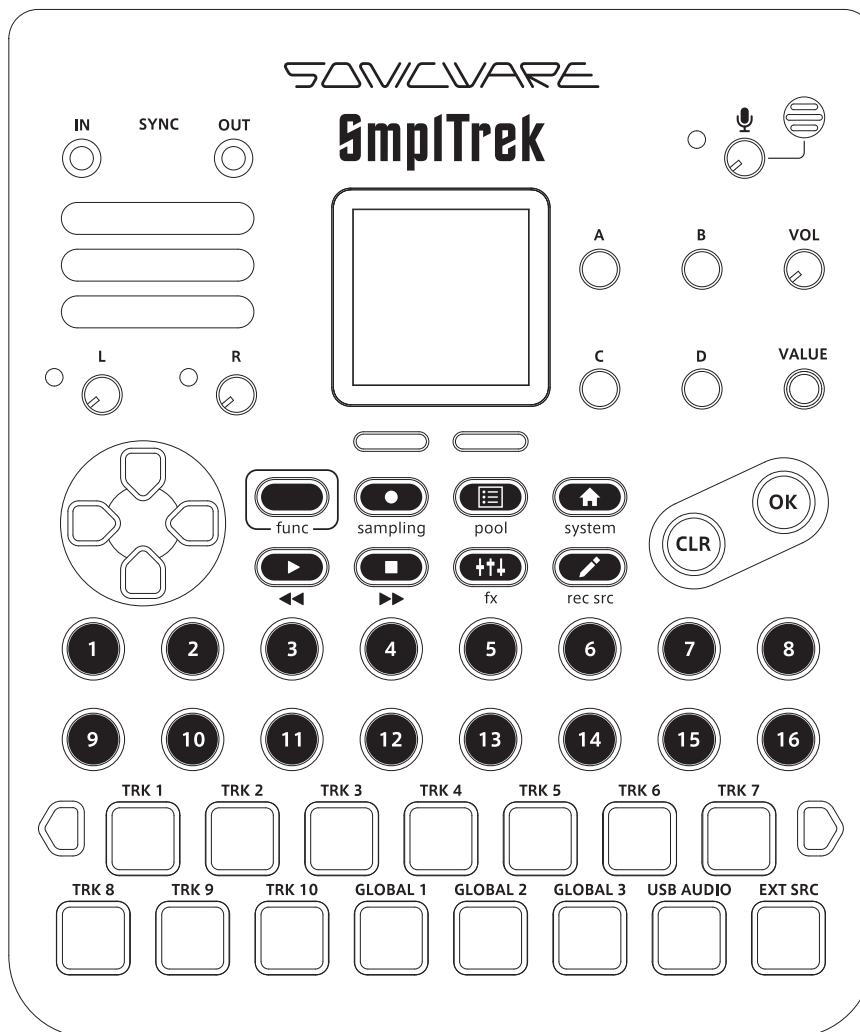


# SmpITrek

## Start Up Guide



# Introduction

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Thank you very much for purchasing a SONICWARE SmpITrek.

This startup guide explains the basic functions of this product. We will explain how to use it, some functions and other features, while actually creating a project. See the reference manual for details.

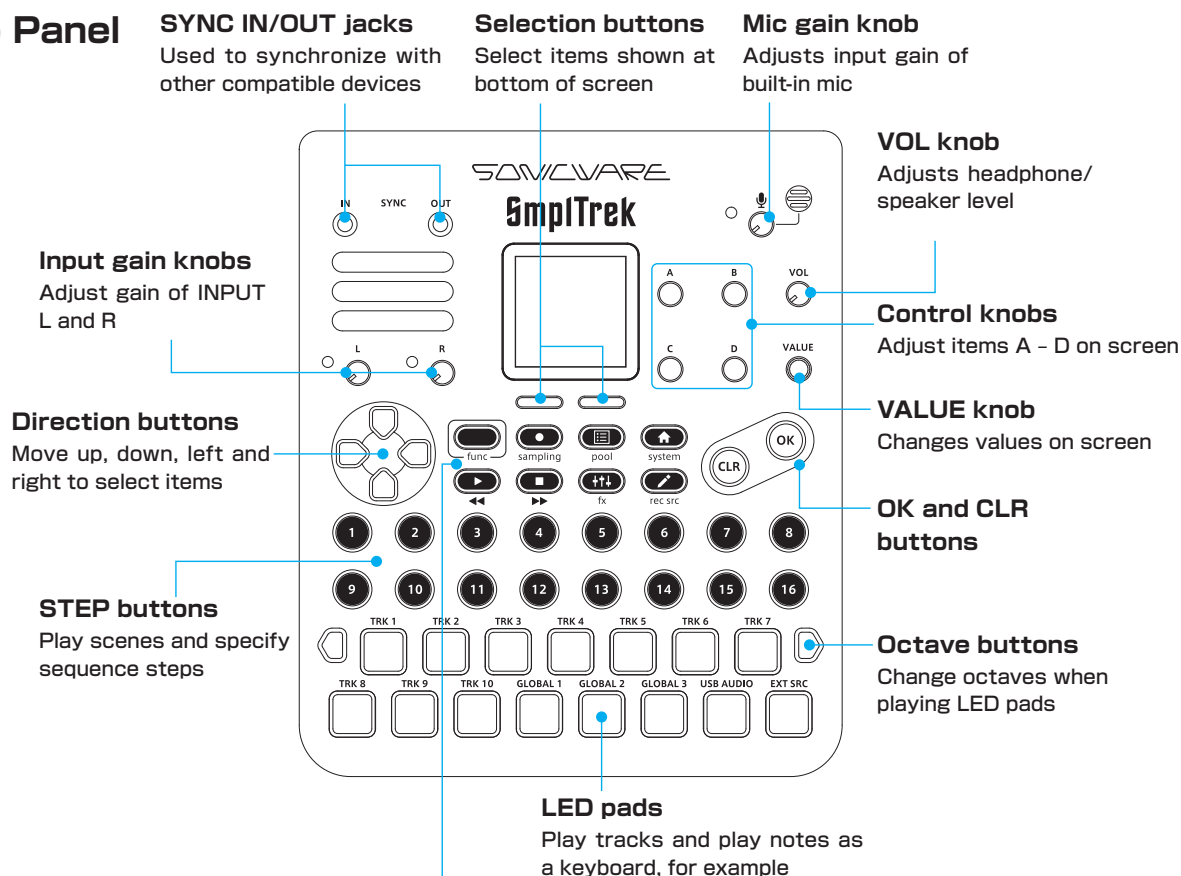
## Contents

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# Names of parts

## Top Panel



### Func button

Press the func button with other buttons to switch to submenus



### Rec button

Use for sample and sequence recording

### sampling button

Open the SAMPLING Screen



### Project button

Open the Project Screen

### pool button

Open the POOL Screen



### Home button

Open the Home Screen

### system button

Open the SYSTEM MENU



### Play button

Play projects



### Stop button

Stop playback



### Mixer button

Open the MIXER Screen



### Edit button

Open track editing screens

### Rewind button

Move playback position backward

### Fast forward button

Move playback position forward

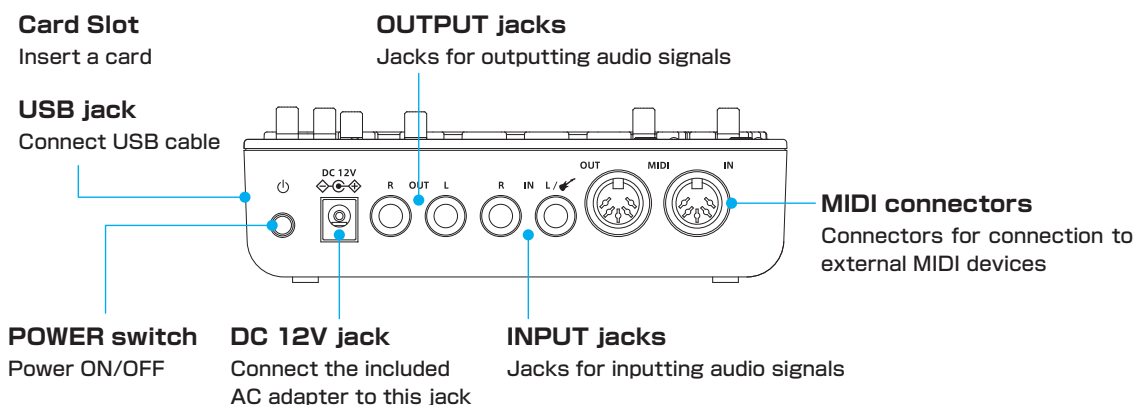
### fx button

Open the EFFECTS Screen

### rec src button

Open the INPUT SETTING Screen

## Rear Panel



# Making sound

## Starting the unit

- 1 Insert a card (sold separately) into the card slot on the side of the unit.

### Compatible cards

SDHC up to 32 GB  
(CLASS 10 or higher)  
(SDXC cards are not compatible.)

- 2 Connect the included AC adapter to the DC12V connector on the unit. Alternatively, install 6 AA batteries.
- 3 Press and hold the POWER switch until SmplTrek appears on the display.



## Preparing preset data and formatting cards

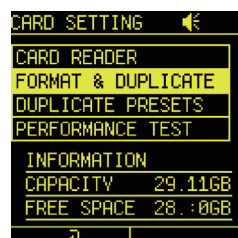
Preset data, including drum kits, instrument sound sources and demo projects, are stored inside the SmplTrek. First of all, prepare a blank card and execute **FORMAT & DUPLICATE** on it.

- 1 Press **func** + **system** to open the SYSTEM MENU Screen.

- 2 Select **CARD**, and press **OK**.



- 3 Select **FORMAT & DUPLICATE**, and press **OK**.



- 4 Select **YES**, and press **OK**.



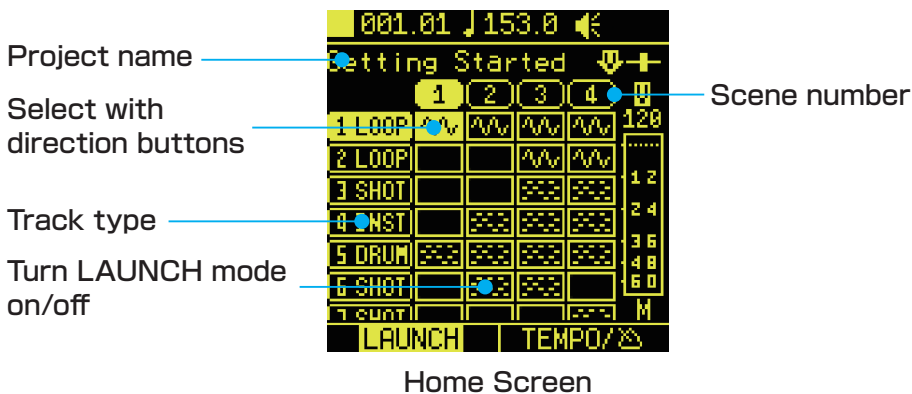
### POINT!

- Duplicating files takes a few minutes.
- Be careful because this will erase all data on the card.

- 5 After **FORMAT&DUPLICATE** completes, demo project 1 will load.

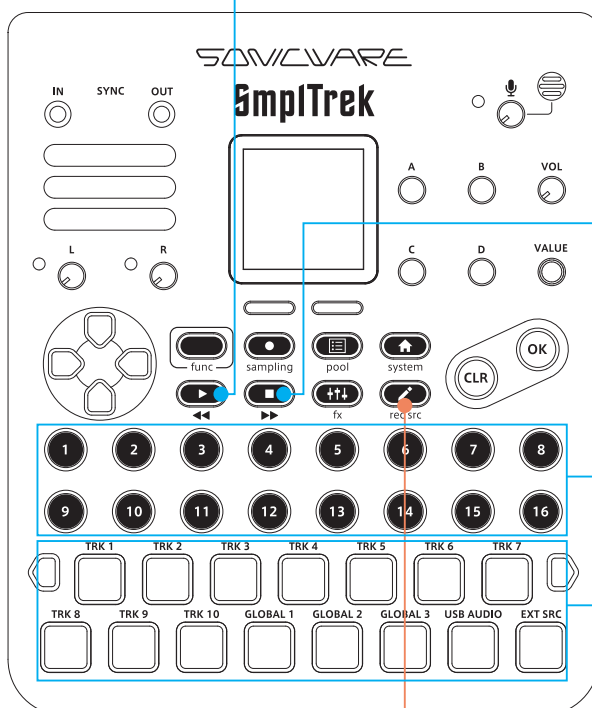
# Making sound

## Playing the demo project



### Playing projects

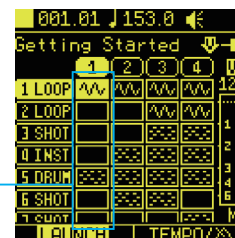
This will play the entire project.



Stop

### Playing scenes

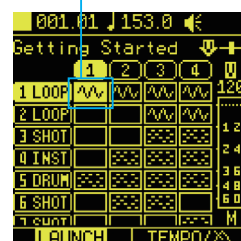
Press the ● for the desired scene to start playing it in a loop. Press it again to stop.



### Playing tracks

Press the □ for the desired track to start playing only it in a loop.

Press it again to stop.



### Performing with the LED pads

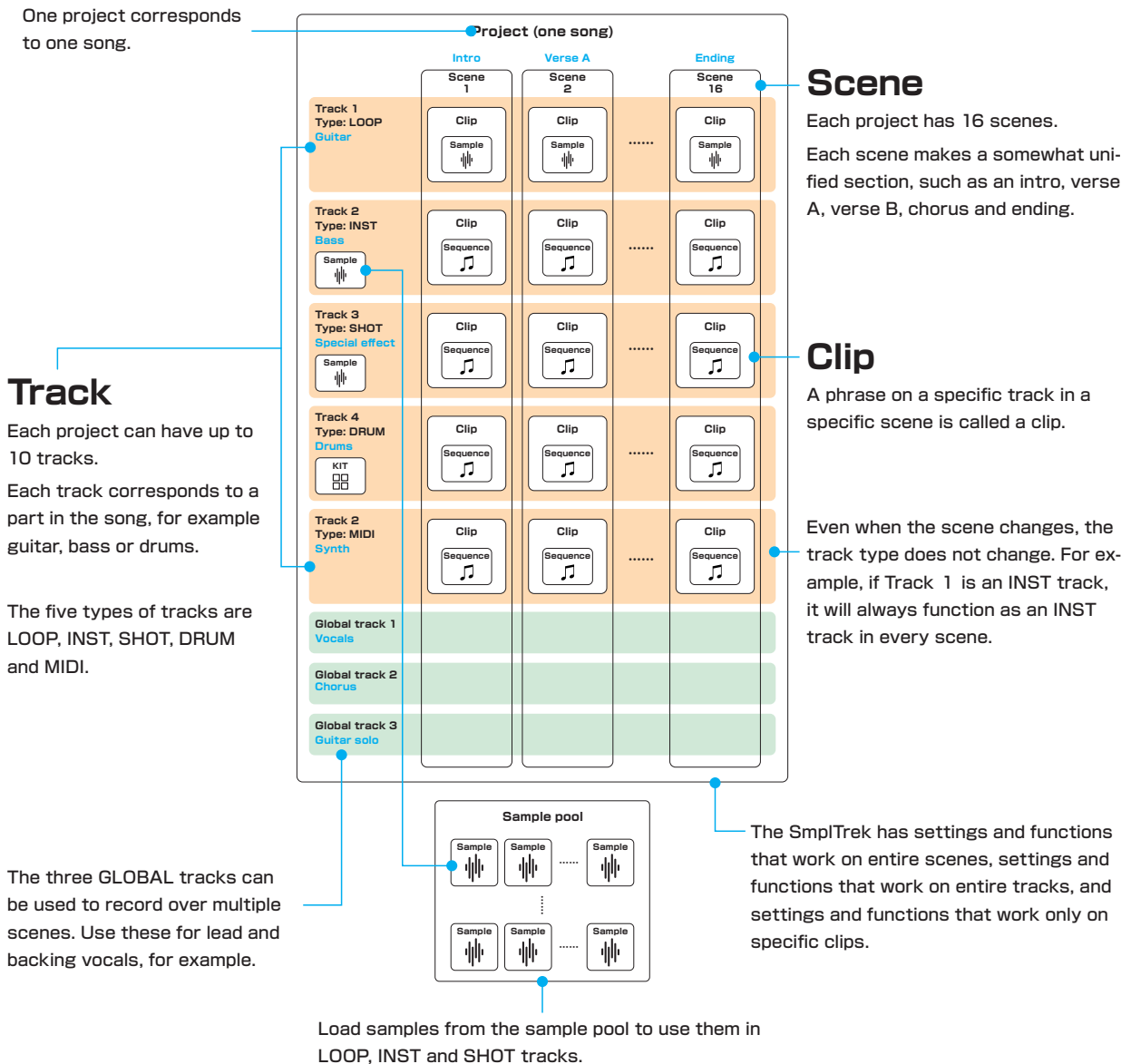
Use to select a DRUM/INST/SHOT track, and press or to open the Editing Screen. Press LED pads when the Editing Screen is open to play the sounds of those tracks.



Editing Screen

# Project structure

We will examine project structure by working with the demo project.



## Track types

### LOOP tracks

These are designed for sampling performances with drums, guitars and other instruments and looping them in the scene.

### DRUM tracks

Use these to make drum patterns with bass drums, snares, hi-hats and other drum sounds.

### INST tracks

Use these to play phrases in scales on the keyboard with samples of single notes from pianos, guitars and other real instruments.

### SHOT tracks

Use these to play one-shot samples, such as sound effects and crash cymbals, once. Sequence patterns can also be made using one-shot samples.

### MIDI tracks

These are piano-role type sequencer tracks for creating phrases to use with external MIDI equipment.

### GLOBAL tracks

These are independent audio tracks that can span multiple scenes. Use these for recording vocals and other performances that continue through a song, for example.

# Learning operations while creating a song

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## Creating new projects

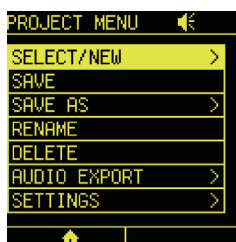
We will create a project with 4 tracks, 1 scene and 4 bars for practice.




First we will arrange preset patterns in a DRUM track. Then, we will input a bass line in an INST track. In addition, we will sample while applying effects to a guitar with a LOOP track, and play a sampled effect sound with a SHOT track.

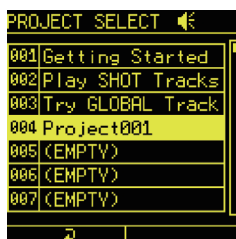
To create a new project, select an empty project.

1 Press .


2 In the PROJECT MENU, select **SELECT/NEW**.

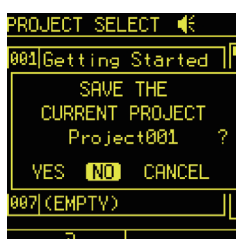


3 Turn  VALUE to select an empty project (EMPTY). Press  or  VALUE.



4 A pop-up message will appear to check whether or not to save the current project.

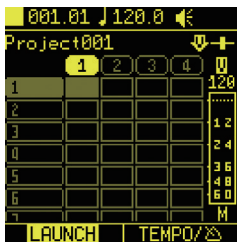
At this point, changes have not been made to the current project, so select **NO** and press .



# Adding DRUM tracks

## Loading preset patterns

- 1 Select a clip in Track 1, and press **OK**.



- 2 Select **DRUM**, and press **OK**.

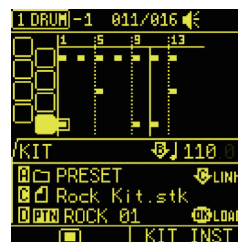


- 3 Turn **⏮** to select a preset pattern. By pressing **⏮** while turning it, preset patterns can be switched by genre. For this example, select the **ROCK 01** pattern.



- 4 After selecting the preset pattern, press **OK** to load it.


- 5 Press **⏮**, and while playing the scene, turn **⏮** to change the tempo. The tempo can also be set by tapping **⏮** with a steady rhythm. After the tempo is set, press **⏮** again to stop playback.

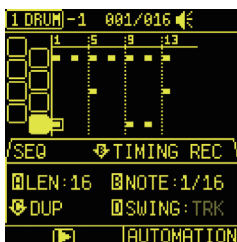






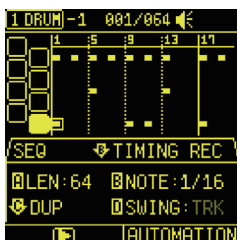
# Adding DRUM tracks


## Extending a pattern to 4 bars and adding

- 1 Press the right  twice to open the SEQ Screen.

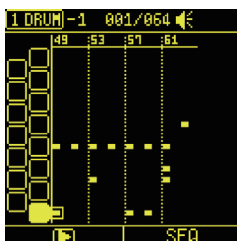




- 2 Press  to duplicate the current pattern, doubling its length. Press  twice to make it 64 steps.

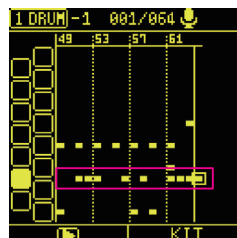


- 3 Press  to start recording standby.

- 4 Press  +  to open the 4th page.



- 5 Use the  direction buttons to move to the desired input position, and press  to change the arrangement in the 4th bar.





### POINT!

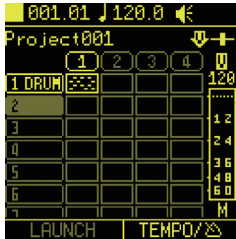
- To use real-time recording, refer to the INST track procedures (→ P.11).

- 6 Press  to end step recording.

# Adding INST tracks


## Preparing an INST track

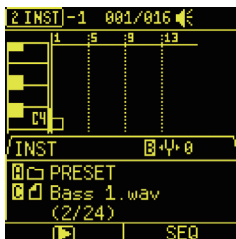
- 1 Press  to reopen the Home Screen, select a clip in Track 2, and press .



- 2 Select INST, and press .



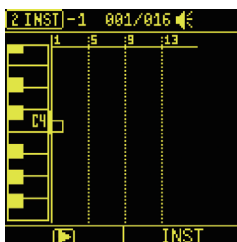
- 3 Turn  to select a sample. For this example, select **Bass 1.wav**.



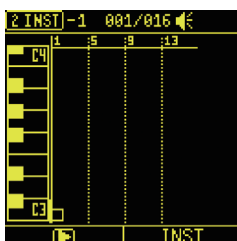
# Adding INST tracks

## Real-time recording

- 1 Press **CLR** to close the pop-up menu.



- 2 Press the octave keys to set the piano roll to the desired input range.

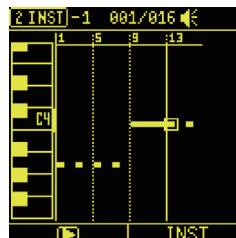


### POINT!

- Pressing an octave key will shift the piano roll by one white key. Pressing an octave key while pressing **func** will shift it by an octave.

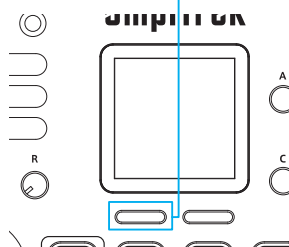
- 3 Press **REC** to start recording standby.  
For this example, we will record a one-bar bass line.

- 4 Press **REC**. Then, press the pads with the desired input timing.



### POINT!

- To play only the selected clip, press the left **PLAY**.



- To use step recording, refer to the DRUM track procedures (→ P.9).
- If a performance is unsatisfactory, the pattern can be cleared by pressing **func** + **CLR** after stopping recording.



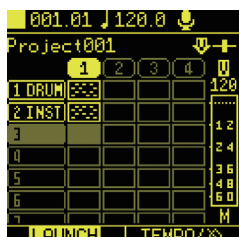
- 5 Press **REC** to stop recording.

- 6 Press **REC** to end real-time recording.

# Sampling a guitar on a LOOP track

## Preparing a LOOP track

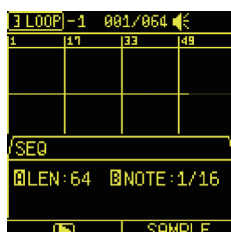
- 1 Press to reopen the Home Screen, select a clip in Track 3, and press .



- 2 Select **LOOP**, and press .

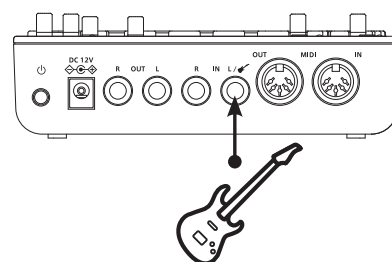


- 3 Press the right to open the SEQ Screen, and turn and to set the clip length. Since 64 16th notes is 4 bars, set them to **LEN 64** and **NOTE 1/16** for this example.



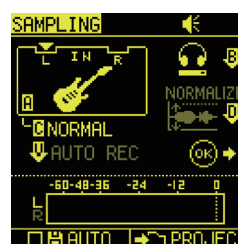
## Preparing for sampling

- 1 Connect a guitar to the **IN L jack** on the rear panel.



- 2 Press + to open the SAMPLING Settings Screen.

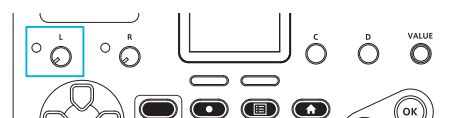
Since a guitar is connected, turn to set the recording source to **Hi-Z**.



REC SRC			
	Explanation		Explanation
	Built-in mic		Stereo line input
	Hi-Z with guitar, bass, etc.		Mono line input
	Dynamic mic		USB
			Resampling

- 3 Press the EXT SRC pad to enable checking the guitar input sound.

While playing the guitar, use the input gain knob to adjust the input level. Adjust it so that the LED does not blink.



# Sampling a guitar on a LOOP track

## Using inserts effects

- 1 Press **func** + **fx**, select **INSERT** and press **OK**.



- 2 Turn the knobs to set ON/OFF to **ON**, TYPE to **ROCK AMP**, TARGET to **INPUT** and REC POS to **POST IFX**.

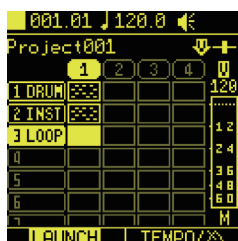


- 3 Press the right **◀▶** to open the second page, and adjust the ROCK AMP parameters while playing the guitar.



## Sampling

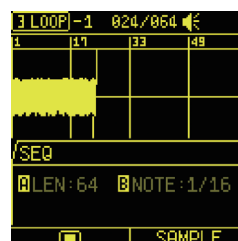
- 1 Press **◀▶** to reopen the Home Screen, select a LOOP Track and press **OK**.



- 2 On the EDIT Screen, pressing **◀▶** will enable auditioning (**◀▶** lights yellow), allowing the sound that will be recorded to be checked. Press **▶** and practice the guitar part while the other tracks play back.



- 3 Press **◀▶** again to start recording standby (**◀▶** lights red). Recording will start automatically at the beginning of the next scene, so play the guitar part.



### POINT!

- Recording will stop automatically when the set clip length is reached.
- If the performance is unsatisfactory, repeat these procedures from step 2.

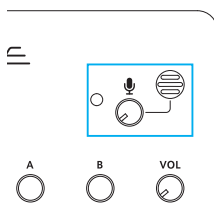
# Using a SHOT track to play sound effects

## Preparing for sampling

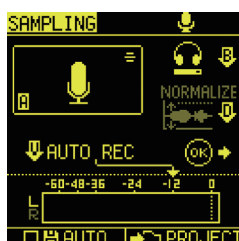
- 1 Press + to open the SAMPLING Settings Screen.  
Turn to set the recording source to the **built-in mic**.



- 2 Turn the mic gain knob to adjust the gain. Adjust it so that the level meter exceeds -12 dB when the effect sound, such as a hand clap, is made.



- 3 Press VALUE to enable AUTO REC (the automatic recording function), and turn VALUE to set the AUTO REC level to -12 dB.



## Quick sampling

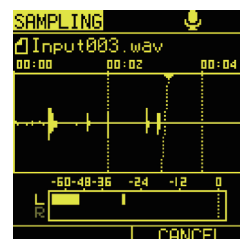
- 1 Press to reopen the HOME Screen.



- 2 Press and hold for Track 4 to start quick sampling.



- 3 Make an effect sound, such as a hand clap. Recording will start automatically if the level exceeds the AUTO REC level setting.



- 4 When done recording, press or to end sampling.

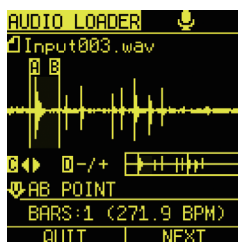
# Using a SHOT track to play sound effects

## Preparing a SHOT track

- 1 When a pop-up to select the type of the assigned track appears, select **SHOT** and press **OK**.



- 2 Turn **A** and **B** to set the range of the sample to use, and press the right **OK**.



## Playing the effect sound

- 1 Press **HOME** to reopen the HOME Screen.





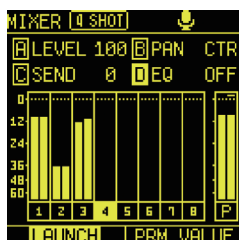
- 2 Press **1** to start playing the scene.

- 3 Pressing **□** for Track 4 will play the effect sound, so try playing along with the other tracks.





# Mixing

## Adjusting levels, panning and effect send amounts

- 1 Press  to open the MIXER Screen, and press  to start playing the scene.

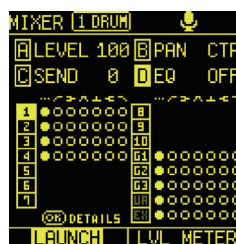




- 2 Select a track and adjust the various parameters.

MIXER (PRM VALUE)	
	Track selection
	Track level
	Panning
	Effect send level




## Adjusting the EQ

- 1 Press .




- 2 Use  to select a track, and press .



- 3 Use  to select the EQ type and use  and  to adjust the parameters.



- 4 Press the left  to re-open the Mixer Screen.



- 5 Repeat steps 2-4 for each track.



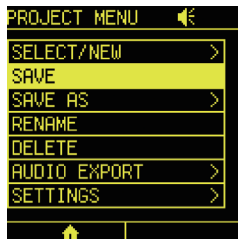
# Saving projects

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Be sure to save projects regularly because unsaved project changes will be deleted when the power is turned off.

**1** Press .

**2** In the PROJECT MENU, select **SAVE**.



**3** Select **YES**.

