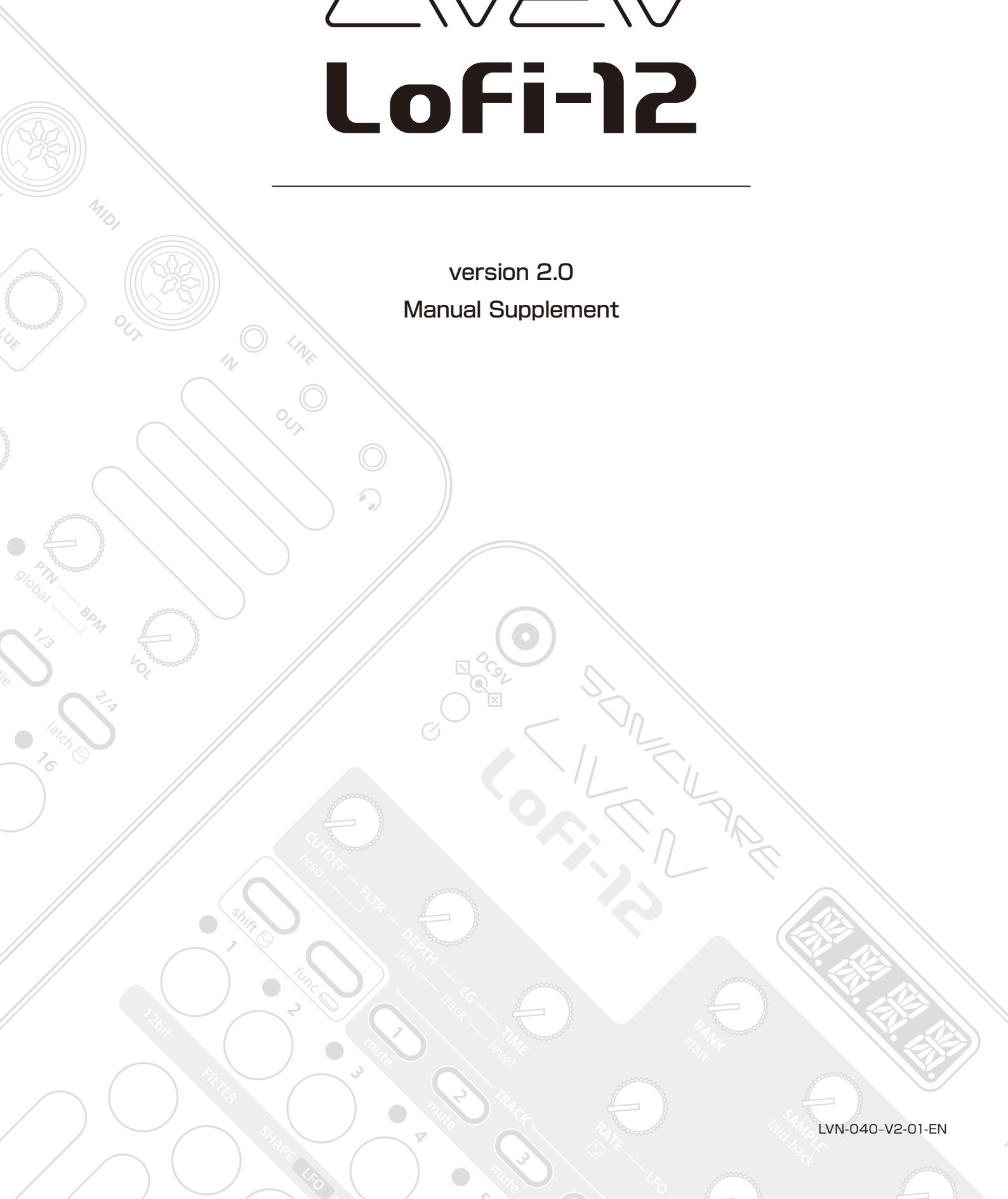


SONICVARE

# LIVEN

# Lofi-12

version 2.0  
Manual Supplement



# Resampling

## Resampling a pattern

- 1 Select a pattern you want to resample.
- 2 Press **func** + **SETTING** to select R.SRC, then switch to PTN using the **VALUE**.



- 3 Press **func** + **sampling** to enter the Quick sampling mode, and press **OK** to standby for recording.  
**OK** will light red.

- 4 Press **▶** to start pattern playback, recording starts automatically.

Recording will automatically start by the auto recording function.

The step keys show the recording progress. When step 16 lights, recording will stop automatically.

- 5 Press **OK** and use **BANK** and **SAMPLE** to select the slot to save the sample.

You can also use the **VALUE** to select the slot.

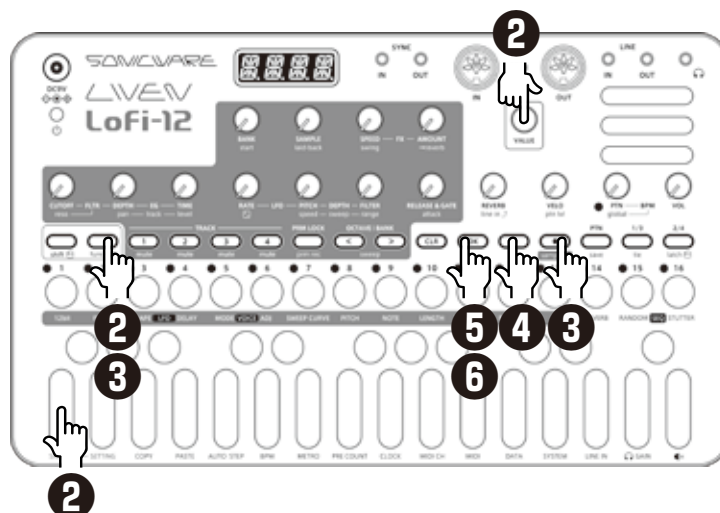
Before saving the sample, you can audition the sample of the selected slot by playing it with the keyboard.



- 6 After deciding which slot to save to, press **OK**.



- Press **CLR** to cancel the operation.
- Use **SAMPLE & EDIT** mode to rename and edit samples. ( → P.44 in the original manual)



# Resampling

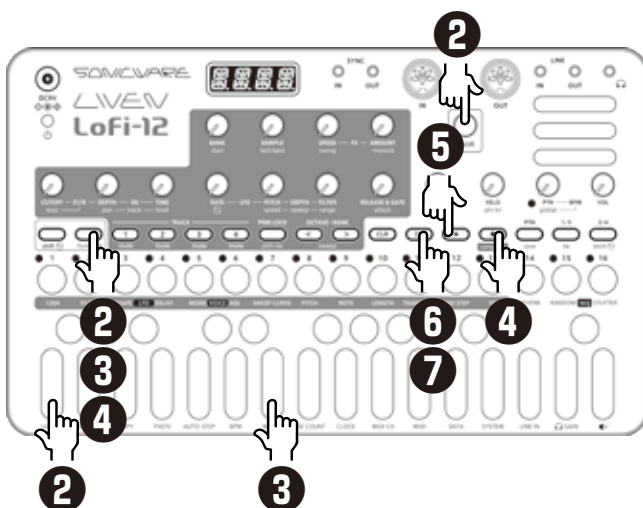
## Sampling your keyboard performance in real time along with a pattern

- 1 Select a pattern you want to resample.
- 2 Press **func** + **SETTING** to select R.SRC, then switch to PTN using the **VALUE**.
- 3 Set PRE COUNT and METRO ( → P.53 in the original manual)



- 4 Press **func** + **sampling** to enter the Quick sampling mode, and press **OK** to standby for recording.
- 5 Press **▶** to start pattern playback.

If you want to change the tempo, exit from the quick sampling once with **CLR**.



Recording starts after the pre count.  
Play on the keyboard.

- 6 Press **OK** and use **BANK** and **SAMPLE** to select the slot to save the sample.

You can also use the **VALUE** to select the slot.  
Before saving the sample, you can audition the sample of the selected slot by playing it with the keyboard.

- 7 After deciding which slot to save to, press **OK**.



• If you selected an empty pattern in the above step 1, you can record just your keyboard playing in real time.

You can also set the recorded sample to a track and repeat the above procedure to overdub when resampling.

This is useful when you want to record a non-quantized drum pattern or add multiple effects to a sample.

# Chopping

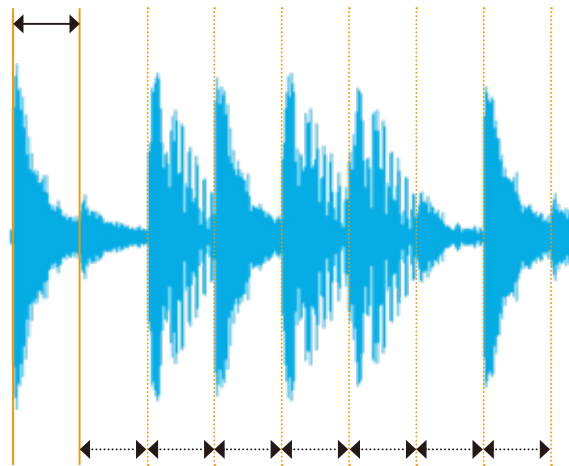
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Chopping on the Lofi-12 uses an auto-slicing function called '**Downbeat Divider**' that divides the entire sample into equal portions of equal length by setting the length of one beat.

The Downbeat Divider was developed by considering how easy it would be to chop within the limitations of a maximum sample length of 4 seconds and a 4-digit LED display.

## How Downbeat Divider works

By setting the length of this one beat··



dividing the entire sample evenly over the same length.

The following page describe the procedure for slicing with this Downbeat Divider.





- The sample start position is set by  $\text{SHIFT} + \text{START}$  or  $\text{START}$  in SAMPLE & EDIT mode. ( → P.41 in the original manual)
-

# Chopping

## Slicing a sample with Downbeat Divider

1 Select an empty pattern.

2 Select a drum beat with  BANK and  SAMPLE .

Select a sample that does not have Loop enabled.


3 Press  func +  MODE VOICE to select DRUM.





4 Press  func +  ADJ VOICE .



The value of Downbeat Divider is displayed.



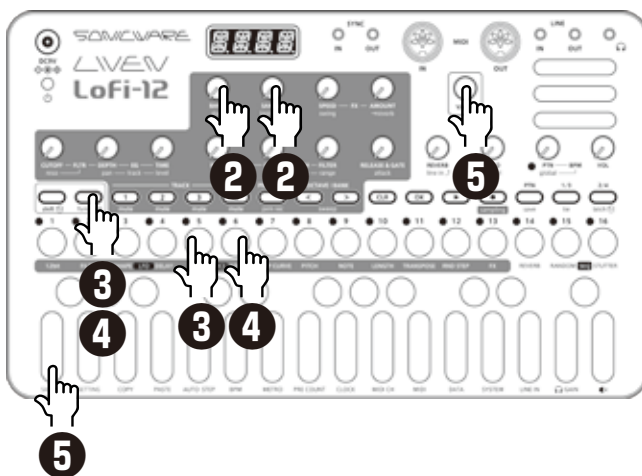
5 While playing the leftmost key (F), set the length of one beat using the  VALUE .

The entire sample will be sliced evenly by the length set by the  func +  ADJ VOICE parameter.



In most cases, the first 4 to 8 keys will be usable sounds.

Find just the right length by playing the first 2 or 3 keys and fine tuning the  func +  ADJ VOICE setting if necessary.

One slice has a maximum length of 1 second.



• If you select CHOP in the VOICE mode, all slices are played in choke mode. If you want multiple slices to sound at the same time, select DRUM.

•  func +  MODE VOICE needs to be set separately for DRUM and CHOP modes.

# Creating Drum kits

Using the two features described above, you can easily create your own drum kits.

As you can hear in the samples from the new DRUM bank, if you want to create an 8-instrument drum kit within a 4-second sample, you only need to record sounds at 0.5-second intervals. This is easily done using the sequencer.

## Creating a drum kit

**1** Select an empty pattern.

**2** Set BPM to 60.



**3** Press **PRM LOCK** twice to turn the Sound locking ON. (lights orange)

**4** Use **BANK** and **SAMPLE** to select the sound you want to use for the drum kit.

**5** While pressing **1**, play the keyboard to input a note and sound data.

**6** Repeat the above steps 4-5, input notes and sounds data on **3**, **5**, **7**, **9**, **11**, **13**, and **15**.

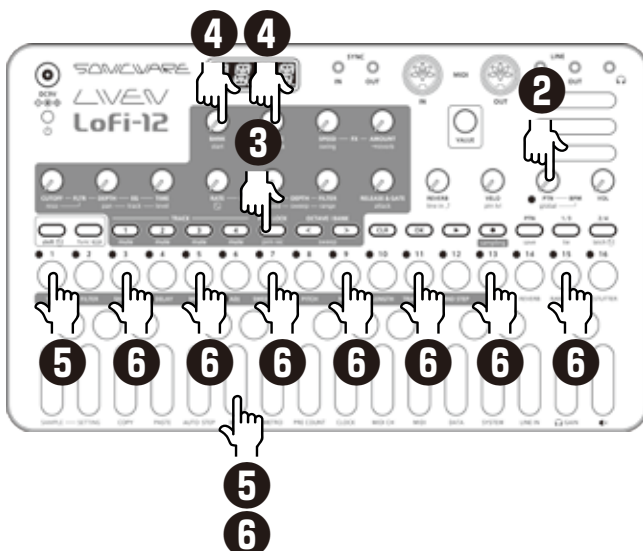
**7** Resampling this pattern. (→ P.2)

The sample for the drum kit is now complete.

Set the track's voice mode to DRUM and select this sample.



- The resampling will also reflect sound processing such as filters and effects. Try creating your unique drum kits.



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## **Performance Effect 'REMIX'**

A performance effect R.MIX has been added to the master effect (REVRB on the panel). It allows you to apply a beat repeat effect to sounds sent from each track to the master ( → reverb).

You can apply it to the entire song like DJFX, or only to specific tracks, and remix the song in real time.

## **Added -520 to the Track Pitch**

Sampled sounds from a 33 rpm vinyl played at 45 rpm can be easily returned to the original pitch.