rytmik

ULTIMATE

USER MANUAL

CINEMAX

Contents

Overview

Rytmik Ultimate is an application for creating rhythmical and melodic themes as well as for composing whole songs. Its UI blends the fast and well-arranged interface of classic drum machines and synthesizers with the flexible pattern interface of trackers and a modern sound library. The latter contains more than 750 carefully selected sound samples of drums, cymbals, percussions, bass and melodic instruments, and sound effects. You can also use many pre-made rhythms and compositions to compose your own music performance quickly. Furthermore, **Rytmik Ultimate** allows you to share compositions with other users using the **Rytmik Cloud** and to play songs stored in **Rytmik Cloud**. Users can also exchange their compositions and cooperate on them. For the best musical experience, we recommend connecting headphones or a quality speaker system.

Song Editor

Each song consists of a clip library and four tracks into which you can insert clips from the library. When you play a song, all the clips in all its tracks are played sequentially, so it's possible to play up to four clips at once across tracks.

Clip Library

Each song has its own clip library, which is divided into 8 paws of 24 clips each. Clips on each page are shown in colour for greater lucidity. To edit a new clip, select an empty field on any page and switch to clip edit mode using CLIP EDITOR. To delete the selected clip, touch the cross button and confirm the operation in the dialogue window. To copy a clip, simply drag & drop it to any other location in the library. If COPY is switched into MOVE, the dragged clip is moved to its new location in the library instead of being copied. If you want to overwrite a field already used, you have to delete it first. If no playback is in progress, a clip starts playing when it's selected or dragged.

Song Playback
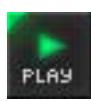
Use the **Play button** to start and stop playing a song. During playback, the blue cursor moves and clips underneath it are played. Red cursors on the left and right show the active song length — if the blue cursor reaches the right red cursor during

playback, it moves back to the left red cursor. You can move any of the cursors during playback by dragging its square lower section. When the playback is stopped, the blue cursor moves to the position where you put it the last time. By tapping twice on the bottom number bar, you move the blue cursor to that place.

Slide the stylus on the bottom number bar to move the track display. The track display can also be moved by touching the dial in the left or right corner.

A volume meter of the song that is currently played is displayed in the middle of the screen together with a slider used to set the main volume of the song. If the meter shows high values, the sound output may be distorted. The further the meter is in the red area the stronger the distortion is.

An antialiasing algorithm switch is displayed under the volume meter. If you set it to the first position, the antialiasing is stronger: the sound is smoother and free of most "buzzing" artifacts but it has less treble. In the middle position, the antialiasing is still quite effective, although there may be some audible artifacts and the sound has more treble. The third position has the antialiasing turned off; the sound may have lots of treble but it may also buzz a lot (similar to sounds on old 8bit and 16bit computers and gaming consoles).

Tracks

Each song has 4 tracks into which you can insert clips from the song's library. The playback is always controlled by the beat and length of the clip in the uppermost track. If there's no clip in any of the tracks, the beat stays unchanged. The relative playback speed of a song can be altered using [−][+] buttons on a percentage scale within the range of 50% to 150% (shown on the upper screen).

To add a clip to a track, just drag and drop it there from the clip library. You can also move clips within tracks the same way ([MOVE] button is active) or copy them ([COPY] is active). When you drag and drop a clip to an occupied position in a track, you overwrite the old clip in that position. [↓] inserts a free field at the position of the blue cursor in each track and moves all the clips situated right of the cursor. Conversely, [X] deletes the field on the blue cursor's position and moves all the clips situated right of the cursor to the left.

If [SELECT] is active, you can select a rectangle area and move or copy it. [↓] and [X] then only work for the selected area.

Export

You can export your composition and store it at your PC's local drive in the.wav format. Press [EXPORT] to open a dialogue window, then enter a file name and start the export. When [AUTO PLAY] function is active, the playback of the composition starts with the export. Press [EXPORT] again to stop storing the file. This not only allows you to store the finished composition but also anything that's playing while the export is in progress.

Clip Editor

A clip is the basic unit of each song: it contains four instruments and each instrument has its own note sequence. To start editing an instrument, use one of the large buttons [1] [2] [3] [4]. Each instrument can be muted ([M]) or played solo ([S]). [SONG EDITOR] button activates the song edit mode. The arrow buttons above it can be used to move to the next or previous clip quickly.

Note Sequence

Note sequence length is the same for every instrument in a clip and can be selected from the range of 1 to 16 notes. You can also set volume (in the upper half of the staff) and pitch (in the lower half of the staff) for each note within the range of +/-1 octave. The notes'

volume and pitch are relative to the same values of the respective instrument, so the instrument pitch transposes pitches of all the notes in sequence. Notes are placed in a regular staff, but for each note, you can set a short delay of up to one note long (it is set in the field with three arrows ▸▸▸).

When you hold the stylus on a note or instrument pitch field, the tone pitch is marked on a fingerboard. This fingerboard provides a cleaner display and will disappear again when you lift the stylus.

Not only can you select pitch and volume for each note but also three other parameters. They're switched using the A B C D fields and can be entered in the upper half of the staff. Those parameters are used to control almost any parameter of instruments. For example, if you choose the **PAN** parameter, you may specify an independent panorama position for each note. Those parameters are prioritized over settings made for a particular instrument. To set all notes to a value specified for the instrument, use the arrow next to the chosen parameter.

Instrument

You can specify a sound category for each instrument (i.e. **KICK** drum, **SNARE** drum, **BASS** etc.), as well as a sound type within the selected category. The sound categories are divided into thematic banks arranged into columns (**DUBSTEP**, **8BIT**, **WORLD** etc.). The last column contains **DrSynth** — a synthesizer allowing you to draw a sound oscillator wave.

With VARI , you can specify a different sound type for each note.

For each instrument, you can specify volume, relative pitch in the range of +/- 1 octave, a transposition by +/- 2 octaves, a smooth adjustment in the range of +/- 1 semitone, and a position within the stereo space. If the instrument is monophonic (POLY 1), each note in the sequence interrupts the previous one. If the instrument is polyphonic (POLY 1 is switched to POLY 2 , POLY 3 or POLY 4), each note in the sequence uses one sound channel. Channels are assigned cyclically according to a polyphony number.

Instrument Effects

Use the **FX button** to display the instrument effects panel. The following effects are available:

Env Attack: Set instrument volume envelope attack (0–5s)

Env Decay: Set instrument volume envelope decay (0–5s)

Env Sustain: Set instrument volume envelope sustain (0–100%)

Env Release: Set instrument volume envelope release (0–5s)

Vib Amp: Set instrument vibrato amplitude (0–100%)

Vib Time: Set instrument vibrato time (0–2s)

Vib: switch the vibrato initial direction

Noise Amp: Set instrument noise shaper depth (0–100%)

Porta Time: Set instrument portamento time (0–1s)

Delay Time: Set instrument delay time (0–1s / 0.25–8 notes)

Delay Feed: Set instrument delay feedback (0–100%)

Delay Mix: Set instrument delay volume (0–100%)

Free/Sync: Switch the synchronization of the delay and clip tempo On/Off

Arp: Switch the arpeggiator and show the button used to select an arpeggio mode.

Use to access the following settings:

Pitch1: Set instrument arpeggiator pitch 1 (0–12 semitones)

Pitch2: Set instrument arpeggiator pitch 2 (0–12 semitones)

Time: Set instrument arpeggiator time (0.25–2 notes)

Feed: Set instrument arpeggiator feedback (0–100%)

A sound wave of the instrument is displayed above the effects. Use the sliders above it to define a part of the wave to play.

Loop: switches the wave playback mode

1. One shot – plays loop once and each note restarts loop

2. Loop – repeats loop continuously and each note restarts loop

3. Ping-Pong – repeats loop back and forth with each note restarting the loop

4. Legato – repeats loop continuously and new note doesn't restart loop

With some instruments, it's more convenient or even necessary to turn on the repetition for them to play correctly (modes 2 or 4). This concerns mostly instruments in the **DUBSTEP/WAVE** and **8BIT/PORTA** sections, as well as some instruments in the **DUBSTEP/LEAD1, 2** and **DUBSTEP/BASS** sections.

Twist: switch the initial direction of the wave playback.

Drawsynth

DrSynth is a special instrument category. Instead of a specific sound wave, it displays 24 columns used to define the wave curve. Moreover, instead of the buttons used to select the wave playback mode, it contains buttons used to select the base wave of the synthesizer.

Tempo Setting

You can set the sequence playback tempo for each clip in beats per minute (bpm) in the range from 50 to 200 bpm. You can also select the half or double playback speed. Using switch, you can turn on the shuffle and specify its rate in the adjacent field. When switched to the second position, the shuffle rate has a certain random factor. The tempo is set jointly for all the four instruments in a clip (and also for all the clips in a certain position within the composition).

Other Settings
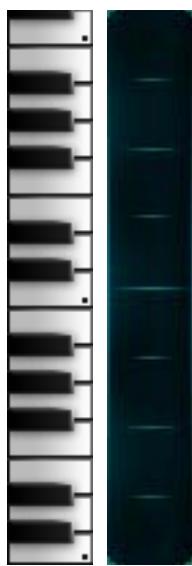
On the side of the display there is either a scale where you can set a value for the selected field (which is highlighted in colour) in more detail (e.g. a note or instrument volume) or a fingerboard used to specify a note or instrument pitch. When the scale is displayed, you can refine the setting even more by holding the stylus on the scale and sliding aside from the scale. L<>R switches on which side the scale/fingerboard is displayed. The more to the right you move it, the more the value decreases. This can be used to set extremely short times for a volume envelope or a delay effect or for very short vibrato periods usable for a simple FM synthesis. You can store a note sequence and the instrument settings in the memory using `COPY` and then copy them into any other instrument or a clip using `PASTE` . `PASTE₁` copies only the instrument settings; `PASTE₂` copies only the note sequence.

`SONG` switches to a playback mode in which all the clips contained in the composition on the cursor position are played repeatedly. If the song mode is turned off, only the clip you are editing is played back.

Browser and Rytmik Cloud

Browser

Rytmik Ultimate allows you to load up to 255 songs into the memory. Each song can be assigned a name and two tags describing its genre and mood. The top screen displays a song list in which you can browse by pages. You can also sort the list in ascending or descending order by author name, average rating (more about ratings in the **Rytmik Cloud** section), and upload date. Moreover, you can create and use a search filter for song name, author name and tags.

When a song is selected in the list, you can either open it for editing using `LOAD` or prepare it for playback using `PREVIEW ▶` without actually affecting the song currently being played (you can then play the preloaded song using the adjacent **PLAY** button). The clip library of the preloaded song is displayed in the upper right part of the bottom screen where you can browse it. Clips from that library are played back when selected and you can drag and drop them to copy them into the library of the song you are editing. That way, you can quickly and easily browse libraries and combine various clips in a new song. You can use `NEW` to create a new empty song, `SAVE` to save the song you are editing, and `DELETE` to delete the selected song from the list.

Song Library and Rytmik Cloud

The song library is divided into four categories (**ROM**, **USER**, **CLOUD**, and **USER CLOUD**). The ROM category contains pre-made songs shipped with **Rytmik Ultimate**. You can use them as a starting point when creating your own compositions. You can also explore them and use them to learn the operation of **Rytmik Ultimate** and to find out how to use various musical and sound processes. In the USER category, users can save their own songs. You can store up to 255 songs there.

When you select the **CLOUD** or **USER CLOUD** category, **Rytmik Ultimate** connects to the shared storage called **Rytmik Cloud**. To use this feature, you need a functional network connection and enable wireless communication. The **CLOUD** category shows a list of songs of all users. When you select the **USER CLOUD** category, you are only shown songs of the current user and you can also store and delete songs. When storing a song, you can specify its access privileges. UNLOCKED means the song will be visible for all and everyone can load and edit it. LOCKED means that the song will be visible for all, but other users can only play it using PREVIEW function and won't be able to edit it. PROFILE means that other users can't see the song.

PROFILE shows the author name that can be changed by the user (you need to be connected to the Internet to do that). The button also displays a unique user code to identify the user outside Nintendo 3DS.

Song Rating and Reporting

If you play a song from **Rytmik Cloud**, you can rate it. The song rating window is displayed when you press RATE, and you can now select the number of stars you wish to award to the song before submitting the rating. The browser also displays the average rating of songs, which you can then use to sort the available songs.

REPORT? opens a window where you can notify us of any copyright infringement or report any abuse, harassment or offensive content or user.

Keyboard Controls

Song Editor

SPACE	Switch Play On/Off
Z	Undo
Z + Left Shift	Redo
A	Move Selector Back
D	Move Selector Forth
S	Move Selector to Left Marker or to the Song Start
W	Move Selector to Next Marker
X	Switch Select On/Off
C	Switch Copy/Move
TAB	Switch to Clip Editor

Clip Editor

SPACE	Switch Play On/Off
Z	Undo
Z + Left Shift	Redo
A	Move Selector to Previous Note
D	Move Selector to Next Note
S	Adjust Selected Note Pitch Down
W	Adjust Selected Note Pitch Up
E	Switch Selected Note On/Off
TAB	Switch to Song Editor
ESC	Switch to Song Editor

Visualisation

1	Change Visualization Type
2	Change Algorithm
3	Change Style
4	Switch Scrolling On/Off
5	Switch Noise On/Off
ESC	Switch to Song Editor

Support Information

Cinemax Support Team

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