



RL-3X9 LIVE

ZIEBANE INSTRUMENTS

LOOP SELECTION / MAX 2 / EVEN NUMBERS = CLEAR AND START OVER / ODD NUMBERS = BUILD UP

1 Loop 1	2 Loop 2	3 Loop 3	4 Loop 4	5 Loop 5	6 Loop 6	7 Loop 7	8 Loop 8	9 Loop 9
-------------	-------------	-------------	-------------	-------------	-------------	-------------	-------------	-------------

KILL ALL!

0 Kill All!

Ctrl + Home = Toggle FPS Mode (Full Screen)

F2 Z > Y	F5 Q Save	F6 Q Load	F7 Save	F8 Load
-------------	--------------	--------------	------------	------------

Bank: BANK = Play along / SEQ 1, 2, 3 = A, B = Steps, C = Drum Selectors

Q AK1	W AK2	E AS1	R AS2	T AH1	Z AH2	U AX1	I AX2	
A BK1	S BK2	D BS1	F BS2	G BH1	H BH2	J BX1	K BX2	
Y CK1	X CK2	C CS1	V CS2	B CH1	N CH2	M CX2		
Ctrl Hold	Space Bar PLAY / PAUSE	© Ziebane 2010 / 2013 Build: RL-3X9_040197 DE US JP http://www.ziebane.com						

DETAILS

A

B

C Pitcher > UP Hold > keys
Panner Up

< Left DN Down > Right

MUTE K S H X / ROLL

N.7 Mute K	N.8 Mute S	N.9 Mute H	- Bpm -
N.4 Roll K	N.5 Mute Ins	N.6 Roll H	+ Bpm +
N.1 Roll K	N.2 Roll S	N.3 Roll H	
N.0 Bnk / Smp / Drm	, Del 8 / 16	Enter ReTrig	

Z Instruments RL-3X9 Rapid Looter Owner's Manual

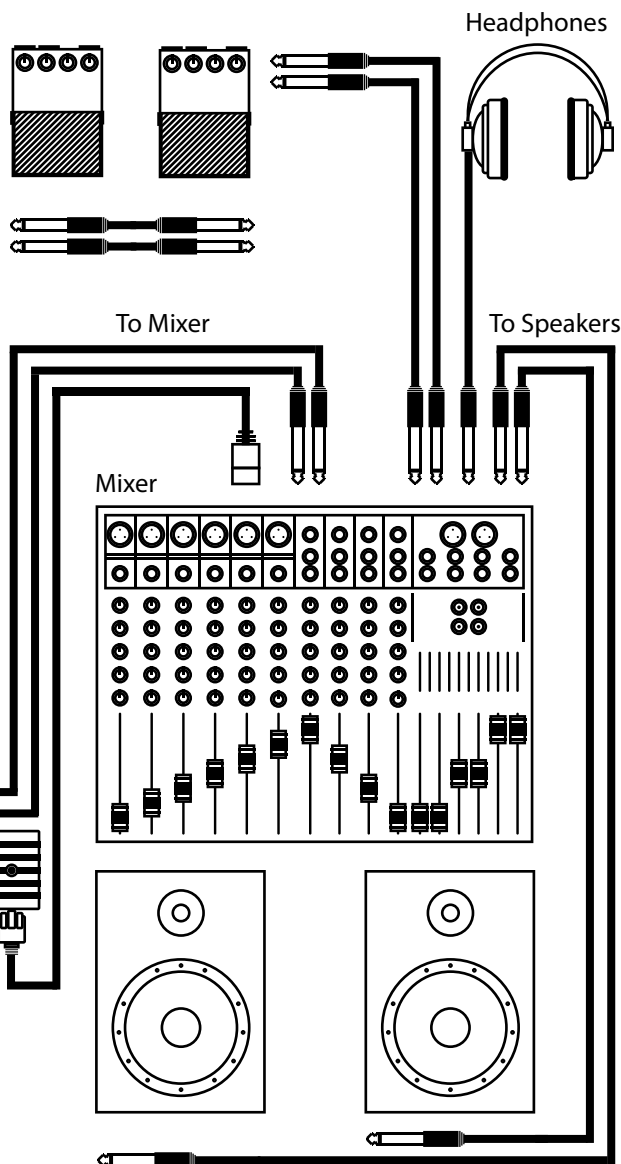
Z Instruments KB-062

Z Instruments NB-018

(or any IBM compatible keyboard)

Direct X 9 compatible PC with SD card reader

SD card containing Z Instruments RL-309 Rapid Looter



Thank you for purchasing Ziebane Instruments RL-3X9 Rapid Looper

Ziebane Instruments RL-3X9 Rapid Looper is a little “brother” of the RX-207 Live Remixer. Nonetheless it is still powerful combination of sampler and sequencer with real time remixing controls that brings stable and hyper fast working environment to anyone, from beginners to pro users.

Remix existing phrases and patterns, build up on them, make them your own or start from scratch with original material. Replace samples with your own and half the job is already done with RL-3X9 remixing facilities.

Innovative approach and original features of Ziebane Instruments RL-3X9 Rapid Looper is sure way to bring highest level of creativity to your studio or live performance for a pocket friendly price.

Main Features

1 Monotimbral Kick Drum Track	16 Step Sequencer
1 Duotimbral Snare Drum Track	21 samples per sound bank
1 Duotimbral Hat Drum Track	
1 Monotimbral FX	Zomg Turntable
1 Monotimbral Pharse Generator Track	ReTrigger Function
	Lenght Function
2 Main Modes for Pattern Creation	Mute / Kill sections
39 Save / Load Slots	Buildup / Replace Function
Quicksave / Quickload Function	Cursor Paner / Pitcher
One click Direct Sound Banks	30 - 215 BPM

Ziebane Instruments - Performance Gear

Before you start

1. Make sure your system meets minimum requirements.
2. Make sure your computer runs Windows XP or higher.
3. Instal DirectX 9c June 2010.
4. Run install file.
5. Make sure you have numeric part of keyboard present.



Warning. Be carefull with volume on your amplifier. Excessive sound can permanently damage your hearing or your listening equipment.

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Quick Overview

Ziebane Instruments RL-3X9 Rapid Looper

Sequencer Mode (SEQ.1 - SEQ.3)



fig.1.1

Index	Key(s)	Function	Description
1	SPACE	Start / Stop	Play or pause engine.
2	1 3 5 7 9	Loop Selectors (Odd)	Here You trigger built in rythm variations. With odd numbers (white) You can build up over existing loops.
3	2 4 6 8	Loop Selectors (Even)	Here You trigger built in rythm variations. With even numbers (Violet) You will always start from scratch, erasing existing material.
4	Alpha Q, W, E, R; T,...	Step Sequencer	16 Sequencer steps. Marked with "Stp.xx". 8 per row.
7	Apha Y, X, C, V, B, N, M	Sample Selectors	7 Samples per Sequencer page.
9	Numeric 1, 2, 3, 4, 6	Rythmic Rolls	HOLD keys. Different Roll on each. Combine with Octaver. Ctrl down for Fill.
10	Numeric 7	Mute Kicks	HOLD key. If held, Kicks will be muted.
11	Numeric 8	Mute Snares	HOLD key. If held, Snares will be muted.
12	Numeric 9	Mute Hats	HOLD key. If held, Hats will be muted.
13	Numeric 5	Mute FX, Samples	HOLD key. If held, FX or Smples will be muted
14	Cursor Up, Down	Octave Up, Down	HOLD keys. Shifts or lowers all sounds. Fixed position.
15	Cursor Left, Right	Sound to Left, Right	HOLD keys. Move sound Left or Right. Fixed position.
16	Alpha 0	KILL! Button	Clear the current pattern. Unsaved User patterns are lost.
17	Numeric Decimal	16 / 8 /	Switch between 16 and 8 steps. 4 steps with Ctrl down.
18	Enter	ReTrigger	Play the Pattern from step one.
19	Numeric Substract, Add	Tempo Down, Up	Jump + 5, - 5 BPM. Ranges from 30 BPM to 225 BPM.
20	Numeric 0	Mode Select	Switch between 2 modes. BAN.K, SEQ.1 - SEQ.3
23	Home	FPS mode toggle	400 x 800, with Ctrl down RL-3X9 enters FPS mode
CTRL	Ctrl	Alternative	Ctrl + NumDec = Switch between 4 or 16 steps Ctrl + Num.1 = Fill 1 Ctrl + Num.2 = Fill 2 Ctrl + Num.3 = Fill 3 Ctrl + Num.4 = Fill 4 Ctrl + Num.6 = Fill 5 Ctrl + Num.7, 8, 9, 5 = Kill Groups
LCD	/	LCD Display	Information on current position (BAN.K, SEQ.x), BPM, Volume, selected Slot...

Quick Overview

Ziebane Instruments RL-3X9 Rapid Looper

Common Control Functions / CTRL + / NumX + / Turntable +

Index	Key(s)	Function	Description
Ctrl	Ctrl + NumDel	Switch between 4 or 16 steps	
	Ctrl + Num7 Ctrl + Num8 Ctrl + Num9 Ctrl + Num5	Kill Kicks Kill Snares Kill Hats Kill Smp	To only destroy some groups of sounds use these. If Pattern is not saved, this is permanent. Use Quicksave / Quickload to try first.
	Ctrl + F2	Qwertz / Qwerty	Switch keyboard layout
	Ctrl + F5 Ctrl + F6	Quick Save Quick Load	Save your work to "Temporary Pattern". Only one Temp available Load last saved "Temporary Pattern" back to engine
	Ctrl + F7	Save to User Patterns	39 User Patterns available at once. Choose Slot with Cursor keys, confirm with Enter. Ctrl + Cursor keys moves 10 Slots left, right. To exit Save Mode, hit Escape. While in Save Mode, LCD will show values from S.001 to S.039.
	Ctrl + F8	Load from User Patterns	RL-3X9 comes packed with 39 premade user patterns. Replace these with own work. Cursor keys to move trough them, Ctrl + Left, Right in Load mode to jump 10 Patterns. Enter confirms load, Esc to exit Load Mode. While in Load Mode, LCD will show values from L.001 to L.039.
	Ctrl + Home	FPS mode	Full screen First Person Shooter mode.

BNK.x Mode (Bank Mode) - Drum variations

When Ziebane Instruments RL-3X9 is executed for the first time it goes directly to Bank Mode (BAN.K). Total of 9 rhythmic variations can be accessed from each page. They are divided into BAN.K mode and 3 x SEQ.x mode. Bank mode contains all of the sounds for Roll function, SEQ.x modes contains 7 sounds per mode. 2 x Kicks, 2 x Snares, 2 x Hats, 1 FX for input to sequencer.

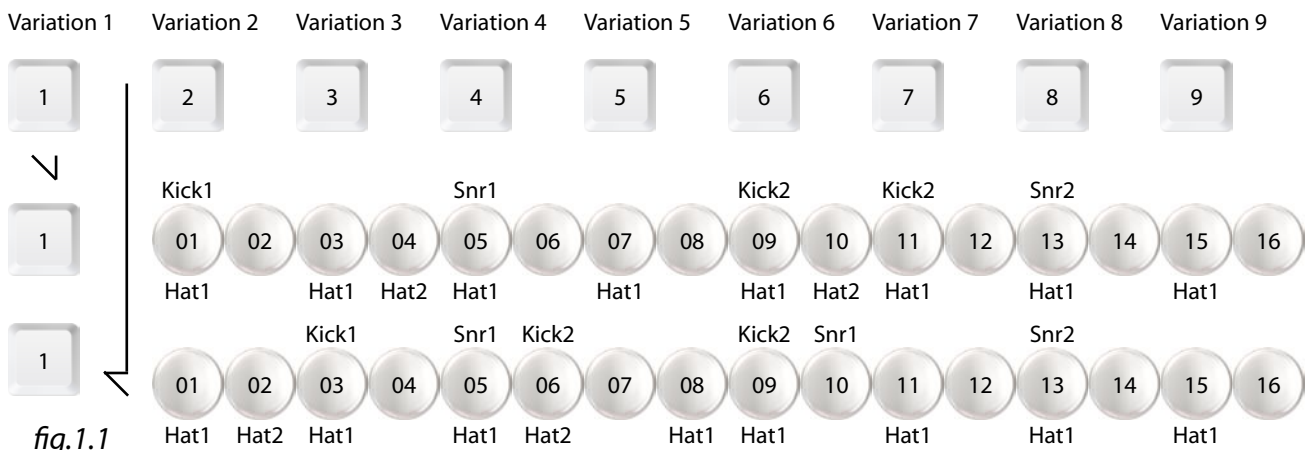


fig.1.1

Press Play / Pause (Space) to start engine. You should see position indicator moving. Now hit "1" and when ready, hit "2". You should hear different variation of same loop. Try "3" and "4".

Noticed, even numbers will always clear existing material and load fresh loop, and odd numbers will build up over existing loops. This can not be user defined in RL-3X9.

FPS Mode (Ctrl + Home)

When ready to really rock with Z Instruments RL-3X9, you may put it into First Person Shooter Mode. This is achieved by pressing Ctrl + Home key. RL-3X9 now enters full screen. This is good, because computer puts main focus on program. Of course, please try running minimum required software in background for RL-3X9 to run as it's suppose to. To exit FPS Mode, hit Ctrl + Home again.

In windowed mode, pressing Home changes dimensions of program to it's default. Btw, Z Instruments RL-3X9 is totally resizable to fit any situation.

Quick Overview

Ziebane Instruments RL-3X9 Rapid Looper

Programing Drums

Drum sounds from RL-3X9 Sound Bank are meant as basic sounds (x_AQW_xx_x). They are heard in Rhythmic variations in Bank Mode (BNK.x). Of course, they can be used to program your own patterns. Read further.

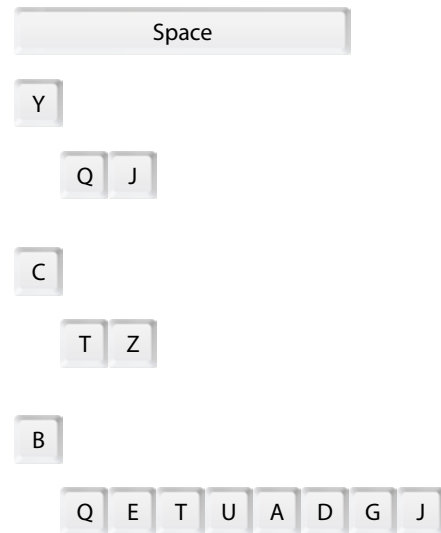
Q	W	E	R	T	Z	U	I	A	S	D	F	G	H	J	K
□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□
●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●
01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16

Hit Play / Pause (Space) and navigate to Drum Mode (DRM.x) with Numeric 0. Press "Y" key. First sound of Drum Bank should be heard. Sample RL_A_K1.wav is now ready for input into Factory Sequencer.

Now press "Q". "Q" represents first step on Factory Sequencer. Every time loop starts over from step 1, RL_A_K1.wav sample will play. Press "J" (step 15). Sample RL_A_K1.wav should play two times.

Press "C" for Snare (RL_A_S1.wav) and than "T" (step 5). Hit "G" (step 13). "C" and "V" keys in Sequencer mode (SEQ.x) are reserved for snares.

Select "B" (RL_A_H1.wav) and press "Q", "E", "T", "U", "A", "D", "G", "J" (every other step. B" and "N" keys are reserved for hats while in SequencerMode (SEQ.x). This is it, you have made your first "beat". You can select other samples with row C, except "M".



As mentioned, each key of row C (Y, X, C, V, B, N, M) except "M" contains a sample. Each SEQ.x gives you access to diferend set.

Turntable Function (ZOMG TRNTBL) / Mouse over Z Instruments Logo

If mouse cursor is placed over Z Instruments Logo, Turntable function starts to emulate real turntable. In this mode, pitch is shifted, lowered along with tempo. You will know its activated by logo spinning. Following keys emulate turntable controls:

Mouse over Z Instruments Logo + NumAdd / NumSub = Turntable speed adjust in % (no visual on LED)

Mouse over Z Instruments Logo + Space = Emulates Stop button on turntable, so pitch / tempo will gradually descent to full stop

Kill All (Alpha 0)

Big yellow "0" key on Alpha part of the keyboard deletes all musical data present at the moment. Equivalent of Clear pattern. Data can't be recalled if not Quicksaved / Saved previously.

Detailed Overview

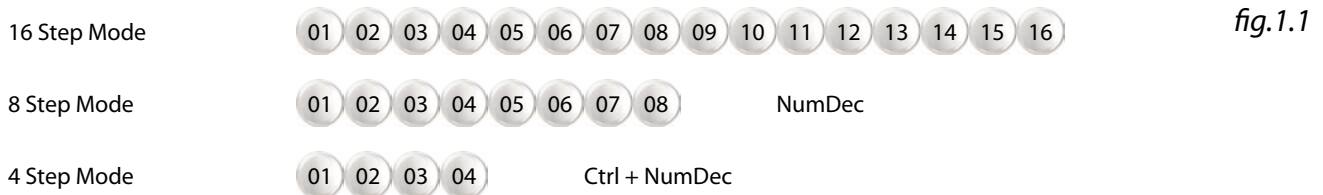
Ziebane Instruments RL-3X9 Rapid Looper

8 / 16, 4 / 16 Mode / NumDel

Decimal point on Numeric part of keyboard allows us to switch between 3 different step count lengths for Factory Sequencer. When APT RL-3X9 is first executed, there are 16 steps in one sequence. This is 16 Step Mode.

If NumDec is pressed once, Factory Sequencer will go into 8 steps length. That means, once 8th step is read, it will go to step one repeatedly. You can toggle these two modes (8 steps or 16 steps) with a press of a NumDec. There are now two options to go to other modes. Without Ctrl, sequencer will go to 16 Step Mode.

If Ctrl is held while NumDec is hit, Factory Sequencer will go to 4 steps Mode. Now sequence will start over from step one, once step 4 is read. This mode can be useful for Techno, House, or similar styles of music. While in 4 Step Mode, there are also two ways to exit to other modes. With Ctrl + NumDec, sequencer exits to 16 Step Mode. If you entered 4 Step Mode from 8 Step Mode, hitting NumDec will go back to 8 Step Mode.




Please acknowledge, Ziebane Instruments Instruments work in real time with great focus on instant change, Factory Sequencer won't wait until the end of sequence to apply change to 4 / 8 / 16 Mode. So if one is not careful, switching modes can break music flow. Unless if desired. Possibly not, effect when changing too early is not too nice. Keep an eye on Sequence Indicator, maybe do a count and everything should be fine.

Tempo (BPM)

In music, general measure for speed of music is BPM (Beats per Minute). This translates to how many times the 4/4 sound is heard in a minute. Hip Hop works from 70 - 100, Techno from 120 - 150, Drum'n'Bass works best from 140 and higher... But these tempos are not to be taken as hard concrete in your work. Quite the opposite. Many times you can get interesting results with experimenting.

Initial BPM in Ziebane Instruments Instruments are standard 120 BPM and values are jumping 5 BPMs at once. Their range is from 30 BPM to 215 BPM. This Should be good for any style of music. *Tempo is also saved to User Patterns.

You control speed with NumAdd and NumSub keys (numeric +, -). The correspondent value is shown on Display most of the time (xxx. BPM), except when in sub menu modes. *Same keys with Ctrl down also control general Volume of Ziebane Instruments.



Tempo calculations in Ziebane Instruments Instruments are exact and true, but when not synced to other gear, tempo can fluctuate under much pressure (depending on computer and current work) and machines can go out of Sync after time. This has also been observed with other manufacturers. Use Midi Sync or Retrigger to get in sync with other gear.

note 1.1

Volume Control Master (x.VOL)

In Ziebane Instruments highest Volume is 0dB* and lowest is -40dB. You can change volume in jumps of 3dB (0, -3, -6...). But total output of combined instruments can and will exceed 0dB, which can cause "clip" of loudest frequencies if not routed through limiter (e.g. recording software is used on a same machine as any of the instruments.). Although clip is often not audible, it is maybe best to avoid if not desired (In Hip Hop, Techno and other modern styles of music, clip is often desired if not essential. Most typical instrument that takes advantage of this phenomenon is electric guitar wired through distortion effect.).

Use Ctrl + NumSub (-) to lower total Volume of instrument, of Use Ctrl + NumAdd (+) to gain Volume.

Qwertz / Qwerty (Ctrl + F2)

This is localization for keyboard layout. Currently QWERTZ and QWERTY are fully functional. If you can't find operational layout for your needs, use language bar in Microsoft Windows and load either German or US layout.. RL-3X9 is by default set to QWERTZ (German with Y on bottom row). Otherwise here are some examples:

fig.1.1



Detailed Overview

Ziebane Instruments RL-3X9 Rapid Looper

Numeric Mute / Num.7, Num.8, Num.9, Num.5

Grey keys in numeric part of keyboard are used to mute different groups of sounds. They are Hold keys and should be held down for appropriate action to be heard. Their functions are:

Num.7	Mute All Kicks (Bass Drums)
Num.8	Mute All Snares
Num.9	Mute All Hats
Num.5	Mute All Effects

Numeric Kill / Ctrl + Num.7, Num.8, Num.9, Num.5

Now these keys can also be used to remove different groups of sounds totally from sequence.

Ctrl + Num.7	Kill All Kicks (Bass Drums)
Ctrl + Num.8	Kill All Snares
Ctrl + Num.9	Kill All Hats
Ctrl + Num.5	Kill All Effects

Numeric Roll / Num.1, Num.2, Num.3 Num.4, Num.6

Bottom keys (White) of numeric part of keyboard are used for triggering rhythmic sequences of Nx_xx_x sounds. When held they produce rhythmic patterns. By default they are:

Num.1	Kick variation 1
Num.2	Snare variation
Num.3	Hat variation 1
Num.4	Kick variation 2
Num.6	Kick variation 2

Variations and corresponding sounds are different on each Sequencer Mode (SEQ.1 - SEQ.3) and different in each Drum Bank Mode (BAN.K).

They will also sound totally different if next is pressed at different time and are also affected by Octaver function. They will automatically jump to next variation when you travel through RL-3X9 engine. Roll function is useful for accompanying main loops.

Numeric Fill / Ctrl + Num.1, Num.2, Num.3 Num.4, Num.6

Same keys that are used for Roll function have different function while in BAN.K mode. Here you hold a drum in Alpha section and then hold one of the Fill Keys (n.1, n.2, n.3, n.4, n.6). Sample you are holding down will repeat per step:

Num.1	4/16
Num.2	8/16
Num.3	16/16
Num.4	1/16
Num.6	2/16

Numeric Retrigger / Enter

When "Enter" is pressed, RL-3X9 Engine will jump to step one. Good for offline syncing with other gear or unusual breaks.

Retrigger won't function when in some sub menus, such as Mode 9 Save sub menu, User Pattern Saving / Loading or any other menu that needs confirming with "Enter". When this happens, you can exit menu with "Esc" or confirm it first and then Retrigger.

Numeric Traveller / Num.0

"Num.0" is a very important key in RL-3X9. Without it one can not access any other mode than Bank Mode (BNK.x). Let's say we are in BNK.1, initial starting point. With "Num.0" once pressed, we go to SMP.1 and after that to DRM.1 mode. If we take starting point in BNK.5, by pressing "Num.0", we travel to SMP.5 and so on.

So in combination with Main Selectors, we can go anywhere within RL-3X9.



Detailed Overview

Ziebane Instruments RL-3X9 Rapid Looper

Quicksave / Ctrl + F5

Quicksave function stores current pattern you are working on to Temporary Pattern of Ziebane Instruments RL-3X9. This can be useful for temporary save, so you can load destination User Pattern and listen to it before rewriting. Temporary Pattern does not stay in memory after you close RL-3X9 application, so you can't Quickload after restart. Also useful for Undo operations.



There is only one Temporary Pattern available, so once you save over it, it will be replaced with any new material, even if the new pattern is empty.

note 1.1

Quickload / Ctrl + F6

Quickload Function restores any material from Temporary Pattern to RL-3X9 Engine, for further work or playback. Temporary Pattern stays unchanged until rewritten by Quicksave. This is useful, when you don't like any changes made after Quicksave. Just do Quickload and you are on the go.



When performing Quickload, any unsaved material will be lost and replaced without a notice. Forever.

note 1.1

Save / Ctrl + F7

RL-3X9 comes packed with 39 additional User Patterns. Please note, these are not patterns build into Numeric keys Bank (BAN.K, SEQ.1 - SEQ.3), but totally new slots for user generated material for easy distribution and recalling.

When saving (Ctrl + F7) you will be prompted with display that looks like this: S.001 - S.039. While in Save mode, you can move through User Patterns with Left and Right cursor keys. With Ctrl key held down, cursor moves position by 10. To exit Save mode, use ESC key, to confirm saving to desired slot, hit Enter (Retrigger).

When not sure what material exists on destination slot, use Quicksave / Quickload functions first, so you can load User Pattern for preview.

* Technology behind Ziebane Instruments saves everything, including Volumes, Tempo, current step position, Play / Pause (if pattern)



When saving to User Patterns, existing material on that pattern is replaced with current work. Do backups manually or with Ziebane Instruments OG-00x Organizer.

note 1.1

Load / Ctrl + F8

RL-3X9 comes packed with 39 additional User Patterns. Please note, these are not patterns build into Numeric keys Bank (BAN.K, SEQ.1 - SEQ.3), but totally new slots for user generated material for easy distribution and recalling.

When loading (Ctrl + F8) you will be prompted with display that looks like this: L.001 - L.039. While in Load mode, you can move through User Patterns with Left and Right cursor keys. With Ctrl key held down, cursor moves position by 10. To exit Load mode, use ESC key, to confirm load of desired slot, hit Enter (Retrigger).

Please use Quicksave or Save functions if you were working on something great, to prevent any loss.

* Pattern will usually not load with smooth transition, if not saved optimized, so it is maybe good idea to stop the Engine or turn Midi off if connected, to prevent any peripherals from going berserk. After loading, hit Esc once to exit Load Mode.



When loading from User Patterns, current existing material you are working on is replaced with loaded pattern. Use Save or Quicksave, if you are not sure

note 1.1

Optimizing save for User Patterns

1. Set Volumes just right. Just right is to the max, of course,
2. Stop the Engine.
3. Hit Retrigger once to bring Factory Sequencer to step one. Or twice to be sure.
4. Hit Ctrl + F7.
5. Navigate to desired destination with Cursor L, R, or Ctrl + L, Ctrl + R.
6. Hit enter to save.

* If User Pattern is not saved optimized, don't worry, you can always optimize later.

Detailed Overview

Ziebane Instruments RL-3X9 Rapid Looper

Tips for Sound Bank making

When preparing loops to use with RL-3X9 it is best to look at next diagram:

Kick Hat Hat Snare Hat Hat Hat Hat Hat Kick Hat Snare Hat Hat Kick



fig.1.1

Kick 1 Snare 1 Hat 1 Kick 2 Snare 2 Hat 2
(1_AQW_BD_1) (1_AQW_SD_1) (1_AQW_HH_1) (1_AQW_BD_2) (1_AQW_SD_2) (1_AQW_HH_2)

So basically, one should take audio loop and cut 2 x kick, 2 x snare, 2 x hat from that loop. These samples can now be used with OG-00x to input to slots or one can do it manually.

Note, kick does not have to be kick or so, one can basically take any sample for use with slots. It is best to use short samples, RL-3X9 does not pre cache sounds, so the engine will read anything you feed it.

You can use any bit rate or hertz rate, stereo or mono, as long as it is in Wave format. For cutting and batch processing look for proper tools on web, many free tools can be found.

If loop is longer, or has more elements, you can put those samples to second Bank Group, e.g. RL_B_K1...

You can use same samples on more Bank Groups to achieve more variations when using pre made factory rhythmic variations.

Optimal Volumes for samples

If you are cutting existing audio loop, just make sure it is limited to 0 dB. If levels are nicely done, it's all good. RL-3X9 does not affect individual volumes, so they will remained unchanged.

But if you are making Sound Bank from previously existing sound bank, you will want new sounds to fit nicely in the mix. Here are some basic rules for leveling your samples:

Kicks	0 dB
Snares	0 dB
Hats	- 6 dB max
Instruments	- 12 dB max

There are some great programs available online for batch processing so it should not be an issue.

Realtime Sound Bank changing

Double click on desired bank in "Direct banks" folder. Audio should change in real time. For sticker to update, scroll trough modes until BAN.K mode. If available, "sticker" with corresponding image will be updated in proper place.

Sticker 1 Currently used sound bank

About Sound Banks

Ziebane Instruments comes shipped with additional sound banks. Some more can be downloaded from

<http://www.ziebane.com>

After downloading, be sure to put them in folder named Direct Banks. To try them out, perform a double click. Official banks will always be in .exe file and 100% clean, so make sure you get them from official source, otherwise, please check them with antivirus program, to avoid infecting your computer. We will tend to provide you with more sound banks in the future, free or payable, however, you can make banks yourself. Anyone interested in making official soundbanks for resale trough our site, feel free to contact us.

Detailed Overview

Ziebane Instruments RL-3X9 Rapid Looper

Ziebane Instruments RL-3X9 Rapid Looper

Did you know?

Choose any loop. But you like only Kicks. Kill other groups, use only what you like and use it as a base.

Roll function in BAN.K mode is different from FILL function in SEQ.x mode.

When using Roll function, samples play in different pitches with time. Now, if you hold desired numeric key (e.g. Num 6) and then press other Fill / Roll key and release it, the sample on key Num 6 will continue to play rhythmically, but without pitch changes.

Try combining Fill / Roll with Pitcher.

Try Ziebane Instruments RX-207. It has similar fast workflow but a whole lot more fire power. Like, it's enormous. Demo can be downloaded from ziebane.com

Troubleshooting

Sound is stuttering

Make sure your computer meets minimum requirements.

Make sure you don't have torrent client active. RL-3X9 has been observed under this condition and sometimes this problem surfaces. Best not to download and shut down any torrent client while using RL-3X9.

RL-3X9 would not start and returns runtime error

Make sure you have latest DirectX installed. At least DirectX 9 June 2010 redistributable is necessary to run this software. RL-3X9 should start and work without this issue on any system that meets minimum requirements.

If problem persists, although unlikely, please contact author with your system specifications.

There is random problem when loading User Pattern

Look in "User Patterns" sub folder. There should be 39 User Pattern files there (RL-3X9_###). When not, use MT-3X9 Multiplier Tool in this folder. Backup your saves first, MT-3X9 WILL overwrite any material with pattern 000 or 001. User Patterns are files without extension and can not be executed outside RL-3X9.

My antivirus software reports something

Make sure you obtained Ziebane Instruments Ziebane Instruments and any additional files from official source. They are 100% clean and without any malicious code. If you had done everything by the book, any virus report is false positive.

Some antivirus programs have very nice option called "Sandbox" or similar. Sandbox drastically changes performance of heavy software for the worse. Run Ziebane Instruments Ziebane Instruments outside of sandbox for best performance.

I am in random menu and can't get out

"ESC" is the magic key.



Detailed Overview

Ziebane Instruments RL-3X9 Rapid Looper

Ziebane Instruments RL-3X9 Rapid Looper

Specifications

Drum Slots Total	=	21	7 per SEQ.x	SEQ.1, SEQ.2, SEQ.3
Drum Slots Kicks	=	6	2 per SEQ.x	Monotimbral
Drum Slots Snares	=	6	2 per SEQ.x	Duotimbral
Drum Slots Hats	=	6	2 per SEQ.x	Duotimbral
Drum Sample Slots	=	3	1 per SEQ.x	Monotimbral
Fill Slots	=	15	5 per SEQ.x	Monotimbral
Roll Slots	=	5	1/1, 1/2, 1/4, 1/8, 1/16	Monotimbral
User Patterns	=	39		Save / Load
Quicksave / Quickload	=	1		
Rhythmic Variations	=	36	4 per BNK.x	
Fill / Roll variations	=	5	5 per layout	
Build Up mode	=		Absolute	even = replace odd = build up
Turntable steps	=	19	-9 to 9	stop emulation
Sequencer Steps	=	16	x 4 chanel	
BPM	=	by 5		30 - 215
Polyphony Total	=	7		
MIDI	=	ver 0.7		
Play / Pause	=	Yes		
Retrigger	=	Yes		
Tempo Out	=	5 BPM at once		Start of loop

Detailed Overview

Ziebane Instruments RL-3X9 Rapid Looper

Factory Sample Bank SEQ.x row C) Names and Authors

Key Used	Location	Samples Used	Factory SBank 1*	Location	Samples Used	Factory SBank
Y or Z (SEQ.1)	A K 1	RL_A_K1.wav	Dnb Kick A 1	A K 1	RL_A_K1.wav	Rnb Kick A 1
X (SEQ.1)	A K 2	RL_A_K2.wav	Dnb Kick A 2	A K 2	RL_A_K2.wav	Rnb Kick A 2
C (SEQ.1)	A S 1	RL_A_S1.wav	Dnb Snare A 1	A S 1	RL_A_S1.wav	Rnb Snare A 1
V (SEQ.1)	A S 2	RL_A_S2.wav	Dnb Snare A 2	A S 2	RL_A_S2.wav	Rnb Snare A 2
B (SEQ.1)	A H 1	RL_A_H1.wav	Dnb Hat A 1	A H 1	RL_A_H1.wav	Rnb Hat A 1
N (SEQ.1)	A H 2	RL_A_H2.wav	Dnb Hat A 2	A H 2	RL_A_H2.wav	Rnb Hat A 2
M (SEQ.1)	A X 1	RL_A_X1.wav	Dnb FX A 1	A X 1	RL_A_X1.wav	Rnb FX A 1
I (BAN.)	A X 2	RL_A_X2.wav	Dnb FX A 2	A X 2	RL_A_X2.wav	Rnb FX A 2
Y or Z (SEQ.2)	B K 1	RL_B_K1.wav	Dnb Kick B 1	B K 1	RL_B_K1.wav	Rnb Kick B 1
X (SEQ.2)	B K 2	RL_B_K2.wav	Dnb Kick B 2	B K 2	RL_B_K2.wav	Rnb Kick B 2
C (SEQ.2)	B S 1	RL_B_S1.wav	Dnb Snare B 1	B S 1	RL_B_S1.wav	Rnb Snare B 1
V (SEQ.2)	B S 2	RL_B_S2.wav	Dnb Snare B 2	B S 2	RL_B_S2.wav	Rnb Snare B 2
B (SEQ.2)	B H 1	RL_B_H1.wav	Dnb Hat B 1	B H 1	RL_B_H1.wav	Rnb Hat B 1
N (SEQ.2)	B H 2	RL_B_H2.wav	Dnb Hat B 2	B H 2	RL_B_H2.wav	Rnb Hat B 2
M (SEQ.2)	B X 1	RL_B_X1.wav	Dnb FX B 1	B X 1	RL_B_X1.wav	Rnb FX B 1
I (BAN.)	B X 2	RL_B_X2.wav	Dnb FX B 2	B X 2	RL_B_X2.wav	Rnb FX B 2
Y or Z (SEQ.3)	C K 1	RL_C_K1.wav	Dnb Kick C 1	C K 1	RL_C_K1.wav	Rnb Kick C 1
X (SEQ.3)	C K 2	RL_C_K2.wav	Dnb Kick C 2	C K 2	RL_C_K2.wav	Rnb Kick C 2
C (SEQ.3)	C S 1	RL_C_S1.wav	Dnb Snare C 1	C S 1	RL_C_S1.wav	Rnb Snare C 1
V (SEQ.3)	C S 2	RL_C_S2.wav	Dnb Snare C 2	C S 2	RL_C_S2.wav	Rnb Snare C 2
B (SEQ.3)	C H 1	RL_C_H1.wav	Dnb Hat C 1	C H 1	RL_C_H1.wav	Rnb Hat C 1
N (SEQ.3)	C H 2	RL_C_H2.wav	Dnb Hat C 2	C H 2	RL_C_H2.wav	Rnb Hat C 2
M (SEQ.3)	C X 1	RL_C_X1.wav	Dnb FX C 1	C X 1	RL_C_X1.wav	Rnb FX C 1
I (BAN.)	C X 2	RL_C_X2.wav	Dnb FX C 2	C X 2	RL_C_X2.wav	Rnb FX C 2

Key Used	Location	Samples Used	Factory SBank 1*	Location	Samples Used	Factory SBank
Y or Z (SEQ.1)	A K 1	RL_A_K1.wav	Rap Kick A 1	A K 1	RL_A_K1.wav	Dub Kick A 1
X (SEQ.1)	A K 2	RL_A_K2.wav	Rap Kick A 2	A K 2	RL_A_K2.wav	Dub Kick A 2
C (SEQ.1)	A S 1	RL_A_S1.wav	Rap Snare A 1	A S 1	RL_A_S1.wav	Dub Snare A 1
V (SEQ.1)	A S 2	RL_A_S2.wav	Rap Snare A 2	A S 2	RL_A_S2.wav	Dub Snare A 2
B (SEQ.1)	A H 1	RL_A_H1.wav	Rap Hat A 1	A H 1	RL_A_H1.wav	Dub Hat A 1
N (SEQ.1)	A H 2	RL_A_H2.wav	Rap Hat A 2	A H 2	RL_A_H2.wav	Dub Hat A 2
M (SEQ.1)	A X 1	RL_A_X1.wav	Rap FX A 1	A X 1	RL_A_X1.wav	Dub FX A 1
I (BAN.)	A X 2	RL_A_X2.wav	Rap FX A 2	A X 2	RL_A_X2.wav	Dub FX A 2

* This is factory soundbank of RL-3X9. located in /Snd folder and in /Direct Banks/ZInstruments_RL-3X9_Dnb and Rnb

Detailed Overview

Ziebane Instruments RL-3X9 Rapid Looper

Factory Sample Bank SEQ.x row C) Names and Authors

Key Used		Location	Samples Used	Factory SBank 1*	Location	Samples Used	Factory SBank
Y or Z	(SEQ.2)	B K 1	RL_B_K1.wav	Rap Kick B 1	B K 1	RL_B_K1.wav	Dub Kick B 1
X	(SEQ.2)	B K 2	RL_B_K2.wav	Rap Kick B 2	B K 2	RL_B_K2.wav	Dub Kick B 2
C	(SEQ.2)	B S 1	RL_B_S1.wav	Rap Snare B 1	B S 1	RL_B_S1.wav	Dub Snare B 1
V	(SEQ.2)	B S 2	RL_B_S2.wav	Rap Snare B 2	B S 2	RL_B_S2.wav	Dub Snare B 2
B	(SEQ.2)	B H 1	RL_B_H1.wav	Rap Hat B 1	B H 1	RL_B_H1.wav	Dub Hat B 1
N	(SEQ.2)	B H 2	RL_B_H2.wav	Rap Hat B 2	B H 2	RL_B_H2.wav	Dub Hat B 2
M	(SEQ.2)	B X 1	RL_B_X1.wav	Rap FX B 1	B X 1	RL_B_X1.wav	Dub FX B 1
I	(BAN.)	B X 2	RL_B_X2.wav	Rap FX B 2	B X 2	RL_B_X2.wav	Dub FX B 2
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Y or Z	(SEQ.3)	C K 1	RL_C_K1.wav	Rap Kick C 1	C K 1	RL_C_K1.wav	Dub Kick C 1
X	(SEQ.3)	C K 2	RL_C_K2.wav	Rap Kick C 2	C K 2	RL_C_K2.wav	Dub Kick C 2
C	(SEQ.3)	C S 1	RL_C_S1.wav	Rap Snare C 1	C S 1	RL_C_S1.wav	Dub Snare C 1
V	(SEQ.3)	C S 2	RL_C_S2.wav	Rap Snare C 2	C S 2	RL_C_S2.wav	Dub Snare C 2
B	(SEQ.3)	C H 1	RL_C_H1.wav	Rap Hat C 1	C H 1	RL_C_H1.wav	Dub Hat C 1
N	(SEQ.3)	C H 2	RL_C_H2.wav	Rap Hat C 2	C H 2	RL_C_H2.wav	Dub Hat C 2
M	(SEQ.3)	C X 1	RL_C_X1.wav	Rap FX C 1	C X 1	RL_C_X1.wav	Dub FX C 1
I	(BAN.)	C X 2	RL_C_X2.wav	Rap FX C 2	C X 2	RL_C_X2.wav	Dub FX C 2

Factory Sample Bank SEQ.x row C) Names and Authors

Key Used		Location	Samples Used	Factory SBank 1*	Location	Samples Used	Factory SBank
Y or Z	(SEQ.1)	A K 1	RL_A_K1.wav	Edm Kick A 1			
X	(SEQ.1)	A K 2	RL_A_K2.wav	Edm Kick A 2			
C	(SEQ.1)	A S 1	RL_A_S1.wav	Edm Snare A 1			
V	(SEQ.1)	A S 2	RL_A_S2.wav	Edm Snare A 2			
B	(SEQ.1)	A H 1	RL_A_H1.wav	Edm Hat A 1			
N	(SEQ.1)	A H 2	RL_A_H2.wav	Edm Hat A 2			
M	(SEQ.1)	A X 1	RL_A_X1.wav	Edm FX A 1			
I	(BAN.)	A X 2	RL_A_X2.wav	Edm FX A 2			
<hr/>							
Y or Z	(SEQ.2)	B K 1	RL_B_K1.wav	Edm Kick B 1			
X	(SEQ.2)	B K 2	RL_B_K2.wav	Edm Kick B 2			
C	(SEQ.2)	B S 1	RL_B_S1.wav	Edm Snare B 1			
V	(SEQ.2)	B S 2	RL_B_S2.wav	Edm Snare B 2			
B	(SEQ.2)	B H 1	RL_B_H1.wav	Edm Hat B 1			
N	(SEQ.2)	B H 2	RL_B_H2.wav	Edm Hat B 2			
M	(SEQ.2)	B X 1	RL_B_X1.wav	Edm FX B 1			
I	(BAN.)	B X 2	RL_B_X2.wav	Edm FX B 2			

Detailed Overview

Ziebane Instruments RL-3X9 Rapid Looper

Factory Sample Bank SEQ.x row C) Names and Authors

Key Used	Location	Samples Used	Factory SBank 1*	Location	Samples Used	Factory SBank
Y or Z (SEQ.3)	C K 1	RL_C_K1.wav	Edm Kick C 1			
X (SEQ.3)	C K 2	RL_C_K2.wav	Edm Kick C 2			
C (SEQ.3)	C S 1	RL_C_S1.wav	Edm Snare C 1			
V (SEQ.3)	C S 2	RL_C_S2.wav	Edm Snare C 2			
B (SEQ.3)	C H 1	RL_C_H1.wav	Edm Hat C 1			
N (SEQ.3)	C H 2	RL_C_H2.wav	Edm Hat C 2			
M (SEQ.3)	C X 1	RL_C_X1.wav	Edm FX C 1			
I (BAN.)	C X 2	RL_C_X2.wav	Edm FX C 2			

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