



RX-207 LIVE

ZIEBANE INSTRUMENTS

< Mouse >
controlled
functions



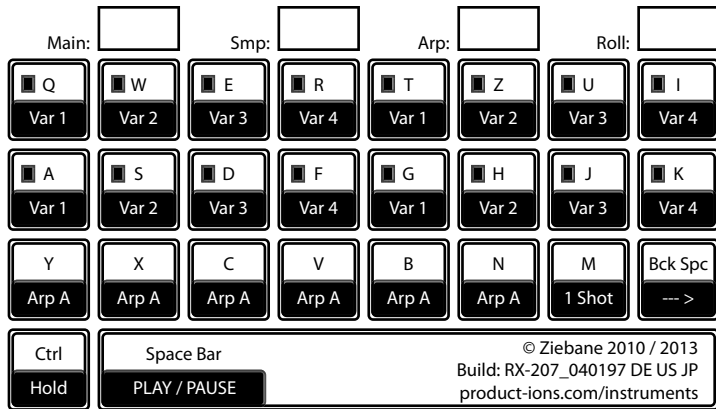
BNK.x = LOOP BANK SELECTORS / SMP.x = SAMPLE BANK SELECTORS / DRM.x = DRUM BANK SELECTORS



KILL ALL!

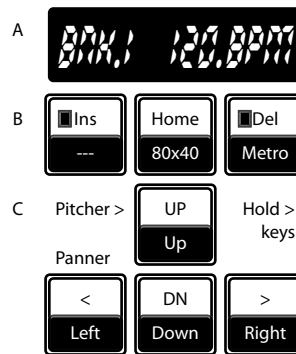


MIDI / qSAVE / qLOAD / SAVE / LOAD

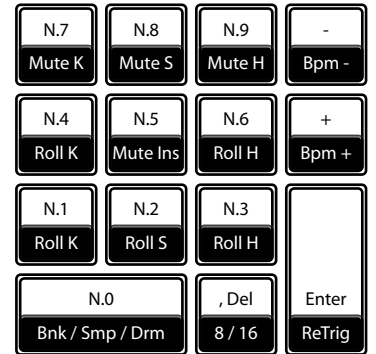


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Build: RX-207_040197 DE US JP
product-ions.com/instruments

DETAILS

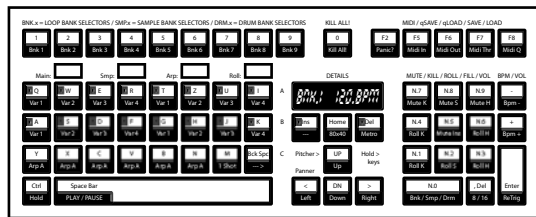


MUTE / KILL / ROLL / FILL / VOL BPM / VOL

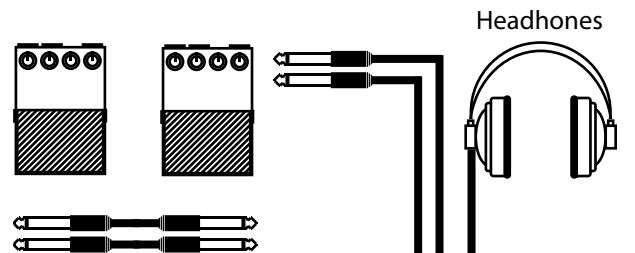
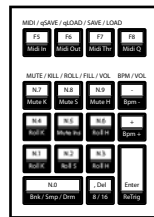


Z Instruments RX-207 Live Remixer Owner's Manual

Z Instruments KB-062

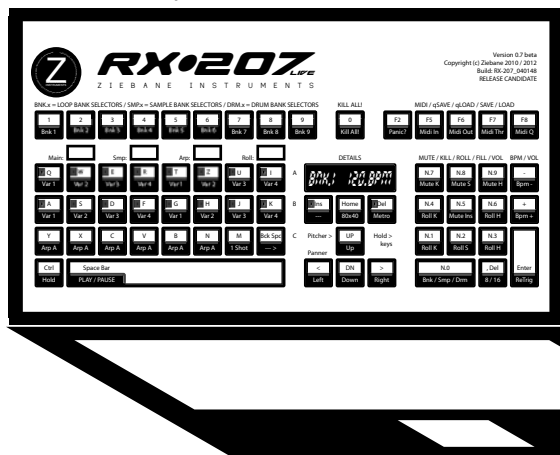


Z Instruments NB-018



(or any IBM compatible keyboard)

Direct X 9 compatible PC with SD card reader



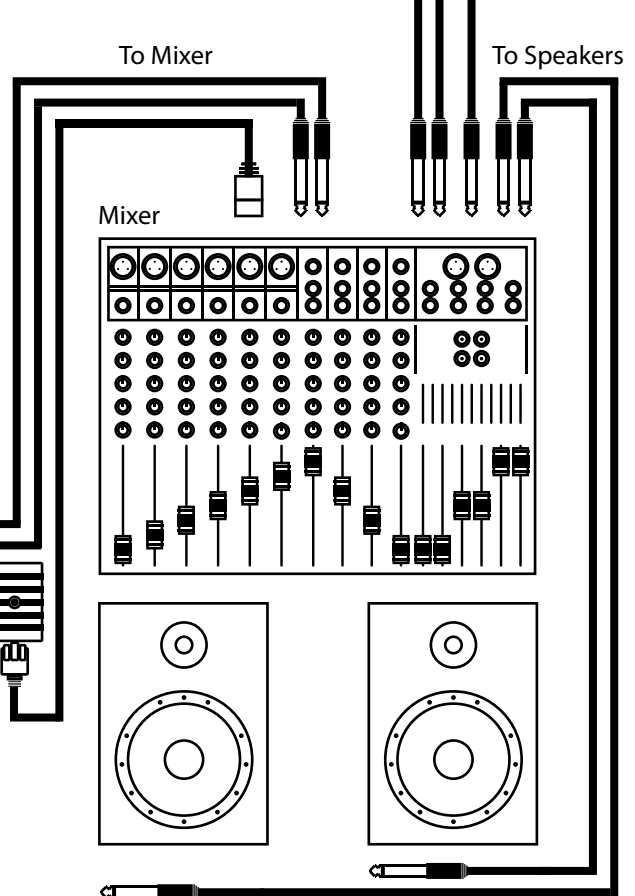
SD card containing
Z Instruments
RX-207 Live
Remixer



To effect

To Mixer

To Speakers



Thank you for purchasing Ziebane Instruments RX-207 Live Remixer

Ziebane Instruments RX-207 Live Remixer is powerful combination of sampler, sequencer and phasre creator with advanced real time remixing controls that brings stable and hyper fast working enviroment to anyone, from beginners to pro users.

Remix existing pharses 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 RX-207 unprecedented remixing facilities.

Inuative aproach and original features of Ziebane Instruments RX-207 Live Remixer is sure way to bring highest level of creativity to your studio or live performance.

Main Features

1 Monotimbral Kick Drum Track	16 Step x0x Style Sequencer
1 Duotimbral Snare Drum Track	Step Sequencer
1 Duotimbral Hat Drum Track	Realtme Recorder with Undo
1 Monotimbral Sample Track	Zomg Turntable
1 Monotimbral Arpeggiator Track	24 Ninjas Effect Section
1 Monotimbral Pharse Generator Track	Powerful Mode 9
1 Multitimbral Oneshot Track	Reverse Function
3 Main Modes for Pattern Creation	ReTrigger Function
Realtme Pharse Generator	Lenght Function
Save / Load Functions	Mute / Kill sections
Quicksave / Quickload Function	Buildup / Replace Function
One click Direct Sound Banks	Cursor Paner / Pitcher
Total of 525 sounds at your fingertips!	Master Tune 30 - 275 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

APT Series RX-207 Realtime Remixer

Bank Mode (BNK.1 - BNK.9)



fig.1.1

Index	Key(s)	Function	Description
1	SPACE	Start / Stop	Play or pause engine.
2	1 2 3 4 5 6 7 8 9	Bank Selectors	Each BNK contains: 4 x 4 Drum Loops (Q, W, E, R,...), 2 x 6 Arp Loops (Y, X, C, V,...), 5 Rolls / Fills (Num1, 2, 3, 4, 6) Each of these are interchangeable. ex. You can use Arp from Bank / Sample / Drum 5 on Bank 1.
3 4 5 6	Alpha Q, W, E, R; T,...	Loop Selectors	Rhythmical Patterns are stored on these keys. Usually the fourth key (white R, I, F, K) is the master break. Every new selection cancels out existing pattern*.
7	Alpha Y, X, C, V, B, N	Synth Part	2 x 6 Arp Patterns. Alternate Arp with Ctrl down.
8	M	Oneshot	Each Bank has different Oneshot. If selected, it will play once on start of loop and then be destroyed. Usefull for crashes.
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	+ NumSub / NumAdd	Kicks Volume	Kicks Volume down / up by 3 dB
12	Numeric 8	Mute Snares	HOLD key. If held, Snares will be muted.
13	+ NumSub / NumAdd	Snares Volume	Snares Volume down / up by 3 dB
14	Numeric 9	Mute Hats	HOLD key. If held, Hats will be muted.
15	+ NumSub / NumAdd	Hats Volume	Hats Volume down / up by 3 dB
16	Numeric 5	Mute Arp / Smp	HOLD key. If held, Arp / Smp will be muted.
17	+ NumSub / NumAdd	Arp / Smp Volume	Arp / Smp Volume down / up by 3 dB
18	Cursor Up, Down	Octave Up, Down	HOLD keys. Shifts or lowers all sounds.
19	Cursor Left, Right	Sound to Left, Right	HOLD keys. Move sound Left or Right.
20	Alpha 0	KILL! Button	Clear the current pattern. Unsaved User patterns are lost.
21	Numeric Decimal	16 / 8 /	Switch between 16 and 8 steps. 4 steps with Ctrl down.
22	Enter	ReTrigger	Play the Pattern from step one.
23	Numeric Substract, Add	Tempo Down, Up	Jump + 5, - 5 BPM. Ranges from 30 BPM to 225 BPM.
24	Numeric 0	Mode Select	Switch between 3 modes. BNK.x, SMP.x, DRM.x.
CTRL	Backspace	Reverse	Patterns can be read from 1-16, or vice versa.
CTRL	Insert	/	No function in x.BNK mode
CTRL	Home	FPS mode	400 x 800, with Ctrl down RX-207 enters FPS mode
CTRL	Del	Metronome	Metronome On / Off
CTRL	Ctrl	Alternative	Ctrl + NumSub = Volume 3 dB down Ctrl + NumAdd = Volume 3 dB up Ctrl + NumDec = Switch between 4 or 16 steps Ctrl + QWER... = Arp Root Note Ctrl + YXCVBN = Alternative Arp Ctrl + Num1, 2, 3, 4, 6 = Fill. Combine with Octaver. Ctrl + M = Clear Arp Ctrl + Num5 = Clear Sample Sequence
LCD	/	LCD Display	Information on current position (BANK, SAMPLE, DRUM), BPM, Volume, selected Slot... (PAGE XXXXXXXXXXXXX)

Quick Overview

APT Series RX-207 Realtime Remixer

Singleshot Mode (SMP.1 - SMP.9)



fig.1.1

Index	Key(s)	Function	Description
1	SPACE	Start / Stop	Play or pause engine.
2	1 2 3 4 5 6 7 8 9	Bank Selectors	Each SMP contains: 6 x 2 Sample sounds (Y, X, C, V,...), octave of Arp samples (Ctrl + Q, W, E, R,...), 5 Rolls / Fills (Num1, 2, 3, 4, 6). Each of these are interchangeable. ex. You can use Arp from Bank / Sample / Drum 5 on Bank 1.
3	Alpha Q, W, E, R; T,...	Step Sequencer	16 Sequencer steps. Marked with "Stp.xx"
7	Apha Y, X, C, V, B, N	Sample Selectors	9 x 6 Sample sounds. 2 can play at once.
8	M	Oneshot	Each Bank has different Oneshot. If selected, it will play once on start of loop and then be destroyed. Useful for crashes.
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	+ NumSub / NumAdd	Kicks Volume	Kicks Volume down / up by 3 dB
12	Numeric 8	Mute Snares	HOLD key. If held, Snares will be muted.
13	+ NumSub / NumAdd	Snares Volume	Snares Volume down / up by 3 dB
14	Numeric 9	Mute Hats	HOLD key. If held, Hats will be muted.
15	+ NumSub / NumAdd	Hats Volume	Hats Volume down / up by 3 dB
16	Numeric 5	Mute Arp / Smp	HOLD key. If held, Fx will be muted.
17	+ NumSub / NumAdd	Arp / Smp Volume	Arp / Smp Volume down / up by 3 dB
18	Cursor Up, Down	Octave Up, Down	HOLD keys. Shifts or lowers all sounds.
19	Cursor Left, Right	Sound to Left, Right	HOLD keys. Move sound Left or Right.
20	Alpha 0	KILL! Button	Clear the current pattern. Unsaved User patterns are lost.
21	Numeric Decimal	16 / 8 /	Switch between 16 and 8 steps.
22	Enter	ReTrigger	Play the Pattern from step one.
23	Numeric Substract, Add	Tempo Down, Up	Jump + 5, - 5 BPM. Ranges from 30 BPM to 225 BPM.
24	Numeric 0	Mode Select	Switch between 3 modes. BNK.x, SMP.x, DRM.x
CTRL	Backspace	Reverse	Patterns can be read from 1-16, or vice versa.
	Insert	Record	Record what you play on row "C", with Ctrl down for UNDO.
	Home	FPS mode	400 x 800, with Ctrl down RX-207 enters FPS mode
	Del	Metronome	Metronome On / Off.
CTRL	Ctrl	Alternative	Ctrl + NumSub = Volume 3 dB down Ctrl + NumAdd = Volume 3 dB up Ctrl + NumDec = Switch between 4 or 16 steps Ctrl + QWER... = Arp Root Selector Ctrl + YXCVCBN = Alternative Sample Ctrl + Num1, 2, 3, 4, 6 = Fill. Combine with Octaver. Ctrl + M = Clear Sample Sequence Ctrl + Num5 = Clear Arp
LCD	/	LCD Display	Information on current position (BANK, SAMPLE, DRUM), BPM, Volume, selected Slot... (PAGE XXXXXXXXXXXXX)

Quick Overview

APT Series RX-207 Realtime Remixer

Drum Sequencer Mode (DRM.1 - DRM.9)



fig.1.1

Index	Key(s)	Function	Description
1	SPACE	Start / Stop	Play or pause engine.
2	1 2 3 4 5 6 7 8 9	Bank Selectors	Each DRM contains: 4 x 6 Drum Samples (48 per bank, 216 in total) (Y, X, C, V, B, N), 5 Rolls / Fills (Num1, 2, 3, 4, 6). Each of these are interchangeable. You can use Arp from Bank / Singlec/ Sequencer 5 on Bank 1.
3	Alpha Q, W, E, R; T,...	Step Sequencer	16 Sequencer steps. Marked with "Stp.xx"
4	Apha Y, X, C, V, B, N	Drum Selectors	4 x 6 x 9 Sample sounds. 2 can play at once
5	M	Info Key	Display info on Drum Bank. Bank A and Bank B are available. Ctrl down to switch between the two.
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 + NumSub / NumAdd	Mute Kicks Kicks Volume	HOLD key. If held, Kicks will be muted. Kicks Volume down / up by 3 dB
11	Numeric 8 + NumSub / NumAdd	Mute Snares Snares Volume	HOLD key. If held, Snares will be muted. Snares Volume down / up by 3 dB
12	Numeric 9 + NumSub / NumAdd	Mute Hats Hats Volume	HOLD key. If held, Hats will be muted. Hats Volume down / up by 3 dB
13	Numeric 5 + NumSub / NumAdd	Mute Arp / Smp Arp / Smp Volume	HOLD key. If held, Fx will be muted. Arp / Smp Volume down / up by 3 dB
14	Cursor Up, Down	Octave Up, Down	HOLD keys. Shifts or lowers all sounds.
15	Cursor Left, Right	Sound to Left, Right	HOLD keys. Move sound Left or Right.
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.
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 3 modes. BNKx, SMPx, DRMx.
21	Backspace	Reverse	Patterns can be read from 1-16, or vice versa.
22	Insert	Record	Record what you play on row "C"; with Ctrl down for UNDO.
23	Home	FPS mode	400 x 800, with Ctrl down RX-207 enters FPS mode
24	Del	Metronome	Metronome On / Off.
CTRL	Ctrl	Alternative	Ctrl + NumSub = Volume 3 dB down Ctrl + NumAdd = Volume 3 dB up Ctrl + NumDec = Switch between 4 or 16 steps Ctrl + QWER... = Arp Note Selector Ctrl + YXCVBN = Alternative Drum Ctrl + M = Switch Drum Bank A / B Ctrl + Num1, 2, 3, 4, 6 = Fill. Combine with Octaver. Ctrl + Num5 = Clear Sample Sequence
LCD	/	LCD Display	Information on current position (BANK, SAMPLE, DRUM), BPM, Volume, selected Slot... (PAGE XXXXXXXXXXXXX)

Quick Overview

APT Series RX-207 Realtime Remixer

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

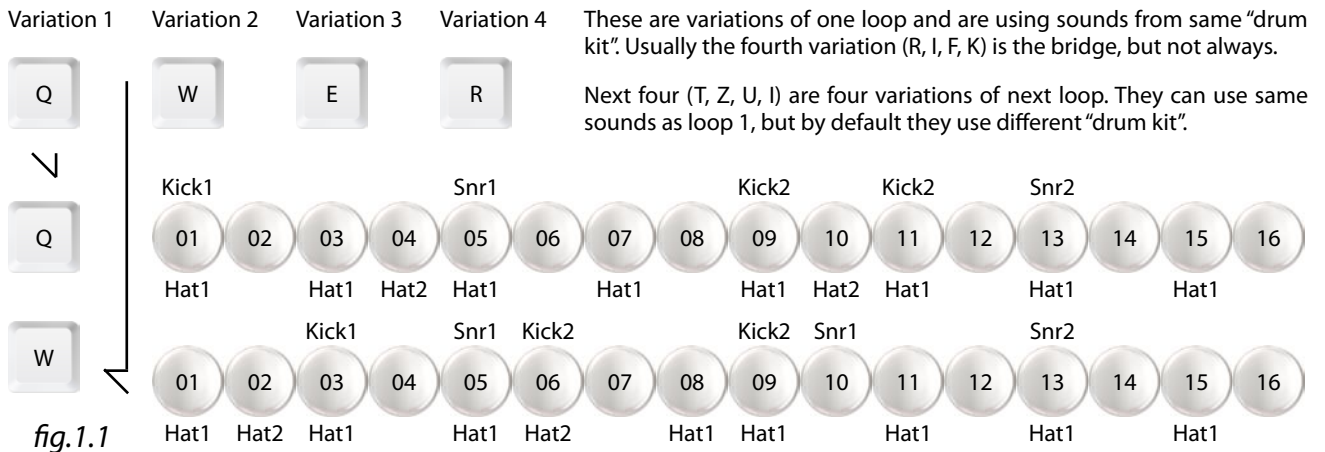
Index	Key(s)	Function	Description
Ctrl	Ctrl + NumSub	Volume 3 dB down	Fills and ARPs are always -3 dB from drums.
	Ctrl + NumAdd	Volume 3 dB up	
	Ctrl + NumDel	Switch between 4 or 16 steps	
	Ctrl + A	Root Note to "2 C"	If in BNK.x or DRM.x, Arp will change Root Note if these are used.
	Ctrl + W	Root Note to "2 Cis"	
	Ctrl + S	Root Note to "2 D"	
	Ctrl + E	Root Note to "2 Dis"	
	Ctrl + D	Root Note to "2 E"	
	Ctrl + F	Root Note to "2 F"	
	Ctrl + T	Root Note to "2 Fis"	
	Ctrl + G	Root Note to "2 G"	
	Ctrl + Z	Root Note to "2 Gis"	
	Ctrl + H	Root Note to "3 A"	
	Ctrl + U	Root Note to "3 Ais"	
	Ctrl + J	Root Note to "3 B"	
	Ctrl + K	Root Note to "3 C"	
	Ctrl + Num7	Kill Kicks	
	Ctrl + Num8	Kill Snares	
	Ctrl + Num9	Kill Hats	
	Ctrl + Num5	Kill Smp	
	Ctrl + F2	Panic Key	Resets RX-207. Clears any nonsaved data.
	Ctrl + F5	Quick Save	Save your work to "Temporary Pattern". Only one Temp available Load last saved "Temporary Pattern" back to engine
	Ctrl + F6	Quick Load	
	Ctrl + F7	Save to User Patterns	207 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.207.
	Ctrl + F8	Load from User Patterns	RX-207 comes packed with 207 premade user patterns. Replace these with own work. Cursor keys to move through 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.207.
Ctrl + M	Drum bank A / B Kill Arp	In x.DRM, this combination switches between drum bank A or B. In x.BNK, this removes Arpeggio	
Ctrl + Insert	Undo	In x.SMP or x.DRM this is Undo for recording.	
Ctrl + Home	FPS mode	Full screen First Person Shooter mode.	
Ctrl + Del	Quantization	No function yet	
Ctrl + Alpha 1	Chord to C	(C Mayor) C E G	
Ctrl + Alpha 2	Chord to Cm	(C Minor) C Dis G	
Ctrl + Alpha 3	Chord to C7	(C Seventh) C E G Ais	
Ctrl + Alpha 4	Chord to Cm7	(C Minor Seventh) C Dis G Ais	
Ctrl + Alpha 5	Chord to Cmaj7	(C Mayor Seventh) C E G B	
Ctrl + Alpha 6	Chord to Caug	(C Augmented)	
Ctrl + Alpha 7	Chord to Cdim	(C Diminished)	
Vol	Num7 + NumSub / NumAdd	Kicks Volume down / up	
	Num9 + NumSub / NumAdd	Snares Volume down / up	
	Num8 + NumSub / NumAdd	Hats Volume down / up	
	Num5 + NumSub / NumAdd	Samples Volume down / up	
	Row "C" + NumSub / NumAdd	In x.SMP or x.DRM preview selectors Volume down / up	
Del + NumSub / NumAdd	Metronome Volume down / up		

Detailed Overview

APT Series RX-207 Realtime Remixer

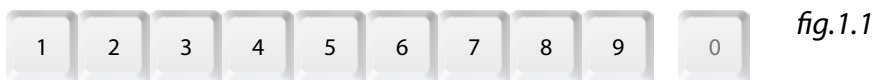
BNK.x Mode (Bank Mode) - Drum variations

When Ziebane Instruments Apt Series RX-207 is executed for the first time it goes directly to Bank Mode (BNK.x). Total of 207 rhythmic variations can be accessed here from main section. They are divided into Banks 1 - 9. Each Bank can use up to 4 different drum kits consisting of 2 x Kicks, 2 x Snares, 2 x Hats, which are logically set into 4 loop variations in Main section. For example:



Press Play / Pause (Space) to start engine. You should see position indicator moving. Now hit "Q" and when ready, hit "W". You should hear different variation of same loop. Try "E" and "R". "R" should be the bridge of loop.

When ready, try "T, Z, U, I" keys, then "A, S, D, F", and then "G, H, J, K". These are all drum variations of bank 1 (BNK.1). As you can see, there are 9 banks (BNK.1 -9) in top row. Each bank contains 4 x 4 drum variations.



Reverse Function (Backspace)

Double your power with reverse function. Hit backspace anytime to read sequences in backward order. 4/8/16 function remains reserved. You can get interesting results sometimes.

Recording (Ins)

Hit "Ins" when in DRM.x or SMP.x mode to start recording what you play on c row of keyboard (Y, X, C...). Hit "Ins" again to stop recording. If not satisfied with last recorded part, make sure recording option is off and press "Ctrl + Ins". This is Undo function for recorder.

Recording has no quantization at this time. Of course, there is always step sequencing option for direct grid input.

Undo

You can Undo last thing you recorded. Be aware Undo point takes a snapshot at the moment you last hit record, so any changes made after, for example step sequencing, will be undone, if Undo is executed. Only one Undo and no Redo is available.

Metronom (Del)

Del key functions as metronom switch. When on, 4/4 tick will sound for rhythm. Useful with Recorder function. Sound of metronom can be changed manually. Look in "Snd" folder for Metro.wav

FPS Mode (Ctrl + Home)

When ready to really rock with Z Instruments RX-207, you may put it into First Person Shooter Mode. This is achieved by pressing Ctrl + Home key. RX-207 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 RX-207 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 RX-207 is totally resizable to fit any situation.

High Contrast BW mode

Hit F12 at any time to toggle High Contrast BW mode. Can be useful for night work or for people with sight problems.

Kill All (Alha 0)

Big red "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

APT Series RX-207 Realtime Remixer

BNK.x Mode / Root Note

Any Apred material made with SY sounds can be easily shifted or lowered while in Bank mode (BNK.1 - BNK.9). This goes for predefined arps, aswell as user generated sequences. This is achived with Ctrl key held down and one of the following keys pressed.

- | | | |
|-----|----------|----------|
| 1. | Ctrl + a | root C |
| 2. | Ctrl + w | root Cis |
| 3. | Ctrl + s | root D |
| 4. | Ctrl + e | root Dis |
| 5. | Ctrl + d | root E |
| 6. | Ctrl + f | root F |
| 7. | Ctrl + t | root Fis |
| 8. | Ctrl + g | root G |
| 9. | Ctrl + z | root Gis |
| 10. | Ctrl + h | root A |
| 11. | Ctrl + u | root Ais |
| 12. | Ctrl + j | root B |
| 13. | Ctrl + k | root C |



fig.1.1

When climbing trough note lader, higher notes will use next octave sounds (1_SY_3x.wav). These are not available for input directly, but you can reorganize them manually or with APT OG-00x.

Root Note function can be great for even more variation. Play punk, blues, or other established notes easily with ARP sequences. It is sometimes referred as "Transpose" on some Grooveboxes.

BNK.x Mode / Chord Manager

Like Root Note Function, any Apred material made with SY sounds can be further modified with Chord Manager while in Bank mode (BNK.1 - BNK.9). This goes for predefined arps, aswell as user generated sequences. This is achived with Ctrl key held down.



fig.1.1

- | | | | | | | | |
|----|----------------|----------------|-------------------|-----|-----|---|-----|
| 1. | Ctrl + Alpha 1 | Chord to C | (C Mayor) | C | E | G | |
| 2. | Ctrl + Alpha 2 | Chord to Cm | (C Minor) | C | Dis | G | |
| 3. | Ctrl + Alpha 3 | Chord to C7 | (C Seventh) | C | E | G | Ais |
| 4. | Ctrl + Alpha 4 | Chord to Cm7 | (C Minor Seventh) | C | Dis | G | Ais |
| 5. | Ctrl + Alpha 5 | Chord to Cmay7 | (C Mayor Seventh) | C | E | G | B |
| 6. | Ctrl + Alpha 6 | Chord to Caug | (C Agumented) | tba | | | |
| 7. | Ctrl + Alpha 7 | Chord to Cdim | (C Dimished) | tba | | | |

Diagram shows that "Dis" replaces "E" in certain chords. When 4 notes chords are used, "Ais" or "B" replaces next octave "C". Again, when climbing trough note lader, higher notes will use next octave sounds (1_SY_3x.wav). These are not available for input directly, but you can reorganize them manually or with APT OG-00x.

Chord Manager function can be great for easy transition between chord rules. It is also great for finding your guitarist before he finds you. In a musical sense. When in a band.

BNK.x Mode / Alternate ARP

When playing with predefined ARPs, reversed ARP of each can be reached with a help of Ctrl key. This does not apply to user ARPs.

Each bank (BNK.1 - BNK.9) contains 6 variations of Arps. You can double that if you press any of ARP keys while holding Ctrl. Once selected, "reversed" ARP wil continue to play instead of one without Ctrl. This adds further variation possibilities. Please take a note, each ARP has been carefully crafted, and then reversed to allow this.

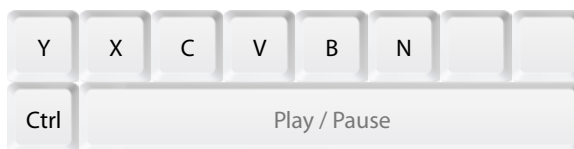


fig.1.1

BNK.x Mode / Kill ARP

If you do not like ARP and would like to take it out, you can do this with Kill ARP Function while in Bank Mode. This will not affect other groups of sounds (Kicks, Snares, Hats, Fx...).



fig.1.1

Warning. Once executed, you can't get back user made ARP sequence if previously not Saved / Quicksaved.

note 1.1

Detailed Overview

APT Series RX-207 Realtime Remixer

Programming User Arpeggios / Bass Lines

SY sounds from RX-207 Sound Bank are meant as bass line or other melody instrument (SY stands for synth). They are used in Arp Section (row C) in Bank Mode (BNK.x). Their transpose is trough 2 + octaves (C 2 to C 4) and are interchangeable with Apt SY-072. This is how sequences are programmed.

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
-/-	c	d	-/-	f	g	a	-/-	C	D	E	F	G	A	B	C

fig.1.1

Hit Play / Pause (Space) and navigate to Sample Mode (SMP.x) with Numeric 0. Hold down "Ctrl" and press "A" key. C note of Arp Bank should be heard. Note is now selected and ready for input into Factory Sequencer.

Now release "Ctrl" and press "Q". "Q" represents first step on Factory Sequencer. Every time loop starts over from step 1, C note will play. Press "W", "E" and "R" (step 2, 3 and 4). Note C should play four times.

Hold "Ctrl" and press "E". Note Dis is now selected. Release "Ctrl" and press "T", "Z", "U" and "I" (steps 5, 6, 7 and 8). Basic Sequence is heard, but not yet finished.

Now hold "Ctrl" and press "G". Note G is selected. Release "Ctrl" and hit "A", "S", "D", "G", "J" (steps 9, 10, 11, 13 and 15). Note G is now on steps 9 and after.

But melody sounds a bit weird. This is because "Ctrl" combinations in Sample Mode (SMP.x) are also used for climbing the note ladder. It's a feature, not a bug.

So hold "Ctrl" again and put melody to place with "A" key. Root note is now C as intended.

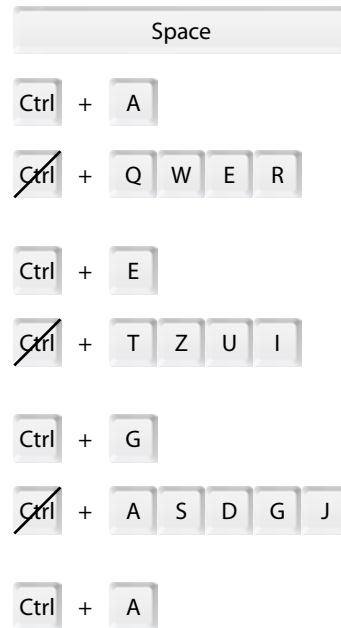


fig.1.1

Arpeggios / Bass Lines Alternations

Arpeggios (and also Samples) can be muted with "Num.5" key. "Ctrl" + "Num.5" is used to delete Arps (and also Samples).

To delete only Arpeggios, navigate to Bank Mode (BNK.x) and do "Ctrl" + "M" combination.

For further alternation of sequence please read page 07, Root note.

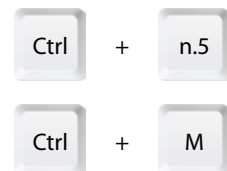


fig.1.1

fig.1.1

Oneshot Function / M

This option is only available in Bank Mode (BNK.x) and Sample Mode (SMP.x). Once pattern is playing, you can activate it by pressing "M" key. Now Oneshot sample is placed on first step of pattern and will play when pattern starts from beginning next time. After Oneshot is played, it will be destroyed. So it only plays once, hence the name.

There are 9 different Oneshot sample slots available, one for each Bank and can be used for Crashes or Synth effects. These samples can be a bit longer.

Panic? Panic! / Ctrl + F2

When something goes wrong with engine itself, like when you try to load User Pattern when the destination file is not there (it really should not be necessary to use it anytime, but one never knows), you do "Ctrl" + "F4" combination. RX-207 then resets everything and loads Init Pattern (RX-207_000). This way, you don't have to close program and start it again, so 15 seconds of life are spared..



fig.1.1

* Also useful when you want to exit PRO MODE.

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

Detailed Overview

APT Series RX-207 Realtime Remixer

Programing with Sample Bank

SMP sounds from RX-207 Sound Bank are meant as additional sounds (SMP stands for Sample), beside drums. They can be used in Sample Mode (SMP.x). This is how sample sequences are programmed.



fig.1.1

Hit Play / Pause (Space) and navigate to Sample Mode (SMP.x) with Numeric 0. Press "Y" key. First sound of Sample Bank should be heard. Sample Y_1 is now ready for input into Factory Sequencer.



fig.1.1

Now press "Q". "Q" represents first step on Factory Sequencer. Every time loop starts over from step 1, Y_1 sample will play. Press "J" (step 15). Sample Y_1 should play two times.



Hold "Ctrl" and press "Y". Alternative of Sample Y, is now selected. Release "Ctrl" and press "T" (step 9). Basic Sequence is now done.



You can select other samples with row C, except "M". "Ctrl" + "M" performs delete of the samples when in Sample Mode (SMP.x).

As mentioned, each key of row C (Y, X, C, V, B, N) except "M" contains two samples. First with bottom row key only and second with "Ctrl" combo. This is only in Sample Mode (SMP.x).

When in Sample Mode (SMP.x), "Ctrl" + "M" kills all Samples.

Programing with Drum Bank

Drum sounds from RX-207 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.

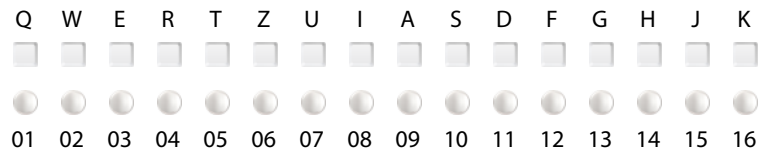


fig.1.1

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 1_AQW_BD_1 is now ready for input into Factory Sequencer.

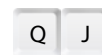


fig.1.1

Now press "Q". "Q" represents first step on Factory Sequencer. Every time loop starts over from step 1, 1_AQW_BD_1 sample will play. Press "J" (step 15). Sample 1_AQW_BD_1 should play two times.



Hold "Ctrl" and press "Y". Alternative of Sample Y, is now selected. Release "Ctrl" and press "I" (step 8). "Y" and "X" are Kick (Bass Drum) samples. There is also Drum Bank A / B for access to all drums.



Press "C" for Snare (1_AQW_SD_1) and than "T" (step 5). Than "Ctrl" + "C" for alternative (1_AQW_BD_2). Hit "G" (step 13). "C" and "V" keys in Drum Mode (DRM.x) are reserved for snares.



Select "B" (1_AQW_HH_1) and press "Q", "E", "T", "U", "A", "D", "G", "J" (every other step). Select "N" with "Ctrl" down and press "F", "H" (steps 12, 14). "B" and "N" keys are reserved for hats while in Drum Mode (DRM.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) except "M" contains two samples. First with bottom row key only and second with "Ctrl" combo.

Drum Bank A/B

So far we have been in Bank A of Drum Bank. Now Drum Mode (DRM.x) also contains second bank (B), to allow access to all samples used as drums. To check in which mode you are, hold "M". To switch between banks, perform "Ctrl" + "M". This is available only in Drum Mode (DRM.x).

"M" does not perform any Kills in this mode. Mutes and Kills are available on Numeric part of keyboard. "Num.7", "Num.8", "Num.9" and "Ctrl" + "Num.7", "Num.8", "Num.9".

Detailed Overview

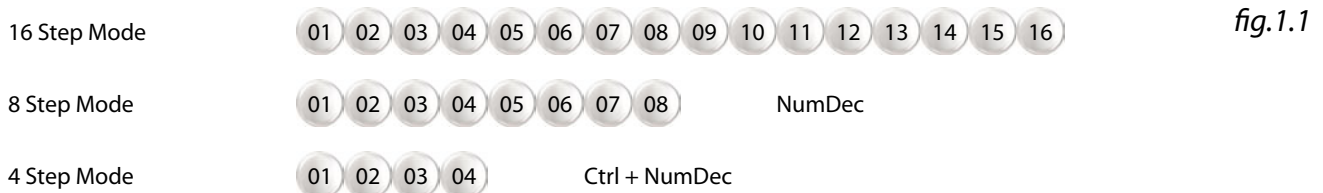
APT Series RX-207 Realtime Remixer

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 RX-207 (or any other APT Series Instrument) is 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, APT Series 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 APT Series 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 APT Series Instruments.



Tempo calculations in APT Series 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 APT Series 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.

*ARP Instrument and Fill Sequences have max volume of -3dB, since they are usually a bit longer in means of sustain and could overcome other groups of instruments. Of course this is mostly dependent on how one prepares his sounds to be used.

Volume Control of Individual Groups (x.BDR / x.SDR / x.HAT / x.SMP)

In addition to Master volume control (VOL), you can change loudness of individual groups of sounds* while holding Mute/Kill keys on numeric part of keyboard and pressing plus or minus key. Here are combinations:

Num7 +NumSub / NumAdd = change volume of Bass Drums
Num8 +NumSub / NumAdd = change volume of Snare Drums
Num9 +NumSub / NumAdd = change volume of Hats
Num5 +NumSub / NumAdd = change volume of Arp / Samples



When Master volume is changed, individual volumes will follow. So if Master volume is -3, groups will jump to -3, so you will have to change them again if desired. Both, Master Vol and Individual Groups Volumes will not work while in turntable mode.

note 1.1

Detailed Overview

APT Series RX-207 Realtime Remixer

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 Instruments (both, Arpeggios and Samples)

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 Instruments (*both, Arpeggios and Samples)

- * If You want to remove only Arpeggios, go to Bank Mode (BNK.x) and do "Ctrl" + "M" command.
- * If You want to remove only Samples, go to Sample Mode (SMP.x) and do "Ctrl" + "M" command.

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. These are yet another group of sounds, which can be same as main Drum Bank sounds or totally new ones. 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 Bank in Loop Mode (BNK.1 - BNK.9), again different on each Sample Bank in Sample Mode (SMP.1 - SMP.9) and different in each Drum Bank in Drum Mode (DRM.1 - DRM.9), so there are 135 basic variations.

Further, they can be altered when more than one are pressed at the time. They will also sound totally different if next is pressed at different time and are also affected by Octaver function, so you get a huge number of Roll variations. They will automatically jump to next variation when you travel through RX-207 engine. Roll function is useful for accompanying main loops, for breaks and also as standalone instrument.

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

Same keys that are used for Roll function have also a second mode. When held while "Ctrl" is down, RX-207 goes to Fill mode. Now in Fill mode there are no rhythmical patterns, instead samples are played repeatedly in loop. So when sample reaches its end, it is played again from start. Sounds are the same as with Roll function and are also affected by Octaver This gives yet even more variation to numeric part of keyboard.

Numeric Retrigger / Enter

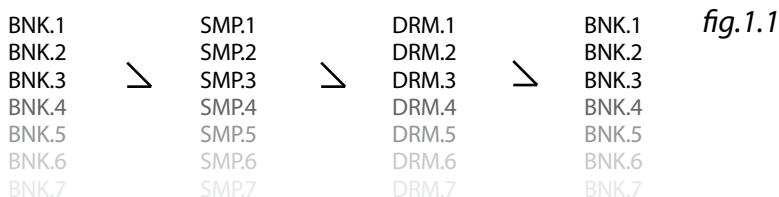
When "Enter" is pressed, RX-207 Engine will jump to step one. Good for offline syncing with other gear or unusual breaks.

Retrigger wont 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 very important key in RX-207. Without it one can not access any other mode than Bank Mode (BNK.x). Lets 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 RX-207.



Detailed Overview

APT Series RX-207 Realtime Remixer

8. SAV.E

"SAV.E" is displayed on LED screen. Upon launch, RX-207 always checks for MODE 9 specifications and loads them if they exist. They are saved in User Pattern 00 and can be replaced with this command. If you want personal feeling of instrument, you will use this feature. When satisfied with tunings and other stuff, just hit Enter and they will be saved. Don't worry, you can recall factory settings with next function.



fig.1.1



Before executing this system save, go to Bank1, perform KILL ALL, stop engine with Space and retrigger RX-207 once or twice. This way you will have optimized, clean performances.

note 1.1

9. INI.T

"INI.T" is displayed on LED screen. If you don't like custom preferences of MODE 9, or don't want them to load on start, perform Initialization. This will replace custom settings with factory ones. These settings are saved in User Pattern 208, witch can not be replaced or modified from within RX-207. You can of course do it manually, but this can cause undesired operation of RX-207 if you are not exactly sure what you are doing.



fig.1.1

10. CAC.H

This puts your samples to cache. This way you avoid possible small silence when program first encounters a sample. Use this when changing sound banks while RX-207 is running. If you are not changing banks mid work, don't worry, RX-207 puts samples to ram on start.



fig.1.1

24 Ninjas Effect section

This effect is designed to give RX-207 human touch. Basicly, a small variations on sound groups are calculated in real time.

Sound groups: - arpeggio - instrument - kicks - snares - hats - rolls
 Effect variatons: - paning - tuning - dynamics

XY screen	Buttons	Sound groups	Effect functions	
	1	A Arps	1	Panning
	2	I Instruments	2	Tuning
	3	K Kicks	3	Dynamics
	4	S Snares	4	
	0	H Hats	< >	Speed
	>	R Rolls	0	Automatic
	<			

fig.1.1

Manually controlling 24 Ninjas

With your mouse, click on button with "K" symbol on it meaning Kicks group and than click on "1". 1 is for paning. Now you have enabled panning on kick group. Try to move your mouse across little screen. You can hear difference in paning. If you want to secure ninja to certain pan percentage, left-click on little screen. To unsecure ninja position, just click right mouse button anywhere on RX-207.

Same goes for other effects.

Automatic mode for 24 Ninjas

If you want analogue feel, wich will change over time, klick on big button on middle of effect section until it's lit. Now assigned "ninja" should run by itself. See him/her? To increase/decrease "ninjas" speed, use buttons with <, > symbols. Again, you can secure ninja with left click, or drag him around with a mouse cursor.



Please note, 24 Ninjas effect can be heavy on computer. If you experience problems, re-strain from using this effect. However, on good hardware there should be no problems.

note 1.1

Detailed Overview

APT Series RX-207 Realtime Remixer

Quicksave / Ctrl + F5

Quicksave function stores current pattern you are working on to Temporary Pattern of Apt Series RX-207. 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 RX-207 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 RX-207 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

Apt Series RX-207 comes packed with 207 additional User Patterns. Please note, these are not patterns build into Alpha Keys of Bank (BNK.1 - BNK.9), 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.207. 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 Apt series saves everything, including Volumes, Tempo, current step position, Play / Pause (if pattern is playing), last pressed keys (visual), display information... So before saving, you may want to optimize your save. Or not.



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

note 1.1

Load / Ctrl + F8

Apt Series RX-207 comes packed with 207 additional User Patterns. Please note, these are not patterns build into Alpha Keys of Bank (BNK.1 - BNK.9), 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.207. 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 Save 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

APT Series RX-207 Realtime Remixer

Tips for Sound Bank making

When preparing loops to use with RX-207 it is best to look at next diagram:

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

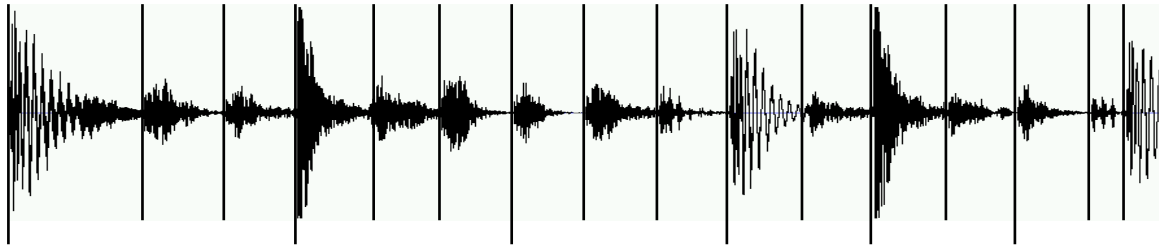


fig.1.1

Kick 1 (1_AQW_BD_1) Snare 1 (1_AQW_SD_1) Hat 1 (1_AQW_HH_1) Kick 2 (1_AQW_BD_2) Snare 2 (1_AQW_SD_2) Hat 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, RX-207 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. 1_ATZ_BD_1...

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. RX-207 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

RX-207 Sample Mode, Arp Mode And Fill / Roll Mode are 3 dB lower than Drum Bank Mode to try to match at least some difference, but for further details user will have to match volumes.

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 "Sound banks" folder. Audio should change in real time. For sticker to update, go to random bank and than to Bank 1. If available, "sticker" with corresponding image will be updated in proper place.

Sticker 1	Main Alpha Bank Group (BNK.x) variations (row A B) and Drum Bank (DRM.x) samples
Sticker 2	Sample bank (bottom row (C)) in Sample Mode (SMP.x)
Sticker 3	Arpeggio Bank (bottom row (C)) variations in Bank Mode (BNK.x) and Arp input
Sticker 4	Fill / Roll Sample Bank on Numeric part

About Sound Banks

Z 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

APT Series RX-207 Realtime Remixer

Did you know?

In Bank Mode (BNK.x), if two keys from Rhythmical Section are pressed simultaneously, both Rhythmical Patterns will play. You just have to be right on time.

Also, you can enable Build Up function in Mode 9 (DEL.1 or DEL.2 (DEL.0 is default)) to build more complex patterns. More here.

In Bank Mode (BNK.x), choose any phrase. But you like only Kicks. Kill other groups, use only what you like and use it as a base.

Do a sequence with Samples in Sample Mode (SMP.x), without drums. Now navigate to Bank Mode (BNK.x) and choose phrase from row A or B. Sample phrase did not get overwritten. :) It runs independently from other groups. Same with ARP.

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.

If Ctrl is held and Fill / Roll key is pressed, section will go into Roll mode. When released, Fill mode will engage.

Try combining Fill / Roll with Pitcher.

When pressing two or more keys on Fill / Roll section, but with different timing or sequence, you will get different phrase each time.

Arpeggio sound bank from RX-207 is compatible with Apt Series SY-072 and vice versa.

Troubleshooting

Sound is stuttering

Make sure your computer meets minimum requirements. RX-207 is pretty heavy engine.

Make sure you don't have torrent client active. RX-207 has been observed under this condition and sometimes this problem surfaces. Best to shut down any torrent client while using RX-207.

RX-207 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. RX-207 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 209 User Pattern files there (RX-207_###). When not, use MT-207 Multiplier Tool in this folder. Backup your saves first, MT-207 WILL overwrite any material with pattern 000 or 001. User Patterns are files without extension and can not be executed outside RX-207.

My antivirus software reports something

Make sure you obtained Ziebane Instruments Apt series 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 Apt series outside of sandbox for best performance.

I am in random menu and can't get out

"ESC" is the magic key.

Wild duplication of drums appears!

Counter attack with the "Panic" key (Ctrl + F4). You will lose an unsaved material, but restart of a program is avoided.

RX-207 is taking forever to start

This is normal. It totally depends on your computer configuration. On average takes about 40 seconds to start the engine.

Detailed Overview

APT Series RX-207 Realtime Remixer

Specifications

Drum Slots Total	=	216	24 per BNK.x, DRM.x	Bank A1 A2 / B1 B2
Drum Slots Kicks	=	72	8 per BNK.x	Monotimbral
Drum Slots Snares	=	72	8 per BNK.x	Duotimbral
Drum Slots Hats	=	72	8 per BNK.x	Duotimbral
Sample Slots	=	108	12 per SMP.x	Monotimbral
Fill Roll Slots	=	135	5 per Mode (BNK.x, SMP.x, DRM.x)	Monotimbral
Arp Slots	=	24	c2 - c4	Duotimbral
1 Shot Slots	=	18		
User Patterns	=	207		Save / Load
Quicksave / Quickload	=	1		
Rhythmic Variations	=	207	4 per BNK.x	
Arp variations	=	108	12 per BNK.x	
Fill / Roll variations	=	135	5 per layout	
Pitcher steps	=	9	0 - 9	Center: 5
Paner steps	=	9	0 to -18 / 18	Center: 4
Tuner steps	=	19	-9 to 9	Center: E
Build Up modes	=		0, 1, 2	Factory: 0 0 none / 1 even / 2 odd
Turntable steps	=	19	-9 to 9	Mode A or B stop function
Save	=		Save custom default settings	1 Patch
Init	=		Initialize to factory default settings	1 Patch
Cache	=		Cache samples to ram	
Sequencer Steps	=	16	x 7 chanel	
BPM	=	by 5		30 - 215
Polyphony Total	=	10		
MIDI	=	ver 0.7		
Play / Pause	=	Yes		
Retrigger	=	Yes		
Tempo Out	=	5 BPM at once		Start of loop

Sound Banks Info

APT Series RX-207 Realtime Remixer

Factory Rhythmic Variations (BNK.x row A / B) Names and Authors

Location	Keys Used	Samples Used	Factory SBank 1*	Author
DRM.1 group A 1	Q W E R	1_AQW_XX_X.wav	Welcome	Ziebane (APT Labs)
DRM.1 group A 2	T Z U I	1_ATZ_XX_X.wav	Simple Random 1	Ziebane (APT Labs)
DRM.1 group B 1	A S D F	1_BAS_XX_X.wav	Simple Random 2	Ziebane (APT Labs)
DRM.1 group B 2	G H J K	1_BGH_XX_X.wav	Big Beat 1	Ziebane (APT Labs)
Bank 2 A group 1	Q W E R	2_AQW_XX_X.wav	12 bit Etno	Ziebane (APT Labs)
Bank 2 A group 2	T Z U I	2_ATZ_XX_X.wav	Bass Vari	Ziebane (APT Labs)
Bank 2 B group 1	A S D F	2_BAS_XX_X.wav	80's Drummin	Ziebane (APT Labs)
Bank 2 B group 2	G H J K	2_BGH_XX_X.wav	Big Beat 2	Ziebane (APT Labs)
Bank 3 A group 1	Q W E R	3_AQW_XX_X.wav	Elec Punk	Ziebane (APT Labs)
Bank 3 A group 2	T Z U I	3_ATZ_XX_X.wav	New Claps	Ziebane (APT Labs)
Bank 3 B group 1	A S D F	3_BAS_XX_X.wav	Hard Kick	Ziebane (APT Labs)
Bank 3 B group 2	G H J K	3_BGH_XX_X.wav	New Street	Ziebane (APT Labs)
Bank 4 A group 1	Q W E R	4_AQW_XX_X.wav	New Hip Hop	Ziebane (APT Labs)
Bank 4 A group 2	T Z U I	4_ATZ_XX_X.wav	Scratches	Ziebane (APT Labs)
Bank 4 B group 1	A S D F	4_BAS_XX_X.wav	New School 1	Ziebane (APT Labs)
Bank 4 B group 2	G H J K	4_BGH_XX_X.wav	Heavy Drummin	Ziebane (APT Labs)
Bank 5 A group 1	Q W E R	5_AQW_XX_X.wav		Princip (Fuck Production)
Bank 5 A group 2	T Z U I	5_ATZ_XX_X.wav		Princip (Fuck Production)
Bank 5 B group 1	A S D F	5_BAS_XX_X.wav		Princip (Fuck Production)
Bank 5 B group 2	G H J K	5_BGH_XX_X.wav		Princip (Fuck Production)
Bank 6 A group 1	Q W E R	6_AQW_XX_X.wav	Snap Snare	Ziebane (APT Labs)
Bank 6 A group 2	T Z U I	6_ATZ_XX_X.wav	Thin Vari	Ziebane (APT Labs)
Bank 6 B group 1	A S D F	6_BAS_XX_X.wav	Kinda Latin	Ziebane (APT Labs)
Bank 6 B group 2	G H J K	6_BGH_XX_X.wav	Tight Bird	Ziebane (APT Labs)
Bank 7 A group 1	Q W E R	7_AQW_XX_X.wav	Crispy	Ziebane (APT Labs)
Bank 7 A group 2	T Z U I	7_ATZ_XX_X.wav	Crispy Old	Ziebane (APT Labs)
Bank 7 B group 1	A S D F	7_BAS_XX_X.wav	Jazzy Run	Ziebane (APT Labs)
Bank 7 B group 2	G H J K	7_BGH_XX_X.wav	New School 2	Ziebane (APT Labs)
Bank 8 A group 1	Q W E R	8_AQW_XX_X.wav	Old Drum	Ziebane (APT Labs)
Bank 8 A group 2	T Z U I	8_ATZ_XX_X.wav	Simple Syn	Ziebane (APT Labs)
Bank 8 B group 1	A S D F	8_BAS_XX_X.wav	Space Rev	Ziebane (APT Labs)
Bank 8 B group 2	G H J K	8_BGH_XX_X.wav	Dirty Octaver	Ziebane (APT Labs)
Bank 9 A group 1	Q W E R	9_AQW_XX_X.wav	Knock	DJ Tomtrax (Tehnologika)
Bank 9 A group 2	T Z U I	9_ATZ_XX_X.wav	FFWD	DJ Tomtrax (Tehnologika)
Bank 9 B group 1	A S D F	9_BAS_XX_X.wav	Pressure	DJ Tomtrax (Tehnologika)
Bank 9 B group 2	G H J K	9_BGH_XX_X.wav	RUN!	DJ Tomtrax (Tehnologika)

* This is factory soundbank of RX-207. located in /Snd folder and in /Direct Banks/ZInstruments_RX-207_FactoryDrums

Sound Banks Info

APT Series RX-207 Realtime Remixer

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

Location	Keys Used	Samples Used	Factory SBank 1*	Location	Samples Used	Factory SBank 1*
SMP.1 Y 1	Y	SMP_1Y_1.wav	Synth Hit 1	SMP.2 Y 1	SMP_1Y_1.wav	Grand Piano 1
SMP.1 Y 2	Ctrl + Y	SMP_1Y_2.wav	Synth Hit 2	SMP.2 Y 2	SMP_1Y_2.wav	Grand Piano 2
SMP.1 X 1	X	SMP_1X_1.wav	Organ 1	SMP.2 X 1	SMP_1X_1.wav	Brass Stab 1
SMP.1 X 2	Ctrl + X	SMP_1X_2.wav	Organ 2	SMP.2 X 2	SMP_1X_2.wav	Brass Stab 2
SMP.1 C 1	C	SMP_1C_1.wav	E Piano Chrd 1	SMP.2 C 1	SMP_1C_1.wav	Brass Stab 3
SMP.1 C 2	Ctrl + C	SMP_1C_2.wav	E Piano Chrd 2	SMP.2 C 2	SMP_1C_2.wav	Brass Stab 4
SMP.1 V 1	V	SMP_1V_1.wav	Angel Chrd 1	SMP.2 V 1	SMP_1V_1.wav	Pad Chrd 1
SMP.1 V 2	Ctrl + V	SMP_1V_2.wav	Angel Chrd 2	SMP.2 V 2	SMP_1V_2.wav	Pad Chrd 1
SMP.1 B 1	B	SMP_1B_1.wav	Bass Stab 1	SMP.2 B 1	SMP_1B_1.wav	Hip Hop Stab 1
SMP.1 B 2	Ctrl + B	SMP_1B_2.wav	Bass Stab 1	SMP.2 B 2	SMP_1B_2.wav	Hip Hop Stab 2
SMP.1 N 1	N	SMP_1N_1.wav	Atmos 1	SMP.2 N 1	SMP_1N_1.wav	Techno Stab 1
SMP.1 N 2	Ctrl + N	SMP_1N_2.wav	Atmos 1	SMP.2 N 2	SMP_1N_2.wav	Techno Stab 2
SMP.3 Y 1	Y	SMP_1Y_1.wav	Hip Hop Stab 3	SMP.4 Y 1	SMP_1Y_1.wav	DnB Bass 1
SMP.3 Y 2	Ctrl + Y	SMP_1Y_2.wav	Hip Hop Stab 4	SMP.4 Y 2	SMP_1Y_2.wav	DnB Bass 2
SMP.3 X 1	X	SMP_1X_1.wav	Electro Stab 1	SMP.4 X 1	SMP_1X_1.wav	Techno Stab 3
SMP.3 X 2	Ctrl + X	SMP_1X_2.wav	Electro Stab 2	SMP.4 X 2	SMP_1X_2.wav	Techno Stab 4
SMP.3 C 1	C	SMP_1C_1.wav	Synth Hit 3	SMP.4 C 1	SMP_1C_1.wav	Hip Hop Stab 7
SMP.3 C 2	Ctrl + C	SMP_1C_2.wav	Synth Hit 4	SMP.4 C 2	SMP_1C_2.wav	Hip Hop Stab 8
SMP.3 V 1	V	SMP_1V_1.wav	Elec Guitar 1	SMP.4 V 1	SMP_1V_1.wav	Analog Noise 1
SMP.3 V 2	Ctrl + V	SMP_1V_2.wav	Elec Guitar 2	SMP.4 V 2	SMP_1V_2.wav	Analog Noise 2
SMP.3 B 1	B	SMP_1B_1.wav	Atmos Funk 1	SMP.4 B 1	SMP_1B_1.wav	Funk Organ 1
SMP.3 B 2	Ctrl + B	SMP_1B_2.wav	Atmos Funk 1	SMP.4 B 2	SMP_1B_2.wav	Funk Organ 2
SMP.3 N 1	N	SMP_1N_1.wav	Hip Hop Stab 5	SMP.4 N 1	SMP_1N_1.wav	Atmos 3
SMP.3 N 2	Ctrl + N	SMP_1N_2.wav	Hip Hop Stab 6	SMP.4 N 2	SMP_1N_2.wav	Atmos 4
SMP.5 Y 1	Y	SMP_1Y_1.wav	Synth Hit 5	SMP.6 Y 1	SMP_1Y_1.wav	Bass Stab 1
SMP.5 Y 2	Ctrl + Y	SMP_1Y_2.wav	Synth Hit 6	SMP.6 Y 2	SMP_1Y_2.wav	Bass Stab 2
SMP.5 X 1	X	SMP_1X_1.wav	Organ 3	SMP.6 X 1	SMP_1X_1.wav	Hip Hop Melo 1
SMP.5 X 2	Ctrl + X	SMP_1X_2.wav	Organ 4	SMP.6 X 2	SMP_1X_2.wav	Hip Hop Melo 2
SMP.5 C 1	C	SMP_1C_1.wav	Angel Chrd 3	SMP.6 C 1	SMP_1C_1.wav	DnB Stab 1
SMP.5 C 2	Ctrl + C	SMP_1C_2.wav	Angel Chrd 4	SMP.6 C 2	SMP_1C_2.wav	DnB Stab 2
SMP.5 V 1	V	SMP_1V_1.wav	Short Pad 1	SMP.6 V 1	SMP_1V_1.wav	Evil Stab 1
SMP.5 V 2	Ctrl + V	SMP_1V_2.wav	Short Pad 2	SMP.6 V 2	SMP_1V_2.wav	Evil Stab 2
SMP.5 B 1	B	SMP_1B_1.wav	Evil Pad 1	SMP.6 B 1	SMP_1B_1.wav	Bass Stab 1
SMP.5 B 2	Ctrl + B	SMP_1B_2.wav	Evil Pad 2	SMP.6 B 2	SMP_1B_2.wav	Bass Stab 1
SMP.5 N 1	N	SMP_1N_1.wav	Dub Stab 1	SMP.6 N 1	SMP_1N_1.wav	Funk Organ 3
SMP.5 N 2	Ctrl + N	SMP_1N_2.wav	Dub Stab 2	SMP.6 N 2	SMP_1N_2.wav	Funk Organ 4

* This is factory soundbank of RX-207. located in /Snd folder and in /Direct Banks/ZInstruments_RX-207_MicroBorg_SampleBank

Sound Banks Info

APT Series RX-207 Realtime Remixer

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

Location	Keys Used	Samples Used	Factory SBank 1*	Location	Samples Used	Factory SBank 1*
SMP.7 Y 1	Y	SMP_1Y_1.wav	Techno Stab 5	SMP.8 Y 1	SMP_1Y_1.wav	Atmos Stab 1
SMP.7 Y 2	Ctrl + Y	SMP_1Y_2.wav	Techno Stab 6	SMP.8 Y 2	SMP_1Y_2.wav	Atmos Stab 2
SMP.7 X 1	X	SMP_1X_1.wav	E Piano Chrd 3	SMP.8 X 1	SMP_1X_1.wav	Silly Stab 1
SMP.7 X 2	Ctrl + X	SMP_1X_2.wav	E Piano Chrd 4	SMP.8 X 2	SMP_1X_2.wav	Silly Stab 2
SMP.7 C 1	C	SMP_1C_1.wav	Techno Stab 7	SMP.8 C 1	SMP_1C_1.wav	DnB Bass 3
SMP.7 C 2	Ctrl + C	SMP_1C_2.wav	Techno Stab 8	SMP.8 C 2	SMP_1C_2.wav	DnB Bass 4
SMP.7 V 1	V	SMP_1V_1.wav	Evil Stab 3	SMP.8 V 1	SMP_1V_1.wav	Evil Stab 5
SMP.7 V 2	Ctrl + V	SMP_1V_2.wav	Evil Stab 4	SMP.8 V 2	SMP_1V_2.wav	Evil Stab 6
SMP.7 B 1	B	SMP_1B_1.wav	Dub Pad 1	SMP.8 B 1	SMP_1B_1.wav	Sub Bass 1
SMP.7 B 2	Ctrl + B	SMP_1B_2.wav	Dub Pad 2	SMP.8 B 2	SMP_1B_2.wav	Sub Bass 2
SMP.7 N 1	N	SMP_1N_1.wav	Cutoff Bass 1	Factory Oneshots (BNK.x M, SMP.x M) Names		
SMP.7 N 2	Ctrl + N	SMP_1N_2.wav	Cutoff Bass 2	Location	Samples Used	Factory SBank 1*
SMP.9 Y 1	Y	SMP_1Y_1.wav	Piano C Up 1	SMP.1 M	1_CM_SMX_1.wav	Rubber Ducky
SMP.9 Y 2	Ctrl + Y	SMP_1Y_2.wav	Piano C Dn 1	SMP.2 M	2_CM_SMX_1.wav	Wind
SMP.9 X 1	X	SMP_1X_1.wav	Piano C Up 2	SMP.3 M	3_CM_SMX_1.wav	Computer
SMP.9 X 2	Ctrl + X	SMP_1X_2.wav	Piano C Dn 2	SMP.4 M	4_CM_SMX_1.wav	Synth Fall
SMP.9 C 1	C	SMP_1C_1.wav	Piano C Up 3	SMP.5 M	5_CM_SMX_1.wav	Noise Anvil
SMP.9 C 2	Ctrl + C	SMP_1C_2.wav	Piano C Dn 3	SMP.6 M	6_CM_SMX_1.wav	Birds
SMP.9 V 1	V	SMP_1V_1.wav	Piano C Up 4	SMP.7 M	7_CM_SMX_1.wav	Bones
SMP.9 V 2	Ctrl + V	SMP_1V_2.wav	Piano C Dn 4	SMP.8 M	8_CM_SMX_1.wav	Anvil
SMP.9 B 1	B	SMP_1B_1.wav	Piano C Up 5	SMP.9 M	9_CM_SMX_1.wav	Teleport Malfunction
SMP.9 B 2	Ctrl + B	SMP_1B_2.wav	Piano C Dn 5	Factory ARP Bank (BNK.x row C)		
SMP.9 N 1	N	SMP_1N_1.wav	Piano C Up 6	303	1_SY_xx.wav	303 emulation
SMP.9 N 2	Ctrl + N	SMP_1N_2.wav	Piano C Dn 6			

Factory Roll / Fill Bank (BNK.x numeric, SMP.x numeric, DRM.x numeric) Names and Authors

These are samples used by Roll / Fill section. By default they are same as default sound bank. Use Ziebane Instruments OG-00x Organizer to copy main samples here with one click. Or make custom banks, again easier with Ziebane Instruments OG-00x Organizer.

NB1_1.wav	to	NB6_1.wav	n.1	n.2	n.3	n.4	n.6	(+ Ctrl)	BNK.x	Ziebane (Apt Labs)
NS1_1.wav	to	NS6_9.wav	n.1	n.2	n.3	n.4	n.6	(+ Ctrl)	SMP.x	Ziebane (Apt Labs)
ND1_1.wav	to	ND6_1.wav	n.1	n.2	n.3	n.4	n.6	(+ Ctrl)	DRM.x	Ziebane (Apt Labs)

Additional Factory ARP Bank (BNK.x row C) Names and Authors

Space Lead	Y	X	C	V	B	N	Lead	Ziebane (Apt Labs)
Space Piano	Y	X	C	V	B	N	Piano	Ziebane (Apt Labs)
Space Srtones	Y	X	C	V	B	N	Stones	Ziebane (Apt Labs)



Additional Factory Direct Sound Banks (BNK.x, DRM.x) Names and Authors

Hip Hop Essentials	Double click on files in folder /Direct Banks.	Ziebane (Apt Labs)
Scratchouse		Scratchouse Project



* This is factory soundbank of RX-207. located in /Snd folder and in /Direct Banks/ZInstruments_RX-207_MicroBorg_SampleBank

Sound Banks Info

APT Series RX-207 Realtime Remixer

User Sample Sheet

Location	Keys Used	Samples Used	Factory SBank 1*	Author
Bank 1 A group 1	Q W E R	1_AQW_XX_X.wav	_____	_____
Bank 1 A group 2	T Z U I	1_ATZ_XX_X.wav	_____	_____
Bank 1 B group 1	A S D F	1_BAS_XX_X.wav	_____	_____
Bank 1 B group 2	G H J K	1_BGH_XX_X.wav	_____	_____
Bank 2 A group 1	Q W E R	2_AQW_XX_X.wav	_____	_____
Bank 2 A group 2	T Z U I	2_ATZ_XX_X.wav	_____	_____
Bank 2 B group 1	A S D F	2_BAS_XX_X.wav	_____	_____
Bank 2 B group 2	G H J K	2_BGH_XX_X.wav	_____	_____
Bank 3 A group 1	Q W E R	3_AQW_XX_X.wav	_____	_____
Bank 3 A group 2	T Z U I	3_ATZ_XX_X.wav	_____	_____
Bank 3 B group 1	A S D F	3_BAS_XX_X.wav	_____	_____
Bank 3 B group 2	G H J K	3_BGH_XX_X.wav	_____	_____
Bank 4 A group 1	Q W E R	4_AQW_XX_X.wav	_____	_____
Bank 4 A group 2	T Z U I	4_ATZ_XX_X.wav	_____	_____
Bank 4 B group 1	A S D F	4_BAS_XX_X.wav	_____	_____
Bank 4 B group 2	G H J K	4_BGH_XX_X.wav	_____	_____
Bank 5 A group 1	Q W E R	5_AQW_XX_X.wav	_____	_____
Bank 5 A group 2	T Z U I	5_ATZ_XX_X.wav	_____	_____
Bank 5 B group 1	A S D F	5_BAS_XX_X.wav	_____	_____
Bank 5 B group 2	G H J K	5_BGH_XX_X.wav	_____	_____
Bank 6 A group 1	Q W E R	6_AQW_XX_X.wav	_____	_____
Bank 6 A group 2	T Z U I	6_ATZ_XX_X.wav	_____	_____
Bank 6 B group 1	A S D F	6_BAS_XX_X.wav	_____	_____
Bank 6 B group 2	G H J K	6_BGH_XX_X.wav	_____	_____
Bank 7 A group 1	Q W E R	7_AQW_XX_X.wav	_____	_____
Bank 7 A group 2	T Z U I	7_ATZ_XX_X.wav	_____	_____
Bank 7 B group 1	A S D F	7_BAS_XX_X.wav	_____	_____
Bank 7 B group 2	G H J K	7_BGH_XX_X.wav	_____	_____
Bank 8 A group 1	Q W E R	8_AQW_XX_X.wav	_____	_____
Bank 8 A group 2	T Z U I	8_ATZ_XX_X.wav	_____	_____
Bank 8 B group 1	A S D F	8_BAS_XX_X.wav	_____	_____
Bank 8 B group 2	G H J K	8_BGH_XX_X.wav	_____	_____
Bank 9 A group 1	Q W E R	9_AQW_XX_X.wav	_____	_____
Bank 9 A group 2	T Z U I	9_ATZ_XX_X.wav	_____	_____
Bank 9 B group 1	A S D F	9_BAS_XX_X.wav	_____	_____
Bank 9 B group 2	G H J K	9_BGH_XX_X.wav	_____	_____

Apendix

APT Series RX-207 Realtime Remixer

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APT Series RX-207 Realtime Remixer

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