# BR-600 Digital Recorder



# Using the Built-in Rhythm

BR600WS02

## About the Workshop Booklets

The BOSS BR-600 Digital Recorder packs an incredible amount of recording power into an amazingly small, portable package. With its eight playback tracks—and 64 V-Tracks—built-in effects, and onboard drum machine, the BR-600 is truly a studio-to-go. It even has a built-in stereo microphone and can be battery-operated so you can capture new music wherever and whenever.

Each BR-600 Workshop Series booklet focuses on one BR-600 topic, and is intended as a companion to the *BR-600 Owner's Manual*.

## About This Booklet

The BR-600's rhythm function is a full-featured drum machine with 12 velocity-sensitive pads and 14 different drum kits. There are hundreds of built-in patterns in many musical styles, and you can create your own patterns as well. Using rhythm arrangements, you can play patterns in sequential order to add the perfect backing to your songs.

In this workshop, we'll cover BR-600 rhythm basics such as selecting patterns and drum kits and playing sounds with the pads. We'll also show you how to create your own patterns and rhythm arrangements.

### Understanding the Symbols in This Booklet

Throughout this booklet, you'll come across information that deserves special attention—that's the reason it's labeled with one of the following symbols.

A note is something that adds information about the topic at hand.

A tip offers suggestions for using the feature being discussed.

Warnings contain important information that can help you avoid possible damage to your equipment, your data, or yourself.

### Hot Links

Each Workshop booklet is meant to be read in order from beginning to end. However, if we mention an upcoming section—and you see this arrow—you can click the arrow to jump there immediately.

## Getting Started

The BR-600's rhythm acts as an onboard "drummer" that's always playing along with your song. It's integrally connected to the eight audio tracks, so you never have to worry about synchronization—whenever you press the PLAY button, the rhythm always starts with the audio; when you press STOP, both the rhythm and audio stop together. (Of course, if you don't want to use the rhythm in a particular song, you can always turn it off.)
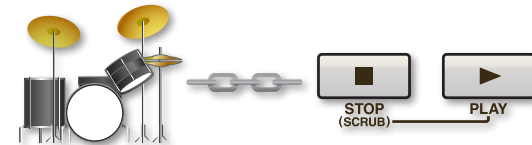


Before we begin learning about the rhythm, let's clear the slate and create a new song. It's best to set up the desired rhythm and tempo first so you'll have something to play along with when you start recording the song's audio.

To create a new song:

1. Press PAD so it's not lit.
2. Press UTILITY.
3. Use the CURSOR buttons to select [NEW], and then press ENTER.
4. Use the TIME/VALUE dial to select the recording type.
5. Press ENTER. When "Are you sure?" is displayed, press ENTER again to complete the new song process.

As we move forward, you'll need to monitor the sound of the BR-600, either with a speaker system or headphones. To learn how to make the proper connections, see the *BR-600 Owner's Manual*.

## About the BR-600's Home Screens

The BR-600 has two top-level "home" screens. These are the screens you'll always be coming back to after performing operations on the BR-600's various other screens.

You can return to the home screens from any other screen by pressing EXIT one or more times.

### The Play Screen

The Play screen is the screen that's displayed when you first power up the BR-600. It shows the current song position—in both measure/beat/clock units and time (including frames)—and the tempo of the rhythm.



Song position (measure/beat/clock)     Tempo

Song position (hours/minutes/seconds/frames)
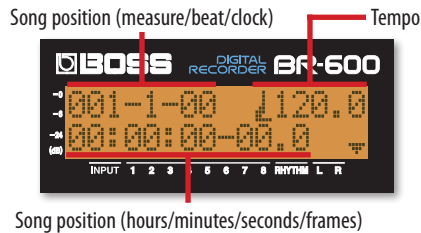
> In the measure/beat/clock display, clocks are subdivisions of the beats. Similarly, in the time display, frames are subdivisions of the seconds. These subdivisions allow you to view and set the current song position in extremely fine resolution.

On the Play screen, you can move the song position and adjust the rhythm's tempo using the CURSOR buttons and the TIME/VALUE dial.

### The Level Meters Screen

The Level Meters screen displays the levels of various audio signals in the BR-600: inputs, audio tracks, the rhythm, and the left and right master levels. The individual audio signal levels are shown above the corresponding labels on the display panel.



Labels
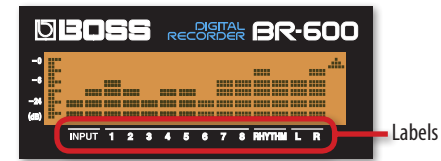
To display the Level Meters screen from the Play screen, press the ▼ CURSOR button. To return to the Play screen from the Level Meters screen, press the ▲ CURSOR button.

## Key Rhythm Elements

Let's go over the BR-600's main rhythm elements.

- *Drum kits*—A drum kit is a group of drum sounds that are used by the rhythm. The BR-600 contains nine different preset drum kits that cover a variety of musical styles. Additionally, you can create up to five custom drum kits per song. These "song" drum kits can use any of the drum sounds in the preset kits, WAV or AIFF files imported from a computer via USB, or audio that's been recorded in a BR-600 audio track.

- *Drum pads*—The drum pads allow you to play sounds in the currently selected drum kit, either for pattern creation or live playing. There are 12 pads, and each triggers a different sound in the kit. The pads are velocity sensitive, so they respond to your playing dynamics. If desired, you can set them to play sounds at a fixed velocity instead.

> When you're not using them to play drum sounds, the drum pads act as selection buttons for various BR-600 functions. Use the PAD button to toggle between this functionality. (When PAD is lit, the drum pads play drum sounds. When it's not lit, the drum pads act as buttons.)

- *Patterns*—A pattern is a drum performance that's one or more measures in length. You can have a single pattern play over and over along with your song, or you can string two or more patterns together to create a rhythm "arrangement." The BR-600 provides 327 preset patterns, as well as 100 patterns in each song in which you can create and store your own custom drum patterns.

- *Arrangements*—An arrangement is a series of steps that tell BR-600 patterns to play in a particular order. There are 50 preset arrangements and five song arrangements. Preset arrangements utilize the preset patterns, while song arrangements are created by you using any combination of preset or song patterns. By creating an arrangement, you can add a sophisticated drum backing (with beat variations and fills) that perfectly matches your song.

**ARRANGE**
TOM 2

- *RHYTHM fader*—The RHYTHM fader in the TRACK MIXER controls the volume of the rhythm in relation to the audio tracks. Adjust it as necessary to create the proper balance for your song. Setting the RHYTHM fader's level near the dark band (as shown) is a good starting point.

RHYTHM

## Turning the Rhythm On and Off

With playback stopped, you can turn the rhythm on and off using the RHYTHM ON/OFF button.

1   Press STOP to stop playback.

2   Press PAD so its indicator goes out.

3   Press the Rhythm ON/OFF button to toggle its setting.

RHYTHM
ON/OFF
TOM 1

RHYTHM
ON/OFF
TOM 1

On                    Off

In lieu of turning the rhythm off, you can simply turn it down with the RHYTHM fader instead.

## Working with Drum Kits

### Selecting a Drum Kit

1   Press PAD so its indicator goes out.

PAD

2   Press RHYTHM ON/OFF so its indicator lights.

3   Press PATTERN so its indicator lights.

4   Press RHYTHM EDIT to display the Pattern Edit screen.

5   Use the CURSOR buttons to place the onscreen cursor under [KIT], and then press ENTER.

```
PT>P001:ROCK1-IN
◀] [STEP] [KIT]▶
```

6   Use the CURSOR buttons to place the onscreen cursor under the leftmost character, and then use the TIME/VALUE dial to select the desired drum kit group: "P" for preset or "S" for song.

```
DRUM KIT
    P1:STD 1
```

Song drum kits are empty until you load them with sounds. If you select one of these empty kits, you won't hear any sound when you play the pads. For our purposes here, you should select the preset drum kit group.

7   Use the CURSOR buttons to place the onscreen cursor under the drum kit number, and then use the TIME/VALUE dial to select the desired drum kit.

You can audition the selected drum kit using the drum pads (press PAD so it lights, and then strike the pads). We'll discuss the pads in detail in the next section.

8   When you're done, press EXIT twice to return to the home screens.

## About Song Drum Kits

As we mentioned earlier, the BR-600 provides five different "song" drum kits with each song. If you can't find a preset drum kit you like, you can create your own custom kit in a song drum kit. When you first create a new BR-600 song, the song drum kits are empty. If you want to use them, you'll need to manually load sounds into them.

Creating song drum kits is beyond the scope of this workshop. To learn how to create them, please refer to the chapter "Creating Original Drum Kits (Tone Load)" in the *BR-600 Owner's Manual*.

## Using the Pads

> Before playing drum sounds, make sure the MASTER volume is set to a comfortable listening level. If you're in doubt, turn down the MASTER fader all the way, and slowly raise it to the desired level while playing the drum sounds.

## Playing Drum Sounds with the Pads



PAD Button
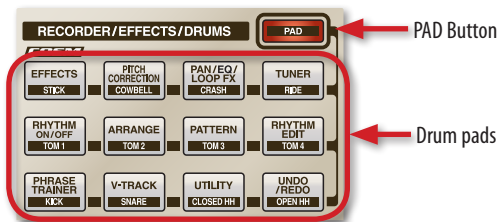
Drum pads

1  Press the PAD button so it lights.

2  Strike the drum pads to play sounds in the current drum kit. The bottom part of each pad is labeled with the drum sound it will play in a preset drum kit.



This pad plays a snare sound

> When you create a song drum kit, you're free to assign any sound you want to any drum pad; as such, the sounds you assign don't have to correspond to the label on the pad.

3  If needed, adjust the drum sounds' volume with the RHYTHM fader.

### Adjusting the Pads' Sensitivity to Playing Dynamics

You can easily adjust how the pads respond to your playing dynamics. There are four different settings available:

• *HEAVY*—is for a heavy playing touch.

• *MID*—is for an average playing touch.

• *LIGHT*—is for a light playing touch.

• *FIX*—sets the drum sounds to play at a fixed level, no matter how hard you strike the pads.

To adjust the pads' sensitivity:

1  Press PAD so its indicator goes out.

2  Press UTILITY to display the Utility screen (on this screen, UTIL is shown in the upper left-hand corner of the display).

3  Use the CURSOR buttons to place the onscreen cursor under [SYS], and then press ENTER.

4  Use the CURSOR buttons to display Pad Sens.



5  Use the TIME/VALUE dial to select the desired setting: HEAVY, MID, LIGHT, or FIX. To try out the selected setting, press PAD so it lights, and then strike the pads.

6  When you're done, press EXIT twice to return to the home screens.

## Applying Reverb to the Drum Sounds

The BR-600 provides two different loop effects that can be used on the input signal, the audio tracks, and the rhythm. The loop effects settings are shared by all of these audio sources, but you can choose how much (if any) of a loop effect is applied to each. This is accomplished by adjusting an effects "send" level from each source.

One of the loop effects is a reverb effect. Reverb is useful for adding ambience to the sound, and you may want to use it on the drum sounds to add a sense of space and realism to them. Here's how:

1    Press PAD so its indicator goes out.

2    Press PAN/EQ/LOOP FX to display the PAN/EQ/LOOP FX screen.

```
PAN/EQ/LOOP FX
[PAN] [EQ] [REV▶
```

3    Use the CURSOR buttons to place the onscreen cursor under [REV], and then press ENTER.

4    Use the CURSOR buttons to display "Rhy Send."

```
LOOP>REVERB
◀Rhy Send:   38 ▶
```

💡 Alternately, you can immediately jump to the rhythm send by pressing TAP TEMPO.

5    Press PAD so its button lights. (This allows you to play the drum pads so you can listen to the sound as you adjust the rhythm send.)

6    Use the TIME/VALUE dial to adjust the amount of reverb that's applied to the drum sounds (higher values will apply more reverb). Play the pads to listen to the sound difference as you're adjusting the send level.

📌 If you can't hear much change in sound as you adjust the send level—or if you don't hear any reverb at all—you might need to adjust the overall volume of the reverb effect. We'll show you how next.

7    When you're done, press EXIT twice to return to the home screens.

## Adjusting the Reverb's Overall Sound

The reverb effect has settings that allow you to tailor its sound to best suit your song.

1    Press PAD so its indicator goes out.

2    Press PAN/EQ/LOOP FX to display the PAN/EQ/LOOP FX screen.

3    Use the CURSOR buttons to place the onscreen cursor under [REV], and then press ENTER.

4    Press PAD so its button lights. (This allows you to play the drum pads so you can listen to the sound as you adjust the reverb effect.)

5    To adjust the reverb sound, use the cursor buttons to display the following screens, and use the TIME/VALUE dial to adjust the settings:

• *Type*—This sets the type of reverb. HALL simulates the ambience of a large concert hall, while ROOM simulates the ambience of a smaller space like a studio or a living room.

• *Rev Time*—This determines the spaciousness of the reverb effect (larger settings equal more spaciousness).

• *Tone*—Adjusts the brightness of the reverb effect.

• *E.Level*—Adjusts the overall level of the reverb effect.

6    When you're done making settings, press EXIT twice to return to the home screens.

📌 The BR-600's other loop effect can be used to add chorus or delay to any sound, including the rhythm. To learn more about the loop effects, see "Using Effects" in the *BR-600 Owner's Manual*.

## Working with Patterns

### About the Preset Patterns

The BR-600's 327 preset patterns cover a wide range of musical genres. To view a list of the preset patterns, refer to the Appendices in the *BR-600 Owner's Manual*.

The preset patterns are organized into musical styles, with descriptive names such as ROCK4, POP2, JAZZ1, and so on. Furthermore, each style has a number of related pattern variations that are designed for intros, verses, choruses, fills, etc.

For example, the ROCK1 patterns have a number of variations, as shown in the following table.

| Pattern # | Name | Description and Suggested Use |
|---|---|---|
| P001 | ROCK1—IN | Song introduction. (Most "IN" patterns begin with a count-in.) |
| P002 | ROCK1—V1 | A basic pattern, good for verses. |
| P003 | ROCK1—F1 | A short pattern with a drum fill, good for a transition to another song section. |
| P004 | ROCK1—V2 | A subtle variation of P002, good for a second verse or a chorus. |
| P005 | ROCK1—F2 | An alternate fill pattern. |
| P006 | ROCK1—E | A short pattern with a distinct stop, good for ending a song. |

These pattern variations come in handy when you wish to organize patterns to play in sequential order as an arrangement. (We'll discuss creating an arrangement in a little while.)

> If you're going to use a single preset pattern for the duration of your song, you'll probably want to choose one with "V1" or "V2" at the end of its name.

## Selecting Preset Patterns

1   Press PAD so its indicator goes out.

2   Press PATTERN to display the PATTERN screen.
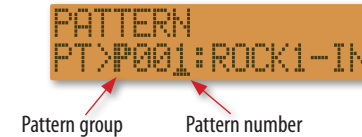


Pattern group          Pattern number

3   Use the CURSOR buttons to move the onscreen cursor under the pattern group, and then use the TIME/VALUE dial to select "P."

4   Use the CURSOR buttons to move the onscreen cursor under the pattern number, and then use the TIME/VALUE dial to select the desired pattern.

5   Press the ZERO button to move the time locator to the start of the song. (This ensures that the pattern will play from its beginning.)

6   Press PLAY to start the selected pattern playing. Adjust the MASTER and RHYTHM faders as necessary to set the desired volume. While a pattern is playing, you can use the TIME/VALUE dial to select other patterns. When selected this way, a pattern is "cued up," and will start playing when the currently playing pattern reaches its end.

7   Once you've found a pattern you like, press EXIT to return to the home screens.

## Controlling Pattern Playback

### Starting and Stopping a Pattern

Now that you've got a pattern selected, you can start and stop it simply by using the BR-600's transport buttons. Since the transport buttons control the audio tracks, too, the pattern gives you a rhythmic guide to play along with while recording a song.

## Setting the Tempo

The rhythm's current tempo is always shown in the upper right hand corner of the BR-600's Play screen.

```
037-1-00   ♩132.0
00:01:05-15.6
```

You can set the tempo anywhere from 25 to 250 beats per minute—or "BPM"—with a resolution as fine as one-tenth of a BPM.

To set the pattern's tempo on the Play screen, use the CURSOR buttons to move the onscreen cursor under the desired digit, and then use the TIME/VALUE dial to set the desired value.

An alternate way you can set the tempo is by repeatedly pressing—or "tapping"—the TAP TEMPO button. This allows you to easily set the tempo by tapping a beat with your finger. The tempo is determined by the interval between your taps.

It's important to remember that adjusting the tempo only affects the speed of the rhythm, and not any recorded audio tracks. As such, it makes sense to decide on the desired tempo *before* you start recording any audio your in song, so your music will always be in time with the rhythm.

## Creating Your Own Patterns

If you can't find a preset pattern that you like, you can create your own. These custom patterns are called "song patterns," and you can create up to 100 of them per song.

Song patterns can be created two different ways.

- *Realtime recording*—allows you to play the pads and record drum sounds in real time while listening to a metronome. This is probably the easiest and most intuitive way to create drum patterns.

- *Step recording*—lets you enter drum sounds one-by-one while looking at a note grid on the display. Step recording is most useful when you wish to create intricate or rigidly-timed patterns that would be hard to play in real time.

## Selecting a Song Pattern for Recording

1    Stop playback and press PAD so its indicator goes out.

2    Press RHYTHM ON/OFF so its indicator lights.

3    Press PATTERN so its indicator lights.

4    Press RHYTHM EDIT. The Rhythm Edit screen is displayed.

5    Use the CURSOR buttons to move the onscreen cursor under the pattern group, and then use the TIME/VALUE dial to select "S."

```
PT>S001:EMPTY001
[REAL] [STEP] [▶
```

6    Use the CURSOR buttons to move the onscreen cursor under the pattern number, and then use the TIME/VALUE dial to select the desired song pattern.

In a new song, the 100 song patterns are empty, and each has "EMPTY" in its name (EMPTY001, EMPTY002, etc.). After you create a pattern, you can give it a more descriptive name in another step. We'll show you how in a bit.

Okay, now that you've selected a pattern, you can choose a recording method and start recording.

## Realtime Recording

1. On the Rhythm Edit screen, use the CURSOR buttons to move the onscreen cursor under [REAL], and then press ENTER. The Recording Standby screen appears, the REC button flashes, and the metronome starts playing. (If you can't hear the metronome, make sure the RHYTHM fader is turned up.)

   The "ding" of the metronome indicates the first beat of each measure, while the "clicks" indicate all other beats.

2. Use the CURSOR buttons and the TIME/VALUE dial to make settings for pattern recording.



Measures    Tempo

Time signature

Quantize
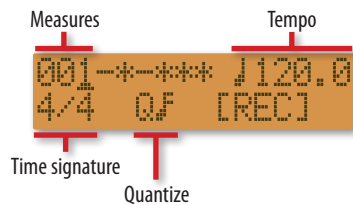
- *Measures*—This setting determines the number of measures in your pattern. Patterns can be anywhere from 1-999 measures in length.

- *Tempo*—Set the tempo to any speed that's most comfortable for you to record your pattern.

💡 You can also set the tempo by tapping the TAP TEMPO button.

- *Time signature*—The time signature determines how many beats are in each measure, and the note value of each beat. The default is 4/4, but there are many other time signatures available.

- *Quantize*—While you're recording your pattern, the drum sounds you play are automatically adjusted to the nearest note value indicated by the quantize setting. This ensures that your pattern's drum sounds will play in time, even if you strike the pads a little off-time. The default quantize setting is a sixteenth note, but you can adjust it to arrive at the most appropriate setting for recording your pattern.

3. Press the REC button. After a one-measure count-in, recording starts. During recording, the pattern loops continuously over its length (per the measures value set in Step 2).

4. Now, play the drum pads to record drum sounds in the pattern. During recording, you may want to access the following functions:

   - *Erasing drum sounds*—If you wish to erase a drum sound that you've recorded, press and hold the DELETE/MUTE button, and then press the desired drum pad (or pads). The corresponding drum sounds are erased for as long as the drum pad is pressed.

   

   - *Tempo*—If the tempo is too fast or too slow, you can adjust it at any time during recording.

   - *Quantize*—You can also adjust quantize settings at any time during recording.

   - *Metronome level*—You can adjust the metronome's level in relation to the drum sounds in the pattern. Repeatedly press the ▶ CURSOR button to place the onscreen cursor under the "Click" value, and then use TIME/VALUE to adjust the level to the desired setting: 0-3. (Setting the level to 0 silences the metronome.)

5. After you're done recording all the sounds you want in your pattern, press STOP.

## Step Recording

1. Choose a pattern for recording using the procedures described in "Selecting a Song Pattern for Recording."

2. On the Rhythm Edit screen, use the CURSOR buttons to move the onscreen cursor under [STEP], and then press ENTER. The Recording Standby screen appears.

3. As described in Step 2 of "Realtime Recording," make the desired measure, tempo, and time signature settings. (Don't worry about the quantize setting for now; we'll adjust it in a minute.)

**4** Use the CURSOR buttons to place the onscreen cursor under [REC], and then press ENTER. The Pattern screen is displayed, and the pattern is ready to accept step entry. The following illustration shows the various components of the Pattern screen:
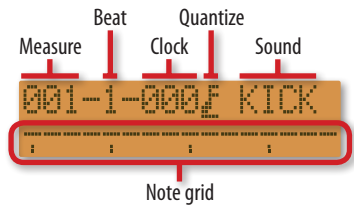


**5** To choose the desired note value for step entry, move the onscreen cursor under the quantize value, and then use the TIME/VALUE dial to select the desired note value. The onscreen note grid adjusts to reflect the new setting.

**6** To choose the drum sound that you wish to record, move the onscreen cursor under the drum sound in the upper right hand corner, and then use the TIME/VALUE dial to select the desired sound.

**7** Now, move the onscreen cursor to the note grid on the lower portion of the display, and move the cursor under the desired grid position. The measure, beat, and/or clock values will update to show the current position.



In this example, C. HH (closed hi-hat) is selected as the drum sound, the note grid is set to sixteeth notes, and the first grid position is selected with the cursor (as indicated by the circle).

**8** To enter the selected drum sound at the grid position, turn the TIME/VALUE dial. You can enter the sound at one of four different settings: off, low velocity, medium velocity, or high velocity. The grid position shows the current setting:



| Off | Low | Medium | High |
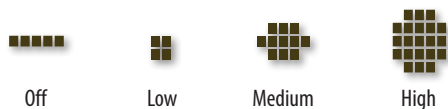
Once a drum sound is entered on the grid, you can fine-tune its velocity with Fader 1. When the fader is moved, the current velocity (V001-V127) is briefly shown in the upper right-hand corner of the display.

**9** Use the procedures described in Steps 5-8 to enter, delete, or edit the velocity of additional drum sounds in the pattern. If you wish to hear the pattern play as you're entering drum sounds, press the PLAY button. To adjust the tempo of pattern playback, tap the TAP TEMPO button. To stop playback, press STOP.

**10** When you're done entering drum sounds, press EXIT.

> You can mix-and-match recording styles while recording a pattern. For example, you might want to set up the basic beat with step recording, and then switch to realtime recording to play some fills over the top.

## Naming a Pattern

**1** Using the procedure described in "Selecting a Pattern for Recording," select a song pattern that you've recorded.

**2** On the Rhythm Edit screen, use the CURSOR buttons to move the onscreen cursor under [NAME], and then press ENTER.

**3** Use the CURSOR buttons and TIME/VALUE dial to name the pattern.

**4** When you're done, press EXIT.

## Erasing a Pattern

**1** On the Rhythm Edit screen, use the CURSOR buttons to move the onscreen cursor under [ERASE], and then press ENTER.

**2** Use the TIME/VALUE dial to select the song pattern you want to erase.

**3** Press ENTER. "Are you sure?" is displayed. To complete the erase procedure, press ENTER again. If you decide that you don't want to erase the pattern, press EXIT instead.

## Copying a Pattern

You can copy any preset or song pattern into any song pattern location. This allows you to use an already-created pattern as the starting point for a new pattern.

1   On the Rhythm Edit screen, use the CURSOR buttons and TIME/VALUE dial to select the pattern you wish to copy.

2   Use the CURSOR buttons to place the onscreen cursor under [COPY], and then press ENTER.

3   Use the TIME/VALUE dial to select the song pattern you'd like to copy the preset pattern to.

Copying one pattern to another pattern location overwrites any data that's in the destination pattern. Before proceeding, make sure that you want to overwrite the data in the destination pattern. Or, better yet, simply select an empty pattern instead.

4   Press ENTER. "Are you sure?" is displayed. To complete the copy procedure, press ENTER again. If you decide that you don't want to copy the pattern, press EXIT instead.

### Importing a Standard MIDI File into a Pattern

If you've got drum patterns in Standard MIDI File (SMF) format stored on a personal computer, you can import them into BR-600 patterns via a USB connection. To learn how to import SMFs—and do a lot more things using USB—see the chapter "Using USB" in the *BR-600 Owner's Manual*.

## Arrangements

An arrangement tells the BR-600 to play patterns in a particular order. You can create an arrangement at the beginning of the song process, and then play along with it as you record audio tracks in your song. Or, if you record your song's audio tracks in reference to one of the BR-600's patterns, you can go back after the fact and create the arrangement at the end of the process. The key is to record in time with the BR-600's rhythm; as long as you do that, you're free to experiment with rhythm arrangements at any point in the song process.

## About the Preset Arrangements

The 5o preset arrangements utilize the BR-600's preset patterns. Most play through all the pattern variations in a particular pattern style, and then repeat a single pattern over and over. You can use preset arrangements for your own songs, or they can be copied into song arrangements and used as starting points for creating new arrangements.

To view a list of the preset arrangements, refer to the Appendices in the *BR-600 Owner's Manual*.

## About Song Arrangements

Each song has five different song arrangements into which you can create sequences of preset and/or song patterns. Having five arrangements available gives you to the ability to try out different pattern sequences with your song.

## Selecting an Arrangement

1   With playback stopped, press PAD so its indicator isn't lit.

2   Press RHYTHM ON/OFF so its indicator lights.

3   Press ARRANGE so its indicator lights.

```
ARRANGE
AR>S01:EMPTY001
```

4   Use the CURSOR buttons and TIME/VALUE dial to select the desired preset or song arrangement.

When a new song is created, all the song arrangements are (almost) empty. An empty arrangement plays Preset Pattern P314—a metronome pattern—at 120 BPM.

5   Press EXIT to return to the home screens.

# Controlling Arrangement Playback

## Starting and Stopping an Arrangement

Like pattern playback, arrangement playback is controlled using the BR-600's transport controls.

- *To start and stop the arrangement*—use the PLAY and STOP buttons.
- *To jump to the start of the arrangement*—press the ZERO button.
- *To move to a specific point in the arrangement*—use the REW and FF buttons. (Alternately, you can use the CURSOR buttons and TIME/VALUE dial on the Play screen.)

## Temporarily Adjusting the Tempo

Unlike patterns, each arrangement has its own tempo setting. (In fact, an arrangement can contain multiple tempos.) When you select an arrangement, it'll play at its stored tempo.

If you wish to temporarily override the arrangement's tempo, you can adjust the tempo on the Play screen or tap in the desired tempo with the TAP TEMPO button. If you want to make a permanent tempo adjustment, you'll need to create or edit a song arrangement, as discussed next.

# Creating Your Own Arrangement

When you create a song arrangement, you're actually creating a series of "steps." Each step contains:

- *a pattern number*—This is the pattern that plays at the selected step.
- *a starting measure*—This is the measure that the step's pattern begins playing at. Once it starts, the pattern will play continuously until the next step's starting measure. If the step is the last step in the arrangement, the step's pattern will play continuously until the arrangement is stopped.
- *a tempo*—This is the tempo that the step's pattern plays at. Normally, you'd leave this at the same setting throughout a song. However, if you wish to introduce tempo changes in your song, you can do it here.

Each song arrangement can contain up to 50 steps. During playback, the steps play in sequential order, with the last step repeating until playback is stopped.

To give you an illustration of how steps are organized in a song arrangement, let's take a look at the steps in Preset Arrangement P01:ROCK1.
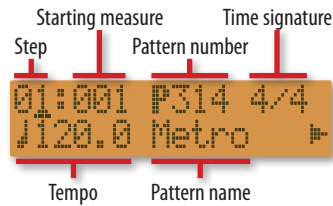
| Step # | Pattern #/Name | Starting Measure | Tempo |
|---|---|---|---|
| 1 | P001:ROCK1—IN | 1 | 130 |
| 2 | P002:ROCK1—V1 | 2 | 130 |
| 3 | P003:ROCK1—F1 | 4 | 130 |
| 4 | P004:ROCK1—V2 | 6 | 130 |
| 5 | P005:ROCK1—F2 | 8 | 130 |
| 6 | P004:ROCK1—V2 | 10 | 130 |
| 7 | P006:ROCK1-E | 12 | 130 |
| 8 | P327:BREAK | 16 | 130 |
| 9 | P002:ROCK1-V1 | 19 | 130 |

As you can see, there are nine separate steps in this arrangement, and most play the different ROCK1 pattern variations. The tempo at each step is 130 BPM, so the arrangement will play at a consistent tempo throughout.

Now, let's create a song arrangement from scratch.

1. With playback stopped, press PAD so its indicator isn't lit.
2. Press RHYTHM ON/OFF so its indicator lights, and then press ARRANGE so its indicator lights.
3. Press RHYTHM EDIT.
4. Use the CURSOR buttons and TIME/VALUE dial to select an empty song arrangement.

**5** Use the CURSOR buttons to place the onscreen cursor under [STEP], and then press ENTER to display the following screen:

Starting measure    Time signature

Step    Pattern number

```
01:001 P314 4/4
♪120.0 Metro   ▶
```

Tempo    Pattern name

**6** When you first enter the above screen, Step 1 is already selected, and Measure 1 is fixed as the starting measure. Use the CURSOR buttons and TIME/VALUE dial to choose a pattern and tempo for Step 1.

> The time signature that's displayed on the Recording Standby screen indicates the time signature of the selected pattern.

**7** Now, use the CURSOR buttons and TIME/VALUE dial to select Step 2 in your arrangement. Select a starting measure, pattern, and tempo for this step.

> When you select a new, empty step, the previous step's tempo setting is carried over.

**8** Repeat Step 7 above to make settings for additional arrangement steps.

**9** If you need to change settings in any arrangement step, just select it and make the desired changes. If you'd like to:

- *insert a new step at the current step*—use the CURSOR buttons to place the onscreen cursor under [INSERT], and then press ENTER.

- *erase the current step*— use the CURSOR buttons to place the onscreen cursor under [ERASE], and then press ENTER.

```
01:001 P001 4/4
◀[INSERT][ERASE]
```

- *play the pattern in the current step*—press PLAY. When another arrangement step is selected during playback, the currently playing pattern will continue playing to the end of the measure, and then playback will switch to the current step's pattern. To stop playback, press STOP.

**10** When you're done, press EXIT to return to the home screens.

## Naming an Arrangement

**1** With playback stopped, press PAD so its indicator isn't lit.

**2** Press RHYTHM ON/OFF so its indicator lights, and then press ARRANGE so its indicator lights.

**3** Press RHYTHM EDIT.

**4** Use the CURSOR buttons and TIME/VALUE dial to select the song arrangement you wish to name.

**5** Use the CURSOR buttons to place the onscreen cursor under [NAME], and then press ENTER.

**6** Use the CURSOR buttons and TIME/VALUE dial to name the song arrangement.

**7** When you're done, press EXIT twice to return to the home screens.

## Erasing an Arrangement

**1** Follow Steps 1-3 in "Naming an Arrangement" (above).

**2** Use the CURSOR buttons to place the onscreen cursor under [ERASE], and then press ENTER.

**3** Use the TIME/VALUE dial to select the song arrangement you wish to erase.

**4** Press ENTER. "Are you sure?" is displayed. To complete the erase procedure, press ENTER again. If you decide that you don't want to erase the pattern, press EXIT instead.

## Copying an Arrangement

You can copy a preset or song arrangement into any song arrangement location. This allows you to use an already-created arrangement as a starting point for a new arrangement.

1  Follow Steps 1-3 in "Naming an Arrangement."

2  Use the CURSOR buttons and TIME/VALUE dial to select the song arrangement you wish to copy.

3  Use the CURSOR buttons to place the onscreen cursor under [COPY], and then press ENTER.

4  Use the TIME/VALUE dial to select the destination song arrangement.

> Copying an arrangement to another arrangement location overwrites any data that's in the destination arrangement. Before proceeding, make sure that you want to overwrite the data in the destination arrangement, or select an empty arrangement instead.

5  Press ENTER. "Are you sure?" is displayed. To complete the copy procedure, press ENTER again. If you decide that you don't want to copy the arrangement, press EXIT instead.

## Rhythm Strategies

Here are a few tips to keep in mind while working with patterns and rhythm arrangements.

- *If you plan on using rhythm with your song*—make sure you set up a pattern or song arrangement and play along with it while recording your audio tracks. If you don't record to a rhythm, you'll find it extremely difficult (if not impossible) to add the BR-600's rhythm later and get it to play in time with your audio tracks..

- *You don't need to create or complete a song arrangement right away*—As long as you record your audio in reference to a pattern, a preset arrangement, or a simplified song arrangement, you can always go back after the audio tracks have been recorded and create or complete an arrangement.

- *Note the tempo*—If you use a pattern as the rhythm reference while recording audio tracks, make a note of the tempo setting so you can enter it in the first step of your arrangement.

- *Count-in*—If you wish to have a count-in at the beginning of your song, use one of the metronome patterns (P295-P326) as the pattern assigned to the first step in your arrangement.

- *Silence at the end of your arrangement*—The last step in a song arrangement plays continuously until playback is stopped, which is fine if your song fades out. However, if you want silence at the end of your song, use Preset Pattern P327:BREAK as the pattern assigned to the last arrangement step; this is a pattern that has no sounds playing in it. (As its name suggests, P327:BREAK also works great when you want the drums to stop, or "break," in the middle of your song.)

## The End

We hope you've found this workshop helpful. Keep an eye out for other BR-600 Workshop booklets available for downloading at *www.BOSSUS.com* and *www.RolandUS.com*.