

# Studio One ATOM SQ Support

## Hybrid MIDI Keyboard / Pad Performance and Production Controller



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## 1 Advanced Studio One Integration

When ATOM SQ is connected to Studio One, the Studio One logo light on the ATOM SQ will turn blue. No setup is required. Studio One will automatically detect and enable your ATOM SQ for advanced integrated control.

To confirm External Device settings, click on the External Devices link on the Studio One Start page and select the ATOM SQ device. From here, you can confirm that both the Send and Receive ports are set to "ATOM SQ."

You can also open the External Device Editor at any time by pressing Shift+User the ATOM SQ.

*Please note that the ATOM SQ pads, buttons, and touch strip LEDs will remain dark and the screen will not have any functions until a New Song is created or an existing Song is opened.*

Once a New Song is created, all pads will turn white, the screen will default to Inst (Instrument) mode and bank buttons A-H will be active, however, until an Instrument is loaded into Studio One, the pads and bank buttons have no function.

### 1.1 Controls

#### 1.1.1 Pad Controllers

All 32 pads on your ATOM SQ are velocity-sensitive. Strikes with less force result in a quiet sound, while strikes with more force result in a louder sound (unless Full Velocity is enabled). All pads are also sensitive to pressure. After striking and pressing down on a pad, more or less pressure can be applied to control multiple expressive parameters in Studio One when available (i.e. Aftertouch).

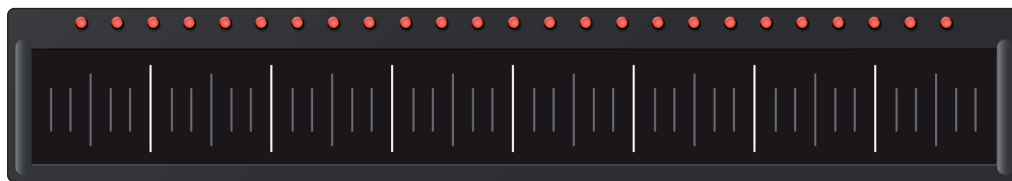


The + and - pads are pressure-sensitive pads only. They can be assigned to either Pitch Bend or Breath/Mod Wheel commands

The pads on your ATOM SQ will change colors dynamically, depending on what they are currently controlling in Studio One as follows:

- **Impact XT.** While controlling an instance of Impact XT, the pads on your ATOM SQ will match the corresponding color of each pad in Impact XT. These colors can be changed from within Impact XT. Impact XT has 8 banks of 16 pads. Because ATOM SQ features two 16-pad banks, it will display two Impact XT banks simultaneously for quick access to multiple banks: A/B, C/D, E/F, and G/H. Banks can be changed using the A-H bank buttons. When triggering a sound in Impact XT, the pad on your ATOM SQ will change to white while being pressed.
- **Native Studio One or third-party virtual instruments.** When controlling virtual instruments, the pads on your ATOM SQ will reflect the current Layout Mode you have selected. For most virtual instruments, Keyboard Mode will be the best choice. When active, Keyboard mode changes the function of the ATOM SQ pads to behave in a traditional piano layout. Continuous or Scale Only will lay out notes from left to right starting with Pad 1. When triggering a sound, each pad on your ATOM SQ will change to Light Blue while being pressed.  
*Note: The root of a scale will change color depending on your current track color.*
- **Pattern Editor.** While the Pattern Editor in Studio One is active, the top lane of pads on your ATOM SQ can be used to select the sample or note you would like to program. The bottom lane of pads control 16 steps of the Studio One step sequencer, allowing the programming of 16 steps in banks of 16. This is true for both Drum and Melodic Pattern Modes. While in a pattern mode, octaves or banks can be changed using the A-H bank buttons. A step that is On will be at full pad brightness while a step that is Off will be very dim. As the sequence plays, the pad brightness of the current step will be slightly dim.

### 1.1.2 Touch Strip



The touch strip adds expressive control to ATOM SQ. The touch strip can be assigned to musical functions like Pitch Bend, Modulation Wheel, etc. *See Section 31.2.1.3 for details.*

### 1.1.3 A-H Buttons



Use the A-H buttons to switch the current drum bank in Impact XT or change the current Octave in Keyboard, Continuous, or Scale Only layout Modes.

In Keyboard, Continuous, and Scale Only layouts, the A button will always be orange. This button is used as a momentary button for Sustain (press and hold for Sustain).

### 1.1.4 Encoders



The 8 large encoders on your ATOM SQ can be used to control plug-in parameters when a plug-in is in focus, whether the plug-in is a Virtual Instrument, Effect, or Note FX. Depending on which plug-in is in focus, the parameter mapped to each encoder will vary.

All Studio One Native plug-ins have a default mapping, however, these controls can be reassigned using the Control Link window. Some third-party plug-ins may not have a default mapping, in this case, you must use Control Link to assign the desired parameter to each encoder. All custom assignments will work in any Studio One Song, so you only have to make the assignment once to use it anytime you open the plug-in.

As of Studio One 5.2, ATOM SQ supports Autofill. Open Studio One's External Device Editor and select ATOM SQ. Click the Autofill button to have all pages of knob control filled in automatically.

When controlling plug-ins, ATOM SQ supports up to 8 pages of controls in Control Link for up to 64 individual controls. Press and hold the User button and press any of the A-H buttons to jump directly to a specific control page. You can also access these pages from Studio One's External Device Editor and trigger them with a mouse click.

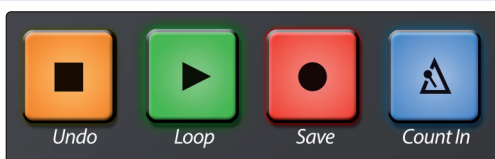
**Power User Tip:** Your ATOM SQ encoders have a built-in velocity multiplier, so the faster you turn them, the more quickly they will reach the minimum or maximum of the parameter range.

### 1.1.5 Navigation Buttons



The Up, Down, Left, and Right navigation buttons to the left of the Shift button will change their functions depending on what is in focus in Studio One. They can go to the next or previous track, navigate the Browser, or select events, notes, and Arranger sections. Pressing and holding the ATOM SQ's Shift button while pressing a navigation button will have different behaviors depending on what is in focus at the moment. For example, pressing and holding Shift while an Event is selected, then pressing Navigation Left will add the Event on the left to the selection.

### 1.1.6 Transport Buttons



These are dedicated Transport buttons on ATOM SQ. Each button has a primary and secondary command. To access the secondary command, press and hold Shift while pressing a Transport button.

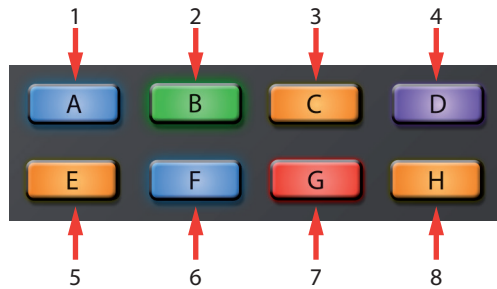
- **Stop.** Stops the transport.
- **Shift + Stop.** Undo the last command or action in Studio One.
- **Play.** Starts playback from the current position. Press Play to stop playback.
- **Shift + Play.** Enables or disables Loop. While enabled, the Play button will illuminate blue.
- **Record.** Starts recording from current playback position. When the Pattern Editor is active, press to enable Record / Step Record.
- **Shift + Record.** Saves the current Song.
- **Metronome.** Enables or disables the Metronome.
- **Shift + Metronome.** Enables or disables the Precount.

### 1.1.7 Global Controls

ATOM SQ keeps certain commonly used controls and commands available at all times to minimize jumping back and forth through different menus. These are accessed by pressing and holding down the Shift button while pressing any of the A-H buttons or while turning any of the encoders.

### A-H buttons

While accessing their global functions, the A-H buttons will illuminate orange. To change these buttons to their global control functions, hold the Shift button while pressing the desired button. These are functions that are fixed. Commands are shown on ATOM SQ's screen while pressing and holding the Shift button.

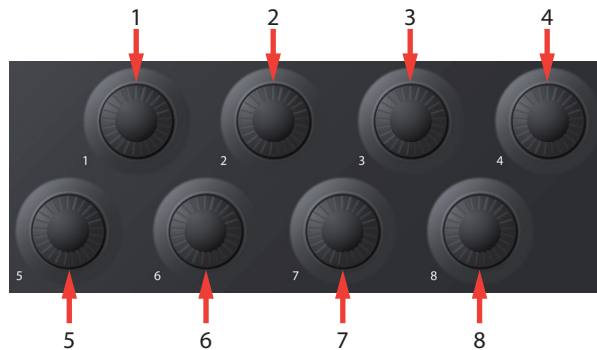


1. Windows Show/Hide
2. Select All on Track
3. Copy
4. Duplicate
5. Redo
6. Retrospective Record
7. Paste
8. Delete

### Encoders 1-8

Holding down the ATOM SQ's Shift button will change the knob assignments to their global control functions. These are controls that are fixed.

**Power User Tip:** Because these knobs have a velocity multiplier built-in, the faster they are turned, the more quickly they reach the minimum or maximum value. Slow turns are best for precise movements.



1. Move Loop
2. Vertical Zoom
3. Loop Start
4. Grid
5. Playhead
6. Horizontal Zoom
7. Loop End
8. Nudge

### Screen Encoder



The Screen Encoder also features a global function to change presets. If an Instrument, Effect, or Note FX Editor is in focus, pressing and holding the Shift button while turning the Screen Encoder will change to the next or previous preset. The name of the preset will also briefly show on ATOM SQ's display.

**Power User Tip:** Be sure to save a custom preset before changing the preset or your work will be lost!

### Touch Strip



The Touch Strip will control Track Volume when used with the Shift Button. When Shift is held, touching the strip and sliding to the left will decrease the selected track's volume and sliding to the right will increase the selected track's volume.

**Power User Tip:** You can also change the touch strip's primary assignment to Volume from the "Performance Config" menu in Inst mode.

## 1.2 Screen Controls



ATOM SQ's flexible screen puts many different commands and controls at your fingertips. The **Page Left** and **Page Right** buttons will page through additional screen commands, if available.

**Power User Tip:** To quickly jump back to the first page, press the Page Left button a second time.

Use the button above or below a function to send a command, enable/disable functions, or show/hide Studio One windows. Use the Screen Encoder to change a selected screen parameter value like Octave, Rate, etc.

ATOM SQ will dynamically follow what function is currently in focus in Studio One. Focus is indicated in two different ways:

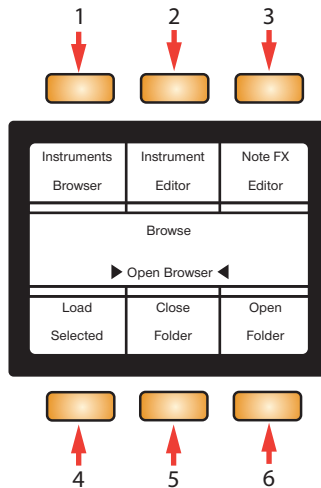
- **Arrangement, Browser, Editor, and Console.** When one of these windows is in focus on ATOM SQ, you will see a thin blue rectangle around it.
- **Instrument, Effect, Note FX editors.** When one of these editors is in focus on ATOM SQ, you see a bright yellow button labeled ATOM SQ. If the button is not yellow, the editor is not in focus.

### 1.2.1 Instrument Mode



When Instrument mode is engaged, the screen on your ATOM SQ will display commonly used commands to browse and load Instruments, add or manage Events, as well as configure certain pad and performance parameters.

#### 1.2.1.1 Browse



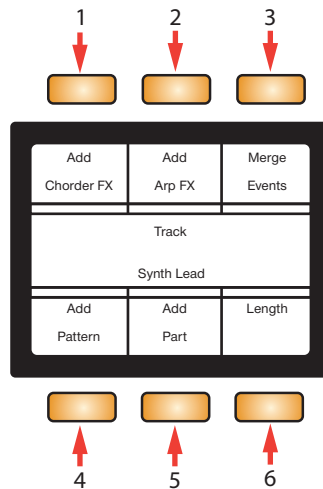
1. **Instruments Browser.** Opens or closes the Instruments tab of the browser. *Note: that Studio One initially defaults to the "Home" tab at launch. Pressing the "Instruments Browser" button will jump directly to the Instruments tab.*

**While the Browser is open:**

- **Screen Encoder** will select the next or previous item in the list
  - **Navigation arrows Up, Down, Left, and Right** will also select the next or previous item in the list. *Note: These arrows are different than the Page Left and Page Right arrows which are directly below the Screen Encoder.*
2. **Instrument Editor.** Shows or hides the currently selected virtual instrument window.
  3. **Note FX Editor.** Shows or hides the Note FX Editor.
  4. **Load Selected.** Loads the currently selected Instrument or Instrument Preset onto a new track. Press Shift + Load Selected to replace a track's current Instrument with the newly selected Instrument from the Browser.
  5. **Close Folder.** Closes the current folder or collapses a menu depending on the folder tree mode selected in the Browser.
  6. **Open Folder.** Opens the next folder or expands a menu depending on the folder tree mode selected in the Browser.

### 1.2.1.2 Instrument Track Editing Controls

Page Up to access the Track Editing Controls. From here you can add Parts and Patterns, Chorder FX, and more.

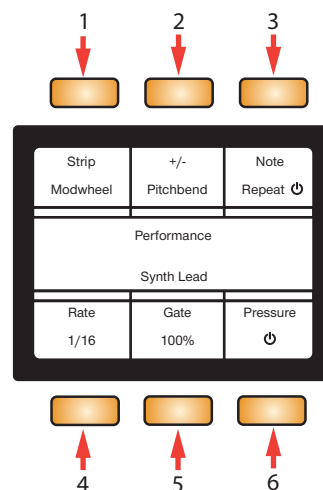


1. **Add Chorder FX.** Loads a Chorder Note FX onto the selected track\*.
2. **Add Arp FX.** Loads an Arpeggiator Note FX onto the selected track\*.
3. **Merge Events.** The currently selected Events will be merged together.
4. **Add Pattern.** Adds a one-bar Pattern Event at the current playhead position.
5. **Add Part.** Adds a one-bar Instrument Part Event at the current playhead position.
6. **Length.** Select length to use the Screen Encoder to change the length of the selected Event (Instrument Part, Pattern, or Audio) by the Grid amount.

\* Chorder and Arpeggiator Note FX are available in Studio One Professional.

### 1.2.1.3 Performance Configuration

Page Up again to access the Performance Configuration page. This page lets you adjust the controls on your ATOM SQ to suit your performance needs.



1. **Strip.** Select Strip to use the Screen Encoder to change the function of the Touch Strip as follows:
  - **Pitchbend.** The Touch Strip will be assigned to the Pitch Bend MIDI control and always reset back to center on release, indicated by the red LEDs above the strip.
  - **Modwheel.** The Touch Strip will be assigned to the Modulation Wheel MIDI control with minimum value at the far left position and the maximum

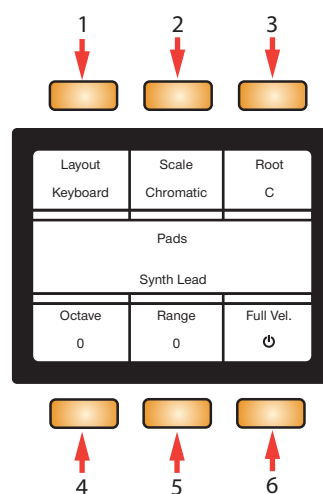


value at the far right. While active, the modulation will stay in the last position that was touched, indicated by the red LEDs above the strip.

- **Expression.** The Touch Strip will be assigned to the Expression MIDI control with the minimum value at the far left and the maximum value at the far right. While active, expression will stay in the last position that was touched, indicated by the red LEDs above the strip.
  - **Breath CC.** The Touch Strip will be assigned to the Breath MIDI control with the minimum value at the far left and the maximum value at the far right. Breath will stay in the last position that was touched (indicated by the red LEDs above the strip).
  - **Repeater (Note Repeat).** The Touch Strip will use the 8 divisions (tall white lines) to change the Note Repeat rate. From left to right: 1/4, 1/8, 1/16, 1/32, 1/4T, 1/8T, 1/16T, 1/32T. In this mode, all red LEDs will remain lit indicating that the Touch Strip is controlling repeat rate.
  - **Ch.Vol.** The Touch Strip will be assigned to control the currently selected track's volume.
  - **Control Link.** The Touch Strip will be assignable to any parameter using the Control Link function in Studio One.
2. **+/-.** Select to use the Screen Encoder to change the plus and minus buttons assignment:
    - **Pitchbend,** plus pad will raise the pitch as more pressure is applied and minus will lower the pitch as more pressure is applied.
    - **Breath/Mod,** minus pad's pressure controls Modulation Wheel and the plus pad's pressure controls the Breath MIDI control.
  3. **Note Repeat.** When enabled, any note(s) played will repeat at the current Rate.
  4. **Rate.** When selected, the Screen Encoder will change Note Repeat's rate.
  5. **Gate.** Decreases or increases a note's repeat length.
  6. **Pressure.** Enables or disables the ability to control note repeat velocity with more or less pressure.

### 1.2.1.4 Pad Configuration

Page Up again to access the Pads configuration page. From here you can set the layout modes of the pads, set the scale mode, and more.



1. **Layout.** When selected, the Screen Encoder will change how the layout of the pads appear. Note that this feature is not available when using Impact XT.
  - **Keyboard.** Follows the layout of a piano. White keys on the bottom lane and black keys on the top lane. If a Scale type is selected (other than Chromatic), the bright pads will guide you to play the correct notes in the scale. The dim pads are considered "wrong notes" but are still playable.

- **Continuous.** Assigns all pitches from left to right starting from the bottom lane (pads 1-16), then continuing in the upper lane (pads 17-32). If a Scale type is selected (other than Chromatic), the bright pads will guide you to play the correct notes in the scale. The dim pads are considered “wrong notes” but are still playable.
  - **Scale Only.** Assigns only the pitches that are part of a selected Scale type without access to “wrong notes” from left to right starting from the bottom lane (1-16), then continuing to the upper lane (17-32).
2. **Scale.** When selected, the Screen Encoder will change the pads note assignments and bind them to the selected musical Scale. Note that this feature is not available when using Impact XT.
    - Chromatic, all possible notes are available
    - Major
    - Melodic Minor
    - Harmonic Minor
    - Natural Minor
    - Major Pentatonic
    - Minor Pentatonic
    - Blues
    - Dorian Minor
    - Mixolydian
    - Phrygian
    - Major Triad
    - Minor Triad
  3. **Root.** When selected, the Screen Encoder will change the Root note of a scale (C, C#, D, D#, E, F, F#, G, G#, A, A#, B). The Root note is the pad that mirrors the color of whatever the track color is set to. Note that this feature is not available when using Impact XT.
  4. **Octave.** When selected, the Screen Encoder will transpose the pads note assignments up or down in musical octaves (7 possible octaves). The octave can also be changed using the B-H buttons. Note that this feature is not available when using Impact XT.
  5. **Range.** When selected, the Screen Encoder will move the viewable cross-section of a Piano left or right when in Keyboard layout and will shift the playable note range of Continuous or Scale Only layouts lower or higher. Note that this feature is not available when using Impact XT.
  6. **Full Vel.** When enabled, notes will always trigger at a fixed velocity of 127.

1.2.1.5 Advanced Sample Control Mode

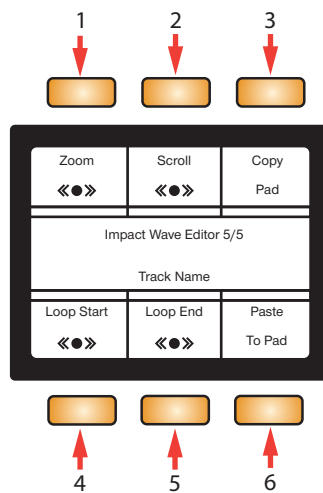
It's possible to control Loop Start/End in Impact XT or SampleOne as well as Sample Start/End in SampleOne from an ATOM SQ if you're using Studio One 5.5 or later.

Impact XT



Press the Instrument (Inst) button on ATOM SQ, then navigate to Page 5 titled "Impact Wave Editor."

**NOTE:** If there is not an instance of Impact XT or SampleOne on a track, Page 5 will read "Sample Wave Editor" and state "No Sampler Track Selected."



1. **Zoom.** When selected, use the screen encoder to Zoom in or out on the last moved Start or End flag.
2. **Scroll.** When selected, use the screen encoder to Scroll the view of a sample to the left or right.
3. **Copy Pad.** When pressed, copies the currently selected sample and some sample settings.
4. **Loop Start.** When selected, use the screen encoder to move the Loop Start position of the sample.

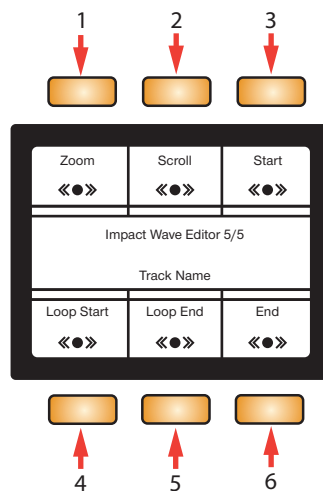
5. **Loop End.** When selected, use the screen encoder to move the Loop End position of the sample.
6. **Paste to Pad.** When pressed, pastes the previously copied sample onto a new pad.

### SampleOne



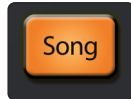
Press the Instrument (Inst) button on ATOM SQ, then navigate to Page 5 titled "SampleOne Wave Editor."

**NOTE:** If there is not an instance of Impact XT or SampleOne on a track, Page 5 will read "Sample Wave Editor" and state, "No Sampler Track Selected".



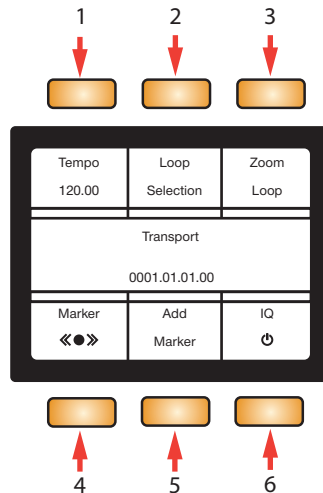
1. **Zoom.** When selected, use the screen encoder to Zoom in or out on the last moved Start or End flag.
2. **Scroll.** When selected, use the screen encoder to Scroll the view of a sample to the left or right.
3. **Start.** When selected, use the screen encoder to move the Sample Start position of the sample.
4. **Loop Start.** When selected, use the screen encoder to move the Loop Start position of the sample. **NOTE:** Loop must be enabled in SampleOne.
5. **Loop End.** When selected, use the screen encoder to move the Loop End position of the sample. **NOTE:** Loop must be enabled in SampleOne.
6. **End.** When selected, use the screen encoder to move the Sample End position of the sample.

## 1.2.2 Song Mode



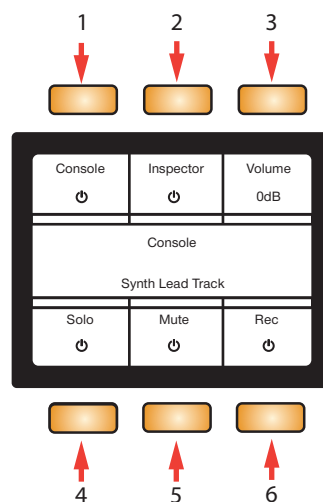
ATOM SQ's Song mode will change the screen to display commonly used functions and commands for the overall song like Tempo, showing or hiding the Console, adding effects, working with the Arranger Track, etc.

### 1.2.2.1 Transport



1. **Tempo.** When selected, the Screen Encoder will adjust the tempo in  $\pm 1$  BPM increments.
2. **Loop Selection.** The currently selected Event(s) will be used to set Loop In and Out points. You must enable/disable looping using the Transport's Loop button. If a loop range has not been set, looping will not be available.
3. **Zoom Loop.** The selected Event(s) will be used to set the Zoom level.
4. **Marker.** When selected, the Screen Encoder will go to the next or previous marker.
5. **Add Marker.** Creates a Marker at the current playhead position.
6. **IQ.** Enables or disables Input Quantize. When enabled, your performance will automatically be quantized after recording (when using a virtual instrument).

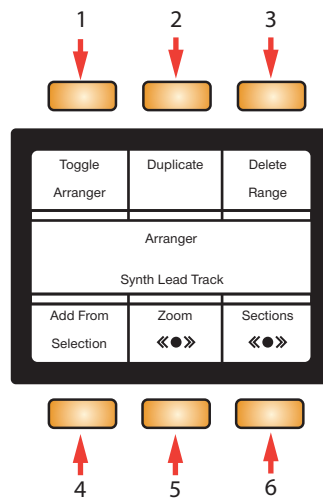
### 1.2.2.2 Console



1. **Console.** Shows or hides Studio One's Console.
2. **Inspector.** Shows or hides Studio One's Inspector.
3. **Volume.** When selected, the Screen Encoder changes the volume of the currently selected track.

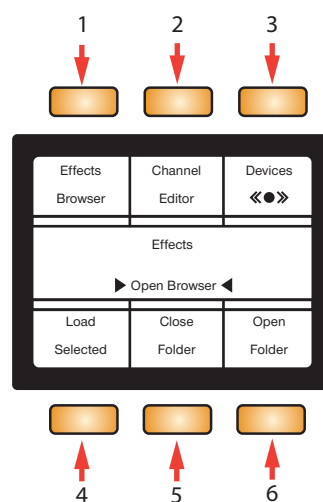
4. **Solo.** Solos the currently selected track.
5. **Mute.** Mutes the currently selected track.
6. **Rec.** Record enables the currently selected track.

### 1.2.2.3 Arranger Track



1. **Toggle Arranger.** Opens or closes the Arranger Track.
2. **Duplicate.** Creates a copy of the currently selected section.
3. **Delete Range.** Deletes the currently selected section.
4. **Add From Selection.** Creates a new Arranger section from the currently selected Event(s).
5. **Zoom.** Zooms in or out horizontally.
6. **Sections.** When selected, the Screen Encoder moves the playhead to the next or previous Arranger section and selects that section.

### 1.2.2.4 Effects



1. **Effects Browser.** Opens or closes the Effects tab of the browser. Note that Studio One initially defaults to the Home tab at launch. Pressing the Effects Browser button will jump directly to the Effects tab. While the Browser is open:
  - **Screen Encoder** will select the next or previous item in the list
  - Navigation arrows **Up, Down, Left and Right** will select the next or previous item in the list (note that these arrows are different than the Page Left and Page Right arrows which are directly below the Screen Encoder)

2. **Channel Editor.** Shows or hides the Effects' interface, the Effects Editor.
3. **Devices.** When enabled and the Channel Editor is in focus, the Screen Encoder selects the next or previous Effect in the Channel Editor.
4. **Load Selected.** Loads the currently selected Effect or Effect Preset onto the selected track. This option will always be visible on the screen.
5. **Close Folder.** Either exits the current folder if available or collapses a menu depending on the Tree mode being used for the Browser. This option will always be visible on the screen.
6. **Open Folder.** Either dives into the next folder if available or expands a menu depending on the Tree mode being used for the Browser. This option will always be visible on the screen.

*Note: Load Selected, Close Folder, and Open Folder will be available on the screen whether these functions are possible or not.*

### 1.2.3 Editor Modes



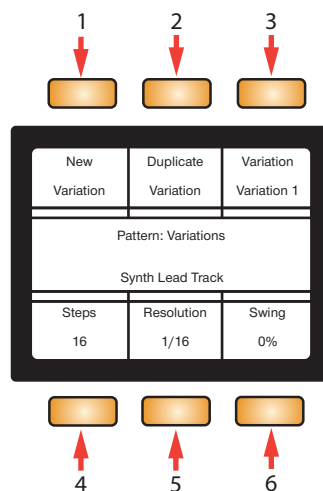
ATOM SQ's Editor mode will change the screen to display commonly used functions and commands for each of Studio One's Editor windows (Audio, Pattern, and Part). **Note:** Pressing the Editor button will open the respective editor type for the currently selected Event(s) in the Editor Window. Pressing the Song or Inst buttons will close the Editor window in Studio One and ATOM SQ's screen will change accordingly. The User buttons are also available while in Editor mode.

#### 1.2.3.1 Pattern Editor

When the Pattern Editor is active, these controls will function as follows:

- **Navigation Left and Right Arrows.** Bank to the next or previous 16 steps (if available). Holding down Shift + either Navigation Left or Right will select the next or previous Pattern Event in the Arrangement.
- **Navigation Up and Down Arrows.** Select the next or previous lane for programming (tapping a pad in the upper lane will also select the pad's respective lane in the Pattern Editor).
- **Plus (+).** Use the Plus (+) to add an accent to a step. Press and hold +, then tap a pad in the lower lane to add an accent.
- **Minus (-).** Use the Minus (-) button to add a tie across multiple steps. Press and hold -, then tap a pad in the lower lane where the note should start and tap a step later in the pattern where you want the note to end.

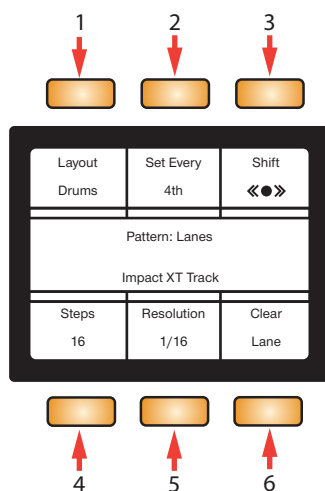
#### Pattern: Variations



1. **New Variation.** Creates a new, empty pattern variation.
2. **Duplicate Variation.** Copies the current variation's pattern into a new variation.

3. **Variation.** When selected, the Screen Encoder will switch to the next or previous Variation. If a variation is renamed in Studio One, the new name will be reflected here as well.
4. **Steps.** When selected, the Screen Encoder will change the amount of steps for the pattern. If more than 16 steps are created, the Navigation Left and Right Arrow buttons will bank to the next or previous 16 steps.
5. **Resolution.** When selected, the Screen Encoder will change the resolution of the pattern to be shorter note durations like 1/32 notes, or longer durations like 1/4 notes.
6. **Swing.** When selected, the Screen Encoder will apply more or less swing feel (delaying the 2nd and 4th notes) to the pattern where 0% is no swing and 100% is the maximum amount of swing.

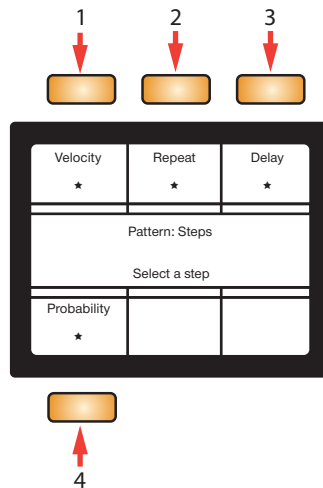
**Pattern: Lanes (Drum Mode only)**



1. **Layout.** Choose between Drums and Melodic layout.
2. **Set Every 4th.** Fills each 4th step in the selected lane with notes.
3. **Shift.** When selected, the Screen Encoder will shift a lane's existing notes either right or left.
4. **Lane Steps.** When selected, the Screen Encoder will change the amount of steps in the selected lane independent of a pattern's steps.
5. **Lane Resolution.** When selected, the Screen Encoder will change a lane's resolution to shorter or longer durations independent of the pattern's resolution.
6. **Clear Lane.** Clears all notes in the selected lane.



**Pattern: Steps**



You can edit details of individual Pattern Steps with ATOM SQ. Select a Pattern in Studio One and press the left or right arrow keys below the screen encoder until you are on the Pattern: Steps page.

Next, tap an active step on ATOM SQ’s lower lane to select it for editing. The knob functions are as follows:

**Velocity.** When selected, the Screen Encoder will change the velocity of the currently selected step.

**Repeat.** When selected, the Screen Encoder will change the amount of times a step is repeated.

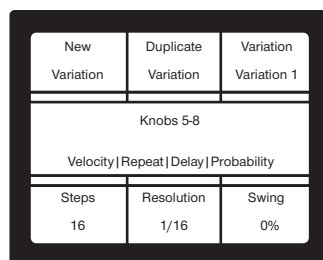
**Delay.** When selected, the Screen Encoder will change the timing of a step either earlier (negative amount) or later (positive amount) from the grid.

**Probability.** When selected, the Screen Encoder will change the probability that a step will play (100% = always played, 0% = never played).

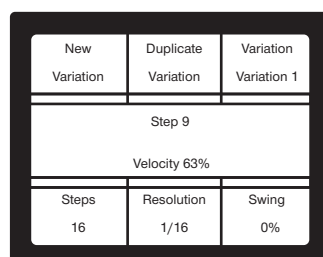
To add a new step in the sequence from this page, press and hold a pad in the lower lane.

**1.2.3.2 Editing Step Automation on the Fly**

When in any page other than Patterns: Steps, you can quickly select a step to edit by pressing and holding an active step in the lower lane.



ATOM SQ’s screen will display “Knobs 5-8” and Velocity | Repeat | Delay | Probability. While holding a step in the lower lane, use Knobs 5-8 to adjust the corresponding parameters.

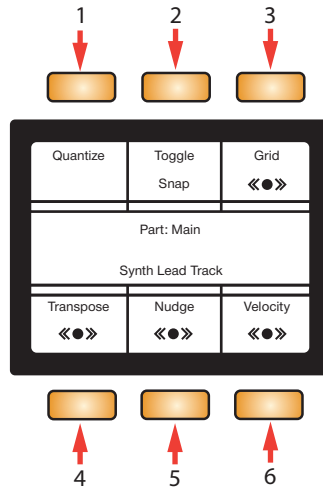


As values are changed, the ATOM SQ’s screen will display the currently-edited value.

### 1.2.3.3 Part Editor

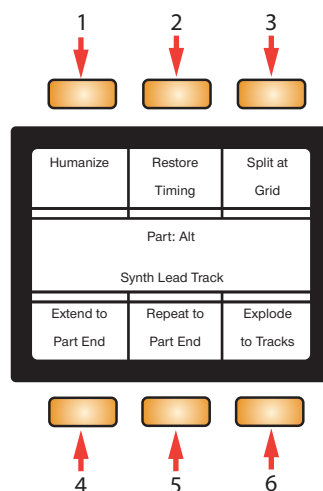
When in the Part Editor, ATOM SQ's **Navigation Left and Right** arrows will select the next or previous note. Holding down Shift + either Navigation Left or Right will select multiple notes.

#### Part: Main



1. **Quantize.** Moves all selected notes' start positions precisely on the nearest grid point.
2. **Toggle Snap.** Toggles snap to grid on or off.
3. **Grid.** Changes the quantization grid to shorter or longer note values.
4. **Transpose.** When selected, the Screen Encoder will transpose the selected note(s) up or down. Alternatively, the Navigation Up and Down buttons will also transpose the selected note(s) up or down. Holding down ATOM SQ's Shift button + either Navigation Up or Down will transpose a note Up or Down one musical octave respectively.
5. **Nudge.** When selected, the Screen Encoder will move the selected note(s) left or right depending on the setting of the quantization grid.
6. **Velocity.** When selected, the Screen Encoder will change the velocity of the selected note(s).

#### Part: Alt

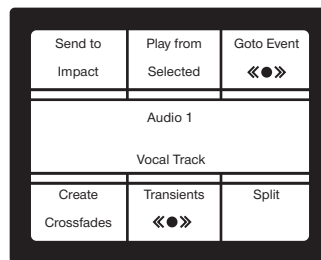


1. **Humanize.** Alters note start and end times and velocity within a very small threshold. This provides just enough variation to make a performance sound more like a human played the parts.

2. **Restore Timing.** Restores the original timing of quantized Instrument Parts or notes.
3. **Split at Grid.** Splits the selected note(s) on the current quantization grid.
4. **Extend to Part End.** Takes the selected note(s) and extends their end points to the end of the Event.
5. **Repeat to Part End.** Takes a selected note and repeats it according to the quantization grid until the end of the Part.
6. **Explode to Tracks.** Places each pitch within individual Instrument Parts on separate tracks.

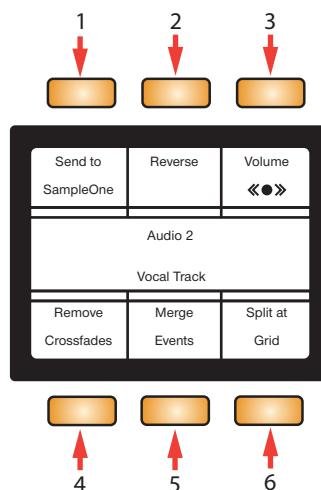
### 1.2.3.4 Audio Editor

#### Audio 1



1. **Send To Impact.** Creates a new instrument track with Impact XT loaded and assigns each selected audio Event or each bend marker to a pad.
2. **Play from Selected.** Moves the playhead to the beginning of an Event while the transport is stopped or playing.
3. **Goto Event.** Moves the playhead to the beginning of an Event if the transport is stopped.
4. **Create Crossfades.** Automatically creates crossfades in between selected split audio events.
5. **Transients.** Moves the playhead to the next or previous transient or Bend Marker.
6. **Split.** Splits the Event at the current playhead position.

#### Audio 2



1. **Send To SampleOne.** Creates a new instrument track with SampleOne XT loaded and assigns each selected audio Event to a piano key.
2. **Reverse.** Reverses the selected audio Event.
3. **Volume.** When selected, the Screen Encoder will increase or decrease the volume of the Audio Event. **NOTE:** this does not control a channel's volume in the Console.

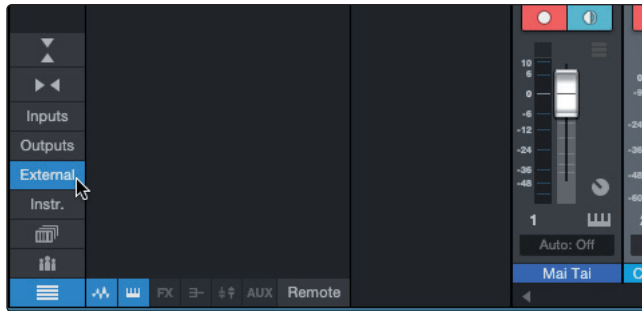
4. **Remove Crossfades.** Removes crossfades between selected split audio events.
5. **Merge Events.** Merges the selected events.
6. **Split at Grid.** Splits the Event at every crossing in the current quantization grid.

### 1.2.4 User Mode



While in User mode, your ATOM SQ will send any commands currently assigned via Studio One's External Devices Editor.

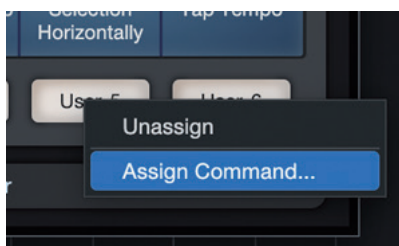
To open the External Device Editor in Studio One, select External from the far left column in the Console, or press Shift+User on the ATOM SQ.



Double-click on ATOM SQ to bring up the Editor. User buttons have default commands assigned, but these can be changed and customized.



To assign a function to any of the ATOM SQ screen buttons, right-click on the User # label and choose "Assign Command".



Select a command from the list then press "OK", or search for a specific command or Macro. After pressing "OK" the selected command will be assigned to that User button, and the name of the command will appear in that space on ATOM SQ's screen. User button assignments will always be there regardless of the session being worked on.

While the External Device Editor is open, you can also view the assignments for the focused object for 8 knobs on your ATOM SQ and the 8 respective pages.

The default User Button assignments are as follows:

**Page 1:**

Add Audio Track	Edit in Melodyne	Remove Melodyne
User Controls: Global		
Page 1/4		
Zoom Loop	Zoom to Selection	Tap Tempo

**Page 2:**

Convert To Part	Convert To Pattern	Clear Pattern
User Controls: Global		
Page 2/4		
Drum View	Piano View	Score View

**Page 3:**

Scratchpad	Toggle Detached	Tracklist
User Controls: Global		
Page 3/4		
Open... Track	Chord Selector	Apply Chords

**Page 4:**

This page displays specialized controls for the Studio One Show Page:

Next Patch	Next Setlist	Loop Setlist
User Controls: Global		
Page 4/4		
Previous Patch	Previous Setlist	Perform

**Page 5-8:**

These pages are user-customizable. Create the workflow that's best for you!

Not assigned	Not assigned	Not assigned
Commands 5/8		
Control Link: Global		
Not assigned	Not assigned	Not assigned