energyXT for iOS

Quick Start Guide

Thank you

Thanks for purchasing energyXT. energyXT for iOS is a **music creation and recording app** for your iPhone, iPad and iPod Touch. With energyXT you can easily sketch down and work with your ideas, then export a mixdown or multi-track project to your Dropbox account for further processing in your DAW on PC or Mac.
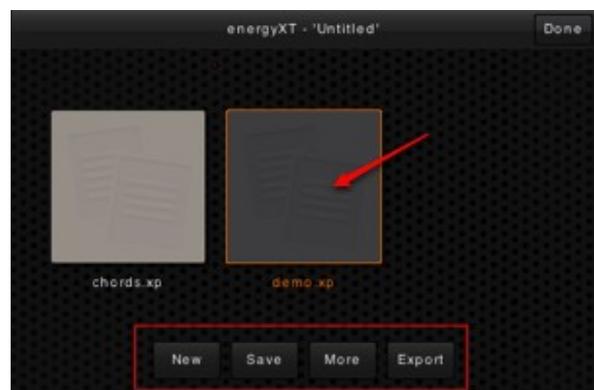
Overview

energyXT for iOS is designed with three main views. The **Tracks View** is for recording drums, instruments, chords and audio (voice/guitar). Use the **Arrange View** to edit the pre-defined arrangement of intro, verse and chorus. In the **Clips View** you can add, delete, resize and change the volume of individual drum, notes and chord events.

Managing projects

Click the **Home button** to access the home view where you can manage the projects you are working on, and also create new projects.

- **New project -** To start a new project click the **New button** in the home view. An empty project will be created with a default track setup. You can add more tracks to the project when needed.
- **Save project -** Click the **Save button** to save your project. The first time you save, you will

be asked to enter a name for your project.
- **Open project -** Double-tap a project icon to open it.

Working with tracks

In the **Tracks View** you have all the tracks listed on the left side. When creating a new project you get five tracks by default but you can add, delete and rename tracks anyway you like. There are four track types available: Drums, Sound, Chord and Audio.
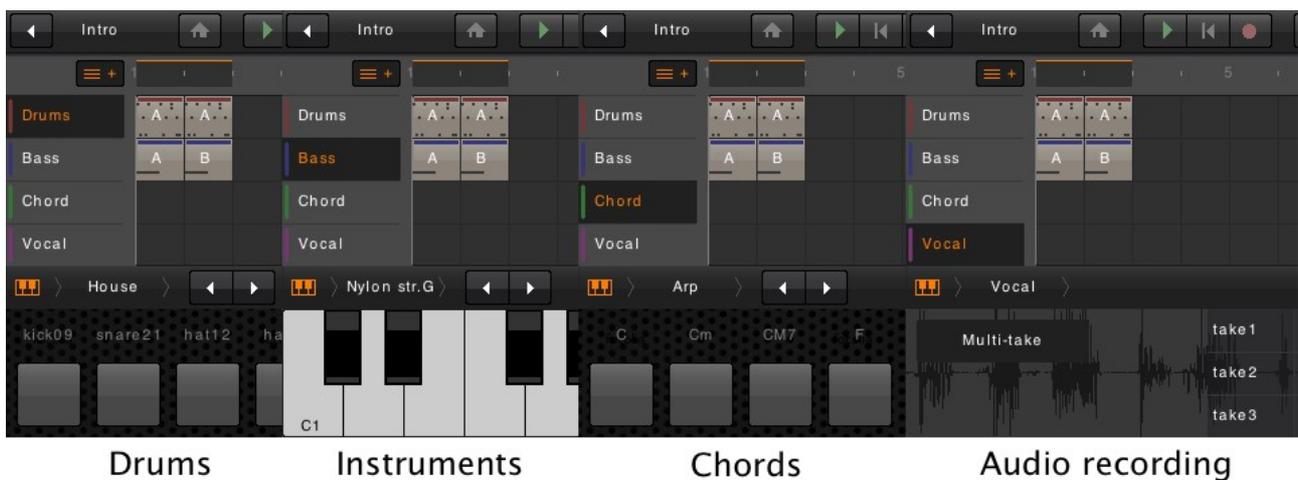

Click the **tracks button** to open the tracks menu. Here you can add, remove and rename the current tracks.

- Use the **Drum** track to playback and record drums.
- The **Sound** track contains a synthesizer with sample playback for electronic and real instruments.
- The **Chord** track works the same way as the Sound track, but instead of a keyboard it has pads for triggering chords. You can specify a chord for each pad.
- **Audio** tracks can record your voice or guitar, supporting multi-take recording in case you didn't get it right the first time.

Playing drums, instruments and chords

Each track type has a user input panel at the bottom of the screen in the Tracks view. energyXT for iOS support multi-touch when playing drums and instruments.

Tap the pads or keyboard to playback the highlighted track live. You can slide the keyboard left/right to change the octave you are playing.
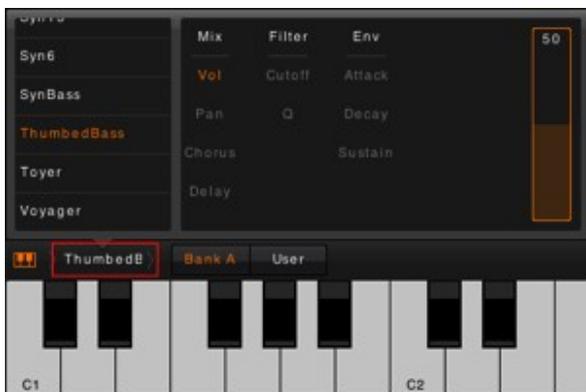
The pads on the Chord track has user assignable chords. Click the **chord name** above the chord pad

to change the current chord.

Selecting a sound for the track

Click the preset name to open the sound editor. Here you can select a sound for the track and also do tweaks like adding chorus, delay or filter effects to the sound.

Assigning a drum sound

Click the Drum name above the pad to open the drum popup. Here you can select a drum sound for the pad and also change volume and filter for each pad.
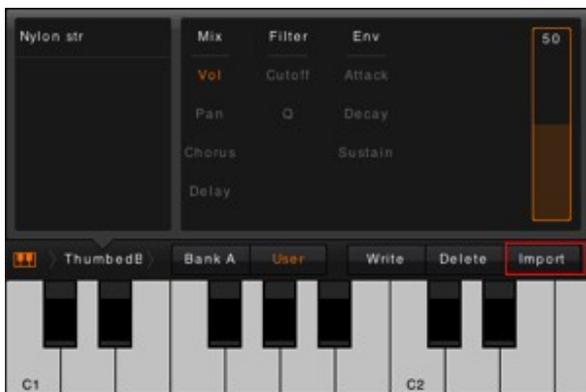

Making your own presets

You can save custom made presets to the library for re-use later in other projects. To do this, click the **User** tab and then **Write**. You will then be asked to fill in a name for the preset.
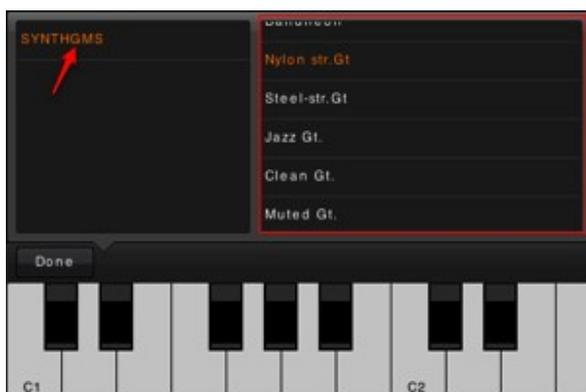
Import soundfonts

Soundfont presets can be imported from your dropbox folder, and must be saved in:
<dropbox>/energyXT_iOS/import/sf2

Click the I**mport** button, then select a soundfont you want to import presets from.

Finally select a preset from the list. You can preview the preset by playing the keyboard at the bottom.

When you have found a preset, click the **Done** button to return to tracks view.
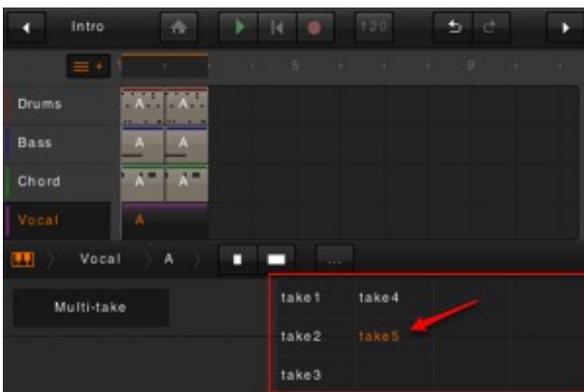
Recording drums, instruments and chords

To record the on-screen pads or keyboard, simply click the **record button** in the main toolbar. By default the pattern is set to loop two bars, but you can tap and slide to resize the the loop area. Your recordings will be stored in **clips** on the tracks.

Record audio

Recording audio works the same way except it keeps a copy of each loop iteration you are recording. This is called "takes" and you can select the best take after finishing your recording form the takes list.
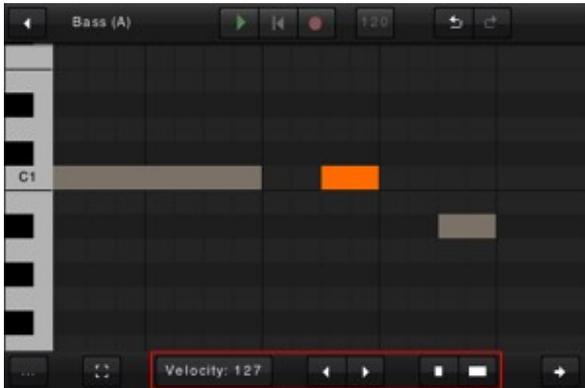

For best quality use headphones or mic when recording audio so you don't get any feedback from the playback while recording.
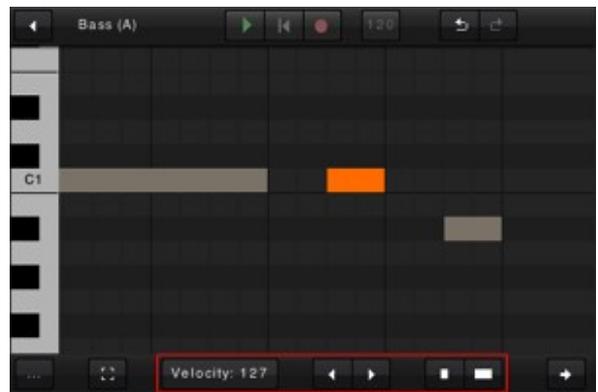
By default the last take will always be used, but you can select another take just by tapping on a take of choice in the list, and it will be assigned to the clip. All the takes will be there until you restart recording.

Working with clips

All recordings in energyXT for iOS are stored in **clips**. A track can have any number of clips (named A, B, C etc). Clips are convenient containers so you can easily repeat and edit you drums, bass and melodies, event across different patterns.

You can edit the clip in the **Clips view**. Select a clip and tap the **next view** button to go to the Clips view.

To insert notes in the Clips view, click in an empty sport. To delete a note, first tap to highlight then tap it again to delete it. You can change the velocity (volume) and length of notes using the controls at the bottom of the view, when the note is highlighted.

To remove a clip from the timeline, first tap to highlight then tap again and it will be removed. Note, the clip itself is not delete and you can re-insert it in the pattern later.
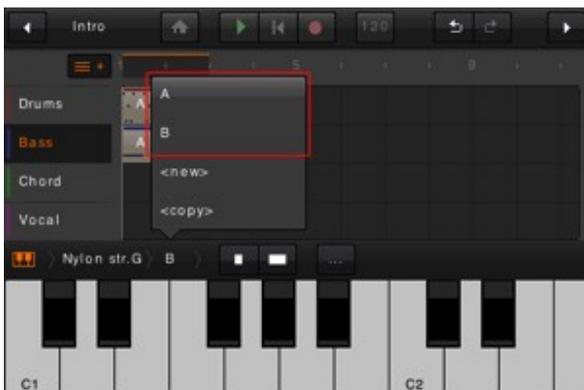
To repeat or duplicate a clip, first highlight the clip you wan to copy then tap in an empty space in the track row. You can repeat as many times as you want.

You can make a new copy of a clip in case you want to make a variation of it. Click the **Clip button** and select **<copy>** from the popup. In this example I highlight clip A, then select copy and I get a new empty clip called B. Clip B can now be modified without changing clip A.

To change the clip to play in the timeline, click the **Clip button** and just select another clip.
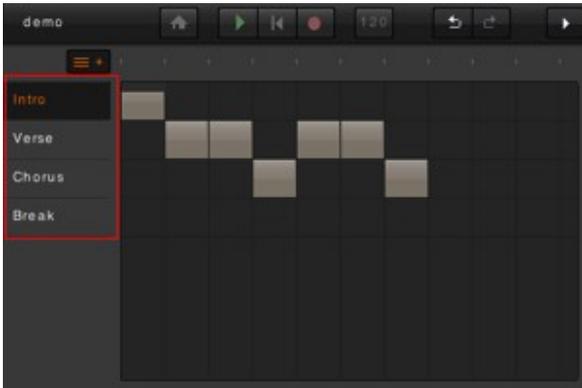

Note that clips belong to the track so that they can be used in any pattern (verse, chorus etc), but also be aware that changing the content of clip A in one pattern will also change clip A in all other patterns. Sometimes this is what you want, but not always, and that is when you should make a copy before editing.

To create an empty clip, **select <new>** from the clip popup menu.

Building your songs

In the **Arrange View** you can edit the pre-defined arrangement of your song. By default you get a simple song layout looking like this. The Intro is playing one time, then the verse is playing twice etc. All you have to to is record the patterns and you can spend your time focusing on the music.

Click the P**attern button** to add, duplicate, delete and rename patterns

Tap in the timeline to add a pattern event or change the event to play another pattern at the specific position.

Note, when you **press play** in the Arrange view you will activate song playback mode and it will play patterns in the order specified by the pattern events. When you press play in the Tracks View, you will play only that specific pattern in loop.

Tempo, time-signature and Swing (shuffle)

To change the tempo of the song, click the **tempo box** in the main toolbar. Here you can also change the **time-signature** and specify if you want a pre-count when starting a new recording.

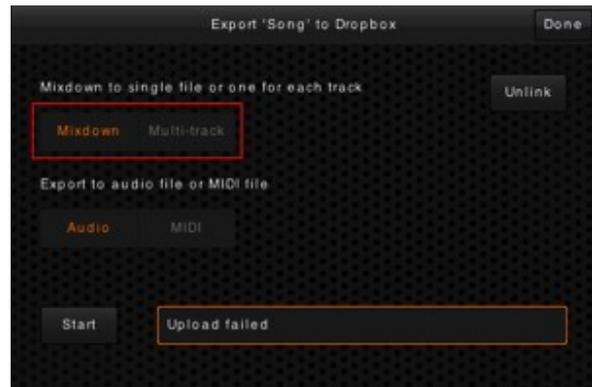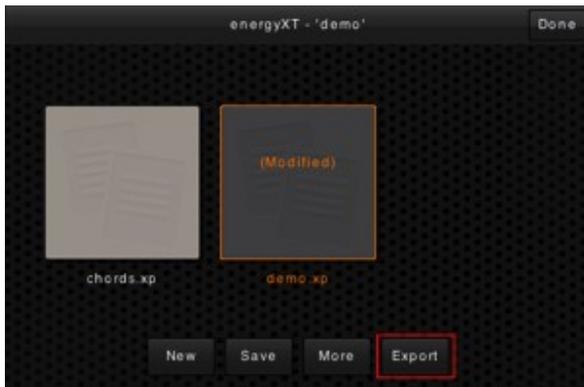The **Swing** control adds more rhythmic feel to your tracks.

Exporting your music

You can export your project as a mixdown for sharing your track with others, or you can export your project as multi-track. When exporting multi-track you can continue to work on the project in another music software or collaborate with your bandmates.

A Dropbox account is required for export to work, using WIFI of 3G to transfer files. Go to http://www.dropbox.com to sign up for a free account.

Export song or a single pattern
- To export the complete song click the Home button then Export from the Arrange view.
- To export only a specific pattern, click the Home button then Export from the Tracks view.

Mixdown
Select **mixdown** in the Export view. All tracks will be mixed down to a single file. You can select either audio file (wav) or MIDI file.

Multi-track
Select multi-track in the Export view. Drum and Audio tracks will be exported as individual audio files, while the Sound and Chord tracks will be saved as individual tracks inside a MIDI file. The midi and audio files may then be dragged into your music software on the desktop or laptop computer for further editing or collaboration with your bandmates.

The exported files will be saved in your Dropbox folder in a folder called **"<dropbox>/energyXT_iOS/export"**. Multi-track export will store your files in a sub-folder with the same name as your song.

Support and feedback

For support and feedback please visit http://www.energy-xt.com/iphone

- XT team