

## Lesson 1: The Basics

When PSP Rhythm 5.0 is first launched (via game menu or Eloader), the first mode active is PATTERN MODE. You can see this by checking the upper left hand of the screen where it says "Mode: Pattern". You can imagine the sounds arranged vertically, if you press up or down on the D-pad, you will change the sound. The row of virtual buttons across the bottom of the screen represents the 16 steps in the pattern. You can access these by pressing left or right on the D-pad.

This will be a tutorial by example and I will explain changing modes, a little system set-up, and writing a basic 4/4 drum beat (I'll write up some examples of other music styles in future lessons).

### Part 1: Basic system set -up

- 1) I want to start you off fresh, so press the "SELECT" button 3 times to access the SYSTEM MODE. Tempo will be the first item you see in the lower left hand corner of the screen. The tempo can be between 30.0 BPM (beats per minute) to 300.0 BPM (it's set at 163.0 for the demo song).
- 2) Let's go to the "Load Bank" option by pressing down 3 times from the tempo setting. You'll notice that the display will say something like "Load Bank 1". Press right on the D-pad to move the cursor over and increment the bank to 2. Press X to Load Bank 2. You'll notice that the tempo and swing time displayed in the upper right corner will change. PSP Rhythm 5.0 has the ability to save the tempo and swing settings per bank.
- 3) OK, now we have a clean empty bank to work with. Let's set up the swing and tempo now. Press up on the D-pad until you see swing in menu. Press either left or right on the D-pad to change the swing setting from 50 to 90. Let's stick with 50 and I'll get into swing time in the next lesson.
- 4) Let's go to tempo by pressing up once on the D-pad. Press left or right on the D-pad to change the tempo to 120.0. *Tip: Hold down either left or right and the tempo will change rapidly, pressing once either left or right will increment the tempo by 0.1.*
- 5) The Demo Song Kit is a specialized set of sounds, so let's go to an easier kit to work with. Press up on the D- pad until you get to the "Load Kit" option. Once you are there, press right or left on the D-pad until the display says "Load Kit 4". Press X to load the kit. If you did it right, you'll see the memory stick light briefly flash.
- 6) I just want to make sure this lesson isn't too advanced, so press up or down on the D-pad until you see "Pattern Mode". If Pattern Mode is "Classic", then you're ready to go, if it says "Extended", then press left or right until it says "Classic."
- 7) Everything is ready to go!!! But let's save our system settings first so that these settings will be called up when we exit and run PSP Rhythm 5.0

- again. Press up or down on the D-pad until you reach "Save System". Press X to save the system setting.
- 8) Now press the "SELECT" button once to return to PATTERN MODE.

## Part 2: How to write a beat

- 1) Let's start by previewing some of the sounds in the loaded drum kit. Preview sounds by pressing the SQUARE button on an inactive step. The pattern should be empty, so every step should be inactive. Anything sound familiar?
- 2) Let's make a basic 4/4 drum beat. First, let's start by pressing the "START BUTTON". This will make the pattern play. You shouldn't hear anything because the pattern should be empty. Also note that there is a "strobe" light that runs across the steps so you can get a visual reference as to what step is currently playing.
- 3) The first sound you should see is "Kick". Press left or right on the D-pad to activate steps 1, 5, 9, and 13. To activate a step, press the X button once. Now, you should hear the Kick drum play at a steady pace. If you've accidentally activated a wrong step, press the SQUARE button once to "reset" it and twice to "delete" it. You'll notice that when you activate a drum step, some parameters come up. These parameters include the pitch, volume, balance, start time, and end time. I'll get to editing those in just a minute. So let's move on.
- 4) Press down on the D-pad and go to the sound "Snare". Let's activate the snare drum on steps 5 and 13 by pressing the X button on those steps.
- 5) Press down on the D-pad to go to the sound "CHH". CHH is an abbreviation for "Closed High Hat". Activate the CHH on steps 3, 7, 11, and 15. Now you've got the foundation drum rhythm for a ton of different styles, so let's fill it with a little more percussion and then add some instruments to it.
- 6) Press down on the D-pad to go to the sound "OHH". Can you guess what OHH is? You're right, "Open High Hat". Let's activate the OHH on step 3. WHOA! That OHH is way too loud, so let's tame it a bit.
- 7) Let me introduce you to editing the sample parameters. First press either the left or right trigger buttons to scroll through the parameters. You'll notice that the parameter selected will be highlighted. Press the trigger buttons until you reach VOL. Once you have VOL selected, press down on the analog stick. You'll notice that the on-screen knob will move, and to some of you, it may take some getting used to (*If the control moves too fast, you can change the speed of the analog stick in SYSTEM MODE*). We'll lower the volume on the OHH so that it won't drown out the other sounds we're about to program. A volume of around 25 is pretty good (if you don't see any of these parameters available on screen while the OHH is the current sound, make sure your cursor is on step 3, or the activated step).

- 8) Before we get to the next sound there's one more thing I want to do to make that OHH sound a little more real. Press the trigger buttons until the "END" parameter is highlighted. Move the analog stick down to change the end time. An END time setting of about 25 will work. In fact, let's activate step 11 so that single OHH on step 3 doesn't sound so random.
- 9) Now let's add an instrument. Press the D-pad down until you reach the sound "Electric Guitar". Activate the Electric Guitar sound on steps 1, 3, and 7. On step 7, use the triggers buttons to highlight the piano roll. Let's lower the pitch for more variation in the sound. Press down on the analog stick until the note A# -1 (Sem -2) is selected (again, if manipulating the pitch is too difficult because of the analog stick movement, you can change the speed in SYSTEM MODE).
- 10) Well, to me, the sound isn't quite there. The electrical guitar sample has a semi-slow "attack" and for this rock sound we need to make it fast! So let's change the start time of the sample. Press the trigger buttons until "STR" is highlighted. Move the analog stick up until you reach about 10. Instant ATTACK! Let's get that guitar to sit better in the mix by turning down the volume to about 60.
- 11) Hmmm, that electric guitar part needs to be a little more continuous, so activate step 13 with the pitch A# -1 (Sem -2). Now we're rocking!
- 12) Listening to that guitar part a dozen times or so can really drill into your head, so press the CIRCLE button to mute it. Whew, I needed that break!
- 13) To finish up this lesson, let's go to sound "SpknSpl Rhythm" (*This sample was inspired by Crashesick, who generously donated an excellent kit of "circuit bent" Speak n Spell sounds*). Press the SQUARE key on an inactive step to preview the sound. Now, let's activate this on step 1. (If the pitch value is A# -1, press the SQUARE button to reset it back to C0). You should hear "P-S-P-S-P..." if the start time is on 0. Change the start time to 75 (via trigger buttons and analog stick) to get him to say "Rhythm". He's a little slow, so let's bump the start time up to 78.
- 14) Now, go back to the electrical guitar sound and unmute it by pressing CIRCLE. Congratulations! You've completed your first beat on PSP Rhythm 5.0!
- 15) Once you're done jamming, let's stop the sequencer playback by pressing the START button.
- 16) Let's save our pattern. Press SELECT 3 times to get back into SYSTEM MODE. Use the D-pad to scroll through the system options until you reach "Save Bank 2". Press X to save the bank.

So, that wasn't so bad right? We learned how to do some basic navigation around the system menu and how to program a simple 4/4 beat. We touched a little on changing the sample parameters and learned how to save. In the next lesson, I'll introduce you to the famous (or infamous) bass line synthesizer.