

### Lesson 3: Extended Pattern Mode

PSP Rhythm 5.0 is a music production suite where you can take your samples, combine them with the Bass Line synthesizer, create patterns and ultimately create songs. In this lesson, we're going to learn about EXTENDED PATTERN MODE features. You should already know how to navigate the different modes, create patterns, and save your progress. If you are unsure about those topics, then I recommend that you look into the previous lessons. As with all of the PSP Rhythm 5.0 lessons, we will learn how to use the extended pattern mode features by example.

- 1) Let's start off by setting up some system parameters, then we'll write a full pattern. Go into SYSTEM MODE and set up these parameters (in this order):
  - Load Bank: 2
  - Pattern Mode: Extended
  - Synth Waveform: Square
  - Load Kit: 4
  - Tempo: 100.0
  - Swing: 60
  - Save Bank: 2
  - Save System

Once you have your system settings out of the way, let's go to PATTERN MODE. You are now in "EXTENDED" Pattern Mode as opposed to the previous lessons where you were in "CLASSIC" Pattern Mode. The main difference between these two modes is that "EXTENDED" Mode saves all of the parameters such as VOL, BAL, STR, END, CUT, and RES to each step so that any or all of these parameters can be different on every step. Let's go to pattern 3 by selecting the pattern step at the bottom of the screen and by pressing the TRIANGLE button. Now we will program a pattern and when I introduce new features, I'll go over them. I recommend you MUTE parts as you go along so that the pattern doesn't get too cluttered while you work.

- 2) Go to sound 01: Kick.
  - a. Activate step 1 by pressing X once. This is a good time to check your sound parameters because the next time you activate another step, it will copy and paste these previous settings. Match these parameters: (SEM = 0, VOL = 75, BAL = C0, STR = 0, END = 100). Once those look good, activate steps 5, 9, and 13. (The Balance parameter should be C0 unless otherwise noted for the duration of the lesson).
- 3) Go to sound 02: Snare.
  - a. Activate steps 5 and 13 (the parameters should be the same as step 2).

- 4) Go to sound 03: CHH.
  - a. Activate step 3 and change the VOL to 60.
  - b. Activate 7, 11, and 15.
- 5) Go to sound 04: OHH.
  - a. Activate step 7, but press the X button 3 times so that the step light is BLUE. When the step light is blue on a sample sound, the sound will play in reverse. Once the step is activated for reverse play, change the VOL to 25.
- 6) Go to sound 05: High Tom
 

The High Tom can be used for all of the tom drums since the mid and low toms are just pitched down.

  - a. Activate step 1. Make sure the VOL = 75, BAL = R75 (use the analog stick left and right to change the panning), STR = 0, and END = 100. The pitch should be SEM = 0.
  - b. Activate steps 2, 8, and 15 with the same parameters.
  - c. Activate step 4, change the pitch to SEM = -3. Change the BAL to L75. Activate steps 9, 12, and 14 with the same parameters as step 4.
  - d. Activate step 5, change the pitch to SEM = -1 and the BAL to C0.
  - e. Activate step 6 with the same parameters as step 5.

Hopefully this wasn't too confusing! My goal was to simulate 3 tom drums, a high, mid, and low; while also simulating those drums in different locations in the stereo field.
- 7) Go to sound 06: Crash.
  - a. Activate step 1. If the parameter locks are all messed up from programming the Toms, then press SQUARE once to reset the sound. After the sound is reset, bring the VOL up to 100.
- 8) Go to sound 07: Splash.
  - a. Activate step 1 (SEM = 0, VOL = 100, STR = 0, END = 100).
- 9) Go to sound 08: Side Stick.
  - a. Activate step 1 (SEM = 0, VOL = 75, STR = 0, END = 100). Make sure your parameters are good,
  - b. Activate steps 5, 8, and 10.
- 10) Go to sound 09: HH pop.
  - a. Activate steps 3, 7, 8, 11, 15, 16 (SEM = 0, VOL = 75, STR = 0, END = 100).
- 11) Go to sound 10: Cross Stick.
  - a. Activate steps 2, 4, 6, 7, 10, 12 (SEM = 0, VOL = 75, STR = 0, END = 100).
- 12) Go to sound 11: Electric Guitar.
  - a. Activate step 1 (SEM = 0, VOL = 35, STR = 10, END = 100).
  - b. Activate step 3 (SEM = 0, VOL = 55, STR = 10, END = 50).
  - c. Activate step 15 (SEM = 5, VOL = 45, STR = 10, END = 100).
- 13) Go to sound 12: PSP Click.
  - a. Activate step 1. Reset the parameters by pressing the

- SQUARE button.
- b. Activate steps 3, 4, 7, 9, 11, 12, 15.
  - c. Go to step 1 again and press the X button once. The step light should turn GREEN. You have just activated a FLAM. FLAM plays the select sound twice very rapidly (twice in one pattern step to be exact. If every step was activated as a FLAM, then the drum sound would play 32 times every loop of the pattern).
  - d. Go ahead and make steps 4, 9, and 12 FLAM steps also.
- 14) Go to sound 13: PSP Launch Sound.
- a. Activate step 9 (SEM = 0, VOL = 100, STR = 10, END = 100).
  - b. Activate step 11 (SEM = 0, VOL = 100, STR = 0, END = 15).
  - c. Activate step 13 (SEM = 5, VOL = 25, STR = 25, END = 100).
- 15) Go to sound 14: PSP Launch Error.
- a. Activate steps 3, 7, 11, 15 (SEM = 0, VOL = 75, STR = 0, END = 100).
- 16) Go to sound 15: SpknSpl Rhythm.
- a. Activate step 1 (SEM = -3, VOL = 75, STR = 0, END = 100).
- 17) Go to sound 16: Bass Line.
- a. Activate step 1 (SEM = 0, VOL = 100, CUT = 10, RES = 75 ENV = 1, DEC = 1, ACC = 50).
  - b. Activate step 3 (SEM = 12, VOL = 100, CUT = 20, RES = 50 ENV = 1, DEC = 1, ACC = 50).
  - c. Activate step 5 (SEM = 2, VOL = 100, CUT = 30, RES = 25 ENV = 1, DEC = 1, ACC = 50).
  - d. Activate step 7 (SEM = 14, VOL = 100, CUT = 10, RES = 75 ENV = 1, DEC = 1, ACC = 50).
  - e. Activate step 9 (SEM = 3, VOL = 100, CUT = 20, RES = 50 ENV = 1, DEC = 1, ACC = 50).
  - f. Activate step 11 (SEM = 15, VOL = 100, CUT = 30, RES = 25 ENV = 1, DEC = 1, ACC = 50).
  - g. Activate step 13 (SEM = 5, VOL = 100, CUT = 10, RES = 75 ENV = 1, DEC = 1, ACC = 50).
  - h. Activate step 15 (SEM = 17, VOL = 100, CUT = 20, RES = 50 ENV = 1, DEC = 1, ACC = 50).

Whew. That was tough! I hope you got all of that!! If you did the bass line correctly, it should sound like a 'walking' bass rhythm. With all of this control over the Bass Line synth, you can really get a unique sound out of it.

How's that for precision editing! So you've written parts on every sound, learned about REVERSE, FLAM, how to 'reset' sounds, and how to change any parameter of a sound per step. Extended pattern might seem very cluttered, but when you start to group sounds in SONG MODE with the song MIXER, you can clear up the clutter and virtually make an entire song with one single pattern. **DON'T FORGET TO SAVE THIS PATTERN**, I will be using it to explain the next lesson!

Thanks again for taking the time to read through this lesson. Stay tuned for the next lesson: SONG MODE.