SONAR - the basic deal

Twiddly.Bits can be imported into Sonar very simply and will appear as 'clips' i.e. short musical phrases that you can loop or combine into complete MIDI tracks.

You can view Twids in Staff View (as musical notation on a staff), as Event View (lots of numbers and control messages, or simply as blocks of data you can freely kick about the screen. It's up to you.

You can simply call up some Hip Hop MIDI drum loops and use the Twids like a human drum machine, or you can edit, mix and match, transpose, etc until you get the exact performance you want.

Finally, by recording the output of your chosen sound source (sound card, synth etc) back into Sonar as a WAV, you can use the Twids to generate cool MIDI performances and effects, and then convert them into audio clips or tracks for final processing and assembly. Save hundreds of dollars in having to buying other people's sample CDs in other words!

Here is a quick 5 Step tutorial that'll give you a good basis from which to explore and use Twiddly.Bits in Sonar.

• Loading Twiddly.Bits

1. Load a Twiddly.Bits collection (i.e. a folder containing all the data) onto your PC and open up Sonar.

2. In Sonar, go to OPEN and find the Twiddly.Bits folder and individual .MID file you want to load. Load it.

3. The Twiddly.Bits .MID file will load as a series of clips on a number of different tracks. Each track will contain one clip, i.e. one "Twiddly.Bit."

4. Select the output/device you want to use *[double click on the track to view its track properties]*

5. Solo one track *[click on the "s" alongside the track you want to solo and it'll turn green]* and hit PLAY.

NOTE: You can see more information about a track by zooming out *[click the right hand downward scroll bar three or four times.]*

• Sounds

Twiddly.Bits are MIDI data. They have no fixed 'sound.' As a default, Track one in a Twiddly.Bits .MID file will contain a GM Program Change message that will call up an appropriate sound. If you do not wish to use this sound, erase the Program Change

message *[Highlight the track/clip containing the Program Change, go to VIEW, EVENT LIST VIEW, highlight the Program Change message itself, and erase it.]*

To select new sound: double click on the track/clip to bring up track properties and select the sound from the patch menu.

In some Twiddly.Bits .MID files you may find a SetUp track. What's this? Well, when we record guitars, bass, fiddle, etc, we often use a wider-than-normal pitch bend range, say, +12, or +7. This produces far greater expression and sensitivity in the part. The SetUp track automatically 'sets up' the required pitch bend range for you. Solo it, and play it once, and it'll configure the MIDI Channel on your connected sound source/device to the necessary pitch bend range. You'll know if this hasn't been set correctly because the parts will sound very strange indeed!

• Looping & Compiling

You can move a Twid anywhere you like by clicking on the file and dragging it to another location.

To loop a Twid" highlight the area you wish to loop *[click and drag across the measure bar at the top of the screen - you'll see two yellow flags].*

Select LOOP ON in the toolbar. Hit PLAY and the Twid will now loop.

To transpose a Twid: highlight the part you want to transpose, go to the EDIT window, select TRANSPOSE and adjust the 'amount' parameter. "+2" will transpose the Twid up two half-steps.

• Importing Twids into an existing song

A collection of Twiddly.Bits is essentially a library of musical clips and beats. Sometimes you simply need to import a particular drumloop... or guitar phrase... or sax lick... into a song you are already working on. Here's how:

Open a Twid file. Select the clips that you want to use in another song. Go to EDIT, COPY, and click OK. Now go to the song in which you want to paste the clips, highlight the track (and time location) where you want to add the clip, go to EDIT, PASTE, and click OK.

To use part of a Twid. Hold the ALT key and drag the mouse across the portion of the Twid you want to use.

• Converting a Twid to audio (WAV)

Route the audio output(s) of your sound source/device to the input of your sound card. Select an audio track, and select the input as your sound source/device's output. As the (MIDI) Twid plays you can now record the data as an audio WAV file.

If you want to record, say, individual instruments within a drum kit, use the Z file version Twids (where individual drums are saved on separate tracks), and record each instrument separately. Now you can process the snare WAV file independently from the kick, hats etc.