

 rhythmiq

USER MANUAL



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1 Introduction

Welcome

Thank you for choosing accusonus Rhythmiq. This guide describes in detail all the features of Rhythmiq, accompanied with usage tips to help you along the way. Rhythmiq is a creative instrument, so this is by no means the only way to use it, but more of a starting point from which you can unleash your own creativity.

You can also check out the [FAQ](#) or the [Help center](#) on our website for additional content and follow us on [Facebook](#) and [YouTube](#) for tips & tutorials.

Overview

Rhythmiq is a creative instrument that offers multiple ways of adding motion to your drum loops. With Rhythmiq you can create near-infinite variations in your drums and store your favorite ones in Scenes and Projects for easy recall. You can also let Rhythmiq do most of the work for you with Beat Assistant, which was designed so that you can create never ending permutations with as few controls as possible. With quality ready-to-use content, and the ability to extract stems from your existing loops that you can remix in real time, you will never be bored with the results.

2 Getting Started

Installation and Activation

You can find the latest Rhythmiq installer in your accusonus "My Account" page, in the [Downloads](#) section. For more information about installation and activation see the [Activation Manual](#), which you can find along with the installer.

System requirements

Your computer must have:

- a modern architecture 64 bit CPU.
- a minimum of 4 GB RAM memory.
- at least 2GB of free space on your hard disk.
- a minimum screen resolution of 1280x800 pixels.

Supported Audio File Formats

Rhythmiq supports the following audio file formats:

- WAV
- AIF/AIFF
- FLAC
- MP3

And the following sampling rates: **44.1** kHz, **48** kHz, **88.2** kHz, **96** kHz.

Supported Plug-in Formats

Rhythmiq is available as a stereo audio instrument plug-in in the following formats:

Mac

- AudioUnit (64-bit)
- VST (64-bit)

for macOS 10.13 or later

Windows

- VST2 (64-bit)
- VST3 (64-bit)

for Windows 7 (with SP1) or later

Supported Hosts

Rhythmiq is fully tested in the following DAWs and NLEs:

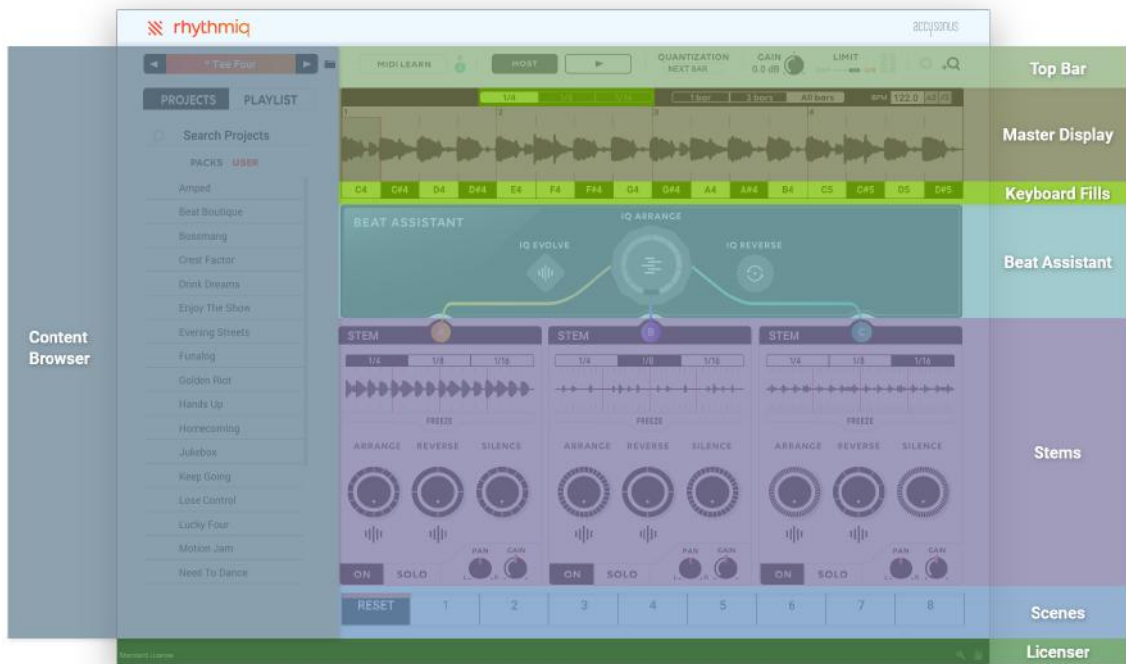
- Ableton Live 10
- Apple Logic Pro 10.4

Rhythmiq is partially tested in the following DAWs and NLEs:

- Presonus Studio One
- Image Line FL Studio

Note: There are just too many combinations of DAWs and plug-in formats out there, so there's always something we might have not tested. If you don't see your DAW above, you can always [download](#) the free, fully-functional 14-day trial and see if Rhythmiq is functional for yourself. If you encounter any problems, let us know at support@accusonus.com.

3 Feature Map



4 Operation and Functions

Importing Audio Files

Rhythmiq audio file operations are quite flexible. Although it is very easy to start using Rhythmiq without consulting the manual, if you want to use it to its full potential, it is worth spending a few minutes to find out more about these operations below.

File Menu



Click here to access basic file operations such as saving or importing.

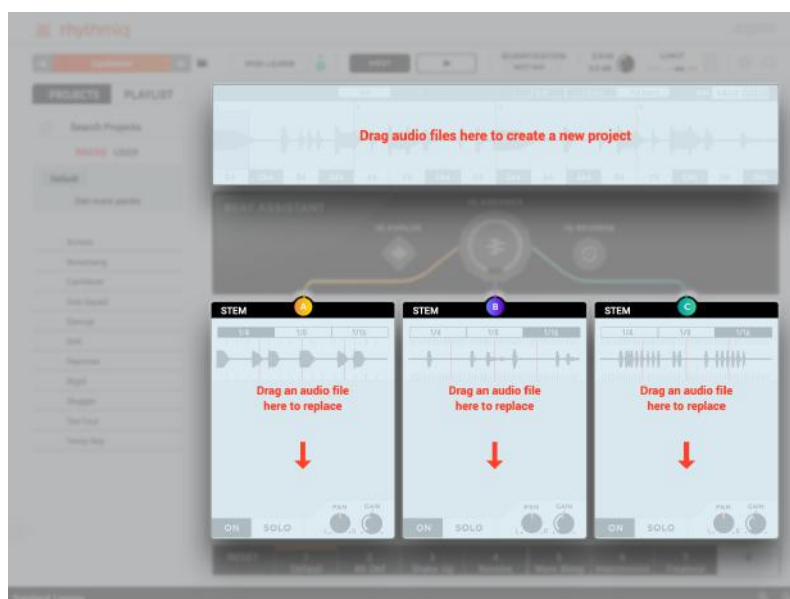
Use Create New Project to import new audio files to Rhythmiq and start from scratch.

Save Project will create a new entry in the Content Browser, under the User tab.

Collect All and Save gathers the project's audio data inside the Rhythmiq Library. Using this method is safer, but takes up a little more space.

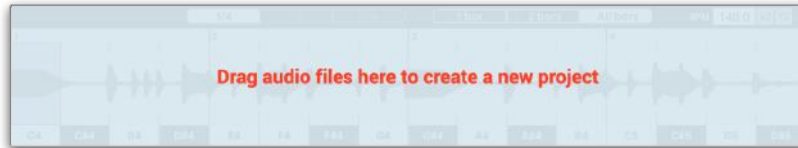
Tip: Even though you can import almost any audio file in Rhythmiq, audio files that are meant to loop will obviously work better.

Drag and Drop



When you drag one or more audio files in Rhythmiq, the Master Display and the Stems will transform into drop zones where you can release the audio files. These areas behave differently, so read on below.

Master Display Area



Dragging a single audio file here will give you the option to automatically extract stems from it.

Dragging two or three audio files will bypass automatic stem extraction and directly place your audio files in the stems.

Note: If there are unsaved changes, clicking Continue will discard everything, so be sure to save your work if you want to keep it!

Stems Area

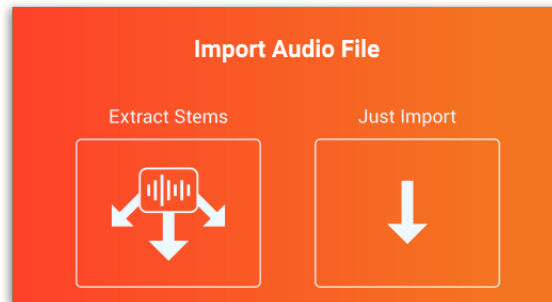


Rhythmiq provides further flexibility by allowing you to add or replace stems one at a time. This way you can combine audio files from different sources as long as they have similar properties. You can use any audio file from your sample collection, but this feature works best when you are importing audio files with matching properties. For example, three audio files from the same DAW project. If the files you are trying to import have different BPM or length, Rhythmiq will attempt to match them automatically.

Drag a single audio file in a stem to place it there. If the stem already contains audio data, the new audio file will replace it.

Tip: Combine this feature with automatic stem extraction to mix and match your favorite loops with just a few clicks.

Automatic Stem Extraction



Rhythmiq can automatically extract stems from a single audio source file.

To use this feature, import a single audio file using the File Menu or drag and drop a single audio file from your sample collection in the Master Display area. When asked, click the Extract Stems button.

Rhythmiq will attempt to separate the features and elements in your loop and assign them to the stems, according to frequency content.

Detected low frequency audio data are placed in Stem A and high frequency audio data in Stem C.

Feel free to rearrange the stems according to taste. Click and drag a Stem waveform to another stem. You can read more about this feature in the Stems section of the manual.

Multiple File Import

Rhythmiq allows import of up to three (3) audio files at the same time.

To do that, select up to three audio files and drag them into the Master Display Area.

Alternatively, click on File Menu > Create New Project and while you are browsing for audio files, hold down Shift to select up to three files at once.

Note: The name of the first audio file sets the name of the Project in the Content Browser.

Moving projects to other computers

Before moving a Rhythmiq project to another computer, click Collect All and Save. This will gather the audio files in a folder next to the project. Make sure you copy this folder along with the project file.

Rhythmiq will only show and load projects in the User Library. The location depends on the platform:

- **Mac:** /Documents/Accusonus/Rhythmiq/Projects
- **Windows:** %userprofile%\Documents\Accusonus\Rhythmiq\Projects

Top Bar



This area contains controls that are essential for Rhythmiq's operation. Highlights include the Content Browser, MIDI Learn Panel, Playback controls, Settings and more. Continue reading below to discover all the features hosted in the Top Bar.

About Box

Click the Rhythmiq logo to find out details about your version of Rhythmiq.

MIDI Learn



This is where you can quickly set up your MIDI controller and start enjoying Rhythmiq hands-on. Click the MIDI Learn button to open the MIDI Panel and begin assigning MIDI controls to Rhythmiq. As soon as the panel opens, every control that can be assigned to a MIDI event will be highlighted in transparent orange, allowing you to know what can be mapped with just a glance.

To know if you are correctly receiving a MIDI signal, check the MIDI IN indicator LED. It should blink in green color when an appropriate signal is received.

Here's an example of how to assign one of the knobs of your MIDI controller to a virtual knob in Rhythmiq:

- Click the MIDI Learn button. The MIDI Panel will open and assignable controls will be highlighted in transparent orange.
- Click on one of the Arrange knobs in the Stem Area.
- On your MIDI controller, twist a knob with your hand. You will see a new mapping appear in the MIDI Panel.
- Close the MIDI Panel by clicking the MIDI Learn button in the Top Bar.

Now you are able to control the Arrange knob with your MIDI controller knob!

If you assign the wrong control on your MIDI controller, don't worry, you can remove it from the list of mappings by selecting it with your mouse, right-clicking and selecting Delete, or by pressing the Delete key on your keyboard while the mapping is selected.

As long as the MIDI Panel is open, you can overwrite your mapping by moving the desired control in your MIDI controller, just make sure the intended Rhythmiq control is selected while you do it.

Tip: You will find it is much more intuitive to control Rhythmiq from your MIDI controller if you map software knobs to hardware knobs, and software buttons to hardware buttons. Rhythmiq will still allow you to map a MIDI key in a Rhythmiq knob, but it is not recommended. MIDI keys however can be a useful alternative in a pinch if you are out of hardware buttons in your MIDI controller.

Playback Controls



Host Mode

The Host Mode button lets you select the default behavior of Rhythmiq when your DAW starts playback.

When Host Mode is enabled, you can start Rhythmiq playback instantly by using your DAW Play button or Rhythmiq's own Play button. If you click play on your DAW, Rhythmiq will keep playing until you click Stop in your DAW. While in this mode and playback has begun, Rhythmiq's own Play button will be disabled.

When Host mode is disabled, you can start playback by clicking the Play button in Rhythmiq or by using MIDI, for example by creating a MIDI clip in your DAW. The default key for playback is C3, but you can change that using the MIDI Learn feature.

Play Button

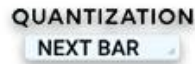
Click this button to start playback, click it again to stop.

If playback has already started and Host Mode is enabled, you will only be able to stop Rhythmiq from your DAW.

After Rhythmiq has stopped playing, playback will always start from the beginning of the loop.

Tip: If you want to start playback from a different part of the loop, begin playback one or more bars before the time of interest and automate the Stem On/Off buttons to control output. Alternatively you can use the insert fader on the mixer of your favorite DAW.

Quantization



Click this to open the Quantization menu. Select if you want Rhythmiq to start playback or recall a Scene in the next Beat or Bar.

Note: Hold Playback Mode is not linked to quantization. You can change the Playback Mode in Settings.

Master Gain



It is best to leave this at the default (0 db), but if you need to adjust the overall volume of Rhythmiq, you can do it here.

The Master Gain knob sets the levels before the Master Limiter, so if the Limiter is set to On, you will be safe from overloads (clipping). Excessive settings might eventually cause distortion though, be careful!

Master Limiter



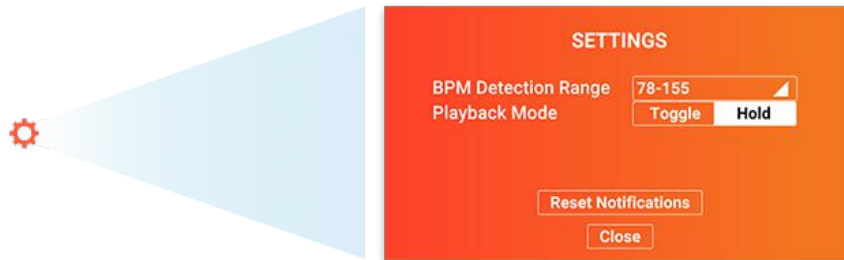
The Master Limiter is a safety measure to protect you from overloads. The default setting for the limiter is On, and it is recommended to leave it at default for peace of mind.

Feel free to experiment with pushing the Stem Gain volume up with the limiter on, it can create interesting new dynamics in your loops.

If for some reason you want complete control over your dynamics set the limiter to Off, but be aware this may cause an overload (clipping) if you are not careful. If that happens, the LED meter's red indicators will remain lit.

After correcting the levels, click on the LED meter to reset the indicator.

Settings



The Settings window gives you access to options that do not need to be adjusted as often. Click once to open the Settings panel. To close it, click the Settings icon again or click outside the Settings panel.

BPM Detection Range

Select a different BPM detection range, or set it to free to skip range checks.

Note: Setting BPM detection range to 'free' means you will have to use the x2 and /2 BPM modifiers a lot more often.

Tip: The BPM Range detection will allow you to override it without having to set it to 'free'. You can always enter BPM manually by clicking the BPM field and typing in the desired BPM.

Playback Mode

Select a MIDI playback mode to control Rhythmiq. Hold is the default and is the best setting to control Rhythmiq in your DAW session. Toggle is best suited for live performance.

Reset Notifications

Click this to reset the notifications you permanently dismissed by selecting 'Do not ask me again' in Rhythmiq dialog boxes.

Zoom Level



Click the magnifying glass icon to adjust Rhythmiq to a comfortable size for your eyes and monitor.

Rhythmiq will remember your preference the next time you start it.

Content Browser

With the Content Browser you can create and manage your own Rhythmiq Projects and enjoy the factory content. Click on the Project name to reveal the Content Browser panel. Click again to go back to compact form.

Compact Form

The Content Browser still allows access to the basics while its panel is closed.



Previous Project / Next Project

Click on the arrows to queue the previous/next Rhythmiq Project in the Playlist. The previous/next Project will begin playing in the next bar.

If there are no Projects in the Playlist the arrows will be disabled.

File Menu

You can still create and save Projects while the Content Browser is in compact form. Read more about the File Menu in the Importing Audio Files section of the manual.

Project Controls

Selecting or hovering on a Project will show two buttons:



Load Project

Click this to load the project. Depending on your computer performance and when you clicked Load Project, the Project will be loaded in the next available bar.

Context Menu

Click this to bring up the Context Menu. Use this menu to rename, delete or send projects to the Playlist.

Depending on which list you are currently using, the options in the Context Menu will adapt.

Projects Tab

The Projects tab gives you access to all the Rhythmiq Projects that are available for use. The content is separated in two sections called Packs and User.

Packs

This list displays all the factory content that comes with Rhythmiq and is sorted in alphabetic order.

Any Packs you own and have installed will also appear in this list. Click on a Pack to only see its content in the list. Click again to disable the filter.

[Find out more about Packs](#)

Note: You cannot delete factory Projects.

Tip: Stems and parameters in Factory projects can be modified or replaced. You can then save the result as a new Rhythmiq Project, that will be as unique sounding as you want it to be.

User

This is where your own Projects are saved.

The list is initially empty, but as you begin populating it with your own Projects they will be sorted in alphabetic order.

To rename or delete a project, select it and use the Context Menu to perform the desired operation.

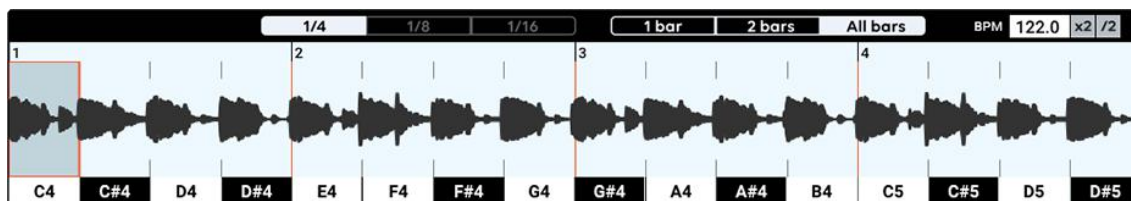
Playlist Tab

The Playlist tab allows you to create a custom list of Projects to use in a studio session or live performance.

To add project to the Playlist, switch to the Projects tab, select it and click Context Menu >Send to Playlist.

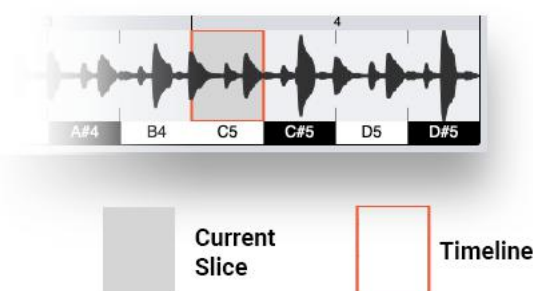
To remove a project from the Playlist, select it and click the 'X' button. This action will not delete the project from your computer.

Master Display



In this area you will be able to see the reconstructed waveform and adjust the length and BPM of your loop. If you set up Keyboard Fills, you will also be able to see your MIDI controller key assignments below each slice. Read on to find out more about the features of this area.

Waveform Display



The waveform display makes it easy to see the final audio result after all processing is completed. This is where you need to look to know where you are in the loop and what's coming next.

With just a glance, you can judge the characteristics and sonic activity of your loop before the sound reaches your ears (and your speakers).

The gray colored slice is indicating which audio slice is currently playing, and the orange stroke is showing where you are in the time line of the loop.

When the orange stroke reaches the end of the loop, the loop will repeat.

Tip: While using Keyboard Fills, you may see the two indicators described above moving independently of one another, but the orange stroke will always keep moving to the right. You can use this to time your Keyboard Fills duration and exit the fill in the exact moment you desire.

Loop Length



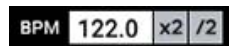
The Loop Length selector lets you choose how many bars you want to repeat from the original loop, starting from the beginning.

The default is All bars, which means your audio clip will play in full before starting to loop. Select a shorter length to limit the duration.

The maximum bars supported in Rhythmiq is 4.

Note: Depending on the size of the original loop, not all options might be available.

BPM Controls



The BPM of the loops you import in Rhythmiq is automatically detected, but you might need to make adjustments to fine tune the result.

If you know the exact BPM, type it in by clicking once inside the BPM field.

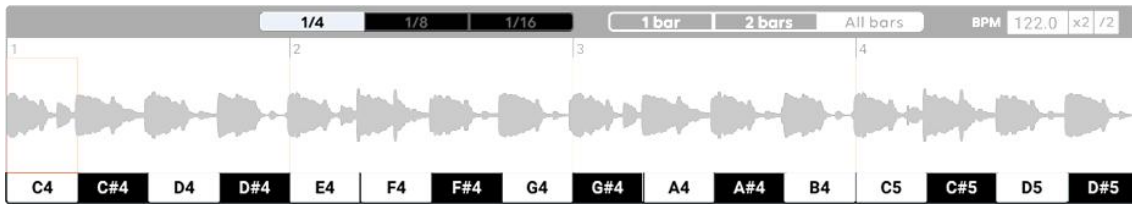
Sometimes Rhythmiq finds the BPM, but is unsure if it is a multiple of the desired result. You can easily fix this by using the two BPM modifier buttons. x2 will double the BPM and /2 will divide it by half. Keep in mind that the exact opposite will happen to playback speed. x2 will half the playback speed and /2 will double the playback speed.

For safety, its not possible to change the loop BPM while Rhythmiq is playing back.

Note: Depending on your loop style preferences, if you find yourself having to use the BPM modifiers too often, it would be best to adjust the BPM detection range in Settings.

Tip: If you change or automate your DAW BPM, Rhythmiq will conform to the new BPM in real time. Be careful though! Large deviations from the internal BPM might result in unnatural sounding audio.

Keyboard Fills



This feature enables you to map 16 of your MIDI controller keys to corresponding slices of the reconstructed master loop.

To use it, click MIDI Learn and then select the Keyboard Fills stripe and press a key on your MIDI controller. The MIDI key you selected, along with 15 keys to the right of it will be assigned to Keyboard Fills.

Keyboard Fills Stripe

After successful mapping, pressing a mapped key in your MIDI controller will play the corresponding slice in quantized time. The Keyboard Fills Stripe will highlight the keys and slices you are engaging.

For as long as you hold the key(s) down, the slice(s) will repeat.

If you hold down more than one key, the slices will play in sequence.

For example, if you hold down keys 1, 4 and 7 (from the available 16), for as long as you hold them down the sequence will play out like this :

1 - 4 - 7 - 1 - 4 - 7 - 1 - 4 - 7 - 1 - 4 - 7 - 1 - 4 - 7 - 1 - 4 - 7 and so on.

Holding an odd total of keys produces risky, but interesting results. Holding down an even amount of keys produces more predictable results.

Tip: This feature is much more easily understood once you begin using it. Click MIDI Learn, then click on the Keyboard Fills Stripe and press a key in your MIDI controller. Close MIDI Learn, hit Play and press some of the MIDI keys displayed in the Keyboard Fills Stripe. Have fun !

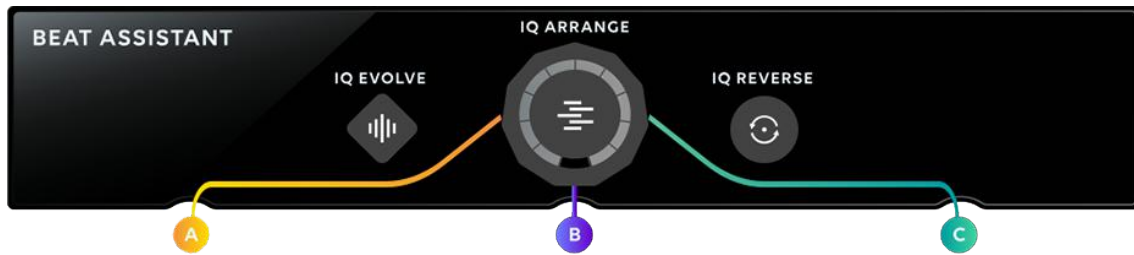
Tip: Using Keyboard Fills in the Studio is great, using it live is even better!

Keyboard Fills Slice Size

Use this selector to change the slice size used in Keyboard Fills.

Note: Depending on the Loop Length setting, not all slice size options might be available. Some keys might be auto-mapped to the same slice to pad out the 16 key mapping sequence.

Beat Assistant



If you don't want to spend much time setting up Rhythmiq, this area is designed so that it takes care of many things for you, with minimal effort. This is especially useful if you are busy performing with other instruments at the same time, or if you just prefer to let Rhythmiq make most of the decisions. Continue reading below to learn more about the features of the Beat Assistant.

IQ Arrange

This feature takes control of the Stem Arrange knobs and brings your loops to life, giving them motion and rearranging them tastefully in real time.

IQ Arrange Knob

Use this knob to control the intensity of IQ Arrange.

You don't have to set this to a high value to get a good result and create meaningful variations.

Pushing the knob higher up creates more intense variations and is best suited to generating unique sounding drum fills.

Note: Manually moving a stem Arrange knob will turn the IQ Arrange knob back to zero.

Stem Link buttons

The Stem Link buttons will link or un-link IQ Arrange control from the stems.

Experiment with different link combinations to achieve the best result.

Tip: If your drum track is mostly based on Rhythmiq, it is best to keep at least one stem unlinked, so that there's always a stable rhythm element to count against. If you are unsure, start by turning off Stem 2.

IQ Evolve



Enabling IQ Evolve will allow Rhythmiq to decide for itself when to trigger the Stem Evolve buttons.

As long as the IQ Evolve button remains on, you will get near-infinite variations on your loop.

If you prefer to use a more predictable variation routine, set this to Off.

Note: If IQ Evolve is turned off, but the IQ Arrange knob is set to something other than zero, you will still hear variations in your loops, although you might perceive a specific pattern over long periods of time. The stem Evolve buttons cannot be used while IQ Evolve is active.

IQ Reverse



This button will cause some stem slices to be reversed, in a way that enhances the flow and variation of your loops.

If you have already set the individual stem Reverse knobs to something other than zero, IQ Reverse will intensify their effect.

Sensible rules have been applied so that you don't get an overwhelming reverse effect, unless you have chosen to do so by manually boosting the Stem Reverse knobs to really high values.

The effect will last for as long as IQ Reverse is enabled and will not necessarily affect all stems at once.

Note: Manually moving the stem Reverse knobs will turn off IQ Reverse. Due to the way IQ Reverse works, you might not notice a reverse effect immediately.

Tip: Use this sparingly for best results.

Stems



In this area you can take a more active role in controlling the sound of Rhythmiq. The stems offer greater flexibility in the studio while recording or producing, and make it possible to use Rhythmiq as your exclusive live instrument as part of a band or otherwise. Keep reading to learn more about the stem features.

Waveform Display

The stem waveform display depicts the resulting stem audio after all processing inside the stem is completed.

While it is not essential to Rhythmiq's operation, it makes it easy to see what each stem contains without necessarily having to listen to it. Larger waveforms usually mean low frequency content is present.

The gray colored slice indicates the slice that is currently playing back in the stem.

Stem Reorder



You can change the position of the audio data in the stems by grabbing the waveform in the Waveform Display and releasing it in another stem. This is handy if you prefer to see your stem audio data presented in a different order.

Moving the audio data will not carry over the stem settings, so your MIDI controls and automation will remain unaffected.

Moving audio data while Rhythmiq is playing back might cause dropouts. Try to avoid this operation while performing.

Slice Size



This selector allows you to set the slice size of each stem, and has an effect on Freeze, Arrange, Reverse and Silence controls.

Choosing a smaller slice size like 1/16 will increase the total number of available slices, which creates more space for variations to occur.

Tip: Even though it is possible to set all stems at the lowest slice size, it is not always the best approach. Try experimenting with different sizes for each stem for the best results. If you are unsure on how to begin, set everything to 1/8 and adjust each stem to taste afterwards.

Freeze



This button will repeat the currently playing slice for as long as it is held down.

It is useful if you want to create fill-ins or buffer style effects, and because you can apply this to an individual stem, the end result is more musical than when applying such effects on an entire audio clip.

Tip: Try applying this in a stem that contains mostly high frequency content, like hi hats.

Note: To preserve musicality, Rhythmiq allows a maximum of two Freeze buttons being active at the same time.

Arrange



As one of the most important stem features, this knob controls how often the slices are rearranged or repeated in a stem.

If you leave this at zero, the stem slices will remain in their original place.

The more you increase Arrange, the higher the chance that a slice will be rearranged and/or repeated.

If you set this knob to a value and leave it there, the end result will not change over time unless Beat Assistant features are enabled.

Reverse



This knob will reverse some slices in the stem.

The more you increase its value, the higher the chance that a slice will be reversed. We have implemented some safety rules that will keep Rhythmiq from reversing inappropriate slices, so this knob remains useful in all of its range.

Tip: Avoid using high Reverse values for a long duration, as it can cause listener fatigue. Remember you can individually control this effect in all the stems to maintain sonic interest, and a little goes a long way.

Silence



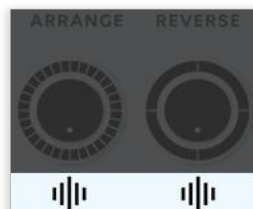
Rhythmiq can distinguish between higher and lower energy slices. Typically (but not always), louder slices will have more energy associated with them.

The Silence knob gradually removes the low energy slices and replaces them with silence.

As you increase the Silence knob value, it will begin to sound vaguely similarly to what a gate would do, but in a more controlled way.

Tip: Use the Silence knob to 'clean up' noisy or overcompressed stems. Its timing is tightly controlled by the stem's Slice Size, so it can be used to remove all kinds of elements without the disadvantages a classic gate would have. Silence away!

Evolve



If you don't particularly enjoy the result of Arrange or Reverse at a certain stepping of their respective knobs, click the Evolve button below the respective knob to get another arrangement for that step.

When you return to this stepping, the Arrange or Reverse knob will remember the last arrangement for that particular step.

Note: If you intend to save specific arrangements for every step of the Arrange or Reverse knob, make sure IQ Evolve is set to Off and remember to save a Scene before changing the stem Slice Size, as both controls will create new arrangements for every stepping of the Arrange and Reverse knobs and you will not be able to return to your previous arrangements.

On/Off

Click this button to enable or disable the audio output of a stem.

Solo

Click this button if you only want to hear a particular stem and temporarily mute the rest.

Pan

Use this knob to pan a stem's stereo image left or right according to taste.

Tip: Avoid using extreme panning values unless you have a plan.

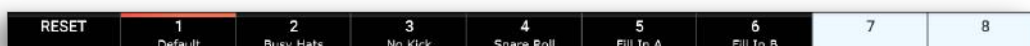
Gain

The gain knob allows you to adjust the output gain of each stem separately.

This can be handy if you want to find a better balance between the elements of a loop (eg. use it to bring up the hi-hats).

Tip: Adjusting the gain knobs while the Master Limiter is set to On can change the feel and dynamics of your loop in a number of creative ways. Don't overdo it though, using extremely high stem gain values may cause audible distortion.

Scenes



Scenes make it easy to save all the action in the Stems area. This in turn allows you to perform complex changes instantly, freeing up your hands to use other instruments or to focus more on a singular aspect of Rhythmiq.

Scene Save

When you hear a sequence that you like, click and hold a Scene button for a few seconds. You will see a progress bar appear. If you hold the Scene button long enough, a Scene will be saved.

When a Scene is successfully saved, the corresponding Scene button will change color to let you know that its not empty anymore. You can then click again on its name and set it to something that makes it easier to remember.

Note: If you are using IQ Arrange, saving a Scene will save the state of stems as they were *before* IQ Arrange took over control.

Scene Recall

To recall a Scene, click on it once and it will automatically adjust all the settings in the Stems area at the start of the next beat or bar, depending on your Quantization (Top Bar) setting.

Any time you want to return to hearing your loop in its original form, click the Initial/Default Scene.

Tip: You can use Scenes for anything, but a good starting point is to fill out a few Scenes with mild stem settings, and a few with more intense stem settings and then switch between them according to taste. Remember that Stem Gain, Stem On/Off and Stem Solo are also saved in a Scene. This means you don't necessarily need to adjust the large Stem knobs to create a meaningful new Scene.

5 Support

Help Center

Find more answers to your questions by visiting our [Help Center](#).

Get in touch

If you need additional assistance and this user guide or our [FAQ](#) section does not provide an answer, please use this [form](#) to contact our technical support team and we will do our best to resolve your issue.

Report a bug

If you have encountered a bug in Rhythmiq, please make sure that you are using the latest version of the plug-in, which you can find at [downloads](#). You can easily check the version of Rhythmiq that you are using by clicking on the plug-in name in the plug-in interface. If the bug is still present in the latest version, please send us an e-mail at support@accusonus.com and include as much technical information as possible: operation system and version, host software and its version and steps to reproduce the bug.