

Note: The leveling stage for Voice Volume precedes the sliders in the mixer. This approach allows the starting volume of the individual drum sounds to be set independently of their relative levels in the drum kit mix.

Trigger and Group Menus

The manner in which Ultrabeat reacts to a succession of incoming notes is individually defined for each sound. These parameters are found in the Output section, below the Voice Volume knob.



Clicking the button below the Trigger label opens the Trigger menu, allowing you to choose between Single and Multi trigger modes.

- *Single:* A new trigger note cuts off the (same) note that is currently playing.
- *Multi:* When a new note is played, preceding (currently playing) notes continue to decay in accordance with their respective amplitude envelope settings (Env 4).

Clicking the button below the Group label opens the Group menu, allowing a choice between the Off and group 1 to 8 settings. If two different sounds are assigned to the same group, they will cut each other off. A typical use of this facility is when you're programming hi-hat sounds: when playing a real hi-hat, the closed hi-hat note cuts off and mutes the ringing of the open hi-hat. This function is often referred to as hi-hat group mode.

Note: While in Single Trigger mode, only the currently sounding note of the same sound is cut off. A sound that is assigned to a group cuts off all other sounds (regardless of note) in the group.

Clicking on the Gate button turns the Gate function on and off. If active, the sound is immediately cut off as soon as the MIDI note is released (MIDI note off), regardless of envelope settings.

Note: The Gate function ensures that a specific sound does not play beyond a note off event, as defined in the sequencer. A corresponding rhythmic definition of the exact note off time is achieved with the Gate Length parameter in Ultrabeat's step sequencer. Logic Pro's sequencer allows you to quantize note off events, or precisely edit them manually. Note length can be an important creative element when programming rhythm tracks.