



U L T I M A T E

USER MANUAL

**CINEMAC**

ver 1.71

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# Overview

**Rytmik Ultimate** is an application for creating rhythmical and melodic themes as well as for composing whole songs. Its UI blends the fast and well-arranged interface of classic drum machines and synthesizers with the flexible pattern interface of trackers and a modern sound library. The latter contains more than 750 carefully selected sound samples of drums, cymbals, percussions, bass and melodic instruments, and sound effects. You can also use many pre-made rhythms and compositions to compose your own music performance quickly. Furthermore, **Rytmik Ultimate** allows you to share compositions with other users using the **Rytmik Cloud** and to play songs stored in **Rytmik Cloud**. Users can also exchange their compositions and cooperate on them. For the best musical experience, we recommend connecting headphones or a quality speaker system.

# Song Editor



Each song consists of a clip library and four tracks into which you can insert clips from the library. When you play a song, all the clips in all its tracks are played sequentially, so it's possible to play up to four clips at once across tracks.

## Clip Library

Each song has its own clip library, which is divided into 8 paws of 24 clips each. Clips on each page are shown in colour for greater lucidity. To edit a new clip, select an empty field on any page and switch to clip edit mode using **CLIP EDITOR**. To delete the selected clip, touch **X** and confirm the operation in the dialogue window. To copy a clip, simply drag & drop it to any other location in the library. If **COPY** is switched into **MOVE**, the dragged clip is moved to its new location in the library instead of being copied. If you want to overwrite a field already used, you have to delete it first. If no playback is in progress, a clip starts playing when it's selected or dragged.

## Song Playback

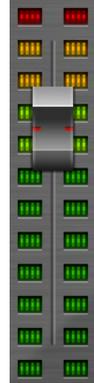


Use the **PLAY** button to start and stop playing a song. During playback, the blue cursor moves and clips underneath it are played. Red cursors on the left and right show the active song length — if the blue cursor reaches the right red cursor during

playback, it moves back to the left red cursor. You can move any of the cursors during playback by dragging its square lower section. When the playback is stopped, the blue cursor moves to the position where you put it the last time. By double-clicking on the bottom number bar, you move the blue cursor to that place. In song mode, double-click with CTRL sets Left loop marker and double-click with ALT sets Right loop marker.

Hold and drag the mouse cursor on the bottom number bar to move the track display. The track display can also be moved by touching the dial in the left or right corner.

A volume meter of the song that is currently played is displayed in the middle of the screen together with a slider used to set the main volume of the song. If the meter shows high values, the sound output may be distorted. The further the meter is in the red area the stronger the distortion is.



## Tracks

Each song has 4 tracks into which you can insert clips from the song's library. The playback is always controlled by the beat and length of the clip in the uppermost track. If there's no clip in any of the tracks, the beat stays unchanged. The relative playback speed of a song can be altered using   buttons on a percentage scale within the range of 50% to 150% [shown on the upper screen].

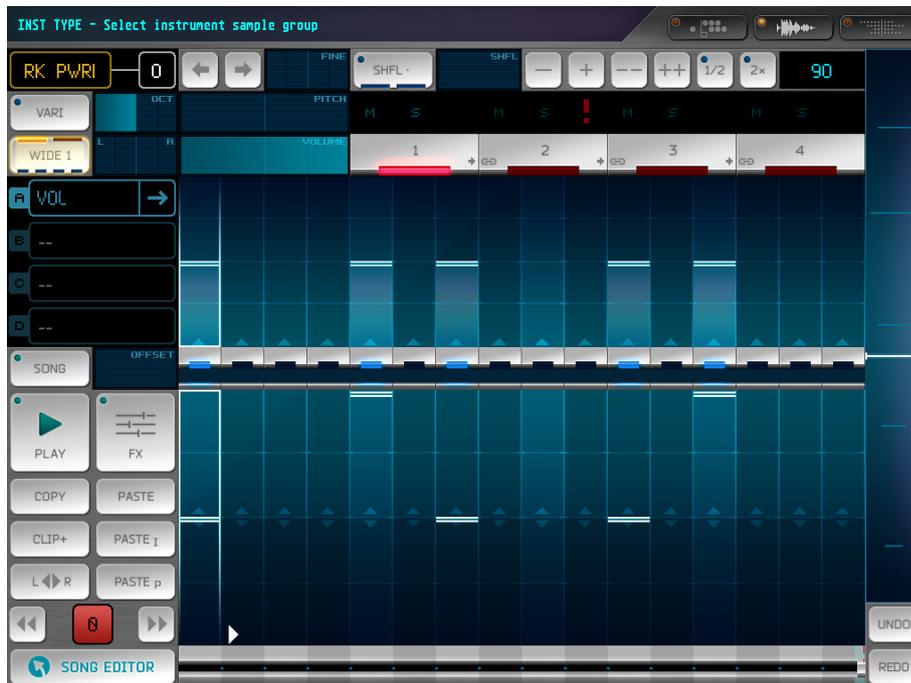
To add a clip to a track, just drag and drop it there from the clip library. You can also move clips within tracks the same way ( button is active) or copy them ( is active). When you drag and drop a clip to an occupied position in a track, you overwrite the old clip in that position.  inserts a free field at the position of the blue cursor in each track and moves all the clips situated right of the cursor. Conversely,  deletes the field on the blue cursor's position and moves all the clips situated right of the cursor to the left.

If  is active, you can select a rectangle area and move or copy it.  and  then only work for the selected area.  activates/deactivates auto-scroll function.

## Export

You can export your composition and store it at your PC's local drive in the .wav and .mp3 format [128–320 kbps]. Press  to open a dialogue window, then enter a file name and start the export. When  function is active, the playback of the composition starts with the export. You can choose between two options:  and . Press  again to stop storing the file. This not only allows you to store the finished composition but also anything that's playing while the export is in progress.  option stops storing automatically at the end of the loop or after the selected number of repeats [2, 3, 4, 8]. When  function is active, export is automatically switched to faster offline mode.

# Clip Editor



A clip is the basic unit of each song: it contains four instruments and each instrument has its own note sequence. To start editing an instrument, use one of the large buttons . Each instrument can be muted () or played solo () button activates the song edit mode. The arrow buttons above it can be used to move to the next or previous clip quickly.



Clip Channel linking and group editing: linked channels are triggered by the first channel notes. Linking with CTRL also copies instrument settings except pitch. This can be used for easy chords making. When channels are linked than adjusting instrument settings with CTRL adjusts all linked channels.

## Note Sequence

Note sequence length is the same for every instrument in a clip and can be selected from the range of 1 to 16 notes. You can also set volume (in the upper half of the staff) and pitch (in the lower half of the staff) for each note within the range of +/-1 octave. The note volume and pitch are relative to the same values of the respective instrument, so the instrument pitch transposes pitches of all the notes in sequence. Notes are placed in a regular staff, but for each note, you can set a short delay of up to one note long (it is set in the field ).

When you hold the mouse cursor on a note or instrument pitch field, the tone pitch is marked on a fingerboard. This fingerboard provides a cleaner display and will disappear again when you release the left mouse button. You can also play instrument on **PC Keyboard** (see page 14).

Not only can you select pitch and volume for each note but also three other parameters. They're switched using the **A B C D** fields and can be entered in the upper half of the staff. Those parameters are used to control almost any parameter of instruments. For example, if you choose **PAN**, you may specify an independent panorama position for each note. Those parameters are prioritized over settings made for a particular instrument. To set all notes to a value specified for the instrument, use the arrow next to the chosen parameter.

## Instrument

You can specify a sound category for each instrument (i.e. **KICK** drum, **SNARE** drum, **BASS** etc.), as well as a sound type within the selected category. The sound categories are divided into thematic banks arranged into columns (**DUBSTEP**, **8BIT**, **WORLD** etc.). The last column contains **DrSynth** — a synthesizer allowing you to draw a sound oscillator wave.

With **VARI**, you can specify a different sound type for each note.

For each instrument, you can specify volume, relative pitch in the range of +/- 1 octave, a transposition by +/- 2 octaves, a smooth adjustment in the range of +/- 1 semitone, and a position within the stereo space. If the instrument is monophonic (**POLY 1**), each note in the sequence interrupts the previous one. If **POLY 1** is switched to **POLY 2**, **POLY 3** or **POLY 4**, the instrument is polyphonic and each note in the sequence uses one sound channel. Channels are assigned cyclically according to a polyphony number.

**WIDE 1** enhances mono instrument with stereo widening effect and **WIDE 2** adds more significant stereo chorus effect.

**Chord mode** allows multiple notes to be played at once from one instrument.

Instrument takes 4 **CHORD 4**, 3 **CHORD 3** or 2 **CHORD 2** channels and plays all their notes [notes of all channels can be edited and are visible in the first instrument channel].

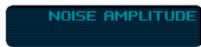
## Instrument Effects

Use the **FX button** to display the instrument effects panel. The following effects are available:

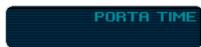
- ENVELOPE ATTACK** **Envelope Attack:** Set instrument volume envelope attack [0–5s]
- ENVELOPE DECAY** **Envelope Decay:** Set instrument volume envelope decay [0–5s]
- ENVELOPE SUSTAIN** **Envelope Sustain:** Set instrument volume envelope sustain [0–100%]
- ENVELOPE RELEASE** **Envelope Release:** Set instrument volume envelope release [0–5s]
- VIBRATO AMPLITUDE** **Vibrato Amplitude:** Set instrument vibrato amplitude [0–100%]
- VIBRATO TIME** **Vibrato Time:** Set instrument vibrato time [0–2s]



**Vibrato:** Switch the vibrato initial direction



**Noise Amplitude:** Set instrument noise shaper depth [0–100%]



**Porta Time:** Set instrument portamento time [0–1s]



**Delay Time:** Set instrument delay time [0–1s / 0.25–8 notes]



**Delay Feed:** Set instrument delay feedback [0–100%]



**Delay Mix:** Set instrument delay volume [0–100%]



**Free/Sync:** Switch the synchronization of the delay and clip tempo On/Off



**Noise 1:** Random noise, **Noise 2:** Frequency decimator



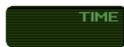
**Arpeggiator:** Switch the arpeggiator and show the button used to select an arpeggio mode. Use to access the following settings:



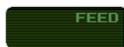
**Pitch1:** Set instrument arpeggiator pitch 1 [0–12 semitones]



**Pitch2:** Set instrument arpeggiator pitch 2 [0–12 semitones]



**Time:** Set instrument arpeggiator time [0.25–2 notes]



**Feed:** Set instrument arpeggiator feedback [0–100%]

A sound wave of the instrument is displayed above the effects. Use the sliders above it to define a part of the wave to play.



**Loop:** switches the wave playback mode



**1. One shot** – plays loop once and each note restarts loop



**2. Loop** – repeats loop continuously and each note restarts loop



**3. Ping-Pong** – repeats loop back and forth with each note restarting the loop



**4. Legato** – repeats loop continuously and new note doesn't restart loop

With some instruments, it's more convenient or even necessary to turn on the repetition for them to play correctly [modes 2 or 4]. This concerns mostly instruments in the **DUBSTEP/WAVE** and **8BIT/PORTA** sections, as well as some instruments in the **DUBSTEP/LEAD1, 2** and **DUBSTEP/BASS** sections.



**Twist:** switch the initial direction of the wave playback.

## Drawsynth

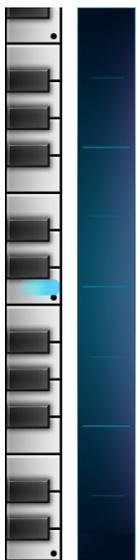
**DrSynth** is a special instrument category. Instead of a specific sound wave, it displays 24 columns used to define the wave curve. Moreover, instead of the buttons used to select the wave playback mode, it contains buttons used to select the base wave of the synthesizer.

**DrSynth 2** adds slightly different and smoother sound character.

## Tempo Setting

You can set the sequence playback tempo for each clip in beats per minute [bpm] in the range from 50 to 200 bpm. You can also select the half or double playback speed. Using  switch, you can turn on the shuffle and specify its rate in the adjacent field. When switched to the second position, the shuffle rate has a certain random factor. The tempo is set jointly for all the four instruments in a clip (and also for all the clips in a certain position within the composition).

## Other Settings



On the side of the display there is either a scale where you can set a value for the selected field [which is highlighted in colour] in more detail [e.g. a note or instrument volume] or a fingerboard used to specify a note or instrument pitch. When the scale is displayed, you can refine the setting even more by holding the mouse cursor on the scale and sliding aside from the scale.  switches on which side the scale/fingerboard is displayed. The more to the right you move it, the more the value decreases. This can be used to set extremely short times for a volume envelope or a delay effect or for very short vibrato periods usable for a simple FM synthesis. You can store a note sequence and the instrument settings in the memory using  and then copy them into any other instrument or a clip using .  copies only the instrument settings;  copies only the note sequence.  adds new clip after currently opened clip.

 switches to a playback mode in which all the clips contained in the composition on the cursor position are played repeatedly. If the song mode is turned off, only the clip you are editing is played back.

# Browser and Rytmik Cloud



## Browser

**Rytmik Ultimate** allows you to load up to 299 songs into the memory. Each song can be assigned a name and two tags describing its genre and mood. The top screen displays a song list in which you can browse by pages. You can also sort the list in ascending or descending order by author name, average rating (more about ratings in the **Rytmik Cloud** section), and upload date. Moreover, you can create and use a search filter for song name, author name and tags.

When a song is selected in the list, you can either open it for editing using **LOAD** or prepare it for playback using **PREVIEW** without actually affecting the song currently being played (you can go forward or backward by clicking on the top bar). The clip library of the preloaded song is displayed in the upper right part of the bottom screen where you can browse it (if you want to use it, song must be **UNLOCKED** or **SEMI-LOCKED**). Clips from that library are played back when selected and you can drag and drop them to copy them into the library of the song you are editing. That way, you can quickly and easily browse libraries and combine various clips in a new song. You can use **NEW** to create a new empty song, **SAVE** to save the song you are editing, and **DELETE** to delete the selected song from the list.

## Song Library and Rytmik Cloud



The song library is divided into four categories (**ROM**, **USER**, **PUBLIC CLOUD** and **USER CLOUD**). The ROM category contains pre-made songs shipped with Rytmik Ultimate. You can use them as a starting point when creating your own compositions. You can also explore them and use them to learn the operation of Rytmik Ultimate and to find out how to use various musical and sound processes. In the USER category, users can save their own songs. You can store up to 255 songs there.

When you select the **PUBLIC CLOUD** or **USER CLOUD** category, **Rytmik Ultimate** connects to the shared storage called **Rytmik Cloud**. To use this feature, you need a functional network connection and enable wireless communication. The **PUBLIC CLOUD** category shows a list of songs of all users. When you select the **USER CLOUD** category, you are only shown songs of the current user and you can also store and delete songs. When storing a song, you can specify its access privileges. **UNLOCKED** means the song will be visible for all and everyone can load and edit it. **LOCKED** means that the song will be visible for all, but other users can only play it using **PREVIEW** function and won't be able to edit it. **SEMI-LOCKED** means that the song will be visible for all, other users can only play it using **PREVIEW** function, but clips can be used, modified and redistributed. **PRIVATE** means that other users can't see the song.

**PROFILE** shows the author name that can be changed by the user (you need to be connected to the Internet to do that). The button also displays a unique user code to identify the user outside Nintendo 3DS.

## Song Rating and Reporting

If you play a song from **Rytmik Cloud**, you can rate it. The song rating window is displayed when you press **RATE**, and you can now select the number of stars you wish to award to the song before submitting the rating. The browser also displays the average rating of songs, which you can then use to sort the available songs.

**REPORT?** opens a window where you can notify us of any copyright infringement or report any abuse, harassment or offensive content or user.

## Steam Chat Integration

Double-click on author's name in song browser opens Steam chat with this user.

# Keyboard Controls

## Song Editor

<b>Space</b>	Switch Play On/Off
<b>Z</b>	Undo
<b>Z + Left Shift</b>	Redo
<b>A</b>	Move Selector Back
<b>D</b>	Move Selector Forth
<b>S</b>	Move Selector to Left Marker or to the Song Start
<b>W</b>	Move Selector to Next Marker
<b>X</b>	Switch Select On/Off
<b>C</b>	Switch Copy/Move
<b>TAB</b>	Switch to Clip Editor
<b>Ctrl + F</b>	Switch Fullscreen
<b>LMB-drag out</b>	Remove Clip from Song Track
<b>LIBRARY</b>	
<b>LMB</b>	Copy Clip
<b>RMB</b>	Move Clip
<b>LMB on Clip</b>	Starts/Stops the Clip Preview
<b>RULER BAR</b>	
<b>Ctrl + LMB double-click</b>	Sets Left Loop Marker
<b>Alt + LMB double-click</b>	Sets Right Loop Marker
<b>LMB-click</b>	Change Selector Position
<b>LMB/RMB-drag, Mouse Wheel</b>	Move around the Song

## Clip Editor

<b>Space</b>	Switch Play On/Off
<b>Z</b>	Undo
<b>Z + Left Shift</b>	Redo
<b>A</b>	Move Selector to Previous Note
<b>D</b>	Move Selector to Next Note
<b>S</b>	Adjust Selected Note Pitch Down
<b>W</b>	Adjust Selected Note Pitch Up
<b>E</b>	Switch Selected Note On/Off
<b>TAB</b>	Switch to Song Editor
<b>ESC</b>	Switch to Song Editor
<b>Ctrl+F</b>	Switch Fullscreen
<b>Shift + LMB on FX area</b>	Reset Area Value to Default
<b>POLY/WIDE/CHORD - LMB/RMB</b>	Cycle through Effect Modes [Next/Previous]
<b>PASTE (PASTE I, PASTE P) + Ctrl</b>	Reset Current Channel [Instrument, Pattern]
<b>VARI + Ctrl</b>	Sets the same Sample for each Note
<b>CHANNEL LINK + Ctrl</b>	Copies Instrument Settings except Pitch *

\* Adjusting instrument settings with CTRL adjusts all linked channels

<b>CHORD MODE</b>	
<b>Ctrl + LMB</b>	Adds Note to the Chord or Adjusts Selected Note Pitch
<b>Ctrl + RMB</b>	Removes Last Note from the Chord
<b>LMB at Pitch Note Area</b>	Transposes Selected Chord
<b>Adjust Note VOLUME by LMB [or parameters B, C, D]</b>	Set All Chord Notes Together
<b>Ctrl + LMB</b>	Set Only Selected Note
<b>Ctrl+ PC Keyboard</b>	Keyboard Adds Note[s] to Selected Position *

[\* for PC Keyboard Layout see Page 14]

## Browser

<b>Arrow Up</b>	Previous Song
<b>Arrow Down</b>	Next Song
<b>Page Up</b>	Previous Page
<b>Page Down</b>	Next Page
<b>Home</b>	First Song
<b>End</b>	Last Song
<b>Enter</b>	Switch Preview On/Off
<b>LMB double-click on Song Name</b>	Loads Song (unlocked), Fills the Browser Filter

## Visualisation

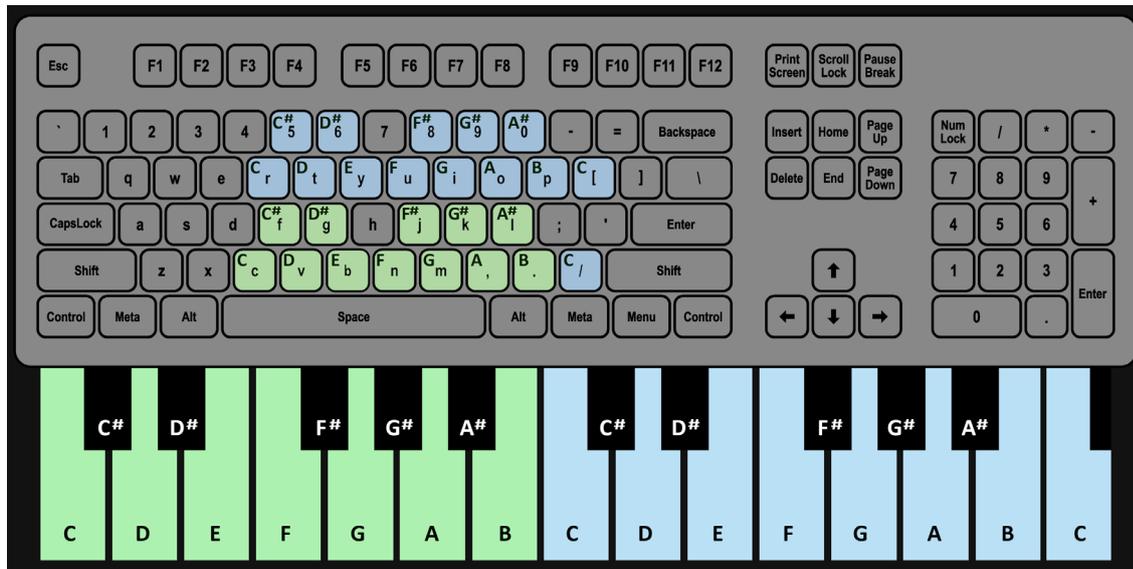
<b>1</b>	Change Visualization Type
<b>2</b>	Change Algorithm
<b>3</b>	Change Style
<b>4</b>	Switch Scrolling On/Off
<b>5</b>	Switch Noise On/Off
<b>ESC</b>	Switch to Song Editor
<b>Space</b>	Switch Play On/Off

## Steam

<b>LMB double-click on Author's Name</b>	Opens Steam Chat
<b>Shift + TAB</b>	Opens Steam Overlay

# PC Keyboard Layout

Play instrument by PC Keyboard – two octaves, lower starts at C-key, higher starts at R-key.



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## Support Information

### Cinemax Support Team

[support@rytmikultimate.com](mailto:support@rytmikultimate.com)

<http://rytmikultimate.com>

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