



Disabled

Sequence is disabled and cannot be played



Oneshot

Sequence will play once, i.e. not loop. When stopped sequence will stop immediately (this is the only mode that will stop immediately)



Loop

Sequence will loop immediately at end of sequence. When stopped sequence will play until end of loop



Oneshot all

Sequence will play once, i.e. not loop. When stopped sequence will continue to play until end of sequence



Loop all

Sequence will loop at end of sequence. If sequence ends before sync point it will pause and restart at next sync point (end of bar). When stopped sequence will continue to play until end of sequence



Oneshot sync

Sequence will play once, i.e. not loop. When stopped sequence will continue to play until next sync point (end of bar)



Loop sync

Sequence will loop at sync point. If sequence is shorter than a bar it will pause until next sync point before restarting. When stopped sequence will continue to play until next sync point (end of bar)

Disabled

Oneshot

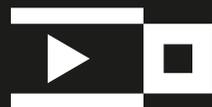
Loop

Oneshot all

Loop all

Oneshot sync

Loop sync



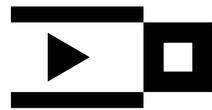
REDUCTION TEST

The test shows that there is no a significant loss of pragnanz*

The pragnanz* is a quality possessed by the figures that can be captured through the sense of sight. This quality is linked to shape, color, texture and other characteristics that make the person observing can register it in the fastest and simplest way.



Disabled



Oneshot



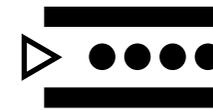
Loop



Oneshot all



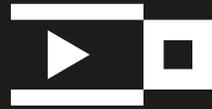
Loop all



Oneshot sync



Loop sync



straight lines used to denote the idea of "sequence not loop"

curved lines used to enforce the sense of "loop"

hollow triangles highlight "synchro" concept



MATRIX 2:1

all icons have the same size and proportion to ensure a better visual consistency UI

L > R reading

icons are read from left to right which helps understanding of the sequencing process at the time that maintain a connection with the preceding icons

PREGNANZ PURPOSE

each icon has been defined with its own personality -associated with its function- which facilitates its differentiation and memory

PHILOSOPHY & ANALYSIS

SCENE-1			
 CH1 A1 Bata Drums	 CH2 B5 DarkNight	 CH3 C9 FLS_DX-bass	 CH10 J13 Acetone Rythm Ace
 CH1 A2 Bata Drums	 CH2 B6 DarkNight	 CH3 C10 FLS_DX-bass	 CH10 J13 Acetone Rythm Ace
 CH1 A3 Bata Drums	 CH2 B7 DarkNight	 CH3 C11 FLS_DX-bass	 CH10 J13 Acetone Rythm Ace
 CH1 A4 Bata Drums	 CH2 B8 DarkNight	 CH3 C12 FLS_DX-bass	 CH10 J13 Acetone Rythm Ace

APPLICATION EXAMPLE