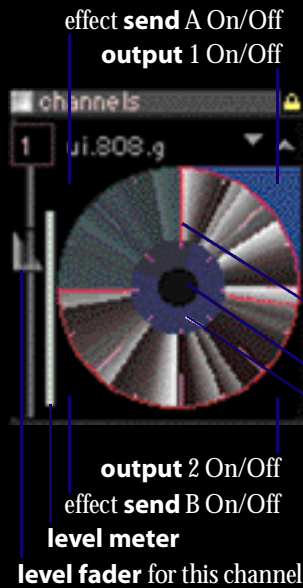


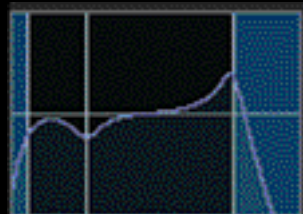
radiaLegend

channels



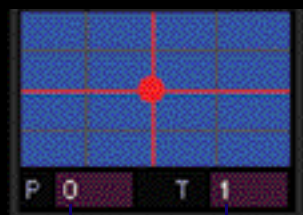
- click the **lock** to show/hide the filter and pitch/time editors
- click the **up arrow** to show the channel inspector
- click the **down arrow** or **sample name** to get a menu of recently loaded samples
- click the **channel number** to mute the channel; option-click to solo
- click and drag here to set the **start point** for the selected portion of the loop
- click here to **retrigger** the loop
- click and drag here to select a **portion** of the loop for playback

filter



- click and drag the **vertical line** to the right or left to change the filter band's center frequency
- click on the top of the **vertical line** and drag up or down to change the filter bandwidth
- click the **horizontal line** and drag to create new filter peaks and troughs
- click on the **left edge** of the filter display and drag right for highpass filtering
- click on the **right edge** of the filter display and drag left for lowpass filtering

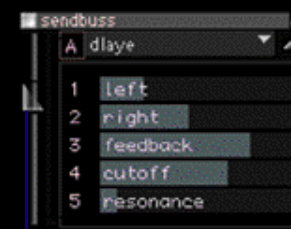
pitch/time grid



- drag **dot** horizontally to change loop time scaling according to the grid
- drag **dot** vertically to change loop pitch in octaves

click here to make fine **time** scale adjustments
click here to make fine **pitch** adjustments

plug-ins



fader for the plug-in's return level

- click the **letter** to switch the plug-in on/off
- click the **up arrow** to open the edit window for the plug-in
- click the **down arrow** or **plug-in name** to choose a new plug-in
- click and drag the **number** to select a plug-in parameter for display
- click the **bar** to change plug-in parameter values

output



master level fader

click the lock to show waveshaper and limiter effects **parameters**

switch **waveshaper on/off**
switch **level meter on/off**
switch **limiter on/off**

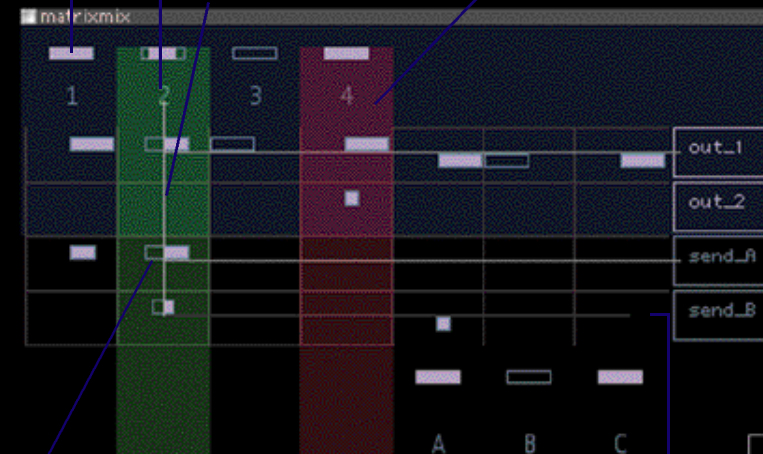
click to choose an **output channel** for an audio interface with multiple outputs

matrix mixer

click and drag to change the current **fader** level for a loop channel
option-click the channel number to **toggle solo** for a channel

brightness corresponds to **signal level**

a red square is muted
click any square to **mute/unmute**



the outlined portion of the bar indicates the **pre-fader level**; the solid bar indicates the level for this assignment

this column sets **output levels** for effect C

squares in this row set the **output levels** for effect B

squares in this row set the **output levels** for output 1