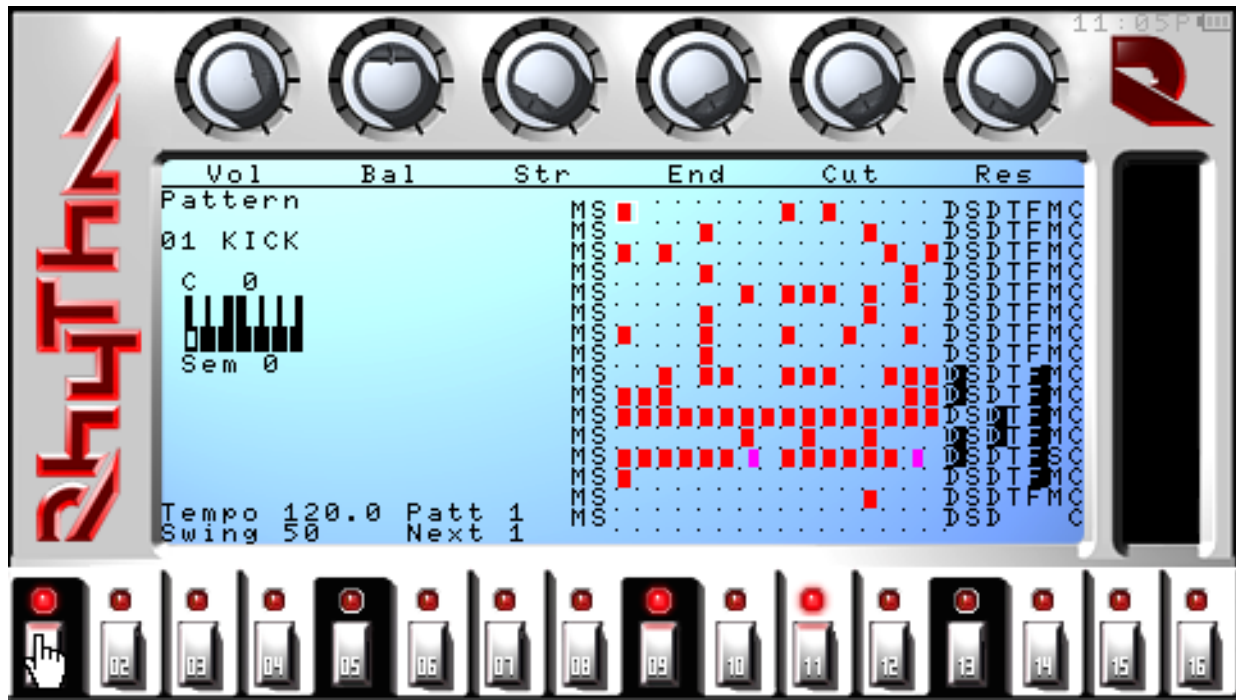


RHYTHM



PSP Rhythm 7.1

PSP Rhythm is the homebrew audio sequencer for the Sony Playstation Portable.

Inspired by classic drum machines, synthesizers, samplers, and modern audio software, PSP Rhythm is a portable music studio which fuses old and new ideas.

The heart of PSP Rhythm is its sample based playback engine. The playback engine enables you to chop and pitch-shift any sound. Every sampled sound also runs through an individual volume envelope which enables you to alter the attack or decay of the sound. Samples can then be modified with effects such as distortion, slicer, delay, time-stretch, high/low pass filter, and monophonic sample mode.

The on board Bass-line synth in PSP Rhythm is similar to the classic Roland TB-303. TB-303 style features such as Accent and Slide are available. The real-time control of the cutoff and resonance give you that authentic "Acid" sound that made the TB-303 Bass-line synth so famous.

The newest audio tool introduced in PSP Rhythm is the Wave Synth. The Wave Synth uses the basic building blocks of subtractive synthesis with the ability to use any sampled audio source as a digital oscillator.

PSP Rhythm can simultaneously sequence 15 samples or 15 wave synths and 1 Bass-line synth. Sounds are grouped into patterns, patterns can be expanded into songs, and songs can be recorded to CD quality PCM wave format and exported to general midi. Songs can now be loaded and saved per song file which enables you to save and back-up your data as much as you wish.

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Pattern Mode

- Sample Playback
 - 32nd Note
 - Flam
 - Reverse
- Parameters
 - Pitch
 - Volume
 - Balance
 - Start
 - End
 - Cutoff
 - Resonance
 - Attack*
 - Decay*
 - Key
 - Pitch Adjust
- Bass Line Synthesizer*
 - Note On
 - Note Tie
 - Note Accent
 - Note Slide
- Bass Line Parameters
 - Pitch
 - Volume
 - Cutoff
 - Resonance
 - Envelope Mod
 - Decay
 - Accent
- Tap Tempo

Effects (In Pattern Mode)

- Distortion
- Slicer
- Delay
- Time Stretch
- High/Low Pass Filter
- Mono/Poly/Synth sound Mode
- Classic/Extended Programming Mode

General

- Oscilloscope*
- Beat Indicator
- Level Meters
- System Clock
- Battery Meter

Song Mode

- 512 Pattern Song Sequencer
- Audio Mixer
- Copy Step
- Paste Step
- Insert Step
- Delete Step
- Mute/Unmute Sound
- Clear Mixer

System Mode

- Pattern Settings
 - Copy Pattern Data
 - Copy Pattern Effects
 - Clear Pattern Data
 - Clear Pattern Effects
- Song Settings
 - Tempo (30.0 - 300.0 BPM)
 - Swing (50 - 90%)
 - Sequencer Steps (1-16)
 - Clear Song Data
 - Clear All Patterns
 - Clear All Effects
- Visual Settings
 - Text Color
 - Scope Color
 - Visuals On/Off
 - Clock On/Off
 - Battery On/Off
 - Load Skin
- System Settings
 - Song Mode - Normal or Loop
 - Audio Channels (1-30)
 - Analog Rate
 - Master Gain
- File Settings
 - New
 - Save
 - Save As
 - Save System
- Util Settings
 - Import Rhythm 6.x
 - Export Pattern To Wave
 - Export Song To Wave
 - Export Song By Tracks to Wave*
 - Export Song To Midi
 - Quit
 - Free Memory
 - Version

INSTALLATION

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Installing on PSP Firmware 2.0 to 2.8

Make sure you install the latest [Fanjita/Ditlew eLoader](http://www.fanjita.org) from <http://www.fanjita.org> or <http://noobz.eu/> before you install PSP Rhythm. When installing choose to use the TIFF exploit. The GTA exploit is no longer required and needs a first release Grand Theft Auto game to use (not recommended).

Installing on Custom Firmware 3.10 OE-A

Install with Firmware 1.0 or Custom Firmware GAME150 option. See forum link below for more details:
<http://www.psprhythm.com/forum/viewtopic.php?t=113&start=5>

Installing from Windows

Run the installer program and choose your firmware version. Choose the path to install onto your PSP. (Change the drive letter to match your PSP's drive letter)

Manual Install for other Operating Systems

Download the Manual Install Package from our website. Please read the "ManualInstall.txt" file for detailed instructions to install PSP Rhythm. Forum Thread: <http://www.psprhythm.com/forum/viewtopic.php?t=80>
For support please look in the support forums. <http://www.psprhythm.com/forum>

Install Tips

If you are upgrading from PSP Rhythm 6.0 or 6.1 you can import your song files in system mode!
Back those files up and delete or remove any older versions of PSP Rhythm from your PSP if you currently have it installed.

COMPATABILITY

PSP Rhythm has been tested to work with the following firmware and loader applications:

Firmware 1.0*
No Loader Required

Firmware 1.5*
No Loader Required

Firmware 2.0
eLoader TIFF or GTA Exploit

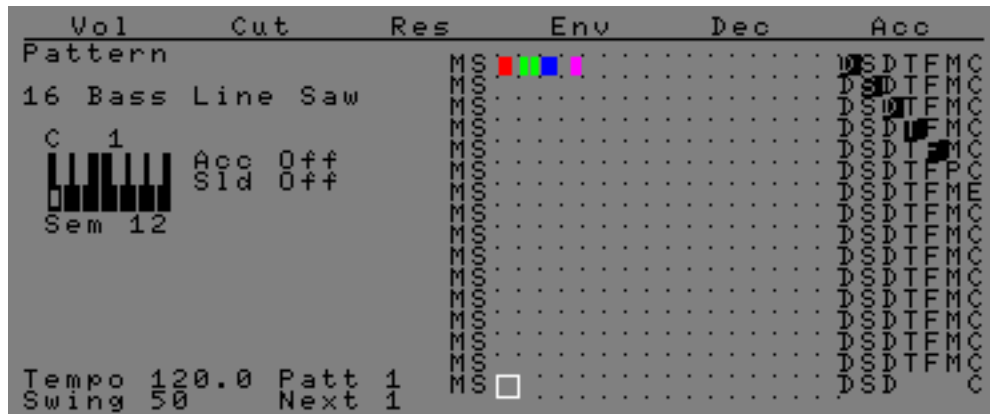
Firmware 2.5
eLoader TIFF Exploit

Firmware 2.6
eLoader TIFF Exploit

Firmware 2.8
eLoader TIFF Exploit

Custom Firmware 3.10 OE-A
No Loader Required

* Recommended Firmware



Pattern mode is the heart of PSP Rhythm. Here, you can create music patterns based on a 16 step sequencer grid. 32 Steps are available by using a Flam or 32nd Note Hit. Each step represents a sixteenth note at a 4/4 time signature. Every 4 steps represents 1 beat, while all 16 steps represents a bar or measure. By activating samples or bass line notes on certain steps, you can create rhythms and melodies.

Effects enable you to use audio effects to change the way a sample or the bass line synthesizer sound. Included effects are DISTORTION, SLICER, DELAY, TIME STRETCH and FILTER.

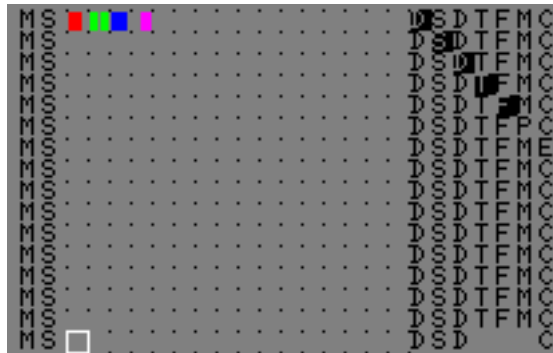
Button Configuration:

- UP / DOWN – Change Sound/Effect
- LEFT / RIGHT - Select pattern step
- ANALOG UP/DOWN - Modify Parameter Value
- ANALOG LEFT/RIGHT - Modify Parameter Value (Balance Only)
- TRIGGER LEFT / RIGHT – Changes Parameter
- TRIANGLE - Selects pattern/Changes Sample or Bassline Waveform
- CIRCLE – Mutes/Solos sample
- SQUARE – Resets, De-Activates step (or effect), Previews samples, Clears all steps
- CROSS - Activates current pattern step/Adjusts Effects
- START - Plays/stops current pattern
- SELECT - Changes mode to Song MODE

PATTERN MODE (cont.)

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Understanding the Grid:



The Grid is a graphical representation of each sound and effects. Each Row represents a sound.

MS is the Mute/Solo Indicators.

M will be highlighted when a sound is muted.

S will be highlighted when a sound is soloed.

The following spots represent main sequencer step actions.

RED square indicates an note.

GREEN double rectangle indicates an active step with FLAM.

BLUE square indicates the active step will play in REVERSE.

PURPLE rectangle indicates the active step will hit on the 32nd note.

EMPTY spot indicates that the sample will not play.

DSDFTMC Represent the effects or attributes applied to that sound. (In Order)

D will be highlighted when a sound is using the Distortion effect.

S will be highlighted when a sound is using the Slicer effect.

D will be highlighted when a sound is using the Delay effect.

T will be highlighted when a sound is using the Time Stretch effect.

F will be highlighted when a sound is using the Filter effect.

M (monophonic) will change to a P (polyphonic) and then to an S (synthesizer).

C (classic) indicates the sound settings are universal to all steps in a pattern, E (extended) mode uses custom settings for each step in a pattern.

The current grid position is indicated by a white square outline. The buttons below will match the grid and vice versa. Use what ever method of programming works better for you.

Note: The Bass Line synthesizer cannot run Time Stretch or Monophonic effects. It also has a built in low pass filter so those are not available.

PATTERN MODE (cont.)

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Loading New Samples:

1. Using the UP/DOWN buttons scroll through sounds and select a sample you want to change.
2. Highlight the Sample name by using the LEFT/RIGHT TRIGGERS.
3. Press the TRIANGLE button and the sample loading menu will appear.
4. Using the UP/DOWN buttons, you can change the current folder.
5. Open the current folder by pressing X.
6. Use the UP/DOWN button to select a sample.
7. Press X to load the sample.

Press TRIANGLE to preview the sample.

Press O to backup to the folder list or Abort sample loading.

TIP!!! After you have loaded a sample and are sure you want to use it in your song, make sure you SAVE your SONG file in SYSTEM mode! That new sample will not stick with that pattern unless you SAVE your SONG file.

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PATTERN MODE (cont.)

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Writing a Pattern:

1. Using the UP/DOWN buttons scroll through sounds and effects
2. Select pattern step with the LEFT/RIGHT buttons.

For all samples in Monophonic or Polyphonic Mode:

3. Activate the current sample on the current pattern step by pressing the X button.
 - a) a RED LED indicates an active step. The sample will play once.
 - b) a GREEN LED indicates an active step with FLAM. The sample will play twice at a 32 step rate.
 - c) a BLUE LED indicates the active step will play in REVERSE.
 - d) a PURPLE LED indicates the active step will hit on the 32nd note.
 - d) an inactive LED indicates that the sample will not play.
4. To RESET an activated step to default values, press the SQUARE button.
5. To ERASE an activated step, press the SQUARE button again.
6. To PREVIEW a sample, press the SQUARE button on an inactive step.
7. To CLEAR all steps for a sound hold down SQUARE.
8. MUTE/UNMUTE the selected sample by holding the CIRCLE button and pressing LEFT.
9. SOLO/UNSOLO the selected sample by holding the CIRCLE button and pressing RIGHT.

For all samples in Synthesizer Mode:

3. Activate the current sample on the current pattern step by pressing the X button.
 - a) a RED LED indicates a normal note.
 - b) a GREEN LED indicates a tied note (previous note will continue to play)
 - c) a BLUE LED indicates the sample will decay according to decay value
 - d) a PURPLE LED indicates the playing note will stop immediately (no decay).
 - d) an inactive LED indicates the sample will decay according to decay value.
4. To RESET an activated step to default values, press the SQUARE button.
5. To ERASE an activated step, press the SQUARE button again.
6. To CLEAR all steps for a sound hold down SQUARE.
7. MUTE/UNMUTE the selected sample by holding the CIRCLE button and pressing LEFT.
8. SOLO/UNSOLO the selected sample by holding the CIRCLE button and pressing RIGHT.

TIP!!! The wave synth uses any sample as its oscillator. This means that sample will play and then loop or start over when it reaches the end. To make the sample sound more usable change the START and STOP times to use a segment of the sample. This is very important!

For Bass Line:

3. Activate a note on the current pattern step by pressing the X button.
 - a) a RED LED indicates a normal note.
 - b) a GREEN LED indicates a tied note (previous note will continue to play)
 - c) a BLUE LED indicates that the note will play with an Accent.
 - d) a PURPLE LED indicates that the note will play with a Slide (possibly with Accent).
 - e) an inactive LED indicates that a note will not play.
4. To RESET an activated step to default values, press the SQUARE button.
5. To ERASE an activated step, press the SQUARE button again.
6. To CLEAR all steps hold down SQUARE.
7. MUTE/UNMUTE the selected sample by holding the CIRCLE button and pressing LEFT.
8. SOLO/UNSOLO the selected sample by holding the CIRCLE button and pressing RIGHT.

Adjusting the Tempo and Swing:

Use the Trigger buttons to move the current parameter selection to high light either the Tempo or Swing values. When a value is selected adjust it via the analog stick. Tapping the TRIANGLE button will synchronize the tempo with the rate you tap. These values can also be changed in SYSTEM mode.

WARNING!!! Adjusting the swing while a pattern is playing can cause the sequencer to playsteps at an inconsistent speed. Please only adjust it when the sequencer is not playing.

Playing a Pattern:

Press START to STOP/PLAY current pattern.

During pattern playback, it is possible to edit the current pattern.

To select a different Pattern, use the LEFT/RIGHT button to select pattern (via numbered button at bottom of screen) and press the TRIANGLE button. (Make sure the Sound name is not selected)

Selecting a different pattern while playing a pattern will display the current pattern number and the NEXT pattern number. Once the current pattern is finished playing, the NEXT pattern will play and will become the current pattern.



Parameters are used to control the NOTE, VOLUME, BALANCE, START, END, CUTOFF, RESONANCE, ATTACK, DECAY, KEY and pitch ADJUST. Each parameter is represented by an on-screen keyboard octave or rotary knob.

Pressing the LEFT/RIGHT TRIGGER buttons allow you to select a parameter to adjust. The parameter selected will have an inverted graphics color. Use the ANALOG stick to adjust the selected parameter.

TIP!!! Only 6 parameters will be shown at a time! Continue pressing the TRIGGER buttons to move to the second page of parameters!

NOTE

Note is controlled by moving the ANALOG UP/DOWN. Moving the analog stick up will transpose the sample up. Moving the analog stick down will transpose the sample down.

The PIANO ROLL for note is based on middle C (this can be changed by adjusting the KEY). The pitch of the sample can be transposed up 3 octaves or down 3 octaves.

VOLUME

Volume is controlled by the ANALOG UP/DOWN. Moving the analog stick up will raise the sample volume and moving the analog stick down will lower the sample volume.

BALANCE

Balance is controlled by the ANALOG LEFT/RIGHT. Moving the analog stick left will pan the sample left and moving the analog stick right will pan the sample right.

START

Start Time is controlled by the ANALOG UP/ DOWN. Moving the analog stick up will increase the position in the sample it will start playing on. Moving the analog stick down will decrease the time it starts. For example, 0 starts the sample at the beginning and 50 starts the sample in the middle. Start Time is based on percent of the sample selected.

END

End Time is controlled by the ANALOG UP/ DOWN. Moving the analog stick up will increase the position in the sample it will stop playing on. Moving the analog stick down will decrease the time it stops. For example, 50 stops the sample in the middle and 100 starts the sample at the end. End Time is based on percent of the sample selected.

CUTOFF

Cutoff is controlled by the ANALOG UP/DOWN. By default the cutoff is disabled and can be used by turning on the filter effect. Moving the analog stick up will increase the low pass filter cutoff frequency. Cutoff changes the overall tone of the sound by 'cutting off' any frequency above the cutoff frequency value.

RESONANCE

Resonance is controlled by the ANALOG UP/DOWN. By default the resonance is disabled and can be used by turning on the filter effect. Moving the analog stick up will increase the low pass filter resonance. Resonance is a boost at the cutoff frequency. High resonance values will drive the filter close to self oscillation.



Page 2 of the parameters include ATTACK, DECAY, KEY and TUNE.

Pressing the LEFT/RIGHT TRIGGER buttons allow you to select a parameter to adjust. The parameter selected will have an inverted graphics color. Use the ANALOG stick to adjust the selected parameter.

TIP!!! Only 6 parameters will be shown at a time! Continue pressing the TRIGGER buttons to move to the second page of parameters!

ATTACK

Attack is controlled by the ANALOG UP/DOWN. Moving the analog stick up will decrease the rate at which the sound is amplified. An attack of 0 will be an instant on.

DECAY

Decay is controlled by the ANALOG UP/DOWN. Moving the analog stick up will decrease the rate at which the sound is amplification is decayed. A decay of 0 will be an instant off at the end of the sample.

KEY

Key adjust is controlled by the ANALOG UP/DOWN. Moving the analog stick up will change the key that is displayed on the NOTE octave keyboard. This way you can match the key to the actual key of the sample so it is easier to program.

ADJUST

Pitch Adjust is controlled by the ANALOG UP/DOWN. Moving the analog stick up will increase pitch of the sample. Moving the analog stick down will decrease pitch of the sample. Use this to fine tune the pitch of your sample.



Parameter are used to control the PITCH, VOLUME, CUTOFF, RESONANCE, ENVELOPE MOD, DECAY and ACCENT values of each activated step. Each parameter is represented by an on-screen keyboard octave or rotary knob.

Pressing the LEFT/RIGHT TRIGGER buttons allow you to select a parameter to adjust. The parameter selected will have an inverted graphics color. Use the ANALOG stick to adjust the selected parameter.

PITCH

Pitch is controlled by moving the ANALOG UP/DOWN. Moving the analog stick up will transpose the note up. Moving the analog stick down will transpose the note down.

The PIANO ROLL for pitch starts at C (semitone 0). The pitch of the note can be transposed up 4 octaves to C (semitone 48).

VOLUME

Volume is controlled by the ANALOG UP/DOWN. Moving the analog stick up will raise the bass line volume and moving the analog stick down will lower the bass line volume.

CUTOFF

Cutoff is controlled by the ANALOG UP/DOWN. Moving the analog stick up will increase the low pass filter cutoff frequency. Cutoff changes the overall tone of the sound by 'cutting off' any frequency above the cutoff frequency value. It is affected by envelope mod and decay.

RESONANCE

Resonance is controlled by the ANALOG UP/DOWN. Moving the analog stick up will increase the low pass filter resonance. Resonance is a boost at the cutoff frequency. High resonance values will drive the filter close to self oscillation.

ENVELOPE MOD

Envelope Mod is controlled by the ANALOG UP/ DOWN. Moving the analog stick up will increase the low pass filter envelope mod. Envelope mod affects the filter envelope amount.

DECAY

Decay is controlled by the ANALOG UP/ DOWN. Moving the analog stick up will increase the position of the low pass filter envelopes decay point. It creates a "wah" sound the lower you set the value. At maximum it does not affect the filter.

ACCENT

Accent is controlled by the ANALOG UP/ DOWN. Moving the analog stick up will increase the accent amount. Accent boosts the sound while altering the amplification envelope.

DISTORTION

Distortion “distorts” the sound by “folding back” any sound higher than the set THRESHOLD. The “fold back” amount is the percent of the AMOUNT control. GAIN is used to raise or lower the volume of the distorted sound to an appropriate level. When the fold back amount is set to 0, then the signal essentially “clips” at the threshold point. When it is set to 100, then the fold back amount is equal to any value above the threshold point

SLICER

The Slicer effect modifies the volume of a sound at a fast rate based on tempo. The ON parameter tells the effect to turn the volume on for a percent of the time it take to play one step. The OFF parameter turns the volume down for the percentage of the time it takes to play one step. The MOD parameter modifies the volume of the sound when it is in the OFF state.

DELAY

Delay feeds the sound into a looped audio buffer and plays it back based on the RATE selected. The RATE of 100 equals a 1 second delay. The delay audio buffer is constantly feeding back into itself at a level based on the FEEDBACK amount. WARNING!! A feedback level of 100 percent is possible and the sound will quickly saturate the audio buffer!

TIME STRETCH

The Time Stretch effect makes a sample play longer by playing X number of samples, then returning back X number of samples. The parameters is LENGTH and RETURN. The LENGTH is the amount of samples to play and RETURN is the amount of samples to return to.

FILTER

The filter effect only works for samples (the bass line synthesizer already has a filter). The filter can act as a low pass filter or high pass filter with both CUTOFF and RESONANCE controls. In effect mode you will not see any controls. When you select a sample sound to be filtered the CUTOFF and RESONANCE knobs will be available as a PARAMETER in PATTERN mode. A RED light indicates a low pass filter, a GREEN light indicates a high pass filter.

MONO, POLY and SYNTH SAMPLE MODE

Mono Sample Mode will make an effected sample stop playing when it is retriggered. This causes the sample to not overlap itself if it is retriggered. This is particularly effective for most sounds.

Poly Sample Mode will allow the same sound be triggered over itself. Using Poly Sample Mode is useful when creating textures of sounds our when you want the sound to overlap.

Synth Sample Mode will allow the sound to be used as a synthesizer Oscillator. The sample will be looped based on it's start and end times repeatedly while the sound is playing. By using a slice of a sound you can synthesize different and new sounds.

There are two types of sound modes which are changeable in Pattern mode. The types are “Classic” or “Extended”. Classic mode is selected by default for each sound. Individual sounds can be made to use Classic or Extended modes depending on your needs.

CLASSIC MODE

Classic mode allows you to control certain parameters globally for the currently selected sound.

For samples the VOLUME, BALANCE, START, END, CUTOFF and RESONANCE are globally set. The PITCH parameter is set per step.

For the bass line synthesizer the VOLUME, CUTOFF, RESONANCE, ENVELOPE MOD, DECAY and ACCENT parameters are affected globally. The PITCH, TIE, ACCENT ON/OFF and SLIDE ON/OFF parameters are set per step.

EXTENDED MODE

Extended mode allows you to edit each parameter, per step of a pattern. This gives you detailed control over each sample or bass line note. Any changes to any parameter only affect the currently selected step.



Song mode is used to chain patterns to create full-length songs. Song mode includes a mixer function which will help you get more use out of every pattern you make. The mixer consists of a series of vertical bars across the screen. There are 16 bars representing the volume for the 16 sounds. The currently selected sound is displayed below the mixer bars. By muting and changing the volume of each sound per SONG STEP, you can get a great number of pattern variations from your patterns.

Button Configuration:

- UP/DOWN - Raise/lower selected sample volume
- LEFT/RIGHT - Select pattern step/select sample
- LEFT TRIGGER - Increases selected SONG STEP
- RIGHT TRIGGER - Decreases selected SONG STEP
- TRIANGLE – Copy Step/Insert Step
- CIRCLE - Mutes/Un-mute currently selected sample
- SQUARE - Clear Mixer, Clear Pattern, Delete Step
- CROSS - Activates current SONG STEP, Un-mute all sounds or Paste step
- START - Plays/stop current song
- SELECT - Changes mode to SYSTEM MODE
- ANALOG – Adjusts Tempo

Writing a Song:

Navigating the song:

1. Using the LEFT/RIGHT buttons scroll through patterns (1-16).
2. Select song step with the LEFT/RIGHT TRIGGERS (1-512).

Adding a song step:

1. Pressing X will activate a song step with the currently selected pattern and the last available mixer settings if they have been modified. The current song step and activated pattern will be displayed in the box labeled STEP/PATT.

Removing a song step:

1. Pressing the SQUARE button will first clear the mixer settings for the selected song step.
2. Pressing the SQUARE button again will clear the pattern.
3. Pressing the SQUARE button a third time will DELETE the song step.

Copy, Paste and Insert a song step.

1. Press the TRIANGLE button to copy a song step.
2. Press the TRIANGLE button to INSERT the copied song step into the current song step.

OR

2. Press the X button to PASTE (overwrite) the copied song step into the current song step.
3. Press the SQUARE or CIRCLE button to abort.

Once a song step has been PASTED or INSERTED the you must press TRIANGLE to copy the step again.

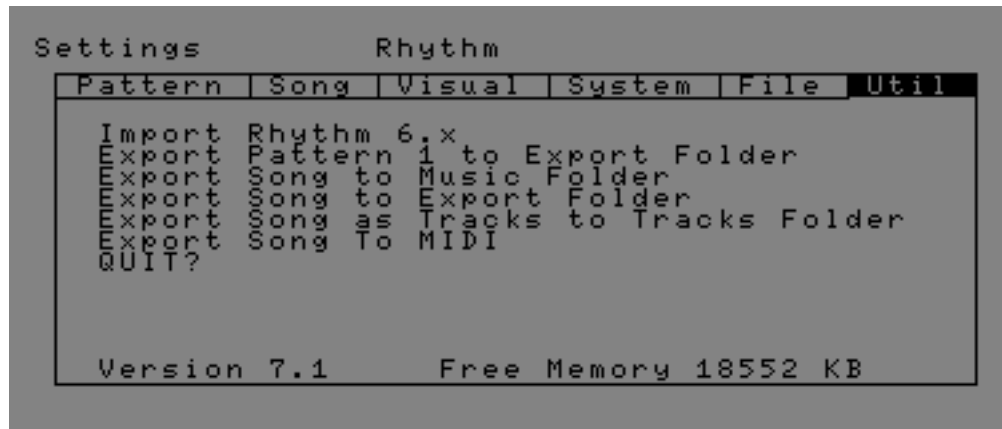
Playing a Song:

1. Press START to STOP/PLAY current song.
2. Playback will begin on currently selected song step.
3. Adjust tempo with the ANALOG UP/DOWN.

Note: During song playback, it is not possible to edit current song.

TIP!!! To get the most out of your patterns make use of the mixer controls. You can adjust Volume for each sound. This allows you to create songs with the minimal number of patterns.

TIP!!! Song mode has 512 available pattern steps giving you the ability to create full length songs.



System mode controls global variables, sample kits, graphic skins and memory management. Change between Pattern, Song, Visuals, System, File and Utility Settings by highlighting the tab with the Directional Pad and pressing LEFT/RIGHT or by pressing LTRIGGER/RTRIGGER.

Button Configuration:

- UP/DOWN - Select system function/settings tab
- LEFT/RIGHT - Changes system function value/settings tab
- LTRIGGER/RTRIGGER – Changes between menu tabs
- CROSS - Activates current system mode function if applicable
- SELECT - Changes mode to PATTERN MODE

Pattern Settings:

Copy Pattern Data (current patt. > 1-16) Select target pattern by pressing LEFT/RIGHT. Copy current pattern to target pattern by pressing X.

Copy Pattern Effects (current patt. > 1-16) Select target pattern by pressing LEFT/RIGHT. Copy current pattern effects settings to target pattern by pressing X.

Clear Pattern Data - Erase current selected pattern by pressing X.

Clear Pattern Effects - Erase current selected pattern by pressing X.

Song Settings:

Tempo (30.0 - 300.0 BPM) Music tempo measured in Beats Per Minute

Swing (50 - 95%) Swing variation measured in percent

Sequencer Steps (1-16) Change the number of sequencer steps per pattern with LEFT/RIGHT.

Clear Song Data - Erase current song by pressing X.

Clear All Patterns - Erase all patterns by pressing X.

Clear All Effects - Erase current all effects by pressing X.

Visual Settings:

Text Color - Change text color by pressing LEFT/RIGHT

Scope Color - Change oscilloscope color or turns it off by pressing LEFT/RIGHT

Visuals On/Off Turns visuals on and off by pressing LEFT/RIGHT. Turning visuals off can help reduce CPU usage.

Clock On - Enables or Disables Time Clock.

Battery On - Enables or Disabled Battery meter.

Load Skin - Choose new skin with UP/DOWN. Load new skin by pressing X.

Available Colors: Black, Dark Blue, Blue, Light Blue, Dark Green,
Green, Light Green, Dark Red, Red, Pink, Purple,
Yellow, Orange, White, Light Gray, Dark Gray

System Settings:

Song Mode - Normal: Stop at end of song or Loop: Start over from first song step when song ends.

Audio Channels (1-30) Changes the number of samples playable at one time.

Analog Rate (1-20) Adjusts the sensitivity of the Analog Stick by pressing LEFT/RIGHT.

Master Gain - Adjusts the Master Volume by pressing LEFT/RIGHT.

File Settings:

New - Creates a new song file named "Rhythm.r_7" by pressing X.

Open - Opens a song file with the file browser.

Save - Saves current song file.

Save As - Save current song file with a custom file name.

Save System - Saves system settings.

Utility Settings:

Import Rhythm 6.x – Imports a song file from PSP Rhythm 6.0 or 6.1. (add the .r_6 extension to the song file).

Export Pattern to X Export Folder Saves your current pattern to a .WAV file into your SAMPLES/Export folder.

Every pattern you export will be named Song-1.wav, Song-2.wav, etc... Song represents the name of the song. The number indicates the number of the pattern exported.

Export Song to Music Folder Saves your song to a .WAV file into your MUSIC folder. Every song you export will be named Song-1.wav, Song-2.wav, etc... Song represents the name of the song. The number indicates the number of saved files since the program has been started (it resets every time the program is restarted).

Export Song to Export Folder Saves your song to a .WAV file into the Export folder. Every song you export will be named Song-1.wav, Song-2.wav, etc... Song represents the name of the song. The number indicates the number of saved files since the program has been started (it resets every time the program is restarted). This is most effectively used for rendering small songs to cut up and effect within a song.

Export Song as Tracks to Tracks Folder Saves your song to a series of .WAV files into the Tracks folder. Every sound will be exported in separate tracks. The tracks will be named Song-1.wav, Song-2.wav, etc... Song represents the name of the song. The number indicates the number of the sound exported. This is most effectively used for rendering a song to import into another audio suite for reprocessing.

Export Song to MIDI Saves your song to a .MID file into the "Rhythm" folder. Every song you export will be midi.mid.

QUIT? - Quits program when you confirm by hitting X again.

Free Memory – Shows the available memory for samples.

Version – Indicated the version of PSP Rhythm.

Feel free to use your own samples to create your own music. You can find additional kits at <http://www.psprhythm.com>.

Use your own samples:

Audio samples are stored in sub directories of the SAMPLES folder. Use up to 1000 sub directory folders with up to 1000 samples in each folder.

Mono and Stereo Wave PCM samples are supported. Different sample rates are also supported from 4000hz to 48000hz. 16 bit samples are required. (All samples are resampled to 44100hz to match the PSP Audio Hardware Specifications)

There are 15 total samples per song.

Load Samples in PATTERN mode and save your song in SYSTEM mode. See those sections for details.

Use your own graphics:

Each skin is located in a sub directory of the GRAPHICS folder. All files are 32 bit .PNG files. Change the Text color and skins in the System Visual Settings Menu. Create your own skin by modifying the included files.

Filename	Resolution	Description
gfxbea.png	60x60	Beat Light Graphics
gfixbkg.png	480x272	Background Graphics
gfixflm.png	30x60	Flam Indicator Light
gfixrev.png	30x60	Reverse Indicator Light
gfixhit.png	30x60	Single Drum Hit Indicator Light
gfixsel.png	30x60	Selector Indicator
gfixstb.png	30x60	Sequencer Strobe Indicator Light
gfx32.png	30x60	32 nd Note Indicator Light
gfixlvl.png	15x15	Level Meter Graphic
knobs.png	500x300	Knob Graphics

CONTACTS

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