



# Remixlive for Android FAQ

The Android version of Remixlive is here! This is a short list of the most frequently asked questions. For more information about Remixlive for Android or Mixvibes, or if you need support, please email [support@mixvibes.com](mailto:support@mixvibes.com).

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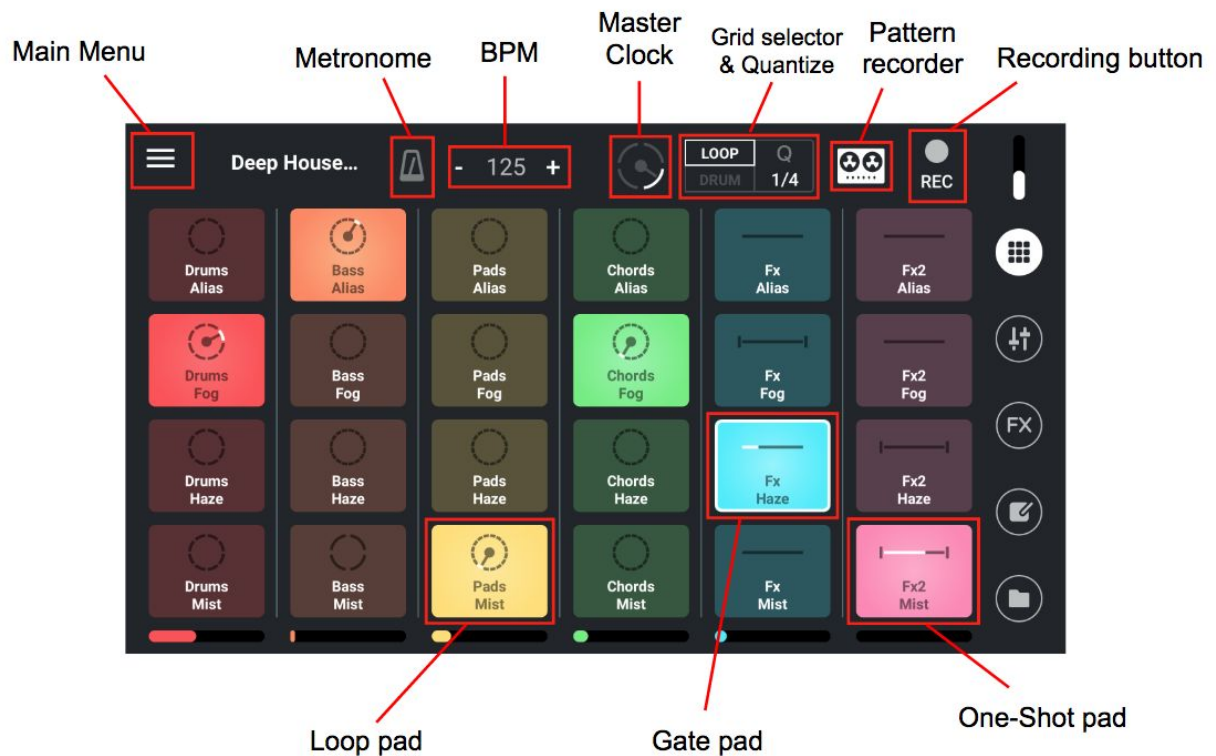
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## Changes to this FAQ

## General



### What is the difference between Loop, One Shot and Gate?

There are 3 play modes for each pad:

- Loop: Tap to make the sample play in an endless loop. To stop the sample, tap again.
- One Shot: Tap to play the sample once. Tap the pad again to stop the sample, or the sample will stop by itself after being played once.
- Gate: the sample will play for as long as your finger touches the pad;

### How do I change the BPM?

If you want to change the BPM, either:

- Tap on the ' + ' or ' - ' on either side of the BPM's value to increase or decrease it.
- Swipe the BPM's value up or right to increase it.
- Swipe the BPM's value down or left to decrease it.

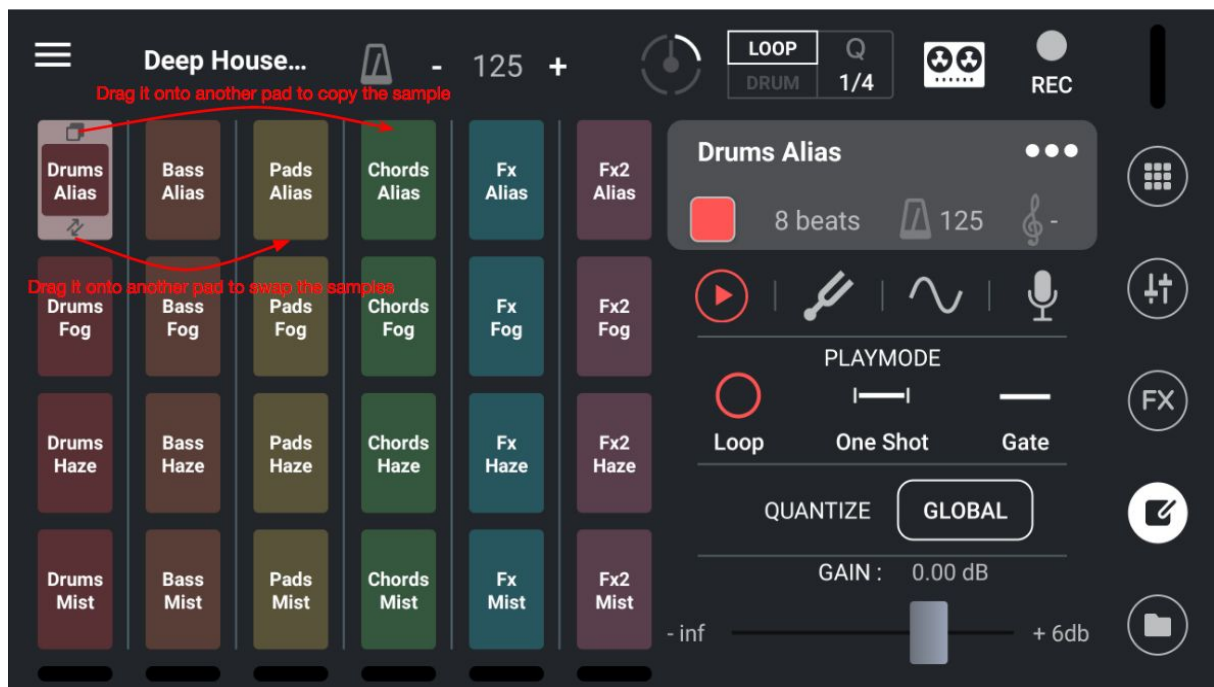
## How can I move, duplicate or delete a pad?



To move, duplicate or delete a pad, go to the Sample Editor (notebook icon, the fourth icon from the top, on the right-hand side of the main screen) and select the pad you want to move or delete.

Then:

- If you want to copy-paste the pad, press the lower part of the pad and drag it onto another pad. The sample of this second pad will be replaced by the sample of the first one.
- If you want to swap pads' samples, press the higher part of the pad and drag it onto another pad. The two samples will be swapped.



## How can I access the Sample Library?



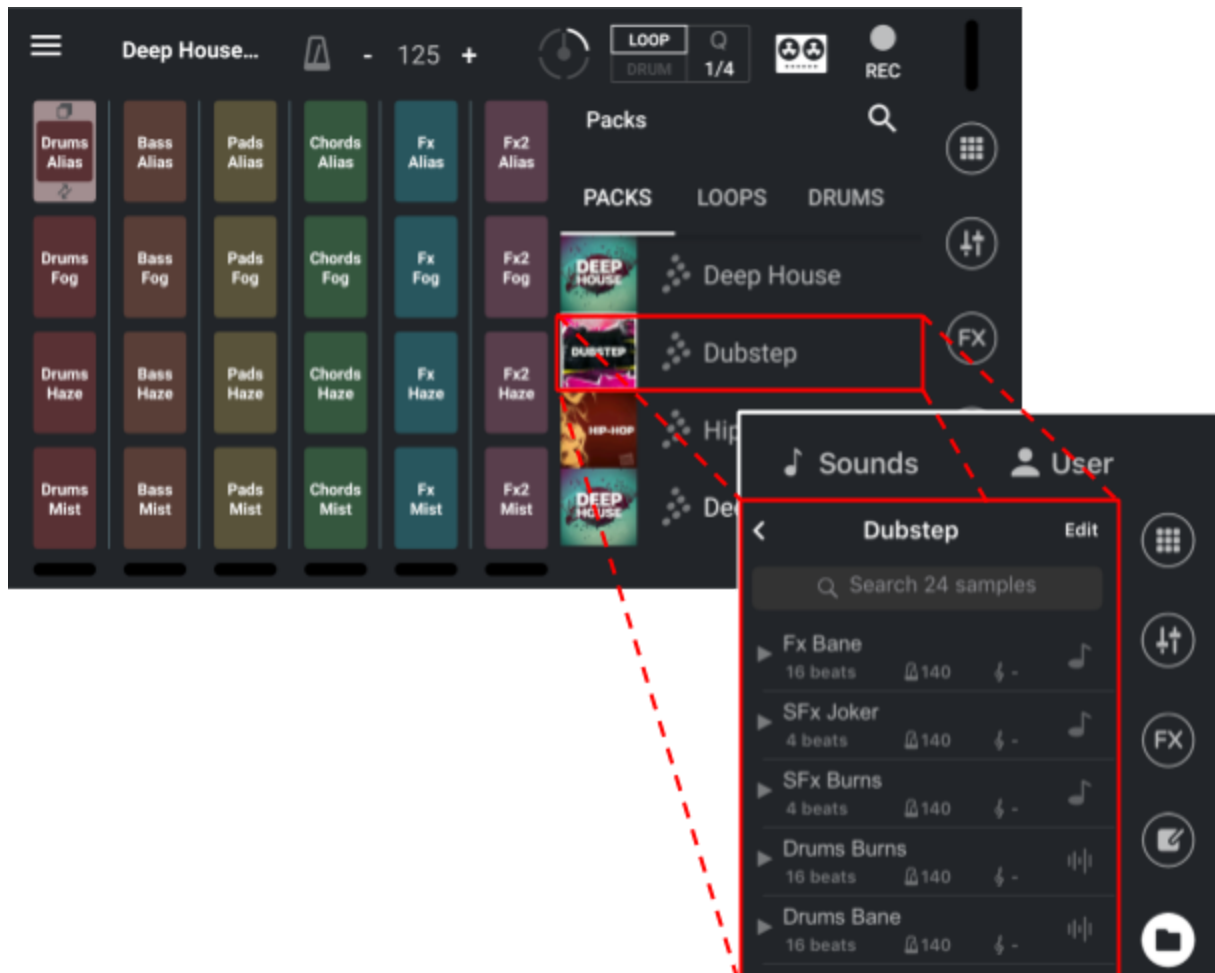
To access the Sample Library, go to the Sample Library view (folder icon, at the very bottom on the right-hand side of the main screen).

## How can I mix and match samples from different packs?

To fill a pad with a sample from an existing Sample Pack :



1. Go to the Sample Library (folder icon at the bottom on the right-hand side of the main screen),
2. You can browse or search samples by Packs, Loops, Sounds or User.
3. Select a pad and tap the sample you want to fill the pad with.



## How do I delete a recording?

To delete a recording, go to the 'Recordings' section, open the context menu (the 3-dot icon) and tap 'Delete From Disk'

## How do I share a recording?

You can share your recordings with Google Drive, Bluetooth, SoundCloud, etc and even by e-mail. To do so, open the main menu (hamburger icon on the top left-hand corner of the main screen). Then, go to the 'Recordings' section and tap on the track you want to share.

**Can I connect an external sound system to my device?**

Yes, with a compatible external sound card plugged into your Android device.

**Can I use a MIDI controller with Remixlive?**

Remixlive for Android does not offer a MIDI support so far, so you cannot use a MIDI controller with the app.

**Which Android versions is Remixlive for Android compatible with?**

Remixlive is compatible with Android 4.4.1 and above.

**Can I sell songs I make using Remixlive?**

The samples contained in Remixlive are royalty-free so you can use them in your tracks without any risk of copyright infringement.

However, selling or distributing samples separately is not permitted. For instance, you can't upload a track that is just one bass loop on its own. As long as you add a drum loop or another sample on top of it, you become the owner of the track.

Most of the samples are provided by Loopmasters and you can check the Loopmasters license agreement at this address for reference:

<http://support.loopmasters.com/knowledgebase/articles/388556-loopmasters-license>

And a guide on how to use Loopmasters' samples:

<http://support.loopmasters.com/knowledgebase/articles/242283-how-can-i-use-the-samples>

If you are using samples other than the ones natively provided in Remixlive, Mixvibes declines any responsibility in cases of copyright infringement.

## Finger-drumming specifics

### How can I access the finger-drumming grid?

To access the finger-drumming grid, tap on the “DRUMS” button located on the right-hand side of the master clock. Click on the “LOOP” button right above it to go back to the loop grid.



### What is quantization and how does it work ?

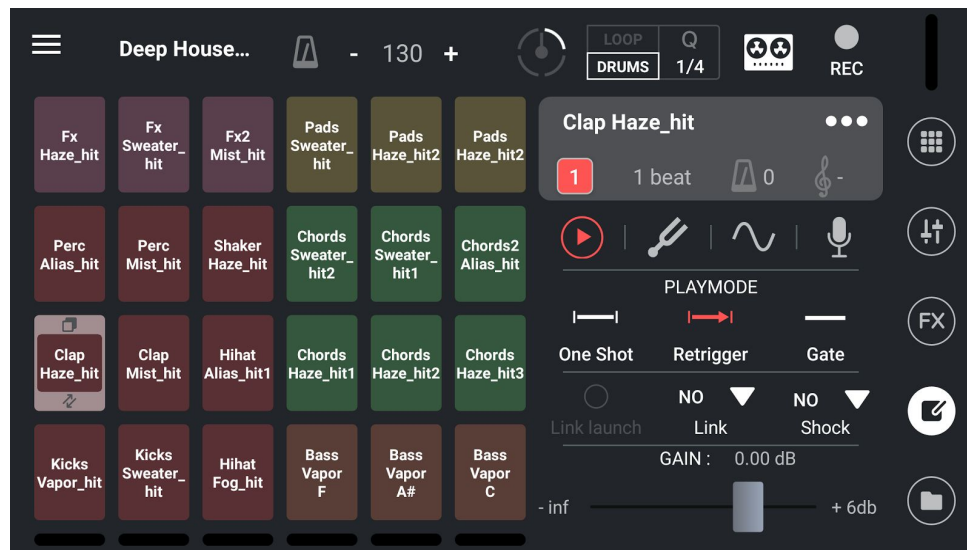
Quantize (snap to beat) feature is tailored to compensate for device latency. Select a quantize value when playing in finger drumming mode to always play on the beat as it snaps your hits to the closest beat depending on which quantize value you select. For instance, choose 1 as quantize value and each hit will be played on the next beat, even the ones that are played to early. Chose  $\frac{1}{4}$  and each hit will be played on the next  $\frac{1}{4}$  of beat.

### How can I access the sample editor for the finger-drumming grid?

To access the finger-drumming grid’s sample editor :

1. Open the finger-drumming grid (tap on the “DRUMS” button located on the right-hand side of the master clock)
2. Open the sample-editor (notebook icon)

Also works the other way around.





### What is the difference between One-Shot, Retrigger and Gate?

- One Shot: Tap to play the sample once. Tap the pad again to stop the sample, or the sample will stop by itself after being played once.
- Retrigger: Tap to play the sample once. Unlike the One-Shot playmode, you can retrigger the pad whenever you want, even if the sample is not finished by tapping on it again.
- Gate: the sample will play for as long as your finger touches the pad.

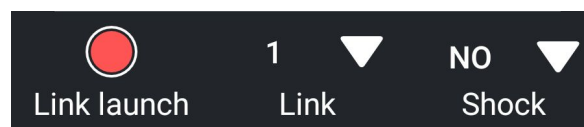
### What is the 'Link' feature for?

The 'Link' feature enables you to create play groups inside the finger-drumming grid, linking two or more pads together so that they play at the same time.

### How do you create a link group?

To create a link group :

1. Open the finger-drumming grid (tap on the "DRUMS" button located on the right-hand side of the master clock)
2. Open the sample-editor (notebook icon)
3. Select a pad on the finger-drumming grid
4. Tap on the arrow above 'Link' to assign the pad to a link group (group 1 for example)
5. Activate 'Link Launch'
6. Select another pad on the finger-drumming grid
7. Tap on the arrow above 'Link' to assign the pad to the chosen link group (group 1)
8. Activate 'Link Launch'



### What is the 'Link Launch' button for?

The 'Link launch' button activates the link triggering inside a group from one or multiple pads. Example : you create a link group of two pads (pad 1 & pad 2).

1. If you want both pads to be played when tapping on either one of them, activate Link launch for both pads (tap on pad 1 and it will simultaneously play pads 1 & 2 ; tap on pad 2 and it will also play pads 1 & 2).
2. If you want both pads to play but only when tapping on one of them (pad 1 for example), activate Link launch only for pad 1. (tap on pad 1 and it will simultaneously play pads 1 & 2 ; tap on pad 2 and it will only play pad 2)

## What is the 'Shock' feature for?

The 'shock' feature allows exclusive triggering in between pads belonging to the same shock group. Route two pads to a same shock group and they will never play at the same time.

## How do you create a shock group?

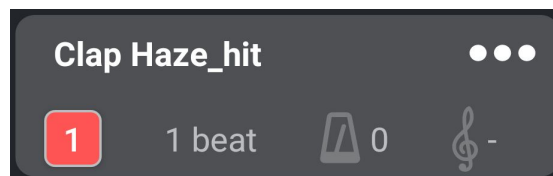
To create a shock group :

1. Open the finger-drumming grid (tap on the "DRUMS" button located on the right-hand side of the master clock)
2. Open the sample-editor (notebook icon)
3. Select a pad on the finger-drumming grid
4. Tap on the arrow above 'Shock' to assign the pad to a shock group (group 1 for example)
5. Select another pad on the finger-drumming grid
6. Tap on the arrow above 'Shock' to assign the pad to the chosen shock group (group 1)

## How can I route a finger-drumming pad to another channel?

To route a finger-drumming pad to another channel of the mixer :

1. Open the finger-drumming grid (tap on the "DRUMS" button located on the right-hand side of the master clock)
2. Open the sample-editor (notebook icon)
3. Select a pad on the finger-drumming grid
4. In the sample info zone (top-right of the screen), tap the color indicator (colored square).
5. Choose a new channel



# Pattern Recording

## How do I select a pad to record a pattern on it?

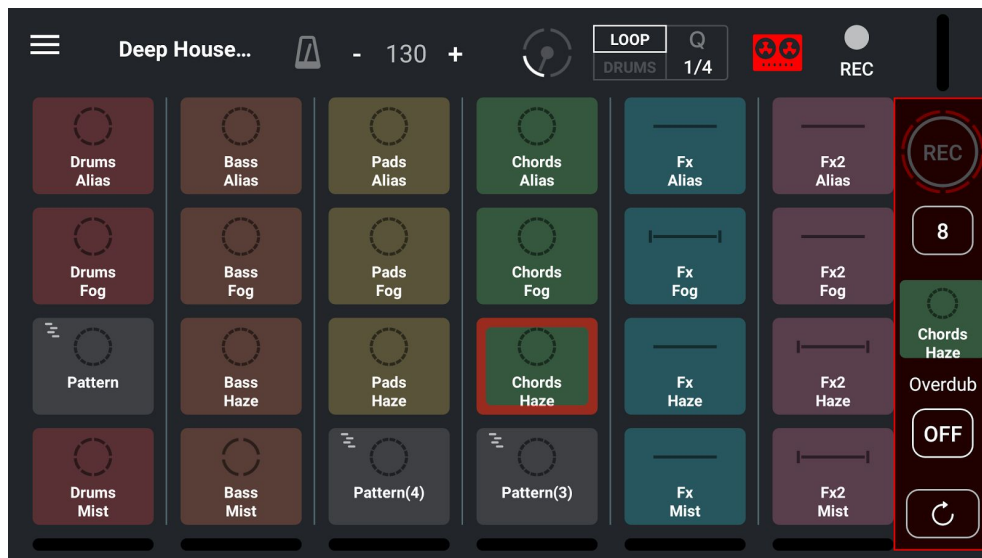
There are two methods to select a pad to record a pattern on it :

Either you are already on the finger-drumming grid :

1. Tap on the pattern recorder (tape recorder icon next to the REC button)
2. Go back to the Loop grid ('LOOP' button next to the master clock)
3. Select a pad on the loop grid

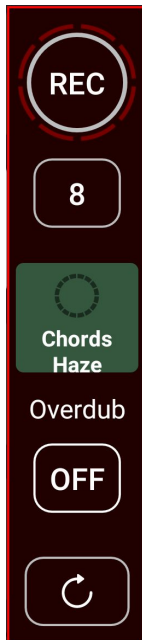
Or you are on the loop grid :

1. Tap on a pad
2. Tap on the pattern recorder (tape recorder icon next to the REC button)



## Is pattern recording on a pad destructive?

Recording a pattern on a pad automatically replaces the original loop of the pad by the pattern you have recorded. However, the loop is not deleted, you can still retrieve it in the sample collection (folder icon).



## How do I record a pattern?

To record a pattern :

1. Select a pad
2. Tap on the REC button of the pattern recording sidebar
3. Play your pattern
4. Tap again on the REC button of the pattern recording sidebar to end the pattern recording

## How do I change the length of the pattern?

To change the length of the pattern recording, tap on the pattern length box (right under the pattern recording button in the pattern recording sidebar) and choose a pattern length (1 beat, 2 beats, 4, 8, etc...). Once recorded, you cannot change a pattern's length.

## Is pattern recording continuous or does it stop at the end of the bar?

Pattern recording is continuous meaning that unless you tap again on the pattern recording button in the pattern recording sidebar to end the recording, the app keeps recording any events produced (any note/beat) played on the finger-drumming grid.

## How can I undo events (notes/beats) in my patterns?

To undo events (notes/beats) in a pattern, tap on the undo button (backward arrow). Please note that you can only undo events during the pattern recording and that you can only undo the events of the last bar.

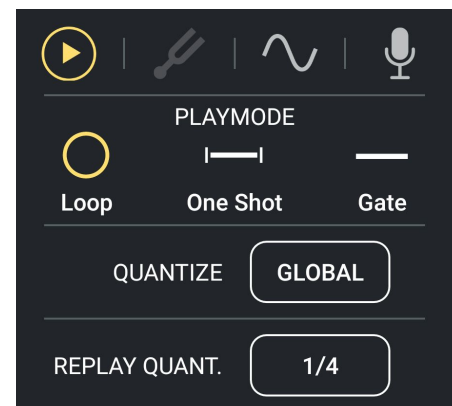
## What is “overdub” and how does it work?

Overdub means that you can resume recording over a pattern you have previously recorded without deleting it.

## How can I access the sample editor for recorded patterns?

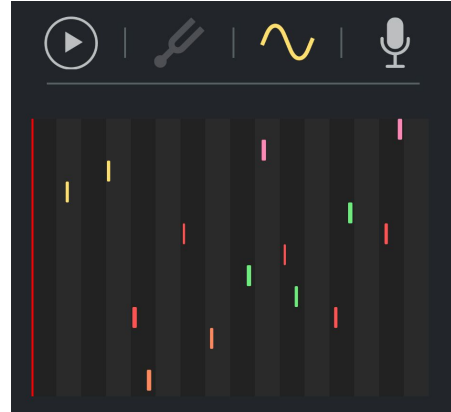
To access the sample editor for recorded patterns :

1. Select your pattern on the loop grid
2. Open the Sample Editor (notebook icon, the fourth icon from the top at the right-hand on the main screen)



### What is 'Replay Quantize' and how does it work?

The 'Replay Quantize' feature helps you adjust automatically your patterns by snapping all your notes to the closest beat mark depending on which value you set the replay quantize. Choose 1 as replay quantize value and all the events (notes/beats) that are not placed on a beat (played too early or too late) will be moved to the closest beat.



### Are my patterns saved and where?

All your patterns are automatically saved in the 'USER' section of the Sample Library (folder icon at the bottom on the right-hand side of the main screen).

### How can I place one of my patterns onto the grid?

To place a pattern you have recorded and saved onto the grid :

1. Open the loop grid ('LOOP' button located on the right-hand side of the master clock)
2. Open the Sample Library (folder icon at the bottom on the right-hand side of the main screen)
3. Go to the user section of the sample library
4. Select a pad on the loop grid
5. Tap on the pattern in the sample library that you want to load on the grid

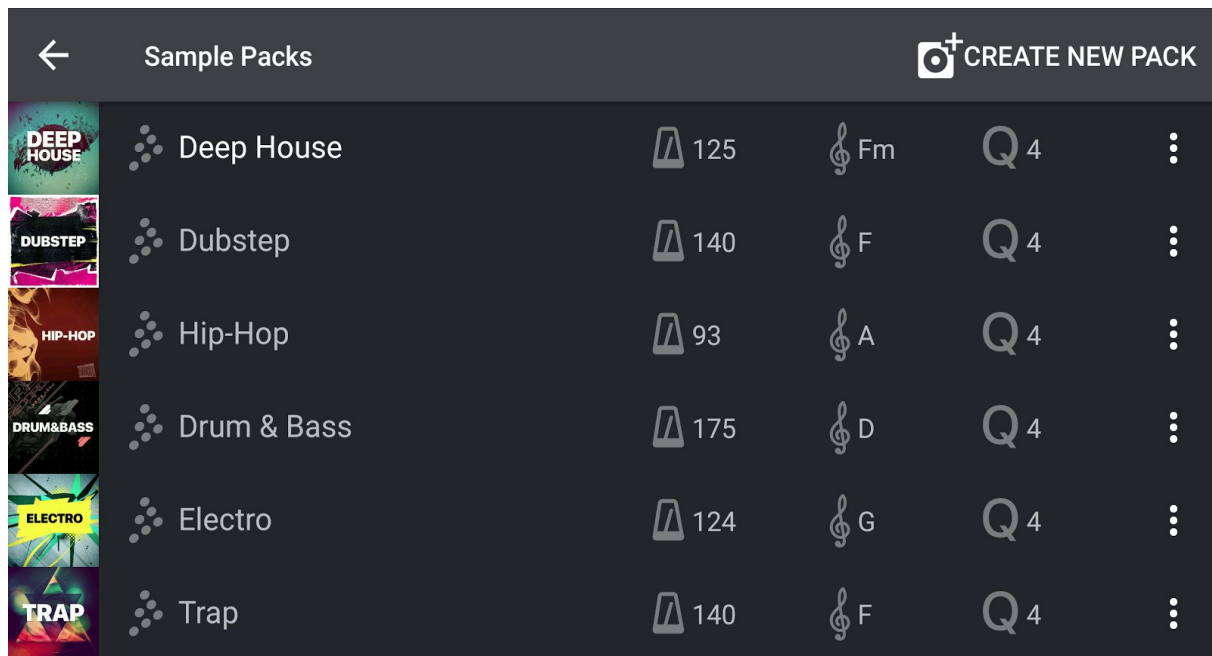
# Sample packs

## How can I create a new sample pack?

To create a new sample pack:

1. Open the main menu (hamburger icon on the top left-hand corner of the main screen)
2. Go to the 'Sample Packs' page.
3. Tap the 'CREATE NEW PACK' button above the list.

A new empty pack is created and added to the bottom of the packs list.



## How can I rename, duplicate, reset or delete a sample pack?

To rename, duplicate, reset or delete a sample pack, go to the 'Sample Packs' page and swipe the name of the pack to the left to access the buttons. Otherwise, if you need to batch-edit several sample packs at once, you can tap the 'Edit' button. Then:

- If you want to rename a sample pack, open the context menu (the 3-dot icon) and tap 'Rename'. Please note that you can only rename sample packs that you have created yourself.
- If you want to duplicate, reset or delete a sample pack, select the sample pack, open the context menu and tap on 'Duplicate', 'Reset' or 'Delete'. Be careful, a deleted sample pack cannot be restored. Can only be done with one sample pack at a time.

## Features

### What does 'Transpose' mean?

'Transpose' raises or lowers the pitch (tone) of the sample without changing its length or its tempo. The higher it is, the more high-pitched it will sound (like a chipmunk voice). Similarly, the lower it is, the more low-pitched it will sound.

Note : This feature is only available after buying this In-App Purchase.

### What does TAP mean?

Tap a beat to manually adjust the Master BPM value according to the tempo of your own beat.

### How do I change the pitch of a sample?

To change the pitch of a sample, use the 'Transpose' feature.



1. Go to the Sample Editor (the notebook icon, the fourth icon from the top at the right-hand side of the main screen).
2. Then, on the mini-grid, tap on the sample you want to edit.
3. Tap on the tab with the tuning fork icon. You can then increase or decrease the pitch of the selected sample by tapping on ' + ' or ' - ' on either side of the word 'Transpose'.

### What is the use of the 'Quantize' feature?

Quantize your samples to be sure they start and end on the beat (in sync). For instance, choosing a quantize value of 8 will have the sample start at the beginning of the next 8-beat period.

### How do I modify the quantization of a sample?

To modify the quantization value of a sample:

1. Go to the Sample Editor (the notebook icon, the fourth icon from the top at the right-hand side of the main screen).
2. Then, on the mini-grid, tap on the sample you want to edit.
3. Tap on the tab with the play icon, then on the circled value next to the 'Quantize' option. Then, choose the number of beats corresponding to the quantization you want. 'Global' means that the quantization of the selected sample is the same as the overall quantization value of the sample pack.

### How can I change the quantization of an entire sample pack?

To replace the default quantization value by a different one:

1. Open the main menu (hamburger icon on the top left-hand corner of the main screen)
2. Go to the 'Sample Packs' section and open the context menu (the 3-dot icon) of the chosen sample pack and tap 'Edit Quantize'.
3. Choose a new quantization value.

## What is 'Advanced Sample Editing'?

'Advanced Sample Editing' allows you to change your samples' length and ADSR parameters.

- Attack time (A): duration from zero to maximum amplitude.
- Decay time (D): duration from the initial maximum amplitude to a stable state amplitude.
- Sustain time (S): duration and level of the steady state amplitude.
- Release time (R): duration from the steady state to its final zero amplitude



To modify the ADSR parameters:

1. Go to the Sample Editor (the notebook icon, the fourth icon from the top at the right-hand side of the main screen)
2. Go to the Advanced Sample Parameters tab (Sine wave icon)
3. Select the envelope parameter (A, D, S or R) that you want to change.
4. Below the parameters' buttons, tap ' + ' or ' - ' on either side of the value to change it.

You can also change these values by selecting an envelope parameter (A,D,S or R) and touching the corresponding point on the sample envelope.



Note : This feature is only available after buying this In-App Purchase.



# Record samples

## How can I record samples?

To record samples:

1. Go to the Sample Editor (notebook icon, the fourth icon from the top at the right hand on the main screen) and tap on the sample that you want to record over.
2. Tap on the tab with the microphone icon.
3. Tap on the Microphone button', then 'Start recording on pad' button to start recording your sample.

**Note:** The microphone needs to be enabled in your device's settings too, in order to record on a pad. If the microphone is off, the app will open your Android settings to let you turn it on).

Please keep in mind that the previous sample will be removed from the pad and replaced by the recorded sample.

## What does 'Rec Length' mean?

'Rec Length' allows you to choose the number of beats your record will last. By choosing 'Sound', you can start and stop the recording of your sample manually (maximum of 32 seconds).

## How do I rename, reset or delete a recorded sample?

To rename, reset or delete a recorded sample:

1. Go to the Sample Editor (notebook icon, the fourth icon from the top at the right-hand on the main screen).
2. On the mini-grid, select the pad that you want to edit and open its context menu (3-dot button) in the sample info zone (top-right of the screen).
3. Choose 'Rename' or 'Unload'. You cannot rename or delete a default sample.

## **Import / Export**

### **How can I add my own samples to Remixlive?**

If you want to import your own samples, you first need to buy the 'Import / Export' In-App Purchase. Once this feature is activated, you can import your own samples from the device's collection. To do so:

1. Open the main menu (hamburger icon on the top left-hand corner of the main screen)
2. Tap on 'Import Sounds' and browse your device's music library Note : This feature is only available after buying this In-App Purchase.

### **What kind of file formats can I import in Remixlive for Android?**

Remixlive supports WAV, AAC, M4A, MP4, Ogg and MP3 formats, 16/24 bits and all sampling rates. The maximum file length allowed is 32 seconds.

### **Can I add songs to Remixlive?**

You can import songs from imported sounds in the hamburger menu. The length of Remixlive's samples is limited to a maximum of 32 seconds.

**Note:** Using songs in Remixlive requires you to comply with the copyright regulations related to this song. Mixvibes declines all responsibility in case of copyright infringement.

### **What is the use of the button 'Import Packs' in the Sample Packs page?**

The 'Import packs' button allows you to transfer packs made with another Remixlive platform (iOS, Mac, PC or another Android device) from your computer to your Android device. These pack files have a '.rmxl' extension, which is the only compatible format for importing packs.

### **How can I import packs?**

1. Connect your Android device to your computer using a micro-USB cable.
2. Use a transfer utility such as [Android File Transfer](#) to browse the folders of your Android device from your computer. Find the "Import\_pack\_here" folder that is located under Android/data/com.mixvibes.remixlive/files/Import\_pack\_here.
3. Drag & drop the pack from your computer to the "Import\_pack\_here" folder.
4. Open the Sample Packs view and tap on the 3-dot icon located at the top right corner.

### **How can I export packs ?**

1. To export a sample pack from Remixlive, open the Sample Packs view and open the context menu (the 3-dot icon) of the selected pack. Select 'Export pack' in the submenu.
2. On Android, connect your device to the computer and use [Android File Transfer](#) to locate the "Export" folder under Android/data/com.mixvibes.remixlive/files/Exports.
3. Drag & drop the pack from the Export folder to your computer.

## Tips

### Can I trigger an entire line of samples at once?

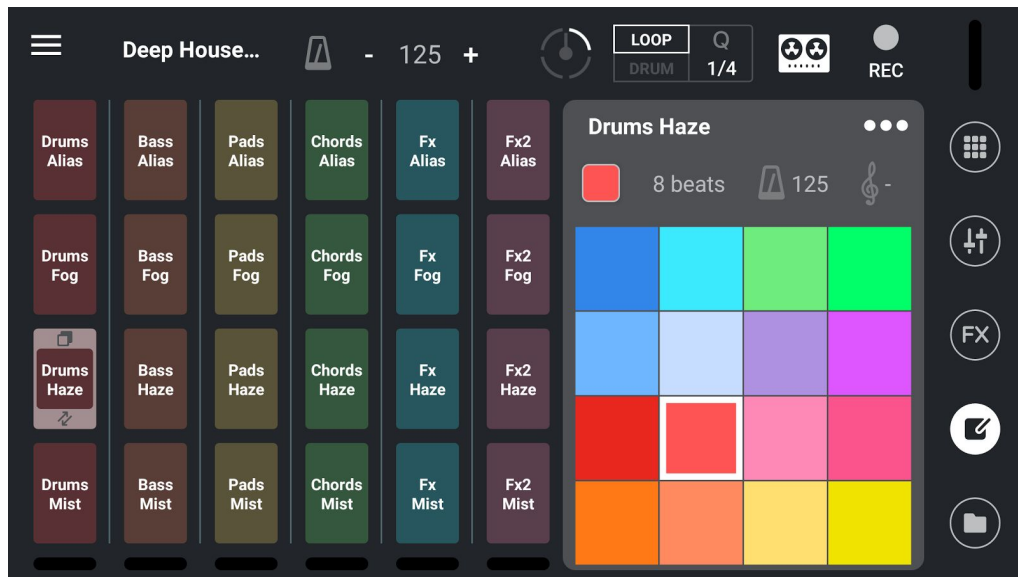
To trigger an entire line of samples at once, swipe right or left on any pad. All pads of the line with their play mode set to 'Loop' will play.

### How can I change the color of the pads?

To change the color of one pad:

1. Go to Sample Editor (notebook icon, the fourth icon from the top at the right hand on the main screen)
2. Select the pad you want to change the color of.
3. In the sample info zone (top-right of the screen), tap the color indicator (colored square).
4. Choose a new color.

Note : This feature is only available after buying this In-App Purchase



### Can I record my performance in high quality ?

To record in High Quality:

1. Open the main menu (hamburger icon in the top left-hand corner of the main screen)
2. Go to the 'Settings'
3. Activate HQ Track Recording (you will need to buy this In-app)
4. Tap the 'Done' button
5. You can now record in high quality (MP4), have fun!

Please note that recording files weigh 10 MB per minute on average.

Note : This feature is only available after buying this In-App Purchase

Note bis : To record, tap the REC button in the Top Bar.

**How can I easily reset the value of a slider or a knob?**

To reset the value of a slider or a knob, just double-tap it.

**How can I make a roll effect?**

To make a roll effect:

1. Go to the FX tab and press one of the 'Beat repeat' pads.
2. Swipe to the others 'Beat repeat' pads to decrease or increase the number of beats to be repeated.

**Can I pause the track while it's playing?**

Tap the Master Clock to play or pause the track. While recording, it will also pause the recording. This feature allows you to take your time to set up transitions.

**How can I retrieve In-App Purchases I previously bought with the same Google account in another device?**

Connect yourself with the same Google account on the other device and install the app. The In-App purchases that you have previously bought can be retrieved without any payment from the in-app store of the app.

**What should I do when I experience performance issues?**

If you are experiencing performance issues, try to:

- Close any other app or apps that may be running in the background.
- Turn the Wi-Fi / Bluetooth off in order to save battery.
- Turn off the geo tagging or GPS
- Turn off the multiple mode switch
- Make sure your phone is not running too low on battery
- Close and reopen the app
- Restart your phone
- Download the latest update

If none of these solutions work, feel free to contact our support team via e-mail at the following address : [support@mixvibes.com](mailto:support@mixvibes.com)

**Changes to this FAQ**

We will occasionally update this FAQ. When we post changes to this FAQ, we will revise the 'last updated' date at the top. We recommend that you check from time to time to inform yourself of any changes in this FAQ or any of our other policies.