

VLP-400

MULTI-TRACK SAMPLER

User Manual

For Firmware V1.1.0



VALETON

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Welcome

Thank you for purchasing a VALETON product.

We know it might be tedious but please read this manual carefully to get the most out of your VLP-400.

Please keep this manual for future reference.

Attention

Handling

- Do not get the unit wet. If liquid is spilled on the unit, shut it off immediately.
- Do not block any jack of the unit.
- Keep away from heat sources.
- Disconnect the unit during storms to prevent damage.
- Operation of this unit within significant electromagnetic fields should be avoided.

Connecting the power and input/output jacks

- Always turn OFF the power to the unit and all other equipment before connecting or disconnecting any cables. Also make sure to disconnect all connection cables and the AC adapter before moving the unit.

Cleaning

- Clean only with a dry cloth.

Alterations

- Do not open the unit.
- Do not attempt to service the unit yourself.
- Operation of this unit within significant electromagnetic fields should be avoided.

AC Adapter Operation

- Always use a DC 9V center negative 500mA AC adapter. Use of an adapter other than that specified could damage the unit or cause malfunction and pose a safety hazard. Always connect the AC adapter to an AC outlet that supplies the rated voltage required by the adapter.
- Unplug the unit during lightning storms or when unused for long periods of time.

Malfunction

- If the unit malfunctioned, disconnect the AC adapter and turn the power OFF immediately. Then, disconnect all other connected cables.
- Prepare information including the model name, serial number, specific symptoms related to the malfunction, your name, address and telephone number and contact the store where you bought the unit, or contact VALETON support(service@valeton.net)

Thank you for choosing a VALETON product!

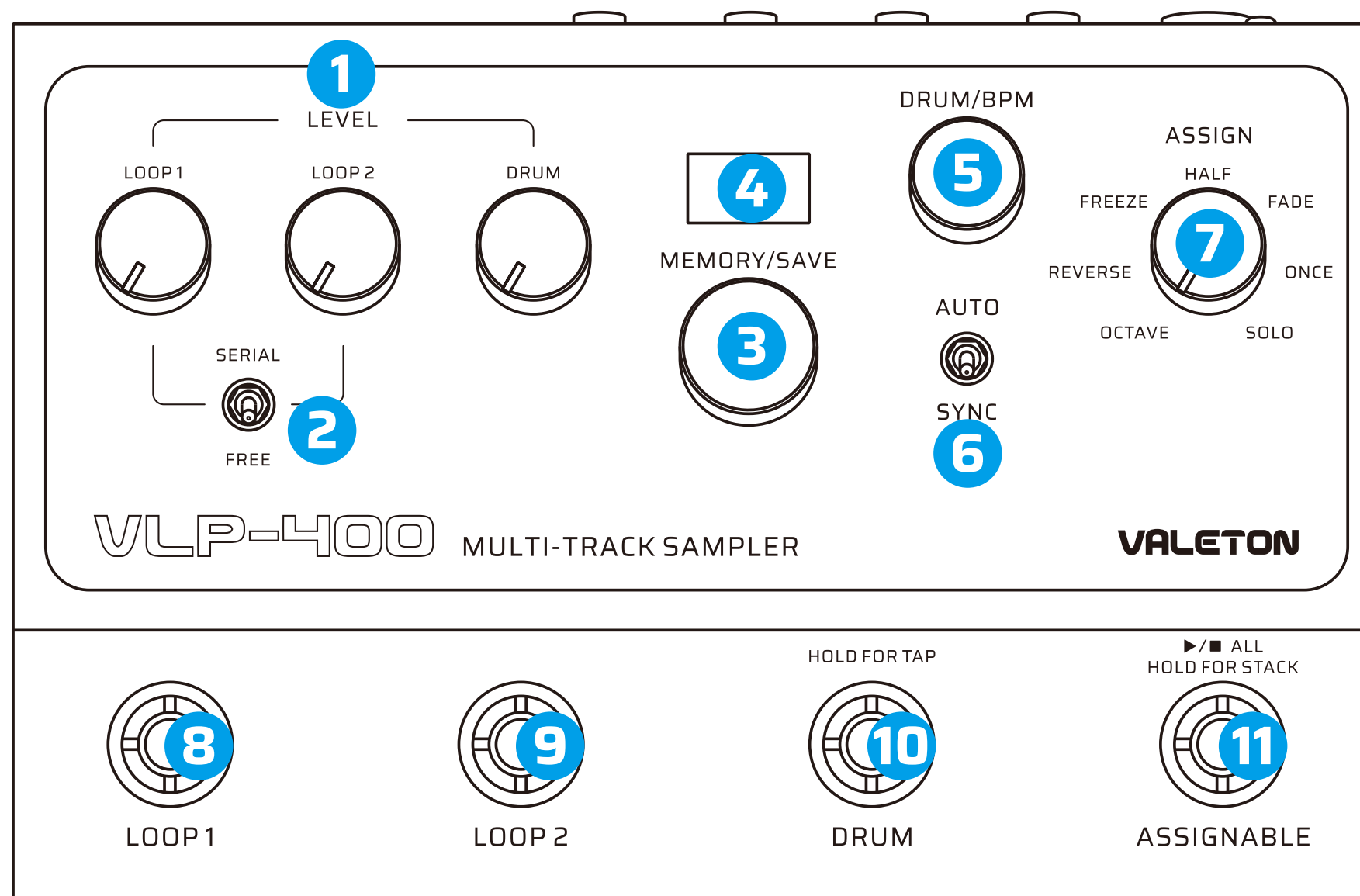
Overview

The VLP-400, Valeton's latest multi-functional looping device, builds upon the capabilities of the VLP-200. It features two fully functional loops, a built-in drum machine, and an additional footswitch for enhanced drum machine control and expanded loop effects.

With the dual-loop collaboration mode, you can easily operate two loops in parallel or switch seamlessly between song sections. The integrated drum machine offers AUTO and SYNC modes, enabling your performance ideas to unfold with infinite possibilities. The extra footswitch provides seven practical loop functions and effects, expanding your creative control. With 99 onboard project slots and dedicated software for effortless project import/export, the VLP-400 is your ultimate all-in-one looping workstation.



Panel Introduction



1. [LEVEL] LOOP 1, LOOP 2, DRUM

Controls the playback volume of LOOP 1, LOOP 2 and drum.

2. [SERIAL/FREE] Toggle switch

Used to select the coordination mode of LOOP 1 and LOOP 2:

- SERIAL: LOOP 1 and LOOP 2 play alternately.
- FREE: LOOP1 and LOOP 2 can be played at the same time.

3. [MEMORY/SAVE] Knob (with enter button)

Select and recall the project by turn the knob, press to save the LOOP project, and long press the knob to select the external pedal function.

4. Display

Displays information such as project number, drum rhythm pattern number, and BPM.

5. [RHYTHM/BPM] Knob (with enter button)

Turn to select the drum rhythm pattern or adjust the BPM of drum machine, press the knob to switch the current adjustment object (RHY or BPM).

6. [AUTO/SYNC] Toggle switch

Drum machine mode to select AUTO or SYNC:

- AUTO: Automatically detects and sets the drum machine BPM based on the recorded.

- SYNC: The drum machine will play according to the currently set BPM(with SYNC function).

7. [ASSIGN] Knob

Used to select the function enabled by the “ASSIGNABLE” footswitch:

- OCTAVE: Make the track have a lower octave effect
- REVERSE: Play the track in reverse
- FREEZE: Make the notes at a certain moment of the track form an infinite sustain
- HALF: Make the track play at 1/2 the previous speed
- FADE: Smooth volume decay for recording tracks
- ONCE: Make the track play once and then stop
- SOLO: Make one of the two LOOPS play alone

8. [LOOP 1] Footswitch

Controls the record, play, stop, overdub, undo and redo functions of LOOP 1:

For blank loop:

Record→Play→Overdub

For loop with recordings:

Play→Overdub

When playing or overdubbing:

Press and hold this footswitch for 2 seconds or more to perform undo (cancel recording or the last overdub recording). Press and hold the Footswitch again to perform the redo function (cancel the undone operation).

9. [LOOP 2] Footswitch

Control the recording, playback, stop, overdub recording, undo and redo functions of LOOP 2, the operation logic is consistent with [LOOP 1] Footswitch.

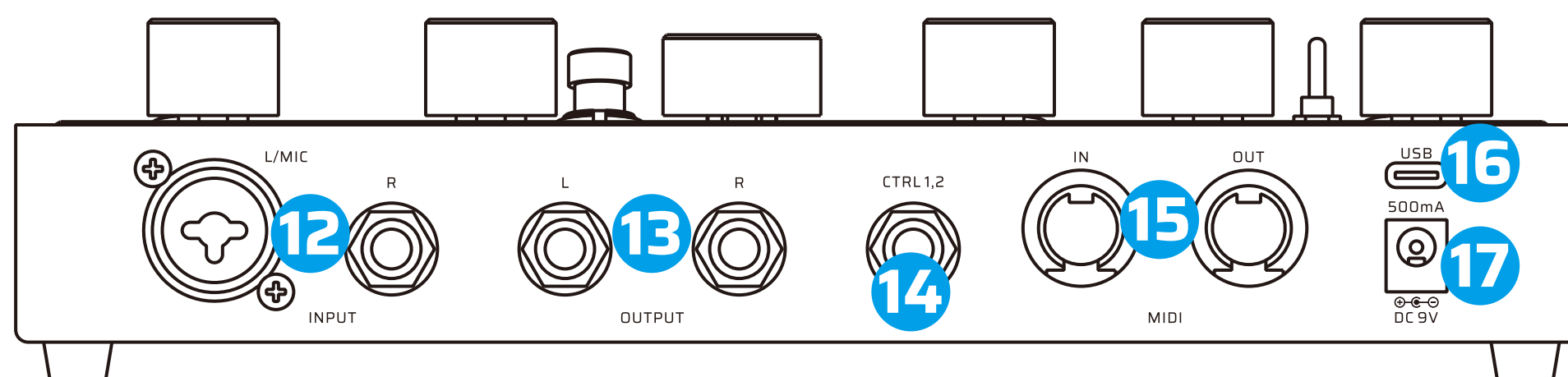
10. [DRUM] Footswitch

Controls the on/off of the drum machine, and long press to enter the Tap Tempo state to adjust the BPM of the rhythm.

11. [ASSIGNALE] Footswitch

This pedal can be assigned various effects applied to the LOOP track. Double

pressing can play and stop two LOOPS at the same time. Long press can select any LOOP for "STACK" overdub recording.



12. INPUT (L/R) Jack

- L/MIC: Use XLR/TS mono jack to connect guitar, bass, dynamic microphone or pedals.
- R: 1/4" mono jack to connect guitar, bass or pedals.

(When connecting a stereo output device, please use both L and R jacks; when connecting a mono device, use either the L or R jack.)

13. OUTPUT (L/R) Jack

1/4" unbalanced output interface, connect to speaker, mixer or recording equipment.

Mono input:

Only L or R channel input, OUTPUT L and R output the same LOOP signal (dual mono output).

Stereo input:

When INPUT L and R are input at the same time, OUTPUT L and R output the LOOP signal of the corresponding input channel.

*Note: When INPUT L and R are inserted at the same time, if only one channel of L or R has signal input, only the corresponding output channel has LOOP signal output.

14. CTRL 1, 2 Jack

The 1/4" TRS jack is used to connect an external pedal, and the pedal function can be assigned.

15. MIDI (IN/OUT) Jack

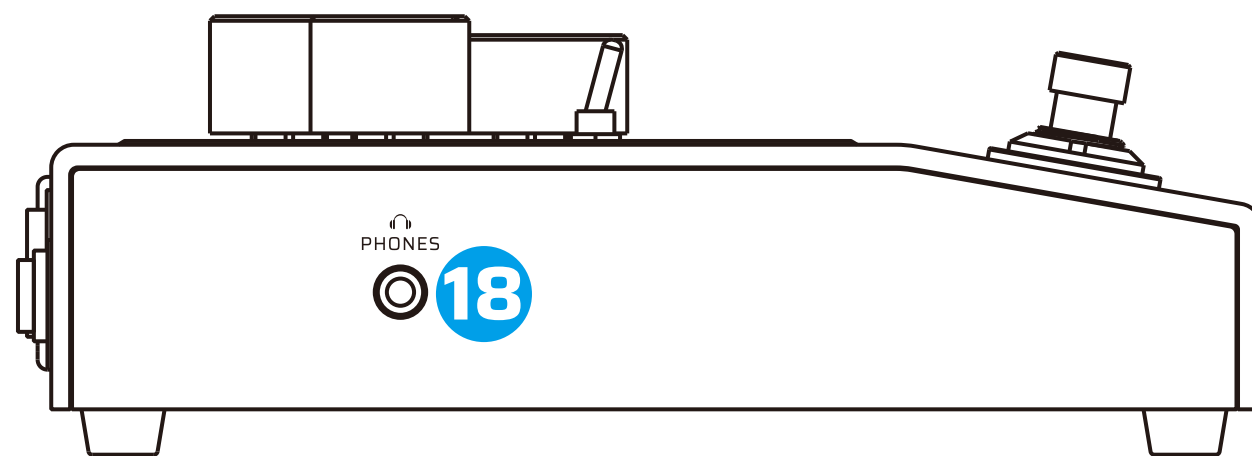
Connect an external MIDI device here.

16. USB Jack

By connecting to a Mac or PC through the USB 2.0 Type-C port, import and export projects and update firmware with supporting software.

17. DC 9V Jack

Power Requirements: DC 9V,500mA, center negative



18. PHONES

1/8" TRS stereo interface, connected to headphones to monitor the output of the device.

Output Mode Selection

The VLP-400 offers two output modes for players to freely switch between, accommodating different usage scenarios.

Mix Mode

In this mode, the OUTPUT L and OUTPUT R jacks output the direct instrument signal, the stereo loop signal, and the stereo drum machine signal.

This mode is ideal for connecting OUTPUT L and R to two full-range devices, creating a stereo setup that mixes the instrument loop and drum machine sounds.

Separate Mode

In this mode, the OUTPUT L jack outputs only the direct instrument signal and loop signal (mono), while the OUTPUT R jack outputs only the drum machine signal (mono).

This allows you to connect OUTPUT L to a guitar amp or effects unit and OUTPUT R to a full-range speaker or other effects device, enabling separate processing of the instrument and drum machine signals.

How to Switch Output Modes

Hold down the LOOP 1 footswitch while powering on the device. The unit will automatically switch output modes, and the screen will display the new mode (MIX or SEP).

To switch again, repeat the above steps while the device is powered off, and watch the screen for confirmation.

Notes:

The device defaults to Mix mode, and the last selected output mode will be saved when the device is powered off.

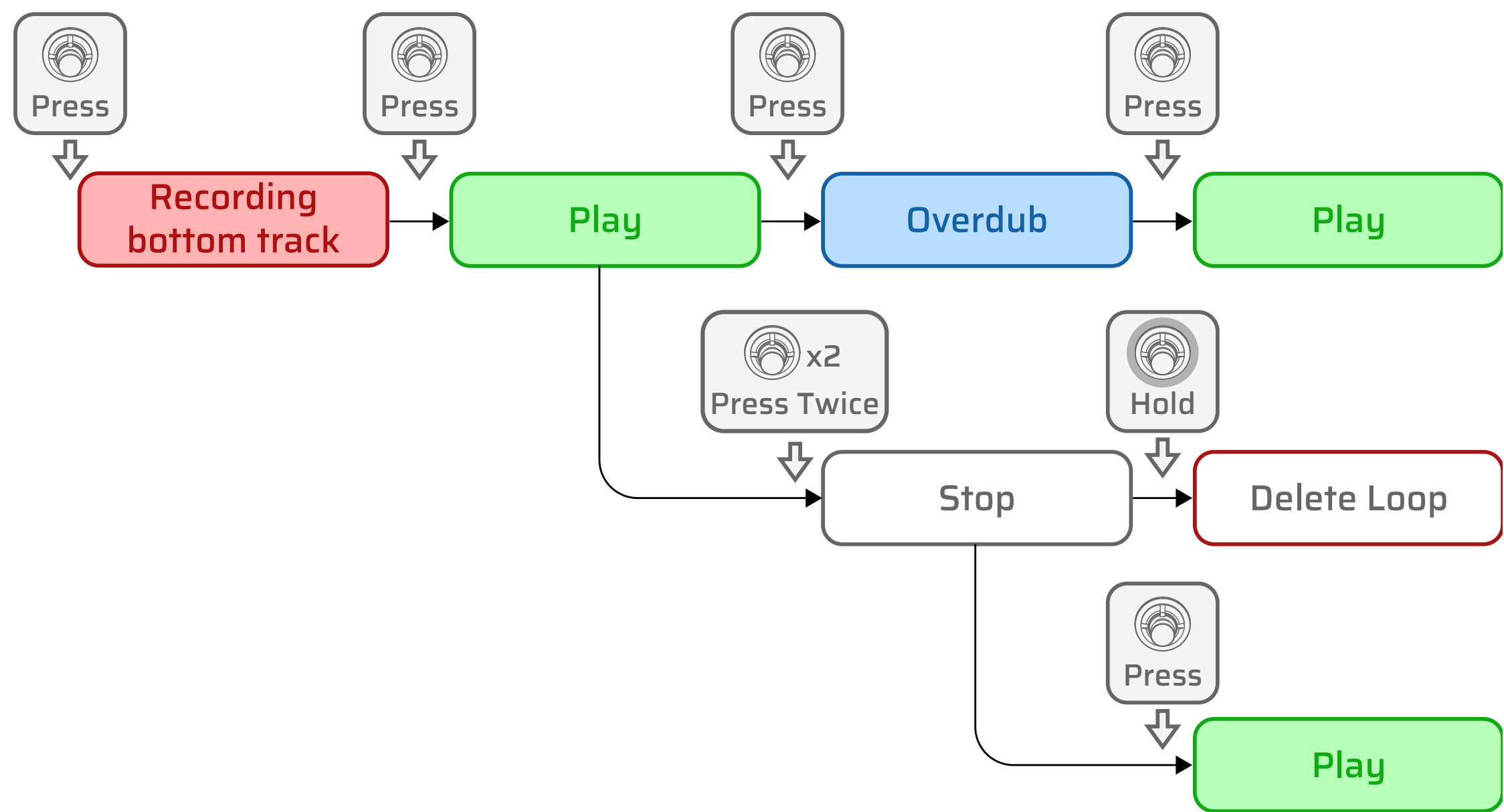
Basic Tutorial for LOOP 1 and 2

LOOP footswitch indicator color

Empty LOOP does not light up

- **The red light is always on** when the bottom track is recording
- **The green light is always on** when playing
- **The blue light is always on** when overdubbing
- **The white light is always on** when loop stops
- **Yellow light flashes** after selected loop is waiting to play in SERIAL mode
- **The red light flashed 3 times** after delete the loop
- **The blue light flashes** after undo a recording
- **The green light flashes** after redo a recording

Record, Play, Overdub and Delete



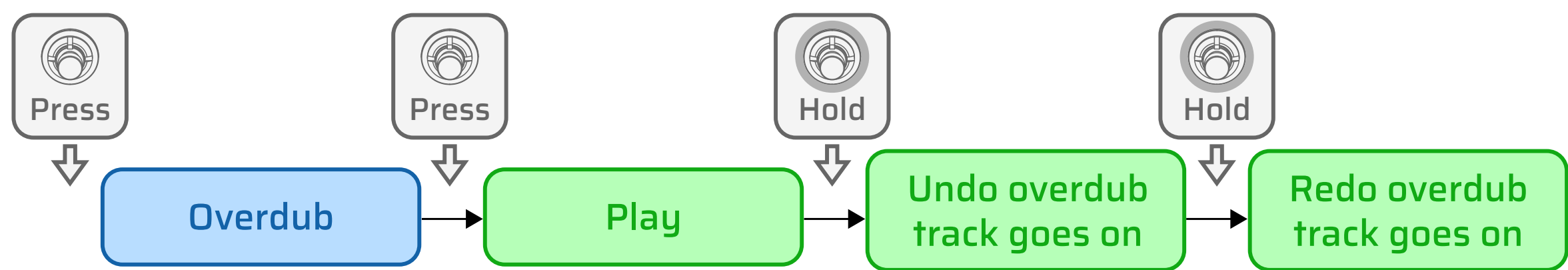
“Bottom track”: The first recorded track of a blank LOOP.

“Overdub”: Overlay the second and subsequent recordings on top of the bottom track

“Stop”: Press twice to stop the LOOP only active when the LOOP is playing.

“Delete”: When there is only the bottom track recorded, a long press during playback will directly delete the base track. If the recording includes overdubs, you can use a combination of (single press + long press) to quickly delete the entire track.

Undo and Redo



“Undo”: Hold to Undo is only for the last overdub track, not for the bottom track.

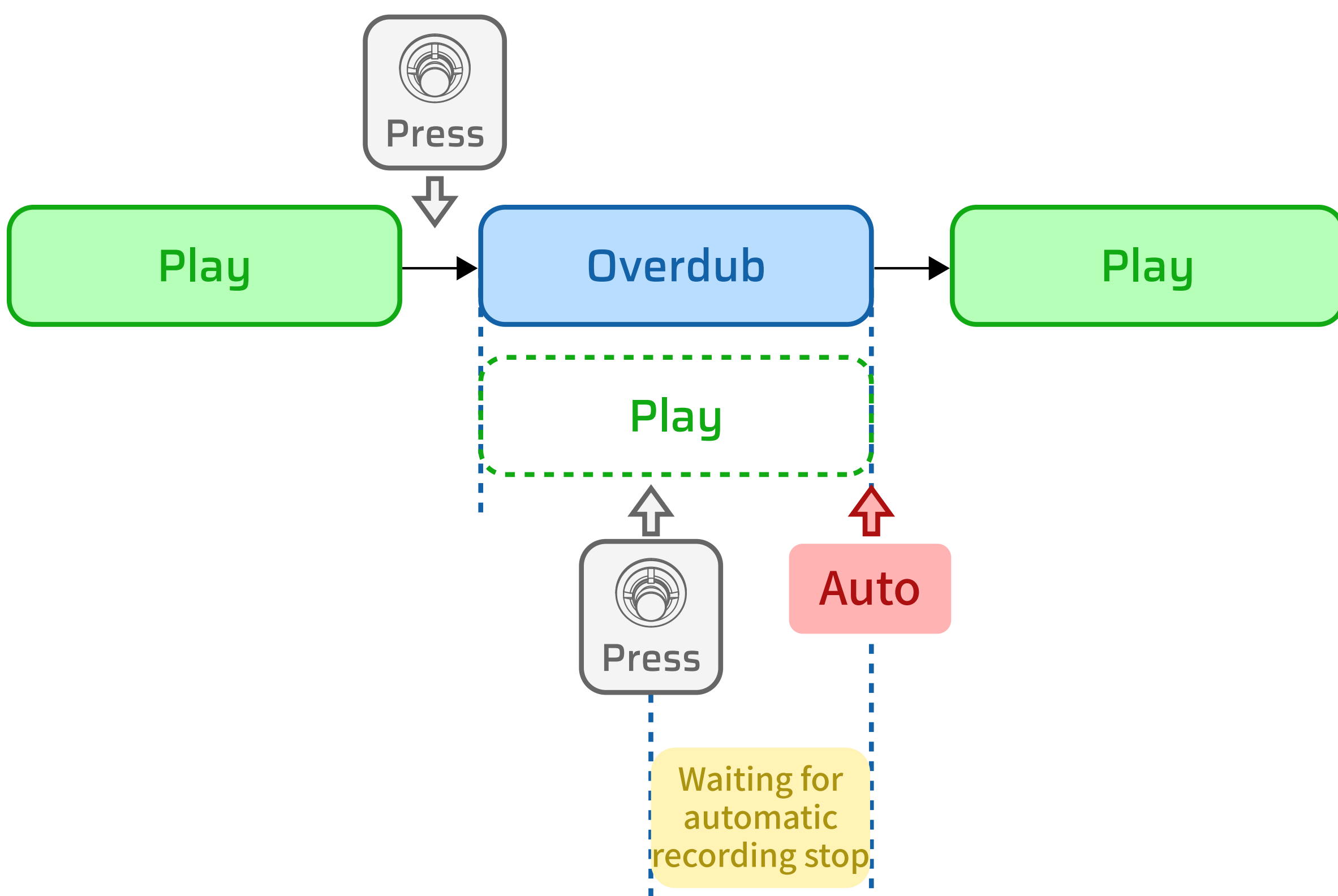
Recording length tips

The length of each overdub track of LOOP 1 or 2 can be controlled **as an integer multiple** of the length of its own bottom track. If the current LOOP contains a recording, the overdub duration can be set to an integer multiple of the current loop track length.

This is a useful technique for creative players. If the overdub recording time is not an integer multiple after you pressing the footswitch to end recording, the footswitch light will become blue and flash slowly until the recording ends automatically at an integer multiple.

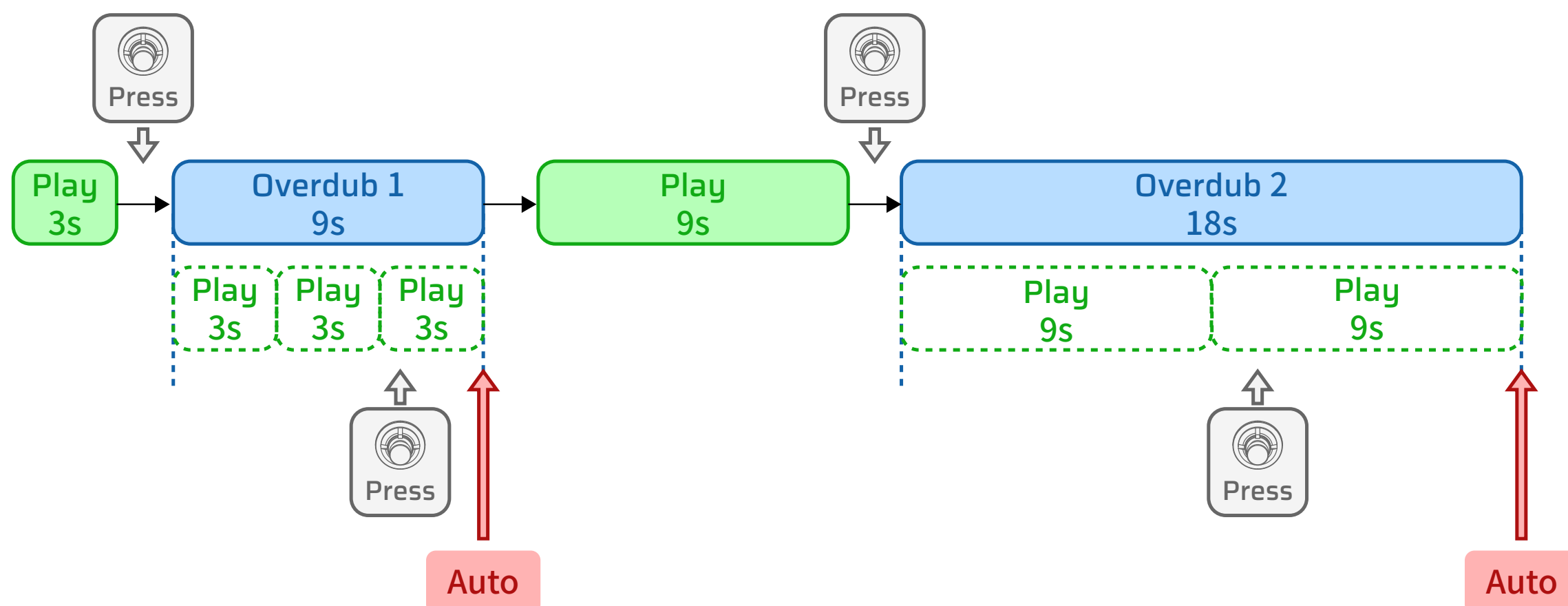
Example 1:

Press the footswitch before the first loop playback ends and wait for the recording to end automatically. The overdub duration will match the current loop duration (1x).



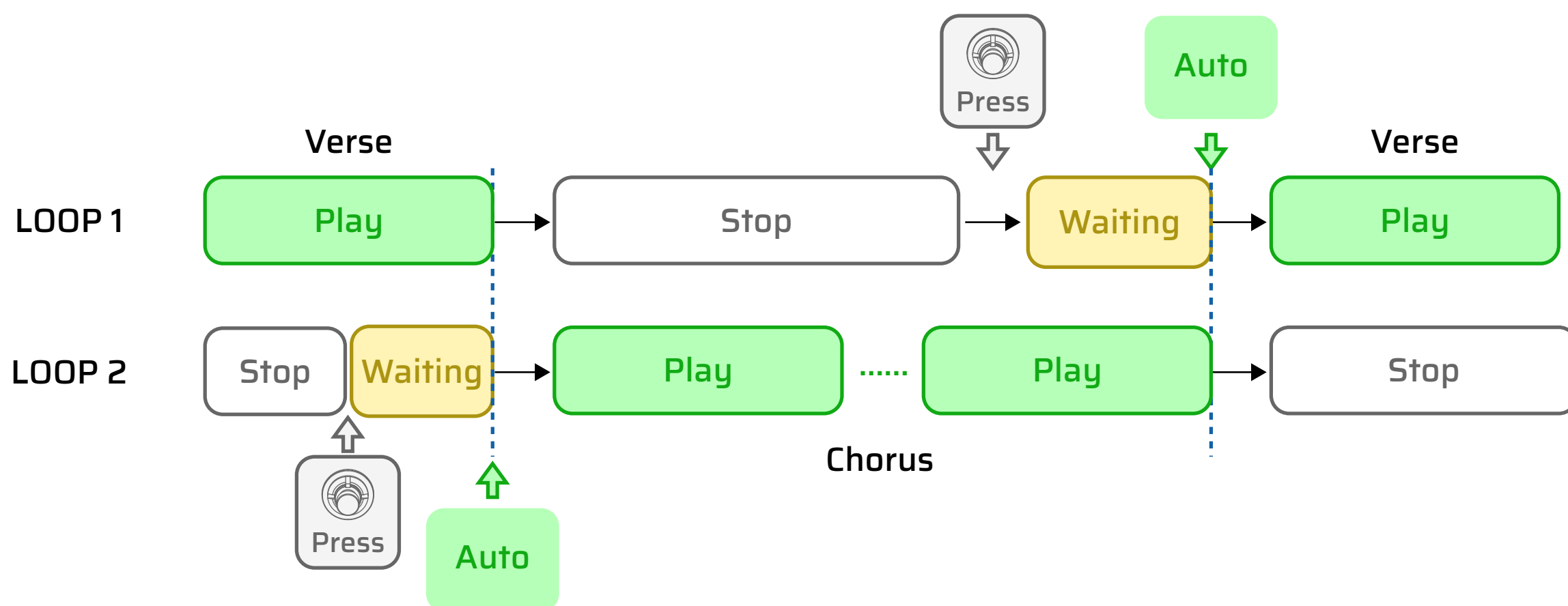
Example 2:

Press the footswitch before the third loop playback ends to overdub 1, with a duration of three times the current loop length. Then, press the footswitch before the second loop playback ends to overdub 2, with a duration of two times the current loop length.



SERIAL and FREE mode

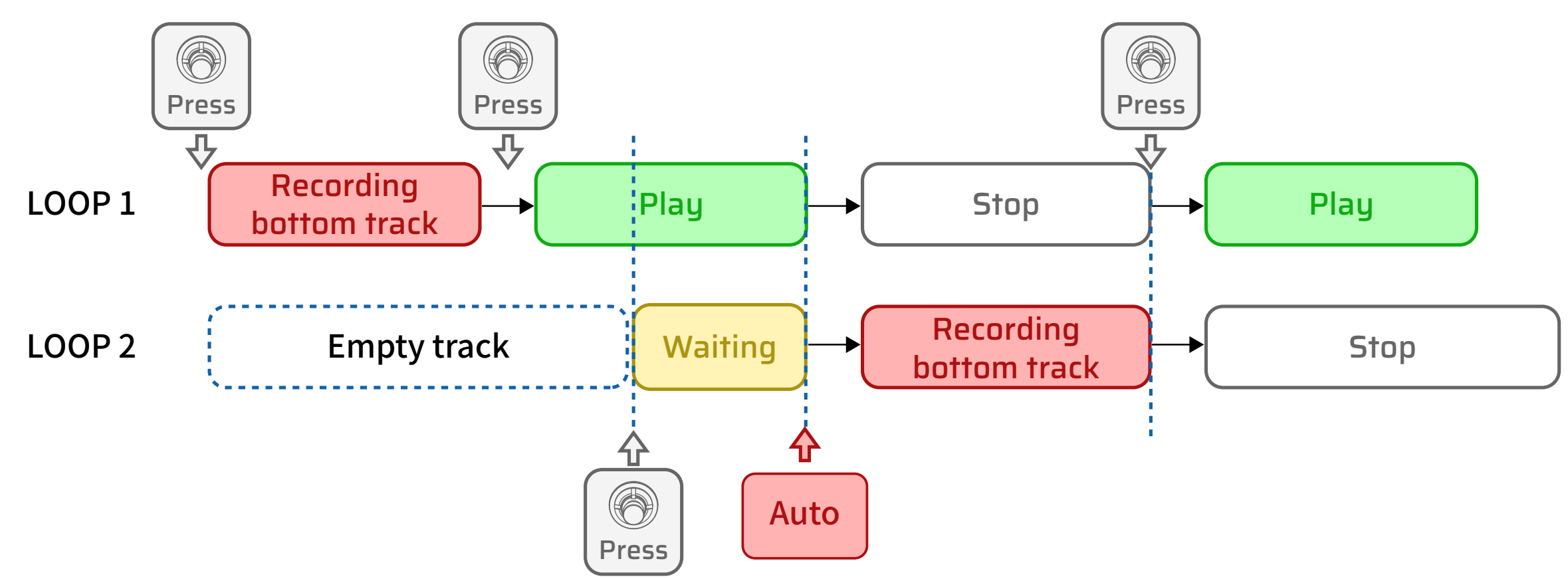
SERIAL mode (LOOP 1, 2 contains recording)



“**SERIAL**”mode: When LOOP 1, 2 contains recording , you can control the two LOOP tracks to play sequentially through the SERIAL mode, so that you can seamlessly switch between two different sections and control the song structure.

“Waiting”: Before the currently playing LOOP track ends, another activated LOOP track enters the waiting mode (yellow light flashes), and it will play automatically after the current LOOP track ends.

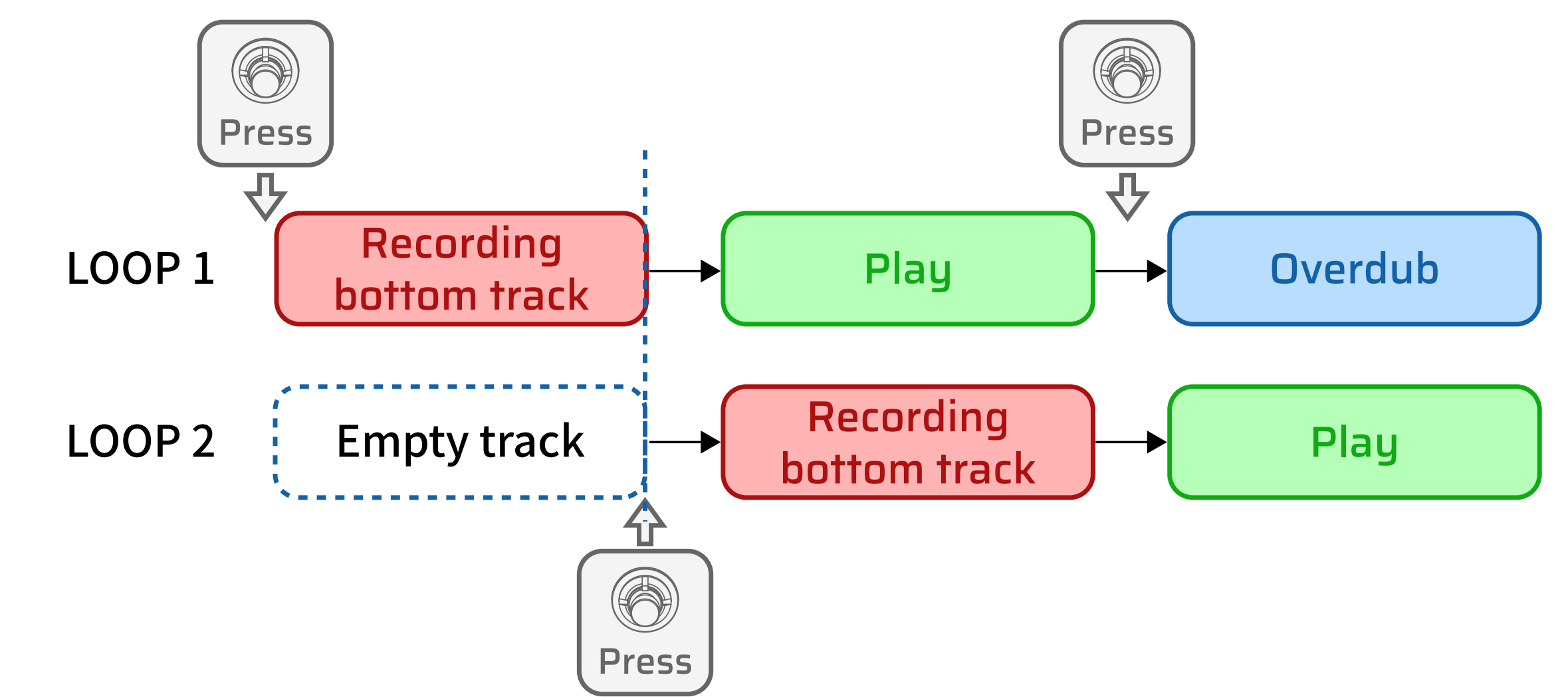
SERIAL mode (LOOP 1, 2 is empty)



“**SERIAL**” Mode: When LOOP 1 and LOOP 2 are empty tracks, start by recording a bottom track on LOOP 1 and play it back. Then press LOOP 2 will enter “waiting” mode and begin recording immediately after LOOP 1 completes its current loop. If LOOP 1 is reactivated during the recording of LOOP 2, LOOP 1 will start playing immediately, and the recording on LOOP 2 will automatically stop.

FREE mode

In FREE mode, LOOP 1 and LOOP 2 can play simultaneously, and their recording durations do not affect each other. Essentially, in this mode, you have two fully functional, independently operating loopers.



Recording in “**FREE**” mode: In FREE mode, you can record loop in LOOP 1 while LOOP 2 is playing. This also means that LOOP 1 and LOOP 2 do not support simultaneous recording.

Drum and Sync

VLP-400 has built-in 130 new rhythm patterns, composed of 24bit, 48kHz high sampling rate drum samples.

Drum Machine

Press the DRUM footswitch to turn the drum machine on or off . Press and hold DRUM to enter Tap Tempo mode to adjust the speed of the rhythm. The DRUM led light will flash with the BPM. Press and hold to exit Tap Tempo mode. Turn the RHYTHM/BPM knob to select the rhythm pattern, press the knob to switch to the BPM setting state, turn the knob to adjust the BPM, press it again to switch to the rhythm selection.

DRUM footswitch indicator color

- Drum off does not light up
- The cyan-blue light is always on when drum turned on
- The cyan-blue flashes during the tap tempo state

SYNC function

When switched to SYNC mode, set the BPM of the project. By recording a loop phrase while starting the drum machine, the loop phrase will remain in sync with the drum machine's rhythm at all times.

AUTO drum mode

Switching to AUTO Drum Machine mode supports the following two scenarios:

1. When the drum machine is turned off, you can record a loop and play it back. After turning on the drum machine, the system will intelligently match the drum machine's tempo to the recorded phrase, ensuring that the loop phrase stays in sync with the drum rhythm.
2. In this mode, even if the drum machine is not activated, Loop 1 and Loop 2 can still maintain synchronization.

ASSIGNABLE footswitch

ASSIGN function in SERIAL mode

Use the ASSIGN knob to assign the ASSIGNABLE switch the function you need:

- **OCTAVE:** After pressing the ASSIGNABLE footswitch, the current track will immediately produce an **octave lower** effect, and the original speed of the recording will not be changed. Press it again to turn off this effect. **When OCTAVE takes effect on the current LOOP track, the LOOP footswitch is functioning normally.**
- **REVERSE:** Play the LOOP track **in reverse** (using the same logic as above). **When OCTAVE takes effect on the current LOOP track, the LOOP footswitch is functioning normally.**
- **FREEZE:** Freezes the current note of the LOOP track for **infinite sustain** when activated(using the same logic as above). The playback progress will not be suspended due to freezing, and the LOOP will play normally from the moment when the ASSIGN footswitch is pressed again (close FREEZE). **When FREEZE takes effect on the current LOOP track, the LOOP will not be able to overdub.**
- **HALF:** Play the LOOP track **at half speed** without changing the pitch(using the same logic as above) . **When HALF takes effect on the current LOOP track, it should be noted that the track length will be twice as long as before HALF was turned on.**
- **FADE:** **Fade out the volume** of the selected LOOP track, and at the same time, the led of LOOP switch will flash until it stops playing and turns white, then this function will be automatically turned off. (The fade out duration is the default value: 20s) **When FADE takes effect on the current LOOP track, the LOOP footswitch is functioning normally.**
- **ONCE:** Press the ASSIGNABLE footswitch to turn on the ONCE function, and then press the LOOP footswitch to **play the current track once** and then stop automatically. Press the current LOOP switch again when the playback is not over, and it will immediately restart playing one more time. Press ASSIGNALE again to turn off the ONCE function. **When FREEZE takes effect on the current LOOP track, the LOOP will not be able to overdub.**
- **SOLO:** Only valid in FREE mode.

ASSIGN function in FREE mode

- **OCTAVE:** After pressing on the ASSIGNABLE footswitch, it enters the **standby mode**, and the led **flashes purple**. At this time, LOOP 1 and LOOP 2 enter the **alternate state** (the led light is dimmed and playback is maintained). Press one of the LOOP switch to decide which LOOP track is going to act OCTAVE effect. **When OCTAVE takes effect on the current LOOP track, the LOOP footswitch is functioning normally.**
- **REVERSE:** Play the LOOP track **in reverse** (using the same logic as above). **When OCTAVE takes effect on the current LOOP track, the LOOP footswitch is functioning normally.**
- **FREEZE:** FREEZE: Freezes the current note of the LOOP track for **infinite sustain** when activated(using the same logic as above). **When FREEZE takes effect on the current LOOP track, the LOOP will not be able to overdub.**
- **HALF:** Play the LOOP track **at half speed** without changing the pitch(using the same logic as above) . **When HALF takes effect on the current LOOP track, it should be noted that the track length will be twice as long as before HALF was turned on.**
- **FADE:** **Fade out the volume** of the selected LOOP track, and at the same time, the led of LOOP switch will flash until it stops playing and turns white, then this function will be automatically turned off. (The fade out duration is the default value: 20s) **When FADE takes effect on the current LOOP track, the LOOP footswitch is functioning normally.**
- **ONCE:** Press the ASSIGNABLE footswitch to turn on the ONCE function, and then press the one of the LOOP footswitch to **play the selected current track once** and then stop automatically. Press one of the LOOP switch again when the playback is not over, and it will immediately restart playing one more time. Press ASSIGNABLE again to turn off the ONCE function. **When FREEZE takes effect on the current LOOP track, the LOOP will not be able to overdub.**
- **SOLO:** Press the ASSIGNABLE switch to turn on the SOLO function, and then press the selected LOOP switch to play the current LOOP track alone, and press another LOOP to switch the solo object at any time. **When SOLO takes effect on the current LOOP track, the LOOP footswitch is functioning normally.**

Note:

When switching the ASSIGN effect through the knob, if the effect is on at this

time, the current effect will be automatically turned off

Switching effect will automatically stop overdubbing

It will not be possible to overdub the effective LOOP in FREEZE function.

ASSIGNABLE other functions

- PLAY/STOP ALL: Double-press can make LOOP 1, LOOP 2 and drum stop or start playing at the same time.
- STACK: In the FREE mode, press and hold the ASSIGNABLE switch to enter the STACK function preselection state. At this time, press and select the LOOP track to be overdubbed, and it will automatically overdub in the track cycle. In the SERIAL mode, press and hold the ASSIGNABLE switch to directly put the current playing track into automatic overdubbing state. Hold the ASSIGNABLE again will exit the STACK state.

Tip:

In the STACK overdub state, the overdub time will not be doubled, which is convenient for modifying the bottom track.

ASSIGNABLE indicator color

- Without any function or operation does not light up
- The **purple light is always on** when the ASSIGN function is in effect
- The **purple light flashes** when the ASSIGN is in the **standby mode**
- PLAY/STOP ALL momentary yellow light flashes and then goes out or returns to the previous light state
- Long press to enter STACK:
 - In SERIAL mode: the red light is always on, and enters the recording state; long press to exit STACK, it goes out or returns to the previous light state
 - FREE mode: the red light flashes when entering the waiting state, after selecting the track (press on any LOOP pedal), the red light is always on when entering the recording state, and turns off after long pressing to exit STACK or returns to the previous light state.

Recording Project and Storage

In VLP-400, there are up to 99 project storage spaces, and each space can store a single LOOP stereo recording file of up to 6 minutes, and a maximum of 11 hours of stereo recording files. Turn the MEMORY knob to switch and call projects at any time. When each project is selected, it will stop at the beginning of the recording by default.

Project information

The information stored for each project includes:

- All recordings in LOOP 1 and LOOP 2
- The selected drum machine rhythm pattern
- BPM of the drum machine

With such a project saving function, you can turn VLP-400 into your portable band member.

Project Saving

When the project information changes, the dot in the lower right corner of the screen will light up, indicating that the project information needs to be updated and saved. Then press the "MEMORY/SAVE" knob to enter the state to be saved, and the project number "PXX" will flash. Turn the "MEMORY/SAVE" knob to select the storage space to be overwritten. Then press the knob again to select the project. The "SAV" appears for about 3 seconds and disappears, indicating that the storage is confirmed. When a LOOP recording reaches the upper limit (6min), it will automatically stop recording. If you need to give up saving before confirming the save, long press the encoder to return to the state (the new recording will not be deleted).

External footswitch (CTRL1, 2) function

Press and hold the MEMORY knob to enter the function assignment option of the external footswitch, select the CTRL 1 pedal function by rotating the knob, press to confirm and enter the CTRL 2 function selection, continue to press to confirm the function, and switch between CTRL 1 and CTRL 2 functions, long press to exit external footswitch assignment. The following is the comparison table of control functions:

Display	External footswitch function
1MU	CTRL1-Switch to previous project
1MD	CTRL1-Switch to the next project
1A1	CTRL1-OCTAVE
1A2	CTRL1-REVERSE
1A3	CTRL1-FREEZE
1A4	CTRL1-HALF
1A5	CTRL1-FADE
1A6	CTRL1-ONCE
1A7	CTRL1-SOLO
2MU	CTRL2-Switch to previous project
2MD	CTRL2-Switch to the next project
2A1	CTRL2-OCTAVE
2A2	CTRL2-REVERSE
2A3	CTRL2-FREEZE
2A4	CTRL2-HALF
2A5	CTRL2-FADE
2A6	CTRL2 -ONCE
2A7	CTRL2-SOLO

Tips:

When switching the ASSIGN function through an external switch, if the effect is on, the current effect will also be automatically turned off

When the external pedal is set to the ASSIGN function, please refer to "ASSIGNABLE footswitch" for the usage method

MIDI Functions

MIDI Channel Selection

Hold down the LOOP 2 footswitch and connect the power supply to enter MIDI channel selection mode. The screen will display C01, indicating MIDI Channel 1.

Rotate the MEMORY knob to select from C01 to C16. After completing the selection, restart the device to automatically save the channel setting and enter normal operation mode. Default MIDI channel is Channel 1.

MIDI Interface Logic

1. No MIDI IN Signal:

When there is no MIDI IN signal, the VLP-400 acts as the master clock.

The MIDI OUT port sends the device’s internal BPM to synchronize other devices.

2. With MIDI IN Signal:

When a MIDI IN signal is detected, the VLP-400 operates as a receiving device.

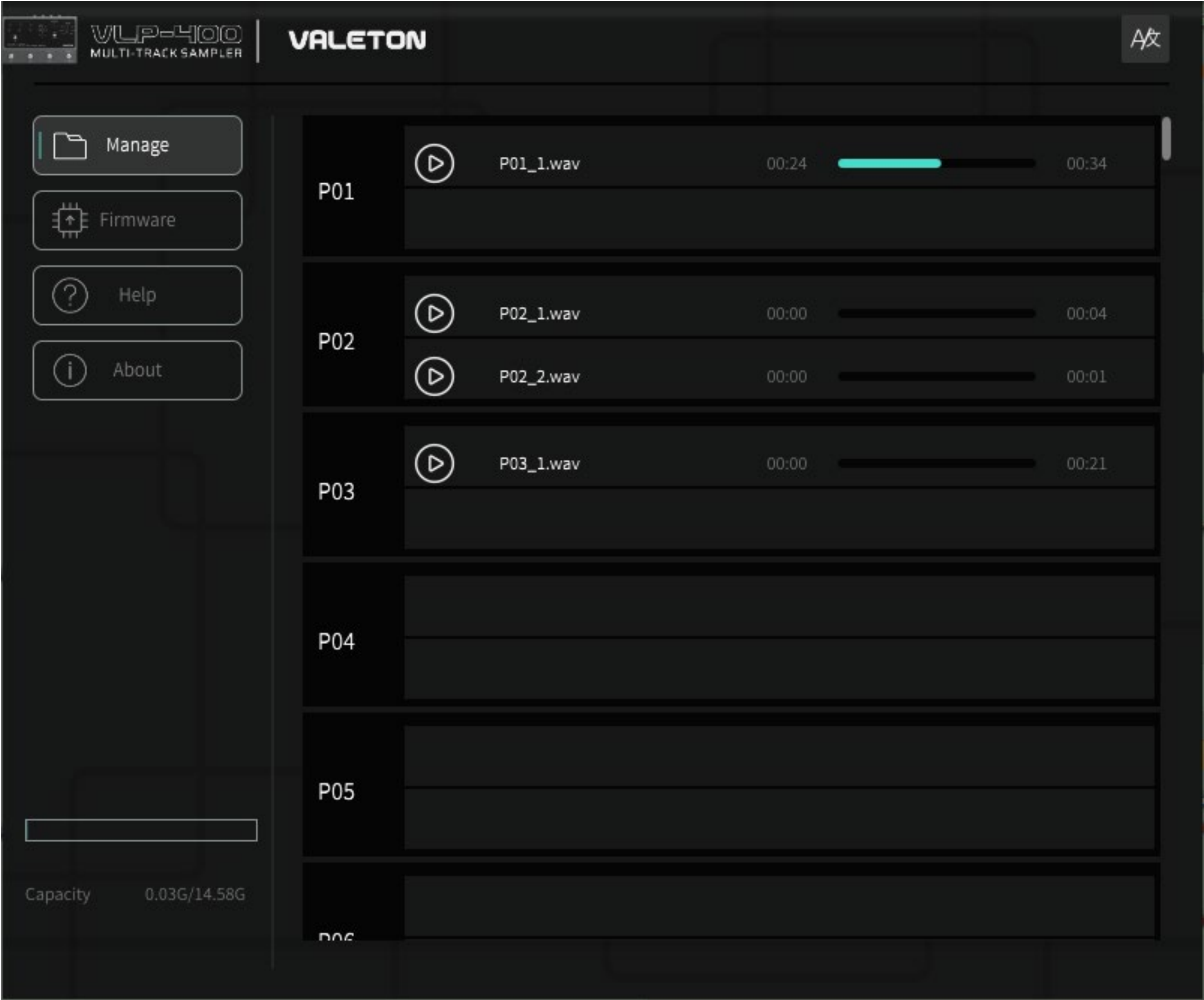
The MIDI OUT port automatically forwards the received MIDI signal by default.

MIDI Control: Variable Parameters		
CC#	Data (Range)	Parameter
1	0~24	Footswitch Action*
2	0~127	LOOP 1 Playback Volume
3	0~127	LOOP 2 Playback Volume
4	0~127	DRUM Playback Volume
5	0	Project UP
6	0	Project DOWN

MIDI Control: Footswitch Action (CC#1)	
Data	Parameter
0	Play/Stop All (LOOP 1, LOOP 2 and DRUM)
1	DRUM Play/Stop
2	Tap Tempo
3	LOOP 1 Rec/Overdub
4	LOOP 1 STACK
5	LOOP 1 Play/Stop
6	LOOP 1 Undo/Redo
7	LOOP 2 Record/Overdub
8	LOOP 2 STACK
9	LOOP 2 Play/Stop
10	LOOP 2 Undo/Redo
11	LOOP 1 OCTAVE ON/OFF
12	LOOP 2 OCTAVE ON/OFF
13	LOOP 1 REVERSE ON/OFF
14	LOOP 2 REVERSE ON/OFF
15	LOOP 1 FREEZE ON/OFF
16	LOOP 2 FREEZE ON/OFF
17	LOOP 1 HALF ON/OFF
18	LOOP 2 HALF ON/OFF
19	LOOP 1 FADE ON/OFF
20	LOOP 2 FADE ON/OFF
21	LOOP 1 ONCE Triger
22	LOOP 2 ONCE Triger
23	LOOP 1 SOLO ON/OFF
24	LOOP 2 SOLO ON/OFF

Supporting software

When you connect the VLP-400 to the computer via USB, you can use the free software for project management and firmware update of the VLP-400. VLP-400 software supports Windows and mac OS platforms. Please visit www.valeton.net/support, download the VLP-200 software from the relevant page, and you can use it after installation.



Specification

- AD/DA: 32-bit/48 kHz
- Project storage: 99 slots
- Maximum recording time: About 12 hours
- Recording audio format: WAV (32-bit Float, 48 kHz, stereo)
- Built-in drum machine: 130 rhythm patterns + metronome
- Playback modes: SERIAL and FREE
- MIDI (IN/OUT): 5-pin MIDI interface
- Analog inputs/outputs:
 - Input interfaces (L/R): 2 x 6.35mm (1/4") TS input interfaces
 - Input impedance: 1M Ω
 - Output interfaces (L/R): 2 x 6.35mm (1/4") TS output interfaces
 - Output impedance: 4.7K Ω
- Headphone interface: 1 x 3.5 mm (1/8") TRS output interface
 - Output impedance: 16 Ω
- Digital connections:
 - USB interface: USB 2.0 Type-C interface
- Dimensions and weight:
 - Dimensions: 253mm(D) $\times$ 165.3mm(W) $\times$ 58mm(H)
 - Weight: 1295g
- Power:
 - Power requirements: DC 9V, 500mA, center negative

Troubleshooting

Device won't boot

- Please confirm whether the power interface is in good contact.
- Please confirm that the correct power supply is used.

No sound or low volume

- Please confirm that the input and output cables are connected correctly.
- Please confirm whether the connecting cables and each interface are in good contact.
- Please make sure that the volume knobs of LOOP 1, LOOP 2 and drum machine are in proper positions.
- Please confirm whether the audio device you connected is in mute state.

Obvious noise

- Please confirm that the connecting cables are in good contact.
- Please confirm whether the instrument output jack is working normally.

Recording/Saving problem

- Please pay attention to whether the storage space exceeds the maximum limit of a single track (6min).

About Drum SYNC

- When replaying recorded LOOP files and drum machines, please try to play or switch sections at the exact beat.
- Changing the drum tempo (BPM) of a project after the recording is finished will disable the SYNC function.

Drum Rhythm List

Rhythm	Time Signature	Tempo	No.
Rock 1	4/4	120	1
Rock 2	4/4	120	2
Rock 3	4/4	120	3
Rock 4	4/4	120	4
Rock 5	4/4	120	5
Rock 6	4/4	120	6
Rock 7	4/4	120	7
Funk 1	4/4	120	8
Funk 2	4/4	120	9
Funk 3	4/4	120	10
Funk 4	4/4	120	11
Funk 5	4/4	120	12
Breakbeat 1	4/4	120	13
Breakbeat 2	4/4	120	14
Breakbeat 3	4/4	120	15
Breakbeat 4	4/4	120	16
Breakbeat 5	4/4	120	17
Breakbeat 6	4/4	120	18
Breakbeat 7	4/4	120	19
Breakbeat 8	4/4	120	20
Breakbeat 9	4/4	120	21
Breakbeat 10	4/4	120	22
Drum&Bass 1	4/4	120	23
Drum&Bass 2	4/4	120	24
Drum&Bass 3	4/4	120	25
Drum&Bass 4	4/4	120	26
Drum&Bass 5	4/4	120	27
Drum&Bass 6	4/4	120	28
Drum&Bass 7	4/4	120	29
Drum&Bass 8	4/4	120	30
Drum&Bass 9	4/4	120	31
Jazz 1	4/4	120	32
Jazz 2	4/4	120	33
Jazz 3	4/4	120	34
Jazz 4	4/4	120	35
Jazz 5	4/4	120	36
Jazz 6	4/4	120	37
Jazz 7	4/4	120	38

Rhythm	Time Signature	Tempo	No.
Jazz 8	4/4	120	39
Jazz 9	4/4	120	40
Jazz 10	4/4	120	41
Metal 1	4/4	120	42
Metal 2	4/4	120	43
Metal 3	4/4	120	44
Metal 4	4/4	120	45
Metal 5	4/4	120	46
Metal 6	4/4	120	47
Metal 7	4/4	120	48
Metal 8	4/4	120	49
Metal 9	4/4	120	50
Metal 10	4/4	120	51
Ambient 1	4/4	120	52
Ambient 2	4/4	120	53
Ambient 3	4/4	120	54
Ambient 4	4/4	120	55
Ambient 5	4/4	120	56
Ambient 6	4/4	120	57
Country 1	4/4	120	58
Country 2	4/4	120	59
Country 3	4/4	120	60
Country 4	4/4	120	61
Country 5	4/4	120	62
Country 6	4/4	120	63
Country 7	4/4	120	64
Country 8	4/4	120	65
Trip hop 1	4/4	120	66
Trip hop 2	4/4	120	67
Trip hop 3	4/4	120	68
Trip hop 4	4/4	120	69
Trip hop 5	4/4	120	70
Trip hop 6	4/4	120	71
Trip hop 7	4/4	120	72
Trip hop 8	4/4	120	73
Trip hop 9	4/4	120	74
Trip hop 10	4/4	120	75
Dance 1	4/4	120	76
Dance 2	4/4	120	77
Dance 3	4/4	120	78
Dance 4	4/4	120	79

Rhythm	Time Signature	Tempo	No.
Dance 5	4/4	120	80
Dance 6	4/4	120	81
Dance 7	4/4	120	82
707Kit 1	4/4	120	83
707Kit 2	4/4	120	84
Latin 1	4/4	120	85
Latin 2	4/4	120	86
Latin 3	4/4	120	87
Latin 4	4/4	120	88
Pop 1	3/4	120	89
Pop 2	4/4	120	90
Pop 3	4/4	120	91
Bossa 1	4/4	120	92
Shuffle 1	4/4	120	93
Shuffle 2	4/4	120	94
Funk 6	4/4	120	95
Funk 7	4/4	120	96
Funk 8	4/4	120	97
Pop 4	4/4	120	98
Pop 5	4/4	120	99
Pop 6	4/4	120	100
Pop 7	4/4	120	101
Pop 8	4/4	120	102
Pop 9	4/4	120	103
Pop 10	3/4	120	104
Pop 11	4/4	120	105
R&B 1	4/4	120	106
R&B 2	4/4	120	107
R&B 3	4/4	120	108
R&B 4	4/4	120	109
Rock 8	4/4	120	110
Rock 9	4/4	120	111
Rock 10	4/4	120	112
Rock 11	4/4	120	113
Rock 12	4/4	120	114
Rock 13	4/4	120	115
Rock 14	4/4	120	116
Rock 15	4/4	120	117
Rock 16	4/4	120	118
Rock 17	4/4	120	119
Rock 18	4/4	120	120

Rhythm	Time Signature	Tempo	No.
Rock 19	4/4	120	121
Rock 20	4/4	120	122
Rock 21	4/4	120	123
Rock 22	4/4	120	124
3/4 Metronome	3/4	120	125
4/4 Metronome	4/4	120	126
5/4 Metronome	5/4	120	127
6/4 Metronome	6/4	120	128
6/8 Metronome	6/8	120	129
7/4 Metronome	7/4	120	130