STRIKE MULTIPAD
Percussion Pad with Sampler and Looper

INTRODUCING FEATURE UPDATE V1.3
Internal Sample Manager | Save and Load User Kits with Samples | Improved Metronome Funtionality

RELEASE NOTES

STRIKE MULTIPAD V1.3

Sample Manager
You can now browse, play and delete any samples saved to Strike MultiPad's internal storage. You can also export samples from the internal storage to an external USB drive. To access the Sample Manager, press this **Utility** button, then press **F6-Backup** to open the Backup menu and select **Sample Manager**.

Save/Load User Kits with Samples
You can now save and load User Kits with the samples used in those kits. This allows you to create a complete backup of the User Bank, which can then also be used on another Strike MultiPad.

To save User Kits with samples:
- Press the Utility button, then press **F6-Backup** to open the Backup menu and select **Save All User Kits**.
- A window will appear to warn of any potentially long save times, depending on the length and size of the samples used in the kit. Select **OK** to continue or select **CANCEL** to return to the Backup menu.
- On the next screen, you can name the backup file. Use the **main encoder** to edit the name and then press **F5-Save** to continue and save the file, or press **F6-Exit** to cancel and return to the Backup menu.

NOTE: Many USB external hard drives and flash drives use the FAT32 file system, which has a file size limit of 4GB. Although unlikely, this means a kit and associated samples that exceeds 4GB cannot be backed up in this way. We recommend checking the samples in the kit to make sure, for example, they are properly trimmed to remove excess silence.

To load User Kits with samples, press the Utility button, then press F6-Backup to open the Backup menu and select Load All User Kits.

NOTE: Loading All User Kits will overwrite the entire current User bank of kits and replace it with the kits and samples from your USB drive. This action cannot be undone, so we recommend creating multiple backup files as necessary and using caution when loading kits.

Start Click for Loop and Alternate Playback Modes
You can now set the metronome to automatically turn on when you play a pad set to Loop or Alternate playback mode. If you hit the pad again, or if the sound ends, the metronome will stop and will restart from Beat 1 when reactivated. To enable this feature, press the **Sound** button, then press **F4-Mode** and adjust the **Playback Mode** setting.

Metronome Downbeat Reset
The metronome will now restart from Beat 1 whenever it is turned on, either by the Start Click feature or by pressing the Metronome button.