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Mixtikl



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Introduction

In a nutshell, Mixtikl is a powerful cell-based generative music & loop mixer with 12 tracks and 4 central content cells per track.

It's been designed to run on both touch screen and non touch screen devices, as well as mouse/keyboard driven computers.

Content Cells are the *crux* of Mixtikl, and you load into them the generative, audio or MIDI content you want to mix. You can only have one content cell active (playing) at a time in a track, and that cell can also be silent or empty.

Tracks can be set for their content cells do one of 3 things: play once and then move to the next cell in the track (Sequence cell), play forever (Looping cell) and play once and only when triggered (Spot cell). You can temporarily turn a sequence cell into a looping cell by selecting it (cell shown blue on right). Tracks can also have FX applied, be muted/soloed and have their volume and pan changed.

Lists are also core to Mixtikl, as it is through lists that you select content and FX, menus, options and actions

Mixtikl is a product in continuous development, meaning that it is being improved and extended all the time. If there are features or improvements you would like to see, [let us know](#).

OK, let's get going and [install Mixtikl](#), as the purpose of this guide is to give you information on each of the interface elements in Mixtikl, and how to use them.



Mixer UI

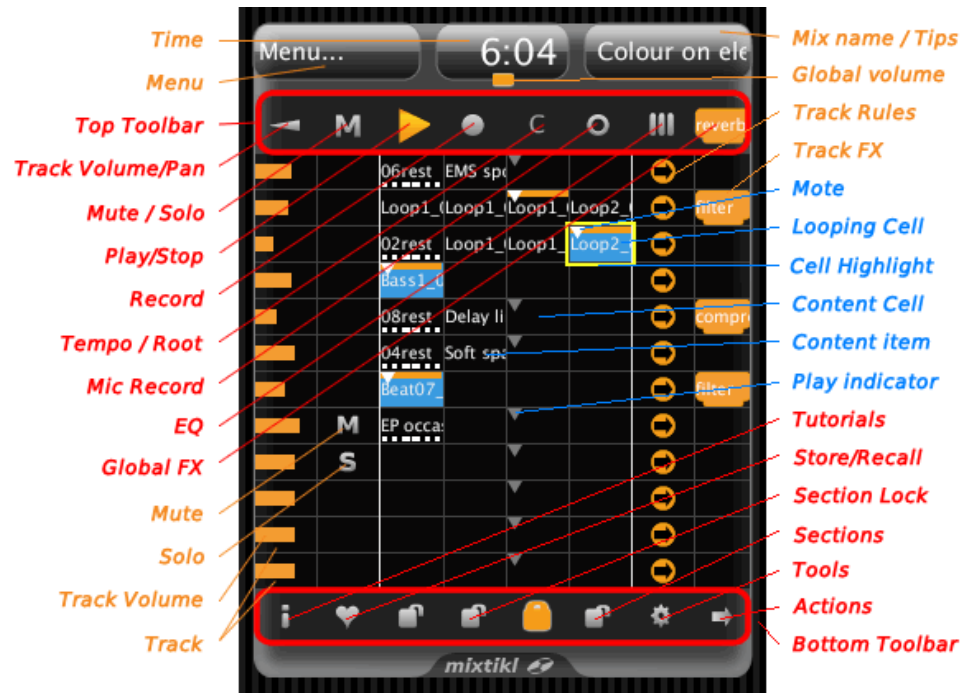
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User Interface



At the top of the Mixer UI is a display area with 3 "tabs", and beneath that the Top Toolbar. The menu button is the left most tab, and the right most tab (which is not a button) displays either the mix name, or, briefly, a tooltip for the highlighted cell. The central tab displays the mix time, and selecting it pops up the global volume slider.

The Top Toolbar gives button shortcuts to a number of key actions, such as track volume/pan display toggle, solo/mute, play/stop, mix recording, mix tempo/root, mic recording, EQ and global FX.

The central "content area" displays 12 tracks which contain 4 content cells (blackish when empty, with text displayed when loaded). When the mix is playing, any content cell that is playing displays a grey triangular mote indicator (if empty), and a white triangular mote to indicates which bar of the content is playing (e.g. bar 4 of a 4 bar loop). Each of this tracks is split into a number of cells (columns).

The Bottom Toolbar gives button shortcuts to a number of key actions, such as video tutorials, mute/solo store/restore, section locks, tools, and the actions menu.

Top Display Area



- ✦ Select the Menu button (left) to access the [Menu](#), or on desktop (once Mixtikl Standalone, VST or Browser Plugin has the focus) press the escape key.
- ✦ Select the Global Volume button (middle) to display a pop up slider which lets you adjust the mix volume to your taste.
- ✦ The right area displays the mix name and (briefly) any tooltips there might be for the currently highlighted cell.

Top Toolbar



Contains the main button shortcuts, as follows:

- ✦ *Track Vol/Pan Display Toggle Button*



Toggles the column 1 display to show either track volume or pan settings.

✦ *Mute/Solo Button*



Toggles between Mute and Solo (for when you mute or solo a track).

✦ *Play/Stop Button*



Press to play or stop the mix (PC/Mac: Also use spacebar or App Window Action Play/Stop; Windows Mobile: also use the left soft key when it says Play or Stop).

✦ *Mix Record Button*



Press to launch the [Mix Recording screen](#) so you can save the mix to an audio file.

✦ *Tempo & Pitch Button*



Press to launch the [Tempo & Pitch screen](#), where you can change the tempo of the mix, or pitch shift all the loops.

✦ *Microphone Recording Button*



Press to launch the [Microphone Recording screen](#), where you can make a microphone recording for the mix.

✦ *EQ Button*



Press to launch the [EQ List](#), where you can apply EQ to the mix and customise it.

✦ *Global FX Button*



Press to call up the [FX List](#), where you can select an FX to be applied to the whole mix (a global FX).

Tracks



There are 12 tracks ([numbered for keypad shortcuts](#) [top to bottom]: 1-9, *(10), 0(11) and #(12)).

There are 8 cells in each track; the four central ones (in between the two white vertical lines) are the "content cells" via which content is added to the mix.

✦ *Track Volume and Pan (1st cell)*



Depending on the track vol / pan toggle setting in the Top Toolbar, tap and then drag the pop up slider, or select this cell and use the navkey left/right to decrease or increase the track volume (central indicator is orange) or pan (central indicator is grey).

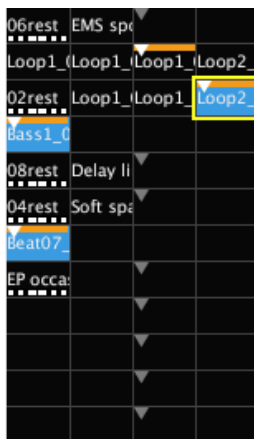
Release the slider or (on smartphone device) select this cell yet again to lose the focus.

✦ *Track Solo/Mute (2nd cell)*



Depending on what the Solo/Mute column toggle is set to in the Top Toolbar, select this cell to apply / remove solo or mute to that track.

✦ *Content Area (3rd-6th cells)*



This area contains the content cells, which is where you add in your [content](#).

When a cell has content in it, you see the name of the content in the cell (skip and silent cells have their own identifiers).

The triangle at the top of the cell is the "mote" and it indicates the currently active/playing cell in the track (there is only ever one mote shown for each track); for a cell with multibar content this mote moves within the cell every bar that is played, up to 4 bars, before starting again. The mote appears grey in an empty cell which is always 1 bar in length, so the mote does not move within the cell. A populated cell shows an orange bar at the top, and the mote is white.

For a "sequenced" track, the mote will move to the next content cell when the content has played through once (generative content is generally infinite in length, so once the cell is playing, it never stops).

A blue coloured cell indicates a "looped" cell, and the content in that cell will continue to play until the looping is turned off (generally by tapping/selecting the cell).

A black and white piano key at the bottom indicates the content in the cell is generally a MIDI based voice, playing through the MIDI synth with the default or custom Wavetable.

To add content to a cell, select it and select the content you want from the [Content List](#).

✦ Track Rules (7th cell)



Selecting the Track Rules cell will toggle the Track Rules between the 3 available states.

1. **Sequenced Cells:** An Orange circle with an arrow in it signifies that the cells in the track are sequence cells. This means that when the content in any cell has finished playing, the mix will play the next content cell in the track.
2. **One Shot Cells:** A blue dot with a "1" in it signifies that the cells in the track are spot cells and any content cell in that track will ONLY play through once (like a sting) if the cell is triggered (i.e. with key 3) or by tapping the cell.
3. **Loop Cells:** A plain blue dot signifies that the cells in the track are looping cells and the content in any "blue" content cell will loop continuously until another track cell is chosen, or the track rule is changed. They will also play ONCE when the section lock is first applied to a section (if a cell is not already looping).

✦ Track FX (8th cell)



Selecting this cell will launch the [FX list](#) where you can select the FX you wish to apply to this track (FX is processor intensive, so use Track FX sparingly in your mix, unless on a PC!).

Bottom Toolbar



Contains the main button shortcuts, as follows:

✦ Tutorials Button



Launches a web browser to access the online tutorial videos.

✦ Store / Recall Button



Press this button to store the solo/mute settings for all the tracks, and then clear them from the mix. Press again to apply the stored values.

✦ Mix Sections 1-4



Press a section button to "lock" any sequenced cells in the mix to that section (i.e. only such content cells in that column will play). Cells that are looping (blue) are not affected. Press any locked section again to release the lock. If no section is locked, then when a cell has played its content (once), the next cell in the track will play until it reaches the end of the track, when play moves to the first cell in the track, and so on.

✦ *Tools Button*



Press to launch the [Tools List](#), where you will see a list of macros and other tools to help with your mix making.

✦ *Action Button*



Press to launch the [Actions menu](#).



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Mixtikl Main Menu

The Mixtikl Main Menu lets you access Mixtikl's primary "housekeeping" features & settings. Select the button to see the item you want.

To access the menu:



Select the Menu Button from the [Mixer UI](#) (or softkey Menu), or on desktop (once Mixtikl Standalone, VST or Browser Plugin has the focus) press the escape key.

New

Lets you start a new Empty or Random mix from the installed Pak of your choice!

- ✦ Select the button to display the Installed Pak List
 - ✦ Mixtikl comes with a number of pre-installed Tiklpaks
 - ✦ You may have added other Paks, or created your own
 - ✦ Select the pak you are interested in
- ✦ From the New & Random menu select New Empty (if there) to create a new empty mix for the pak; or
- ✦ Select New Random (if there) to create a new random mix for the pak; or
- ✦ If the required "New Empty.mixtikl" or "New Random.mixtikl" files are not present in this Pak, Mixtikl just creates get a new empty mix!

Open

Lets you open a previously saved mix.

- ✦ Select the button to display the Installed Pak List
 - ✦ Mixtikl comes with a number of pre-installed Tiklpaks
 - ✦ You may have added other Paks, or created your own
 - ✦ Select the pak you are interested in to display the next list
- ✦ Displays the Pak Mix File List
 - ✦ + <OPTIONS>
 - ✦ Select to show the options. When <HIDE OPTIONS> shown, select to hide the options.
 - ✦ **-[RENAME FILE]**
 - ✦ Select this and then, from the list that displays, select the item you want to rename. Select softkey Cancel to close the list. Note: You cannot rename Mix files provided within Paks.
 - ✦ **-[DELETE FILE]**
 - ✦ Select this and then, from the list that displays, select the item you want to delete. Select softkey Cancel to close the list. Note: You cannot rename Mix files provided within Paks.
 - ✦ Select the mix you want to open.

Save

Lets you save your mix.

- ✦ Displays the [Text Entry screen](#).
- ✦ When saved, your mix file is placed in the same directory as that of the Pak on which it is based.

Import

Lets you import a mix from the clipboard.

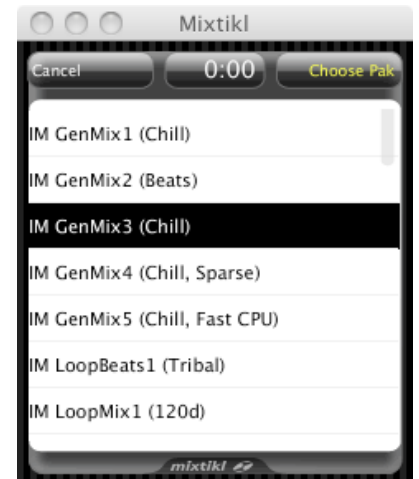
- ✦ Imports into Mixtikl a mix that has been pasted to the clipboard, perhaps copied from an email or forum posting.
- ✦ Once imported into Mixtikl, you can save the mix file, as above.

Export Mix

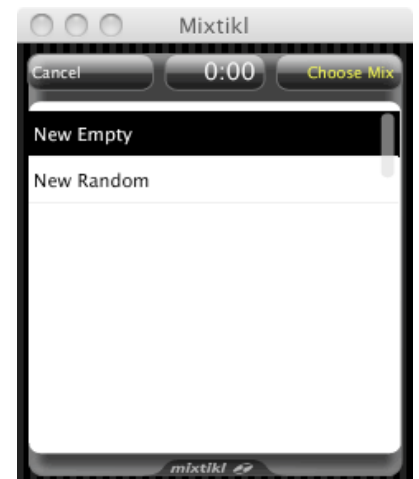
Lets you export a mix.



Main Menu



Installed Pak List



New & Random Menu

- ✦ Displays another screen where you can choose how you want to share or publish your mix file; the appropriate vector audio (text) format is then exported to the clipboard, ready for you to paste as required.
- ✦ Note: If selecting a "Web" export, a following screen gives you the choice to export as a new web page, or for embedding into an existing web page:
 - ✦ Export for Mail
 - ✦ Mix file formatted for sharing via email
 - ✦ Export for Forum Post
 - ✦ Mix file formatted for embedding in a forum post
 - ✦ Export Mix Tikl for Tweet/SMS
 - ✦ Mix file formatted for sending as tweet or SMS
 - ✦ Web: 176x180
 - ✦ Mix file formatted for embedding in a web page, where Mixtikl plugin displays at a size of 176x180 pixels (old WiMo)
 - ✦ Web: 240x268
 - ✦ Mix file formatted for embedding in a web page, where Mixtikl plugin displays at a size of 240x268 pixels (QVGA)
 - ✦ Web: 320x460
 - ✦ Mix file formatted for embedding in a web page, where Mixtikl plugin displays at a size of 320x460 pixels (iPhone/iPod touch)
 - ✦ Web: 480x536
 - ✦ Mix file formatted for embedding in a web page, where Mixtikl plugin displays at a size of 480x536 pixels (VGA)

More

Displays a list of links to source of new mixes, and communities.

1. Get More Paks!
 - ✦ Goes to the [Tiklpaks webpage](#) with links to more Paks you can get.
2. Tikls in Twitter Tweets
 - ✦ Goes to the [Tikls Twitter page](#) where you can see (and get) the Tikls people have tweeted.
3. Shared Mixes Forum
 - ✦ Goes to the [Mixtikl shared mixes & pieces forum](#) where you can get more community mixes.
4. Mixtikl Forum
 - ✦ Goes to the [Mixtikl forum](#) where you can read posts on Mixtikl, and make your own if subscribed (it is free to subscribe).
5. Other Communities
 1. [IM@Facebook](#)
 2. [IM@Twitter](#)
 3. [IM@MySpace](#)
 4. [IM@Last.fm](#)
 5. [IM Blog](#)

Share

- ✦ Opens the [Share files screen](#)

Copy

- ✦ Opens the [Copy files screen](#)

Settings

- ✦ Opens the [Settings menu](#)

Partikl

- ✦ Opens [Partikl](#)

Help

Displays the inline quick help.

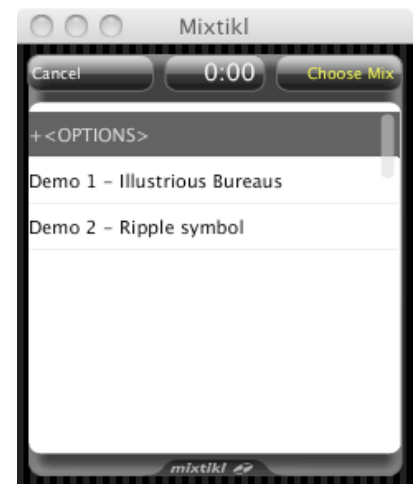
- ✦ Displays a screen where you can access some inline help (useful if you do not have an internet connection available or you do not want to go online).
- ✦ Tap and swipe to scroll up and down the list, or use the up/down keys to move through the text or links, and action key to select the links. The software version number is displayed in the About page.

Tidy (iPhone/iPod touch only)

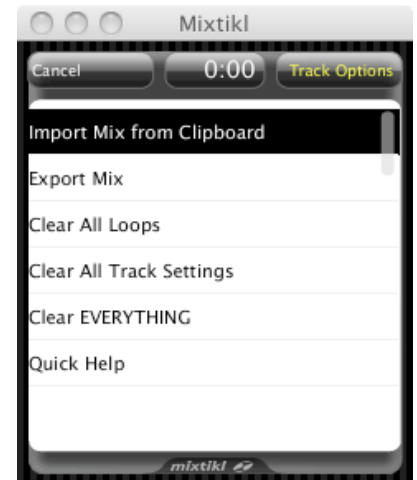
- ✦ Calls up screen where you can select Mixtikl related files you want to delete.

Exit (Desktop and Windows Mobile only)

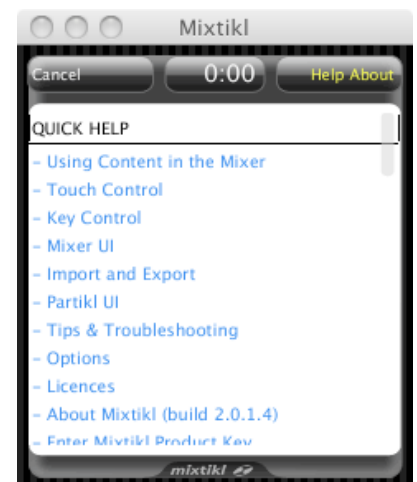
✦



Pak Mix File List



Action Menu



Quick Help Screen



More Mixtikl List



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Navigation

Use Keyboard, Touch Screen or Mouse

Navigating Mixtikl is pretty straightforward, and how you do it depends on whether you have the desktop or mobile (touchscreen or keypad) versions.

Touch Screen / Mouse control

SPECIAL

- ✦ Content / FX Cells
 - ✦ TAP Content cell to Lock/Unlock
 - ✦ TAP FX cell to Edit (Unit/Network)
 - ✦ TAP/HOLD to display lists

✦ MIX STOPPED:

- ✦ TAP empty cell for list

COMMON TOUCH AREAS

- ✦ Top left 'tab' for the [Menu](#)
- ✦ Top middle 'tab' in Mixer for global volume
- ✦ Bottom Partikl or Mixtikl logo for contextual online help (except mixer app ui)
- ✦ Top toolbar 1st cell to toggle display of track volumes/pans
- ✦ Tap bottom toolbar 1st cell for [Mixtikl video tutorials](#)
- ✦ Volume / pan sliders: tap to select, then tap slider knob to select new position
- ✦ When in [content list](#), tap far right of list to preview content

Soft menus/Soft keys for Windows Mobile

- ✦ Shown below the application screen area
- ✦ They provide shortcuts and actions depending whether the left or right key or button is pressed:
 - ✦ Left menu: Menu, OK etc
 - ✦ Right menu: Play / Stop, Cancel etc.

Keyboard Up/Down, L/R; Phone Navkey/DPad

- ✦ Use L/R and Up/Down to move around the screen
- ✦ Enter/Navkey Action will select highlighted cell
- ✦ In Main Menu, L/R will select menu item or toggle option value
- ✦ In Content List L/R can be used to preview / play content
- ✦ In Track Volume/Pan cells, after selecting cell with Enter/Action, the L/R changes values; when done, use NavKey Action to release focus

Backspace

- ✦ Some phones have a back key, and on some occasions this can be used to go back to a previous screen.

Cancelling from lists

- ✦ iPhone / iPod touch version:
 - ✦ Tap the top left hand display area when it says "Cancel"
- ✦ Smartphone version:
 - ✦ Press the indicated soft menu key (where Done is shown)
- ✦ Pocket PC version:
 - ✦ Tap the Done menu item in the bottom toolbar
 - ✦ Tap the top left hand display area when it says "Tap to Cancel"
- ✦ PC Desktop version:
 - ✦ Press the Escape key
 - ✦ Press the * key
 - ✦ Mouse click the top left hand display area when it says "Cancel"
- ✦ Clearing contents of a Content or FX Cell
 - ✦ Press "0" key [or standard PPC soft keyboard]
 - ✦ Select "clear" item from a cells content list



Mixtikl Mixer UI

Desktop Control

- ✦ Spacebar: toggles play/stop
- ✦ Escape key: menu | cancel
- ✦ Delete to clear cell
- ✦ Left and Right arrows are L/R
- ✦ Others as above except that in lists 3 is page down, and 9 page up

Desktop Menus

These are shown at the top, and are only visible on the desktop versions.

- ✦ mixtikl
 - ✦ Quit or Exit: Closes Mixtikl
- ✦ Action
 - ✦ Menu, OK etc (like phone Left soft menu)
 - ✦ Play / Stop, Cancel etc. (like Right soft menu)
- ✦ Options
 - ✦ Check for Update When Mixtikl Starts (check or uncheck)
 - ✦ Use Native Window Toolbar (Desktop, not Plugin)
 - ✦ Devices (Desktop, not Plugin)
 - ✦ Output: select your audio output driver
 - ✦ Input: select your audio input driver
- ✦ Help
 - ✦ Online User Guide: Go to the online User Guide
 - ✦ Mixtikl Forum: Go to the online Mixtikl Forum
 - ✦ Online EULA: Go to the online EULA
 - ✦ About Mixtikl: Mixtikl version information
 - ✦ Mixtikl Product Key: Enter your Mixtikl Product key and licence information

Keyboard / Keypad shortcuts

In addition to being able to navigate and control Mixtikl with your mouse or device navkey, the following shortcuts are available for Desktop, Smartphone (SP) and Pocket PC versions. On PPC, keys can also be selected through the standard Microsoft Mobile PPC soft keyboard.

Mixer

- ✦ 1 – Play/Stop mix
- ✦ 2 – Up
- ✦ 3 – Trigger a cell or spot cell (also T for desktop)
 - ✦ Forces a cell to play
 - ✦ Sequenced cell/track (orange arrow)
 - ✦ Plays once, then;
 - ✦ Next cell played
 - ✦ One shot cell/track (blue dot with 1 in it)
 - ✦ Plays once only;
 - ✦ Locked cell (blue dot)
 - ✦ Loops until stopped or cell type changed
- ✦ 4 – Left
- ✦ 5 – Action / Select
- ✦ 6 – Right
- ✦ 7 – Key shortcut (7, Col, Row : e.g. 7, 2, 1);
 - ✦ Columns
 - ✦ 1 – Volume/Pan
 - ✦ 2 – Solo/Mute
 - ✦ 3,4,5,6 – Mix Sections
 - ✦ 7 – Rules
 - ✦ 8 – FX
 - ✦ Rows
 - ✦ top toolbar: Navkey up
 - ✦ tracks: 1–9,*(10), 0 (11), #(12)
 - ✦ bottom toolbar: Navkey down
- ✦ 8 – Down
- ✦ 9 – Tools Cell
- ✦ 0 – Clear Cell
- ✦ * – Menu / Cancel

Content List

- ✦ 2 – Up
- ✦ 3 – Page Up
- ✦ 4 – Stop Preview
- ✦

- 5 - Select
- + 6 - Preview / play content
- + 7 - None
- + 8 - Down
- + 9 - Page Down
- + 0 - Clear Cell
- + * - Cancel
- + # - Home (top of list)

Helps & FX list

- + 2 - Up
- + 3 - Page Up
- + 5 - Select
- + 8 - Down
- + 9 - Page Down
- + 0 - Clear Cell
- + * - Cancel
- + # - Home (top of list)



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Using Your Content

There are a number of sources of add on content that you can use in the Mixtikl [content cells](#):

- ✦ The 8 pre-installed Tiklpaks from Intermorphic (GenMix1-5, LoopBeats1-2, ZZZ_Rests)
- ✦ Add-on [Paks or Tiklpaks](#) from Intermorphic and/or some other vendor
- ✦ Samples or loops, you have made yourself, such as microphone recordings or modular synth recordings
- ✦ Partikl, Noatikl or MIDI files you have created yourself
- ✦ Creative Commons licensed samples, e.g. [One Laptop Per Child project](#)
- ✦ Loops and Samples you may already have handy:
 - ✦ You have purchased some loops
 - ✦ You have purchased an Music Magazine with cover DVD
 - ✦ You have a sequencer or other software tool that comes with some loops
 - ✦ You have downloaded some free online loops



Content Cells

Working with your own Loops and Samples

It can take time to [create a Pak](#), and, although they are available for you to get or purchase, sometimes you just want to get on a try out some content you have available locally.

The good news is that this is easy in Mixtikl! As Mixtikl knows about pitch and tempo, it automatically pitch shifts and time stretches loops to work together – but this only works right if it knows what they are. So, you need to tell it.

PS: If you want your content to be portable, you will need to make it into a [zipped up Pak](#).

1. **EASIEST**: If you have on your computer or device a *collection* of WAV or AU samples or loops all at the same pitch and tempo (perhaps you have a directory of pre-prepared same tempo/pitch loops from a Music Magazine or other sample disc) – say these are at 140bpm and root of D – and you are **NOT** wanting to use them in mixes with other Paks, then all you need to do in Mixtikl is select Menu > Mixes – New/Open > choose any pak > choose any mix and then from the Menu select Actions > Clear EVERYTHING. Then [set the tempo and root](#) to match that of your loops, and from a content cell browse your file system to add those loops.
2. **EASY**: If you have the same as above (maybe several collections each with different tempos/pitches), and **DO** want to mix the content together or with content from other Paks, or change the different tempo or pitch, then you first need to create a simple [mixtikl.xml](#) file for each collection. This is simply so that Mixtikl knows how to auto time-stretch or pitch shift the content as required. You in effect create the simplest of Paks, but you don't take the step of zipping it up, which saves time and is great for trialling out sample libraries in Mixtikl before you decide to go to the effort of creating portable zipped Paks (make sure you own sufficient rights to the samples before you do that).
 1. Create a unique folder name e.g. "My140BPMDrumLoops" somewhere under e.g. My Documents/intermorphic/mixtikl/paks/, e.g. My Documents/intermorphic/mixtikl/paks/_samples/My140BPMDrumLoops/ (we recommend using the '_samples' folder name as it helps keep your loops visibly separate from the other Paks you might have installed, and giving it the "_" prefix will mean it displays somewhere near of the [content list](#)).
 2. Copy your [content](#) into that folder.
 3. Create a [mixtikl.xml](#) file which has the same tempo and root as your samples/loops and save to this folder.
 4. Restart Mixtikl.
 5. Create a new mix (Menu > Mixes – New/Open > choose any pak > choose any mix. If you want to, you can also choose Menu > Actions > Clear EVERYTHING and [set the tempo and root](#) to one you want).
 6. Select one of the empty content cells and in the Content List, browse for your folder (use "..") and then select one of your samples to add it to the mix. It should all sound great as it will auto pitch shift and time stretch to suite your mix!
 7. When you save your [mix file](#), it will be saved to the folder of the pak you created the mix for, e.g. My Documents/intermorphic/mixtikl/paks/IM_GenMix1_DMaj
3. **FAIRLY EASY**: If you don't have collections of samples and loops all at the same pitch and tempo, then you are going to have to do a bit more work before you can get mixing. You need to create a [yourfile_mixtikl.xml](#) file for each sample/loop. This is still easy to do, but just takes a bit more time and is not so immediate, so you may just be better getting hold of some Paks instead! Or, you might decide to create the meta files for the greater public good and publish them online for others to benefit from (they would still need the original loops, and placed in the right directory).

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Content Types

Mixtikl allows the mixing together of many different audio and music files, namely "content". This content can be in a wide range of file formats, from audio clips to MIDI files and beyond. To keep things simple, we refer to any item of content in any format simply as "content" or "content item", but this section gives some more information on the different formats.

Mixtikl's content flexibility allows you to be creative in ways that both suits the capabilities of your device and that match your personal preferences – namely how much memory you have on your phone, and how much space you want to set aside for storing content or recordings of mixes you might make.

Audio Content

Audio content is used where maximum sonic impact is required. The reason is that an audio sample (a short clip) contains a great deal of high quality pre-processed audio information (such as a real voice, electric guitar riff, orchestral theme etc). However, the downside is that memory usage is higher than for other content types (for both storage and operation). A typical 1 bar audio sample (in compressed Ogg Vorbis format, 48Kbps) is around 15Kb, but in order to be mixed it must first be expanded into your device RAM memory, where it might be >4 times larger!

Audio formats supported (file extensions capitalised for consistency):

- ✦ Ogg Vorbis (compressed audio format) – .OGG
- ✦ WAV (PCM and ADPCM) – .WAV (8 or 16 bit only at present)
- ✦ AU – .AU (8 or 16 bit only at present)

Note: When using audio content, there are a number of factors that determine the size of the content item. The key ones are the tempo of the mix and how many "bars" there are in each item of content (a "bar" is a musical term which refers most commonly to 4 beats, and is the normal minimum size for a content item), and then for each item the sample rate, bit depth and whether the sample is stereo or mono.

Tempo is to do with how many beats per minute (bpm) you have in your mix, which is defined in each Pak. Tempo and the content size are closely interrelated in that a 1 bar 60bpm audio clip is 4 seconds in length (each beat is 1 second in length and there are 4 of them in a bar), and a 1 bar 120bpm audio clip a 2 seconds in length (each beat is 1/2 second and there are 4 of them).

MIDI Content

MIDI content is an electronic version of sheet music (in that it only contains note playback information), and it is played through the Mixtikl integral MIDI synthesizer. MIDI content has the advantage of small size, and so uses far less device memory, but it does not have the sonic impact and richness of the much larger audio content. A typical 1 bar MIDI riff is around 1Kb.

MIDI formats supported (file extensions capitalised for consistency):

- ✦ SMF (Standard MIDI file, type 0 or 1) – .MID/.MIDI/.KAR

Advanced Content

Various advanced content options are available within Mixtikl, and these allow greater use of the device as a music "computer", creating rich sounds from small components. This kind of content is typically in .partikl format, and it allows the use of real software synthesizers, FX and music engines. A 1 bar .partikl file can be just a few Kb in size, but can be set up to allow the creation of hundreds of minutes of varied and sonically rich content.

Partikl content can also include audio samples, for which the comments above related to audio content apply. Partikl files may contain any combination of DLS file data, audio data (Ogg, Au and/or WAV), Noatikl files, MIDI files and Partikl Modular Synth and FX network settings. Noatikl files are generative content, meaning that they are composed for you in real-time by the Noatikl trans-generative music engine.

Advanced formats supported (file extensions capitalised for consistency):

- ✦ Noatikl – .NOATIKL or .NOA
- ✦ Partikl – .PARTIKL or .PAR

DLS 1 Wavetable

The Partikl multi-synth can be used to hook up MIDI or advanced content to a DLS 1 Wavetable. The Wavetable can either be in one of the pre-installed Paks, or included in a Pak you might have made. Either way, it has to be installed to your device and Partikl must know the path to it.

Being able to target a DLS 1 Wavetable via Partikl means that MIDI playback, via the MIDI synth in Partikl, can use some cool sounds and with the smallest performance overhead – all you need is the Wavetable!

Multi-bar Content

This is content in any of the above forms that plays for more than 1 bar. It can be even more effective than content of 1 bar length as it provides more continuity and variation over a longer period of time. Mixtikl is very powerful in that mixes can utilise not only 1 bar content, but also multi-bar content. Mixtikl intelligently caters for content of non-full bar length (e.g. 2 bars). When the content is not in a Tiklpak it will not simply loop the content, causing mix synching problems, but will instead pad it out with silence until it reaches the next bar boundary. Content that *is* in a Tiklpak is time-stretched/shrunk automatically to the nearest bar multiple.

The "mix file" itself

When you add content into a mix, this information is saved to a special "mix file" format called ".mixtikl". It is an XML format that stores all the information about what content is used in the mix and where, together with sound FX used etc.

Add-on Paks and Content

There is a lot that can be used in Mixtikl. [See here](#) for what is available!



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Content List

The Content List provides you the means to add content your mix.

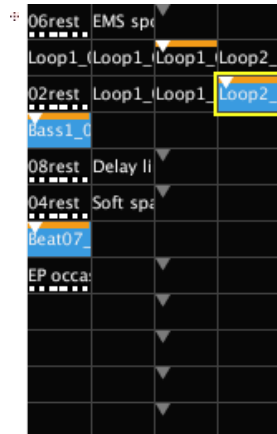
Tips: If you can see content in a Content Cell, tap and hold that cell to call up the Content List. To scroll through the list to see all the Presets, tap and drag the list up/down, use the Up / Down or Page Up / Page Down keys, or use a mouse center wheel. See also [Navigation](#).

Tip: To preview content in the Content List, tap the right side of the content item (or use Left or Right keys), and it should play for a few seconds.

Content items are shown in different colours

- ✦ Audio – blue
- ✦ MIDI – black
- ✦ Partikl – red

To access the Content List:

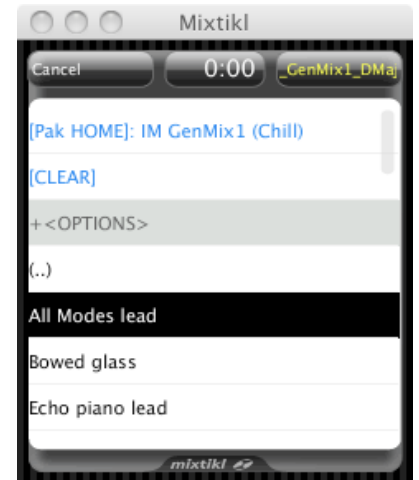


Select one of the 48 Content Cells from the [Mixer UI](#). (see also [Navigation](#)).

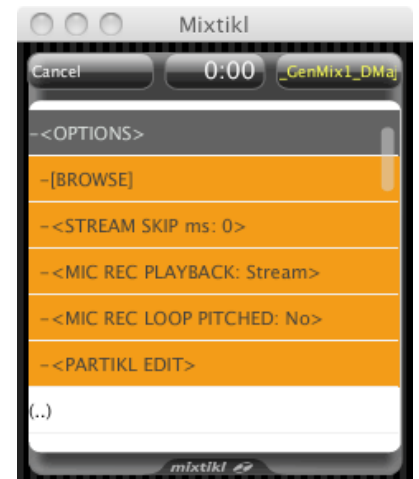
- ✦ Select a content item to add it to your mix.

Content List & Options

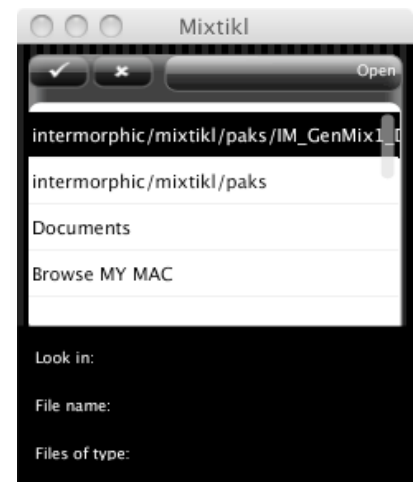
- ✦ [Pak HOME]: Pakname
 - ✦ This displays the name of the Pak on which this mix is based
 - ✦ Select this item to get back to a list of content from that Pak
- ✦ [CLEAR]
 - ✦ Clears the content from the current cell
- ✦ + <OPTIONS>
 - ✦ Select to show the options. When <HIDE OPTIONS> shown, select to hide the options.
 - ✦ -[BROWSE]
 - ✦ Lets you choose different top level folders in which to search for content.
 - ✦ <STREAM SKIP ms: 0>
 - ✦ This allows you to start playback of a mic recording at a set period of time into the recording.
 - ✦ The recording must be set to Stream in the option below.
 - ✦ <MIC RECORD PLAYBACK: value>
 - ✦ Determines whether a [mic recording](#) is played back in a mix as a stream (e.g. for long recordings) or a loop (e.g. for short recordings, or those you want to be able to [change pitch/tempo](#), as below):
 - ✦ Loop [default value]:
 - ✦ Recording gets loaded into memory when mix is playing
 - ✦ Means it can be looped on a bar boundary
 - ✦ Suitable only for short recordings, e.g. up to about 4 bars in length



Content List



Content List Options



Browse Screen

Stream:

- ✦ Recording when played in content cell will play once, and will not loop
- ✦ <MIC REC LOOP PITCHED: value>
 - ✦ Determines whether or not a [mic recording](#) loop can be [pitch shifted or time stretched](#) as you change those values for a mix:
 - ✦ Yes [default value]
 - ✦ No
- ✦ <PARTIKL EDIT: value>
 - ✦ For content that MIDI, Noatkl or Partikl based, selecting this option will launch Partikl so you can edit and save it as required.
 - ✦ The [Partikl Editor](#) required for editing sounds is only in the **Mixtikl Desktop version**.
 - ✦ If the file is from a Pak zip file, you must save changes to a new file, as the file in the Pak cannot be overwritten.
 - ✦ Partikl does (yet) allow inline editing of content, which means that when Partikl plays the content it will be at the pitch/root defined in the content (and not that of the mix) and the content will not synch with the mix. However, you can save the content changes and restart the mix, and then you will hear the changes.
- ✦ (..)
 - ✦ Selecting this allows you to browse for other content under the Mixtikl directory.
 - ✦ To browse outside of the application, use the BROWSE option above.



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FX List

The FX List is where you select or edit a Track or Global FX for your mix. Select an FX to add it.

When you next select the FX cell with this unit in, you will either see the FX Unit itself (e.g. [Reverb](#)), or the [FX Network Editor](#), depending on the setting you you have for the VIEW option below.

Tip: If you can see an FX Unit in an FX cell, tap and hold that cell to call up the FX List. See also [Navigation](#).

Note: FX uses up processing cycles more than most things, so use sparingly on your mobile device, and where possible, use a global FX instead of multiple track FX. See also the [FAQ](#).

Tip: To scroll through the list to see all the Presets, tap and drag the list up/down, use the Up / Down or Page Up / Page Down keys, or use a mouse center wheel. See also [Navigation](#).

To access the FX List:

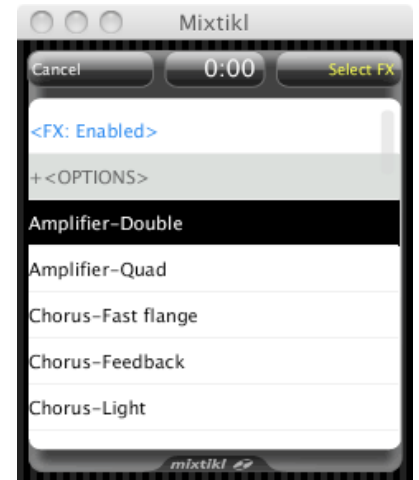


Select one of the 12 track FX Cells or the Global FX Cell from the [Mixer UI](#). (see also [Navigation](#)).

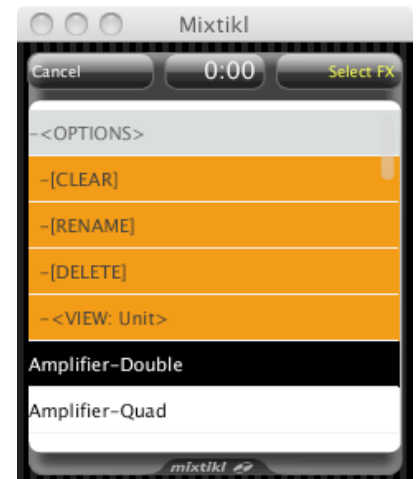
- ✦ Select an FX to add it to your mix.

FX List & Options

- ✦ <FX: Enabled>
 - ✦ You can enable or disable an FX Unit without having to clear the FX cell:
 - ✦ Enabled (default): use the selected FX
 - ✦ Disabled: temporarily disable the selected FX
 - ✦ Unit will not take up any processing cycles
- ✦ +<OPTIONS>
 - ✦ Select to show the options. When <HIDE OPTIONS> shown, select to hide the options.
 - ✦ [CLEAR]
 - ✦ Clears the FX from the selected track or global setting, as appropriate.
 - ✦ [RENAME]
 - ✦ Select this entry to see the list of FX available for renaming
 - ✦ You cannot rename presets that are included with Mixtikl or are in Pak zip files.
 - ✦ [DELETE]
 - ✦ Allows you to delete any FX presets you have saved.
 - ✦ You cannot delete presets that are included with Mixtikl or are in Pak zip files (but you could delete those Pak zip files).
 - ✦ <VIEW: value >
 - ✦ Unit: Will display the relevant Partikl FX Unit for your selected FX.



FX List



FX List Options

✦ Network: Will display the full Partikl FX Network Editor for your selected FX (which allows you to chain together FX).



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Saving

When saving files, renaming mixes etc. in Mixtikl, you will be presented with the text entry screen on PC and where we are unable to provide access to the native text entry abilities of mobile device. On iPhone/iPod touch we use the native text entry mechanism.

Usage

- ✦ Desktop: Select the text field and enter text with your keyboard.
- ✦ Pocket PC: Tap on the relevant buttons to add the text.
- ✦ Smartphone: Navigate to the relevant button and select it to add the text.
- ✦ Select the top left OK (tick) button (or soft menu item) to accept your changes, otherwise select the Cancel button (or soft menu item).

Notes

- ✦ The "B" on the bottom row is Backspace
- ✦ The "H" on the bottom row is Home
- ✦ The "E" on the bottom row is End
- ✦ The "D" on the bottom row is Delete



Text Entry Screen

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Mix Recording & Options

It is easy to record your mix to an audio file and you can interact with it while the recording is being made.

Tip: To see all the Options (one you have displayed them), tap and drag the list up/down, or use a mouse center wheel

To make a mix recording:



Select the Mix Recording Button from the [Mixer UI](#), or Record Mix from the [Main Menu](#) (see also [Navigation](#)).

- ✦ Browse Screen: Select the directory for your recording
 - ✦ Displays the first time you make a recording
- ✦ **Start Recording**: select [RECORD: mt_mix.wav] to start the recording
 - ✦ you will be taken back to the mixer UI
- ✦ **Stop Recording**: select the Play button to stop the recording, or;
- ✦ **Stop Recording**: select the Mix Recording Button again and then select [RECORD: mt_mix.wav]

Mix Recording Menu

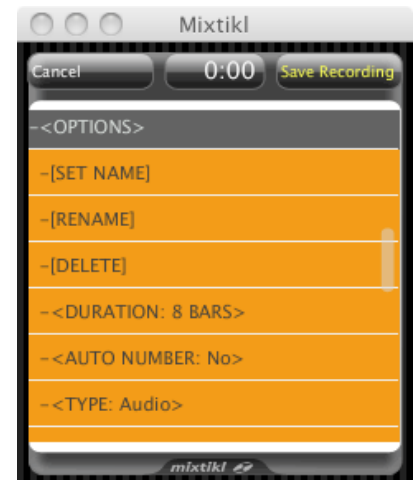
- ✦ [RECORD: mt_mix.wav]
 - ✦ Select this item to start the recording
 - ✦ Select it again to stop the recording
- ✦ [PREVIEW]
 - ✦ Displays a list of all the recordings you have made
 - ✦ To preview a recording:
 - ✦ a. Select the recording, or;
 - ✦ b. Use the right navkey or right key on a keyboard.
 - ✦ To stop the playback:
 - ✦ a. Cancel out from the list, or;
 - ✦ b. Preview another item, or;
 - ✦ c. Use the left navkey.
 - ✦ To quit the list:
 - ✦ a. Cancel out from the list, or;
 - ✦ b. Select the Cancel softkey/menu, or;
 - ✦ c. Press the * key or Esc key on a keyboard.
- ✦ +<OPTIONS>
 - ✦ Select to show the options. When <HIDE OPTIONS> shown, select to hide the options.
 - ✦ -[SET NAME]
 - ✦ Allows the name of the default recording (e.g. mm_rec.wav) to be changed. This is particularly useful if you are making many different numbered recordings, e.g. rec1.wav, rec2.wav and recfrog1.wav, recfrog2.wav etc.
 - ✦ -[RENAME]
 - ✦ Select the recording you wish to rename. Note: You cannot rename Mix files provided within Paks.
 - ✦ Rename the recording in the Rename Recording screen that displays
 - ✦ a. Select the characters you wish to use for your recording.
 - ✦ b. Select the Tick to accept the new name or X to cancel without saving.
 - ✦ c. See Save As for further information on this screen
 - ✦ To rename another recording, select it.
 - ✦ To quit the list:
 - ✦ a. Cancel out from the list, or;
 - ✦ b. Select the Cancel softkey/menu, or;
 - ✦ c. Press the * key or Esc key on a keyboard.



Browse Screen

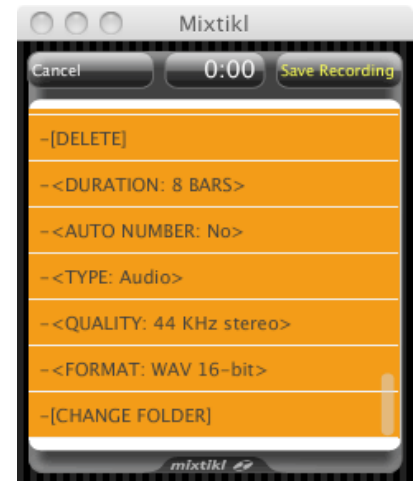


Mix Recording Menu



Mix Recording Menu

- ✦ **-[DELETE]**
 - ✦ Select the recording you wish to delete. Note: You cannot delete Mix files provided within Paks.
 - ✦ To delete another recording, select it.
 - ✦ To quit the list:
 - ✦ a. Cancel out from the list, or;
 - ✦ b. Select the Cancel softkey/menu, or;
 - ✦ c. Press the * key or Esc key on a keyboard.
- ✦ **<DURATION: value>**
 - ✦ The length of mix recording. For further background on bar length refer to the Tiklpak [Content Types](#) page.
 - ✦ 8 bars (default) – To change this value tap to the Left or Right of the list item, or use the Left/Right or 4/6 keys to decrease or increase the value by 1. Activating this entry will increase the value by 1.
- ✦ **<AUTO NUMBER: value>**
 - ✦ This setting determines whether each recording will have a new name (sequential) or whether the previous recording is over written. For example, if auto numbering is off (the display shows <AUTO NUMBER: No>), then this would mean that all mic ringtone recordings are made to the same file name, so you can do a take until you get it right, and the previous version is overwritten. The alternative setting <AUTO NUMBER: Yes> means each ringtone recording is stored with a different number from the main name, e.g. rec1.wav, rec2.wav, rec3.wav
 - ✦ No (default) – All ringtone recordings made to same file name.
 - ✦ Yes – All ringtone recordings stored with a different number.
- ✦ **<TYPE: value>**
 - ✦ The format for a recorded ringtone.
 - ✦ *Note: Default value will be determined by whether you have created an Audio mix or a MIDI mix.*
 - ✦ Audio – The recorded ringtone will be an audio file.
 - ✦ MIDI – The recorded ringtone will be a MIDI file.
 - ✦ Note: MIDI recording is currently non-operational
- ✦ **<QUALITY: value>**
 - ✦ The different available output frequencies for recordings.
 - ✦ 22KHz mono (default)
 - ✦ You will only see a range of values up to that of the quality set in Options for the Audio Output. If this is set, for example, to 44KHz stereo, then you will see that as an option in this list. However, if you have set it to 22Khz stereo, then that is the maximum quality at which you can record.
- ✦ **<FORMAT: value>**
 - ✦ The different available audio formats for recordings.
 - ✦ WAV 16bit (default)



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Microphone Recording & Options


It is easy to record your microphone input to an audio file that you can use in your mix. You can do things with it like with any other loop.

In addition, large/long microphone recordings can be set to play as a "stream" meaning they can be played right off the storage media/hard drive and do not have to first be loaded into memory, as does a loop (so the loop can be pitch shifted/time stretched as required).

Tips: To see all the Options (if you have displayed them), tap and drag the list up/down, or use a mouse center wheel; Your device must have a microphone connected to be able to make a microphone recording.

Songwriter Note: The mic recording facility is designed for recording (and using in mixes) ambient sounds, speech etc. that do not require a precise "bar boundary" start. However, we do provide an "offset" setting that you can experiment with, but it is fiddly and difficult to set up. It lets you *try* to compensate for the Mixtikl recording latency on your device (every device is different) so that the start of a recording can be where you want it.

To make a microphone recording:

- ✦  Select the Mic Recording Button from the [Mixer UI](#). (see also [Navigation](#)).
- ✦ Tap the content cell into which you want to add the recording.
- ✦ **Browse Screen:** Select the directory for your recording:
 - ✦ Displays the first time you make a recording
- ✦ **Start Recording:** select [RECORD: micx_y_z.wav] to start the recording
 - ✦ Allow for the various options below like Count-In etc.!
- ✦ **Stop Recording:** select [STOP RECORDING]
- ✦ **Note:** If you stop recording BEFORE the countdown period has elapsed then no recording is made. When you return to the Mixer UI you will see the cell has a red colour signifying that the recording cannot be found.

Microphone Recording Menu

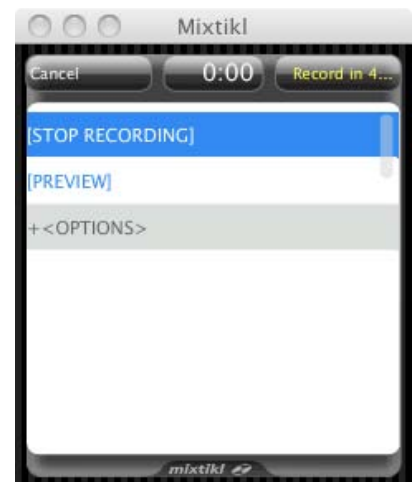
- ✦ [RECORD: micx_y_z.wav]
 - ✦ Select this item to start the recording
 - ✦ It then changes to [STOP RECORDING]
 - ✦ The file can be changed with SET NAME, below
- ✦ Select [STOP RECORDING] to stop the recording
- ✦ [PREVIEW]
 - ✦ Displays a list of all the mic recordings you have made
 - ✦ To preview a mic recording:
 - ✦ a. Select the recording, or;
 - ✦ b. Use the right navkey or right key on a keyboard.
 - ✦ To stop the playback:
 - ✦ a. Cancel out from the list, or;
 - ✦ b. Preview another item, or;
 - ✦ c. Use the left navkey.
 - ✦ To quit the list:
 - ✦ a. Cancel out from the list, or;
 - ✦ b. Select the Cancel softkey/menu, or;
 - ✦ c. Press the * key or Esc key on a keyboard.
- ✦ +<OPTIONS>
 - ✦ Select to show the options. When <HIDE OPTIONS> shown, select to hide the options.
- ✦ -[SET NAME]
 - ✦ Allows the name of the default recording (e.g. mm_rec.wav) to be changed. This is particularly useful if you are making many



Browse Screen



Microphone Recording Menu



Microphone Recording Menu Stop

different numbered recordings, e.g. rec1.wav, rec2.wav and recfrog1.wav, recfrog2.wav etc.

✦ **--[RENAME]**

- ✦ Select the recording you wish to rename. Note: You cannot rename Mix files provided within Paks.
- ✦ Rename the recording in the Rename Recording screen that displays
 - ✦ a. Select the characters you wish to use for your recording.
 - ✦ b. Select the Tick to accept the new name or X to cancel without saving.
 - ✦ c. See Save As for further information on this screen
- ✦ To rename another recording, select it.
- ✦ To quit the list:
 - ✦ a. Cancel out from the list, or;
 - ✦ b. Select the Cancel softkey/menu, or;
 - ✦ c. Press the * key or Esc key on a keyboard.

✦ **--[DELETE]**

- ✦ Select the recording you wish to delete. Note: You cannot delete Mix files provided within Paks.
- ✦ To delete another recording, select it.
- ✦ To quit the list:
 - ✦ a. Cancel out from the list, or;
 - ✦ b. Select the Cancel softkey/menu, or;
 - ✦ c. Press the * key or Esc key on a keyboard.

✦ **<RECORD BARS: value>**

- ✦ The number of bars you want to record for:
 - ✦ 1 to 10,000
 - ✦ Default value: 4
 - ✦ To change this value tap to the Left or Right of the list item, or use the Left/Right or 4/6 keys to decrease or increase the value by 1

✦ **<COUNTDOWN BARS: value>**

- ✦ The number of bars you want to play BEFORE you start to record:
 - ✦ 0 to 10,000
 - ✦ If set to 0, then recording starts as soon as you press RECORD
 - ✦ Default value: 4
 - ✦ To change this value tap to the Left or Right of the list item, or use the Left/Right or 4/6 keys to decrease or increase the value by 1

✦ **<TAKE: value>**

- ✦ Whether or not you keep making recordings to over-write the current recording:
 - ✦ One-Shot [default value]: Just do the one recording
 - ✦ Auto-retain: Keep making recordings until you stop recording (lets you try until you get it right)

✦ **<AUTO NUMBER: value>**

- ✦ This setting determines whether each recording will have a new name (sequential) or whether the previous recording is over written. For example, if auto numbering is off (the display shows <AUTO NUMBER: No>), then this would mean that all mic recordings are made to the same file name, so you can do a take until you get it right, and the previous version is overwritten. The alternative setting <AUTO NUMBER: Yes> means each mic recording is stored with a different number from the main name, e.g. mic1.wav, mic2.wav, mic3.wav
 - ✦ No (default) – All mic recordings made to same file name.
 - ✦ Yes – All mic recordings stored with a different number.

✦ **<AUDIO: value>**

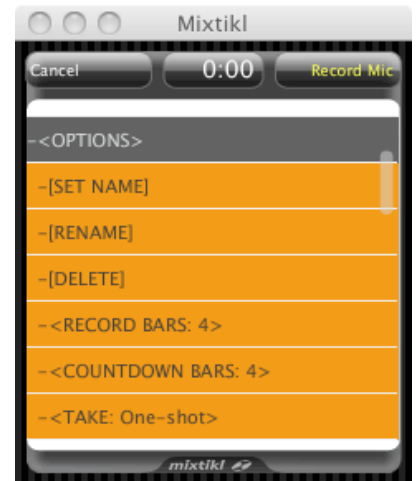
- ✦ The different available output frequencies for mic recordings (always mono).
 - ✦ 22KHz mono (default)
 - ✦ You will only see a range of values up to that of the quality set in Options for the Audio Output. If this is set, for example, to 44KHz stereo, then you will see 44KHz mono as an option in this list. However, if you have set it to 22KHz stereo, then 22KHz mono is the maximum quality at which you can record.

✦ **<FORMAT: value>**

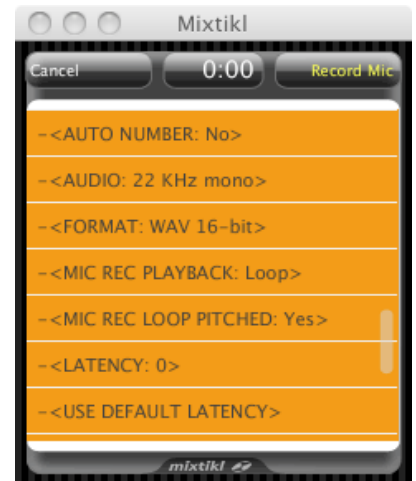
- ✦ The different available audio formats for mic recordings.
 - ✦ WAV 16bit (default)

✦ **<MIC RECORD PLAYBACK: value>**

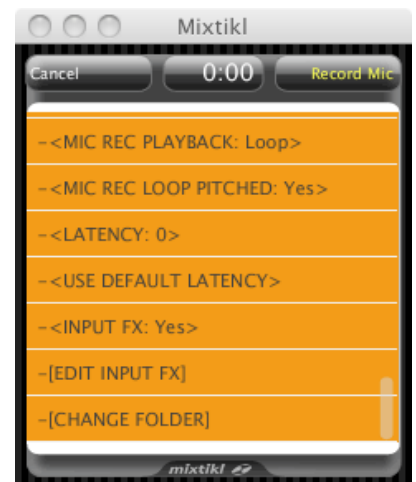
- ✦ Determines whether a mic recording is played back in a mix as a stream (e.g. for long recordings) or a loop (e.g. for short recordings, or those you want to be able to change [pitch/tempo](#), as below):
 - ✦



Microphone Recording Menu Options



Microphone Recording Menu Options More



Microphone Recording Menu Options More

- Loop [default value]:
 - ✦ Recording gets loaded into memory when mix is playing
 - ✦ Means it can be looped on a bar boundary
 - ✦ Suitable only for short recordings, e.g. up to about 4 bars in length
- ✦ Stream:
 - ✦ Recording when played in content cell will play once, and will not loop
- ✦ <MIC REC LOOP PITCHED: value>
 - ✦ Determines whether or not a mic recording loop can be [pitch shifted or time stretched](#) as you change those values for a mix:
 - ✦ Yes [default value]
 - ✦ No
- ✦ <LATENCY: value>
 - ✦ Lets you try to compensate for the Mixtikl recording latency on your device so that the start of a recording is where you want it. The latency (in milliseconds) is just the time tag between when a signal comes in and when Mixtikl starts to record it. For a desktop computer this is very small, but for a mobile device it could be up to say 1000ms. It is a very difficult and fiddly thing to set for your device, and requires a good deal of trial and error. We hope to improve on this in the future :
 - ✦ The value you should use depends on your device/computer, and will be different for every one
 - ✦ To change this value tap to the Left or Right of the list item, or use the Left/Right or 4/6 keys to decrease or increase the value by 5ms
- ✦ [DEFAULT LATENCY]
 - ✦ Select this if you want Mixtikl to revert to using the default latency for your Mixtikl version.
- ✦ <INPUT FX: value>
 - ✦ Determines if there are to be any FX applied to the mic recording before it is recorded:
 - ✦ Yes [default value]
 - ✦ No
- ✦ [EDIT INPUT FX]
 - ✦ Select this to display the Partikl Editor. A compressor is applied by default, but you can change this. Whether the FX Editor displays in [Partikl FX Network](#) mode or Simple mode where you see the FX unit itself (e.g. [Compressor](#)) depends on the setting in the [FX Options](#).
- ✦ [CHANGE FOLDER]
 - ✦ Allows a you to select and change the folder to record to.



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Tempo & Pitch Shift

You can pitch shift & time stretch the entire mix (but it is not real time, and can take some time).

Tip: Change the pitch and/or tempo values and then select the Apply button and wait to hear the change. You can press the Cancel button at any time.

To access the Tempo & Pitch shift Menu:



Select the Tempo / Pitch button from the top toolbar in the [Mixer UI](#). (see also [Navigation](#)).

Menu

- ⌘ [APPLY: Tempo+Root]
 - ⌘ Applies any changes you make to the Tempo and Root settings.
 - ⌘ Changes are made (non-destructively, i.e. in memory) to each content item in your mix
 - ⌘ The time it takes depends on how many loops there are in your mix, what quality you are mixing at (e.g. 22KHz) – hence it can take some time to do!
- ⌘ <TEMPO: value >
 - ⌘ To change this value tap to the Left or Right of the list item, or use the Left/Right or 4/6 keys to decrease or increase the value by 1
- ⌘ <ROOT: value >
 - ⌘ To change this value tap to the Left or Right of the list item, or use the Left/Right or 4/6 keys to decrease or increase the value by 1



Tempo & Pitch Shift Menu

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EQ List & Screen

The EQ screen is where you can select and move one of 5 bars up or down to customise the global Mixtikl EQ setting, applied to all mixes. You can also select from a number of EQ Presets.

Select the Folder button to open the list of Presets, and select the X button to close the EQ without changing the EQ. Select the OK (tick) button to accept your EQ settings.

Tip: To scroll through the list to see all the Presets, tap and drag the list up/down, use the Up / Down or Page Up / Page Down keys, or use a mouse center wheel. See also [Navigation](#).

To access the EQ List:



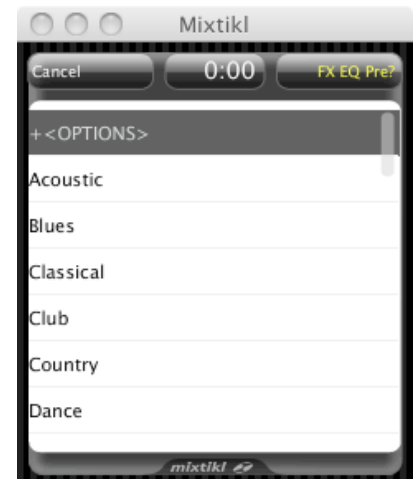
Select the EQ Button in the top toolbar of the [Mixer UI](#). (see also [Navigation](#)).

EQ List & Options

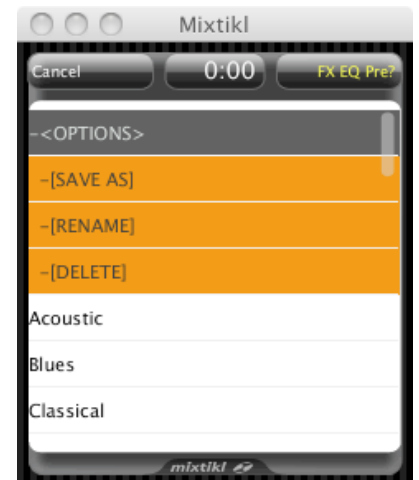
- ✦ +<OPTIONS>
 - ✦ Select to show the options. When <HIDE OPTIONS> shown, select to hide the options.
 - ✦ [SAVE AS]
 - ✦ If you select a preset and then modify it, you may save this custom preset. "Save As" is based on the OPENED preset name, and "my" is prefixed to this name. Even if you delete the "my" at the beginning of the name, it will be added to the front of your preset name when it is saved.
 - ✦ [RENAME]
 - ✦ Allows you to rename any saved custom presets.
 - ✦ Note that you must not remove the "My" at the front of the name, otherwise you will not be able to see this preset. Only files prefixed "my..." are shown in the list of presets available for renaming (you may not rename the default presets).
 - ✦ [DELETE]
 - ✦ Allows you to delete any saved custom presets.
 - ✦ Only files prefixed "my..." are shown in the list of presets available for deletion (you may not delete the default presets).
- ✦ Select any of the Presets in the list to apply them.



EQ Screen



EQ List



EQ List Options

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Mixer Tools

There are a number of tools and macro functions available for Performer. When selected, the colour of the cell highlight changes to red.

Tools are generally sticky (i.e. they operate until cancelled) and the method of operation is generally:

1. Select the tool entry
2. The list closes
3. Select a content cell
4. To turn off the mode, press the tools button again

To access the Tools Menu:



Select the Tools Button in the bottom toolbar of the [Mixer UI](#). (see also [Navigation](#)).

[COPY CELL/FX]

- ✦ After selection (and until cancelled), select a content cell. Any other content cell you then select will then have this content pasted into it.

[TRIGGER CELL]

- ✦ After selection (and until cancelled), when selecting a content cell that cell will be forced to play. Normal operation for that cell resumes after it has been played once.
- ✦ If you trigger a One-shot Track Rules cell (see [Main UI](#)), then the content will play immediately, and not wait until the next bar boundary. This is ideal for "spot fx" such as stings and other incidental sounds.

[CLEAR CELL]

- ✦ After selection (and until cancelled), any content cell you select will have its contents cleared.


[RANDOMISE COLUMN]

- ✦ After selection (and until cancelled), every content cell in the column (section) you then select (by selecting a content cell in that column/section) will have its content chosen at random from whatever the underlying pak is.
- ✦ The intention is to allow quick random combinations to be generated.


[RANDOMISE TRACK]

- ✦ After selection (and until cancelled), every content cell in the track you then select (by selecting a content cell in that track) will have its content chosen at random from whatever the underlying pak is.
- ✦ The intention is to allow quick random combinations to be generated.


[SKIP CELL]

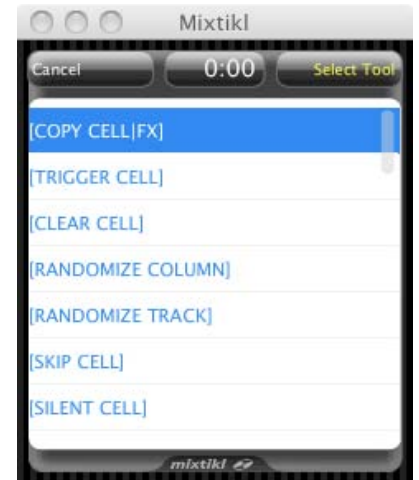
- ✦  After selection (and until cancelled), any content cell you select will be designated a skip cell (shown left).
- ✦ When no section lock is on, a skip cell is skipped and next cell in the track plays instead.

[SILENT CELL]

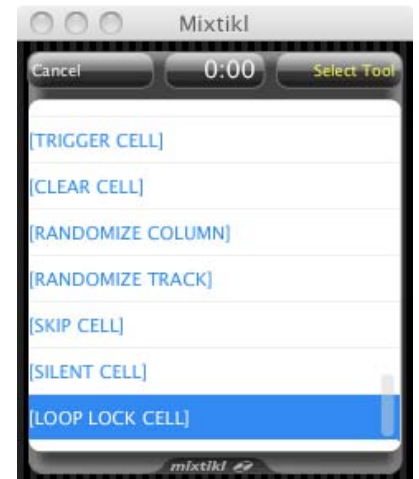
- ✦  After selection (and until cancelled), any content cell you select will be designated a silent cell (shown left).
- ✦ When no section lock is on, a silent cell plays silence.

[LOOP LOCK CELL]

- ✦  After selection (and until cancelled), any content cell you select will be designated a loop locked cell (shown left).
- ✦ Loops locked cells display as blue and continue to loop, whether or not a section lock is on in another section, until unlocked (which you can do by selecting them again).



Tools Menu



Tools Menu Bottom



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Mixtikl Actions Menu

The Mixtikl Actions Menu gives you quick toolbar access to a number of Mixtikl's key features & options.

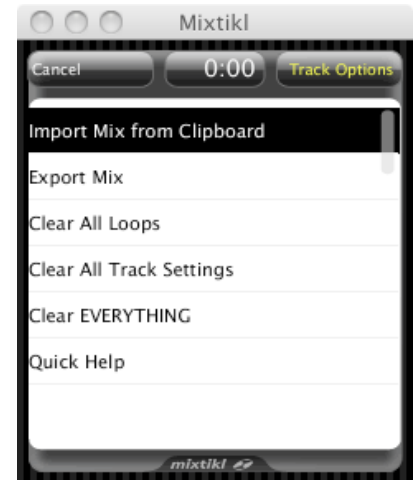
To access the menu:



Select the Actions Menu Button from the [Mixer UI](#).

Actions Menu

1. Clear All Loops
 - ✦ Once selected (and you are asked to confirm), it will clear out all the loops from the current mix.
2. Clear All Track Settings
 - ✦ Once selected (and you are asked to confirm), it will clear out from the current mix all track settings (track FX/global FX, track mute/solo) and reset track volume and pan settings to default values. Note: This will not clear loops, turn off looping on any content cell or reset track rules.
3. Clear EVERYTHING
 - ✦ Once selected (and you are asked to confirm), it will clear out from the current mix ALL loops and ALL mix settings including turning off looping on any content cell. It does not reset track rules.
4. Quick Help
 - ✦ Displays a screen where you can access some inline help (useful if you do not have an internet connection available or you do not want to go online).



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Settings

The Mixtikl Settings menu provides you with a number of ways to customise Mixtikl. It is accessed from the Settings button in the [Main Menu](#).

1 Audio Output:

- ✦ Presents a list of all the audio output options (e.g. 22050 Khz Stereo, the default).
- ✦ Select the option you prefer.
- ✦ We strongly recommending changing this setting with an empty mix as it can take some time to change the Audio Output if there are a number of content items in your mix, as each of these needs to be resampled.

2 Display:

1. Content Full Names: value
 - ✦ Show: In the Content List this will displays the file name and file extension
 - ✦ Hide: In the Content List this hides the file extensions
2. Content Auto Preview: value
 - ✦ Yes: In the Content List, will automatically scroll through the content list, playing each item for 1 second before moving on to the next
 - ✦ No: Does not auto-preview the content (but you can tap to the Left or Right of the list item to manually preview it, or use the Left/Right or 4/6 keys).

3 Mix Type: value:

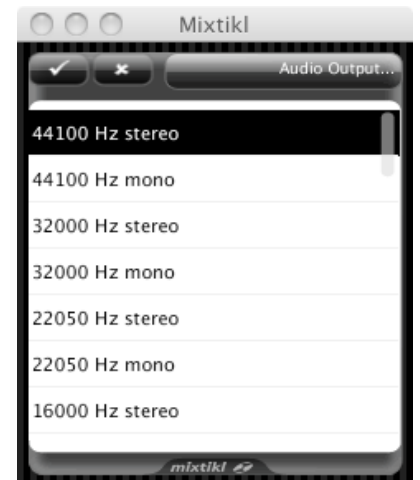
- ✦ Audio (default): Mixes will play all content types and record to audio.
- ✦ MIDI: Mixes will only play and record MIDI content.
 - ✦ Note: MIDI file recording is not supported in current Mixtikl builds



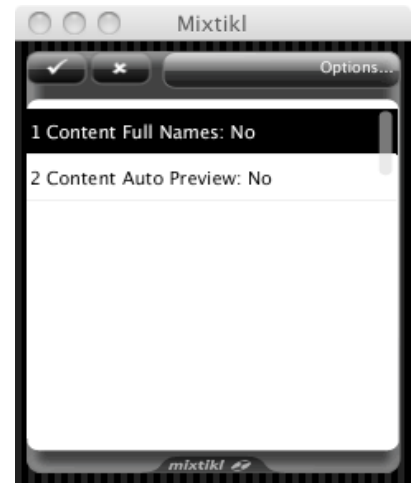
Main Menu



Options Menu



Audio Options Menu



Display Options Menu



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Installation

Installing Mixtikl for iPhone/iPod touch:

- ✦ [Purchase and download from iTunes.](#)

Installing Other Versions

- ✦ [Download](#) the relevant Mixtikl zip file to your PC (or Mac) and unzip.

✦ **Mixtikl for Windows PC:**

- ✦ The [downloaded zip file](#) (mixtikl_win.zip) includes Mixtikl_Win_setup.exe
- ✦ Run Mixtikl_Win_setup.exe to install:
 - ✦ **mixtikl.exe** (standalone)
 - ✦ **mixtikl_VSTi_win.dll** (VST plugin)
 - ✦ **npMixtiklBrowserPlugin.dll** (browser plugin)

✦ **Mixtikl for Mac:**

- ✦ The [downloaded zip file](#) (mixtikl_mac_dmg.zip) includes Intermorphic-mixtikl.dmg
- ✦ Run Intermorphic-mixtikl.dmg and then run the Mixtikl icon you find within the expanded DMG file to install:
 - ✦ **mixtikl.app** (standalone)
 - ✦ **mixtikl_VSTi.app** (VST plugin)
 - ✦ **MixtiklPlugin.plugin** (browser plugin)

✦ **Mixtikl for Windows Mobile Smartphone (keypad) or Pocket PC (touch screen):**

- ✦ Choose the relevant [downloaded zip file](#) for your device.
- ✦ Note: We recommend installing to storage card as mixing music/audio needs as much RAM as you can have available!
- ✦ **To install from Windows PC using the Mixtikl desktop installer:**
 - ✦ Connect your device to your computer via USB cable;
 - ✦ For Smartphone (keypad only device) run the installer Mixtikl_SP.exe;
 - ✦ For Pocket PC (touchscreen device) run the installer Mixtikl_PPC.exe;
 - ✦ Follow any further instructions on your device.
- ✦ **To install from Mixtikl CAB file copied over from Windows PC or Mac:**
 - ✦ For Smartphone (keypad only device) copy Mixtikl_SP.cab to your device Windows Start Menu folder and run from start menu on your device;
 - ✦ For Pocket PC (touchscreen device) copy Mixtikl_PPC.cab to your device Windows Start Menu folder and run from start menu on your device;



Load Screen

Launching Mixtikl

- ✦ *iPhone or iPod touch:*
 - ✦ Tap the app in the App screen
- ✦ *Desktop PC or Mac:*
 - ✦ on Windows PC, select Start > Programs > Intermorphic > Mixtikl.
 - ✦ on Mac run Finder > Applications > Mixtikl.
- ✦ *Smartphone:*
 - ✦ Select Programs from the Home Screen.
 - ✦ Press the 9 key until you see the "Mixtikl" menu item and then select it to launch Mixtikl; or
 - ✦ Press Start and then the More soft-menu item until you see it and then select it to launch Mixtikl.
- ✦ *Pocket PC:*
 - ✦ From the Programs directory, tap on Mixtikl to launch the application.

Once launched, the load screen will display for a few seconds as Mixtikl loads up. Once Mixtikl has loaded this will disappear.

You may be able to dismiss the load screen more quickly by (SP) moving the navkey / pressing any key, (PPC) tapping the screen, or selecting the right softkey ("Menu").

Removing Mixtikl

- ✦ *PC:*

- ✦ Select the corresponding Uninstall item (e.g. Start > Programs > Intermorphic > Mixtikl >).
- ✦ *Mac:*
 - ✦ Drag the Mixtikl item that you'll find in the Application folder under Finder, to the Trash.
- ✦ *iPhone / iPod touch:*
 - ✦ In the App screen tap and hold the application icon, and then press the jiggling black cross in the left corner of the Mixtikl app icon.
- ✦ *Windows Mobile Smartphone or PPC:*
 - ✦ Select the appropriate option from your SP/PPC start menu (e.g. Remove Programs > Intermorphic Mixtikl).



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Entering your Product Key

For all versions **except those for iPhone/iPod touch**, you will need to purchase the relevant licence to continue to use Mixtikl after the 30 day evaluation period. Following your purchase you will be sent an Order Confirmation email that contains your Customer ID and Product Key.

If you need them, here are the [installation instructions](#).

Instructions

Desktop Versions:

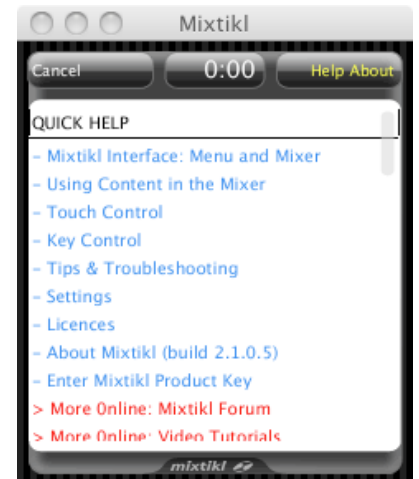
- ✦ Open your Order Confirmation email.
- ✦ Launch Mixtikl
- ✦ Select the Help button from the Menu screen.
- ✦ At the bottom of the Quick Help Screen, select the entry "Enter Mixtikl Product Key".
- ✦ A dialog box will pop up, and you should copy the relevant information from your Order Confirmation email (i.e. Customer ID, Order ID and Product Key) and paste into the relevant fields. All information must be the same as that in your Order Confirmation email.

Windows Mobile Versions:

- ✦ Save, export or copy the Order Confirmation email you received from Plimus, and save to a text file, e.g. MixtiklMobileLicense.txt
- ✦ Copy that file to the My Documents folder on your device.
- ✦ Launch Mixtikl
- ✦ Select Help from the Menu
- ✦ At the bottom of the Quick Help Screen, select the entry "Enter Mixtikl Product Key".
- ✦ A dialog will pop up, and you should select the Browse button and search for the e.g. MixtiklMobileLicense.txt file you just copied (it will probably display at the bottom of the list in the My Documents folder).
- ✦ Select that file, and Mixtikl should then extract the key info for you automatically; nothing for you to type or paste!



Menu



Quick Help Screen