MIDIdocs

MUTE and SOLO

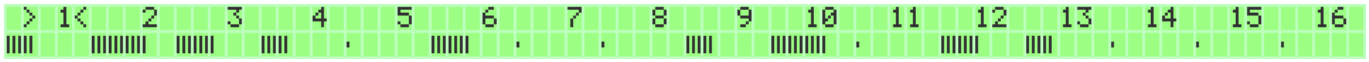
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Using the MUTE and SOLO functions.

SOLO

When SOLO is active, only the selected track(s) will be played. All other tracks will be muted. Remember that you can select one or more tracks in a few different ways:

- **Using the Track Select Buttons** - These buttons are located on the upper left of the Wilba Frontpanel. You can select multiple tracks by pressing more than one track select button at the same time.
- **Using the Track Selection Page** - By default, the Track Selection Page can be accessed by pressing and holding the F4 button on the Wilba Frontpanel. While the Track Selection Page is shown, you can select tracks using the GP buttons. Selected tracks are indicated with ">..<". The track selection page looks just like the MUTE page - VU meters are displayed showing which tracks are playing. The difference is that on the MUTE page, pressing the GP buttons mutes tracks instead of selecting them. The Track Selection Page looks like this:

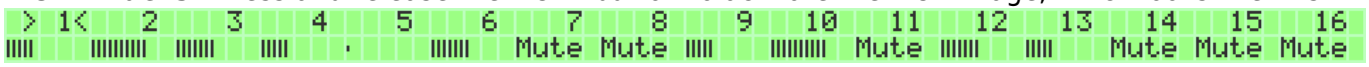


With SOLO active, you can use the Track Selection Page to mute and unmute tracks very easily. You can also use MUTE for this, of course, but using SOLO is a bit of a different workflow, which can be useful at times - for example, if Sync Mute/Unmute to Measure is enabled, SOLO will still be a way to immediately mute/unmute tracks.

MUTE

The MUTE function can mute tracks, but you can also use it to mute individual Parameter Layers within a track, or individual instruments in a drum track.

MUTE tracks - Press and release the MUTE button to activate the MUTE Page, which looks like this:



While the MUTE Page is shown, you can mute and unmute tracks by pressing the GP buttons.

Syncing Muting/Unmuting to Measure - By default, muting and unmuting takes effect immediately. But, if you like, you can configure the SEQ so that muting and/or unmuting takes effect at the start of the next measure. This feature was inspired by Ableton Live's clip launcher feature. You can configure this behaviour for muting and for unmuting separately, so if you chose, you could sync muting to the start of the next measure, but have unmuting take effect immediately. To enable this

functionality, access the UTILITY Page (F1 button on the Wilba panel), then press GP#12 (Opt.) for the OPTIONS Page. Options 6 and 7 are SYNC MUTE TO MEASURE and SYNC UNMUTE TO MEASURE, respectively.

Group Muting/Unmuting - When Mute/Unmute Sync to Measure is enabled, you can press and hold the SELECT button to select a group of tracks to mute and/or unmute. The tracks will flash, and state of the selected tracks will not change until the SELECT button is released. At that point, the selected tracks will mute and/or unmute at the beginning of the next measure.

Muting Parameter Layers - While the MUTE button is held on a Note or Chord layer, you can mute individual parameter layers in the currently selected track(s). The screen looks like this:

```
Note Vel. Len. Roll
IIII  IIIIIIII Mute IIII
```

Muting Drum Instruments - While the MUTE button is held on a Drum track, you can mute the individual drum instruments. The screen looks like this:

```
 BD   SD   LT   MT   HT   CP   MA   RS   CB   CY   OH   CH  Smp1 Smp2 Smp3 Smp4
Mute Mute Mute Mute Mute ·    ·    IIIIII IIIIII IIII IIIIII IIIIIIII ·    ·    IIII ·
```

Muting In Bulk - Hold the ALL button while the MUTE Page is active to access this bulk-muting screen:

```
  Mute      Mute      Mute all Tracks  Unmute      Unmute   Unmute all Tracks
all Tracks G1T1 Layers   and all Layersall Tracks G1T1 Layers   and all Layers
```

The options here are pretty self-explanatory... You can mute or unmute all tracks at once, all the layers in the current track, etc.

Port Muting

You can also mute ports - when a port is muted, no messages will be sent out that port. To access the port mute page, open the Utility Page (UTILITY button on the Wilba Frontpanel), then GP#13 (Pmute) to open the Port Mute Page. It looks like this:

```
Def. USB1 USB2 USB3 USB4 OUT1 OUT2 OUT3 OUT4 IIC1 IIC2 IIC3 IIC4 AOUT Bus1 Bus2
  o    o    o    o    o    o    o    o    o    o    o    o    o    o    o    o
```

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