Start here

GRIDZILLA adds instruments, MIDI editing, song arrangement, a mixer and effect automation to the MPC Sample. This guide walks you through the controls in the order you will use them.



TechMasterFlex / The Sound Factory NJ

What is in the download

Item	What to do with it
autorun + WaveGrid	Copy these installation folders to your SD card as explained on pages 2-3.
GRIDZILLA-1.2-User-Guide.pdf	Keep this guide on your computer or phone.
GRIDZILLA-1.2-Video.mov	Watch the walkthrough. It does not need to go on the SD card.

> GRIDZILLA runs from the SD card. Installation does not flash or replace Akai firmware. Save your project and back up your card before updating.

Install GRIDZILLA

Prepare your card

01 On the MPC, save your current project. Wait for the save screen to close.

02 Power off the MPC before removing the SD card. Connect the card to your computer.

03 Make a backup of the entire card. Keep it somewhere other than the card you are updating.

04 Unzip the GRIDZILLA 1.2 download. Open the folder inside it.

Copy the two installation folders

01 Open the SD card in Finder or File Explorer. Stay at the top level of the card.

02 Copy **autorun** and **WaveGrid** into that window. Do not put them inside MPC-Sample, Projects, Samples or an extra GRIDZILLA folder.

03 If either folder already exists, stop here and follow the update steps on page 3. Do not replace an entire existing WaveGrid folder.

04 Safely eject the card. Insert it into the powered-off MPC, then turn the MPC on. GRIDZILLA is set up to load from the card.

At the top of the SD card	Keep in place
autorun/	GRIDZILLA startup files
WaveGrid/	GRIDZILLA program and instruments
Your existing folders	Projects, Samples and other personal files

> Copy the two folders, not the enclosing GRIDZILLA 1.2 folder. The guide and video can stay on your computer.

Update without losing your work

Update an existing GRIDZILLA card

01 Save your project, wait for saving to finish, power off, and back up the whole SD card.

02 Open **WaveGrid** in the download and **WaveGrid** on the card side by side.

03 Copy the supplied folder inside **WaveGrid/releases** into the card's **WaveGrid/releases**. Keep the older release folders.

04 Copy **CURRENT**, **ENABLED**, **INSTALLER** and **start.sh** from the downloaded WaveGrid folder into the card's WaveGrid folder. Replace only the matching files.

05 For an existing GRIDZILLA installation, update its **autorun** files with those supplied. If another mod owns that folder, check compatibility before overwriting it.

06 Leave recordings, recovery folders, projects and samples in place. Safely eject the card, put it back in the powered-off MPC and start up.

Return to your previous version

01 Save any work you want to keep, then power off.

02 Restore the previous **autorun** and **WaveGrid** installation from your card backup. Keep newer projects, recordings and samples separately before restoring folders.

03 Safely eject the card and restart with it inserted.

> Updating GRIDZILLA does not require deleting or normalizing your saved mixes. A backup is still essential before replacing installation files.

Find the controls

A plus sign means hold the first button while pressing the next. For example, hold SHIFT, tap Pad 5, then release both. LEFT, MIDDLE and RIGHT refer to the three physical buttons above the display.

Open or perform	Control
Mixer	SHIFT + Pad 5
Arranger	SHIFT + Pad 12
Project menu	SHIFT + Pad 16
Pad-note grid	SHIFT + SEQ
Melodic view	Hold UNDO and tap REDO
Virtual instruments	16 LEVELS
Undo	SHIFT + physical -
Redo	SHIFT + physical +
Start playback	PLAY
Resume from current playhead	SHIFT + PLAY
Stop playback / finish a take	Physical STOP
Grid division	In SHIFT + SEQ: hold PAD BANK, press physical +
SNAP on/off	In SHIFT + SEQ: hold PAD BANK, press physical -

Encoder basics

Turn means rotate the encoder. **Click** means push it straight down and release. In a list, turn to highlight an item and click to select. In GRIDZILLA effect editors, click to select the next knob and turn to adjust it.

> Release modifiers between shortcuts. PAD BANK + physical +/- controls the grid; SHIFT + physical +/- is Undo/Redo.

Guide map

Record: 5 • Instruments and chords: 6-7 • Grid and Melodic: 8-11 • Arranger: 12-13 • Mixer and inserts: 14-16 • Automation and Flex Beat: 17-19 • MASTER: 20 • Samples and saving: 21 • Help and release changes: 22-23

Record your first pattern

Record pads

01 Load or start a project and choose the sounds you want to play. For a first pass, work in a new project or a saved copy.

02 Open **SHIFT + SEQ**. To record to the grid, hold PAD BANK and press physical **+** until the desired division is shown. Use PAD BANK + physical **-** to turn SNAP on or off.

03 If recording from Arranger, highlight the destination track before starting.

04 Press **SEQ RECORD**, then **PLAY**. Wait through the count-in and play the pads.

05 Press physical **STOP** to finish. Open the grid to inspect the new notes.

06 Listen back with PLAY. If you want to discard that pass, use **SHIFT + -** once. Use **SHIFT + +** to restore it.

Record instruments

Choose an instrument with 16 LEVELS first (page 6), then use the same SEQ RECORD, PLAY and STOP workflow. Chord mode records separate MIDI notes, so you can edit the notes later in Melodic.

Save the take

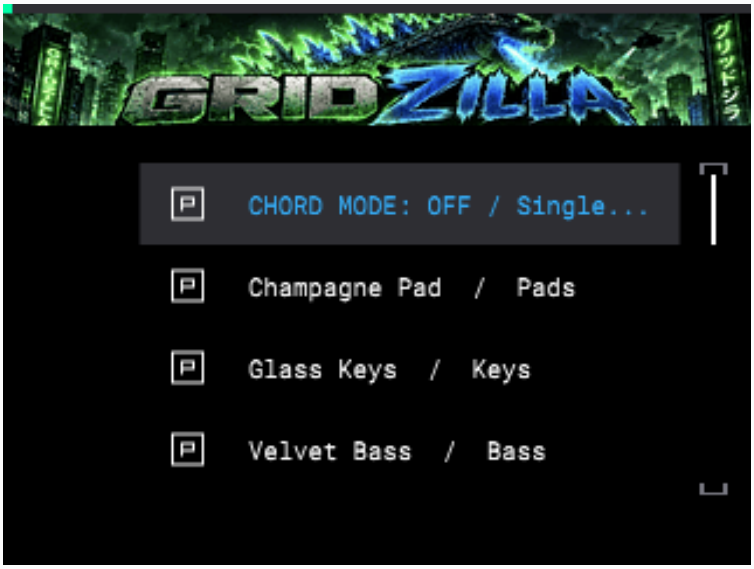
01 Open **SHIFT + Pad 16** and choose **Save Project**.

02 Confirm the name and any overwrite prompt. Wait for the save screen to close.

03 Note the storage location. A project in Internal / User is a different saved copy from a project with the same name on SD.

> Changing SNAP does not move notes already recorded. Use the physical STOP button to finish your take.

Play virtual instruments



Instrument list: turn to a sound, then click to load it.

01 Keep playback stopped when adding the first instrument to a project.

02 Press **16 LEVELS** to enter instrument mode and open the list.

03 Turn the encoder to the instrument you want, then click once. Play the pads; use the pad banks to reach other notes.

04 Press **16 LEVELS** again to turn instrument mode off and return to drum pads. Drum sample assignments stay in the project.

Change the sound while your song plays

01 Start playback of a song that already has an instrument part.

02 Open the instrument list with 16 LEVELS. If instrument mode is already on, switch it OFF, then ON to reopen the list.

03 Turn to a different instrument and click. The existing MIDI part uses the new sound while playback continues.

> Create the first instrument while stopped. Live instrument changes are for a project that already has an instrument; do not change it during recording or the count-in.

Play chords from one pad

Choose the harmony

01 Press 16 LEVELS to open the instrument list. If already on, switch it OFF, then ON.

02 Turn to **CHORD MODE** and click the encoder.

03 Open **HARMONY**. Choose key/scale harmony to follow the selected musical key, or a fixed major, minor or dominant shape. Click to confirm.

04 Choose the chord size and click to confirm. Play a single pad to hear the chord; release it to release the notes.

Chord size	Notes in the voicing
TRIAD	3
7TH	4
9TH	5
11TH	6
13TH	7

Record and edit a chord

01 Press SEQ RECORD, then PLAY. After the count-in, play the chord pads.

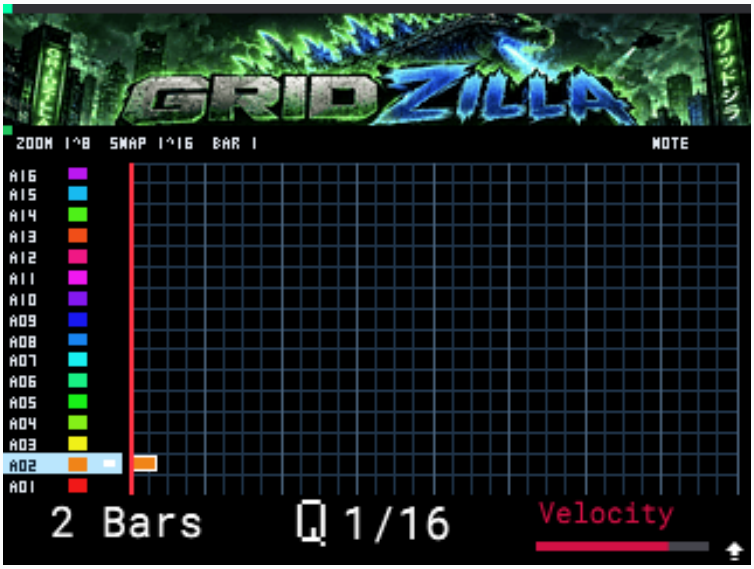
02 Press STOP when finished.

03 Hold UNDO and tap REDO to open Melodic. The chord appears as individual notes.

04 Select one of those notes and use **SELECT CHORD** in Tools to edit the chord together. Check the outlined notes before moving or deleting them.

> Turn CHORD MODE off for single-note playing. You can still build your own chord by pressing several pads at once.

Grid timing and recording SNAP



Pad rows run vertically; time runs from left to right.

01 Open **SHIFT + SEQ**, then release SHIFT.

02 Select the pad you want to work on. Check its row and the displayed sequence.

03 Hold **PAD BANK** and press physical + to cycle the grid division. Watch the SNAP value on screen.

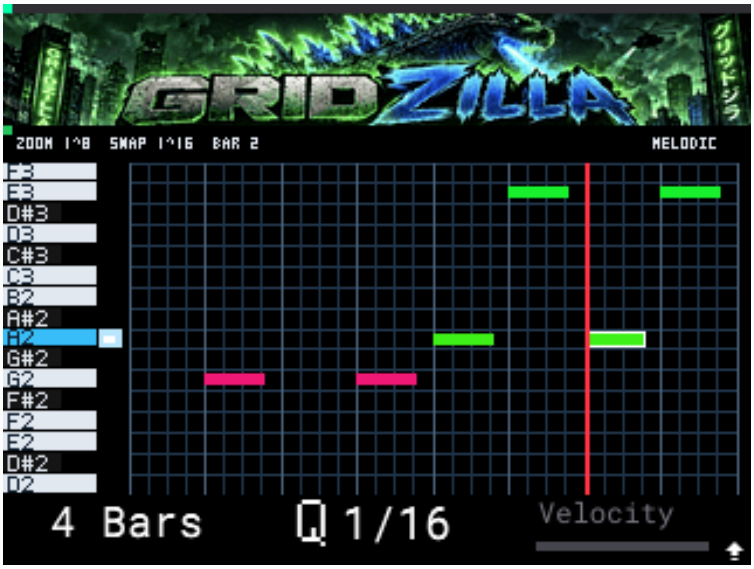
04 Hold PAD BANK and press physical - to turn SNAP on or off.

05 Record a new pass with SEQ RECORD followed by PLAY. Press STOP to finish.

Setting	Result
SNAP ON	New note starts land on the selected grid division.
SNAP OFF	New note starts keep your performed timing.
Change the division	The guides change. Existing notes stay at their recorded positions.

Zoom: hold SHIFT + PAD BANK and turn the encoder. Zoom changes how much time you see; it does not retime notes. Note lengths can still end between grid lines.

Edit a melody or chord



Pitched notes are shown against the piano-roll rows.

01 Hold **UNDO** and tap **REDO** to switch to Melodic, then release both.

02 Turn the encoder without SHIFT to select a note. Check the outlined note before editing.

03 Use the controls below to move, lengthen or transpose it. Release SHIFT when finished.

04 Use **SHIFT** + **-** to undo an edit or **SHIFT** + **+** to redo it.

Change	Control
Start position	With TRANSPOSE OFF, hold SHIFT and turn the encoder.
Note length	With TRANSPOSE OFF, hold SHIFT + RIGHT display button and turn the encoder.
Pitch	Hold SHIFT, press LEFT for TRANSPOSE, then turn the encoder while holding SHIFT.
Delete selection	Press physical ERASE once. Check the outlined note or chord first.

> To edit a whole chord, use SELECT CHORD in Tools before making the edit. Otherwise, a pitch change affects the selected note.

Copy, move and delete notes

Open and apply a tool

01 Stop playback. Open Grid or Melodic and select the note or chord you want to edit.

02 Hold **SHIFT + PAD BANK** and press the **LEFT** display button for PAD BANK TOOLS. Release the modifiers.

03 Turn the encoder to the action you want. In Grid, press the **RIGHT APPLY** button. In Melodic Tools, clicking the encoder executes the selected action.

04 Follow any destination or value selection required by that tool. Use LEFT BACK to leave Tools.

Tool	Use it to
SELECT CHORD	Select notes sharing the selected note's start time. Check which notes are outlined.
COPY NOTES	Copy the selected notes without deleting them.
CUT NOTES	Copy and remove the selection.
PASTE NOTES	Choose the destination with the encoder, then use PASTE HERE.
DUPLICATE NOTES	Place a copy immediately after the selection's end.
DELETE NOTES	Remove the selected notes or chord. Undo restores the edit.

Example: copy a chord

01 Select one note in the chord. Open Tools and use SELECT CHORD.

02 Open Tools again and use COPY NOTES.

03 Choose PASTE NOTES, move to the destination, then choose PASTE HERE. Check the new notes before saving.

> COPY MIDI is no longer a separate shortcut above the grid. Use COPY NOTES in Tools.

Set the key and scale

Choose a root and scale

01 Open Melodic, then hold SHIFT + PAD BANK and press the LEFT PAD BANK TOOLS button.

02 Choose **ROOT KEY**. Open it, turn to the root note you want and confirm the displayed choice.

03 Open Tools again and choose **SCALE**. Turn to the scale and confirm.

04 Hold SHIFT + PAD BANK and use the **RIGHT SCALE LOCK** button to switch the lock on or off. Release the buttons.

Scale Lock	When you transpose selected notes
ON	Steps follow the selected musical scale.
OFF	Steps can move through all 12 pitches.

Keep the original performance

Changing the key, scale or lock does not automatically rewrite existing MIDI notes. Select the notes you want to change before transposing. Use SELECT CHORD when the whole chord should move together.

Hear the edit

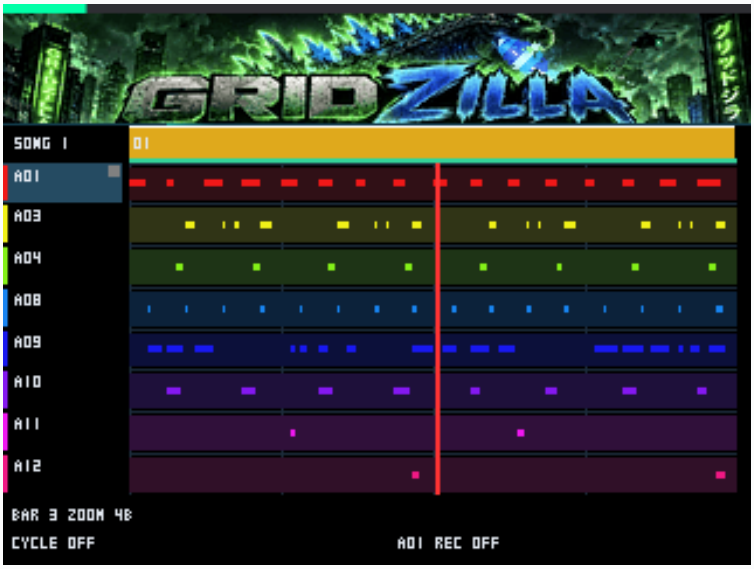
01 Return to the sequence or Arranger and play the part.

02 If the change is not what you wanted, press STOP and use SHIFT + - for Undo.

03 Save the project when the notes and key settings are right.

> Grid Tools uses the right APPLY button. Melodic Tools supports encoder-click execution. Read the selected action before applying a cut or delete.

Build a song in Arranger



The Song contains sequence sections. Each row shows a pad track.

Add a recorded sequence

01 Open **SHIFT + Pad 12** and release both buttons.

02 Hold SHIFT and press the **LEFT ADD SEQUENCE** button. Release SHIFT after the list opens.

03 Choose the recorded sequence with the encoder or physical - / +. Check the sequence number and length.

04 Press the **MIDDLE ADD** button to place it in the Song. Repeat to add more sections.

05 Press PLAY to hear the Song. Press STOP when finished.

Choose a track to edit

Use physical - / + in Arranger to highlight a track. To select by pad, choose the pad bank, then hold SHIFT + PAD BANK and tap the pad. With the track selected, SHIFT + SEQ opens its grid; use Melodic for pitched notes.

> A sequence can contain notes while the Song is still empty. Add the sequence to the Song before expecting Arranger Song playback.

Move sections and set a cycle

Move a sequence section

01 Stop playback in Arranger.

02 Hold **SHIFT**, tap **LOOP**, and keep SHIFT held. START / SEQUENCE / END appears.

03 Press the **MIDDLE SEQUENCE** button. Use physical - / + to choose the sequence position.

04 Keep SHIFT held and turn the encoder left or right to move the section. Release SHIFT when finished.

05 Check the Song order. Use SHIFT + - if you want to undo the move.

Set and use a cycle

01 Hold SHIFT, tap LOOP and keep SHIFT held.

02 Choose START or END and turn the encoder to move that boundary. With neither selected, the encoder moves the whole cycle.

03 Release SHIFT. Press LOOP without SHIFT to switch CYCLE on or off.

Copy, duplicate or delete a range

01 Stop playback, highlight the track and set the cycle range.

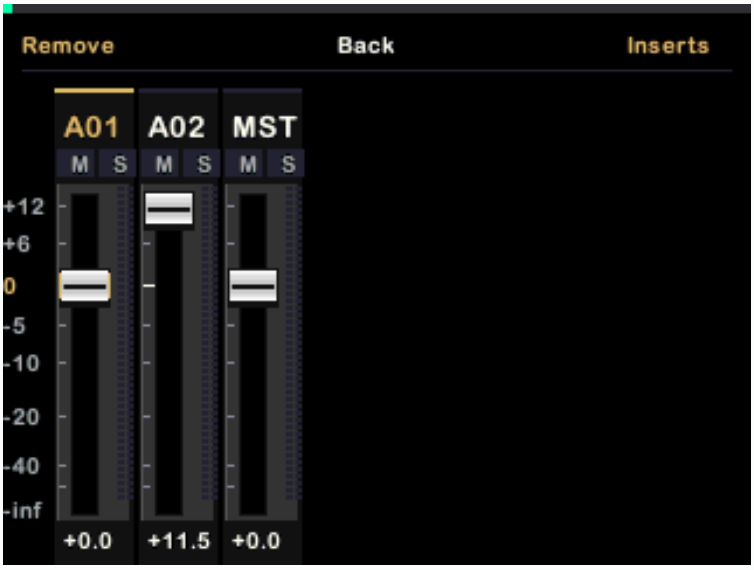
02 Hold SHIFT + PAD BANK and press the MIDDLE TOOLS button. Release both.

03 Choose TRACK or SECTION with the RIGHT button. Check the target and range shown.

04 Turn to the action and click the encoder once. Paste starts at the playhead; Duplicate places the copy after the selected range.

> SHIFT + LOOP from the mixer opens these Arranger controls too. DELETE SEQUENCE removes a section; DELETE PAD FROM SEQUENCE removes the selected pad's block. Check the target before clicking.

Mix while the song plays



Example levels. Your project opens with its own saved mix.

01 Start the Song from Arranger, then open **SHIFT + Pad 5**. You can also open the mixer while stopped.

02 Choose the pad bank and tap a used pad to highlight its channel.

03 With SHIFT released, turn the encoder to adjust the selected fader. Click the encoder to switch between channel selection and fader adjustment.

04 Hold **SHIFT** to show MUTE and SOLO. Press **LEFT MUTE** to silence the selected channel; press again to unmute.

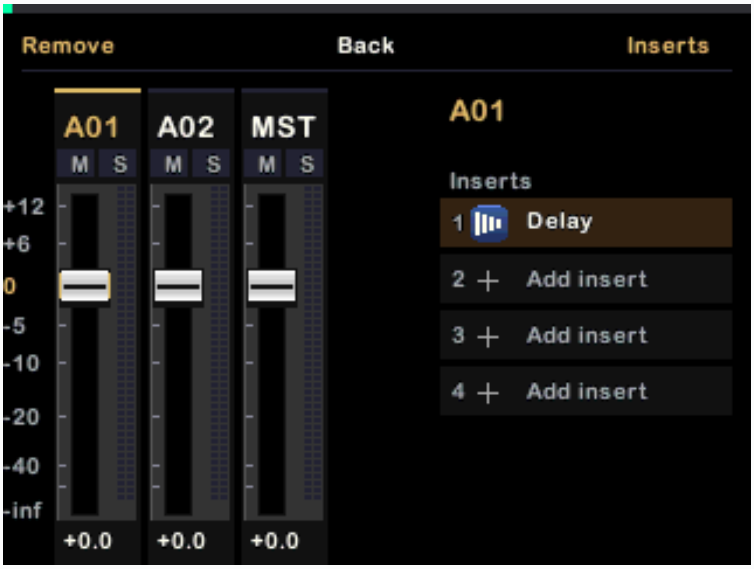
05 While holding SHIFT, press **RIGHT SOLO** to isolate the channel; press again to release solo. Release SHIFT afterward.

06 Press STOP when finished and save the project to keep the mix.

Fader / meter	Meaning
0.0 dB	Unity: no added gain or attenuation.
+12 dB	Top of the fader's gain range.
Bottom / -inf	Silence.
Colored meter	Signal level. This is different from the fader's gain number.

> Manual fader, mute and solo moves work during playback. They do not record volume automation. Existing saved levels are not automatically rebalanced.

Add, open or remove an effect



The insert panel belongs to the highlighted channel.

Add an effect

01 Select the channel and press **RIGHT INSERTS** to show its four slots.

02 Turn to an empty slot and click. Turn through the FX list, then click to insert the selected effect.

03 On an occupied slot, click once to open that effect directly. The chooser is only for empty slots.

Change the sound

In GRIDZILLA editors, click the encoder to select the next knob and turn it to adjust. Press PRESETS, turn to a preset and click to apply it. Press BACK to return to the mixer. The native compressor and Flex Beat retain their own control layouts.

Remove or replace an effect

01 Highlight the occupied slot. Press REMOVE, then CONFIRM.

02 The effect and its automation are removed together. Use SHIFT + - to undo that removal.

03 To replace it, click the now-empty slot and choose another effect. Press INSERTS again to hide the panel.

Choose an effect and preset

Effect	Use it for
EQ	Shape the balance of low, middle and high frequencies.
Saturation	Add warmth and harmonic drive.
Delay	Add repeats, from a short slap to longer echoes.
Reverb	Add room sound and longer ambience.
Limiter	Control sample peaks. It is not a true-peak meter.
MotherDucker	The menu name for the included native compressor. The processor is native Color Compressor.
Flex Beat	Choose a rhythmic effect and automate its MIX or ON/OFF state.
Auto Balance	Optional stereo level control in the final MASTER slot; see page 20.

Start with a preset, then adjust

01 Open the selected effect and press **PRESETS**.

02 Turn the encoder to a preset and click. For example: Drum Clarity for EQ, Soft Warmth for Saturation, Short Slap for Delay, Warm Chamber for Reverb, or Drum Peaks for Limiter.

03 Listen, then select a knob with an encoder click and turn to adjust. Use BACK to return to the mixer.

04 Use Undo to reverse a preset or supported knob edit. On the native compressor, leave with BACK before undoing the page edit.

> Presets supplied with the GRIDZILLA effects are GRIDZILLA presets. They are not imported Waves, UAD or FabFilter preset files.

Native compressor buttons

COLOR stays on the left, BACK in the middle and BYPASS on the right. BACK returns to the selected mixer channel. Changing the menu name does not change the underlying compressor.

Record effect automation

Mode	What happens during playback
READ	Plays saved automation without recording a new pass.
TOUCH	Writes while you adjust a control, then returns to the underlying value.
LATCH	After you touch a control, keeps writing its last value until playback stops.
WRITE	Writes the current settings over the interval you play, even without moving a knob.

Example: automate reverb MIX

01 Open the mixer, select the pad, press INSERTS and open its Reverb slot.

02 Use the editor's automation-mode button to choose TOUCH or LATCH. Check the mode label.

03 Click the encoder until **MIX** is selected. Do not turn it yet.

04 Press PLAY. Turn MIX during the part of the song you want to change.

05 Press physical STOP, or let the Song finish. A completed automation pass is grouped as one Undo action.

06 Return to **READ** and play the Song without touching the control to hear the recorded changes.

07 Save the project when you want to keep the pass.

Undo a pass

Press BACK, open SHIFT + SEQ and release the buttons. Use SHIFT + - once to undo the pass. Use SHIFT + + to redo it. This reverses effect automation without deleting the recorded MIDI part.

> Do not press SEQ RECORD just to record FX automation. Loading another project resets automation arming to READ. Faders are manual mix controls, not volume-automation lanes.

Choose and automate Flex Beat

Choose the pad and effect

01 Open SHIFT + Pad 5 and select the pad whose sound you want to process.

02 Press INSERTS. Click an empty slot, choose Flex Beat and click to load it. If it is already inserted, click its slot to open it directly.

03 Choose the rhythmic effect using the native Flex Beat pattern/preset controls on its page. Check the selected pattern name before recording automation.

04 Set MIX to hear how much of the effect you want. Use the RIGHT FX ON / BYPASSED button to compare the processed and bypassed sound.

Record MIX or ON/OFF changes

01 Press the LEFT AUTO button to select TOUCH, LATCH or WRITE. Use READ for playback only.

02 Press PLAY. Turn the encoder to move MIX, or press the RIGHT FX ON / BYPASSED button where you want the effect state to change.

03 Press physical STOP to finish. Switch to READ and play back the section.

04 Use Undo if you want to remove the pass. Save the project to keep it.

Control	Action
LEFT AUTO	Changes automation mode.
MIDDLE BACK	Returns to the mixer.
RIGHT FX ON / BYPASSED	Switches the insert on or bypasses it.
SHIFT + LEFT AUTO	Opens the stopped ON/OFF point editor.

> Choose the Flex Beat sound first, then automate when it is heard. In the ON/OFF lane, high means ON and low means BYPASSED.

Place exact ON/OFF points

Place two points

01 Stop playback. In Arranger, select the sequence and pad you want to edit. Set the desired grid division in SHIFT + SEQ.

02 Open that pad's Flex Beat insert from the mixer.

03 Hold **SHIFT** and press the **LEFT AUTO** display button. Release both after the ON/OFF grid opens.

04 Turn the encoder to the first position. Click to place or toggle a point. Check that it shows the state you want: **ON** or **BYPASSED**.

05 Move to the next position and click again. Set this point to the opposite state if you want the effect to start at one point and stop at the other.

06 Check both positions and states, then press the **RIGHT APPLY** button. The draft is committed as one Undo action.

07 Play the section in READ mode. Save once the effect starts and stops where you want it.

Edit or cancel

Action	Control
Move the cursor	Turn the encoder; positions follow the selected grid.
Place / toggle a point	Click the encoder. Check the displayed state.
Remove a point	Select its position, then press REMOVE.
Keep the draft	Press RIGHT APPLY.
Leave without applying	Press MIDDLE BACK.
Undo the applied edit	SHIFT + physical -. Redo: SHIFT + physical +.

> The points belong to the selected pad, insert and sequence. Check all three before APPLY. Place an earlier BYPASSED point if the effect should be off before your first ON point.

Use the MASTER channel

Set the overall level

01 Open the mixer. Select the MASTER channel at the right using channel-selection mode on the encoder.

02 Switch to fader adjustment and turn to change the overall level. Watch the signal meter while listening.

03 Press INSERTS to view its four slots. Keep existing processors unless you deliberately want to change the sound.

Use Auto Balance if you want it

01 Select MASTER and open its insert panel.

02 Select the final slot. If occupied, preserve the existing effect settings before deciding whether to remove it.

03 Choose Auto Balance from the empty slot's FX list. It is optional, not automatically loaded.

04 Open PRESETS and start with Gentle Balance, No Boost, Soft Dynamics, Even Level or Headroom.

05 Adjust while listening, then save the project if you want to retain it.

Control	Purpose
Target	Sets the level the effect works toward.
Amount	Sets how strongly it adjusts the level.
Max Boost	Limits how much gain it can add.
Response	Sets how quickly it reacts.
Ceiling	Sets the sample-peak limit.
Mix	Blends processed and unprocessed sound.

> Auto Balance works on the stereo output. It does not move or rebalance individual pad faders. It is not a LUFS meter or a true-peak mastering processor.

Chop, save and reopen

Extract prepared slices

01 Select the source pad and open SAMPLE. Set up and audition the chops using the Sample page controls.

02 Hold SHIFT on the Sample page to reveal **EXTRACT ALL** in the FILTER position.

03 Use EXTRACT ALL to create the prepared slices. Audition the resulting pads before saving.

04 Use SHIFT + - for Undo or SHIFT + + for Redo if needed.

Save and reopen the right copy

01 Open SHIFT + Pad 16 and choose Save Project. Check the name, complete any overwrite confirmation and wait for saving to finish.

02 Remember whether the save went to SD or Internal / User.

03 To reopen, choose Load Project and select the same storage location and project name.

04 Keep an XPJ project file beside its matching ProjectData folder when copying or backing up a project.

Browse storage

Release SHIFT and PAD BANK in the file browser. Use the visible Internal / External control to switch storage. SAMPLE SELECT browses sounds; Project > Load Project browses projects.

> The MPC needs free internal working space to load projects and make chops, even if the SD card has room. If an insufficient-space message appears, preserve your work and back up files before removing anything through normal storage management.

When something is not right

Problem	Check first
GRIDZILLA does not appear	Check that autorun and WaveGrid are at the SD root, not inside an extra folder. Keep the card inserted during use.
A project or sound is missing	Check Internal versus SD, the project name, bank and pad. Keep the original XPJ and ProjectData together. Use RESOLVE or SAMPLE SELECT for a missing sound.
Notes exist but the Song is silent	Open Arranger and check that the recorded sequence has been added to the Song. Check mute, solo and output level.
Pads play an instrument instead of drums	Press 16 LEVELS to turn instrument mode off.
An instrument will not change live	Create the first instrument while stopped. Live changes require an existing instrument and are protected during recording/count-in.
An effect does not change the sound	Check the selected channel, insert slot, pattern/preset, MIX and FX ON/BYPASSED state.
A knob returns after you move it	Check automation mode. READ follows saved lanes; TOUCH returns after adjustment. Use LATCH only when you want to keep writing.
A fader says +6 dB but sounds quiet	That number is gain, not output loudness. The source can be quiet; watch the signal meter.
Insufficient space on drive	Internal working space may be low even with free SD space. Back up first; do not delete active project audio or recovery files to clear the message.
A recovery folder has OPEN-ORIGINAL-PROJECT.txt	Open the original XPJ beside its matching ProjectData folder. Keep both and the recovery material until the project is checked.

For help, send the version, the action you took, the exact message and a photo of the screen to **admin@thesoundfactorynj.com**. Do not overwrite your only project copy while troubleshooting.

What changed in 1.2

Mixing

The mixer opens with SHIFT + Pad 5. It includes silver faders, colored meters, a MASTER channel and four insert slots. Select channels by pad and adjust levels, mute or solo while the Song plays. Faders run from silence to +12 dB with 0 dB at unity.

Effects and automation

Add EQ, Saturation, Delay, Reverb, Limiter, the native compressor and Flex Beat. Occupied slots open their controls directly; empty slots open the FX list. Presets offer starting points. Effect removal includes its automation and supports Undo.

Record FX automation in TOUCH, LATCH or WRITE, and play it in READ. Flex Beat includes MIX and ON/OFF automation, plus individual ON/OFF points on the selected grid.

Instruments and MIDI

Play virtual instruments and one-pad chords from triads through 13ths. Notes stay editable in Melodic. Change an existing instrument while the Song plays. Recording SNAP aligns new note starts to the chosen grid without moving older notes.

Editing and navigation

Updated Grid and Melodic Tools, restored ADD SEQUENCE and sequence-position controls, direct FX access, and revised Flex Beat BACK handling. Arranger controls are separated from Sample loop/reverse controls, and Arranger entry preserves pad colors.

Not included

Stem export and the custom 2 Track-to-SD exporter are not included in 1.2. GRIDZILLA does not automatically export at startup, project load or shutdown. Existing exported files are left in place.

> Keep a saved copy of your project and a separate SD backup before updating. Follow pages 2-3 for installation and rollback.

GRIDZILLA 1.2
TechMasterFlex / The Sound Factory NJ
www.thesoundfactorynj.com/gridzilla