

Creating a Constant Tempo Mix

1. Start a new song and set the tempo. In this case use 140 bpm 4/4.
2. Turn on the metronome  (sometimes called a "click track") and listen to the tempo.
3. Import or drag in the prepared kick drum track (an *event* in Studio One parlance). Line up the kick drum waveforms with the vertical lines in the arranger window, and listen to make certain it syncs with the metronome clicks at the 140 bpm tempo.
4. Bring in the first song to a separate track.
5. Mute the kick drum track temporarily and listen to the song. Listen especially to the beat.
6. Slide the event in the track so that the first beat is on a vertical beat line in the arranger window.
7. Using the bend tool , click in the event at the first beat to place a bend marker, in order to anchor that point.
8. Moving toward the right, find another beat several measures later, and click on it with the bend tool to create another bend marker anchor point.
9. Now drag that bend marker (with the bend tool) to align with a vertical beat line, watching to see where to drag so that all the beats *between* the two anchor points also line up with vertical beat lines.
10. Listen to see if the part of the song between the bend markers syncs with the metronome. If not, adjust the bend markers.
11. Continue on to the right, adding more bend markers at intervals in the song event. (It is possible you can edit the whole song by dragging a single bend marker near the end of the event. However, it may be difficult to align all the beats perfectly as there may be several hundred and they may be hard to see unless you can zoom in. Also, the original recording may have strayed off the tempo here and there.)
12. When you have completed aligning the first song event, bring in the second song and line up the beats in the same way.
13. Duplicate the kick drum track loop to continue through the mix.
14. Move one of the song events to the right so that it starts later than the other song, but overlaps it in time. Having the snap set to grid will make this easier, as the event will tend to snap to the vertical lines.
15. Un-mute the kick track, and balance the three tracks appropriately.
16. Create automations to fade the first song out while fading in the second song.
17. Set the left and right song locators to indicate the section of the mix you wish to export, as in the graphic below.



18. Export your mixdown. Choose *Between Loop* in the export dialog.