

MOTU **0:00.00** 4/4 = 120.00

Memory Start 111|000 Stop 110|1000 Project GROUND Seq gilr is mine

OS X MY STUDIO 2

ParaEQ 2... Dynamics

Unit = 1|000 beats

The main workspace displays a multi-track audio project. The tracks from top to bottom are:

- ~KIK**: Drums track with a red header and waveform.
- ~CC**: Clap track with a red header and waveform.
- ~Tm(1)**: Tom track with a red header and waveform.
- ~OH**: Overhead track with a red header and waveform.
- ~AMB piece**: Ambient track with an orange header and waveform.
- ~Guit 1 421**: Guitar track with a yellow header and waveform.
- ~Guit 1 545**: Guitar track with a yellow header and waveform.
- ~Guit 2 421**: Guitar track with a green header and waveform.
- ~Guit 2 545**: Guitar track with a green header and waveform.
- ~Audio-2**: Audio track with a yellow header and waveform.
- ~Audio-1**: Audio track with a yellow header and waveform.
- ~voi>pascal**: Vocal track with a blue header and waveform.
- ~voix romain**: Vocal track with a blue header and waveform.
- ~Voix romain**: Vocal track with a blue header and waveform.

The timeline at the top shows a scale from 1 to 113. A vertical green line indicates the current playback position. The tracks contain various audio waveforms and MIDI regions with labels such as "Guit 1 421-31.5", "Guit 1 421-31.2", "Guit 1 545-31.5", "Guit 1 545-31.2", "Guit 2 421-38.2", "Guit 2 421-38.5", "Guit 2 545-38.2", "Guit 2 545-38.5", "Audio-2-38", "Audio-1-38", "voi>pascal-63.4", "voi>pascal-63.5", "voix romain-64.1.1", "Audio-2-63.2", "Audio-2-63.3", "Audio-3-69.4", and "Audio-3-69.5".

Vertical toolbar with editing tools: selection, zoom, pan, and other standard audio software functions.