

Fripp States During Ad-hoc Overdubbing

Fripp enters the Ad-hoc Overdubbing state when you begin to play the score without the Record button toggled having toggled *off*. When you're overdubbing, Fripp ensures that the beginning of your sequence aligns with the beginning of the bars you're playing back. That is, if you start playback at bar 1 and you don't begin to overdub until the beginning of bar 3, the sequence will start with two bars-worth of silence. Your sequence ends at the point you stopped playing, though--Fripp doesn't pad it with silence to fill up the remaining time.

The following diagram depicts the various states that can occur during Ad-hoc Overdubbing.

Ad-hoc Overdubbing is the only ad-hoc recording mode in which it's easy to detect the sequence's end. When playback stops, ad-hoc overdubbing is over, and the sequence ends with your last input before playback stopped.

If you haven't completed all MIDI input when playback ends, Fripp simulates that input as it ends the sequence.

[Next: Fripp States During Ad-hoc Loop Overdubbing](#)