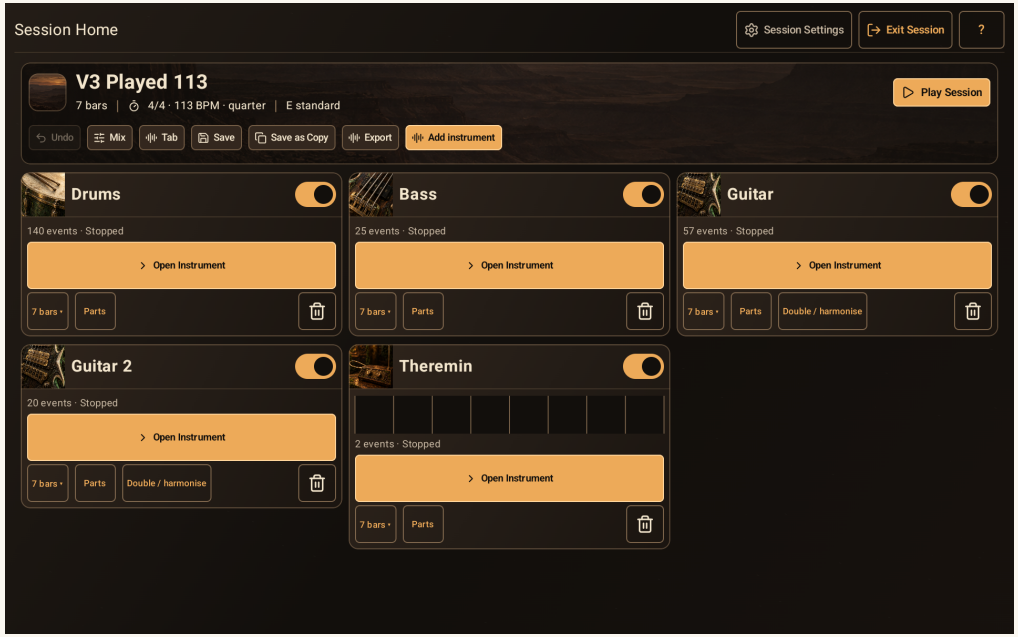
Balance the full cover

Balance five instruments, check solo and mute, and save the finished cover.

Final mix / Bring the parts together



Open V three Played one thirteen. We have built all five parts and their sounds. Now we will balance the complete arrangement. Mixing changes how loudly the parts sit together; it does not change the notes you recorded.

Session / Mix



Choose Mix on the session screen. Each instrument has its own level, pan, mute and solo controls. The Master controls their combined output.

Balance the full cover

Balance five instruments, check solo and mute, and save the finished cover.

Drums / Level 72%



Tap the Level number beneath Drums. Enter seventy-two, then Apply. Numeric entry makes it easy to reproduce our approved balance. One hundred percent means the original level, not the maximum.

Bass / Level 90%



Set the Bass level to ninety percent. The bass enters later in this arrangement, so listen through the whole section when judging its balance.

Balance the full cover

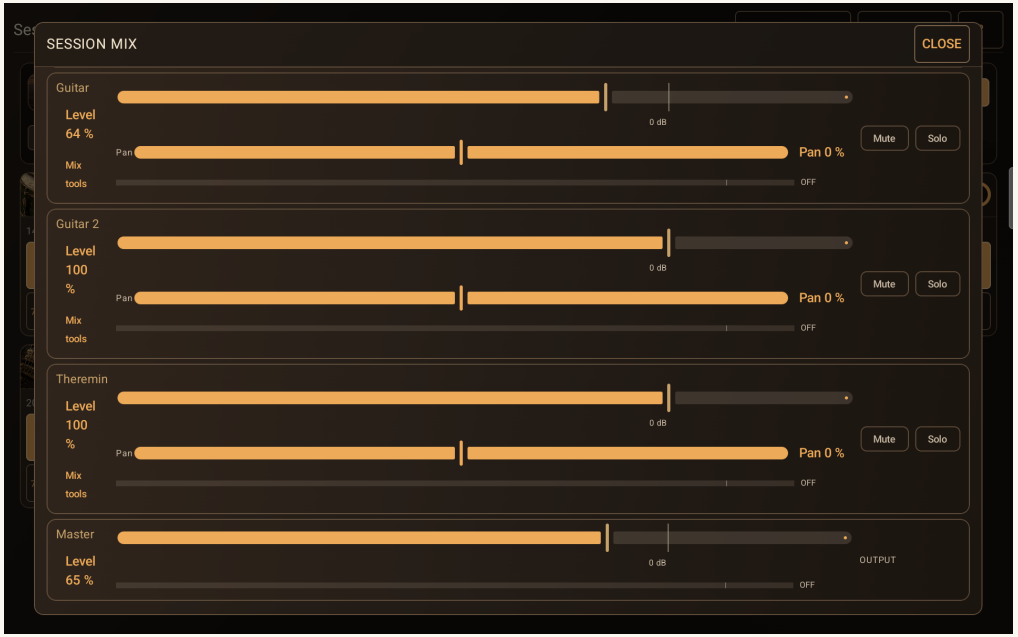
Balance five instruments, check solo and mute, and save the finished cover.

Riff guitar / Level 64%



Set Guitar to sixty-four percent. This is our repeating riff. Leave Pan at zero, in the centre, to match the approved preset.

Scroll / Remaining instruments

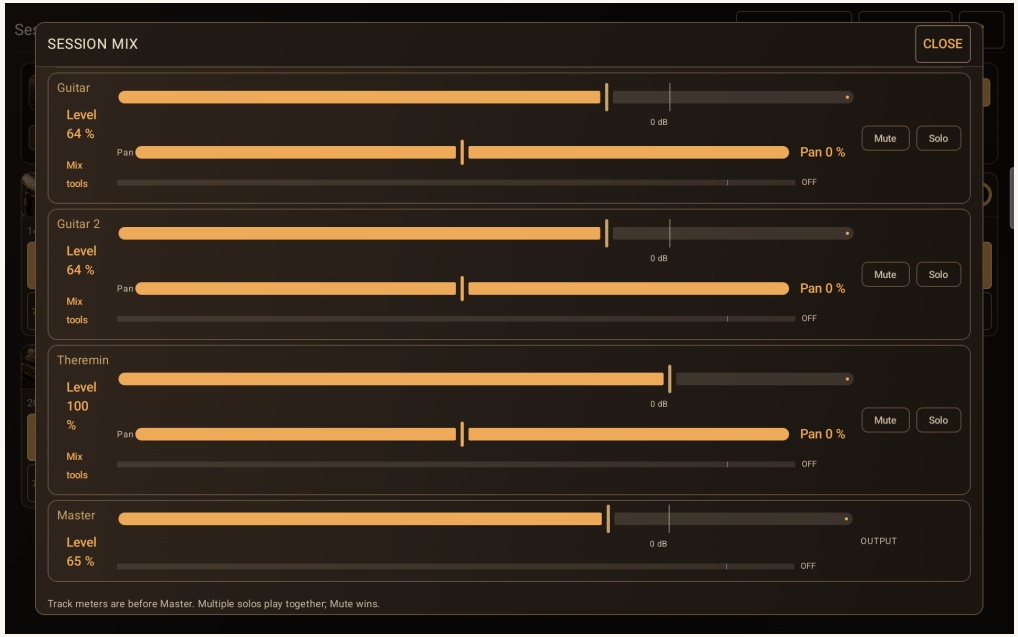


Swipe up inside the mixer to reach Guitar two, Theremin and Master.

Balance the full cover

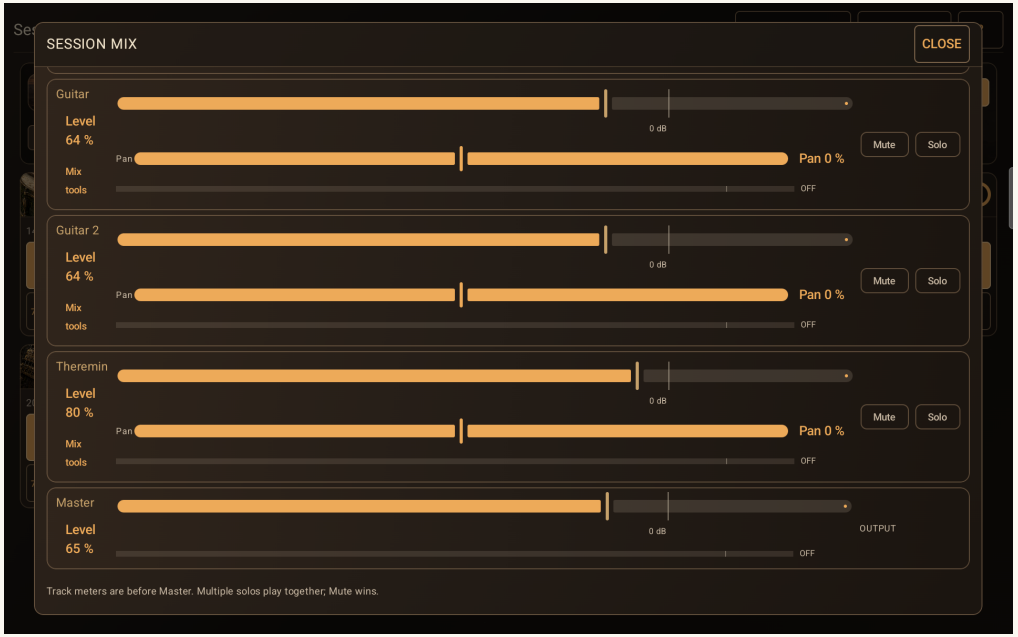
Balance five instruments, check solo and mute, and save the finished cover.

Chord guitar / Level 64%



Set Guitar two to sixty-four percent as well. This is the sustained chord part that joins near the end of the section.

Vocal Cry / Level 80%

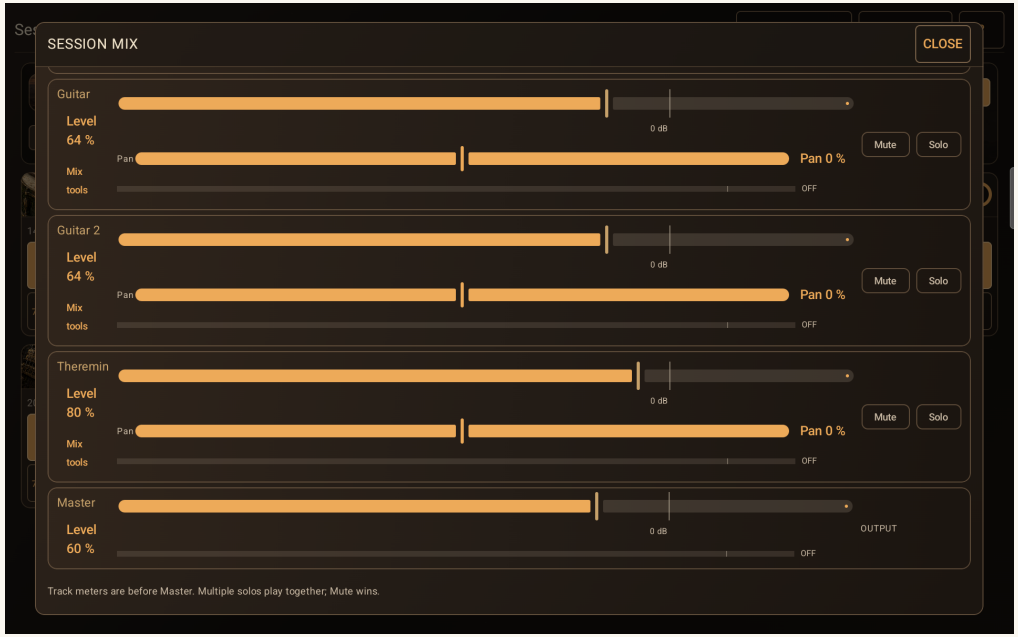


Set Theremin to eighty percent. We are balancing the voice against the band while keeping the scream, growl and reverb sound we built earlier.

Balance the full cover

Balance five instruments, check solo and mute, and save the finished cover.

Master / Level 60%



Set Master to sixty percent. This lowers the combined output and leaves room for peaks. Keep every Pan control at zero and leave the mix tools unchanged for this cover.

Return / Solo and mute



Swipe down to return to the top of the mixer. Solo lets us focus on selected parts. Mute temporarily silences a part.

Balance the full cover

Balance five instruments, check solo and mute, and save the finished cover.

Solo / Drums



Tap Solo beside Drums, then Play Session. Listen to the drum groove by itself.

Solo / Add bass



Tap Solo beside Bass too. Multiple solos play together, so we can hear how the rhythm section locks together. The bass is intentionally silent until its later entrance.

Balance the full cover

Balance five instruments, check solo and mute, and save the finished cover.

Mute / Temporarily silence bass



Tap Mute beside Bass. Mute wins over Solo, so the bass becomes silent even with Solo selected. This is useful when comparing what a part adds.

Clear / Hear the whole band



Choose Clear Mute slash Solo to restore the whole band. These buttons do not erase any notes. Let us hear the complete seven-bar arrangement now.

Balance the full cover

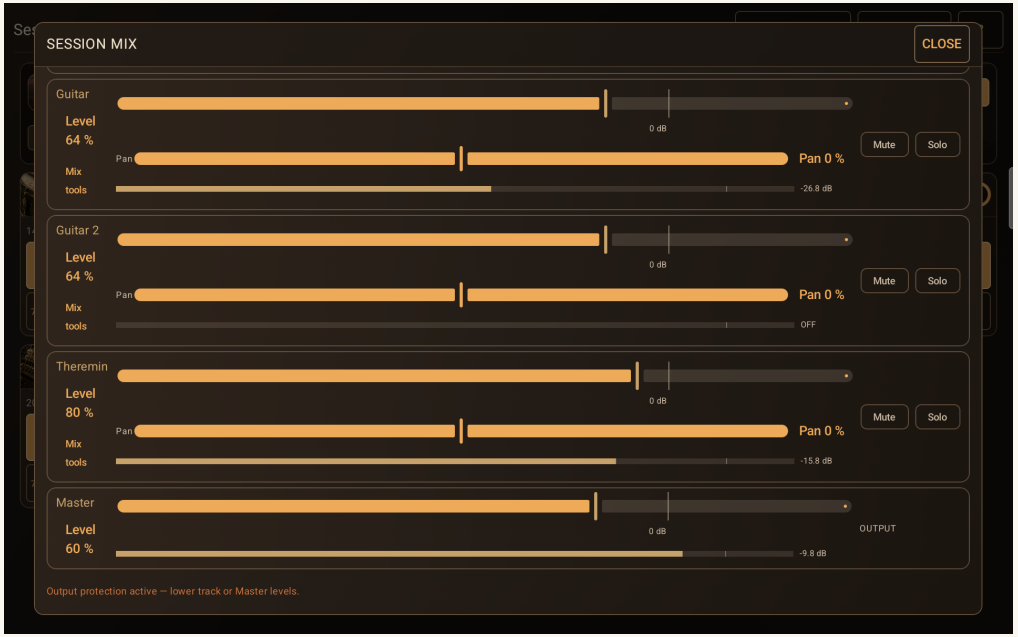
Balance five instruments, check solo and mute, and save the finished cover.

Listen / Complete arrangement



Listen to the full seven-bar arrangement. Check the two vocal cries, the bass entrance and the final guitar chords. All mute and solo buttons are off.

Meters / Check the output

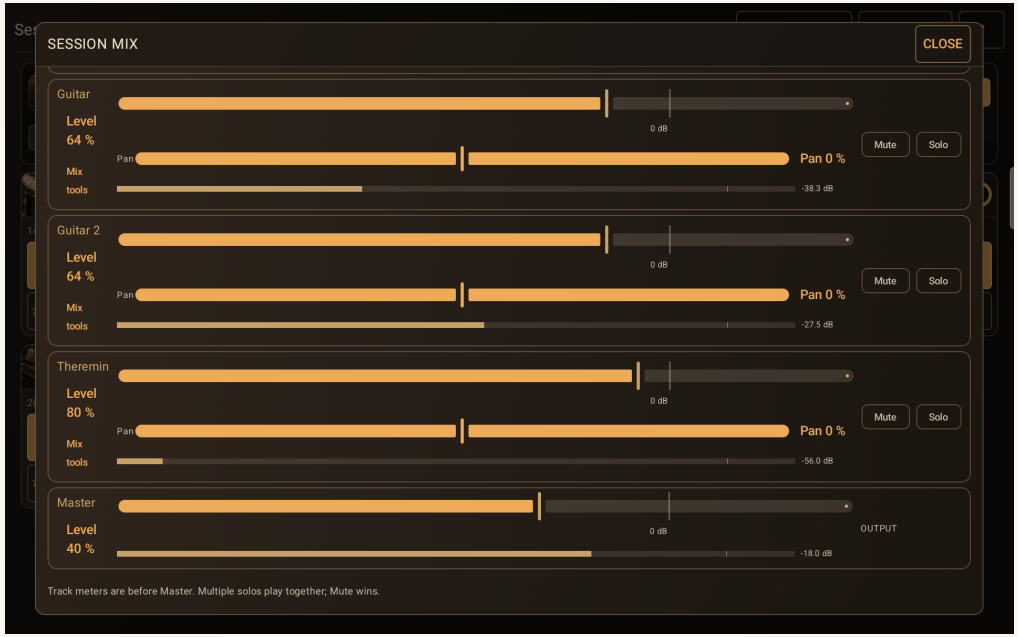


Swipe up to the Master meter while playback continues. Track meters are before Master. If output protection appears, lower the track or Master level instead of pushing everything louder.

Balance the full cover

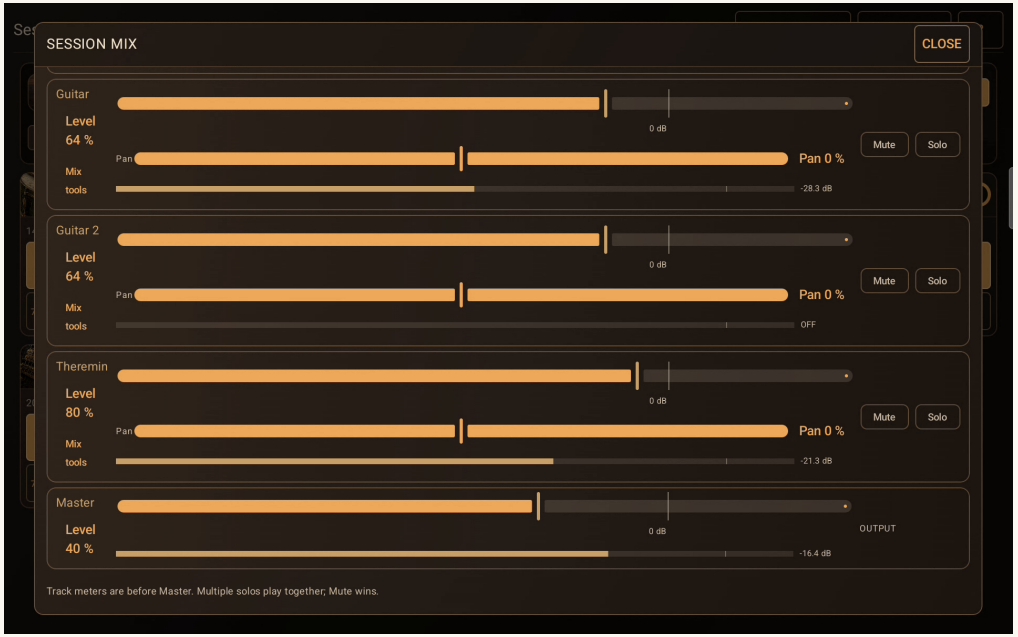
Balance five instruments, check solo and mute, and save the finished cover.

Compare / Master 40%



To try more headroom, lower Master to forty percent. This keeps the relative balance between instruments while reducing how hard the combined peaks drive output protection. Listen through the whole section.

Listen / More headroom

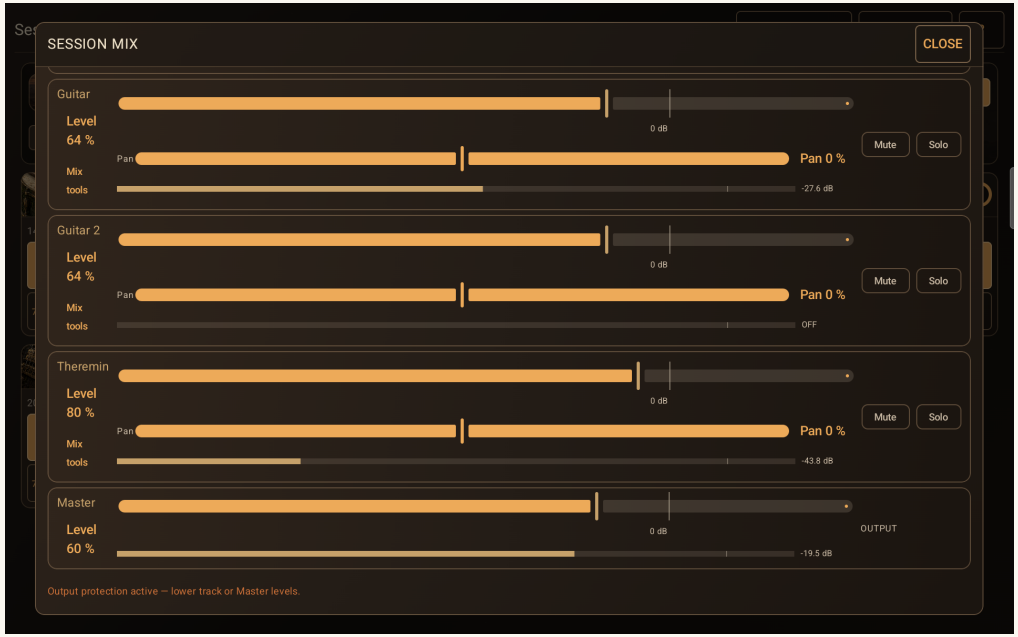


Compare the quieter Master setting across the whole loop. The instrument balance stays the same. Watch the output meter and protection indicator.

Balance the full cover

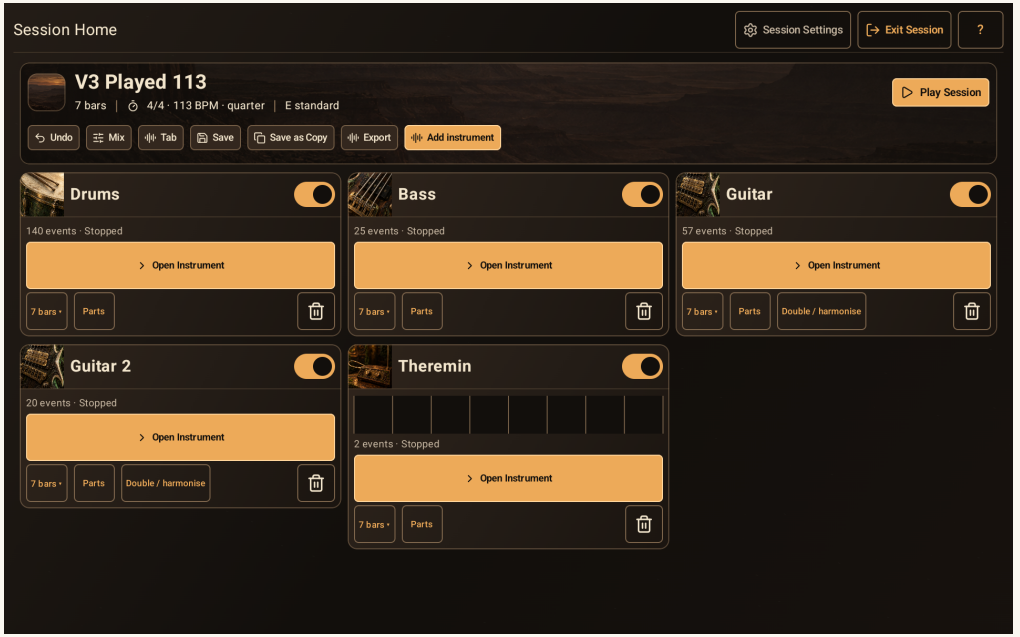
Balance five instruments, check solo and mute, and save the finished cover.

Reference / Master 60%



Return Master to sixty percent to match the approved reference. You can keep a lower setting in your own copy if you prefer more headroom. The purpose of the meter is to help you make that choice.

Stop / Keep the balance

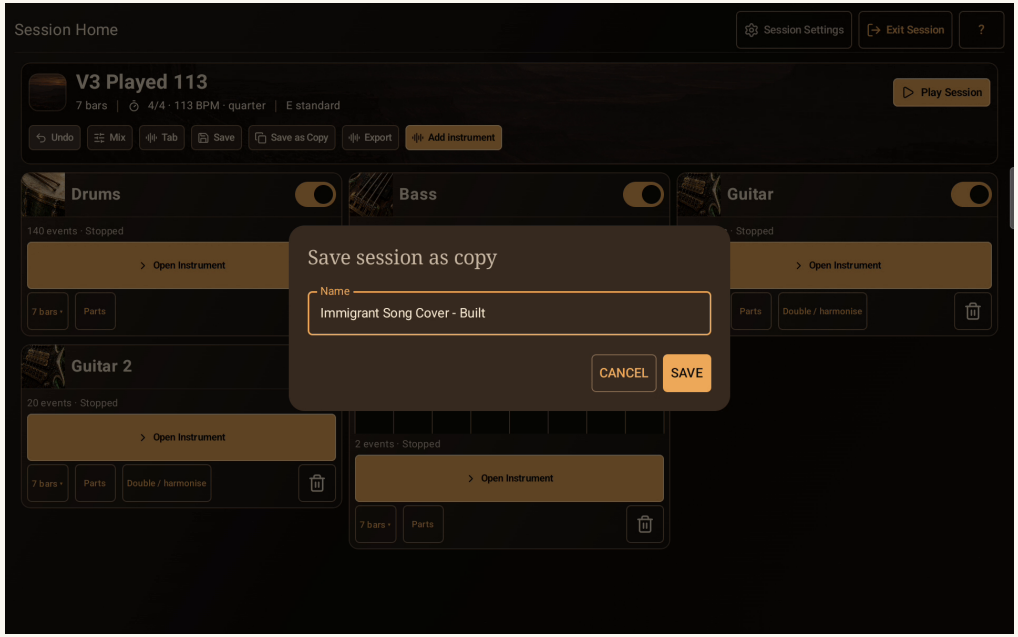


Close the mixer and stop the session. Our approved balance is now set. Your played gestures may differ slightly, so you can make small level adjustments after comparing at a comfortable listening volume.

Balance the full cover

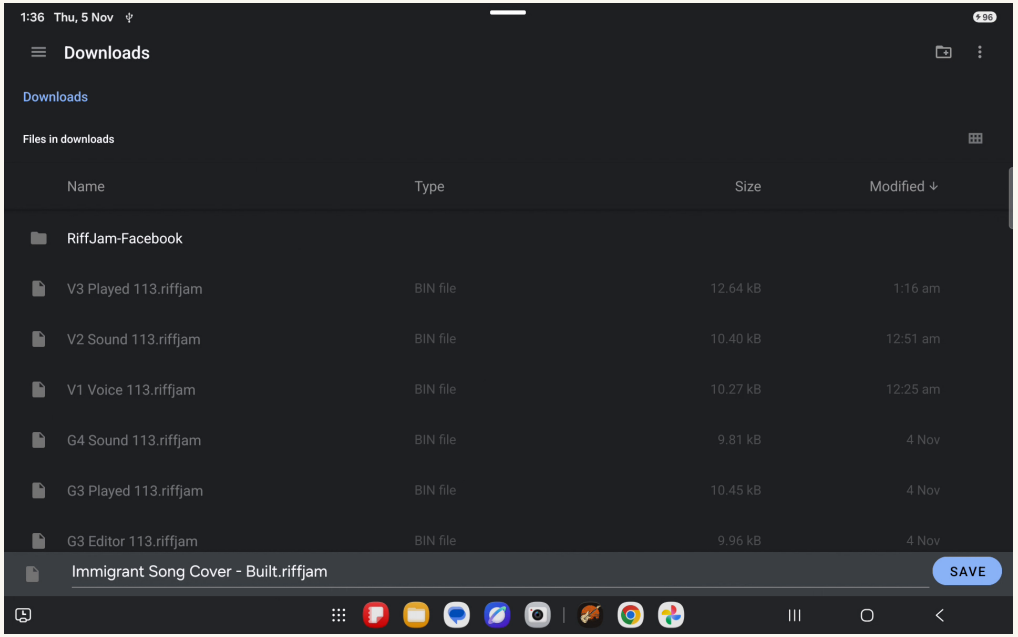
Balance five instruments, check solo and mute, and save the finished cover.

Save / Immigrant Song Cover - Built



Choose Save as Copy. Name this Immigrant Song Cover, Built. This keeps your finished performance separate from earlier checkpoints and the bundled reference preset.

Export / Keep an editable copy



Choose Export, RiffJam session, then Save. Keep this editable file as well as any audio export. You have now built the drums, bass, guitars and Vocal Cry from scratch.