

## 11-The sequencer's top bar - Snap Vs Drag

The Snap function controls how regions are moved when we drag them. For example, if the Snap is set to Bars, I will only be able to move regions in chunks of 1 bar.

Notice that you can choose between snapping regions to an absolute or relative value.

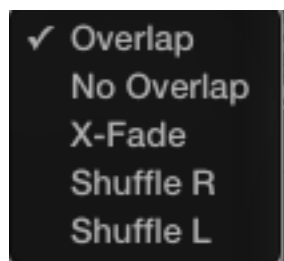
Choosing a relative value will keep the relative position of the region. An absolute snap will place the region right on the snap value.

Selecting Smart Snap is probably the most convenient, were as turning off snapping is rarely useful.



While Snap is used to set the behavior while moving individual regions, Drag will set how regions behave among other regions.

Selecting No Overlap will trim audio or midi regions. Xfade will Overlap audio regions with an equal power crossfade in between. Selecting Shuffle will move the region as far as possible to the left or to the right, until it reaches another region or the start of the session, completely disregarding your settings for Snapping.



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