

Loading Grasswalk and III Magic into your Soundbeam 6 Unit.

Directions...

[Download the ZIP File here \(for both Grasswalk and III Magic\)](#)

Once you have downloaded the 4MB Zip file to a computer - transfer the file onto a USB stick...

1. Insert USB stick to Soundbeam 6.
2. Load any Soundset.
3. Press the cog wheel (settings)
4. Select File Transfer to Soundbeam



5. Select the USB device
6. Select the Zip file
7. After a few seconds a message appears telling you the files were extracted successfully..
8. Turn the unit off (using the Soundbeam 6 on/off button on the back on the unit) – then reboot

The Soundsets Grasswalk and III Magic will be available on the Soundset selector Screen and will be fully operational and ready to explore – do [contact us](#) if you need any support with this.

You can programme how ever many devices you have available to the same number of lines, or you can mix and match – whatever works for you and however many devices you have.

Many thanks to Ellen O'Brien for her open score arrangements of Laura Shighihara's Grasswalk and Judith Weir's Magic.

Playing Grasswalk with Soundbeam 6

Beam 1 = Flute – Main melody (Can be played as scored or used for improvisation)

Beam 2 = Oboe – Main melody (Can be played as scored or used for improvisation)

Beam 3 = Piano – 5 chords of the very last quick run of the piece

Beam 4 = Viola – Main melody (Can be played as scored or used for improvisation)

Switch 1 = Left hand piano part of 1st section

switch 2 = Right hand piano part of 1st section

switch 3 = String part of 1st section (2 chords)

Switch 4 = String part of second section (2 chords)

Switch 5 = Piano arpeggio motif of second section

Switch 6 = Percussion (shaker)

Switch 7 = Percussion (tambourine)

Switch 8 = Mp3 of the piece for rehearsal

Playing III MAGIC with Soundbeam 6

Beam 1 = Piccolo – link (played from near to far steadily)

Beam 2 = Flute – Section 2 - Magic Spell (played from near to far or far to near)

Beam 3 = Music box – Section 2 - Magic Spell (played from near to far or far to near)

Beam 4 = Snare Drum

Switch 1 = Piano – single note C – (Elves)

switch 2 = Piano – Section 1 - Elves (Played in unison with switch 3)

switch 3 = Flute - Section 1 - Elves (Played in unison with switch 2)

Switch 4 = Strings – Section 3 - Moonshine

Switch 5 = Tambourine

Switch 6 = Woodblock

Switch 7 = Percussion

Switch 8 = Mp3 of the piece for rehearsal