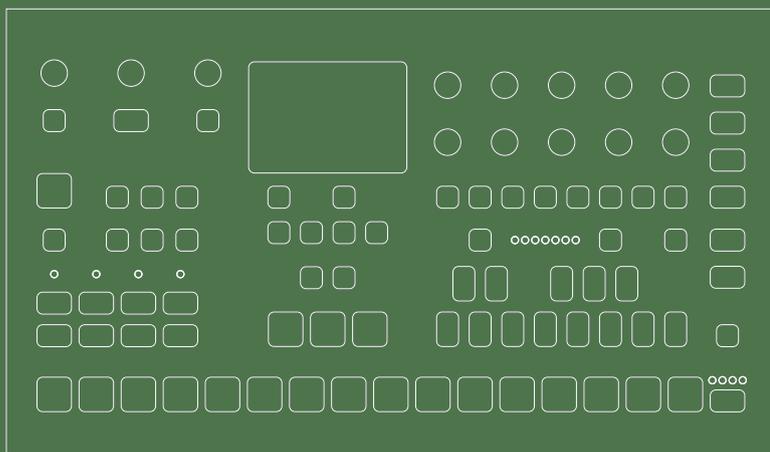


Analog Four MKII

Digital mind, analog soul



Quick Guide

 **elektron**



Analog Four MKII

THANK YOU

Thank you for choosing the Analog Four MKII. It is a digitally controlled analog synthesizer featuring, among many things, the renowned Elektron step sequencer. The innovative combination of modern technology and tried and trusted ways of sound generation will let you experience the analog realm to its fullest. Analog Four MKII is the new benchmark for analog tabletop synthesizers. Tweaked circuitry delivering deeper bass than ever, new powerful sound control possibilities, dedicated outputs for each voice. Not to mention the ultra durable buttons, the big OLED screen and the premium design. No stone has been left unturned. The Analog Four MKII represents the best of two worlds. Inimitable analog impact combined with razor-sharp digital accuracy. This is an analog synthesizer for the creative artist.

This Quick Guide will guide you through the basic functions of this product. For more detailed information, please see the Analog Four MKII User Manual that you can download from www.elektron.se.

We wish you a happy and creative experience. Have fun!

- The Elektron Team

FCC compliance statement

This device complies with part 15 of the FCC rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Canada

This Class B digital apparatus complies with Canadian ICES-003.
Cet appareil numérique de la classe B est conforme à la norme NMB-003.

European Union regulation compliance statement

This product has been tested to comply with the Low Voltage Directive 2006/95/EC and the Electromagnetic Compatibility Directive 2004/108/EC. The product meets the requirements of RoHS 2 Directive 2011/65/EU.



Your product must be disposed of properly according to local laws and regulations.

Legal disclaimer

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IMPORTANT SAFETY INSTRUCTIONS

1. Do not use this unit near water.
2. Never use aggressive cleaners on the casing or on the screen. Remove dust, dirt and fingerprints with a soft, dry and non-abrasive cloth. More persistent dirt can be removed with a slightly damp cloth using only water. Disconnect all cables while doing this. Only reconnect them when the product is safely dry.
3. To avoid scratches or damage, never use sharp objects near the casing or the screen. Avoid applying any pressure to the screen itself.
4. Install in accordance with the manufacturer's instructions. Make sure you place the unit on a stable surface before use. If you mount the unit in a rack, be sure to tighten all four screws in the rack mount holes.
5. Connect the unit to an easily accessible electrical outlet close to the unit.
6. When transporting the unit, use accessories recommended by the manufacturer or the original box and padding.
7. Do not install near any heat sources such as radiators, heat registers, stoves, or any other equipment (including amplifiers) producing heat.
8. Do not put a protective cover on the unit while the unit is powered on.
9. This product, by itself or in combination with amplifiers, headphones or speakers, is capable of producing sound levels that may cause permanent hearing loss. Do not operate at a high volume level or at a level that is uncomfortable.
10. Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles, and the point where they exit from the unit.
11. Use attachments/accessories specified by the manufacturer.
12. Unplug this unit during lightning storms or when it is not used for long periods of time.
13. Refer all servicing to qualified service technicians. Servicing is required when the unit has been damaged in any way, liquid has been spilled or objects have fallen into the unit, the unit has been exposed to rain or moisture, does not operate normally, or has been dropped.

WARNING!

TO REDUCE THE RISK OF FIRE, ELECTRICAL SHOCK OR PRODUCT DAMAGE

- Do not expose the unit to rain, moisture, dripping or splashing and also avoid placing objects filled with liquid on the unit.
- Do not expose the unit to direct sunlight, nor use it in ambient temperatures exceeding 35°C as this can lead to malfunction.
- Do not open the casing. There are no user repairable or adjustable parts inside. Leave service and repairs to trained service technicians only.
- Do not exceed the limitations specified in the Electrical specifications.

SAFETY INSTRUCTIONS FOR THE POWER ADAPTER ELEKTRON PSU-3b

- The adapter is not safety grounded and may only be used indoors.
- To ensure good ventilation for the adapter, do not place it in tight spaces. To prevent risk of electric shock and fire because of overheating, ensure that curtains and other objects do not prevent adapter ventilation.
- Do not expose the power adapter to direct sunlight, nor use it in ambient temperatures exceeding 40°C.
- Connect the adapter to an easily accessible electrical outlet close to the unit.
- The adapter is in standby mode when the power cord is connected. The primary circuit is always active as long as the cord is connected to the power outlet. Pull out the power cord to completely disconnect the adapter.
- In the EU, only use CE approved power cords.

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1. INTRODUCTION

1.1 CONVENTIONS IN THIS MANUAL

The following conventions are used throughout the manual:

Key names are written in upper case, bold style, and bracketed letters. For instance, the key labeled “FUNC” is called **[FUNC]**.

Menu names are written in upper case letters. The OSC1 menu is an example of that.

Parameter names and certain menu options where settings can be made or actions performed are written in bold, upper case letters. For example, **VOL**.

Upper case letters are used for parameter setting alternatives, for example, OFF, and certain menu settings, like LEGATO.

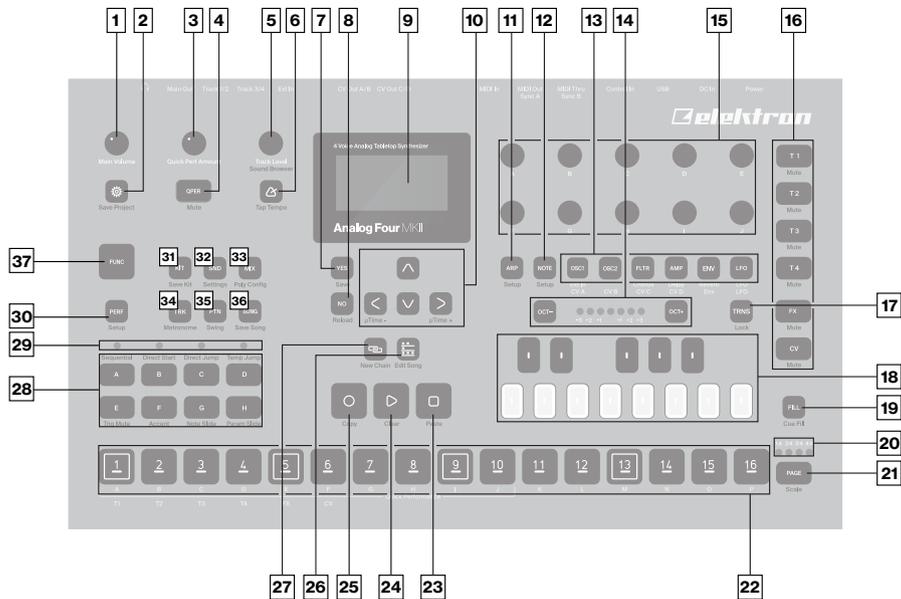
Messages visible on the screen are written in upper case letters with quotation marks. Like this, “BANK A : CHOOSE PTN.”

Knobs are written in upper case, bold, italic letters. For instance, the knob “Track Level” is called ***TRACK LEVEL***.

LED indicators like the octave transposition LEDs are written like this: <OCTAVE>.

2. PANEL LAYOUT AND CONNECTIONS

2.1 FRONT PANEL CONTROLS



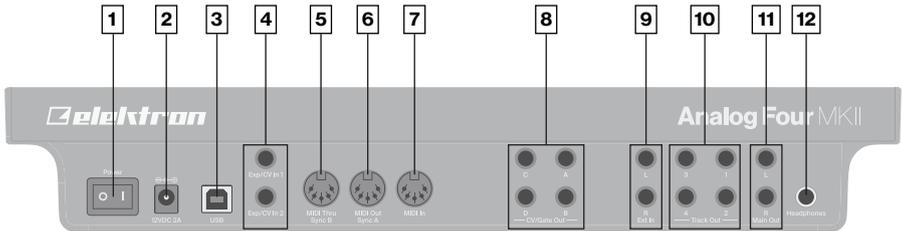
1. **MAIN VOLUME** sets the volume for the main outputs and the headphones output.
2. **[GLOBAL SETTINGS]**  opens the GLOBAL SETTINGS menu. The secondary function saves the current project.
3. **QUICK PERF AMOUNT** sets the amount of the chosen performance macro.

4. **[QPER]** key. Used together with the **[TRIG 1-10]** keys to select which performance macro that should be controlled by the **QUICK PERF AMOUNT** knob. The secondary function mutes the performance macros.
5. **TRACK LEVEL** sets the volume level of the active track. Also used for scrolling in menus and setting parameter values. The secondary function opens the **SOUND BROWSER**.
6. **[TEMPO]**  opens the **TEMPO** menu. **[FUNC]** + **[TEMPO]** to tap the tempo.
7. **[YES]** key. Used for entering sub-menus and for confirming choices.
8. **[NO]** key. Used for exiting an active menu and backing one step.
9. Screen.
10. The **[ARROW]** keys. Used for menu navigation. They are called **[UP]**, **[DOWN]**, **[LEFT]** and **[RIGHT]**.
11. **[ARP]** key. Opens the **ARPEGGIATOR** menu that contains arpeggiator settings.
12. **[NOTE]** key. Opens the **NOTE** menu that contains note settings for the active track.
13. **[PARAMETER]** keys switch between the **PARAMETER** pages of the active track. The text on the keys indicates the pages for the four synth tracks. The first row of white text under the keys is for the **FX** track pages and the second row of white text indicates the **CV** track pages. A second press on the **[PARAMETER]** key will in some cases open secondary **PARAMETER** pages.
14. **[OCT-/+]** keys transpose the **[KEYBOARD]** keys. <OCTAVE> LEDs shows the current transposition.
15. **DATA ENTRY** knobs. Used for adjusting parameters.
16. The **[TRACK]** keys select the active track. Four synth tracks, one **FX** track, and one **CV** track are available. They are called **[T1-4]**, **[FX]**, and **[CV]**. **[FUNC]** + **[TRACK]** mutes a track. The color of the **[TRACK]** keys indicates the track status. Red=active track. Green=track on. No light=track muted. Yellow=active and muted track. Dim red=track that will be affected by **FX** settings (When **FX** track is active).
17. **[TRNS]** is used to transpose the note trigs on the tracks. The secondary function locks the transpose function.

18. **[KEYBOARD]** buttons are used for playing sounds and assigning note values to note trigs. The first key is called **[KEYBOARD C1]**.
19. **[FILL]** Activates FILL mode (when GRID RECORDING mode is not active). The secondary function cues the FILL mode.
20. <PATTERN PAGE> LEDs indicate how many pattern pages the active pattern consists of and which pattern page is currently active. The LED flashes on the pattern page that is currently playing.
21. **[PAGE]** selects the active pattern page in GRID RECORDING mode. The active pattern page is indicated by the four LEDs above the key. The secondary function accesses the SCALE menu.
22. **[TRIG]** keys are used for entering trigs to the sequencer. They are also used for choosing patterns.
23. **[STOP]** stops playback. The secondary function is a paste operation.
24. **[PLAY]** starts playback. The secondary function is a clear operation.
25. **[RECORD]** key. Activates/deactivates GRID RECORDING mode. Starts LIVE RECORDING if held while pressing **[PLAY]**. The secondary function is a copy operation.
26. **[SONG MODE]**  activates/deactivates SONG mode.
27. **[CHAIN MODE]**  activates/deactivates CHAIN mode.
28. **[BANK A-H]** selects between banks A-H.
29. <PATTERN MODE> LEDs indicate which PATTERN mode that is chosen.
30. **[PERF]** enters PERFORMANCE mode.
31. **[KIT]** opens the KIT menu. The secondary function saves the current kit.
32. **[SND]** opens the SOUND menu. The secondary function opens the SOUND SETTINGS menu.
33. **[MIX]** opens the PERFORMANCE MIXER. The secondary function opens the POLY CONFIG menu.

34. **[TRK]** opens the TRACK menu. The secondary function opens the CLICK TRACK menu.
35. **[PTN]** opens the PATTERN menu. The secondary function opens the SWING menu.
36. **[SONG]** opens the SONG menu. The secondary function saves active Song.
37. **[FUNC]** key. Press and hold for accessing secondary functions. Secondary functions are written in green text on the panel.

2.2 REAR PANEL CONNECTIONS

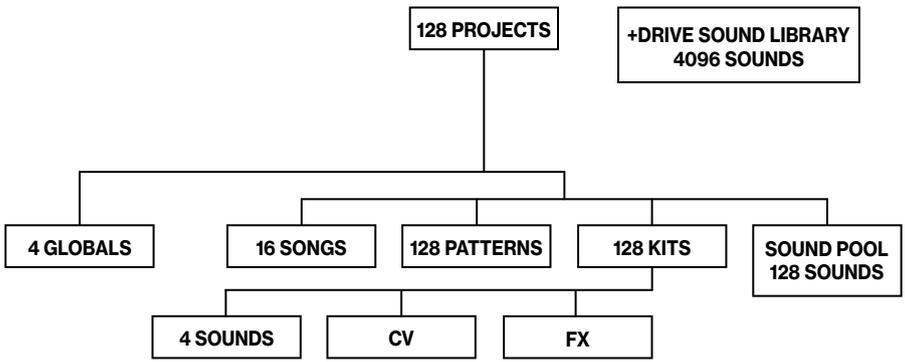


1. **POWER**, For turning the unit on and off.
2. **DC IN**, Use the included Elektron PSU-3b power adapter, connected to a power outlet.
3. **High Speed USB 2.0**, Use an A to B USB 2.0 connector cable to a computer host.
4. **EXP/CV IN**, Input for expression pedal or CV. Use standard 1/4" mono phone plug for CV signals.
5. **MIDI THRU/SYNC B**, Forwards data from MIDI IN. Can also be configured to send DIN sync to legacy instruments. Use a standard MIDI cable to connect another MIDI device in the chain.
6. **MIDI OUT/SYNC A**, MIDI data output. Can also be configured to send DIN sync to legacy instruments. Use a standard MIDI cable to connect to MIDI In of an external MIDI device.

7. **MIDI IN**, MIDI data input. Use a standard MIDI cable to connect to MIDI Out of an external MIDI device.
8. **CV OUTPUTS A–D**, Connect to external synth with CV inputs. Use standard 1/4" mono phone plug.
9. **AUDIO INPUT L/R**, Use standard 1/4" mono phone plug to input sound from other synthesizers or mixers.
10. **TRACK 1–4 STEREO OUTPUTS**, Use standard 1/4" stereo (Tip/Ring/Sleeve) phone plug or 1/4" mono phone plug.
11. **MAIN OUT L/R**, Use either 1/4" mono phone plug (unbalanced connection) or 1/4" stereo (Tip/Ring/Sleeve) phone plug (balanced connection).
12. **HEADPHONES**. Audio output for stereo headphones. Use 1/4" (Tip/Ring/Sleeve) phone plug.

3. OVERVIEW OF THE ANALOG FOUR MKII STRUCTURE

The image below outlines the data structure of the Analog Four MKII.



3.1 +DRIVE

The +Drive is a non-volatile memory capable of storing up to 128 projects (thousands of patterns, kits, and songs) internally. The +Drive also gives access to the +Drive Sound library, with the capacity of storing 4096 Sounds. Every project has access to these Sounds.

3.2 DATA STRUCTURE

3.2.1 PROJECT

A project contains 128 patterns, 128 kits, 16 songs, 4 global slots, and a project Sound pool consisting of up to 128 Sounds. Generic settings and states (tempo, mutes et cetera) are also stored in each project. A project becomes the active working state of the Analog Four MKII once it's loaded. From here it is possible to edit the patterns, kits, songs, and globals of the project. The Analog Four MKII always retains the active working state, the active project, even when switched off. However, it must be manually saved in a project slot before another project is loaded or it will be lost. Projects are saved, loaded et cetera in the GLOBAL menu.

3.2.2 KIT

Kits contain four Sounds, one for each synth track, and settings for the FX and CV tracks. Up to 128 kits are available for each Analog Four MKII project. Each pattern is linked to a kit.

3.2.3 SOUND

A Sound consists of stored synth track parameter settings. Each synth track can host one Sound. Sounds can be stored either in the Sound pool of the active project or the +Drive Sound library. The Sound pool contains 128 Sounds and the +Drive library can consist of up to 4096 Sounds.

3.2.4 BANK

Eight banks exist for each project and each bank contains 16 patterns.

3.2.5 PATTERN

For each of the 8 banks, 16 patterns are available, which means 128 patterns are always available. A pattern consists of sequencer data like trigs, parameter locks, time signa-

ture and individual track length for the synth tracks and the FX and CV tracks, as well as ARP and NOTE page settings.

3.2.6 SONG

16 songs are available for each project. They are used to structure the playback of patterns.

3.2.7 CHAINS

A chain is a sequence of patterns. Up to 256 pattern slots are possible to allocate between 64 chains.

3.2.8 GLOBAL

The GLOBAL menu is where you save, load and manage projects, handle SysEx data and perform OS upgrades. It also contains general settings for the synth and sequencer as well as MIDI and CV configurations. Four global slots are available for every project, each with its separate settings.

3.3 ABOUT THE TRACK TYPES

3.3.1 THE SYNTH TRACKS

The synth tracks consist of tracks 1–4. To edit a synth track, press the **[T1–4]** track key. Sounds are loaded to the synth tracks. Sounds can be played polyphonically.

3.3.2 THE FX TRACK

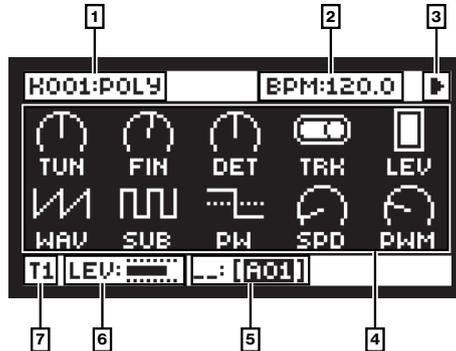
The FX track controls the Analog Four MKII internal send effects. To edit the FX track, press the **[FX]** track key.

3.3.3 THE CV TRACK

The CV track is used for controlling external equipment capable of receiving analog CV and Gate signals. To edit the CV track, press the **[CV]** track key.

4. THE USER INTERFACE

The screen is the center of Analog Four MKII editing.



1. The currently active kit. When turning a **DATA ENTRY** knob, the full name of the adjusted parameter is shown here.
2. The current tempo displayed with one decimal.
3. The playback/recording status of the sequencer shown by the standard “record”, “play”, “pause” and “stop” symbols; ■, ▶, ||, and ■.
4. Up to ten track parameters. They show what the **DATA ENTRY** knobs control and also indicate the current parameter values. Press and turn a knob to adjust its parameters in larger increments.
5. The currently active pattern. To the left you can see the active song row. A “_ _:” indicates that the scratch pad row is active
6. Bar indicating the track level of the active track.
7. Track name.

4.1 SCREEN NAVIGATION

Use the [ARROW] keys [UP], [DOWN], [LEFT] or [RIGHT] to navigate menus or sub-menus. The **TRACK LEVEL** knob can also be used to scroll through menus and lists.

[YES] is used to affirm, select, enter sub-menus and tick/untick boxes.

[NO] is used to negate, deselect or go back one or more steps.

4.2 PARAMETER EDITING

The six [PARAMETER] keys open pages for editing the tracks. The **DATA ENTRY** knobs are used to change the values of the track parameters. The positions of the parameters on the screen correspond to the physical locations of the knobs on the front panel.

4.3 PARAMETER VALUE JUMP

If you press [FUNC] when you edit certain parameters, then the parameter values jump to appropriate positions. For example the oscillator tuning, which will jump in octaves.

4.4 [FUNC] KEY PRESS COMBINATIONS

The standard way to use the [FUNC] key in combination with other keys, is to press and hold [FUNC] and then make a short press on the second key in the combination.

4.5 QUICK SCROLLING

Scroll through menus using the **TRACK LEVEL** knob. Quick scrolling is possible on many menus. Press [FUNC] + the [UP] or [DOWN] keys to move the cursor one menu page.

4.6 COPY, CLEAR AND PASTE

Copy, clear and paste commands are available in a lot of contexts. Press [FUNC] + [RECORD] to copy. Press [FUNC] + [STOP] to paste. Press [FUNC] + [PLAY] to clear. Paste and clear operations are undone by repeating the key press combination. Please see the Analog Four MKII User Manual for more information.

4.7 THE NAMING MENU

The naming procedure is identical for all the various naming menus.



The **[LEFT]** and **[RIGHT]** arrow keys are used to navigate between the letters. Turn the **TRACK LEVEL** knob or press the **[UP]** or **[DOWN]** arrow keys to select the letter. **[FUNC]** + **[NO]** will erase letters.

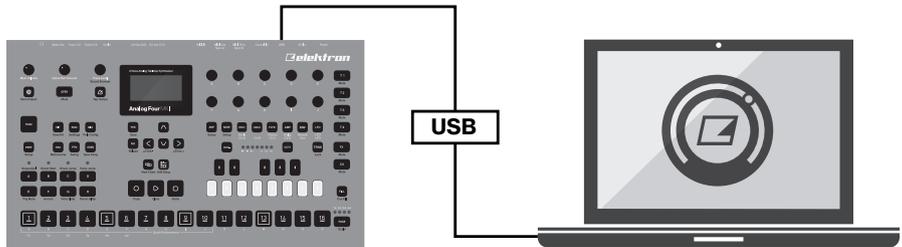
4.7.1 POP-UP MENU NAMING

While in a NAMING menu it is possible to open a pop-up menu displaying all available letters, symbols, and digits. Entering characters in the pop-up menu is often a considerably faster naming method. When a NAMING menu is open, press the **[FUNC]** key to access the pop-up menu.



While keeping **[FUNC]** pressed use the **[ARROW]** keys to navigate to the character you want to insert. Once there, release **[FUNC]** to insert the character.

4.8 OVERBRIDGE



The Overbridge software suite enables a tight integration between the Analog Four MKII and a computer DAW.

When using Overbridge, the user interface for the Analog Four MKII will present itself as a clearly laid out plug-in window in your DAW. Access, edit, and automate parameters for sound shaping on screen. Always find your device preset parameters in the same state as you left them when you return to your DAW project, with the total recall functionality.

Read more about Overbridge use and availability on the Elektron website: <https://www.elektron.se/overbridge/>

5. GETTING STARTED

5.1 SETTING UP AND STARTING

Make sure you place the Analog Four MKII on a stable support, such as a sturdy table, with sufficient space for the cables. Make sure to switch off all devices before you connect the Analog Four MKII to other devices.

1. Plug the supplied DC adapter to a power outlet and connect the small plug to the DC IN connector of the Analog Four MKII.

2. Connect the MAIN OUT L/R from the Analog Four MKII to your mixer or amplifier.
3. If you want to use MIDI, connect MIDI OUT from the Analog Four MKII to the MIDI IN of the device you wish to send data to. Connect the MIDI IN of the Analog Four MKII to the MIDI OUT of the device you wish to receive data from. The MIDI THRU port “echoes” the data arriving at the MIDI IN port, and is used for chaining multiple MIDI units together.
4. Switch on all units.

5.2 PLAYING THE FACTORY PRESETS

The Analog Four MKII is shipped with several preset patterns, kits, and Sounds. To immediately start experimenting with the Analog Four MKII, just follow the instructions below.

1. Switch on the Analog Four MKII.
2. Press **[PLAY]** to listen to pattern A01.
3. Press **[BANK A] + [TRIG 2]** to select pattern A02, which is the second demo pattern. Pattern A02 will start to play when the currently playing pattern finishes. Pattern A03 is selected by pressing **[BANK A] + [TRIG 3]** and so on.
4. Mute tracks by pressing **[FUNC] + the [TRACK]** key of the track you want to mute. Unmute by repeating the procedure.
5. Press **[STOP]** to stop playback.

5.3 USING PERFORMANCE MODE

The PERFORMANCE mode makes it possible for the **DATA ENTRY** knobs to control several PARAMETER page parameters at once. These parameter mappings are called a parameter macro.

1. Make sure a pattern is playing.
2. Press the **[PERF]** key to access PERFORMANCE mode.
3. Turn the **DATA ENTRY** knobs and listen how the sound of pattern changes.

5.4 ADJUSTING PARAMETERS

Each track contains six PARAMETER pages. There you can find the parameters that affect the sound.

1. Make sure a pattern is playing.
2. Press one of the **[T1-4]** keys to select one of the four synth tracks.
3. To change the cutoff of the ladder filter, press the **[FLTR]** key. The FILTER page will open. The parameter labeled **FRQ** changes the cutoff of the ladder filter. Turn **DATA ENTRY** knob **A** to change the parameter value.
4. Try out the rest of the PARAMETER page parameters to experiment with the sound shaping possibilities.
5. To reload the Sound to its original state, press **[NO]** + **[SND]**.
6. To reload the whole kit to its original state, press **[NO]** + **[KIT]**.

5.5 CHANGING SYNTH TRACK SOUND

Each of the four synth tracks contain one Sound. You can use the SOUND BROWSER to preview and load Sounds to the synth tracks.

1. Double-press **[TRACK 1-4]** key to open the SOUND BROWSER. The SOUND BROWSER can also be accessed by pressing **[FUNC]** + **TRACK LEVEL**.
2. The SOUND BROWSER will show a list of all Sounds residing in either the +Drive Sound library or the Sound pool. (You can press **[TRIG 1-16]** if you want to load a Sound from another Sound bank in the +Drive Sound library). Turn the **TRACK LEVEL** knob or press the **[UP]/[DOWN]** keys to scroll through the list. You can preview a Sound by highlighting it in the list and play the **[KEYBOARD]**.
3. Press **[YES]** to load the highlighted Sound.

6. THE SEQUENCER

The sequencer of the Analog Four MKII stores information in patterns. A pattern controls the playback of the synth, FX and CV tracks and various aspects of these tracks.

6.1 SELECTING A PATTERN

1. Press **[BANK A–H]** + **[TRIG 1–16]** key to select bank and pattern

Patterns containing data are indicated by half-bright red **[TRIG]** keys. The currently active pattern is indicated by a full-bright red **[TRIG]** key.

6.2 PATTERN CONTROL

Pressing **[PLAY]** will start the playback of a pattern. Pressing **[STOP]** will stop the playback of all tracks. The sound will be cut off, but effects like the Saturator Delay will continue to be audible until the delay repeats have faded out. When the sequencer is stopped, quickly pressing **[STOP]** + **[STOP]** will stop playback of all tracks and quickly fade out the send effects.

When a pattern is playing and **[PLAY]** is pressed the playback will be paused. Press **[PLAY]** again to resume the playback.

If a pattern contains more than 16 sequencer steps, the <PAGE> LEDs will indicate this. When a pattern is playing, the currently active pattern page is indicated by a blinking, full-bright, <PAGE> LED

6.3 TRIG TYPES

A trig is a sequencer event that you can place when you want the sequencer to perform an action. Two types of trigs exist, note trigs and lock trigs. Note trigs trig notes, while lock trigs can be used to apply parameter locks without triggering notes. Note trigs are indicated by red **[TRIG]** keys, and lock trigs are indicated by yellow **[TRIG]** keys. When in LIVE RECORDING mode and changing lockable parameters, lock trigs containing the locked parameters are added automatically to the sequencer.

6.4 PATTERN RECORDING MODES

The Analog Four MKII offers two main modes of inputting trigs when creating a pattern: GRID RECORDING mode and LIVE RECORDING mode. To create a new pattern first select an empty pattern slot in one of the banks.

6.5 GRID RECORDING MODE

GRID RECORDING is a method of composing where you use the **[TRIG]** keys to add trigs in the pattern grid.

1. Enter GRID RECORDING mode by pressing the **[RECORD]** key. The **[RECORD]** key lights up red to indicate that GRID RECORDING mode is active.
2. Select the track to which you want to add trigs by pressing a **[TRACK]** key. The active track is indicated by a red **[TRACK]** key.
3. Place note trigs on the sequencer by pressing the **[TRIG]** keys. To add note values to trigs of the synth tracks, press and hold a **[TRIG]** key while pressing a **[KEYBOARD]** key.
4. To add a lock trig, press **[FUNC]** and **[TRIG]**.
5. Press **[PLAY]** to listen to the sequence.

If the pattern contains more than 16 steps, switch to the pattern page you want to edit by pressing the **[PAGE]** key. The active pattern page is indicated by a fully lit <PAGE> LED.

6.6 LIVE RECORDING MODE

LIVE RECORDING mode is the second method of adding trigs to the tracks. In this recording mode, the **[KEYBOARD]** keys, or an external MIDI keyboard connected to the Analog Four MKII, can be played in real time to input trigs to the tracks. It is also possible to enter parameter locks in real time.

1. Press and hold **[RECORD]**, then press **[PLAY]** to enter LIVE RECORDING mode. Quickly pressing **[PLAY]** twice while keeping the **[RECORD]** key pressed will activate/deactivate quantization of LIVE RECORDING. The sequencer will start to play, and the **[RECORD]** key will start to flash red.

2. Enter note trigs by pressing the keys on the KEYBOARD. For the synth and CV tracks, note values according to the KEYBOARD key presses will be recorded. To activate quantization of the LIVE RECORDING, do as above but double-press **[PLAY]**. To real time erase all trigs from a track, press and hold **[TRACK] + [NO]**. All trigs hit by the running LED of the sequencer will be erased from the active track.
3. Enter parameter locks (and lock trigs) by turning the **DATA ENTRY** knobs.
4. Press **[STOP]** to stop both recording and playback of the sequencer.

6.7 PARAMETER LOCKS

Parameter locks is a powerful feature that allows every trig to have its unique parameter values. All sample trigs of a track could, for example, have different pitch or volume settings. Parameter locks can be applied to both note trigs and lock trigs.

In GRID RECORDING mode, press and hold the **[TRIG]** key of a note trig or a lock trig and then adjust the parameters you want to lock using the **DATA ENTRY** knobs to apply parameter locks. The graphics on the screen becomes inverted for the locked parameter and shows the locked parameter value. The **[TRIG]** key of the locked trig will begin to flash, to indicate that the trig now contains a parameter lock.

Enter a lock trig by pressing **[FUNC] + [TRIG]**. With a lock trig, you can modulate the sound without triggering a note.

Remove a single parameter lock by holding **[TRIG]** + pressing the **DATA ENTRY** knob of the locked parameter. If you remove a sample trig and then enter it again, all parameter locks are erased from the trig.

In LIVE RECORDING mode, turn the **DATA ENTRY** knobs to add parameter locks to the active track. The parameter will be locked accordingly and lock trigs will automatically be placed on the sequencer steps.

6.8 PATTERN MODES

When changing patterns, different modes affecting the way the active pattern will be changed exist. Press **[FUNC] + [BANK A-D]** to select PATTERN mode. The <PATTERN MODE> LEDs indicate which mode is selected. There are four PATTERN modes.

SEQUENTIAL will change patterns after the currently playing pattern reaches its end. This mode is the default mode.

DIRECT START will immediately change patterns. The new pattern will start playing from the beginning.

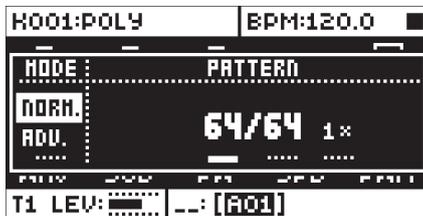
DIRECT JUMP will immediately change patterns. The new pattern will start playing from the position where the previous pattern left off.

TEMP JUMP will immediately change patterns. The new pattern will start playing from the position where the previous pattern left off. It will play the new pattern once and then revert to the pattern that was playing before the change.

6.9 SCALE SETUP

Pattern scale sets the number of steps in a pattern and thus the total amount of pattern pages. The leftmost number selects the number of steps in the pattern. The maximum number of steps available to the pattern is determined by the total length, set by the second parameter. This can be either 16, 32, 48 or 64 steps.

The third parameter is the tempo multiplier with seven different settings.



1. Press **[FUNC]** + **[PAGE]** to access the scale menu.
2. Use the **[ARROW]** keys **[LEFT]** and **[RIGHT]** to toggle between step length and scale.
3. Use the **[ARROW]** keys **[UP]** and **[DOWN]** to change the settings. You can also use the **LEVEL** knob to change settings.

7. TECHNICAL INFORMATION

ELECTRICAL SPECIFICATIONS

Impedance balanced audio outputs:

Headphones out level: +19 dBu (55 Ω)

Main outputs level: +19 dBu

Output impedance: 440 Ω unbalanced

Unbalanced audio inputs:

Input level: +19 dBu maximum

Audio input impedance: 9 k Ω

EXP/CV inputs

Input voltage on tip: -5 V–+5 V. Supplies

+5 V on ring

Accepts expression pedals or CV

CV outputs

Voltage range: -10 V–+10 V.

Digital S/N ratio: 102 dBFS (20–20,000 Hz)

Unit power consumption: 15 W typical, 20 W maximum.

Recommended power supply: 12 V DC, 2 A

HARDWARE

128 \times 64 pixel OLED screen

MIDI In/Out/Thru with DIN Sync out

2 \times 1/4" main audio out jacks

4 \times 1/4" separate stereo voice output jacks

2 \times 1/4" audio in jacks

1 \times 1/4" stereo headphone jack

4 \times 1/4" CV/Gate output jacks

2 \times 1/4" CV/Expression input jacks

48 kHz, 24-bit D/A and A/D converters

Flash-EEPROM upgradable OS

Electrically isolated USB 2.0 port

PHYSICAL SPECIFICATIONS

Aluminum enclosure

Dimensions: W385 \times D225 \times H82 mm

(15.2 \times 8.85 \times 3.3") including knobs, jacks and feet

Weight: approximately 2.4 kg (5.3 lbs)

8. CREDITS AND CONTACT INFORMATION

CREDITS

PRODUCT DESIGN AND DEVELOPMENT

Oscar Albinsson
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