

KORG

electrìbe sampler

MUSIC PRODUCTION STATION

Parameter Guide

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Parameter Guide

Thank you for purchasing the Korg electribe sampler music production station. To ensure trouble-free enjoyment please read the included owner's manual carefully and use the product as directed.

This document contains information about all of the electribe sampler's parameters. Refer to this guide when you want to learn more about a specific parameter.

1. PATTERN PARAMETER

These parameters are for pattern-related settings. The settings are saved independently for each pattern.

BPM [20.0...300.0]

Specifies the tempo (BPM). Turn the Value knob to change the tempo in steps of 1. By holding down the Shift button and turning the Value knob you can adjust the value in steps of 0.1

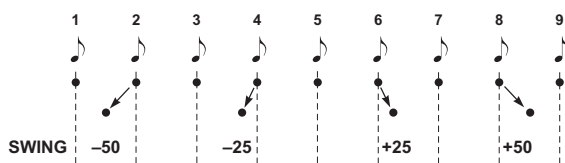
TIP: By tapping the Tap button you can use the tap tempo function to specify the BPM.

SWING [-50%...+50%]

Shifts the note-on timing of the even-numbered steps as a percentage (%).

TIP: If you set Last Step to an odd number or use an MFX type (Seq Reverse, Seq Doubler, Odd Stepper, Even Stepper) that controls the sequencer, this parameter may shift the timing of odd-numbered rather than even-numbered steps.

TIP: A setting of "+33%" results in timing that is close to a perfect shuffle.



BEAT [16, 32, 8Tri, 16Tri]

Specifies the beat (time signature) of the pattern.

TIP: If this is set to 8Tri or 16Tri, trigger pads 13–16 of the Step Jump function are assigned to steps 1–4 of the next measure.

LENGTH [1...4]

Specifies the length of the pattern.

PATTERN LEVEL [0...127]

Adjusts the volume of the entire pattern.

MFX TYPE [01...32]

Selects the type of master effect. Refer to the MFX Type List for details of the available effect types.

TIP: Depending on the effect type, the motion sequence function might be unavailable in some cases. Refer to the MFX Type List.

CLEAR MFX MOTION

Erases the master effect's motion sequence that was recorded in the pattern.

KEY [C...B]

Specifies the key (root note) that is the basis of the scale you selected for the SCALE parameter.

SCALE [Chromatic...Octave]

Specifies the scale that is assigned to the touch pad and trigger pads. Refer to the Scale List for details of the available scale types.

CHORD SET [1...5]

Controls the density of the chord that's produced when you strike a trigger pad in chord scale mode.

TIP: The range depends on the scale that's selected.

GATE ARP [1...50]

Selects the pattern type for the gate arpeggiator.

ALTERNATE 13-14 [Off, On]

Enables alternate operation for triggering two parts. For example, by assigning hi-hat close to part 13 and open to part 14, and then turning ALTERNATE 13-14 On, you can prevent those two parts from playing simultaneously, ensuring that your performance will sound natural.

ALTERNATE 15-16 [Off, On]

→ see ALTERNATE 13-14

2. PART PARAMETER

These parameters are for part settings. The settings are saved independently for each part.

LAST STEP [1...16]

Normally you'll use a setting of 16. Select a different setting if you want to create a pattern that has an irregular time signature. For example to create a part that has 11 beats per measure, set the last step to 11 so that one length will be a part equivalent to 11 steps.

TIP: Last Step is a function that is specific to this unit; if you are synchronizing the performance with an external sequencer or with a different model of electribe, the portion of the irregular time signature will not synchronize.

TIP: If you specify a Last Step that is shorter than the original number of steps, any note data located in the shortened portion is preserved but is not played.

TIP: If Beat is set to 8Tri or 16Tri, the maximum number of steps is 12. If you specify any value above this, the setting will be 12.

TIP: When you use the Step Jump function, step numbers 1 and following of the next measure are successively assigned to the trigger pads of numbers above the last step.

GROOVE TYPE [01 Conga1...25 Decrescendo]

Selects the type of Groove. The Groove function lets you modify rhythmically precise sequence data by applying a sense of groove that reproduces the feel of timing with which certain typical instruments are played, or the rhythmic feel of the song. For details on the available groove types, refer to the Groove Type List.

GROOVE DEPTH [0...127]

Adjusts the depth of the Groove effect.

VOICE ASSIGN [Mono1, Mono2, Poly1, Poly2]

Specifies the polyphony of the selected part.

Mono1: The part plays monophonically (single notes).

If you continue holding down the first trigger pad, the second and subsequent notes do not retrigger the EG. Use this setting when playing legato. However, retriggering will occur when a one-shot sample is sounded.

Mono2: The part plays monophonically (single notes).

The EG is retriggered each time you press the trigger pad.

Poly1: The part can play chords that share a single EG, filter, amp, and insert effect (pseudo-polyphonic). A maximum of four voices can be sounded. The EG is not retriggered until you release all trigger pads. However, retriggering will occur when a one-shot sample is sounded.

Poly2: The part can play chords that share a single EG, filter, amp, and insert effect (pseudo-polyphonic). A maximum of four voices can be sounded. The EG is retriggered each time you press the trigger pad to play a note.

PART PRIORITY [Normal, High]

Specifies the order of note priority for the selected part.

If the pattern playback contains numerous overlapping notes, there may be cases in which a currently-sounding note is stopped before a new note is sounded. By setting the PART PRIORITY parameter to High, you can make it less likely that notes of that part will be turned off. However, the effectiveness of this setting is decreased if you select the High setting for multiple parts. Use discretion when choosing the part(s) that use the High setting.

TIP: The effectiveness of this parameter is reduced if you set multiple parts to High, so you should be selective about the parts for which you specify High priority.

MOTION SEQ [Off, Smooth, Trigger Hold]

Specifies how motion sequence will work for the selected part.

Off: The recorded motion sequence is disabled.

Smooth: Knob movements are fluid, creating smooth change in the sound.

Trigger Hold: The knob values in the motion sequence are held from the moment that the part is played.

TIP: MFX motion sequences use the Smooth setting.

TRG. PAD VELOCITY [Off, On]

Enables or disables trigger pad velocity sensitivity.

SCALE MODE [Off, On]

Specifies whether the pitch will follow when you change the Scale and Key.

To make the pitch follow correctly, turn this On before you record that part's performance.

3. STEP EDIT

To create a more elaborate pattern, you can edit individual steps of a pattern that you've recorded or a pattern that's saved in the electribe sampler.

You can readjust the note number or modify the gate time.

A phrase pattern consists of the following five types of data.

This data can be individually edited for each step.


Trigger: Whether a note is sounded at that step

Note number: The pitch that is sounded

Gate time: How long it is sounded

Velocity: How strongly it is sounded

Motion Sequence: How the value of a knob or other controller is changed.

 If you want to save a pattern that you've edited, you must write it before selecting another pattern or turning off the power.

STEP NUMBER [1.01... 4.16]

Selects the step that you'll edit. When you press a trigger pad to specify a step directly, the trigger on/off status also changes.

This step that's selected for editing is called the "target step." Turn the Value knob to select the target step.

At this time the step key corresponding to the target step will light. If the pattern length is 2 or greater, you can also specify it by pressing a step button. If you press the trigger pad of an empty target step, note number C4 is entered.

TIP: You can edit up to step 4.16. The maximum number of steps that are actually played depends on the length, beat, and last step settings.

TIP: To change the target step by units of a Length, hold down the Shift button and turn the Value knob.

NOTE[---, C-1...G 09]

Specify the note number of the target step. You can record up to four note numbers in each target step.

You can change this in steps of an octave by holding down the Shift button and turning the Value knob.

You can also change the target step by pressing a trigger pad.

TIP: If the display indicates "NOTE" pressing a step button does not change the trigger on/off setting.

TIP: Even if you change the note number of a step whose trigger is off, that step does not produce sound until you turn the trigger on.

GATE TIME [00...96, TIE]

This is the gate time length of each step. For example, if the gate time is "96," the duration of the note is exactly as long as a single step.

TIP: If you specify "TIE," the oscillator, EG, and modulation are not retriggered if the next step has the same note.

TIP: If the display indicates "GATE TIME," pressing a step key does not change the trigger on/off setting.

TIP: Even if you change the gate time of a step whose trigger is off, that step does not produce sound until you turn the trigger on.

VELOCITY.....[001...127]

Specifies the strength of the note.

OSC EDIT MOTION[Off, 000...127]

Specifies the OSC Edit value within the motion sequence data.

4. PART UTILITY

COPY PART

This lets you copy the sound and sequence data (including the motion sequence) of the currently selected part to another part.

TIP: If this copy operation would result in more than 24 motion sequences, the motion sequence is not copied.

COPY PART SOUND

This lets you copy only the sound data of the currently selected part to another part.

TIP: Step data and motion sequence data is not copied.

CLEAR SEQUENCE

This lets you delete the sequence data (trigger, note number, gate time) of the selected part.

CLEAR MOTION

Deletes the motion sequence data of the selected part.

5. SAMPLE EDIT

Here you can edit or modify a sample.

TIP: After editing each item, press the Write button to save the sample.

SELECT SAMPLE

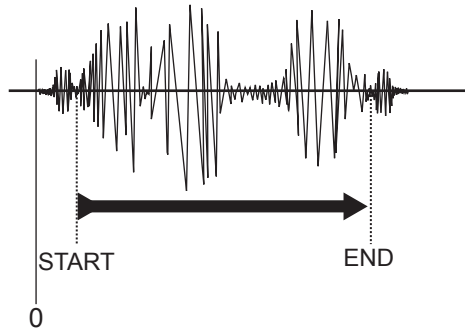
Selects the sample that you'll edit.

RENAME

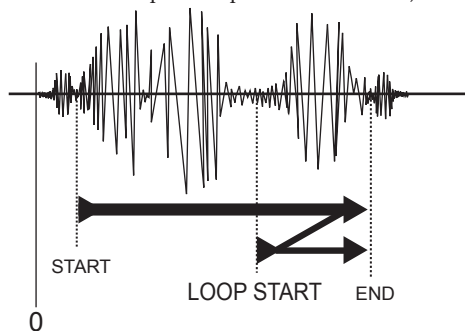
Edits the name of the sample.

START POINT
Specifies the playback start point.

END POINT
Specifies the playback end point.



LOOP START POINT
Specifies the loop start point. The sample playback is looped from the point you specify here until the END POINT. If you set this to the same value as END POINT, the sample plays as a one-shot sample (used for non-looped samples such as drums).



SAMPLE TUNE [-63...+63]
Adjusts the pitch of the sample.

TIME SLICE

Divides the sample by beats.
(→About time slice)

CLEAR SLICE

Cancels the result of the TIME SLICE (divide sample) operation.

PLAY LEVEL [Normal, +12 dB]
Changes the playback level of the sample. For a resampled sample, this is automatically set to "+12 dB" in order to reproduce the volume at which it was recorded.

TIP: In some cases, setting the play level to +12 dB may make the sound more likely to distort.

DELETE SAMPLE

Deletes the sample.

TIP: In some cases, deleting preset samples or user samples might not increase the available sampling time. In this case, defragment the memory as described in "EXPORT ALL SAMPLE" on page 9.

TIP: It will no longer be possible to select the preset sample numbers with the Oscillator knob. If you want to use the preset samples again, execute FACTORY RESET.

TIP: You can hear a preview playback by pressing a trigger pad.

TIP: The Filter, Modulation, Amp/EG, and Insert FX sections are disabled while you're editing a sample.

TIP: When editing a sample, Voice Assign is set to Mono 2.

About time slice

What is time slice?

Time slice is a function by which a sample that contains clear attacks, such as a rhythm phrase, can be divided into beats and assigned to steps. For example, this function can detect the attacks in a rhythm phrase consisting of kick, snare, and hi-hat, and divide the sampled phrase into notes.

By assigning a time-sliced sample to each step, you can obtain a natural-sounding performance even if you change the BPM. You can also assign individual time-sliced samples to parts as one-shot samples.

Creating a time-sliced sample

1. In the SAMPLE EDIT screen, use the Value knob to select a monaural sample that you want to time-slice.
TIP You can't time-slice stereo samples.
2. Access the TIME SLICE screen, and press the Menu/Enter button. Time slice is executed automatically, and the number of steps and the beat are displayed.
TIP The start point and end point is automatically specified for each of the divided samples produced when you time-slice. You can't change these points. When you time-slice a sample, it is no longer possible to play the entire sample in its original condition.
3. Turn the Value knob to specify the number of steps into which you want to divide the sample. Hold down the Shift button and turn the Value knob to specify the beat. You can specify the beat as one of four choices: 16, 32, 8 Tri, or 16 Tri.
TIP When using a time-sliced sample in a pattern, the steps to which the time slices are assigned will change if the beat setting of the pattern differs from this setting.
4. Press the Menu/Enter button to make the display indicate "Threshold:" and specify the sensitivity at which the time slices are detected; this adjusts the way in which the notes are divided. As you use the Value knob to change the threshold, the way in which the notes are divided will change. You can adjust the sensitivity in a range of 0–32. Lower values produce a higher sensitivity, causing the time slices to be detected in greater detail. The trigger pads are illuminated to indicate the position of each sliced note. You can press a trigger pad to hear the note that's assigned to the corresponding location.
TIP If you specify a number of steps greater than 16 in step 3, you can use the step buttons to change the region of time-sliced steps that are shown.
5. Hold down the Shift button and press a trigger pad to enable/disable the corresponding region. Make settings for regions that could not be detected, or delete regions that you don't want.
TIP If you change the sensitivity, it may take a little time for the divisions to change. Depending on the volume and type of the sample, there may be cases in which changing the sensitivity does not change the divisions.
TIP If the beat is set to 8 Tri or 16 Tri, steps 13–16 are not used.
6. When you have finished making all adjustments, press the Write button to save the sample.
TIP If you decide to cancel before finishing the operation, press the Exit button.

Using a time-sliced sample

Using the entire sample

Use the Oscillator knob to select a time-sliced sample. The display indicates "SLICE" when you select a time-sliced sample.

If you select trigger pad mode "Sequencer" and turn all steps On, the samples divided at the specified locations are played consecutively. You can also edit by turning each step on/off.

Using a sliced sample as one-shot samples

Use the Oscillator knob to select a time-sliced sample. The display indicates "SLICE" when you select a time-sliced sample. By continuing to turn the Oscillator knob you can select the divided samples; e.g., [Sample number]-01, etc.

Canceling time-slice

1. In the SAMPLE EDIT screen, use the Value knob to select the sample for which you want to cancel time-slice.
2. Access the CLEAR SLICE screen, and press the Menu/Enter button.
3. When the display indicates "OK," press the Write button to save. If you decide not to cancel time-slice, press the Exit button.

6. GLOBAL PARAMETER

These parameters are settings for the entire electribe sampler.

TIP: Global parameters are saved automatically when you turn off the power. You can also save the settings by pressing the Write button while editing global parameters.

TRIGGER MODE [Normal, Seq 1st, Seq Play]

Specifies what happens when you strike a trigger pad in Trigger mode.

Normal: The C4 note is sounded.

Seq 1st: The first note recorded in the part is sounded. If not even one note is recorded, the C4 note is sounded.

Seq Play: The sequence recorded in the part plays while you hold down the trigger pad.

VELOCITY CURVE [Heavy, Normal, Light, Const96]

Selects how the volume and tone respond to the trigger pad velocity (the force of your strike).

Heavy: Heavy response. This curve lets you obtain an effect when you play strongly.

Normal: Normal response.

Light: Light response. This curve lets you obtain an effect without having to play strongly.

Const96: The velocity value will always be 96.

CLOCK MODE [Internal, Auto, External USB, External MIDI, External Sync]

Selects the clock to which the electribe sampler's tempo is synchronized.

If you select an external clock, the electribe sampler's sequencer and other tempo-synchronized settings (such as Delay Time) are all synchronized to the external device.

Internal: The electribe sampler's internal clock is the basis for synchronization. Choose this setting if you're using the electribe sampler by itself, or if you're using the electribe sampler as the master device that controls other synchronized devices.

Auto: If MIDI clock data from an external MIDI device connected to the MIDI IN connector (or USB connector) is received, the electribe sampler automatically operates as with the "External MIDI" or "External USB" setting. If there is no input, the electribe sampler operates as with the "Internal" setting. If clock data is received from a device connected to the Sync In jack, the electribe sampler operates as with the "External Sync" setting.

TIP The order of priority for the selected signal is External USB, External MIDI, and then External Sync.

External USB: The electribe sampler synchronizes to MIDI clock data from a PC connected to the USB connector.

External MIDI: The electribe sampler synchronizes to MIDI clock data from an external MIDI device connected to the MIDI IN connector.

External Sync: The electribe sampler synchronizes to clock data from a device connected to the Sync In jack.

TIP For details on synchronization-related settings for your external MIDI device or for a device connected to the Sync jack, refer to the owner's manual of your device.

GLOBAL MIDI CH [01...16]

Specifies the MIDI channel of the electribe sampler.

If you want to transmit or receive program changes or system exclusive messages, set the MIDI channel to match the MIDI channel of the connected MIDI device.

MIDI RECEIVE FILTER [Off, Short, Short+Program]

Specifies which MIDI messages are not received.

OFF: All messages are received.

Short: Short messages (Note On/Off, Control Change) are not received.

Short + Program: Short messages and program change messages are not received.

MIDI SEND FILTER[Off, Short, Short+Program]

Specifies which MIDI messages are not transmitted.

OFF: All messages are transmitted.

Short: Short messages (Note On/Off, Control Change) are not transmitted.

Short + Program: Short messages and program change messages are not transmitted.

SYNC POLARITY[Hi, Lo]

Specifies the polarity of the Sync trigger signal when synchronizing the performance with a device connected to the Sync jack.

SYNC UNIT[1 Step, 2 Steps]

Specifies the cycle of the synchronization signal that is output from the Sync Out jack to advance the step, relative to the synchronization signal received at the Sync In jack.

1 step: When a sync signal is input, the electribe sampler advances by one step. A sync signal is output at each step.

2 steps: When a sync signal is input, the electribe sampler advances by two steps. A sync signal is output at every two steps.

METRONOME [Off, Rec 0, Rec 1, Rec 2, On]

Specifies the setting of the metronome function. The metronome is convenient when you're using realtime recording to create a pattern. The metronome sounds at quarter-note timing. If this setting is On, the metronome always sounds during recording.

If this is Off, the metronome does not sound. If this is set to Rec 0, Rec 1, or Rec 2, the metronome sounds only during recording. With the Rec 0 setting, there is no pre-count.

TEMPO LOCK[Off, On]

If this is On, the current tempo setting is locked. The tempo will not change even if you switch to a pattern that has a different tempo.

KNOB MODE[Jump, Catch, Value Scale]

Specifies what happens when the knob position does not match the actual value of the parameter.

Jump: When you turn a knob, the parameter value jumps to the value indicated by the knob. This is a good setting to use when you're editing, since it's easy to detect the result of turning the knob.

Catch: When you turn a knob, the parameter value does not start changing until the knob reaches the actual value of the parameter. This is a good setting to use when you're performing, since it prevents the sound from changing suddenly.

Value Scale: When you turn a knob, the parameter value increases or decreases in a relative way, in the direction that you turned the knob. When the knob reaches its full extent in either direction, the parameter value also reaches its maximum or minimum; once the knob and parameter value are matched, the knob and parameter values change in tandem.

If the parameter value does not change

Sometimes, the parameter value might not change when you turn the knob to left or right.

In this case, the KNOB MODE is set to "Catch." With the "Catch" setting, the value does not change until the knob position matches the actual value of the parameter that you're editing (the value shown in the main display).

With the "Catch" setting, the knob and value change in tandem only after the knob position has reached the actual value; this prevents the sound from changing in an unnaturally sudden way. With the "Jump" setting, moving the knob causes the actual value to change immediately to the position of the knob.



Suppose that you've turned a knob to edit a certain parameter, and the knob is in the position shown.



Suppose that you switch programs, and the actual value of the parameter assigned to the knob is now at the position indicated by the triangle in the illustration. The parameter value will not change until you turn the knob to that position.



Once the knob has reached the position that corresponding to the actual value, the parameter value and the knob position will be linked, and the value will change as you turn the knob.

TOUCH SCALE RANGE.....[1 Oct, 2 Oct, 3 Oct, 4 Oct]

Specifies the pitch range that is assigned to the touch pad when using the touch scale function.

TIP: To change the pitch range, press the Keyboard button and then press a step button.

LCD CONTRAST [1...25]

Adjusts the contrast of the text in the display.

AUDIO IN THRU [Off, On]

Specifies whether input from the Audio In jack is output from the Audio Out L/R jacks.

BATTERY TYPE.....[Ni-MH, Alkali]

Specifies the type of batteries that are being used.

Ni-MH: Choose this setting if you're using nickel-metal hydride batteries.

Alkali: Choose this setting if you're using alkaline batteries.

AUTO POWER OFF..... [Disable, 4 hours]

Specifies whether the power automatically turns off when no knobs or buttons have been operated for a certain length of time. With the factory settings, this is set to "4 hours."

Disable: The auto power-off function is disabled. The power does not turn off automatically.

4 hours: If four hours elapses without any of the electribe sampler's buttons, knobs, or trigger pad being operated, the power turns off automatically.

TIP: Even if a pattern is playing continuously, the power turns off automatically if absolutely no operation has been performed for the specified time. Choose the "Disable" setting if you don't want the power to turn off automatically.

POWER SAVE MODE..... [Disable, Auto, Enable]

Enables or disables power save mode. When you use the electribe sampler on batteries, it operates in power save mode; the display backlight and LEDs are dimmed.

Disable: Power save mode is disabled.

Auto: Power save mode is enabled when using the electribe sampler on batteries, and disabled when using it with the AC adapter.

Enable: Power save mode is enabled at all times.

TIP: If the display backlight is dim, the screen might appear to flicker depending on the surrounding lighting conditions.

7. DATA UTILITY

These functions let you write data to or read data from a memory card, update the system, or return the instrument to the factory-set state.

EXPORT PATTERN

This function exports the currently selected pattern to the memory card.

The file is exported in the format of KORG\electrube sampler\[pattern number]_[pattern name].e2spat. If an identically-named file already exists, it is overwritten.

TIP: If an identically-named file already exists, it is overwritten.

TIP: If the pattern is being edited, the edited form of the pattern is exported even if you have not yet pressed the Write button to save it.

EXPORT ALL PATTERN

This function exports all patterns and global parameters to the memory card as a single file. The exported file is KORG\electrube sampler\electrube_sampler_allpattern.e2sallpat on the memory card. If an identically-named file already exists, it is overwritten.

IMPORT PATTERN

This function imports a pattern file (.e2spat file) that was exported by the EXPORT PATTERN function.

IMPORT ALL PATTERN

From the memory card, this function imports all patterns and global parameters contained in an .e2sallpat file that was exported by the EXPORT ALL PATTERN function.

INITIALIZE PATTERN

This function initializes all data of the currently selected pattern. Each part's sound data and sequence data including motion sequence data, as well as the tempo, length, and beat are reset to the initial state.

EXPORT AUDIO

This function exports the currently selected pattern to the memory card as WAV files.

The files are exported to the KORG\electrube sampler\[pattern number]_[pattern name] Project\Audio folder of the memory card.

SELECT TYPE..... [Ableton Live Set, WAV File Only]

Selects the file format that is exported.

Ableton Live Set: In addition to the WAV files, an Ableton live project file (.als file) is also exported.

If there are more than nine parts in which the trigger is turned on for any step, a separate Lite.als file for Ableton Live Lite is also exported.

TIP: The .als file for Ableton Live Lite is a project file containing up to eight parts in which a trigger-on has been recorded, starting with part 1.

WAV File Only: Only WAV files are exported. An Ableton Live project file is not exported.

EXPORT P.SET AUDIO

Using this function, patterns that are registered as a pattern set can be exported as WAV files.

Specify the range of set numbers for which patterns registered as a pattern set are exported as WAV files.

The files are exported to the KORG\electrube sampler\PatternSet Project\Audio folder of the memory card.

SELECT START [1...64]

Specifies the starting number of the range of pattern sets that you want to export.

SELECT END [1...64]

Specifies the ending number of the range of pattern sets that you want to export.

SELECT TYPE..... [Ableton Live Set, WAV File Only]

Selects the file format that is exported. (→ see “EXPORT AUDIO”)

IMPORT SAMPLE

From the memory card, this function imports a WAV file or an .e2sSample.all file that was exported by the EXPORT ALL SAMPLE function.

TIP: WAV files created by the electrube sampler's EXPORT SAMPLE function contain editing data such as time slice information. If you use a waveform editing application to edit the sample, this editing data is lost, and cannot be recovered even if you load it by IMPORT SAMPLE.

EXPORT SAMPLE

This function exports the currently selected sample to the memory card as a WAV file.

EXPORT ALL SAMPLE

This function exports all preset samples and user samples to the memory card as the single file KORG\electrube sampler\Sample/e2sSample.all. This exported file is automatically loaded the next time that you turn on the power, restoring the state of all samples.

TIP: If you execute EXPORT ALL SAMPLE after deleting samples, the file is exported in a defragmented state. By loading this file at startup, you can increase the available user sampling time.

TIP: Only one e2sSample.all file can be saved in the folder. User samples are not loaded if you delete the e2sSample.all file from the specified folder, or if you use a different card on which an e2sSample.all file is not saved.

CARD FORMAT

This function formats (initializes) the memory card and creates the folders that are needed by the electrube sampler.

FACTORY RESET

Returns all settings of the electrube sampler to their factory-set state.

SOFTWARE UPDATE

Updates the system software of the electrube sampler. Obtain the update file from the Korg website, use your computer to copy it to the specified folder of a memory card, insert the memory card into the electrube sampler, and then execute this function.

8. EVENT REC/PLAY

These functions let you record a performance that uses several patterns, or a performance that includes knob or trigger pad operations during the performance.

TIP: The EVENT REC/PLAY functions are available if the CLOCK MODE is set to Internal.

EVENT RECORDER

When you record using the Event Recorder, the data is written to the KORG\electribe sampler folder as a file named e_[number].e2sev.

TIP: There can be a maximum of 100 files.

EVENT PLAYER

Open Player

Selects an e2ev file recorded by the Event Recorder.

Enter: Start Play: Press the Enter button to start playback.

9. Appendix

Shortcut list

The following table lists the functions that you can access by operating a knob or button while holding down the Shift button.

Section	Button/knob name	Function when operated while holding down the Shift button
5. Transport	Play/Pause button	Play from beginning of pattern
	Tap button	Show the BPM setting page
	Rec button	Enter sampling mode
6. Touch pad	Master Fx button	Show the MFX Type setting page
7. Common	Value knob	Select the pattern number in steps of 10
	Write button	Show the pattern rename page
8. Edit	Oscillator knob	Select by jumping to each category
	Pitch/Glide knob	Show the Glide page of the edit menu
	Modulation knob	Change the waveform while keeping the modulation destination
10. Part edit	Part Mute button	Defeat muting for all parts
11. Pad mode	Chord button	Show the Chord Set setting page
12. Trigger pads*	Trigger pad 1	Show the SWING setting page
	Trigger pad 2	Show the LENGTH setting page
	Trigger pad 3	Show the CLEAR MFX MOTION page
	Trigger pad 4	Show the KEY setting page
	Trigger pad 5	Show the SCALE setting page
	Trigger pad 6	Show the GATE ARP setting page
	Trigger pad 7	Show the LAST STEP setting page
	Trigger pad 8	Show the GROOVE TYPE setting page
	Trigger pad 9	Show the GROOVE DEPTH setting page
	Trigger pad 10	Show the MOTION SEQ setting page
	Trigger pad 11	Show the TRG. PAD VELOCITY setting page
	Trigger pad 12	Show the STEP EDIT page
	Trigger pad 13	Show the COPY PART page
	Trigger pad 14	Show the CLEAR SEQUENCE page
	Trigger pad 15	Show the CLEAR MOTION page
	Trigger pad 16	Show the METRONOME setting page

OSC Type List

No.	Name	Category	Slice	Stereo
1	SAW	Analog		
2	PULSE	Analog		
3	TRIANGLE	Analog		
4	SINE	Analog		
5	UNI-SAW	Analog		
6	UNI-SQU	Analog		
7	UNI-TRI	Analog		
8	UNI-SINE	Analog		
9	SYNC-SAW	Analog		
10	SYNC-SQU	Analog		
11	SYNC-TRI	Analog		
12	SYNC-SINE	Analog		
13	HPF NOISE	Analog		
14	LPF NOISE	Analog		
15	LOFI NOISE	Analog		
16	REZ NOISE	Analog		
17	Audio In Mn	Audio In		
18	Audio In St	Audio In		○
19	Hippy	Kick		
20	BigBreaks	Kick		
21	Breaks	Kick		
22	Mute	Kick		
23	Vinyl	Kick		
24	Authentic 1	Kick		
25	Authentic 2	Kick		
26	Ambie	Kick		
27	Ringy	Kick		
28	Hoppy	Kick		
29	Jazz	Kick		
30	Rock	Kick		
31	Legend Hi	Kick		
32	Legend Lo	Kick		
33	Kick&Sym	Kick		
34	BreaksEDM	Kick		
35	Raw 1	Kick		
36	Raw 2	Kick		
37	R&B	Kick		
38	Tite Hi	Kick		
39	Tite Mid	Kick		
40	Tite Lo	Kick		
41	Fatjersey	Kick		
42	Pure Eight	Kick		
43	Boom Eight	Kick		
44	Knock Eight	Kick		
45	Ultra Eight	Kick		
46	Mono/Poly	Kick		
47	Short Eight	Kick		
48	Atomik	Kick		
49	Zappy	Kick		
50	Comp Nine	Kick		
51	TwoTone	Kick		
52	Sillicon	Kick		
53	AfterNoiz	Kick		
54	Fiend ST	Kick		○
55	Chip	Kick		
56	Hippy	Snare		
57	BigBreaks 1	Snare		
58	BigBreaks 2	Snare		
59	Breaks	Snare		
60	Vinyl	Snare		
61	Authentic 1	Snare		
62	Authentic 2	Snare		
63	Ambie	Snare		

No.	Name	Category	Slice	Stereo
64	Ringy	Snare		
65	Hoppy	Snare		
66	Oldskool	Snare		
67	Rock Hi	Snare		
68	Rock Lo	Snare		
69	Legend	Snare		
70	BreaksEDM	Snare		
71	Raw 1	Snare		
72	Raw 2	Snare		
73	R&B	Snare		
74	DaHouse	Snare		
75	EastCoast	Snare		
76	Picsnare	Snare		
77	Marching	Snare		
78	BrushTap	Snare		
79	Bouncy	Snare		
80	Gutter ST	Snare		○
81	Tight	Snare		
82	Comp Eight	Snare		
83	Short Eight	Snare		
84	Pure Eight	Snare		
85	KPR55	Snare		
86	High Six	Snare		
87	Comp Nien	Snare		
88	Valve Seven	Snare		
89	Aftertaste	Snare		
90	Doof	Snare		
91	Harsh	Snare		
92	Fiend ST	Snare		○
93	Chip	Snare		
94	Snare&Clap	Snare		
95	Rim&Clap	Snare		
96	Rim Harsh	Snare		
97	Rim Ambi	Snare		
98	Rim R&B	Snare		
99	Rim&Spring	Snare		
100	Clunk	Clap		
101	HiLight ST	Clap		○
102	Pure Eight	Clap		
103	R&B	Clap		
104	KPR77	Clap		
105	DirtySouth	Clap		
106	Live Nine	Clap		
107	Crunk	Clap		
108	Dry	Clap		
109	Rap	Clap		
110	Clap&Snare	Clap		
111	FingerSnap	Clap		
112	Verbed Close	HiHat		
113	Verbed Open	HiHat		
114	STD Close 1	HiHat		
115	STD Close 2	HiHat		
116	STD Open	HiHat		
117	Phase Close	HiHat		
118	Phase Open	HiHat		
119	Eight Close	HiHat		
120	Eight Open	HiHat		
121	Eight Drivin	HiHat		
122	Six Close	HiHat		
123	Six Open	HiHat		
124	Nine Close	HiHat		
125	Nine Open1	HiHat		
126	Nine Open2	HiHat		
127	Noiz Close	HiHat		
128	Noiz Open	HiHat		

No.	Name	Category	Slice	Stereo
129	Zed Close	HiHat		
130	Zed Open	HiHat		
131	Chip Close	HiHat		
132	Chip Open	HiHat		
133	Hippy 1	HiHat		
134	Hippy 2	HiHat		
135	Vinyl	HiHat		
136	Authentic 1	HiHat		
137	Authentic 2	HiHat		
138	Hoppy	HiHat		
139	Fiend 1	HiHat		
140	Fiend 2	HiHat		
141	Raw 1	HiHat		
142	Raw 2	HiHat		
143	R&B	HiHat		
144	Moist	HiHat		
145	Farflung	HiHat		
146	HousefunST	HiHat		○
147	LivefeelST	HiHat		○
148	Flap ST	HiHat		○
149	CrashE-Coast	Cymbal		
150	CrhBasix ST	Cymbal		○
151	Crash Nine	Cymbal		
152	Crash Eight	Cymbal		
153	Ride Hummy	Cymbal		
154	Ride Bell	Cymbal		
155	Ride Nine	Cymbal		
156	Ride Zed	Cymbal		
157	Brass 1	Hits		
158	Brass 2	Hits		
159	Brass 3	Hits		
160	Brass 4	Hits		
161	Brass 5	Hits		
162	Bash	Hits		
163	Crock	Hits		
164	Thump	Hits		
165	Crusoe	Hits		
166	Jazzy	Hits		
167	Oldies	Hits		
168	R&B Piano	Hits		
169	PianoUp	Hits		
170	Lounge	Hits		
171	Vibe	Hits		
172	Trap	Hits		
173	DirtySouth	Hits		
174	Orchestra 1	Hits		
175	Orchestra 2	Hits		
176	Orchestra 3	Hits		
177	Strings	Hits		
178	Pizzcato	Hits		
179	Vinyl 1	Hits		
180	Vinyl 2	Hits		
181	Vinyl 3	Hits		
182	Gangster 1	Hits		
183	Gangster 2	Hits		
184	EastCoast	Hits		
185	Sampler 1	Hits		
186	Sampler 2	Hits		
187	Sampler 3	Hits		
188	Synth 1	Hits		
189	Synth 2	Hits		
190	PainoChord 1	Shots		
191	PianoChord 2	Shots		
192	PainoChord 3	Shots		
193	Octave Piano	Shots		
194	Mad Piano	Shots		

No.	Name	Category	Slice	Stereo
195	PianoFXChord	Shots		
196	PianoFX 1	Shots		
197	PianoFX 2	Shots		
198	E.P.Chord	Shots		
199	EP&ClavChord	Shots		
200	Wah EP Chord	Shots		
201	Wah E.P.	Shots		
202	Wah Clav	Shots		
203	Octave Clav	Shots		
204	OrganChord	Shots		
205	ChoirChord	Shots		
206	MoveStrings	Shots		
207	DiscoStr Old	Shots		
208	DiscoStr New	Shots		
209	Oct Strings	Shots		
210	Oct StrPizz	Shots		
211	Violin Pizz	Shots		
212	Brass Fall	Shots		
213	Trumpet	Shots		
214	Trombone	Shots		
215	HornsChord 1	Shots		
216	HornsChord 2	Shots		
217	Brass DDD1	Shots		
218	Sax Chord	Shots		
219	Oct Sax Up	Shots		
220	Sax Up	Shots		
221	GtrChordRev	Shots		
222	GtrChord 1	Shots		
223	GtrChord 2	Shots		
224	WahGtr Chord	Shots		
225	WahGuitar	Shots		
226	DistMuteGtr	Shots		
227	E.BsPopping	Shots		
228	E.BsThumping	Shots		
229	E.BsSlideUp	Shots		
230	KotoGliss 1	Shots		
231	KotoGliss 2	Shots		
232	ShakuHachi 1	Shots		
233	ShakuHachi 2	Shots		
234	Aah	Voice		
235	Aow 1	Voice		
236	Aow 2	Voice		
237	Ahaaaa	Voice		
238	Yeah	Voice		
239	Uh	Voice		
240	Uhuu	Voice		
241	Oh	Voice		
242	Ohhh	Voice		
243	Uho-Oooo	Voice		
244	ComeOn	Voice		
245	Go 1	Voice		
246	Go 2	Voice		
247	Haah	Voice		
248	Tribe Ha	Voice		
249	KungFoo Ha	Voice		
250	KungFoo Haai	Voice		
251	Whoo!!	Voice		
252	Hey 1	Voice		
253	Hey 2	Voice		
254	Ho	Voice		
255	You	Voice		
256	Yo	Voice		
257	Whoop	Voice		
258	Mmmm	Voice		
259	Say-What	Voice		

No.	Name	Category	Slice	Stereo
260	BiririnBan	Voice		
261	Banter	Voice		
262	No!!	Voice		
263	Screaming	Voice		
264	Mad Laugh	Voice		
265	Scratch 1	SE		
266	Scratch 2	SE		
267	Siren 1	SE		
268	Siren 2	SE		
269	AirHorn	SE		
270	Tiger	SE		
271	Shotgun	SE		
272	Industrial	FX		
273	Niche	FX		
274	KnockStab	FX		
275	PercStab	FX		
276	ChordStab	FX		
277	Metal	FX		
278	SynStab	FX		
279	Strippa	FX		
280	Ploinky	FX		
281	Mineral	FX		
282	Faubert	FX		
283	RaverAlert	FX		
284	Triplechunk	FX		
285	Cardboard	FX		
286	BassTone	FX		
287	BassStab	FX		
288	RoboBeatUp	FX		
289	RoboBeatDown	FX		
290	Digi-Yeah	FX		
291	Digi-Yah	FX		
292	HeliumVox	FX		
293	Beep	FX		
294	SynSiren1	FX		
295	SynSiren2	FX		
296	Class	FX		
297	SquDown	FX		
298	Glitch 1	FX		
299	Glitch 2	FX		
300	Glitch 3	FX		
301	Glitch 4	FX		
302	Eight Lo	Tom		
303	Eight Mid	Tom		
304	Eight Hi	Tom		
305	Nine Lo	Tom		
306	Nine Hi	Tom		
307	Zed Lo	Tom		
308	Zed Hi	Tom		
309	STD Floor	Tom		
310	STD Lo	Tom		
311	STD Hi	Tom		
312	Rim Nine	Perc.		
313	Rim Eight	Perc.		
314	Claves Eight	Perc.		
315	Syn Maracas	Perc.		
316	Syn Cowbell	Perc.		
317	SevenC.bell	Perc.		
318	Zed Cowdell	Perc.		
319	WaveStation	Perc.		
320	Deeprazo	Perc.		
321	Bongo 1	Perc.		
322	Bongo 2	Perc.		
323	Bongo 3	Perc.		
324	Bongo 4	Perc.		

No.	Name	Category	Slice	Stereo
325	Conga 1	Perc.		
326	Conga 2	Perc.		
327	Conga 3	Perc.		
328	Conga 4	Perc.		
329	Djembe 1	Perc.		
330	Djembe 2	Perc.		
331	Djembe 3	Perc.		
332	Tambourine1	Perc.		
333	Tambourine2a	Perc.		
334	Tambourine2b	Perc.		
335	Shaker	Perc.		
336	Vibraslap	Perc.		
337	TubularBell	Perc.		
338	Timpani	Perc.		
339	Wadaiko	Perc.		
340	WaDaiko Rim	Perc.		
341	ChanChiki Op	Perc.		
342	ChanChiki Mt	Perc.		
343	Piano 1/125	Phrase		
344	Piano 2/127	Phrase		
345	Vocal 1/127	Phrase		
346	Vocal 2/127	Phrase		
347	Vocal 3/126	Phrase		
348	Brass 1/125	Phrase		
349	Brass 2/130	Phrase		
350	Trumpet1/125	Phrase		
351	Trumpet2/125	Phrase		
352	Trumpet3/125	Phrase		
353	Trumpet4/125	Phrase		
354	Trumpet5/125	Phrase		
355	HarpChord/67	Phrase	○	
356	E.Guitar/125	Phrase		
357	Wah E.Gtr/91	Phrase		
358	Drum 1/90	Loop	○	
359	Drum 2/93	Loop	○	
360	Drum 3/102	Loop	○	
361	Drum 4/120	Loop	○	
362	Drum 5/120	Loop	○	
363	Drum&Bass/98	Loop	○	
364	Drum&E.P/87	Loop	○	
365	Conga/133	Loop	○	
366	Bongo/133	Loop	○	
367	Djembe/100	Loop	○	
368	Berimbau/102	Loop	○	
369	Samba/113	Loop	○	
370	Carnival/124	Loop	○	
371	DistPerc/109	Loop	○	
372	Tekrollr/127	Loop	○	
373	FlyPerc/127	Loop	○	
374	A.Bass/125	Loop	○	
375	E.Bass 1/125	Loop	○	
376	E.Bass 2/125	Loop	○	
377	E.Bass 3/125	Loop	○	
378	E.Bass 4/125	Loop	○	
379	E.Bass 5/125	Loop	○	
380	E.Gtr 1/125	Loop	○	
381	E.Gtr 2/125	Loop	○	
382	E.Gtr 3/125	Loop	○	
383	Strings/125	Loop		
384	Vocal 1/128	Loop	○	
385	Vocal 2/129	Loop	○	
386	SyncD/130	Loop	○	
387	Drifter/128	Loop	○	
388	Tronica/120	Loop	○	
389	Bizarre/125	Loop	○	

No.	Name	Category	Slice	Stereo
390	Nutta/128	Loop		
391	A.Piano	PCM		
392	E.P.MarkV	PCM		
393	E.P.Wurly	PCM		
394	Clavi	PCM		
395	RotalyOrgan	PCM		
396	M1Organ	PCM		
397	A.Guitar	PCM		
398	NylonGuitar	PCM		
399	E.BassFinger	PCM		
400	E.BassPick	PCM		
401	WahBass	PCM		
402	AcousticBass	PCM		
403	RecordBass	PCM		
404	RaggaBass	PCM		
405	DubBass	PCM		
406	Flute	PCM		
407	Flute16Voice	PCM		
408	SopranoSax	PCM		
409	AltoSax	PCM		
410	SaxGrowl	PCM		
411	BrassEns	PCM		
412	StringsEns	PCM		
413	BigString	PCM		
414	MelloVox	PCM		
415	DigiVox	PCM		
416	Kalimba	PCM		
417	MusicBox	PCM		
418	DrumHit	PCM		
419	GamelanWave	PCM		
420	BoostSaw	PCM		
421	DoorPhone	PCM		



<http://www.samplemagic.com/>



<http://www.loopmasters.com/>



<http://primeloops.com>



<http://www.rawcutz.com/>

Modulation Type List

No.	Name	Modulation Source	Modulation Destination	BPM Sync	Key Sync
1	EG+ Filter	AD Envelope (positive)	Filter Cutoff		
2	EG+ Pitch	AD Envelope (positive)	Oscillator Pitch		
3	EG+ OSC	AD Envelope (positive)	Oscillator Edit		
4	EG+ Level	AD Envelope (positive)	Amp Level		
5	EG+ Pan	AD Envelope (positive)	Pan		
6	EG+ IFX	AD Envelope (positive)	IFX Edit		
7	EG+ BPM Filter	AD Envelope (positive)	Filter Cutoff	○	
8	EG+ BPM Pitch	AD Envelope (positive)	Oscillator Pitch	○	
9	EG+ BPM OSC	AD Envelope (positive)	Oscillator Edit	○	
10	EG+ BPM Level	AD Envelope (positive)	Amp Level	○	
11	EG+ BPM Pan	AD Envelope (positive)	Pan	○	
12	EG+ BPM IFX	AD Envelope (positive)	IFX Edit	○	
13	EG- Filter	AD Envelope (negative)	Filter Cutoff		
14	EG- Pitch	AD Envelope (negative)	Oscillator Pitch		
15	EG- OSC	AD Envelope (negative)	Oscillator Edit		
16	EG- Level	AD Envelope (negative)	Amp Level		
17	EG- Pan	AD Envelope (negative)	Pan		
18	EG- IFX	AD Envelope (negative)	IFX Edit		
19	EG- BPM Filter	AD Envelope (negative)	Filter Cutoff	○	
20	EG- BPM Pitch	AD Envelope (negative)	Oscillator Pitch	○	
21	EG- BPM OSC	AD Envelope (negative)	Oscillator Edit	○	
22	EG- BPM Level	AD Envelope (negative)	Amp Level	○	
23	EG- BPM Pan	AD Envelope (negative)	Pan	○	
24	EG- BPM IFX	AD Envelope (negative)	IFX Edit	○	
25	LFOTri Filter	LFO (triangle)	Filter Cutoff		
26	LFOTri Pitch	LFO (triangle)	Oscillator Pitch		
27	LFOTri OSC	LFO (triangle)	Oscillator Edit		
28	LFOTri Level	LFO (triangle)	Amp Level		
29	LFOTri Pan	LFO (triangle)	Pan		
30	LFOTri IFX	LFO (triangle)	IFX Edit		
31	LFOTriB Filter	LFO (triangle)	Filter Cutoff	○	○
32	LFOTriB Pitch	LFO (triangle)	Oscillator Pitch	○	○
33	LFOTriB OSC	LFO (triangle)	Oscillator Edit	○	○
34	LFOTriB Level	LFO (triangle)	Amp Level	○	○
35	LFOTriB Pan	LFO (triangle)	Pan	○	○
36	LFOTriB IFX	LFO (triangle)	IFX Edit	○	○
37	SawUpB Filter	LFO (up-saw)	Filter Cutoff	○	○
38	SawUpB Pitch	LFO (up-saw)	Oscillator Pitch	○	○
39	SawUpB OSC	LFO (up-saw)	Oscillator Edit	○	○
40	SawUpB Level	LFO (up-saw)	Amp Level	○	○
41	SawUpB Pan	LFO (up-saw)	Pan	○	○
42	SawUpB IFX	LFO (up-saw)	IFX Edit	○	○
43	SawDwnB Filter	LFO (down-saw)	Filter Cutoff	○	○
44	SawDwnB Pitch	LFO (down-saw)	Oscillator Pitch	○	○
45	SawDwnB OSC	LFO (down-saw)	Oscillator Edit	○	○
46	SawDwnB Level	LFO (down-saw)	Amp Level	○	○
47	SawDwnB Pan	LFO (down-saw)	Pan	○	○
48	SawDwnB IFX	LFO (down-saw)	IFX Edit	○	○
49	SquUpB Filter	LFO (up-square)	Filter Cutoff	○	○
50	SquUpB Pitch	LFO (up-square)	Oscillator Pitch	○	○
51	SquUpB OSC	LFO (up-square)	Oscillator Edit	○	○
52	SquUpB Level	LFO (up-square)	Amp Level	○	○
53	SquUpB Pan	LFO (up-square)	Pan	○	○
54	SquUpB IFX	LFO (up-square)	IFX Edit	○	○
55	SquDwnB Filter	LFO (down-square)	Filter Cutoff	○	○
56	SquDwnB Pitch	LFO (down-square)	Oscillator Pitch	○	○
57	SquDwnB OSC	LFO (down-square)	Oscillator Edit	○	○
58	SquDwnB Level	LFO (down-square)	Amp Level	○	○
59	SquDwnB Pan	LFO (down-square)	Pan	○	○
60	SquDwnB IFX	LFO (down-square)	IFX Edit	○	○
61	S&HBPM Filter	LFO (sample & hold)	Filter Cutoff	○	
62	S&HBPM Pitch	LFO (sample & hold)	Oscillator Pitch	○	
63	S&HBPM OSC	LFO (sample & hold)	Oscillator Edit	○	
64	S&HBPM Level	LFO (sample & hold)	Amp Level	○	

No.	Name	Modulation Source	Modulation Destination	BPM Sync	Key Sync
65	S&HBPM Pan	LFO (sample & hold)	Pan	<input type="radio"/>	
66	S&HBPM IFX	LFO (sample & hold)	IFX Edit	<input type="radio"/>	
67	Random Filter	LFO (random)	Filter Cutoff		
68	Random Pitch	LFO (random)	Oscillator Pitch		
69	Random OSC	LFO (random)	Oscillator Edit		
70	Random Level	LFO (random)	Amp Level		
71	Random Pan	LFO (random)	Pan		
72	Random IFX	LFO (random)	IFX Edit		

Filter Type List

	LPF	HPF	BPF
1	OFF	OFF	OFF
2	electirbe LPF	electirbe HPF	electirbe BPF

Scale List

	Scale Name	Scale [Key C]
1	Chromatic	C, D ^b , D, E ^b , E, F, G ^b , G, A ^b , A, B ^b , B
2	Ionian	C, D, E, F, G, A, B
3	Dorian	C, D, E ^b , F, G, A, B ^b
4	Phrygian	C, D ^b , E ^b , F, G, A ^b , B ^b
5	Lydian	C, D, E, F [#] , G, A, B
6	Mixolydian	C, D, E, F, G, A, B ^b
7	Aeolian	C, D, E ^b , F, G, A ^b , B ^b
8	Locrian	C, D ^b , E ^b , F, G ^b , A ^b , B ^b
9	Harm (Harmonic) minor	C, D, E ^b , F, G, A ^b , B
10	Melo (Melodic) minor	C, D, E ^b , F, G, A, B
11	Major Blues	C, D, E ^b , E, G, A
12	minor Blues	C, E ^b , F, G ^b , G, B ^b
13	Diminished	C, D, E ^b , F, F [#] , G [#] , A, B
14	Com.Dim (Combination Diminished)	C, D ^b , E ^b , E, F [#] , G, A, B ^b
15	Major Penta (Pentatonic)	C, D, E, G, A
16	minor Penta (Pentatonic)	C, E ^b , F, G, B ^b
17	Raga 1 (Bhairav)	C, D ^b , E, F, G, A ^b , B
18	Raga 2 (Gamanasrama)	C, D ^b , E, F [#] , G, A, B
19	Raga 3 (Todi)	C, D ^b , E ^b , F [#] , G, A ^b , B
20	Arabic	C, D, E, F, G ^b , A ^b , B ^b
21	Spanish	C, D ^b , E ^b , E, F, G, A ^b , B ^b
22	Gypsy	C, D, E ^b , F [#] , G, A ^b , B
23	Egyptian	C, D, F, G, B ^b
24	Hawaiian	C, D, E ^b , G, A
25	Pelog	C, D ^b , E ^b , G, A ^b
26	Japanese	C, D ^b , F, G, A ^b
27	Ryuku	C, E, F, G, B
28	Chinese	C, E, F [#] , G, B
29	Bass Line	C, G, B ^b
30	Whole Tone	C, D, E, G ^b , A ^b , B ^b
31	minor 3rd	C, E ^b , G ^b , A
32	Major 3rd	C, E, A ^b
33	4th Interval	C, F, B ^b
34	5th Interval	C, G
35	Octave	C

MFX Type List

No.	Name
1	Mod Delay
2	Tape Delay
3	High Pass Delay
4	Hall Reverb
5	Room Reverb
6	Wet Reverb
7	Looper
8	Pitch Looper
9	Step Shifter
10	Slicer
11	Jag Filter
12	Grain Shifter
13	Vinyl Break
14	Seq Reverse *
15	Seq Doubler *
16	Odd Stepper *
17	Even Stepper *
18	Low Pass Filter
19	High Pass Filter
20	Band Plus Filter
21	Touch Wah
22	Tube EQ
23	Decimator
24	Distortion
25	Compressor
26	Limiter
27	Chorus
28	XY Flanger
29	LFO Flanger
30	XY Phaser
31	LFO Phaser
32	Auto Pan

* Motion sequence is not available.

IFX Type List

No.	Name
1	Punch
2	Overdrive
3	Distortion
4	Decimator
5	Bit Crusher
6	Ring Modulator
7	Sustainer
8	Limiter
9	Low EQ
10	Mid EQ
11	High EQ
12	Radio EQ
13	Exciter
14	Low Pass Filter
15	High Pass Filter
16	Band Plus Filter
17	Talk Filter
18	Delay 1/4
19	Delay 3/16
20	Delay 1/8
21	Delay 1/16
22	Roller 1/32
23	One Delay
24	Short Delay
25	Ring Delay 1
26	Ring Delay 2

No.	Name
27	Chorus
28	Flanger LFO
29	Flanger +
30	Flanger -
31	Phaser LFO 1
32	Phaser LFO 2
33	Phaser Manual
34	Tremolo
35	Off Beater
36	Pumper
37	Repeater
38	Slicer

Groove Type List

No.	Name
1	Conga 1
2	Conga 2
3	Conga 3
4	Bongo 1
5	Bongo 2
6	Bongo 3
7	Cabasa 1
8	Cabasa 2
9	Claves 1
10	Claves 2
11	Cowbell 1
12	Agogo 1
13	Agogo 2
14	Tambourine
15	Off Beat
16	On Beat
17	Push 5&13
18	Pull 5&13
19	Oval Groove
20	Laidback
21	Rushbeat
22	The One
23	Synchopation
24	Crescendo
25	Decrescendo

Pattern List

No.	Pattern Name	Author	BPM	*Advisory
1	Advi\$ory1	KORG Inc.	128.0	○
2	Advi\$ory2	KORG Inc.	128.0	
3	Hopback1	KORG Inc.	85.0	
4	Hopback2	KORG Inc.	85.0	
5	Kitty1	KORG Inc.	91.0	
6	Kitty2	KORG Inc.	91.0	
7	BrokenSiren1	mryat	140.0	
8	BrokenSiren2	mryat	140.0	
9	Handlebar Go 1	Shrike	125.0	
10	Handlebar Go 2	Shrike	125.0	
11	Takin'ABreak	mryat	102.0	
12	Speechless	KORG Inc.	91.0	
13	Modal Jazz	KORG Inc.	133.0	
14	On The Dark1	KORG Inc.	158.0	
15	On The Dark2	KORG Inc.	158.0	
16	SteamEngine1	mryat	180.0	
17	SteamEngine2	mryat	180.0	
18	BackStreet1	mryat	185.0	
19	BackStreet2	mryat	185.0	
20	BackStreet3	mryat	185.0	
21	VictoryMarch1	mryat	126.0	
22	VictoryMarch2	mryat	126.0	
23	VictoryMarch3	mryat	126.0	
24	XrossAlert1	KORG Inc.	110.0	○
25	XrossAlert2	KORG Inc.	110.0	○
26	Fashion	mryat	105.0	
27	BUJINKAN 1	Mistabishi	165.0	
28	BUJINKAN 2	Mistabishi	165.0	
29	BUJINKAN 3	Mistabishi	165.0	
30	Jamaica indies	Edward Charles	72.0	
31	LIPOFUNK 1	Mistabishi	120.0	
32	LIPOFUNK 2	Mistabishi	120.0	
33	Stheno 1	Shrike	125.0	
34	Stheno 2	Shrike	125.0	
35	Gracile 1	Shrike	125.0	
36	Gracile 2	Shrike	125.0	
37	Gracile 3	Shrike	125.0	
38	Atomic1	KORG Inc.	120.0	
39	Atomic2	KORG Inc.	120.0	
40	Atomic3	KORG Inc.	120.0	
41	TATLER 1	Mistabishi	119.0	
42	TATLER 2	Mistabishi	119.0	
43	TATLER 3	Mistabishi	119.0	
44	Oxygen1	KORG Inc.	135.0	
45	Oxygen2	KORG Inc.	135.0	
46	Oxygen3	KORG Inc.	135.0	
47	Lies	Shrike	110.0	
48	ZAMPA	Mistabishi	120.0	
49	Jungle Fancy	Shrike	125.0	
50	SelectMenu	KORG Inc.	108.0	
51	CoinMoney1	KORG Inc.	138.0	
52	CoinMoney2	KORG Inc.	138.0	
53	Mind Out1	KORG Inc.	137.0	
54	Mind Out2	KORG Inc.	137.0	○
55	ZeroGravity1	mryat	145.0	
56	ZeroGravity2	mryat	145.0	
57	King of King	KORG Inc.	137.0	
58	StarCrossed	KORG Inc.	110.0	
59	BeatDaRapper	KORG Inc.	126.0	
60	BodyTalk1	KORG Inc.	88.0	
61	BodyTalk2	KORG Inc.	88.0	
62	Bomb Up	KORG Inc.	90.0	
63	CoCo Party1	KORG Inc.	94.0	
64	CoCo Party2	KORG Inc.	94.0	

No.	Pattern Name	Author	BPM	*Advisory
65	Harp On One	KORG Inc.	86.0	
66	TypeRocs	KORG Inc.	97.0	
67	Ironworks	KORG Inc.	94.0	
68	Get Funky1	KORG Inc.	112.0	
69	Get Funky2	KORG Inc.	83.0	
70	Braziery	KORG Inc.	125.0	
71	MondoBeats1	KORG Inc.	125.0	
72	MondoBeats2	KORG Inc.	125.0	
73	Rocka Baby1	KORG Inc.	123.0	
74	Rocka Baby2	KORG Inc.	123.0	
75	Feline	KORG Inc.	111.0	
76	Narrative 1	KORG Inc.	95.0	
77	Narrative 2	KORG Inc.	95.0	
78	Narrative 3	KORG Inc.	95.0	
79	DrinkUp1	KORG Inc.	77.0	
80	DrinkUp2	KORG Inc.	77.0	
81	On DaDa1	KORG Inc.	161.0	
82	On DaDa2	KORG Inc.	161.0	
83	On DaDa3	KORG Inc.	161.0	
84	FromOff 1	KORG Inc.	146.0	
85	FromOff 2	KORG Inc.	146.0	
86	IHaveAFastFoot	mryat	174.0	
87	Hoot Guns1	KORG Inc.	166.0	
88	Hoot Guns2	KORG Inc.	166.0	
89	Slapp 1	KORG Inc.	186.0	
90	Slapp 2	KORG Inc.	186.0	
91	Bop 1	Shrike	174.0	
92	Bop 2	Shrike	174.0	
93	Traditional1	mryat	105.0	
94	Traditional2	mryat	105.0	
95	HouseOfTheWitch1	mryat	200.0	
96	HouseOfTheWitch2	mryat	200.0	
97	Volcano1	mryat	200.0	
98	Volcano2	mryat	200.0	
99	Volcano3	mryat	200.0	
100	Chaser1	mryat	138.0	
101	Chaser2	mryat	138.0	
102	Chaser3	mryat	138.0	
103	HereIsJungle1	mryat	125.0	
104	HereIsJungle2	mryat	125.0	
105	ChickenKing1	mryat	160.0	
106	ChickenKing2	mryat	160.0	
107	ChickenKing3	mryat	160.0	
108	JEWKE	Mistabishi	130.0	
109	Alertness 1	KORG Inc.	105.0	○
110	Alertness 2	KORG Inc.	105.0	○
111	Assault 1	KORG Inc.	184.0	○
112	Assault 2	KORG Inc.	184.0	
113	SKUMTEK 1	Mistabishi	174.0	
114	SKUMTEK 2	Mistabishi	174.0	
115	SKUMTEK 3	Mistabishi	174.0	
116	HACKNEY 1	Mistabishi	174.0	○
117	HACKNEY 2	Mistabishi	174.0	
118	Atlantic Sun	Edward Charles	77.0	
119	Jamming Rythm	Edward Charles	140.0	
120	Over Dream	Edward Charles	98.0	
121	Underground	Edward Charles	107.0	
122	Reverence	Edward Charles	100.0	
123	IRATION	Mistabishi	120.0	○
124	BABYFUNK 1	Mistabishi	126.0	
125	BABYFUNK 2	Mistabishi	126.0	
126	Plankton 1	Shrike	125.0	
127	Plankton 2	Shrike	125.0	○
128	Aurora	Shrike	130.0	
129	Limbic	Shrike	132.0	
130	BeachFront	KORG Inc.	118.0	

No.	Pattern Name	Author	BPM	*Advisory
131	EnamelSplay 1	KORG Inc.	129.0	
132	EnamelSplay 2	KORG Inc.	129.0	
133	Effervescent	KORG Inc.	120.0	
134	Koan 1	Shrike	105.0	
135	Koan 2	Shrike	105.0	
136	SLEAZE WAVE 1	Mistabishi	66.0	
137	SLEAZE WAVE 2	Mistabishi	66.0	
138	You 1	Shrike	115.0	
139	You 2	Shrike	115.0	
140	You 3	Shrike	115.0	
141	APOSTASY 1	Mistabishi	65.0	
142	APOSTASY 2	Mistabishi	65.0	
143	French Kiss1	KORG Inc.	80.0	
144	French Kiss2	KORG Inc.	80.0	
145	Stump	Shrike	125.0	
146	Nu Virtue	Shrike	125.0	
147	BAYOU 1	Mistabishi	64.0	
148	BAYOU 2	Mistabishi	64.0	
149	Rucolino 1	KORG Inc.	128.0	
150	Rucolino 2	KORG Inc.	128.0	
151	Init Pattern	---	120.0	
152	Init Pattern	---	120.0	
153	Init Pattern	---	120.0	
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No.	Pattern Name	Author	BPM	*Advisory
197	Init Pattern	---	120.0	
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249	Init Pattern	---	120.0	
250	Init Pattern	---	120.0	

*Advisory: These patterns contain gunshots, screams, alarms, and police car sounds etc.

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Credits (alphabetical)	
Edward Charles	https://www.youtube.com/user/caribbeansamples http://www.cdbaby.com/Artist/EDWARDCHARLES1
Mistabishi	http://www.facebook.com/mistabishi
mryat	http://www.youtube.com/user/mryat http://soundcloud.com/mryat
Shrike	http://soundcloud.com/shrike

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