elektron

Sound Pack install instructions
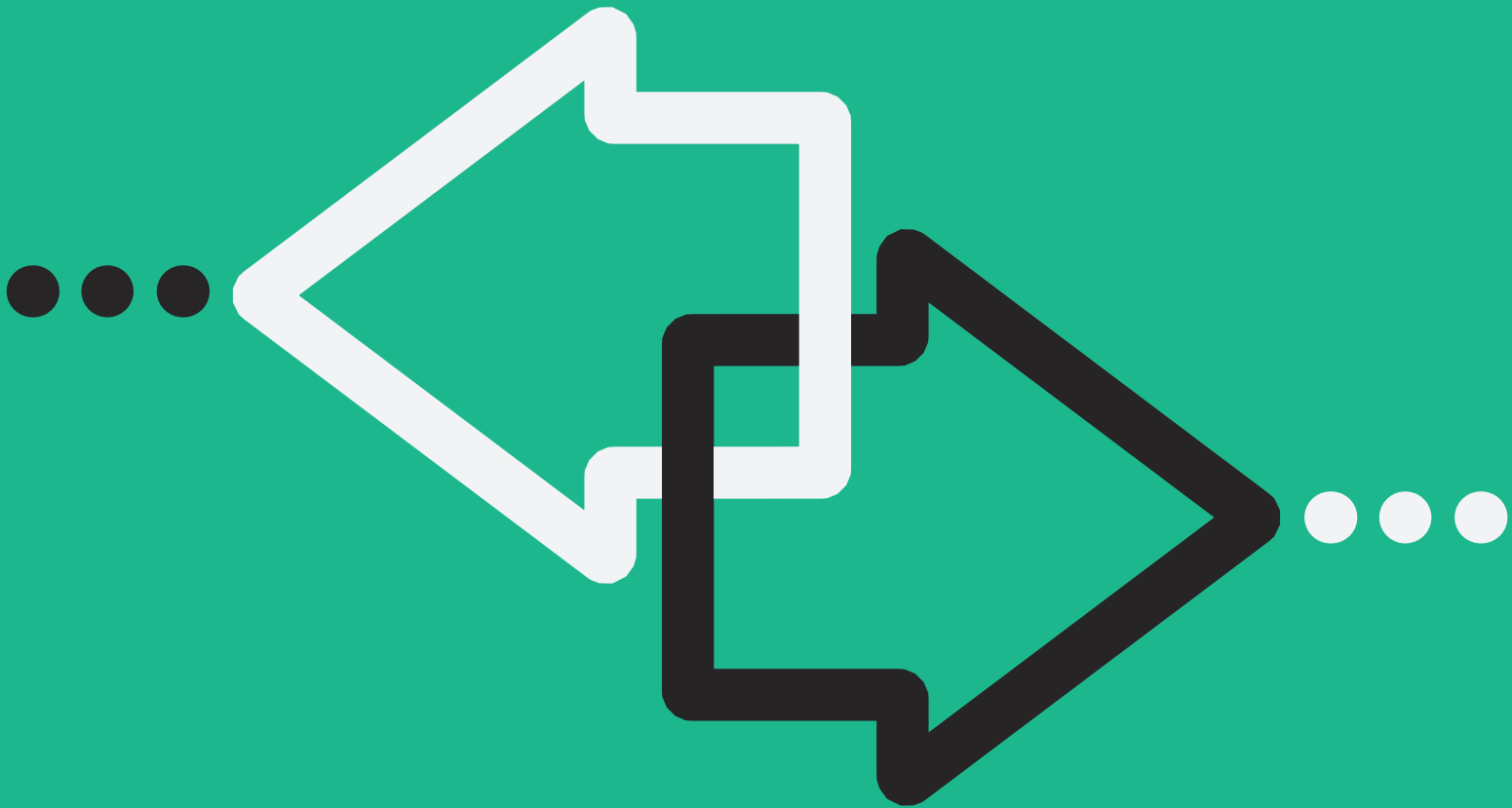
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1. INTRODUCTION

These instructions covers the installation of Sound Packs for the Elektron products. Please see the relevant chapter for the device on which you want to install a Sound Pack.

1.1 CONVENTIONS IN THIS MANUAL

We use the following text formatting conventions throughout the manual:

- **KEY NAMES**
  Uppercase, bold style and within brackets. For instance, the key labeled "FUNC" on the main panel is called **[FUNC]**.

- **KNOBS**
  Uppercase, bold, italic letters. For instance, the knob "Level/Data" is called *LEVEL/DATA*.

- **LED INDICATORS**
  Uppercase letters with angle brackets. For instance, the Pattern page LEDs are called: <PATTERN PAGE>.

- **MENU NAMES**
  Uppercase letters. The GLOBAL SETTINGS menu is an example of that.

- **PARAMETER NAMES, MENU OPTIONS**
  Uppercase bold letters for parameter names and certain menu options where you can make settings or perform actions. For example, **VOL**.

- **PARAMETER SETTING ALTERNATIVES**
  Uppercase letters. For example, OFF.

- **SCREEN MESSAGES**
  Uppercase letters with quotation marks. For example, "QUANTIZE LIVE REC".

2. INSTALLING SOUNDPACKS ON OCTATRACK MKI

Basic knowledge of Octatrack MKI functionality is required. For more information, please consult the User Manual that is available for download on the Elektron website in the Support section.

The sound pack comes in the form of an Octatrack Set. All the folders containing samples are located in the AUDIO folder, in turn located in the Set folder. Should you wish to use the samples in other Sets or Projects, copy the samples to the audio pool of the relevant Set.

2.1 TRANSFERRING THE SET

1. Connect your Octatrack to a computer with a USB cable.

2. Press **[FUNCTION]** + **[MIXER]** to open the PROJECT menu. Navigate to SYSTEM > USB DISK MODE, and then press **[ENTER/YES]** to make the Octatrack Compact Flash card appear as an external storage device on your computer.

3. Copy the unpacked Set folder to the root of the Compact Flash card.

4. When the transfer is complete, dismount the Octatrack from your computer.

2.2 LOADING THE SET

1. Press **[FUNCTION]** + **[MIXER]** to open the PROJECT menu. Navigate to SET CHANGE and press **[ENTER/YES]**. Load the Set.

2. After the Set has been loaded, load the Project.

3. When the Octatrack has finished loading the project, press **[EXIT/NO]** to exit the PROJECT menu. You are now ready to experiment with the Project.

2.3 USING THE SOUND PACK

1. The demo patterns are located in Bank 1. Select a pattern by pressing **[PATTERN]** + one of the lit **[TRIG]** keys.

2. Press **[PLAY]** to listen to the selected pattern.

2.4 ASSIGNING SCENES

1. Each of the four parts of the patterns contains scenes. Press **[SCENE A]**/**[SCENE B]** + one of the **[TRIG]** keys to assign a scene to one of the scene slots. Use the crossfader to interpolate between the scenes. Scene 1 is by default empty and will not affect the sound.

2.5 ASSIGNING NEW SAMPLES TO A MACHINE

1. The demo patterns of the Project use samples assigned to the (Flex or Static) sample slots. To replace a sample assigned to the machine of a track, first open the sample slot list by double-pressing the **[TRACK]** key.

2. Use the **[UP]** and **[DOWN]** arrow keys to browse through the list of samples.

3. Press **[ENTER/YES]** to select the sample you wish to assign.

3. INSTALLING SOUNDPACKS ON OCTATRACK MKII

Basic knowledge of Octatrack MKII functionality is required. For more information, please consult the User Manual that is available for download on the Elektron website in the Support section.

The sound pack comes in the form of an Octatrack Set. All the folders containing samples are located in the AUDIO folder, in turn located in the Set folder. Should you wish to use the samples in other Sets or Projects, copy the samples to the audio pool of the relevant Set.

3.1 TRANSFERRING THE SET

1. Connect your Octatrack to a computer with a USB cable.

2. Press **[PROJ]** to open the PROJECT menu. Navigate to SYSTEM > USB DISK MODE, and then press **[YES]** to make the Octatrack Compact Flash card appear as an external storage device on your computer.

3. Copy the unpacked Set folder to the root of the Compact Flash card.

4. When the transfer is complete, dismount the Octatrack from your computer.

3.2 LOADING THE SET

1. Press **[PROJ]** to open the PROJECT menu. Navigate to SET CHANGE and press **[YES]**. Load the Set.

2. After the Set has been loaded, load the Project.

3. When the Octatrack has finished loading the project, press **[NO]** to exit the PROJECT menu. You are now ready to experiment with the Project.

3.3 USING THE SOUND PACK

1. The demo patterns are located in Bank 1. Select a pattern by pressing **[PTN]** + one of the lit **[TRIG]** keys.

2. Press **[PLAY]** to listen to the selected pattern.

3.4 ASSIGNING SCENES

1. Each of the four parts of the patterns contains scenes. Press **[SCENE A]**/**[SCENE B]** + one of the **[TRIG]** keys to assign a scene to one of the scene slots. Use the crossfader to interpolate between the scenes. Scene 1 is by default empty and will not affect the sound.

3.5 ASSIGNING NEW SAMPLES TO A MACHINE

1. The demo patterns of the Project use samples assigned to the (Flex or Static) sample slots. To replace a sample assigned to the machine of a track, first open the sample slot list by double-pressing the **[TRACK]** key.

2. Use the **[UP]** and **[DOWN]** arrow keys to browse through the list of samples.

3. Press **[YES]** to select the sample you wish to assign.

4. INSTALLING SOUNDPACKS ON ANALOG RYTM MKI

Basic knowledge of Analog Rytm MKI functionality is required. For more information, please consult the Analog Rytm MKI User Manual, that is available for download on the Elektron website in the Support section.

4.1 TRANSFERRING THE SAMPLES

1. Save your current project. Press **[FUNCTION]** + **[TRACK]** to open the Global menu. Navigate to PROJECT > SAVE PROJECT and then press **[YES/SAVE]**. Select an empty project slot and press **[YES/SAVE]**. Use the **[FUNCTION]** + **[ARROW]** keys to name the project if needed.

2. Create a new project. On the GLOBAL menu, navigate to LOAD PROJECT > CREATE NEW, and then press **[YES/SAVE]**.

3. Connect Analog Rytm MKI to a computer using the USB A to B cable. Please note that the Analog Rytm MKI will not appear as an icon on your computer desktop.

4. On the Analog Rytm MKI, make sure data is received via USB. Open the GLOBAL menu. Navigate to MIDI CONFIG > MIDI PORT CONFIG > INPUT FROM, and then select USB.

5. Create a new destination directory for the Samples. On the GLOBAL menu, select SAMPLES, and press **[YES/SAVE]**. On the main screen, press **[ARROW]** key **[RIGHT]** to access the right side menu. Select CREATE DIR and press **[YES/SAVE]**. A naming screen will appear. Give your new destination directory a name. Once the new directory has appeared on the main screen, press **[YES/SAVE]** to open it. In the initially empty directory, press **[ARROW]** key **[LEFT]** to open the left side menu. Highlight UPLOAD HERE and press **[YES/SAVE]**.

6. On the computer, open the c6 utility software (Make sure you have the latest version, available on the Elektron webpage). In the c6 Configuration menu, select Elektron Analog Rytm for both MIDI In and MIDI Out. Also, make sure you tick all the boxes for the Sample Settings: Use SDS Handshake, Use Extended SDS and Send SPS-1UW Name. This will allow the transferred samples to be shown with their descriptive names, once received, in the Analog Rytm MKI. Close the Configuration window by clicking the OK button.

7. Open the Sample Pack folder and select all samples. Drag the samples and drop them on the c6 main window. In c6, select all the samples and click the SEND button. A progress bar will appear at the bottom of the c6 window. A progress bar, for each sample received, will also be shown on the Analog Rytm MKI screen. Transferring all the Sample Pack samples will take approximately 15 minutes.

4.2 TRANSFERRING THE SOUNDS

Some Sound Packs only contains sounds that only uses the analog drum engines and no samples. If so, use the following instruction.

1. Connect Analog Rytm MKI to a computer using the USB A to B cable. Please note that the Analog Rytm MKI will not appear as an icon on your computer desktop

2. On the Analog Rytm MKI, make sure data is received via USB. Press **[FUNCTION]** + **[TRACK]** to open the GLOBAL menu. Use the **[ARROW]** keys to navigate MIDI CONFIG > MIDI PORT CONFIG > INPUT FROM, and select USB.

3. Prepare your Analog Rytm MKI to receive the sounds in a suitable Sound Bank slot. Open the GLOBAL menu. Select the eighth item in the list, SYSEX DUMP and press **[YES/SAVE]**. Select SYSEX RECEIVE and press **[YES/SAVE].** Using the **[ARROW]** keys, highlight +DRIVE SOUND on the left hand menu and press **[YES/SAVE]**. The highlight bar will now appear on the right hand menu. This is where you select the Sound Bank that will receive the new sounds. The number in parentheses indicates the number of empty slots in the Sound Bank. Select Sound Bank position using the **[ARROW]** keys. Sound Bank A and B normally contains preset sounds, so in this example we will select Sound Bank C.

4. Highlight Bank C and press **[YES/SAVE]**. The words "WRITING DATA..." is shown flashing on the chosen Sound Bank position, indicating that it is ready to receive the .syx file from the computer. Note that if the Sound Bank already contains sounds that aren't locked (consult the User Manual on how to do this), they will be overwritten with the new sounds. Make sure you select an empty Sound Bank, or a Sound Bank that contains sounds that you can do without. Press **[NO/RELOAD]** if you wish to abort the Analog Rytm MKI listening for .syx data and choose another Sound Bank position.

5. On the computer, open the c6 utility software (Make sure you have the latest version, available on the Elektron website). On the c6 Configuration menu, select Elektron Analog Rytm for both MIDI In and MIDI Out. Click OK to close the Configuration window.

6. Drag the .syx file that contains the Sound Pack sounds to the c6 main window. Make sure you highlight the file in the c6 main window, by pointing and clicking on it. Press the SEND button. A progress bar will appear at the bottom of the c6 window. On the Analog Rytm MKI screen you will see "WRITING DATA…" for the duration of the transfer. Transferring the sounds will take a few seconds.

4.3 TRANSFERRING THE SOUND PACK DEMO PROJECT

Some Sound Packs contain a demo project with patterns, kits, scenes and performance macros that are designed to show off the samples.

1. On the Analog Rytm MKI, Press **[FUNCTION]** + **[TRACK]** to open the GLOBAL menu. Navigate to SYSEX DUMP > SYSEX RECEIVE and press **[YES/SAVE]**. Press **[ARROW]** key **[RIGHT]** to select RECEIVE ANY and press **[YES/SAVE]**.

2. On your computer, open the c6 utility software. Drag the project.syx file from the Sound Pack and drop it on the c6 main window. Highlight the file by clicking on it, and then click the SEND button.

3. Open the GLOBAL menu. Navigate to PROJECT > SAVE PROJECT, and then press **[YES/SAVE]** Use the **[ARROW]** keys **[UP]**/**[DOWN]** to select an empty project slot and then press **[YES]**. Name the project and then press **[YES]**.

4.4 USING THE SOUND PACK

1. The demo patterns are located in Bank A. Make sure bank group A–D is active (toggle using the [BANK GROUP] key). Then select a pattern by pressing **[BANK A/E]** + one of the **[TRIG]** keys containing a pattern (shown with a lit red LED above it).

2. Press **[PLAY]** to listen to the pattern.

3. Try out the scenes in SCENE mode by pressing the **[SCENE]** key and then activating one of the scenes, shown with a dimly lit blue pad. The active scene pad will light up in a more intense blue color. Deactivate with a second press on the pad.

Press **[PERFORMANCE]** to enter PERFORMANCE mode. All dimly lit pads contain a performance macro. Applying different amounts of pressure on a pad containing a performance macro will produce effects of varying magnitude.

5. INSTALLING SOUNDPACKS ON ANALOG RYTM MKII

Basic knowledge of Analog Rytm MKII functionality is required. For more information, please consult the Analog Rytm MKII User Manual, that is available for download on the Elektron website in the Support section.

5.1 TRANSFERRING THE SAMPLES

1. Save your current project. Press **[GLOBAL SETTINGS]** to open the GLOBAL SETTINGS menu. Navigate to PROJECT > SAVE PROJECT and then press **[YES]**. Select an empty project slot and press **[YES]**. Use **[FUNC]** + **[ARROW]** keys to name the project if needed.

2. Create a new project. On the GLOBAL SETTINGS menu, navigate to LOAD PROJECT > CREATE NEW, and then press **[YES]**.

3. Connect Analog Rytm MKII to a computer using the USB A to B cable. Please note that the Analog Rytm MKI will not appear as an icon on your computer desktop.

4. On the Analog Rytm MKII, make sure data is received via USB. Open the GLOBAL SETTINGS menu. Navigate to MIDI CONFIG > MIDI PORT CONFIG > INPUT FROM, and then select USB.

5. On the computer, open the Elektron Transfer software (make sure you have the latest version, available for download on the Elektron website), and then select the USB MIDI port(s) for Analog Rytm on the Elektron Transfer start screen.

6. Drag and drop the samples to the Elektron Transfer main window. The samples will automatically be transferred to the +Drive storage of the Analog Rytm MKII. At the bottom of the Transfer application window, you can change the target folder on the machine side. The default value is /transfers-YYM-MDD, which means you will get a folder with todays date by default.

5.2 TRANSFERRING THE SOUNDS

Some Sound Packs only contains sounds that only uses the analog drum engines and no samples. If so, use the following instruction.

1. Connect Analog Rytm MKII to a computer using the USB A to B cable. Please note that the Analog Rytm MKII will not appear as an icon on your computer desktop

2. On the Analog Rytm MKII, make sure data is received via USB. Press **[GLOBAL SETTINGS]** to open the GLOBAL SETTINGS menu. Use the **[ARROW]** keys to navigate MIDI CONFIG > PORT CONFIG > INPUT FROM, and select USB.

3. Prepare your Analog Rytm MKII to receive the sounds in a suitable Sound Bank slot. Open the GLOBAL menu. Select the eighth item in the list, SYSEX DUMP and press **[YES]**. Select SYSEX RECEIVE and press **[YES]**. Using the **[ARROW]** keys, highlight +DRIVE SOUND on the left hand menu and press **[YES]**. The highlight bar will now appear on the right hand menu. This is where you select the Sound Bank that will receive the new sounds. The number in parentheses indicates the number of empty slots in the Sound Bank. Select Sound Bank position using the **[ARROW]** keys. Sound Bank A and B normally contains preset sounds, so in this example we will select Sound Bank C..

4. Highlight Bank C and press **[YES]**. The words "WRITING DATA..." is shown flashing on the chosen Sound Bank position, indicating that it is ready to receive the .syx file from the computer. Note that if the Sound Bank already contains sounds that aren't locked (consult the User Manual on how to do this), they will be overwritten with the new sounds. Make sure you select an empty Sound Bank, or a Sound Bank that contains sounds that you can do without. Press **[NO]** if you wish to abort the Analog Rytm MKII listening for .syx data and choose another Sound Bank position.

5. On the computer, open the c6 utility software (make sure you have the latest version, available on the Elektron website). On the c6 Configuration menu, select Elektron Analog Rytm for both MIDI In and MIDI Out. Click OK to close the Configuration window.

6. Drag the .syx file that contains the Sound Pack sounds to the c6 main window. Make sure you highlight the file in the c6 main window, by pointing and clicking on it. Press the SEND button. A progress bar will appear at the bottom of the c6 window. On the Analog Rytm MKII screen you will see "WRITING DATA..." for the duration of the transfer. Transferring the sounds will take a few seconds.

5.3 TRANSFERRING THE SOUND PACK DEMO PROJECT

The demo project contains patterns, kits, scenes and performance macros.

1. On the Analog Rytm MKII, Press **[GLOBAL SETTINGS]** to open the GLOBAL SETTINGS menu. Navigate to SYSEX DUMP > SYSEX RECEIVE and press **[YES]**. Press **[ARROW]** key **[RIGHT]** to select RECEIVE ANY and press **[YES]**.

2. On your computer, open the c6 utility software. Drag the project.syx file from the Sound Pack and drop it on the c6 main window. Highlight the file by clicking on it, and then click the SEND button.

3. Open the GLOBAL SETTINGS menu. Navigate to PROJECT > SAVE PROJECT and then press **[YES]**. Use the **[ARROW]** keys **[UP]**/**[DOWN]** to select an empty project slot and then press **[YES]**. Name the project and then press **[YES]**.

5.4 USING THE SOUND PACK

1. The demo patterns are located in Bank A. Press **[BANK A]** + one of the **[TRIG]** keys containing a pattern (shown with a lit red **[TRIG]** key).

2. Press **[PLAY]** to listen to the pattern.

3. Try out the scenes in SCENE mode by pressing the **[SCNE]** key and then activating one of the scenes, shown with a dimly lit blue pad. The active scene pad will light up in a more intense blue color. Deactivate with a second press on the pad.

Press **[PERF]** to enter PERFORMANCE mode. All dimly lit pads contain a performance macro. Applying different amounts of pressure on a pad will produce effects of varying magnitude.

6. INSTALLING SOUNDPACKS ON ANALOG KEYS/ANALOG FOUR MKI

Basic knowledge of Analog Keys/Analog Four MKI functionality is required. For more information, please consult the User Manuasl that are available for download on the Elektron website in the Support section.

6.1 TRANSFERRING THE SOUNDS

1. Connect Analog Keys/Analog Four MKI to a computer using the USB A to B cable. Please note that the Analog Keys/Analog Four MKI will not appear as an icon on your computer desktop.

2. On the Analog Keys/Analog Four MKI, make sure data is received via USB. Press **[FUNCTION]** + **[SONG]** (Analog keys) or **[FUNCTION]** + **[KEYBOARD C2]** (Analog Four MKI) to open the GLOBAL menu. Navigate to MIDI CONFIG > MIDI PORT CONFIG > INPUT FROM, and then select USB.

3. Prepare your Analog Keys/Analog Four MKI to receive the sounds in a suitable Sound Bank slot. Open the GLOBAL menu. Navigate to SYSEX DUMP > SYSEX RECEIVE, and then press **[YES/SAVE]**. Use the [ARROW] keys and highlight +DRIVE SOUNDS on the left hand menu and press **[YES/SAVE]**. The highlight bar will now appear on the right hand menu. This is where you select the Sound Bank that will receive the new sounds. The number in parentheses indicates the number of empty slots in the Sound Bank. Use the **[ARROW]** keys to select Sound Bank. Sound Bank A and B normally contains preset sounds, so in this example we will select Sound Bank C.

4. Highlight Bank C and press **[YES/SAVE]**. The words "WRITING DATA…" are shown flashing on the chosen Sound Bank position, indicating that it is ready to receive the .syx file from the computer. Note that if the Sound Bank already contains sounds that aren't locked (consult the User Manual on how to do this), they will be overwritten with the new sounds. Make sure you select an empty Sound Bank, or a Sound Bank that contains sounds that you can do without. Press **[NO/RELOAD]** if you wish to abort the Analog Keys/Analog Four MKI listening for .syx data and choose another Sound Bank position.

5. On the computer, open the c6 utility software (Make sure you have the latest version, available on the Elektron website). On the c6 Configuration menu, select Elektron Analog Keys/Analog Four for both MIDI In and MIDI Out. Click OK to close the Configuration window.

6. Drag the .syx file containing the Sound Pack sounds to the c6 main window. Make sure you highlight the file in the c6 main window, by pointing and clicking on it Press the SEND button. A progress bar will appear at the bottom of the c6 window. On the Analog Keys/Analog Four MKI screen you will see "WRITING DATA…" for the duration of the transfer. Transferring the sounds will take a few seconds.

6.2 ACCESSING THE SOUNDS

1. Select a synth track by pressing any of the **[TRACK]** keys. On the Analog Keys, turn the SOUND SELECTION wheel (on the Analog Four MKI, double-tap the **[TRACK]** key) to open the SOUND BROWSER. Make sure you view the +DRIVE sounds (check that each sound is indexed with both Sound Bank and position, "C:001" above the name of the sound). If, on the other hand, the Sound Pool is in view (sounds are indexed with position only, "001"), press the left **[ARROW]** key in order to bring up the left hand menu and select the first item in the list, VIEW +DRIVE, and press **[YES/SAVE]**.

2. Inside the SOUND BROWSER, first press the **[TRIG]** key that corresponds to the Sound Bank where you chose to plant the new sounds (Trig 1 = Sound Bank A, Trig 2 = Sound Bank B, and so on). If you're following these instructions to a fault, remember from the above section that we chose Sound Bank C. Consequently, press **[TRIG 3]** key.

3. Use the **[ARROW]** keys to browse through the new sounds. Press a key on the **[KEYBOARD]** to preview a highlighted sound. Press **[YES/SAVE]** to select the sound.

7. INSTALLING SOUNDPACKS ON ANALOG FOUR MKII

Basic knowledge of Analog Four MKII functionality is required. For more information, please consult the User Manual that is available for download on the Elektron website in the Support section.

7.1 TRANSFERRING THE SOUNDS

1. Connect Analog Four MKII to a computer using the USB A to B cable. Please note that the Analog Four MKII will not appear as an icon on your computer desktop.

2. On the Analog Four MKII make sure data is received via USB. Press **[GLOBAL SETTINGS]** to open the GLOBAL SETTINGS menu. Navigate to MIDI CONFIG > PORT CONFIG > INPUT FROM, and then select USB.

3. Prepare your Analog Four MKII to receive the sounds in a suitable Sound Bank slot. Open the GLOBAL SETTINGS menu. Navigate to SYSEX DUMP > SYSEX RECEIVE, and then press **[YES]**. Use the [ARROW] keys and highlight +DRIVE SOUNDS on the left hand menu and press **[YES]**. The highlight bar will now appear on the right hand menu. This is where you select the Sound Bank that will receive the new sounds. Use the **[ARROW]** keys to select Sound Bank. Sound Bank A and B normally contains preset sounds, so in this example we will select Sound Bank C.

4. Highlight Bank C and press **[YES]**. The words "WRITING DATA..." are shown flashing on the chosen Sound Bank position, indicating that it is ready to receive the .syx file from the computer. Note that if the Sound Bank already contains sounds that aren't locked (consult the User Manual on how to do this), they will be overwritten with the new sounds. Make sure you select an empty Sound Bank, or a Sound Bank that contains sounds that you can do without. Press **[NO]** if you wish to abort the Analog Four MKII listening for .syx data and choose another Sound Bank position.

5. On the computer, open the c6 utility software (Make sure you have the latest version, available on the Elektron website). On the c6 Configuration menu, select Elektron Analog Four for both MIDI In and MIDI Out. Click OK to close the Configuration window.

6. Drag the .syx file containing the Sound Pack sounds to the c6 main window. Make sure you highlight the file in the c6 main window, by pointing and clicking on it Press the SEND button. A progress bar will appear at the bottom of the c6 window. On the Analog Four MKII screen you will see "WRITING DATA..." for the duration of the transfer. Transferring the sounds will take a few seconds.

7.2 ACCESSING THE SOUNDS

1. Select a synth track by pressing any of the **[TRACK]** keys. Double-press the **[TRACK]** key to open the SOUND BROWSER. Make sure you view the +DRIVE sounds (check that each sound is indexed with both Sound Bank and position, "C:001" above the name of the sound). If, on the other hand, the Sound Pool is in view (sounds are indexed with position only, "001"), press the left **[ARROW]** key in order to bring up the left hand menu and select the first item in the list, VIEW +DRIVE, and press **[YES]**.

2. Inside the SOUND BROWSER, first press the **[TRIG]** key that corresponds to the Sound Bank where you chose to plant the new sounds (Trig 1 = Sound Bank A, Trig 2 = Sound Bank B, and so on). If you're following these instructions to a fault, remember from the above section that we chose Sound Bank C. Consequently, press **[TRIG 3]** key.

3. Use the **[ARROW]** keys to browse through the new sounds. Press a key on the **[KEYBOARD]** to preview a highlighted sound. Press **[YES]** to select the sound.

8. INSTALLING SOUNDPACKS ON DIGITAKT

Basic knowledge of Digitakt functionality is required. For more information, please consult the User Manual that is available for download on the Elektron website in the Support section.

8.1 TRANSFERRING THE SAMPLES

1. Connect Digitakt to the computer via USB using the USB A to B cable. Please note that the Digitakt will not appear as an icon on your computer desktop.

2. On the computer, open the Elektron Transfer software (make sure you have the latest version, available for download on the Elektron website), and then select the MIDI ports for your Digitakt on the Elektron Transfer start screen.

3. Drag and drop the samples to the Elektron Transfer main window. The samples will automatically be transferred to the +Drive storage of the Digitakt. At the top of the Transfer application window, you can change the target folder on the machine side. The default value is /transfers-YYMMDD, which means you will get a folder with todays date by default.

9. INSTALLING SOUNDPACKS ON DIGITONE

Basic knowledge of Digitone functionality is required. For more information, please consult the User Manual that is available for download on the Elektron website in the Support section.

9.1 TRANSFERRING THE SOUNDS

1. Connect Digitone to a computer using the USB A to B cable. Please note that the Digitone will not appear as an icon on your computer desktop.

2. On the Digitone make sure data is received via USB. Press **[GLOBAL SETTINGS]** to open the GLOBAL SETTINGS menu. Navigate to MIDI CONFIG > PORT CONFIG > INPUT FROM, and then select USB.

3. Prepare your Digitone to receive the sounds in a suitable Sound Bank slot. Open the GLOBAL SETTINGS menu. Navigate to SYSEX DUMP > SYSEX RECEIVE, and then press **[YES]**. Use the [ARROW] keys and highlight SOUNDS on the left hand menu and press **[YES]**. The highlight bar will now appear on the right hand menu. This is where you select the Sound Bank that will receive the new sounds. The number in parentheses indicates the number of empty slots in the Sound Bank. Use the **[ARROW]** keys to select Sound Bank. Sound Bank A and B normally contains preset sounds, so in this example we will select Sound Bank C.

4. Highlight Bank C and press **[YES]**. The words "WRITING DATA..." are shown flashing on the chosen Sound Bank position, indicating that it is ready to receive the .syx file from the computer. Note that if the Sound Bank already contains sounds that aren't locked (consult the User Manual on how to do this), they will be overwritten with the new sounds. Make sure you select an empty Sound Bank, or a Sound Bank that contains sounds that you can do without. Press **[NO]** if you wish to abort the Digitone listening for .syx data and choose another Sound Bank position.

5. On the computer, open the c6 utility software (Make sure you have the latest version, available on the Elektron website). On the c6 Configuration menu, select Digitone for both MIDI In and MIDI Out. Click OK to close the Configuration window.

6. Drag the .syx file containing the Sound Pack sounds to the c6 main window. Make sure you highlight the file in the c6 main window, by pointing and clicking on it Press the SEND button. A progress bar will appear at the bottom of the c6 window. On the Digitone screen you will see "WRITING DATA..." for the duration of the transfer. Transferring the sounds will take a few seconds.

9.2 ACCESSING THE SOUNDS

1. Select a synth track by pressing any of the **[TRACK]** keys. Double-press the **[TRACK]** key to open the SOUND BROWSER. Make sure you view the +DRIVE sounds (check that each sound is indexed with both Sound Bank and position, "C:001" above the name of the sound). If, on the other hand, the Sound Pool is in view (sounds are indexed with position only, "001"), press the left **[ARROW]** key in order to bring up the left hand menu and select the first item in the list, VIEW +DRIVE, and press **[YES]**.

2. Inside the SOUND BROWSER, first press **[BANK]** + **[TRIG 9–16]** key to select Sound Bank (Trig 9 = Sound Bank A, Trig 10 = Sound Bank B, and so on). In this example, press **[BANK]** + **[TRIG 11]** key to access Sound Bank C.

3. Use the **[ARROW]** keys to browse through the new sounds. Press the **[TRIG]** keys to preview a highlighted sound. Press **[YES]** to select the sound.

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(A) Audio loops, samples, instruments and audio synthesis software and their output (the "Sounds"):

1. The Licensee may use the Sounds in combination with other sounds in music productions (which may include soundtracks of films, video productions, radio/TV programs or commercials, computer games and multimedia presentations, library music), public performances, and other reasonable musical purposes within musical compositions.

2. The Licensee may modify the Sounds and may use the Sounds for commercial purposes as part of a musical composition with other sounds.

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