

# EA/ER-1 Quick Start Guide

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## Before you begin...

After you go through this Quick Start Guide covering the basic functions of Electribe, it's likely that you'll want to "dig deeper" and begin editing and creating your own parts, patterns and songs. Rest assured, there is ROM backup of the factory data in Electribe memory. You can always restore the Electribe factory patterns and songs. The preload data procedure is covered in the Electribe owner's manual.

If you edit a pattern or song and then change pattern or song numbers before writing your edits, the original state of the previous pattern or song will be retained. You'll need to **write** any edited patterns or songs you wish to keep, **before** selecting new patterns or songs!

As you begin editing and creating patterns and songs that you want to keep, make sure to use the **MIDI dump** procedure to store your data to an external data flier, MIDI keyboard with data filing functions and disk drive, or computer. Otherwise, when you use the preload data procedure to restore the factory data, you'll overwrite and lose your new patterns and songs. The MIDI dump procedure is simple, and is covered in the Electribe owner manuals.

Be extremely careful about volume levels and filter cutoff / resonance settings when using the Electribe products! Blown speakers and hearing loss can occur if levels are set excessively!





## **Main Features...**

**Immediacy! All functions of the EA-1 are right on the surface – there are no menus/pages to slow you down!**

**The EA-1 uses analog synth-like operation, allowing you to create a very wide range of sounds. The sounds you work with are called parts. Each part includes 2 oscillators, 1 filter, 1 amp and 3 effects - distortion, delay and chorus / flanger. Ring, Sync, and Decimator functions in the OSC Mod section allows one oscillator to modulate the other.**

**The external audio input acts as an oscillator, so audio signals can be processed through the filter and effects.**

**The Motion Sequence function lets you record a knob movement for each part.**

**Sounds can be controlled in real-time, using the front panel knobs and switches.**

**A pattern consists of two parts. There are 256 patterns in internal memory, and each pattern can be up to 4 bars long.**

**You can arrange patterns in desired playback order, complete with knob movements, to create songs, and store up to 16 songs in memory.**

**The Keyboard function lets you use the 16 step keys as part triggers for performance and sequencing.**

**Pattern Set Play lets you assign sixty-four patterns to the sixteen step keys, to instantly switch patterns as you perform.**

**Tap tempo and MIDI clock can be used to sync the EA-1 to external turntables, sequencers, etc.**

**The EA-1 can be controlled externally and used as a MIDI tone generator.**

**The MIDI dump function lets you save data on an external computer, data filer, or sequencer.**

# Electribe EA-1 Quick Start Guide

## Connections:

1. After connecting the power supply, connect L/R audio cables from the **PART1 / MIX** and **PART 2** outputs to a monitoring system, or plug in headphones to the headphone jack. (The EA-1 is not stereo - the outputs are independent for each part, and you can make desired pan adjustments on the mixer channels).
2. The EA-1 **Keyboard** function key will be lit when it is powered-up. As you play the **Step** keys in the EA-1 **KEYBOARD** section, raise the EA-1 **MASTER VOLUME** knob and monitor system volume to desired levels.

**Songs** - On the EA-1, patterns can be arranged in any order to playback as a song. Each song holds up to 256 patterns, and up to 16 songs can be created and stored in internal memory. Parameter switching and knob movements can also be recorded in a song.

## Working with the demo songs

The EA-1 is in **PATTERN** mode when first powered-up. Notice the mode keys **PATTERN**, **SONG**, **GLOBAL** and **MIDI**, below the display.

### *Select and play demo songs:*

1. After you power-up the EA-1, press the **SONG** key. There are 16 songs available in internal memory. The display will read "S.01" - the first demo song.
2. Press the **PLAY** key (> II) to begin playback. When the song ends, playback will automatically stop. If you want to stop the song before it ends, press the **STOP** key (□).
3. To select and listen to additional demo songs, rotate the **DIAL** to the desired song number and press the **PLAY** key.

*Note: The demo songs have been created to work together when the EA-1 and ER-1 are synced together via MIDI. For more on this, see page 32.*

**Patterns** - A pattern is musical data containing both the sounds and recorded phrases. Each pattern consists of 2 parts, including parameter switching and knob movements. On the EA-1 you can create up to 256 patterns.

## Working with patterns

### *Select and play patterns:*

1. Press the **Pattern** mode key, then use the **cursor** ▲ key to make the top-left "Pattern" LED light (in the mode grid below the display).
2. Rotate the **DIAL** counter clock-wise until the display indicates pattern "**A.01**".
3. Press the **PLAY** key. The pattern will play its pre-determined length, then will loop until you press the **STOP** or **PLAY/PAUSE** key.
4. Rotate the **DIAL** to select additional patterns.

**NOTE:** You can rotate the DIAL as the current pattern is playing - when that pattern has played to its pre-determined length, the next-selected pattern will begin playback.

## Working with the tempo

There are two ways to change tempo on the EA-1- you can rotate the **DIAL**, or use the **TAP** tempo function.

**Both functions work in pattern or song modes.**

### *Change tempo with the Dial...*

1. Press the **PATTERN** mode key, and press the **PLAY** key to begin playback of any pattern.
2. Press the **cursor** ▼ key (left of the mode grid) to light the **Tempo** LED.
3. Rotate the **DIAL** to set the desired tempo.

### *Change tempo using the Tap tempo function:*

1. Press the **PLAY** key to begin playback of any pattern.
2. As the pattern plays, press the **TAP** key **3 times** or more - the EA-1 will average the interval (time between taps) and set the tempo accordingly.
3. To see the new tempo in the display, move the **cursor** keys to the **Tempo** LED indicator.

**Parts** - A part consists of a synthesizer sound, a phrase pattern (the trigger, pitch and gate time), and a Motion sequence. On the EA-1 there are two parts, each monophonic - meaning one note can be played at a time. You can trigger the parts with the Keyboard function, and tweak the sound of each part with the knobs and switches.

## Working with parts and the EA-1 keyboard

In pattern or song modes, you can strike any one of the 16 step keys to play the currently selected part's sound. The sound of each part will change with each new pattern selected.

### *Play the EA-1 keyboard and edit the parts:*

1. In **Pattern** mode, select pattern "A.01" with the **DIAL**.
2. Press the **Keyboard** function key (to the left of the 16 step keys) - it will light.
3. Strike the **step keys** to use them as a keyboard. Notice that the **Part 1** LED indicator is lit (in the **Part Select** section to the right of the mode grid). Tweak the sound with the knobs and switches.
4. Rotate the **OSC Balance** knob (in the **OSCILLATOR** section) as you strike a **step key**. When the original oscillator balance setting is recalled, the **Original Value** LED will light.
5. Press the **Part Select** key (right of the mode grid) to select Part 2 (the Part 2 LED will light).
6. Rotate the **OSC Balance** knob clock-wise and strike the **step keys** until you hear the sound of Part 2.
7. Use the knobs and to tweak the sound of Part 2.

**E-TIP!!!** As you tweak a part sound, the Original Value LED will light for each knob and switch in the editing sections when you reach its original setting. This is a great feature - you can tweak the sound, and always return to the original settings!

## Basic editing in Pattern mode

The EA-1 comes loaded with pattern and song data, however there are many patterns in the **d-bank** which do not include musical data. You can use these patterns as templates to write your own phrase patterns.

**E-TIP!!!** To speed-up selection of patterns, rotating the **DIAL** while **holding** the **SHIFT key** will advance patterns in steps of ten.

## Working with an existing pattern

**NOTE:** Before beginning the next section, make sure that the **Write Protect function is off**: Press the **GLOBAL** mode key, then use the **cursor keys** to move to **"Protect"** on the mode grid. Rotate the **DIAL** to select **"OFF"** in the display, then press the **PATTERN** mode key to return to **PATTERN** mode.

### ***Copy and Edit a pattern:***

1. In **PATTERN** mode, select pattern **"A.03"** with the **DIAL**.
2. Press the **WRITE** key, then hold the **Shift** key and rotate the **DIAL** until pattern **"d.64"** flashes in the display.
3. Press the **WRITE** key again - you've just copied pattern **A.03** to pattern **d.64**.

Now to edit the copied pattern...

### ***Change the pattern tempo:***

1. Press the **PLAY** key to begin playback of pattern **d.64**.
2. Select **Tempo** with the cursor **▲ ▼** keys.
3. As the pattern plays, rotate the **DIAL** or use the **TAP** tempo feature to change the tempo. The new tempo will appear in the display.
4. Press the **WRITE** key **2X** to write the new tempo into memory for pattern **d.64**.

### ***Force playback from the beginning of the pattern:***

As pattern **d.64** plays, hold the **Shift** key, and repeatedly press the **PLAY** key - you'll hear the pattern reset to it's first step each time you press the **PLAY** key.

**E-TIP !!!** The Force Playback feature gives you instant control of the length of a pattern, and with practice, you can develop new performance "grooves" based off the existing pattern.

### ***Tweak the parts as the pattern plays:***

1. As pattern **d.64** plays, press the **Motion Seq** switch in the Synthesizer section - until both LED's go **dark**.  
For the next few steps you'll work with the sounds without the Motion sequence function.
2. Use the **Part Select** switch to select **Part 1** or **Part 2** and tweak the sound by selecting different **waveforms** with the **OSC1** and **OSC2** switches, then tweak the **Oscillator Balance**, **OSC2 Pitch OFs** (offset) knobs, and **OSC Mod** switch.
3. Continue tweaking each selected part - work with the **Filter Cutoff** and **Resonance** knobs as the pattern continues, as well as the **EG Int** and **Decay** knobs, the **AMP** and **Effect** sections.

### ***Write the new edits to memory:***

Press the **STOP** key, then press the **WRITE** key **2X** to write pattern **d.64**'s new edits to memory.

**NOTE:** The EA-1 owner's manual provides extensive information about the various synthesizer and effect parameters, and how they can be controlled.

**E-TIP!!!** The appendix of the EA-1 owner's manual contains Example Sound Diagrams - helpful starting points for you when designing you own sounds!

**Motion sequence** - The Motion sequence function lets you record the changes you make to a knob or switch in the Synthesizer section. A Motion sequence can be recorded for each part in every pattern in the EA-1! Once recorded, the Motion sequence will loop while the pattern plays.

## **Working with a Motion sequence**

### ***Create a Motion sequence:***

A Motion sequence records one knob or switch changes for each part. The Motion sequence can be played back in one of two ways: **Smooth**, where the sound of the changes in a knob value plays back smoothly, or

**Trig Hold** (trigger hold), where the value of the recorded Motion sequence will be held at the note timing of the part.

1. While pattern **d.64** is stopped, hold the **Shift** key and press **step key 11 (Clear Motion) 2X**, to clear the previous Motion sequence in the pattern. Press the **Part Select** key, and do this for **each part**.
2. Press the **Part Select** key to select **Part 1**.
3. Press the **Motion Seq** key to select either **Smooth** or **Trig Hold** (the LED will light).
4. Press the **RECORD** key (left of the **STOP** key). The **REC** key will light, and the **PLAY** key will flash.
5. Press the **PLAY** key to begin recording.
6. Rotate the **FILTER Cutoff** knob while recording. When the pattern reaches it's last step, the **REC** light will go dark. The pattern will continue to play, and you'll hear the Motion sequence you just recorded.
7. While the pattern loops, press the **Motion Seq** key to select either **Smooth** or **Trig Hold**, and listen to the difference in each type of Motion sequence playback.
8. Press the **STOP** key.
9. Press the **Part Select** key to select **Part 2** (it's LED will light).
10. Press the **REC** key, then press the **PLAY** key to begin recording.
11. Rotate the **OSC2 Pitch OFs** knob to record a new Motion sequence for part 2.
12. Press the **STOP** key.
13. Press the **WRITE** key **2X** to re-write pattern **d.64** with the two new Motion sequences.

**NOTE:** Each time you record a new knob or switch change with the Motion sequence function, it will **OVERWRITE** the previous Motion sequence. Only one Motion sequence per knob rotation or switch change within a section can be recorded for each part. You can't edit a Motion sequence - if you don't like what you've just recorded, record it again until you're satisfied.

## Working with pattern length and trigger settings

A pattern can be from 1-4 bars long. The length can be set with the **PATTERN LENGTH** keys in the **Keyboard** section (step keys 1-4).

For the following exercise, you'll copy pattern **d.64** to pattern **d.63**, and change the new pattern length.

### ***Change the pattern length:***

1. Make sure you are on pattern **d.64**, then press the **WRITE** key and rotate the **DIAL** to select pattern **d.63**.
2. Press the **WRITE** key again, to copy pattern **d.64** to **d.63**. **Don't play the pattern yet...**

3. Press and hold the **Shift** key. Notice that **step key 2** and **step key 5** are lit. The original pattern length is indicated as **2 bars** long, and the pattern scale/beat is set to 16<sup>th</sup> notes.
4. While holding the **Shift** key, press **step key 1** to change the pattern length to **1 bar**, then press the **PLAY** key to start the pattern. It will loop after **1 bar**.
5. Press the **STOP** key, then hold **Shift** and press **step key 4**.
6. Press the **PLAY** key, then hold **Shift**, and note that the new length setting is **4 bars**.

***View the part step data for each bar of this 4-bar pattern:***

1. While the pattern plays, press the **Keyboard** key (it will go dark), and all the **step keys** will light.
  2. Watch the **Select LED** section, just above the **step keys**. Notice that, as the pattern plays, the **green LED** indicates movement through - and loops from bars 1-4. Continue playback of the pattern.
  3. Press the **Part Select** key so that the **Part 2 LED** is lit.
  4. Press the **Select >** key **1X**. The **red LED** in the Select section will move to the **2<sup>nd</sup>** bar in the pattern, and all the **step keys** will be lit.
  5. Press the **Select >** key **2X** to move to the **4<sup>th</sup>** bar - the **red LED** will light, and all the **step keys** will be lit.
- \* **Here's what's happening:** You're viewing the **Trigger Settings** for **Part 2**. The keys are lit for bars 2 and 4, meaning that they also contain trigger data for all sixteen steps.
6. Now press the **Part Select** key, so that the **Part 1 LED** is lit. Notice, as you press the **Select ◀ ▶** keys, that all the part 1 **step keys** are lit - for **each** bar in the pattern.

***Edit the Trigger settings for part 1:***

1. Press the **Select <** or **>** keys until **bar 1's red LED** is lit, to view the trigger settings for part 1, bar 1. Let the pattern continue to play.
2. Press the following **step keys**, to turn them **off**: **1, 5, 9, 13**. Listen as the pattern loops - when bar 1 plays again, all steps but 1, 5, 9 and 13 will play. The rest of the data for part 1 stays the same - for bars 2-4.
3. Move the **Select >** key to bars 2-4, and press the desired **step keys** to change the trigger settings for part 1.

**NOTE:** The trigger settings for each bar / part can only be viewed by moving the **Select ◀ ▶** keys to the bar you want to work with. With the pattern stopped, you can easily view each setting as you use the **Select ◀ ▶ keys**. You can also make trigger setting changes while the pattern plays.

### ***Adjust the Swing of the pattern:***

The Swing function offsets the note timing of the steps in a pattern, resulting in a "shuffled" feel.

1. **Stop** playback of pattern **d.63**.
2. Hold the **Shift** key, then press **step key 8 (Swing)**. A value will flash in the display.
3. Rotate the **DIAL** to a setting of "**69**".
4. Press **step key 8** again (flashing), to set the new Swing value.
5. **Play** the pattern to hear the new swing setting.
6. **Stop** playback of the pattern, then hold **Shift** and press **step key 8**.
7. Rotate the **DIAL** to set the value in the display to "**50**". Press **step key 8** again to set the new Swing value.  
**Play** the pattern to hear the "straight" 16-beat pattern.

***E-TIP !!!*** You can use the Swing function to "loosen-up" a rigid-feeling pattern, and give it more of a "groove". Conversely, you can turn what was originally a "shuffle" pattern - into a "straight" feel.

***NOTE:*** The PATTERN SCALE/ BEAT function lets you select a different time signature for each pattern. You can learn more about it in the EA-1 owner's manual.

## **Changing pitch and gate time of steps**

The following exercise will show you how to edit the pitch and gate time of steps in an existing pattern.

### ***Change the pitch of the trigger settings:***

1. Press the **PATTERN** mode key, then select pattern **A.13** with the **DIAL**.
2. **Play** the pattern to get an idea of how it sounds.
3. **Stop** playback of the pattern.
4. Press the **Keyboard** key to turn off the Keyboard function (the Keyboard LED will go dark).
5. Press the **cursor ▼ key** until the **Pitch** LED in the mode grid lights.
6. Press the **Part Select** key to select **Part 2**. Notice the **step keys** that are indicating the Trigger settings for this part in bar 1 (step keys 1, 7, 14, 15). Press these keys to hear the pitches of each step - the **display** will indicate each pitch.
7. Press **step key 1**. It will flash, and "**C2**" will be indicated in the display.

8. Rotate the **DIAL** to set the pitch to a setting of "**C4**". You can **re-strike** the step key while you rotate the **DIAL**, to hear the pitch change.
9. Press **step key 7**, and follow step 8 above - to change the pitch to "**G2**".
10. Press the **Select ▶ key 2X**, to move to **bar 3** of the pattern.
11. Change the pitches of each step key (lit) to any pitches you like (see step 7-8 above).
12. Press the **PLAY** key to hear the pitch changes as the pattern loops.

### ***Change the gate time of the trigger settings:***

Let the pattern continue to play...

1. Press the **cursor ▲** key so that the **Gate Time** LED lights.
2. While the pattern plays, press **step key 1**, then rotate the **DIAL** until a value of "**0.75**" is indicated in the display.
3. Press **step key 7**, and rotate the **DIAL** to a setting of "**0.25**". You'll hear the new gate times as the pattern loops.
4. **Stop** playback of the pattern, then use the **cursor ▲** key until the **Pattern** LED lights in the mode grid.
5. Press the **WRITE** key **1X**, then rotate the **DIAL** until the display indicates "**d.62**" (flashing).
6. Press the **WRITE** key once again, to write the edited pattern to location **d.62**.

**NOTE:** To learn more about patterns – real-time and step recording, event editing, transposing, moving and copying part data, consult the EA-1 owner's manual.

**Pattern Sets** - A pattern set is a collection of your favorite patterns - up to 64, each assigned to a step key. This way, you can select patterns quickly during performance - with one touch - using the step keys!

## **Working with Pattern Sets**

The Pattern Set function is where all your efforts in creating and tweaking of patterns can really shine! When performing, the patterns you compile into Pattern Sets can be instantly recalled, giving you complete control over your live performance! The EA-1 comes loaded with Pattern Sets, so you can get started easily.

### ***Work with Pattern Set Play mode:***

1. In **Pattern** mode, press the **PLAY** key to begin playback of any pattern.
2. **Hold down** the **Keyboard** function key and press a **step key** to switch to the pattern that was assigned to that step key. When the current pattern finishes, the new pattern will begin to play. Each time you select a new step key, a different pattern will play. The Pattern Set you are working with contains 16 patterns - assigned to the 16 step keys.
3. **Hold down** the **Shift** key and press the **Keyboard** function key. This holds the current pattern set, and lets you select patterns within the pattern set group - simply by **pressing the step keys** - try it!
4. Press the **Keyboard** function key again (lit). This defeats the hold function.
5. **Hold down** the **Keyboard** function key and press one of the **Select ◀ ▶** keys. This takes you to another Pattern Set (of 16 patterns), and you can continue selecting patterns as above. The selected group will be indicated by the **red** LED's in the Select section.
6. **Stop** playback of the pattern.

***E-TIP !!!*** Copy a pattern to two or more new pattern locations, then tweak the synth and Trigger settings for each part - in the newly-copied patterns. Assign these new patterns in a Pattern Set, or string them together in a song, and you've got it!

### ***Assign a pattern to a Pattern Set:***

1. With playback stopped, **Hold-down** the **Keyboard** function key and press the desired **step key** for the pattern location you wish to use.
2. Continue to **hold** the **Keyboard** function key and rotate the **DIAL** to select the pattern number you wish to assign to the set.
3. Release the **Keyboard** function key and your pattern will be assigned into the Pattern set, at the location you chose.

***E-TIP!!!*** As in all editing modes on the EA-1, you must write the new Pattern Set to memory if you want to retain it - otherwise you will lose your edits when you leave Pattern Set mode or call up another Pattern Set group. To write the edited set: HOLD the **KEYBOARD** function key and press **WRITE**. "**PST**" will flash in the display - press the **WRITE** key once again to write the new Pattern Set.

## **Working in Song Mode**

### ***Playback a song:***

1. Press the **Song** mode key, then rotate the **DIAL** to select the desired song.
2. Press the **PLAY** key to begin playback.

### ***Adjust the song tempo:***

1. While the song plays, press the **cursor** ▼ key until the **Tempo** LED lights.
2. Rotate the **DIAL** or press the **TAP tempo** key **3 or more** times to set the tempo.

**NOTE:** If you change the tempo of a song, and then switch to another song, the original tempo will be recalled. To keep the new song tempo you must write the song to memory (**WRITE 2X**).

**Audio Input** - With the EA-1, you can input external audio sources like records, CD's, synths, etc., then process the signal with the resonant filter, effects, and modulation parameters, and trigger the audio as a synth part!

## **Working with the audio input**

The EA-1 audio input is mono, so you may need a stereo-mono adaptor for the audio source you are working with. If you're using a turntable, guitar or microphone, you'll need a mixer in-line with the EA-1 audio input to bring the signal up to line level.

### ***Connect a CD player or turntable to the EA-1:***

1. Connect your source device to the **AUDIO IN** jack on the EA-1 rear panel.
2. Press the **AUDIO IN THRU** key and start playback on the source device. Watch the **Peak** LED below the EA-1 display, and make sure that it only lights when the audio device you are using reaches maximum levels.
3. Turn **off** the **AUDIO IN THRU** key, and stop playback on the source device.
4. Select a pattern or song on the EA-1, then press the **OSC1** key until the **Audio In** LED lights.
5. Start playback on the EA-1 and the source device. On the EA-1, press the **GLOBAL** mode key, then press the **cursor** ▲ or ▼ keys until the **Input Gain** LED lights in the mode grid.
6. Rotate the **DIAL** to balance the audio input signal with the pattern or song.
7. Process the audio input signal with the Synthesizer section knobs to apply filtering or effects.

**NOTE:** When you create patterns that use the audio input, and set Global input levels for the audio source, make sure to WRITE the edited pattern and Global changes to internal memory!

**NOTE:** When you use an audio source in place or a waveform for OSC1, you can trigger it from the step keys - manually, or as part of the Trigger settings in a phrase pattern!

## Restoring the EA-1 Factory Data:

Pattern and Song "preload" data in the EA-1 is backed-up in internal ROM memory. **Before you perform the preload procedure, make sure to save any of your own data to a data filer!** (see the EA-1 owner's manual for more information on data backup procedures)

1. While simultaneously pressing the **Solo** and **Write** keys, power-up the EA-1.
2. The display will indicate "**Pld**" and the **PLAY** key will flash.
3. Press the **PLAY** key to load the factory preload data.

# ELECTRIBE EA-1 Specifications

<b>Sound Generation Method</b>	Analog Modeling
<b>Number of Parts</b>	2
<b>Memory</b>	256 patterns, 16 songs
<b>Effects</b>	Distortion, Tempo Delay, Chorus/Flanger
<b>Sequencer (Pattern)</b>	Up to 64 steps per part
<b>Motion Sequence</b>	1 parameter per part, 64 events
<b>Sequencer (Song)</b>	Up to 256 patterns / 65,500 events
<b>Audio Input</b>	1/4" phone jack - mono / -10 dB
<b>Output</b>	2- 1/4" phono mono jacks -Part1/Mix, Part 2
<b>MIDI</b>	In, Out, Thru

## **Main Features...**

The ER-1 lets you program your own custom analog-style beat sounds by tweaking the front panel knobs and switches.

There are 8 parts to work with - four DSP percussion sounds and four PCM sounds, including hi-hats, cymbal and handclap, plus two audio inputs.

The audio inputs can be processed through the ER-1 amp and effect sections, and triggered just like the synth parts! Plus, you can use Tap Tempo to "sync" the BPM of the internal rhythms to the external audio!

The Motion Sequence function lets you record a knob movement for each part in a pattern.

Sounds and patterns can be controlled in real-time, using the front panel knobs and switches.

There are 256 patterns in internal memory, and each pattern can be up to 4 bars long.

You can arrange patterns in desired playback order, complete with knob movements, to create songs, and store up to 16 songs in memory.

Parts can be triggered from the front panel - played and recorded in real time, as well as step recording! Each part's trigger settings can be viewed easily with the ER-1's familiar 16-step grid!

Pattern Set Play lets you assign sixty-four patterns to the sixteen step keys, to instantly-switch patterns as you perform.

Tap tempo and MIDI clock can be used to sync the ER-1 to external turntables, sequencers, etc.

The ER-1 can be controlled externally and used as a MIDI tone generator.

The MIDI dump function lets you save data on an external computer, data filer, or sequencer.

# Electrabe ER-1 Quick Start Guide

## Connections:

1. After connecting the power supply, connect L/R audio cables from the **L/MONO** and **RIGHT** outputs to a monitoring system, or plug in headphones to the headphone jack.
2. In the ER-1 **PERCUSSION SYNTH** section, the **Part 1** key will be lit when you power-up. As you play any of the **Part** keys in this section, raise the ER-1 **MASTER VOLUME** knob and monitor system volume to desired levels.

**Songs** - On the ER-1, patterns can be arranged in any order to playback as a song. Each song holds up to 256 patterns, and up to 16 songs can be created and stored in internal memory. Parameter switching and knob movements can also be recorded into a song.

## Working with the demo songs

The ER-1 is in **PATTERN** mode when first powered-up. Notice the mode keys **PATTERN**, **SONG**, **GLOBAL** and **MIDI**, below the display.

### *Select and play demo songs:*

1. After you power-up the ER-1, press the **SONG** key. There are 16 songs available in internal memory. The display will read "S.01" - the first demo song.
2. Press the **PLAY** key (> II) to begin playback. When the song ends, playback will automatically stop. If you want to stop the song before it ends, press the **STOP** key (II).
3. To select and listen to additional demo songs, rotate the **DIAL** to the desired song number and press the **PLAY** key.

**Patterns** - A pattern is musical data consisting of sounds arranged in a phrase. On the ER-1, you can create up to 256 patterns. Each pattern consists of up to 8 parts plus two audio input parts, and in addition, you can perform and record parameter switching and knob movements as part of a pattern.

## Working with patterns

### *Select and play patterns:*

1. Press the **Pattern** mode key, then use the **cursor** ▲ key to make the top-left "Pattern" LED light (in the mode grid below the display).
2. Rotate the **DIAL** counter clock-wise until the display indicates pattern "**A.01**".
3. Press the **PLAY** key. The pattern will play it's pre-determined length, then will loop until you press the **STOP** or **PLAY/PAUSE** key.
4. Rotate the **DIAL** to select additional patterns.

**NOTE:** You can rotate the DIAL as the current pattern is playing - when that pattern has played to it's pre-determined length, the next-selected pattern will begin playback.

## Working with the tempo

There are two ways to change tempo on the ER-1- you can rotate the **DIAL**, or use the **TAP** tempo function. **Both functions work in pattern or song modes.**

### *Change tempo with the Dial...*

1. Press the **PATTERN** mode key, and press the **PLAY** key to begin playback of any pattern.
2. Press the **cursor** ▼ key (left of the mode grid) to light the **Tempo** LED.
3. Rotate the **DIAL** to set the desired tempo.

### ***Change tempo using the Tap tempo function:***

1. Press the **PLAY** key to begin playback of any pattern.
2. As the pattern plays, press the **TAP** key **3 times** or more - the ER-1 will average the interval (time between taps) and set the tempo accordingly.
3. To see the new tempo in the display, move the **cursor** keys to the **Tempo** LED indicator.

**Parts** - A part consists of a synthesizer, PCM or audio input sound, a recorded phrase, and a Motion sequence. On the ER-1 there are 8 parts plus two audio input parts- You can trigger the parts manually, and edit the sound of each part with the knobs and switches. A Motion sequence can be stored independently for each part.

## **Working with the ER-1 parts**

In pattern or song modes, you can strike any one of the part keys to play the parts. The sound of each part will change with each new pattern selected.

### ***Play and edit the ER-1 parts:***

1. In **Pattern** mode, select pattern "A.01" with the **DIAL**.
2. Notice that the **PERCUSSION SYNTHESIZER 1** LED indicator is lit ( in the **Part** section to the right of **Solo** key). Strike any of the **PERCUSSION SYNTHESIZER**, **HI HAT**, **Crash** or **Hand Clap** keys to trigger the part sounds (the AUDIO INPUT part keys will be covered later in this guide).
3. Continue playing the part sounds, and rotate any of the knobs or make switch changes in the **OSCILLATOR**, **AMP**, or **DELAY** sections - to tweak the sounds.

***E-TIP!!!*** As you tweak a part sound, the Original Value LED will light for each knob and switch in the editing sections, once you move any knob or switch to it's original setting. This is a great feature - you can tweak the sound, and always return to the original settings!

## **Basic editing in Pattern mode**

The ER-1 comes loaded with pattern and song data, however there are many patterns later in the **d-bank** which only include a "synth kick drum" sound at steps 1, 5, 9, and 13. You can use these patterns as templates to write your own phrase patterns.

**E-TIP!!!** To speed-up selection of patterns, rotating the **DIAL** while **holding** the **SHIFT key** will advance patterns in steps of ten.

## Working with an existing pattern

**NOTE:** Before beginning the next section, make sure that the **Write Protect function is off**: Press the **GLOBAL** mode key, then use the **cursor keys** to move to "**Protect**" on the mode grid. Rotate the **DIAL** to select "**OFF**" in the display, then press the **PATTERN** mode key to return to **PATTERN** mode.

### ***Copy and Edit a pattern:***

1. In **PATTERN** mode, select pattern "**A.03**" with the **DIAL**.
2. Press the **WRITE** key, then hold the **Shift** key and rotate the **DIAL** until pattern "**d.64**" flashes in the display.
3. Press the **WRITE** key again - you've just copied pattern **A.03** to pattern **d.64**.

Now to edit the copied pattern...

### ***Change the pattern tempo:***

1. Press the **PLAY** key to begin playback of pattern **d.64**.
2. Select **Tempo** with the cursor **▲ ▼** keys.
3. As the pattern plays, rotate the **DIAL** or use the **TAP** tempo feature to change the tempo. The new tempo will appear in the display.
4. Press the **WRITE** key **2X** to write the new tempo into memory for pattern **d.64**.

### ***Force playback from the beginning of the pattern:***

As pattern **d.64** plays, hold the **Shift** key, and repeatedly press the **PLAY** key - you'll hear the pattern reset to it's first step each time you press the **PLAY** key.

**E-TIP !!!** The Force Playback feature gives you instant control of the length of a pattern, and with practice, you can develop new performance "grooves" based off the existing pattern.

***Tweak the parts as the pattern plays:***

1. **As pattern d.64 plays**, press the **Motion Seq** switch in the Synthesizer section - until both LED's go **dark**. In the next step you'll work with the sounds, without the Motion sequence function.
2. **Strike** the part keys, and work with the knobs and switches as the pattern plays, to create a set of your own part sounds using the existing pattern.

***Work with the ACCENT key:***

1. **As pattern d.64 continues to play**, press the **ACCENT** key (in the step key section). Note that all the step keys are lit.
2. Press to turn off (or simply drag your finger across) all of the 16 step keys to remove the accent from the 1<sup>st</sup> bar of this pattern.
3. Press various step keys to accent the 1<sup>st</sup> bar of the pattern.
4. Press the **Select > key** once, to view the 2<sup>nd</sup> bar of the pattern. Press to turn off various step keys, and change the accents in the 2<sup>nd</sup> bar of the pattern.

***Write the new edits to memory:***

Press the **STOP** key, then press the **WRITE** key **2X** to write pattern **d.64**'s new edits to memory.

**NOTE:** The ER-1 owner's manual provides extensive information about the various synthesizer and effect parameters, and how they can be controlled.

**E-TIP!!!** The appendix of the ER-1 owner's manual contains Example Sound Diagrams - helpful starting points for you when designing you own sounds!

**Motion sequence** - The Motion sequence function lets you record the changes you make to a knob or switch in the Synthesizer section. A Motion sequence can be recorded for each part in every pattern in the ER-1! Once recorded, the Motion sequence will loop while the pattern plays.

## **Working with a Motion sequence**

## **Create a Motion sequence:**

A Motion sequence records one knob or switch changes for each part. The Motion sequence can be played back in one of two ways: **Smooth**, where the sound of the changes in a knob value plays back smoothly, or **Trig Hold** (trigger hold), where the value of the recorded Motion sequence will be held at the note timing of the part.

1. While pattern **d.64** is stopped, hold the **Shift** key and press **step key 11 (Clear Motion) 2X**, to clear the previous Motion sequence in the pattern. Press each **part** key, and do this for **all of the parts**.
2. Press the **PERCUSSION SYNTHESIZER 1** key (it's LED will light).
3. Press the **Motion Seq** key to select either **Smooth** or **Trig Hold** (the LED will light).
4. Press the **RECORD** key (left of the **STOP** key). The **REC** key will light, and the **PLAY** key will flash.
5. Press the **PLAY** key to begin recording.
6. Rotate the **Pitch** knob while recording. When the pattern reaches it's last step, the **REC** light will go dark. The pattern will continue to play, and you'll hear the Motion sequence you just recorded for part 1.
7. While the pattern loops, press the **Motion Seq** key to select either **Smooth** or **Trig Hold**, and listen to the difference in each type of Motion sequence playback.
8. Press the **STOP** key.
9. Press the **PERCUSSION SYNTHESIZER 4** key (it's LED will light).
10. Press the **REC** key, then press the **PLAY** key to begin recording.
11. Rotate the **Mod Depth** knob to record a new Motion sequence for part 4.
12. Press the **STOP** key.
13. Press the **WRITE** key **2X** to re-write pattern **d.64** with the two new Motion sequences.

**NOTE:** Each time you record a new knob or switch change with the Motion sequence function, it will **OVERWRITE** the previous Motion sequence. Only one Motion sequence using one knob rotation or switch changes within a section can be recorded for each part. You can't edit a Motion sequence - if you don't like what you've just recorded, record it again until you're satisfied.

## **Working with the Delay Motion sequence**

The ER-1 features an additional Delay Motion sequence for the delay effect. This function lets you record the simultaneous movements of the Delay Depth and Delay Time knobs.

1. Select a pattern, then press the **Type** key until the **Motion Seq** LED lights.

2. Press the **REC** key, then press the **PLAY** key, and rotate the **Depth** and **Time** knobs during recording. When the pattern loops, the REC LED will go dark, and the Delay Motion sequence will play back. To delete the Delay Motion sequence, **hold** the **Shift** key, press **step key 11** and the **Type** key in the delay section (flashing). Press **step key 11** again to delete the Delay Motion sequence.

**NOTE:** To learn more about Motion sequences, consult the ER-1 owner's manual.

## Working with pattern length and trigger settings

A pattern can be from 1-4 bars long. The length can be set with the **PATTERN LENGTH** keys in the **step key** section (step keys 1-4).

For the following exercise, you'll copy pattern **d.64** to pattern **d.63**, and change the new pattern length.

### *Change the pattern length:*

1. Make sure you are on pattern **d.64**, then press the **WRITE** key and rotate the **DIAL** to select pattern **d.63**.
2. Press the **WRITE** key again, to copy pattern **d.64** to **d.63**. **Don't play the pattern yet...**
3. Press and hold the **Shift** key. Notice that **step key 2** and **step key 5** are lit. The original pattern length is indicated as **2 bars** long, and the pattern scale/beat is set to 16<sup>th</sup> notes.
4. While holding the **Shift** key, press **step key 1** to change the pattern length to **1 bar**, then press the **PLAY** key to start the pattern. It will loop after **1 bar**.
5. Press the **STOP** key, then hold **Shift** and press **step key 4**.
6. Press the **PLAY** key, then hold **Shift**, and note that the new length setting is **4 bars**.

### *View the part step data for each bar of this 4-bar pattern:*

1. While the pattern plays, press each part key, and note that the step keys light to indicate where each part is set to trigger along the 16-step grid.
2. Watch the **Select LED** section, just above the **step keys**. Notice that, as the pattern plays, the **green LED** indicates movement through - and loops from bars 1-4. Continue playback of the pattern.
3. Press the **PERCUSSION SYNTHESIZER 2** key so that the **Part 2 LED** is lit.
4. Press the **Select >** key **1X**. The **red LED** in the Select section will move to the **2<sup>nd</sup>** bar in the pattern, and all the **step keys** will go dark.
5. Press the **Select >** key **2X** to move to the **4<sup>th</sup>** bar - the **red LED** will light, and all the **step keys** will go dark.

**Here's what's happening:** You're viewing the **Trigger Settings** for **Part 2**. The keys are dark for bars 2 and 4, meaning that no trigger settings (data) have been written in these bars.

6. Now press the **Part Select** key, so that the **Part 1** LED is lit. Notice, as you press the **Select ◀ ▶** keys, that all the part 1 **step keys** are lit - for **each** bar in the pattern.

### ***Edit the Trigger settings for part 1:***

1. Press the **Select < or >** keys until **bar 1's red LED** is lit, to view the trigger settings for part 1, bar 1. Note that step keys 1 and 7 are lit. **STOP playback of the pattern.**
2. Press the following **step keys**, to turn them **on: 2, 8, 9, 10**. Listen as the pattern loops - when bar 1 plays again, steps 1,2,7,8,9 and 10 will play. The rest of the data for part 1 stays the same - for bars 2-4.
3. Move the **Select >** key to bars 2-4, and at each bar, press any **step keys** you like, to change the trigger settings for part 1.

**NOTE:** The trigger settings for each bar / part can only be viewed by moving the **Select ◀ ▶** keys to the bar you want to work with. With the pattern stopped, you can easily view each setting as you use the **Select ◀ ▶ keys**. You can also make trigger setting changes while the pattern plays.

### ***Adjust the Swing of the pattern:***

The Swing function offsets the note timing of the steps in a pattern, resulting in a "shuffled" feel.

1. **Stop** playback of pattern **d.63**.
2. Hold the **Shift** key, then press **step key 8 (Swing)**. A value will flash in the display.
3. Rotate the **DIAL** to a setting of **"69"**.
4. Press **step key 8** again (flashing), to set the new Swing value.
5. **Play** the pattern to hear the new swing setting.
6. **Stop** playback of the pattern, then hold **Shift** and press **step key 8**.
7. Rotate the **DIAL** to set the value in the display to **"50"**. Press **step key 8** again to set the new Swing value. **Play** the pattern to hear the "straight" 16-beat pattern.

**E-TIP !!!** You can use the Swing function to "loosen-up" a rigid-feeling pattern, and give it more of a "groove". Conversely, you can turn what was originally a "shuffle" pattern - into a "straight" feel.

**NOTE:** The PATTERN SCALE/ BEAT function lets you select a different time signature for each pattern. You can learn more about it in the ER-1 owner's manual.

## Muting and Soloing Parts

The following exercise will show you how to mute and solo parts in an existing pattern.

### *Work with the Mute function:*

1. Press the **PATTERN** mode key, then select pattern **b.04** with the **DIAL**.
2. **Play** the pattern to get an idea of how it sounds.
3. **As the pattern plays**, press and **hold** the **Part Mute** (TAP) key. Note that all the part keys are lit.
4. To mute parts, press one or more of the part keys **while holding** the **Part Mute** key.
5. Press and **hold** the **Part Mute** key again, and press the part keys to un-mute the part sounds.

### **Work with the Solo Function:**

#### **While pattern b.04 plays...**

1. Press and **hold** the **Solo** key (to the right of the TAP key). Note that all the part keys are lit.
2. Press **one** of the part keys **while holding** the **Solo** key, then **release** the **Solo** key. You'll hear only the selected part. **Let the pattern continue to play...**
3. To play all the parts sounds again, press and **release** the **Solo** key.
4. Press and **hold** the **Solo** key, then press **two or more** part keys, to solo selected part groups. **Release** the **Solo** key again, and the solo group of part sounds will continue to play.
5. Press and **release** the **Solo** key (lit). All the parts recorded in the pattern will play.

**NOTE:** To learn more about patterns – real-time and step recording, event editing, transposing, moving and copying part data, consult the EA-1 owner's manual.

**Pattern Sets** - A pattern set is a collection of your favorite patterns - up to 64, each assigned to a step key. You can build your own pattern sets, and select patterns quickly - with one touch - using the step keys!

## **Working with Pattern Sets**

The Pattern Set function is where all your efforts in creating and tweaking of patterns can really shine! When performing, the patterns you register to Pattern Sets can be instantly recalled, giving you complete control over your live performance! The ER-1 comes loaded with Pattern Sets, so you can easily access them.

### ***Work with Pattern Set Play mode:***

1. In **Pattern** mode, press the **PLAY** key to begin playback of any pattern.
2. **Hold down** the **Pattern Set** function key and press a **step key** to switch to the pattern that was registered for that step key. When the current pattern finishes, the new pattern will begin to play. Each time you select a new step key, a registered pattern will play. The Pattern Set you are working with contains 16 patterns - assigned to the 16 step keys.
3. **Hold down** the **Shift** key and press the **Pattern Set** function key. This holds the current pattern set, and lets you select patterns within the pattern set group - simply by **pressing the step keys** - try it!
4. Press the **Pattern Set** function key again (lit). This defeats the hold function.
5. **Hold** the **Pattern Set** function key and press one of the **Select ◀ ▶** keys. This takes you to another Pattern Set (of 16 patterns), and you can continue selecting patterns as above. The selected group will be indicated by the **red** LED's in the **Select** section.
6. **Stop** playback of the pattern.

***E-TIP !!!*** Copy a pattern to two or more new pattern locations, then tweak the synth and Trigger settings for each part - in the newly-copied patterns. Register these new patterns in a Pattern Set, or string them together in a song, and you've got it!

### ***Assigning a pattern to a Pattern Set:***

1. With playback stopped, **Hold down** the **Pattern Set** function key and press the desired **step key** for the pattern location you wish to use.
2. Continue to **hold** the **Pattern Set** function key and rotate the **DIAL** to select the pattern number you wish to assign to the set.
3. Release the **Pattern Set** function key and your pattern will be assigned to the Pattern set, at the location you chose.

***E-TIP!!!*** As in all editing modes on the ER-1, you must write the new Pattern Set to memory if you want to retain it - otherwise you will lose your edits when you leave Pattern Set mode or call up another Pattern Set group. **To write the edited set: HOLD the Pattern Set function key and press WRITE. "PST" will flash in the display - press the WRITE key once again to write the new Pattern Set.**

## Working in Song Mode

### ***Playback a song:***

1. Press the **Song** mode key, then rotate the **DIAL** to select the desired song.
2. Press the **PLAY** key to begin playback.

### ***Adjust the song tempo:***

1. While the song plays, press the **cursor** ▼ key until the **Tempo** LED lights.
2. Rotate the **DIAL** or press the **TAP tempo** key **3 or more** times to set the tempo.

***NOTE:*** If you change the tempo of a song, and then switch to another song, the original tempo will be recalled. To keep the new song tempo you must write the song to memory (**WRITE 2X**).

***NOTE:*** To learn more about creating and editing a song, consult the ER-1 owner's manual.

**Audio Inputs** - With the ER-1, you can input two mono, or a stereo external audio source (like records, CD's, synths, etc.), process the signal with the AMP and DELAY sections, and trigger the audio in sync with your pattern as another part!

## Working with the audio input

The ER-1 has two audio inputs, for use with a single stereo source or two monaural sources. If you're using a turntable, guitar or microphone, you'll need a mixer in-line with the ER-1 audio inputs to bring the signal up to line level.

### **Connect a CD player or turntable to the ER-1:**

1. Connect your source device(s) to the **AUDIO IN** jacks on the ER-1 rear panel.
2. Press the **AUDIO IN THRU** key and start playback on the source device(s). Watch the **Peak** LED below the ER-1 display, and make sure that it only lights when the audio device(s) you are using reaches maximum levels.
3. Turn **off** the **AUDIO IN THRU** key, and stop playback on the source device.
4. Select a pattern or song on the ER-1, then press the **AUDIO IN 1** and/or **2** keys until the **Audio In** LED(s) light.
5. Start playback on the ER-1 and the source device(s). On the ER-1, press the **GLOBAL** mode key, then press the **cursor** ▲ or ▼ keys until the **Input Gain** LED lights in the mode grid.
6. Rotate the **DIAL** to balance the audio input signal with the pattern or song.
7. Process the audio input signal with the **AMP** section: **Decay, Level, Pan, Low Boost**, or the **DELAY** section parameters.

**NOTE:** When you create patterns that use the audio inputs, and set Global input levels for the audio sources, make sure to **WRITE** the edited pattern and Global changes to internal memory!

**NOTE:** You can trigger the audio inputs from the step keys - manually, or as part of the trigger settings in a pattern, just like any other ER-1 part!

## Restoring the ER-1 Factory Data:

Pattern and Song "preload" data in the ER-1 is backed-up in internal ROM memory. **Before you perform the preload procedure, make sure to save any of your own data to a data filer!** (see the ER-1 owner's manual for more information on data backup procedures)

1. While simultaneously pressing the **Solo** and **Write** keys, power-up the ER-1.
2. The display will indicate "**Pld**" and the **PLAY** key will flash.
3. Press the **PLAY** key to load the factory preload data.

## ELECTRIBE ER-1 Specifications

<b>Sound Generation Method</b>	Analog Modeling + PCM
<b>Number of Parts</b>	8 - Synth parts (4), PCM (4), + 2 Audio In
<b>Memory</b>	256 patterns, 16 songs
<b>Effects</b>	Delay - Motion Sequence, Tempo Delay
<b>Sequencer (Pattern)</b>	Up to 64 steps per part
<b>Motion Sequence</b>	1 parameter per part, 64 events
<b>Sequencer (Song)</b>	Up to 256 patterns / 65,500 events
<b>Audio Inputs</b>	2- 1/4" phone jack - mono / +7 DBu max
<b>Output</b>	2- 1/4" phono mono jacks -L/MONO, RIGHT
<b>MIDI</b>	In, Out, Thru

# Syncing the Electribe ER-1 and EA-1 together

The Electribe products can be used stand-alone, or synced together. When you sync the two units together, it's likely you'll want to use the ER-1 as the master, and the EA-1 as the slave unit.

1. Using a MIDI cable, connect the **MIDI OUT** port of the ER-1 to the **MIDI IN** port of the EA-1.
2. On the EA-1, press the **GLOBAL** key, then press the **cursor** ▲ or ▼ keys to move to the **Clock** line in the mode grid.
3. Rotate the **DIAL** to change the display to read "**EXT**". This sets the EA-1 internal clock to external.
4. Make sure that the ER-1 clock setting is set to "**INT**". You can check this in the same way as steps 2-3 above.

## ***To sync the Electribes in Pattern mode:***

Make sure that the ER-1 and EA-1 are in pattern mode. When you press the **PLAY** key on the ER-1, the EA-1 will automatically start. You can use the DIAL or Pattern Set Play mode to independently select patterns on both units. When you change patterns on either unit, the tempo will be the same as the first pattern you selected on the ER-1. If you stop the ER-1 and select a new pattern, the tempo will be updated to match the new pattern tempo setting. The Force Playback feature (see page 7 or 22) will work for either unit when synced.

***E-TIP !!*** Independent control of pattern changes is the usual way to use the Electribes when they are synced together. However, when changing patterns on the ER-1, you can make the EA-1 patterns change to the same pattern number - in sync, by setting the ER-1's MIDI channel to the same as the EA-1 (part 1) MIDI channel. The default setting for the ER-1 is MIDI channel 10 - simply change it (in the MIDI mode) to channel 1 (the EA-1 default channel for part 1). Each time you select a new pattern on the ER-1, the same pattern number will be selected on the EA-1.

## ***To sync the Electribes in Song mode:***

In Song mode, the Electribes sync perfectly, and the EA-1 will follow the song selection or the ER-1. Just enter Song mode on each unit, select a song number with the **DIAL** on the ER-1, and the EA-1 will automatically select the same song number. Press **PLAY** on the ER-1 and the selected songs will start on both units.

## To Learn More about Electribe...

We hope that this Electribe QuickGuide has given you the information you need to get started with the product! Make sure to study the Electribe owner manuals -there is a plethora of additional information about many features, and some great templates for voicing your sounds!

***In the owner manuals, you'll find information on:***

- Setting pattern scale length / beat**
- Creating songs - specifying patterns for song positions**
- Recording performances and knob movements in a song**
- Erasing, Inserting and deleting song and pattern data**
- MIDI data dump procedures**
- Example sounds**
- Global and MIDI mode settings and procedures**

***...and much more ! Enjoy!***

