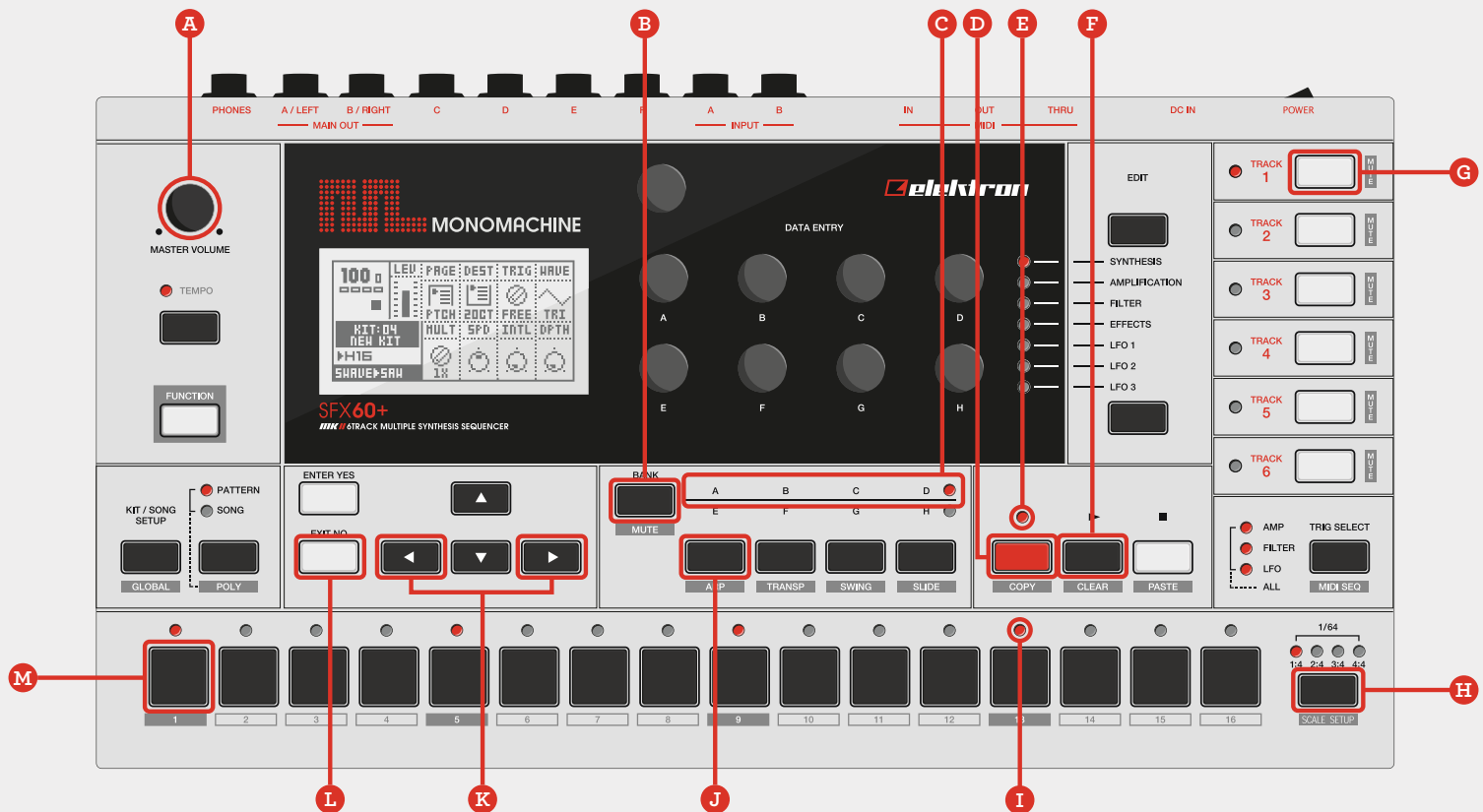


QUICKSTART GUIDE: MONOMACHINE

This quick start will guide you through some of the basic operations to allow you to start using the Monomachine right away. Please visit www.elektron.se for Monomachine tutorial videos.



PLAYING A PATTERN

The Monomachine can contain up to 128 patterns. Each pattern consists of six internal tracks and six MIDI tracks. Each internal track contains a machine. Machines either generate sounds or function as an effect.

1. Make sure the **MASTER VOLUME KNOB (A)** is turned up.
2. Check so **BANK GROUP A-D (C)** is selected. The **BANK GROUP** currently selected is indicated by the two LED's above the **[SLIDE]** key. If **BANK GROUP A-D** is not selected, press the **[BANK]** key (B).
3. Choose pattern A01 by holding the **[PATTERN SELECTION]** key (J) marked A and pressing the first **[TRIG]** key (M). Pattern A02 is selected by pressing the **[PATTERN SELECTION]** key and **[TRIG]** key 2.
4. Press **[PLAY]** (F) to listen to the pattern.

→ Patterns can be changed without having to stop the sequencer.

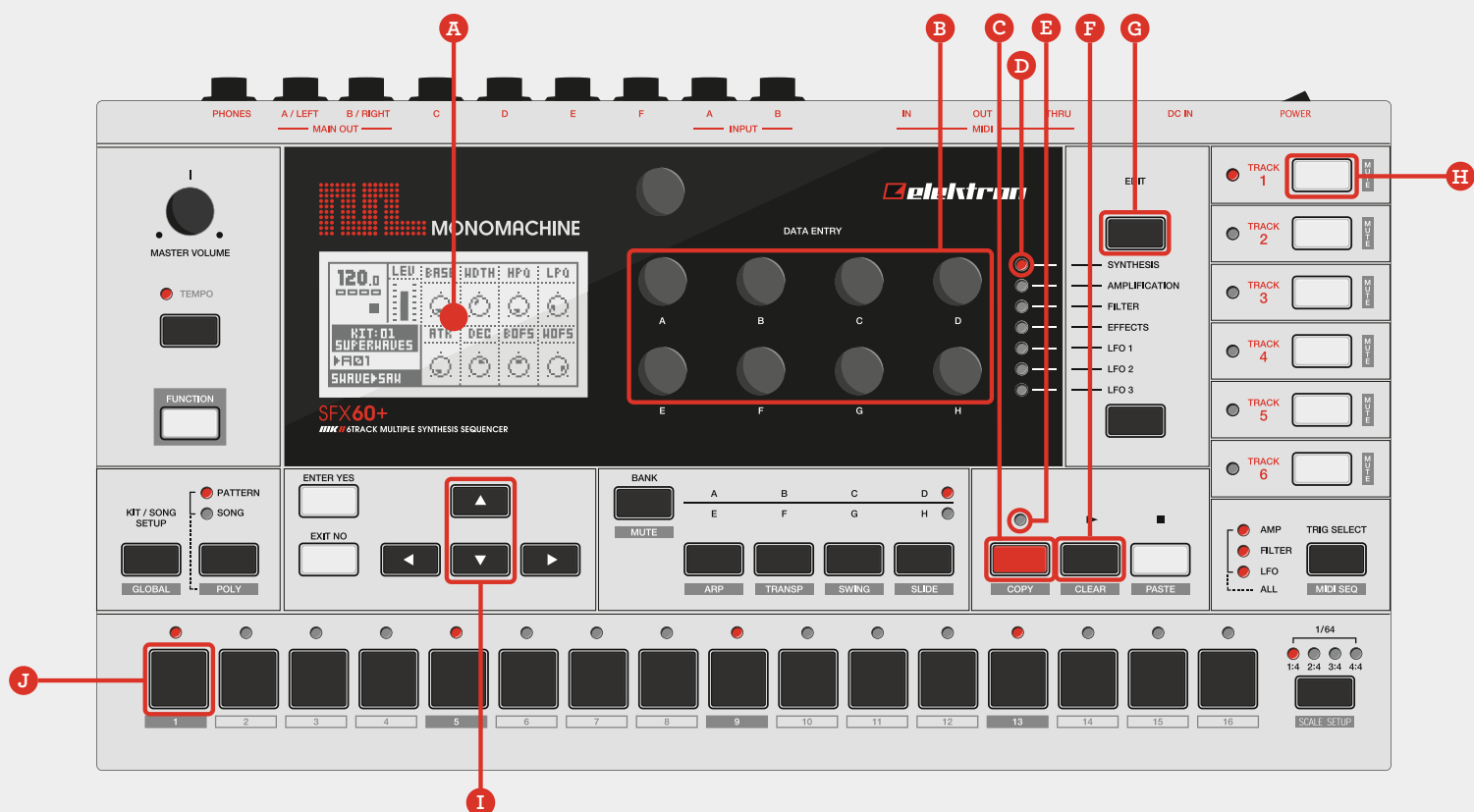
→ Open the **MUTE MENU** by pressing and holding the **[FUNCTION]** key and pressing the **[BANK]** key. Mute individual tracks by pressing the six leftmost **[TRIG]** keys. Press the **[TRIG]** keys again to make the tracks audible. Exit the **MUTE MENU** by pressing **[EXIT/NO]** (L).

PROGRAMMING A PATTERN

The Monomachine sequencer is very quick to operate. It is possible to input notes both on a 64-step grid and in real time. Here the **GRID RECORDING** mode will be explained.

1. The **RECORD LED (E)** indicates whether **GRID RECORDING** mode is active or not. A lit **RECORD LED** means the mode is active. If the mode is not active, activate it by pressing the **[RECORD]** key (D).
2. Select the first track by pressing the **[TRACK 1]** key (G).
3. Lit **TRIG LED's (I)** indicate note trigs. Enter note trigs by pressing the **[TRIG]** keys. If the track is longer than 64 steps of length, select the step range that should be edited by pressing the **[SCALE SETUP]** key (H). If a note trig is pressed and held, a little mini-keyboard will pop up in the lower left side of the LCD screen. Here the pitch of the note trig is seen. While the **[TRIG]** key of the note trig is pressed and held the **[LEFT]** and **[RIGHT ARROW]** keys (K) can be used to assign a new pitch value to the note trig.
4. Press **[PLAY]**. When the running sequencer LED hits the note trigs, the machine assigned to track 1 will be triggered and therefore generate sound.

→ Notes can be entered and removed while the sequencer is playing.



ADJUSTING PARAMETERS

Each of the six tracks features seven pages of parameters. These parameters affect the sound of the machine assigned to the track.

1. Make sure **GRID RECORDING MODE** is deactivated (E). If activated, press the **[RECORD]** key (C) to deactivate.
2. Select the first track by pressing the **[TRACK 1]** key (H).
3. Select the **SYNTHESIS PAGE** (D) by pressing the **[DATA PAGE]** keys (G). Use the **DATA ENTRY KNOBS** (B) to affect the parameters. Press the **[TRIG]** keys (J)—which will trigger the sound of the selected track—repeatedly while turning the **DATA ENTRY KNOBS** to hear how the parameters affect the sound.

→ Press a **DATA ENTRY KNOB** while turning it to increase the speed of the parameter value change.

→ When **GRID RECORDING MODE** is not active the **[TRIG]** keys function as a keyboard. Change octave by pressing the **[UP]** and **[DOWN ARROW]** (I) keys.

PARAMETER LOCKS

Parameter locks are the secret weapon of the Monomachine. They allow parameter changes per note trig.

1. Make sure **GRID RECORDING MODE** is activated. If deactivated, press the **[RECORD]** key to activate it.
2. Select track 1 and press the **[DATA PAGE]** keys until the **FILTER PAGE** (A) becomes active.
3. Press and hold a **[TRIG]** key containing a note trig. While holding the **[TRIG]** key, turn **DATA ENTRY KNOB A** to change the **BASE** parameter. This will alter the frequency of the filter, filtering out more low frequencies the more you turn the knob. Note how the parameter graphics become inverted. That indicates the parameter has been locked to the selected value.
4. Release the **[TRIG]** key. The LED above the note trig is now flashing, indicating the note trig now contains a parameter lock.
5. Press **[PLAY]** (F) to start the sequencer and hear what the locked note sounds like.

→ All parameters found in the **DATA PAGES** can be locked. A note trig can contain several parameter locks.