

Syntakt

Quick Guide





Syntakt

Rain is like the sound of trains outside your window. Looking out, you see reflections of the passing above-ground subway and crimson tail lights. Refractions in the lingering water droplet trigger memories. Off-world colonies and the rhythm of life, on our world and others, imagined or actual, exist at the edge of our grasp in a blur of light-speed relativistic reality.

Bliss. The focus becomes your reality. Colors and beats create a musical tapestry in the life of the maximal metropolis you experienced. You go back to your automated coffee-bot, who greets you with a pixelated smile. The synthesis of emotion feels sincere, and you take the sentiment to heart. The vapors waft pleasingly to the ceiling when pouring and absorb into the climate control of your cozy complex.

Now is the time. You sit at your sonic workspace and turn on the Elektron Syntakt. It breathes into life, and the glint of red light spirits you into action. Analog synthesis meets digital synthesis. A musical cyborg companion. Your pathfinder on a new musical journey, one both familiar and new. You begin turning knobs, finding pleasing and even unsettling sounds. The beat starts. Pieces fall into place like a dozen meteorites on a perfect trajectory into an unnamed expanse. Time crumbles, limitations blur, and it is just you and the machine.

A message comes across your field of view in another space, not entirely grounded in our reality:

We thank you for joining us on this adventure. There is much to explore. This is our collective step in the ethereal Ouroboros of a new musical epic.

- The Elektron Team

FCC compliance statement

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

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

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

Canada

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

European Union regulation compliance statement

This product has been tested to comply with the Low Voltage Directive 2014/35/EU and the Electromagnetic Compatibility Directive 2014/30/EU. The product meets the requirements of RoHS 2 Directive 2011/65/EU.



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

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IMPORTANT SAFETY INSTRUCTIONS

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

WARNING!

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

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

SOUND PEAKS

- A brief signal will be sent to all audio outputs of the device when the Test mode on the Early Startup menu is activated. Remember to turn down the volume on all speakers and headphones before activating Test mode.

SAFETY INSTRUCTIONS FOR THE POWER ADAPTER

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

TABLE OF CONTENTS

| | |
|---|-----------|
| 1. INTRODUCTION | 10 |
| 1.1 CONVENTIONS IN THIS MANUAL | 10 |
| 1.2 THE USER MANUAL | 10 |
| 2. PANEL LAYOUT AND CONNECTIONS | 11 |
| 2.1 FRONT PANEL CONTROLS | 11 |
| 2.2 REAR PANEL CONNECTIONS | 14 |
| 2.3 SETTING UP AND STARTING SYNTAKT | 15 |
| 3. SOUND ARCHITECTURE | 16 |
| 3.1 DIGITAL VOICE TYPES | 16 |
| 3.2 ANALOG DRUM AND ANALOG CYMBAL VOICE TYPES | 16 |
| 3.3 SEND EFFECTS | 16 |
| 3.4 ANALOG FX BLOCK | 17 |
| 4. INTERACTING WITH THE SYNTAKT | 17 |
| 4.1 SCREEN NAVIGATION | 18 |
| 4.2 PARAMETER EDITING | 18 |
| 4.3 PARAMETER VALUE JUMP | 18 |
| 4.4 [FUNC] KEYPRESS COMBINATIONS | 19 |
| 4.5 QUICK SCROLLING | 19 |
| 4.6 COPY, CLEAR, AND PASTE | 19 |
| 4.7 THE NAMING SCREEN | 19 |
| 4.8 OVERBRIDGE | 20 |
| 4.9 CLASS COMPLIANT DEVICE | 20 |
| 5. EXPERIMENTING WITH PATTERNS | 21 |
| 5.1 PLAYING THE FACTORY PRESETS | 21 |
| 5.2 USING KEYBOARD MODE | 21 |
| 5.3 USING MUTE MODE | 21 |

| | |
|---|-----------|
| 5.4 TRIG MODIFIERS | 22 |
| 5.5 TEMPO | 22 |
| 6. ABOUT THE TRACKS | 23 |
| 6.1 AUDIO TRACKS, VOICE TYPES, AND MACHINES | 23 |
| 6.2 MIDI TRACKS | 23 |
| 6.3 THE FX TRACK | 24 |
| 7. THE SEQUENCER | 24 |
| 7.1 SELECTING A PATTERN | 24 |
| 7.2 PATTERN CONTROL | 24 |
| 7.3 TRIG TYPES | 25 |
| 7.4 THE TRIG PAGE | 25 |
| 7.5 PATTERN RECORDING MODES | 25 |
| 7.6 GRID RECORDING MODE | 25 |
| 7.7 LIVE RECORDING MODE | 26 |
| 7.8 STEP RECORDING MODE | 26 |
| 7.9 PARAMETER LOCKS | 27 |
| 7.10 PATTERN SCALE | 27 |
| 8. TECHNICAL INFORMATION | 28 |
| 9. CREDITS AND CONTACT INFORMATION | 29 |

1. INTRODUCTION

1.1 CONVENTIONS IN THIS MANUAL

The following conventions are used throughout the manual:

Key names are written in upper case, bold style and within brackets. For instance, the key labeled “FUNC” on the main panel is written as **[FUNC]**.

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

LED indicators like the Keyboard LED are written like this: <KEYBOARD>.

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

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

Upper case letters are used for parameter setting alternatives. For example, OFF.

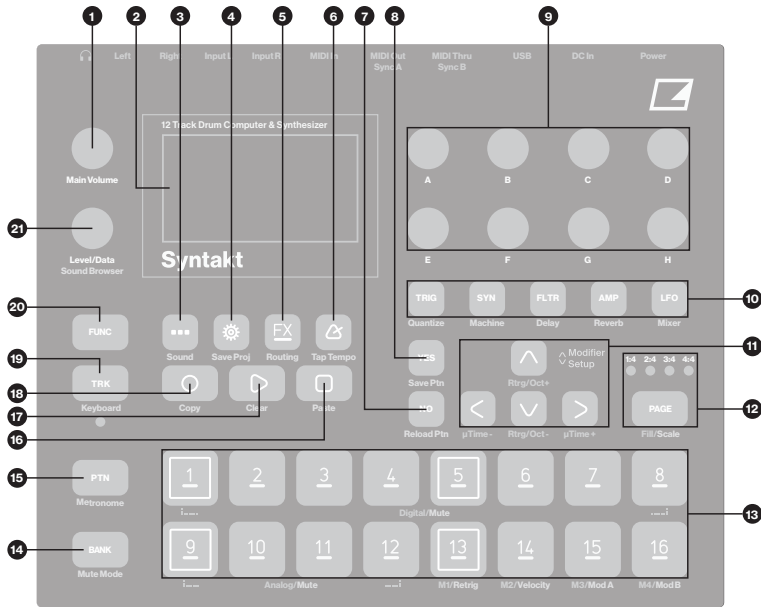
Messages visible on the screen are written in upper case letters with quotation marks. For example, “QUANTIZE LIVE REC”.

1.2 THE USER MANUAL




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

2. PANEL LAYOUT AND CONNECTIONS

2.1 FRONT PANEL CONTROLS



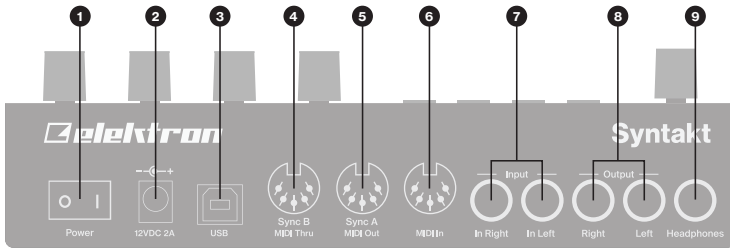
1. **MAIN VOLUME** sets the volume for the main outputs and the headphones output.
2. Screen.
3. **[SONG MODE]** *** opens SONG mode screen where different SONG mode related actions are performed. The secondary function accesses the SOUND menu.

4. **[SETTINGS]**  contains the management of projects, MIDI configuration, and the System settings. The secondary function saves the current project.
5. **[FX]**  selects the FX track and lets you access its parameter pages. The secondary function opens the ROUTING menu, where you set which tracks and effects are routed to the Analog FX block or not.
6. **[TEMPO]**  opens the TEMPO menu, where you can adjust the global/pattern tempo and also adjust the swing. The secondary function makes it possible to tap the tempo.
7. **[NO]** key. Used for exiting an active menu, backing one step, and negating. The secondary function is to temporarily reload the active pattern.
8. **[YES]** key. Used for entering sub-menus, selecting, and confirming. The secondary function is to temporarily save the active pattern.
9. **DATA ENTRY** knobs **A-H**. Used for setting parameter values. Press and turn the knobs to change values in larger increments.
10. **[PARAMETER]** keys access the PARAMETER pages of the active track. The keys indicates if the page is active (on) or inactive (off).
 - **[TRIG]** accesses parameters such as **NOTE**, **VELOCITY**, and other trig-related parameters. The secondary function accesses the QUANTIZE menu.
 - **[SYN]** Here, you can find parameters related to the selected machine. The secondary function accesses the MACHINE menu, where you select Machine for the track.
 - **[FLTR]** accesses the FILTER page. Here are the parameters for the multimode filter for the audio tracks. The secondary function accesses the DELAY page.
 - **[AMP]** takes you to the AMP page, where you find parameters for the amplitude envelope and effect sends. The secondary function accesses the REVERB page.
 - **[LFO]** accesses the LFO parameters for the active track. The secondary function accesses the MIXER pages.
11. The **[ARROW]** keys. Used for navigation and for setting some parameter values. In menus, they are called **[UP]**, **[DOWN]**, **[LEFT]**, and **[RIGHT]**. The secondary function for **[UP]** and **[DOWN]**, accesses the MODIFIER SETUP menu.

12. **[PAGE]** selects the active pattern page in GRID RECORDING mode, if the pattern is made up of more than 16 steps. The <PATTERN PAGE> LEDs indicate how many pattern pages the active pattern consists of and which pattern page is currently active. The LED flashes on the pattern page currently playing. The secondary function accesses the SCALE menu. This key also activates FILL mode (when GRID RECORDING mode is not active).
13. **[TRIG]** keys are used for entering or removing sequencer trigs, and parameter locks, in combination with the **DATA ENTRY** knobs. They are also used to select a track, bank, and pattern, in combination with the **[TRK]**, **[PTN]**, and **[BANK]** keys. The **[TRIG 13–16]** keys are also used to trigger modifier settings. The **[TRIG]** keys are also used as a keyboard in KEYBOARD mode. The secondary function for the **[TRIG 1–12]** keys is to Quick Mute tracks. The secondary function for the **[TRIG 13–16]** keys selects modifier.
The **[TRIG]** keys LEDs indicate trigs on the sequencer by lit red keys, while flashing red or yellow keys indicates parameter locks, in GRID RECORDING and STEP RECORDING mode. When a pattern plays, or LIVE RECORDING is enabled, a light “runs” along the 16 steps of the sequencer across all (up to four) pages at the set tempo.
14. **[BANK]** selects bank A–H in combination with the **[TRIG 9–16]** keys. The secondary function accesses the MUTE mode.
15. **[PTN]** selects pattern 1–16 combined with the **[TRIG 1–16]** keys. The secondary function opens the METRONOME menu.
16. **[STOP]** stops playback. The secondary function is the paste operation.
17. **[PLAY]** starts the sequencer playback. Pressing **[PLAY]** a second time pauses playback. The secondary function is the clear operation.
18. **[RECORD]** key. Activates/deactivates GRID RECORDING mode. Press **[RECORD]** + **[PLAY]**, to activate LIVE RECORDING mode. Press **[RECORD]** + **[STOP]**, to activate STEP RECORDING mode. The secondary function is the copy operation.
19. **[TRK]** key. Press **[TRK]** + one of the **[TRIG 1–12]** keys to select a track for editing. The secondary function accesses the KEYBOARD mode.

20. **[FUNC]** key. Press and hold, and then press another key to access the secondary function of that key. The secondary functions are written in red on the Syntakt front panel.
21. **LEVEL/DATA** sets the overall volume level of the active track. It is also used for setting parameters and scrolling through lists. The secondary function opens the **SOUND BROWSER**.

2.2 REAR PANEL CONNECTIONS



1. **POWER**, Switch for turning the unit on and off.
2. **DC In**, Input for power supply. Use the included PSU-3c power adapter connected to a power outlet.
3. **USB**, For connecting the unit to a computer. For MIDI control or Overbridge use. Use the included A to B USB 2.0 cable to connect to a computer host.
4. **MIDI THRU/SYNC B**, Forwards data from MIDI IN. It can also be configured to send DIN sync to legacy instruments. Use a standard MIDI cable to connect another MIDI device in the chain.
5. **MIDI OUT/SYNC A**, MIDI data output. It can also be configured to send DIN sync to legacy instruments. Use a standard MIDI cable to connect to MIDI In of an external MIDI device.
6. **MIDI IN**, MIDI data input. Use a standard MIDI cable to connect to MIDI Out of an external MIDI device.

7. **INPUT L/R**, Audio inputs. Use a 1/4" mono phone plug (unbalanced connection).
8. **OUTPUT L/R**, Main audio outputs. Use either 1/4" mono phone plug (unbalanced connection) or 1/4" TRS (Tip/Ring/Sleeve) phone plug (balanced connection).
9. **HEADPHONES**, Audio output for stereo headphones. Use 1/4" TRS (Tip/Ring/Sleeve) phone plug.

2.3 SETTING UP AND STARTING SYNTAKT

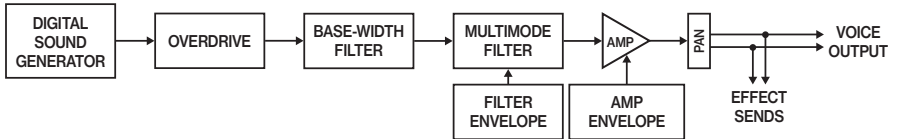
Make sure you place the Syntakt on a stable support, such as a sturdy table, with sufficient cable space. Make sure to switch off all devices before connecting the Syntakt to other devices.

1. Plug the supplied DC adapter to a power outlet and connect the small plug to the 12 V DC In on the Syntakt.
2. Connect OUTPUT L/R from the Syntakt to your mixer or amplifier.
3. To control the Syntakt from a computer, connect a USB cable between the computer and the USB connector of the Syntakt.
4. If you want to use MIDI to control the Syntakt, connect the MIDI OUT port of the device you wish to send data from to the MIDI IN port of the Syntakt. The MIDI THRU port duplicates the data arriving at the MIDI IN port, so it can be used for chaining MIDI units together. If you want to use Syntakt to control other devices using MIDI, connect the MIDI OUT port of the Syntakt to the MIDI IN port of the of device you want to control.
5. If you want to mix in audio to the Syntakt from external sources, connect the audio source to INPUT L/R.
6. Switch on all units. Switch on the Syntakt by toggling the POWER switch located at the back of the unit.

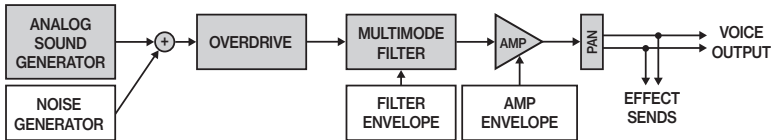
3. SOUND ARCHITECTURE

The illustrations below show the Syntakt sound architecture, with the analog and digital voice types and send effects. The illustrations also show what components of the sound architecture are analog (grey boxes) or digital (white boxes). The audio from the voice output is then routed through the Analog FX block or directly to the Main mix.

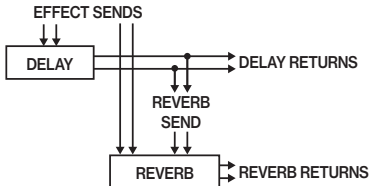
3.1 DIGITAL VOICE TYPES



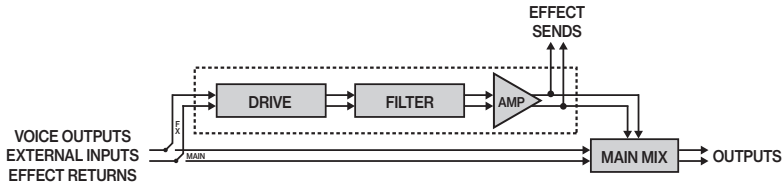
3.2 ANALOG DRUM AND ANALOG CYMBAL VOICE TYPES



3.3 SEND EFFECTS

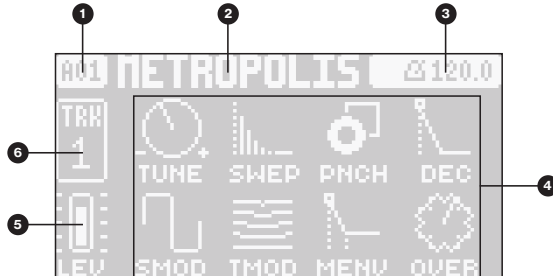


3.4 ANALOG FX BLOCK



4. INTERACTING WITH THE SYNTAKT

The screen shows all the information needed for real-time interaction and editing on the Syntakt. The eight **DATA ENTRY** knob parameters shown will vary depending on the given situation. Below is the main interface screen of the SRC page.



1. Bank and pattern.
2. Pattern name.
3. Tempo.

4. Eight track parameters. They show what the **DATA ENTRY** knobs control and their current parameter values.
5. The main volume setting of the active track. Use the **LEVEL/DATA** knob to change the volume setting.
6. Active track.

4.1 SCREEN NAVIGATION

Use the **[ARROW]** keys **[UP]**, **[DOWN]**, **[LEFT]** or **[RIGHT]** to navigate menus or sub-menus. Use the **LEVEL/DATA** knob to scroll through menus and lists quickly.

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

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

4.2 PARAMETER EDITING

The **DATA ENTRY** knobs are used to change the values of the track parameters. The positions of the parameters on the screen correspond to the physical locations of the knobs on the front panel. Some of the parameters on the screen tell you what **DATA ENTRY** knob controls that particular parameter. For example, "(E)".

- The parameters are adjusted in larger increments if you press down the **DATA ENTRY** knob while turning it. This makes it quicker to sweep through the whole parameter range.
- Press **DATA ENTRY** knob + **[NO]** to reset the parameter to the default value.
- Press **[PARAMETER]** key + **[PLAY]** to reset all the parameters in the selected parameter page to default values.
- Press and hold a **[PARAMETER]** key to see the exact values of the parameters.

4.3 PARAMETER VALUE JUMP

Pressing **[FUNC]** while editing certain parameters will make the parameter values jump to appropriate positions. The **TUNE** parameter, for example, jumps full octaves (12 semitones).

4.4 [FUNC] KEYPRESS COMBINATIONS

The standard way to use the [FUNC] key is in combination with other keys, press and hold [FUNC] and then make a short press on the second key in the combination. For some key combinations, it is also possible to access a sub-menu by pressing and holding [FUNC] + second key for a second.

4.5 QUICK SCROLLING

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

4.6 COPY, CLEAR, AND PASTE

Copy, clear, and paste commands are available in a lot of contexts. Press [FUNC] + [REC] to copy. Press [FUNC] + [STOP] to paste. Press [FUNC] + [PLAY] to clear. Paste and clear operations is undone by repeating the keypress combination. See the different sections in the Syntakt User Manual for more information on when these commands are available.

4.7 THE NAMING SCREEN

The naming method is identical for the various naming situations that appear when you save samples, sounds, projects, et cetera.



The **[LEFT]** and **[RIGHT]** arrow keys are used to navigate between the characters. Turning the *LEVEL/DATA* knob or pressing the **[UP]** or **[DOWN]** arrow keys selects the characters. **[FUNC] + [NO]** will erase letters. Press and hold **[FUNC]** to access the pop-up naming menu.

4.8 OVERBRIDGE

The Overbridge software suite enables tight integration between the Syntakt and a computer DAW.

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

To use Overbridge, you need a Syntakt, a USB cable, a computer running Overbridge, and a DAW.

Please read the Overbridge User Manual (available on the Elektron website in the Support section) to learn more about its setup, uses, and capabilities.

4.9 CLASS COMPLIANT DEVICE

The Syntakt is a class compliant device (also known as plug-and-play). It means it does not require any extra drivers to connect to your computer or other USB class compliant hosts.

Therefore, the Syntakt can stream audio and MIDI directly over USB to and from supported computers/phones/tablets. It opens up several exciting possibilities of what you can do with your device, for example, record audio from your device directly over USB in your DAW.

5. EXPERIMENTING WITH PATTERNS

5.1 PLAYING THE FACTORY PRESETS

You can find a number of preset patterns, Sounds, and samples in the Syntakt. Follow the instructions below to get started exploring your new instrument.

1. Press **[BANK]** and then press **[TRIG 9]** key to select bank A. The screen reads "BANK A: SELECT PTN".
2. Press **[TRIG 1]** key to select the first pattern of bank A.
3. Press **[PLAY]** to listen to pattern A01.
4. Press **[PTN]** and then press **[TRIG 2]** key to select pattern A02. It will start once pattern A01 has reached its end. Select pattern A03 by pressing **[PTN]** and then press **[TRIG 3]** key, and so on.
5. Press **[STOP]** to stop playback.

5.2 USING KEYBOARD MODE

You can use the **[TRIG]** keys to play the sound of the active track (or send MIDI notes if you have selected the MIDI machine for the active track) in several selectable scales.

1. Press **[TRK] + [TRIG 1-12]** to select the track.
2. Press **[FUNC] + [TRK]** (short press) to enter KEYBOARD mode. A long press opens the KEYBOARD mode setup page. The **[TRIG]** keys will light up in a pattern that resembles an octave of a piano keyboard. Only lit keys are playable.
3. Play the **[TRIG]** keys. The sound will be pitched differently for each of the playable keys. Press the **[ARROW]** keys **[UP]** or **[DOWN]** to transpose the virtual keyboard up or down one octave.

5.3 USING MUTE MODE

You can mute any of the sequencer tracks in this mode. Unlike KEYBOARD mode, it makes no difference which track is active when this mode is activated. You can access all tracks simultaneously.

1. Make sure a pattern is playing.
2. Press the **[FUNC] + [BANK]** key to enter MUTE mode.
3. Press any of the **[TRIG]** keys or the **[FX]** key to mute the corresponding track. Press again to unmute. The light of the **[TRIG]** keys indicates the mute status. Unlit keys are muted tracks. Lit keys are active tracks.
4. Press the **[FUNC] + [BANK]** keys again to exit MUTE mode.

5.4 TRIG MODIFIERS

Using trig modifiers is a feature that lets you manually trig the sound of a track and, at the same time, add a selected modifier to the trig.

Usually, when you press a **[TRIG]** key, the device plays the sound of the selected track according to the track's parameters settings. Using the trig modifiers lets you trig the tracks sound but with one (or more) of its parameter(s) modified. How they are modified depends on the setup of the selected modifier.

There are two different ways you can use the trig modifiers to trig the track sound.

With the **TRIG** parameter set to ON.

1. Press **[FUNC] + [TRIG 13–16]** to select which modifier you want to use.
2. Press **[TRIG 13–16]** to trigger the sound on the active track with the selected modifier value applied.

With the **TRIG** parameter set to OFF.

1. Press **[FUNC] + [TRIG 13–16]** to select which modifier you want to use.
2. Press and hold **[TRIG 13–16]**, to select modifier value and then press **[TRIG 1–12]** to trig the track's sound with the selected modifier value applied.

5.5 TEMPO

To change the BPM setting, open the TEMPO menu by pressing the **[TEMPO]** key. Use the **LEVEL/DATA** knob to change tempo. Pressing the knob while turning it changes the tempo eight BPM at a time. The **[ARROW]** keys **[UP]** or **[DOWN]** change the tempo

in fractional steps. Note that you can set both a tempo and a separate tempo for every pattern. On the main interface screen, press and hold **[ARROW]** keys **[LEFT]** or **[RIGHT]** to nudge the tempo 10% up or down temporarily. Release the key to revert to the original tempo.

6. ABOUT THE TRACKS

The Syntakt sequencer has twelve tracks that can be either an audio track or a MIDI track. In addition, there is also a separate track (the FX track) for the Analog FX block, and the Delay/Reverb send effects.

6.1 AUDIO TRACKS, VOICE TYPES, AND MACHINES

The Syntakt has up to twelve audio tracks. Each audio track controls the selected machine with its parameter settings in the PARAMETER pages SYN, FLTR, AMP, and LFO.

Any of the twelve tracks can be used as an audio track. This is the default track setting. Each audio track controls the selected machine with its parameter settings in the PARAMETER pages SYN, FLTR, AMP, and LFO.

The voice type is the underlying synthesis model and is either analog or digital. The Syntakt has three different voice types: Analog Drum, Analog Cymbal, and Digital. A machine is a sound engine that uses a subset of functionality derived from the voice type. There are several machines available for each voice type. Every machine has its own set of parameters tailored to give you the most relevant and useful sound-shaping possibilities for that particular machine.

6.2 MIDI TRACKS

You can change all tracks on the Syntakt from being an audio track to instead be used as a MIDI track, meaning you can have up to twelve MIDI tracks. The MIDI tracks are used to control external, MIDI-equipped gear. Each MIDI track can trigger a chord of up to four notes with adjustable parameters such as velocity and length, control pitch bend and aftertouch, as well as eight freely assignable MIDI control change parameters (MIDI CCs).

The MIDI tracks function similarly to the audio tracks with parameter locks, LFO modulation, and copy and paste commands available. Each MIDI track also features micro timing, individual track length, and time signature settings. The main difference is that the MIDI tracks do not generate any sound, and the sequencer data is instead transmitted through the MIDI OUT or USB ports.

6.3 THE FX TRACK

The Analog FX block has its own dedicated sequencer track that controls the parameters for the Analog FX block circuits, with its dedicated LFOs. The FX track can also control the delay and reverb effect's parameters. To select the FX track for editing, press the **[FX]** key and then use the **[PARAMETER]** keys to access the PARAMETER pages for the FX track.

7. THE SEQUENCER

The Syntakt's sequencer stores its information in patterns. A pattern controls the playback of the audio tracks, and the MIDI tracks by the trigs entered on the sequencer.

7.1 SELECTING A PATTERN

1. Press **[BANK]** + **[TRIG 9–16]** key to select bank A–H.
2. Press **[PTN]** + **[TRIG 1–16]** key to select pattern 1–16.

Patterns containing data are indicated with white **[TRIG]** keys. The currently active pattern is indicated by a red **[TRIG]** key. Empty pattern slots are indicated with unlit **[TRIG]** keys.

7.2 PATTERN CONTROL

Press **[PLAY]** to start the playback of a pattern. Press **[PLAY]** again to pause. Press **[STOP]** to stop the playback. The audio will be cut off, but effects like the delay will continue until the delay repeats have faded out. Quickly press **[STOP]** twice to stop playback of all tracks and the fade out of the send effects.

If you change patterns during playback, they will change after the current playing pattern reaches its end.

7.3 TRIG TYPES

You can use two types of trigs, note trigs and lock trigs, in the RECORDING modes. Note trigs trig Sounds or MIDI notes on the chosen track, while lock trigs can be used to apply parameter locks without triggering notes. Note trigs are indicated by red [TRIG] keys and lock trigs are indicated by yellow [TRIG] keys. Unlit [TRIG] keys indicate steps that do not contain any trigs.

7.4 THE TRIG PAGE

Press [TRIG] to specify the general trig actions for the active track. Use the *DATA ENTRY* knobs to change settings. Note that parameter locked trig settings will override the general settings.

7.5 PATTERN RECORDING MODES

Syntakt offers three main input modes when creating or editing a pattern, GRID RECORDING mode, LIVE RECORDING mode, and STEP RECORDING mode. To create a new pattern, first select an empty pattern slot in one of the banks.

7.6 GRID RECORDING MODE

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

1. Enter GRID RECORDING mode by pressing the [REC] key. The [REC] key lights up red to indicate that GRID RECORDING mode is active.
2. Select the track to which you want to add trigs by pressing and holding [TRACK] and then one of the [TRIG] keys. The active track is indicated by a red [TRIG] key.
3. Place note trigs on the sequencer using the sixteen [TRIG] keys. Press [FUNCTION] and [TRIG] to add a lock trig. Lock trigs may be entered on any sequencer step, including ones containing note trigs. Quickly pressing the [TRIG] key of any trigs entered will remove the trig. Pressing a [TRIG] key of a trig and holding it slightly longer will prepare the trig for editing, rather than removing it.

4. Select another track, and add note trigs and lock trigs. Repeat the procedure for all the tracks you want to use.
5. Press **[PLAY]** to listen to the sequence.

7.7 LIVE RECORDING MODE

LIVE RECORDING mode is the second method of adding trigs to the tracks. In this recording mode, all the **[TRIG]** keys are played in real-time to input trigs to the tracks. It is also possible to enter parameter locks in real-time.

1. Press and hold **[RECORD]**, then press **[PLAY]** to enter LIVE RECORDING mode. (Press **[PLAY]** twice while keeping the **[RECORD]** key pressed to activate/deactivate automatic quantization.) The sequencer will start to play, and the **[RECORD]** key will start to flash red.
2. Enter trigs to all sequencer tracks in real-time by pressing the **[TRIG]** keys.
3. Press **[PLAY]** to exit LIVE RECORDING mode while keeping the sequencer playing. If LIVE RECORDING mode is active and **[RECORD]** is pressed, GRID RECORDING mode will be activated.
4. Press **[STOP]** to stop both recording and playback of the sequencer.

7.8 STEP RECORDING MODE

STEP RECORDING is a quick and straightforward method of placing trigs on the sequencer. You insert notes by pressing the **[TRIG]** keys or via an external MIDI controller in this recording mode. The sequencer then captures the note and automatically advances to the next step.

1. Press **[RECORD]** + **[STOP]** to enter STEP RECORDING mode. The **[RECORD]** key starts to double-blink red. (Press **[STOP]** twice while keeping the **[RECORD]** key pressed to toggle between STANDARD and JUMP mode).
2. Press a **[TRIG]** key to select the active step to where you want to start to add note trigs. The active step is shown with a green **[TRIG]** key that double-blinks. (If positioned on an earlier placed trig, it inherits the light pattern of that trig). You can also use **[LEFT]/[RIGHT]** to select the active step or skip steps.

3. Press and hold **[FUNC]** and then press **[TRIG 1-16]** key to add a note trig on the corresponding track to the active step. The active step then automatically advances to the next step.

7.9 PARAMETER LOCKS

Parameter locks enable all trigs to have their own unique parameter values. The note trigs of an audio track can, for example, have different pitch, amp, or filter settings. It is possible to parameter lock all parameters found on the **PARAMETER** pages, and you can apply parameter locks to all types of tracks.

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

Turn a **DATA ENTRY** knob to add parameter locks to the active track in **LIVE RECORDING** mode. The parameter will be locked accordingly and placed on the sequencer steps.

7.10 PATTERN SCALE

It is possible to change the length and timing of the pattern. The leftmost figure on the screen shows the number of steps in the pattern. The total length, which is shown on the right, determines the maximum number of steps. The rightmost figure controls the time signature of the pattern. If you use 17 steps or more in a pattern, the **[PAGE]** key toggles between the different pattern pages when in **GRID RECORDING** mode.

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

8. TECHNICAL INFORMATION

ELECTRICAL SPECIFICATIONS

Impedance balanced audio outputs

Main outputs level: +15 dBu

Output impedance: 440 Ω unbalanced

Headphones output

Headphones out level: +15 dBu

Output impedance: 36 Ω

Audio inputs

Input level: +15 dBu

Audio input impedance: 11 k Ω

Unit power consumption: 12 W typical

Recommended power supply: PSU-3c,
12 V DC, 2A

HARDWARE

128 \times 64 pixel OLED screen

MIDI In/Out/Thru with DIN Sync out

2 \times 1/4" impedance balanced audio out jacks

2 \times 1/4" audio in jacks

1 \times 1/4" stereo headphone jack

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

Electrically isolated hi-speed USB 2.0 port

Power inlet: Center positive 5.5 \times 2.5 mm

barrel jack, 12 V DC, 2A

PHYSICAL SPECIFICATIONS

Sturdy steel casing

Dimensions: W 215 \times D 176 \times H 63 mm

(8.5" \times 6.9" \times 2.5") (including knobs and feet)

Weight: approximately 1.53 kg (3.37 lbs)

100 \times 100 mm VESA mounting holes. Use

M4 screws with a max length of 7 mm.

Maximum recommended ambient operating
temperature: +35°C (+96°F)

9. CREDITS AND CONTACT INFORMATION

CREDITS

ELEKTRON CREW

Oscar Albinsson
Vladyslav Aleksashyn
Johannes Algelind
Fredrik Alm
Magnus Almberg
Christian Alsing
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ELEKTRON THREE YEAR WARRANTY

Elektron machines are sold with a three year limited warranty, starting from the date of the original purchase. Being able to prove the date of the original purchase with an invoice or a receipt is necessary if you require warranty service. If the machine should need a repair during the warranty period no charges will be applied for parts or labor. This warranty is transferable to other owners should the Elektron machine be resold during the warranty period. Items belonging to the Elektron Style range of products (t-shirts, stickers, posters etc.) are not covered by this warranty.

This warranty does not cover (a) damage, deterioration or malfunction resulting from accident, negligence, misuse, abuse, improper installation or operation or failure to follow instructions according to either the Quick Guide manual or the full User Manual for this product; any shipment of the product (claims must be presented to the carrier); repair or attempted repair by anyone other than Elektron or a certified Elektron repair center (b) any unit which has been altered or on which the serial number has been defaced, modified or removed; (c) normal wear and any periodic maintenance; (d) deterioration due to perspiration, corrosive atmosphere or other external causes such as extremes in temperature or humidity; (e) damages attributable to power line surge or related electrical abnormalities, lightning damage or acts of God; or (f) RFI/EMI (interference/noise) caused by improper grounding or the improper use of either certified or uncertified equipment, if applicable.

Warranty service procedure for machines bought from a retailer

Please contact their support if you need warranty service. You will then be guided how to proceed with your errand. Note that the Elektron three year limited warranty is in addition to any warranty your retailer may offer.

Warranty service procedure for machines bought from the Elektron Online Shop

Contact the Elektron Support at www.elektron.se if you need warranty service. You cannot send a unit to a certified Elektron repair center unless agreed to by Elektron. The customer is responsible for shipping charges if the machine needs to be shipped to a certified Elektron repair center for warranty service. Elektron covers the shipping back to the customer during the warranty period. Should the unit be dead on arrival, or if the hardware malfunctions within 2 weeks of the original purchase date, Elektron will cover the shipping to a certified Elektron repair center.

