



User's Guide

Electribe •S Rhythm Production Sampler

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| Korg | Dance Tools | Electribe•S |
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| <i>Feature</i> | <i>Benefit</i> |
|--|---|
| Same Great Electribe Interface | The Electribe•S will be instantly familiar to any Electribe/dance tool fan! |
| 95 Seconds Sampling Time (approx. 4 MB) 95 seconds (Mono) or 47.5 seconds (Stereo) | You get ample sampling time right out of the box to create complete patterns and songs. |
| 32 kHz Mono/Stereo Sampling Sample through the effects 20 bit A/D/A Normalize Truncate | The 32khz sampling rate allows you to fit more samples into the internal memory. It also gives the Electribe•S a desirable tonality, not unlike the vintage samplers desired by many rap/hip-hop artists. |
| Realtime Resampling Apply effects to an existing sample Capture knob motions Create new groove loops from your Patterns and realtime performances! | Resampling enables you to reuse the internal effects again and again with no loss of sonic quality, and add knob motions directly into your sampled phrase. |
| 100 Sample Locations 100 (mono) or 50 (stereo) samples | You can have a large sample library to program from at any given time. |
| Up to 12 Parts 9 parts (1& 2, 3& 4 stereo, 5-9 mono) Time Slice Audio In Accent | Complete ideas can be programmed with this large palette of sound sources. |
| 7 Part Parameters: Remember/Speed Roll Effect on/off Filter Level Reverse Pan | Plenty of control to shape your sound – and parameter changes can be recorded as Motion Sequences to add movement! |
| Real/Steptime Pattern Sequencer 128 Patterns/16 Songs 1 to 4 measures, 64 steps per Pattern 256 Patterns/steps per Song | The same sequencing interface as the other Electribes, with cool new features like Roll and fractional BPM resolution. |

| Feature | Benefit |
|--|--|
| <p>Pattern Sets 4 sets of 16 patterns each</p> | Being able to call up different Patterns with the push of a Step Key is perfect for live performance/mixing. |
| <p>11 Effects plus BPM-Synced Global Delay Reverb, Flange/Chorus, Phase, Ring Mod. Pitch-Shift, Comp, Distortion, Decimator, Isolator Resonant Filter, Wah</p> | Internal effects allow you to process your samples to create exciting and powerful new sounds. With resampling you can add effects to each part to give it its own unique quality. |
| <p>Motion Sequencer Record knob motions and switch changes 4 per part! Choose from Pitch, Level, Pan, Filter, effects On/Off, Roll, Reverse per part Add realtime modulation to any of the 11 effects Apply Delay Motion Sequence on entire pattern</p> | This really adds movement and expression to your parts. Multiple Motion Sequences per pattern and extensive editing is an improvement over our previous versions. |
| <p>Time Slice Divides samples into separate pieces Allows you to change tempo independent of Pitch process the slices independently</p> | This type of sample slicing is very popular today, and the Electribe•S delivers it at an astoundingly low price point. |
| <p>SmartMedia Card Storage Supports 4 to 64 MB cards</p> | The optional SmartMedia RAM card allows storage of samples, patterns/songs and allows loading AIFF, WAV samples from your computer. |
| <p>Audio Inputs 1 stereo 1/4" phone jack Line/Mic switch and gain adjustment A/D 20 bit linear</p> | Besides being used for sampling, the input can be used to gate incoming audio just like the Electribe•R. |
| <p>Headphone Jack</p> | Allows you to program late at night or monitor directly from the Electribe•S! |
| <p>MIDI In/Out/Thru</p> | Allows connection to additional MIDI devices like (ER-1, EA-1) or a computer. |
| <p>Compact Size</p> | Like the other Electribes, the Electribe•S is portable and fits into any performance and production situation. |



Main Features to Remember:

- **Immediacy!** All functions of the Electribe•S are right on the surface – there are no menus/pages to slow you down!
- The Electribe•S uses a familiar 16-step key interface, allowing you to create your own patterns from samples, which are assigned to up to 10 parts (plus an Accent part). The parts can then be assigned to one of 11 Insert Effects as well as a Master Delay Effect.
- The Electribe•S can sample in mono or stereo, and provides up to 95 seconds (mono) sampling time, for up to 150 (100 mono, 50 stereo) samples.
- The audio input lets you process external sources through the Electribe•S effects, just like the sample parts! Plus you can use Tap Tempo to “sync” the BPM of the internal rhythms to your external audio!
- The Motion Sequence function lets you record a knob movement for each part, Insert Effect, and Global Delay Effect. In addition, you can fully-edit the parameter values in a Motion Sequence.
- Samples can be manipulated in realtime, using the front panel knobs and switches.
- There are 128 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.
- 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 Electribe•S to external turntables, sequencers, etc.
- The Electribe•S can be controlled externally and used as a MIDI tone generator.
- Sampled sounds, patterns and songs can be stored on SmartMedia cards.
- Samples can be automatically sliced into rhythmic subdivisions, allowing you to change playback tempo without affecting Remember; or create new patterns by turning on and off the different sample slices.
- The Electribe•S can directly resample its output, allowing the creation of a layered samples, individual effects per sample, multiple effects on a single sample, and new phrases recorded from Pattern playback (including knob movements).

Before you begin...

- After you go through this guide, covering the basic functions of the Electribe•S, it's likely that you'll want to "dig deeper" and begin editing and creating your own samples, patterns and songs. **Once you've written over existing samples, patterns, songs, or global data, it is not possible to internally restore their factory settings; therefore we recommend backing up the factory settings to a 4 MB SmartMedia card, and copying existing patterns to a new location before writing edits.**
- If you edit a pattern, song, or sample, and then change pattern or song numbers before writing your edits, the original state of the previous pattern, song, or sample will be retained. You'll need to **WRITE** any edited patterns or songs you wish to keep, **before** selecting new patterns, songs or samples!
- As you begin editing and creating patterns and songs that you want to keep, make sure to use a SmartMedia card. In addition, internal data can be transmitted, received and stored via MIDI sysex messages – for songs, patterns and global data.
- Be careful about volume levels and effect settings when using the Electribe products! Blown speakers and hearing loss can occur if levels are set excessively!

KORG

Electribe•S User Guide

Connections:

1. After connecting the power supply, connect audio cables from the **L/MONO1** and **RIGHT** outputs to a monitoring system, or connect headphones to the headphone jack.
2. In the Electribe•S **Part Select** section, the **Part 1** key will light when you power-up. As you play any of the **Part** keys in this section, raise the ES-1 **MASTER VOLUME** knob and monitor system volume to desired levels.

Songs - On the Electribe•S, 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. Front panel knob and key movements can also be recorded in a song.

Working with the demo songs

The Electribe•S is in **Pattern** mode when first powered-up. Notice the mode keys **PATTERN**, **SONG**, **SAMPLE** and **GLOBAL**, below the display.

Select and play demo songs:

1. After you power-up the Electribe•S, press the **SONG** key. 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 (there are three), rotate the **DIAL** to the desired song number and press the **PLAY** key.

Patterns - A pattern is musical data consisting of sampled sounds and phrases arranged into a musical phrase. Each pattern consists of up to 12 parts, including parameter switching and knob movements. On the Electribe•S you can create up to 128 patterns.

Working with patterns

Select and play patterns:

1. Press the **Pattern** mode key, then use the **cursor** ▲ key to make the "Pattern" LED light (1st row, PATTERN column, in the matrix below the display).
2. Rotate the **DIAL** until the display indicates pattern "**A.01**".
3. Press the **PLAY** key. The pattern will play its defined length, and continue looping until you press the **STOP** or **PLAY** key.
4. Rotate the **DIAL** to select, then audition additional patterns.

NOTE: You can rotate the **DIAL** as the current pattern is playing - when that pattern has played to its defined length, the next-selected pattern will begin playback. (When you change patterns in this way, the new pattern selected will playback at the same tempo as the previous pattern. To playback a new pattern at its originally recorded tempo, you'll need to **STOP** the pattern that's playing, and then select and **PLAY** the new pattern)

Working with the tempo

There are two ways to change tempo on the Electribe•S: 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** key, and press the **PLAY** key to begin playback of any pattern.
2. Press the **cursor** ▼ key to light the **Tempo** LED.
3. Rotate the **DIAL** to set the desired tempo.

E-TIP!!! To view and set Fractional Tempo (120.1 etc.), press and hold the **SHIFT** key, and rotate the **DIAL** to set the tempo accurate to the nearest tenth of a BPM.

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 Electribe•S 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 sampled sound, its edited settings, and a Motion sequence. On the Electribe•S there are twelve 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 Electribe•S Parts

In pattern or song modes, you can strike any one of the part keys to play the assigned sample in performance. In addition, you can manually record patterns by striking the part keys, or selecting a part key, and then assigning its trigger settings along the 16-step grid. Each pattern can contain a new part setup.

Play and edit the Electribe•S parts:

1. In **Pattern** mode, select pattern "A.01" with the **DIAL**.
2. Notice that the **Part 1/ST** key is lit. As you strike the key, tweak the sample assigned to that part with the knobs and switches.
3. Rotate the **Pitch/Speed** knob as you strike **Part 1's** key. Note that when the original Remember setting is recalled, the **Original Value** LED will light.
4. Strike another part key, and tweak the sample assigned to that part with the knobs and switches.

E-TIP!!! As you tweak a part, 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 Electribe•S comes loaded with pattern and song data, however there are many open pattern locations in the b-bank, available for you to write your own phrase patterns into.

Working with an existing pattern

NOTE: Before beginning the next section, make sure that the **Write Protect** function is **off**: Press the **GLOBAL** key. Then **hold down** the **Shift** key and press **step key 16** (Protect). (Key 16 will flash) Rotate the **DIAL** to select "**off**" in the display, then press **step key 16** once again. Press the **Pattern** 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 (it will light), and then rotate the **DIAL** until pattern "**b.64**" flashes in the display.
3. Press the **WRITE** key again (unlit) - you've just copied pattern A.03 to pattern b.64.
Now to edit the copied pattern...

Change the pattern tempo:

1. Press the **PLAY** key to begin playback of pattern **b.64**.
2. Select **Tempo** with the **cursor ▼** key (2nd row, PATTERN column).
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 **STOP** key, and then press the **WRITE** key **2X** to write the new tempo into memory for pattern **b.64**.

Force playback from the beginning of the pattern:

1. Select **Pattern** with the **cursor ▲** key (1st row, PATTERN column).
2. As pattern **b.64** plays, **hold down** the **Shift** key, and then repeatedly press the **PLAY** key - you'll hear the pattern reset to its first step each time you press the **PLAY** key.

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

Tweak the parts as the pattern plays:

1. 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.

E-TIP!!! To isolate a part, or group of parts while the pattern plays, press and hold the SOLO key, and then press the part key(s) you want to solo. To defeat the solo function, press the SOLO key again. This feature is great for listening to your edits as you tweak the parts, and also adds new dimensions to the pattern in live performance!

2. Press a desired **part key**, then press the **Effect** key. Rotate the **EFFECT** knob to select one of the **11 Effects**, and then tweak the effect with the **Edit 1** and **Edit 2** knobs. You can select and edit a new effect for each part (except Accent).
3. Work with the **Pitch/Speed**, **Filter**, **Level**, and **Pan** knobs as the pattern plays back, as well as the **Roll** and **Reverse** keys.

Work with the ACCENT key:

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

Write the new edits to memory:

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

NOTE: The Electribe•S owner's manual provides extensive information about the various sampler and effect parameters, and how they can be controlled.

Motion sequence - The Motion sequence function lets you record the changes you make to a knob or switch in the Part section, the Effects section, and the Delay section. A Motion sequence can be recorded, and edited, for each part in every pattern in the Electribe•S! Once recorded, the Motion sequence will playback while the pattern loops.

Working with a Motion sequence

A Motion sequence records one knob movement or switch change for each part. The Motion sequence can be played back in one of two ways: **Smooth**, where 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.

Create a Motion sequence:

1. While pattern **b.64** is stopped, press the **Part 1/ST** key (it will light), and then **hold down** the **Shift** key and press **step key 6 (Clear Motion) 2X**, to clear the previous Motion sequence for the selected part. Repeat this step for **each part** in the pattern.
2. Press and select the **Part 7A** key (it will light).
3. In the **PART** section, 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/Speed** knob while recording. When the pattern reaches its last step, the **REC** light will go out. The pattern will continue to play, and you'll hear the Motion sequence you just recorded for part 7.
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. (If you like, you can SOLO the part to get a better idea)
8. Press the **STOP** key.
9. Press and select the **Part 2** key (it will light), and then select either **Smooth** or **TrigHold** as the type of Motion Sequence.
10. Press the **REC** key, then press the **PLAY** key to begin recording.
11. Toggle the **Reverse** key on and off repeatedly, to record a new Motion sequence for part 2.
12. Press the **STOP** key.
13. Press the **WRITE** key **2X** to re-write pattern **b.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. If you're not satisfied with the Motion Sequence you just recorded, simply re-record it for the selected part, or Clear the Motion Sequence. (You can also edit a Motion Sequence – see the next section) One Motion sequence, using one knob rotation, plus three switch changes can be recorded for each Part; two knob rotations can be recorded for the Effect and the Global Delay Motion sequences.

Edit a Motion Sequence:

1. Press to select the **Part 7A** key. The pattern can be playing, or stopped for the following steps:
2. Press the **cursor ▼** key to select **Motion Value**.
3. Press one of the **lit step keys** for this part: the display alternates between “**PCH**” (for Remember) and the recorded Remember value. Using the **DIAL**, change a couple Remember values for the lit step keys.
4. Press the **WRITE** key **2X** to re-write pattern **b.64** with the new Remember values.

E-TIP!!! (advanced) : The ability to edit a Motion sequence to obtain different pitches is a valuable tool, because it enables you to conserve sample memory (for example, sample a single pitch of a bass), and still acquire a wide melodic range. Your exact intonation will vary with the precise tuning of your sample; but a general rule of thumb is:

- Pitch values differing by a value of 3 will generate “half-steps” (the smallest distance between two keys on a piano, or adjacent frets on a guitar).
- Pitch values differing by a value of 6 will generate “whole steps” (skipping over a piano key or guitar fret).

NOTE: As you get further away from the source pitch of your original sample, these values may need to be altered slightly to suit the application. ***See the chart on page 26 of this guide for a detailed listing of pitch values.***

More on editing Motion sequences

The **Motion Destination** and **Motion Value** functions allow you to select and extensively edit the parameters used in every Motion sequence. When you select a Motion Destination, you indicate which knob or switch parameters you want to edit, by the Motion Value settings you choose. These functions are accessed in the 4th and 5th row of the PATTERN column. The chart on the following page will help you to understand the destination and value parameters you can select and view in the display:

| Motion Destination | Motion Value |
|---------------------------|---------------------|
| PCh (Pitch/Speed) | Dis, -64...63 |
| LEU (Level) | Dis, 0...127 |
| FLt (Filter) | Dis, 0...127 |
| Pan (Pan) | Dis, L.64...r.63 |
| EFF (Effect) | dis, oFF...on |
| roL (Roll) | dis, oFF...on |
| rEU (Reverse) | dis, oFF...on |
| Ed1 (Edit 1) | dis, 0...127 |
| Ed2 (Edit 2) | dis, 0...127 |
| dPt (Depth) | dis, 0...127 |
| tin (Time) | dis, o...127 |

Effect and Delay Motion sequences:

Unlike the previous Motion sequences you worked with, **Effect** and **Delay** Motion sequences allow simultaneous recording of two knob changes each. You go about the Motion sequence recording process in the same way, but can record (and edit) the movements of the Edit 1 and Edit 2 knobs – in an Effect Motion sequence, and the Depth and Time knobs – in a Delay Motion sequence.

Working with pattern length and trigger settings

A pattern can be from one to four bars long. The length can be set with a combination **Shift** key/**Step** key command.

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

Change the pattern length:

1. Make sure that you are on pattern **b.64**, and then press the **WRITE** key and rotate the **DIAL** to select pattern **b.63**.
2. Press the **WRITE** key again, to copy pattern **b.64** to **b.63**. **Don't play the pattern yet...**
3. **Hold down** the **Shift** key and press **step key 1 (Length)**. The original pattern length is indicated as **4 (bars)** long in the flashing display.
4. Use the **DIAL** to change the pattern length to **2 bars**, then press **step key 1** to finalize the value.

5. **PLAY** the pattern: it will loop after 2 bars.

View the part step data for each bar of this 2-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 1-2. Continue playback of the pattern...
3. Press the **Part 4/-** key (it will light).
4. Press the **Select >** key **1X**. The **red** LED in the Select section will move to the **2nd** bar in the pattern, and all the **step keys** will be unlit.
5. Press the **Select <** key **1X** to move back to the **1st** bar - the **red** LED will light, and **step key 7** will be lit.

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

6. Now press the **Part 7A** key (it will light).

Edit the Trigger settings for part 7A:

1. Press the **Select <** or **>** keys until **bar 1's red LED** lights, to view the trigger settings for **part 7A, bar 1**. Let the pattern continue to play...
2. Press the following **step keys**, to turn them **off: 7, 9, 11**. Listen as the pattern loops - when bar 1 plays again, only step 3 will play. The rest of the data for part 7A stays the same - for bar 2.
3. Move the **Select >** key to **bar 2** and then press any desired **step keys** to change the trigger settings for **part 7A, bar 2**.
4. Press the **STOP** key.

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. Select pattern **A.26**, and then **PLAY** the pattern to hear how it sounds. Then press the **STOP** key.
2. **Hold down** the **Shift** key, and then press **step key 3 (Swing)**. A value of **50** will flash in the display.
3. Rotate the **DIAL** to a setting of "**69**".
4. Press **step key 3** again (flashing), to set the new Swing value.
5. **PLAY** the pattern to hear the new swing setting.
6. **STOP** playback of the pattern, and then **hold down** the **Shift** key and press **step key 3**.
7. Rotate the **DIAL** to set the value in the display to "**50**". Press **step key 3** again to set the Swing value to it's original setting. **PLAY** the pattern to hear the "straight" 16-beat pattern, then **STOP** playback.

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 Electribe•S owner's manual, page 38.

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** key, and then select pattern **A.07** with the **DIAL**.
2. **PLAY** the pattern to get an idea of how it sounds.
3. **As the pattern plays**, press and **hold down** 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 down** the **Part Mute (TAP)** key.
5. Press and **hold down** the **Part Mute (TAP)** key again, and press the **part keys** to un-mute the part sounds.

Work with the Solo Function:

While pattern A.07 plays...

1. Press and **hold down** the **Solo** key (to the right of the **TAP** key). Note that all the part keys light.
2. Press **one** of the **part keys**, **while holding down** the **Solo** key, and 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 down** the **Solo** key, and 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 - realtime and step recording, event editing, moving and copying part data, see the Electribe•S 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 Electribe•S comes loaded with Pattern Sets (patterns **A.01-64** in numerical order), so you can easily demonstrate how effective this feature is!

Work with Pattern Set Play mode:

1. In **Pattern** mode, select any pattern and press **PLAY**.
2. **Hold down** the **Pattern Set** key and press any **step key** to switch to the pattern pre-assigned to that step key. Each time you select a new step key, the current pattern will finish, and a new 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** key (it will flash). 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** key again (flashing). This defeats the hold function.
5. **Hold down** the **Pattern Set** key and press one of the **Select ◀ ▶** keys. This takes you to another Pattern Set (of 16 patterns), and then 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 Part Edit 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 **Pattern Set** key and press a desired **step key** for the pattern location you wish to use.
2. Continue to **hold down** the **Pattern Set** key, and rotate the **DIAL** to select the **pattern number** you wish to assign to the pattern set.
3. Release the **Pattern Set** key and your pattern will be assigned to the pattern set, at the location that you chose.

E-TIP!!! As in all editing modes on the Electribe•S, 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. With playback stopped, press the **Song** key, and then rotate the **DIAL** to select the desired song. (Songs 01-03 have complete demo songs loaded when the Electribe•S is shipped)
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 a new 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 Electribe•S, you can input external audio sources like records, CD's, synths, microphone, and then process the signal with the Part Edit and effects parameters, and trigger the audio as a sound part!

Working with the audio input

The Electribe•S audio input is monaural or stereo (stereo phono jack), and accepts either line-level or mic-level input.

Connect a CD Player or turntable to the Electribe•S:

1. Connect your external audio device to the **AUDIO IN** jack on the ES-1 rear panel.
2. Press the **AUDIO IN THRU** key (it will light) and start playback on the source device. Watch the **Peak** LED below the ES-1 display, and make sure that it only flashes when the audio device you are using reaches maximum levels (clipping).
3. Press to turn **off** the **AUDIO IN THRU** key (unlit),
4. Press the **Pattern** mode key, and then select pattern **A.02**, which has active steps assigned to the **Audio In** part.
5. Start playback on the **external audio device** and the **Electribe•S**: you'll hear the audio source being rhythmically gated according to its assigned steps – just like any other part.
6. Press the **Audio In part key**, then rotate the **Level** knob in the **Part Edit** section to balance the Audio In volume with the other parts in the pattern.
7. As the pattern plays, rotate the **Remember/Speed** knob to change the duration (gate time) of the audio steps.
8. You can solo the Audio In part just like any other part: press and **hold down** the **Solo** key, and then press the **Audio In part key**. This clearly allows you to hear how the external audio is being processed. Press the **Solo** key again when you've finished soloing the Audio In part.

NOTE: When you create patterns that use the audio input, make sure to **WRITE** the edited patterns to internal memory!

NOTE: When you use an Audio In source, you can trigger it from the step keys - manually, or as part of the trigger settings in a phrase pattern!

Sampling- The Electribe•S allows easy connection with any audio source (keyboard, CD, microphone) for recording up to 150 samples, 95 seconds maximum sample time, and gives you the right tools for editing your samples, and using them as Parts of your own grooves!

Recording a Sample:

1. Plug a mic into the **Audio In** jack, and then set the **MIC/LINE** switch to **MIC**.
2. Press the **AUDIO IN THRU** key (it will light) so that you can hear your mic. Adjust the **LEVEL** knob as you speak, so that the **Peak** LED does not light.
3. Press the **SAMPLE** key beneath the display.
4. While **holding down** the **Pattern Set** key, press the **REC** key. (The **REC** key lights, and the **Pattern Set** and **PLAY/PAUSE** keys flash.)The display indicates “**nno**” for mono sampling. You can also select stereo sampling by rotating the **DIAL** so that the display reads **StE**” (which halves the sampling time), but for now, leave your choice as “**nno**” (mono).
5. Press the **PLAY** key and say a word or phrase. Then press the **STOP** key.
6. The display indicates “- -“ (or “- -.S” for stereo) for your new sample. Press the **PLAY** key and you’ll hear your word/phrase. That’s it!

NOTE: At this point, you may proceed to ‘**Saving a Sample**’, on page 23 of this Guide; or continue on the following page.

Editing a Sample (advanced)

Normalize the sample:

1. While **holding down** the **Shift** key, press **step key 11 (Normalize)** -it will flash.
2. Press **step key 11** again to execute the Normalize command (unlit). Press the **PLAY** key to hear your normalized sample: its level has been adjusted to the maximum possible without causing clipping.

Set the start time and truncate the sample:

3. Press the **cursor ▼** key to select **Start** (2nd row, SAMPLE column).
4. While **holding down** the **Shift** key, press the **PLAY** key to trigger the sample, and with your other hand, rotate the **DIAL** to move the start location of your sample forward by coarse degrees. When the start location is close to where you'd like it, release the **Shift** key; now only rotate the **DIAL** as you trigger your sample with the **PLAY** key – this lets you edit the start location by fine degrees.
5. Once you're satisfied with the start, press and **hold down** the **Shift** key, and press **step key 12 (Truncate)** - it will flash.
6. Press **step key 12** again, to execute the Truncate command. (unlit) Press the **PLAY** key to hear your truncated sample with its new start time.

Set the end time for the sample and truncate:

7. Press the **cursor ▼** key to select **End** (3rd row, SAMPLE column).
8. While **holding down** the **Shift** key, press the **PLAY** key, and with your other hand, rotate the **DIAL** to move the end location of your sample forward by coarse degrees. When the end location is close to where you'd like it, release the **Shift** key; now rotate the **DIAL** as you trigger your sample with the **PLAY** key to edit the end location by fine degrees.
9. Once you're satisfied with the end, press and **hold down** the **Shift** key, and press **step key 12 (Truncate)** – it will flash.
10. Press **step key 12** again, to execute the Truncate command. (unlit). Press the **PLAY** key to hear your truncated sample with its new start and end times.

Saving a sample:

1. Press the **WRITE** key (it will flash). The display will flash “##..”. The Electribe•S automatically locates the next available empty sample location **-the two decimals in the display indicate an empty destination number: make this choice whenever you save a new sample, in order to keep the factory samples intact!**
2. Press the **WRITE** key again: it stays lit, and the display indicates that the sample data is being written: “ []”. When finished, the display indicates the saved sample number, and the **WRITE** key goes unlit.

Resampling and Slicing- The Electribe•S easily resamples itself. This allows you to sample an entire song, pattern, or part as a single sample, adding new samples or effects. You can use the Resampling function separately, or in conjunction with the Slice function. Slicing divides a sampled phrase into smaller rhythmic subdivisions, allowing you to change tempo without affecting pitch, and/or utilize the sliced elements to create new rhythm patterns.

Resampling a pattern:

1. Begin in **PATTERN** mode. Select pattern **b.14** with the **DIAL** and **copy** it to pattern **b.62**. (Press the **WRITE** key, and then rotate the **DIAL** until **b.62** flashes in the display. Then press the **WRITE** key again.)
2. Change **b.62**'s pattern length to one bar: **Hold down** the **Shift key**, and press **step key 1 (Length)**; rotate the **DIAL** to a setting of “1”, and then press **step key 1** again.
3. Press and **hold down** the **Pattern Set** key while pressing the **REC** key. Press the **PLAY** key (flashing) to begin resampling; press the **STOP** key when the pattern plays once.
4. Press the **SAMPLE** key below the display, and then press the **PLAY** key to audition your resample.
5. You may need to truncate the new sample's end: follow Steps 7-10 above, under **“Editing a Sample.”**

6. Press the **WRITE** key **2X** to write the sample to the next available empty memory location.

Slicing a Sample:

1. Use the **cursor keys** to select **Sample** (1st row, SAMPLE column). Obviously it is best to select a sample that is a phrase or groove!
2. While **holding down** the **Shift** key, press **step key 13 (Time Slice)**. - **step key 13** lights, and the **Slice** key flashes.
3. Press the **Slice part key**, and the display indicates the calculated tempo of the sample as it plays back repeatedly (the source pattern). You may need to adjust this tempo to match your sample's tempo. (**Tip:** Turn the Metronome ON to help align tempo: Press the **GLOBAL** key and rotate the **DIAL** until the display indicates "ON", and then press the **GLOBAL** key again to exit.)
4. Press the **Slice part key** again. Playback stops and the **step keys** of each slice will light, indicating that the sliced sample has been divided across the 16 step keys. The display indicates the current sensitivity: Lower values = greater sensitivity = more slices; higher values = lower sensitivity = fewer slices. The settings **0r – 9r** have a short loop or release 'tail', which may help the sliced pattern play better at slower tempo.
5. When satisfied, press the **Slice part key** again (the key goes unlit).
6. Press the **WRITE** key **2X** to write the sample to memory, and keep the new sample number in mind for a moment...(Note that sliced samples are indicated in the display by a " 11 ", following the sample number)

E-TIP!!! There is no need to save a slice and the original sample in separate sample locations. The Electribe•S needs only the sliced version in memory: it can be assigned to any of parts 17B and used as a conventional single sample, or it can be assigned to the Slice part as a divided group of samples.

Create a new pattern with the new sliced sample:

1. Select pattern **b.61** (or any empty pattern location).
2. Assign your new sliced sample to the Slice part key: Using the **cursor keys**, select **Sample** (3rd row, SAMPLE column), and **DIAL** in your new sample's number, as indicated in the display.
3. Press all **16 step keys** to light the assigned slice steps. (Not all 16 steps will light, depending on the resolution that was used to slice the sample)
4. Press the **PLAY** key to playback the pattern. Experiment with different tempos and tweak the sample with the knobs and switches. Try turning some of the **step keys off**. (Remember: you can still add 9 more sample parts to this pattern!)

NOTE: The Electribe•S owner's manual provides useful tips for improving your results with Slicing. See page 30 for more information.

Electribe•S Specifications

| | |
|--------------------------------|---|
| Sound Generation Method | Sampling |
| Number of Parts | 12: 9 sample parts, Slice sample part, Audio In part, Accent part |
| Memory | 128 patterns, 16 songs |
| Effects | Insert: Reverb, Flanger/Chorus, Phaser, Ring Modulator, Pitch-Shifter, Compressor, Distortion, Decimator, Isolator, Resonance Filter, Wah. Master: Delay : Normal, Motion Sequence, BPM Sync |
| Sequencer (Pattern) | Up to 64 steps per part |
| Motion Sequence | 1 parameter per part (Pitch/Level/Pan/Filter), 64 events; 2 parameters per effect; 3 parameters for Part Edit switches (Effect, Roll , Reverse) |
| Sequencer (Song) | Up to 256 patterns / 35,700 events |
| Audio Input | 1/4" phone jack - mono / stereo: -10 dB Line, or -40dB Mic |
| Output | 2- 1/4" phono mono jacks –L/Mono, R |
| MIDI | IN, OUT, THRU |

Sample Playback Pitch Adjustment

The sample playback pitch can be adjusted over a range of +/-2 octaves, and will change in the following way:

| Knob Value | Pitch | Example Pitches (C3 input) |
|-----------------|---------------|----------------------------|
| 63 | 2 octaves | C5 |
| 41, 43...59, 61 | . | C#4, D4...A#4, B4 |
| 39 | 1 octave | C4 |
| 9, 12...33, 36 | . | D3, D#3...A#3, B3 |
| 6 | semitone up | C#3 |
| 0 (center) | 0 | C3 |
| -7 | semitone down | B2 |
| -10, -13...-37 | . | A#2, A2...C#2 |
| -40 | -1 octave | C2 |
| -42, -44...-62 | . | B1, A#1...C#1 |
| -64 | -2 octaves | C1 |

MIDI Dump Procedures

The following chart provides the information needed to receive / transmit pattern, song and global data via MIDI, with the ES-1:

Universal SYSEX Messages – Device Inquiry

| BYTE (Hex) | DESCRIPTION |
|------------|---------------------------|
| F0 | Exclusive Status |
| 7E | Non Realtime Message |
| 0c | MIDI Channel (Device ID) |
| 06 | Inquiry Message |
| 02 | Identity Reply |
| 42 | KORG ID (Manufacturer ID) |
| 57 | ES-1 ID (Family ID -LSB) |
| 00 | Family/Member ID: LSB/MSB |
| xx | Minor/Major Ver: LSB/MSB |
| F7 | End of Exclusive |

System Exclusive Messages

| FUNCTION ID (Hex) | DESCRIPTION |
|-------------------|---------------------------|
| 40 | Current Pattern Data Dump |
| 58 | Current Song Data Dump |
| 4C | All Pattern Data Dump |
| 57 | All Song Data Dump |
| 51 | Global Data Dump |

| | | REQUEST BYTE | DATA DUMP BYTE |
|----|------------------------------|--------------|----------------|
| 10 | Current Pattern Dump Request | 0001 0000 | 0100 0000 (40) |
| 1C | All Pattern Dump Request | 0001 1100 | 0100 1100 (4C) |
| 0A | Current Song Dump Request | 0000 1010 | 0101 1000 (58) |
| 0B | All Song Dump Request | 0000 1011 | 0101 0111 (57) |
| 0E | Global Data Dump Request | 0000 1011 | 0101 0001 (51) |