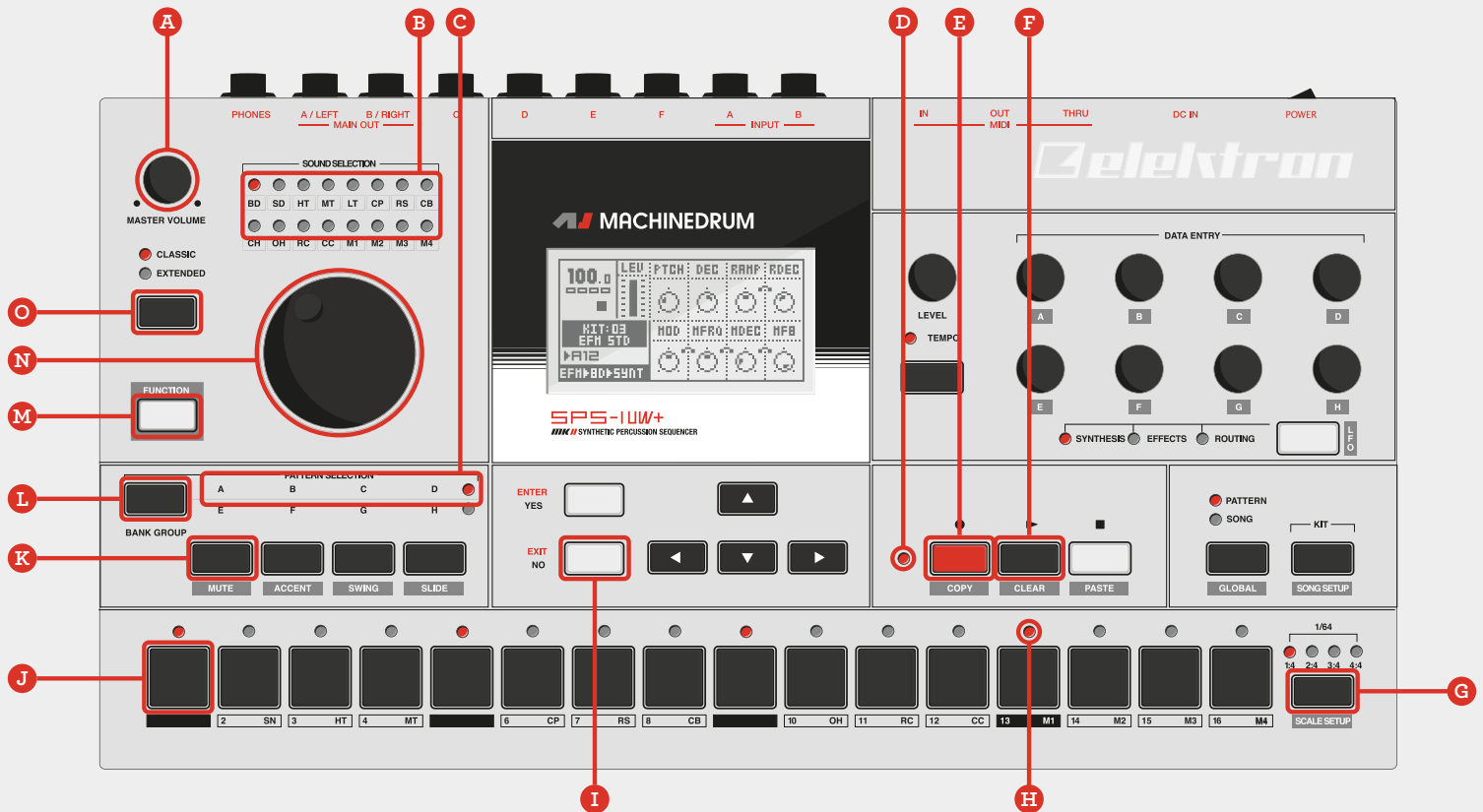# QUICKSTART GUIDE: **MACHINEDRUM**

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

PLAYING A PATTERN

The Machinedrum can contain up to 128 patterns. Each pattern consists of 16 tracks and each track contains a machine. Machines either generate sounds, play back samples or perform special functions.

1. Make sure **EXTENDED MODE** is active and press the **[CLASSIC/EXTENDED]** key (O) if it isn't. Also make sure that 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 GROUP]** key (L).

3. Choose pattern A01 by holding the **[PATTERN SELECTION]** key marked A (K) and pressing the first **[TRIG]** key (J). Pattern A02 is selected by pressing **[PATTERN SELECTION]** key and **[TRIG]** key 2.

4. Press **[PLAY]** (F) to listen to the beat.
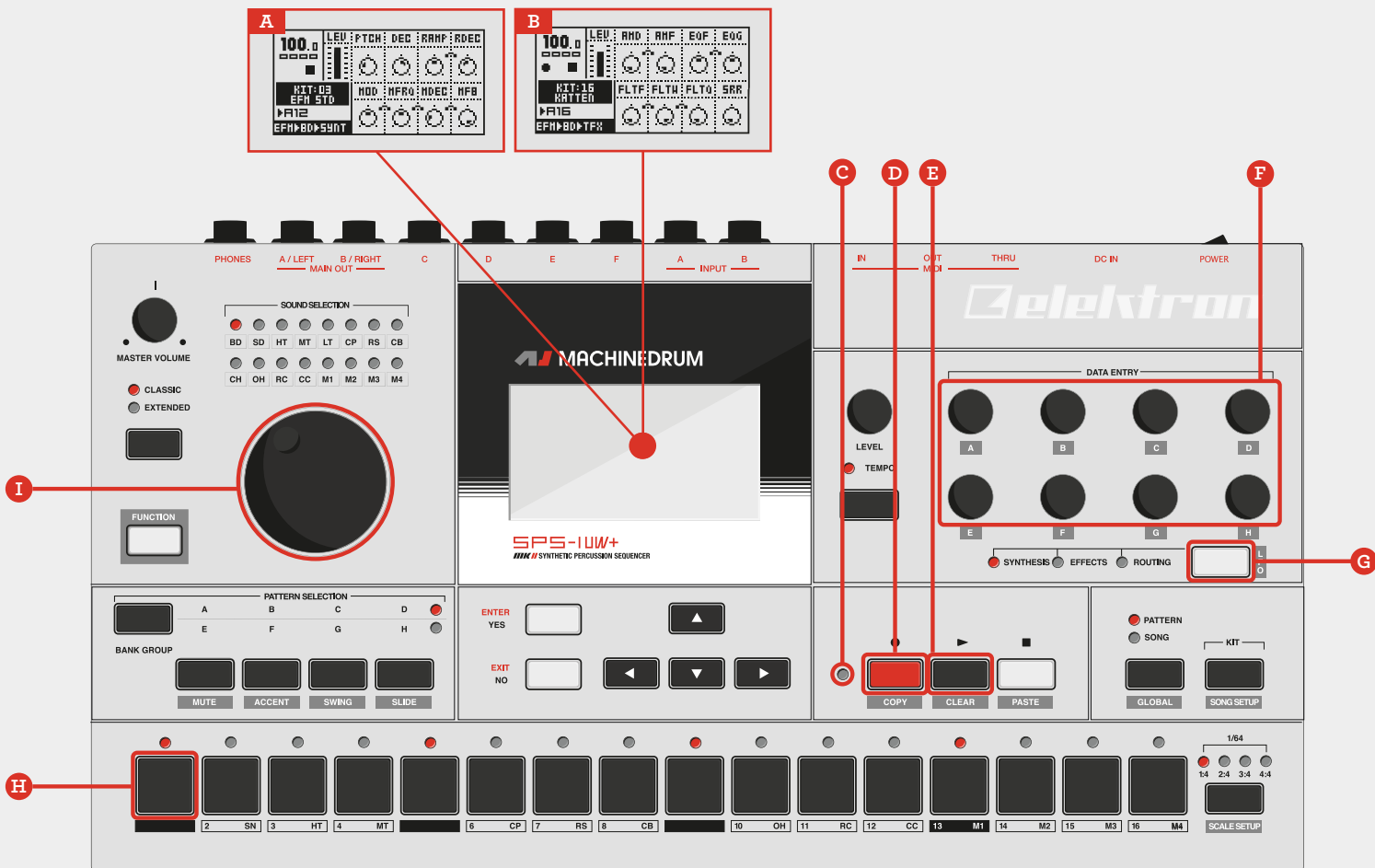
→ Patterns can be changed while the sequencer is playing.

→ Open the **MUTE MENU** by pressing and holding the **[FUNCTION]** key and pressing the **[MUTE]** key (K). Mute individual tracks by pressing the **[TRIG]** keys corresponding to the tracks you want to mute. Press the **[TRIG]** keys again to make the tracks audible. Exit the **MUTE MENU** by pressing **[EXIT/NO]** (I).

PROGRAMMING A PATTERN

The Machinedrum sequencer is very quick to operate. Is 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** (D) 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 **[REC]** key (E).

2. Select the first track by turning the **SOUND SELECTION WHEEL** (N). The **SOUND SELECTION LED'S** (B) show which track is currently selected.

3. Lit **TRIG LED'S** (H) indicate note trigs. Enter a note trig 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]** (G) key.

4. Press **[PLAY]**. When the running sequencer LED hits the note trigs, the machine assigned to track 1 will be trigged and thus generate sound.

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

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ADJUSTING PARAMETERS

Each of the 16 tracks features three pages of parameters. These parameters affect the sound of the machine assigned to the track.

1. Make sure **GRID RECORDING MODE** is deactivated (C) . If activated, press the **[REC]** key (D) to deactivate.

2. Select the first track by turning the **SOUND SELECTION WHEEL** (I) .

3. Press the **[TRACK PARAMETER PAGE]** key (G) until the **SYNTHESIS PAGE** (A) becomes active. This page may look a bit different depending on the type of machine assigned to the track.

4. The **DATA ENTRY KNOBS** (F) affect the parameters seen on the LCD screen. Press the first **[TRIG]** key (H) —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.

PARAMETER LOCKS

Parameter locks are one of the secret weapons of the Machinedrum. 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. Use the **SOUND SELECTION WHEEL** to select track 1. Press the **[TRACK PARAMETER PAGE]** key until the **EFFECTS** page (B) becomes active.

3. Press and hold a **[TRIG]** key containing a note trig. While holding the **[TRIG]** key, turn **DATA ENTRY KNOB E** to change the **FLTF** 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]** (E) to start the sequencer and hear what the locked note sounds like.

→ All parameters found in the **TRACK PARAMETER** pages can be locked.

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