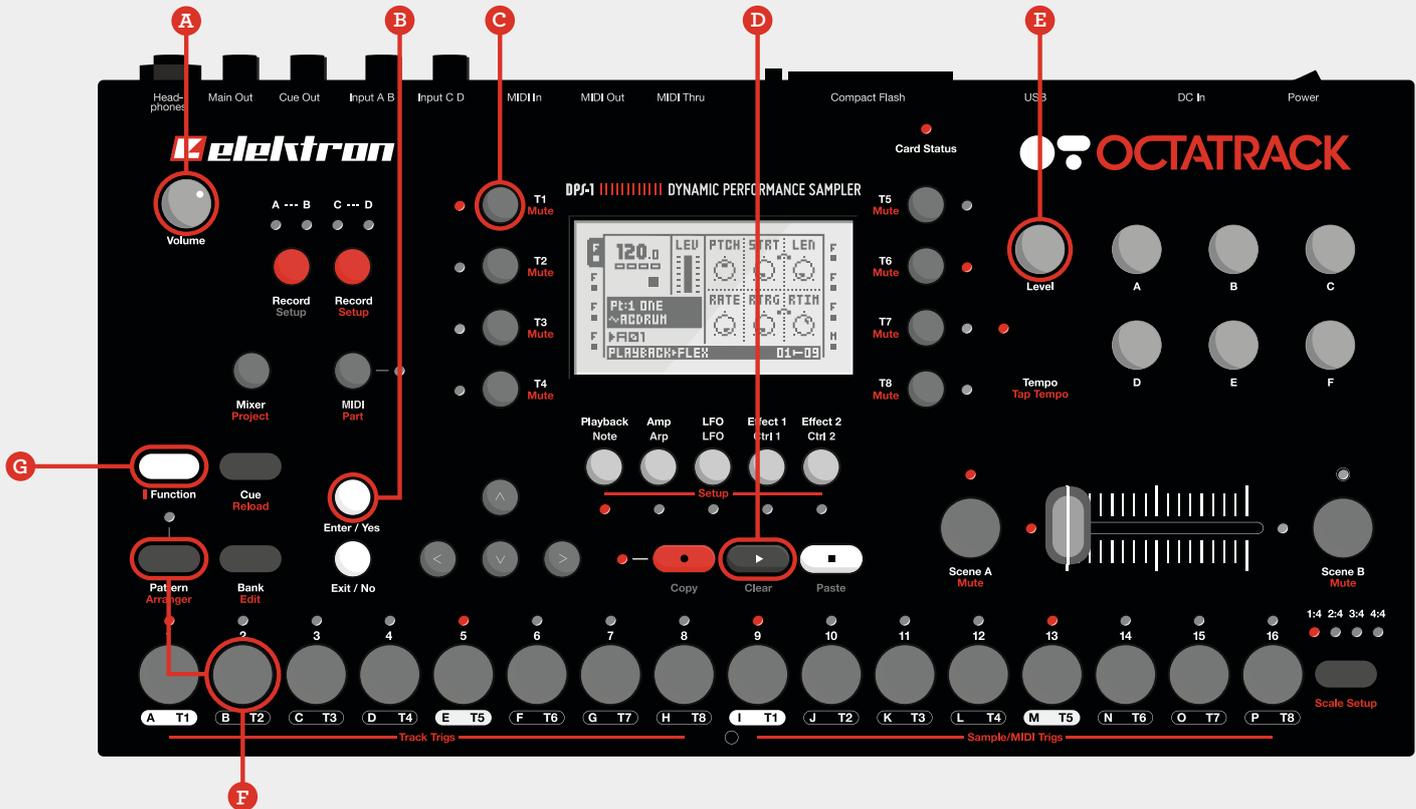


# QUICKSTART GUIDE: OCTATRACK

This quick start will guide you through some of the basic operations to allow you to start using the Octatrack right away. Please visit [www.elektron.se](http://www.elektron.se) for Octatrack tutorial videos.



## DEMO MODE

While in this mode the Octatrack will be able to play back a set of 16 demo patterns without the need to have a Compact Flash card inserted.

1. Make sure no Compact Flash card is inserted. Switch on the Octatrack while keeping the **[YES]** button (B) pressed. The LCD screen will state that demo mode is being entered.

→If the Octatrack is in demo mode, switched off and then booted with a Compact Flash card inserted, you will have to mount a set and a project. Please see the Octatrack manual p. 16 for more info how to do this.

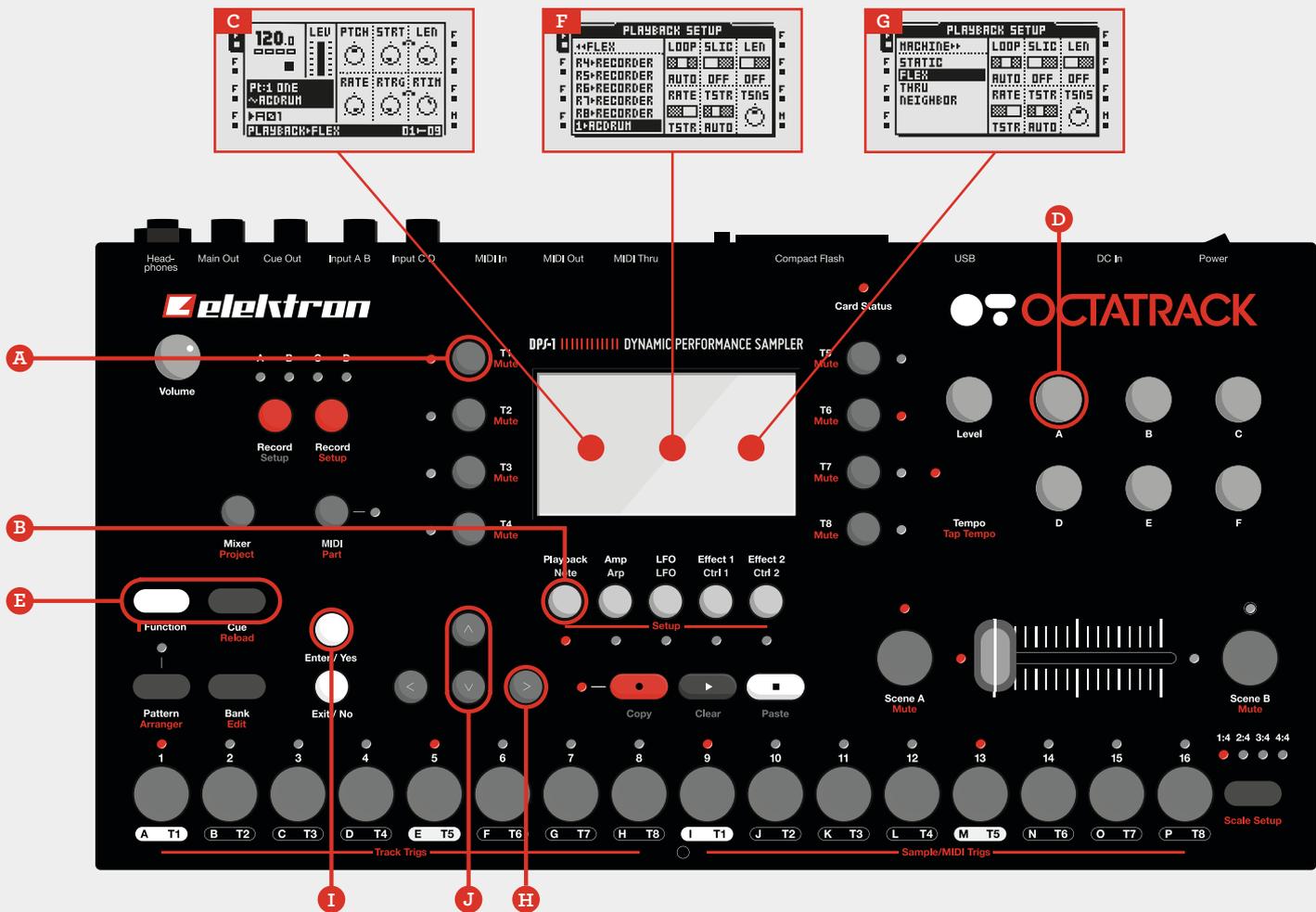
## PLAYING THE DEMO PATTERNS

The demo patterns range from pattern A01 to pattern A16.

1. After demo mode has been accessed, press **[PLAY]** (D) to start playing pattern A01.
2. Select pattern A02, which is the second demo pattern, by pressing **[PATTERN]** + **[TRIG]** key 2 (F). Pattern A03 is selected by pressing **[PATTERN]** + **[TRIG]** key 3.

→Please note that the **VOLUME** (A) knob only affects the volume for the Headphones output. Press **[FUNCTION]** (G) + turn the **LEVEL** (E) knob to change the volume of the main outputs.

→ Mute tracks by pressing **[FUNCTION]** + the **[TRACK]** (C) button of the track you want to mute.



## ADJUSTING THE SOUND OF THE SAMPLES

All tracks contain five **TRACK PARAMETER PAGES**. There parameters affecting the sample assigned to the track are found.

1. Make sure one of the demo patterns is playing.
2. Press the **[TRACK]** key (A) of the track whose sample you wish to affect.
3. Press the **[PLAYBACK]** key (B). The **PLAYBACK** menu will open (C).
4. The parameter labelled **PTCH** changes the pitch of the sample. Turn **DATA ENTRY KNOB A** (D) to change the parameter value. Try out the rest of the **TRACK PARAMETER PAGE** parameters to experiment with the sound shaping possibilities.
5. To revert the parameter settings to their original state, press **[FUNCTION]** + **[CUE]** (E).

## ASSIGNING A NEW SAMPLE TO A TRACK

1. Select a track by pressing the relevant **[TRACK]** key. In the demo mode tracks 1-7 contain Flex machines. Track 8 doesn't contain a machine, instead it functions as a master track containing master effects. These effects affect all the other tracks.
2. Enter the **PLAYBACK SETUP MENU** for the chosen track by pressing **[FUNCTION]** and **[PLAYBACK]**.
3. If the machine list shows up (G), press the **[RIGHT]** arrow key (H) to access the Flex sample slot list (F). Scroll in the list by pressing the **[UP]** and **[DOWN]** (J) arrow keys.
4. Select a sample and press **[ENTER/YES]** (I) to assign it to the machine.