



MACHINEDRUM SOUND PACK

09: ARCADIX

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SOUND PACK CONTENT

- 2 Snapshots each containing 1 song and 4 patterns
- 2 Sample banks
- 92 ROM samples

Some Sample banks may contain loops adjusted to a specific BPM. To hear the demo patterns as they were intended we recommend switching to the Machinedrum SONG mode before listening to them.

RECOMMENDED REQUIREMENTS FOR THE SOUND PACK

This Sound Pack is specifically made for +Drive equipped MKII models of the Machinedrum UW. Some Sample banks may need more sample memory than MKI units support and all patterns consist of 64 steps. We strongly recommend you have Machinedrum OS 1.62 or higher installed before transferring the Sound Pack content to the Machinedrum. To make the transfer process as smooth as possible, C6 v 1.4 or higher should be used.

TRANSFERRING THE SOUND PACK CONTENT TO YOUR MACHINEDRUM

Download and install the free program C6. It is found in the Support and Downloads section of the Elektron website. Connect the computer you are sending the files from to your Machinedrum by using a MIDI interface. We recommend using our TM-1 USB MIDI interface. Open the Configure menu in C6 and make sure the ports of the MIDI interface are activated.

DETAILED TRANSFER INSTRUCTIONS

1. After extracting the content of the Sound Pack zip-file, open the Snapshot/Sample bank folder you want to transfer.
2. Locate the .c6 file. Drag and drop it to the C6 window. All sample and data SYX files of the folder will be added to the C6 list. At the top of the list the song/pattern/kit SYX file will be placed.
3. Open up the Machinedrum GLOBAL menu by pressing [FUNCTION] + [PATTERN/SONG]. Choose any slot and press [ENTER/YES].
4. Open the FILE → SNAPSHOTS menu. Select an empty Snapshot assigned to an empty Sample bank. As no Snapshot names will be automatically assigned during the data transfer we recommend you to rename the Snapshot, preferably to the same name as the folder containing the Snapshot/Sample bank. This goes for the Sample bank as well.
5. Exit the SNAPSHOTS menu and enter the SAMPLE MGR. Select RECV and the ORG method of receive. Press [ENTER/YES]. The Machinedrum will now wait for the samples to be sent. Note that the sample syx files contain position markers. If you want to place the samples in other positions, do not use the ORG method. This, however, is not recommended.

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6. In C6, select all syx files except the first one containing the song/pattern/kit data. The easiest way to do this is to select the second to first file in the list, then press the shift key on your computer keyboard while clicking on the last SYX file. If you are using a TM-1 interface, active the Turbo Mode. Press the Send button in C6. Exit the SAMPLE MGR once the sample transfer is complete.
7. Open FILE → SYSEX REC. Select the ORG option and press [ENTER/YES]. The Machinedrum will now wait for the song/pattern/kit data to be sent.
8. In C6, select the first file in the list. Press the Send button.
9. After the transfer is complete, enter the FILE → SNAPSHOTS menu and save the Snapshot.
10. Repeat steps 1 to 9 for the rest of the Sound Pack folders.

SIMPLIFIED TRANSFER INSTRUCTIONS

1. After extracting the content of the Sound Pack zip-file, open the Snapshot/Sample bank folder you want to transfer.
2. Locate the .c6 file. Drag and drop it to the C6 window. All sample and data SYX files of the folder will be added to the C6 list.
3. Open the SNAPSHOT QUICK MODE menu by long pressing [FUNCTION] + [PATTERN/SONG]. Select an empty Snapshot assigned to an empty Sample bank. Exit the menu.
4. In C6, select all SYX files. The easiest way to do this is to select first file in the list, then press the shift key on your computer keyboard while clicking on the last file. If you are using a TM-1 interface, active the Turbo Mode. Press the Send button in C6.
5. After the transfer is complete, enter the GLOBAL → FILE → SNAPSHOTS menu and save the Snapshot. As no Snapshot names will be automatically assigned during the data transfer we recommend you to rename the Snapshot, preferably to the same name as the folder containing the Snapshot/Sample bank. This goes for the Sample bank as well.
6. Repeat steps 1 to 5 for the rest of the Sound Pack folders.

CREDITS

Samples recorded by Daniel Troberg.

Editing and programming by Daniel Troberg and Cenk Sayinli.

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LIST OF SOUND PACK 09 SAMPLES AS THEY APPEAR IN THE SAMPLE MGR

DEEP RHYTHMS	CRKTBEND	GAMEOVER
01	2BD1	4BD1
02	2BD2	4BD2
03	2BD3	4BD3
04	2BD4	4BD4
05	2BD5	4BD5
06	2BD6	4BD6
07	2BD7	4BD7
08	2BD8	4BD8
09	2SD1	4BD9
10	2SD2	4SD1
11	2SD3	4SD2
12	2SD4	4SD3
13	2SD5	4SD4
14	2SD6	4SD5
15	2SD7	4SD6
16	2SD8	4SD7
17	2TM1	4SD8
18	2TM2	4SD9
19	2TM3	4TM1
20	2TM4	4TM2
21	2TM5	4TM3
22	2TM6	4TM4
23	2CP1	4TM5
24	2CP2	4CP1
25	2CP3	4CP2
26	2CP4	4CP3
27	2CP5	4CP4
28	2CP6	4RS1
29	2CP7	4RS2
30	2CP8	4RS3
31	2RS1	4RS4
32	2RS2	4RS5
33	2RS3	4CB1
34	2RS4	4CB2
35	2RS5	4CB3
36	2CB1	4HH1
37	2CB2	4HH2
38	2CB3	4HH3
39	2HH1	4HH4
40	2HH2	4HH5
41	2HH3	4HH6
42	2HH4	4HH7
43	2HH5	4CY1
44	2HH6	4CY2
45	2CY1	4WL1
46	2CY2	4WL2
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