EasyStart

ELECTRIBE R RHYTHM SYNTHESIZER

KORG

ER-1 Main Features

- Pattern performance with emphasis on realtime operation
- All functions are right on the surface, with no menus or pages to slow you down!
- Familiar 16-step key interface to easily create your own patterns using the built-in Part sounds
- Motion sequencing to record knob/switch movements independently for each part
- 256 patterns in memory, each up to 4 bars long
- Play the part keys in realtime to record patterns; each part key can be instantly tweaked and saved as a pattern's sound set!
- Delay and low-boost effects are provided
- 11 parts include 4 synth parts, 4 PCM parts, 2 Audio In parts and an Accent part
- ***Check out the new pattern data now available for download at www.korg.com!***

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Making connections

1. Connect ER-1 power supply ➔ connect audio cables from **L/MONO1** and **RIGHT** outputs to powered monitor system, or use headphones (phone jack) ➔ connect external source(CD player, synth, mic, etc.) to Audio In 1 and 2 ➔ power-up monitor system and ER-1.
2. **Part 1** key in PERCUSSION SYTHESIZER section will light on power-up ➔ strike any **Part** key repeatedly ➔ set **MASTER VOLUME** knob / monitor volume.

Playing the demo songs

1. Press **SONG** key. (Display indicates **"S.01"** – one of 7 demo songs) ➔ press **PLAY** [**> II**] to playback demo song ➔ adjust volume to suit ➔ press **STOP** [**□**] to stop playback ➔ to play additional demo songs, rotate **DIAL** to **"S02"** or **"S03"** ➔ **PLAY**.

Pattern mode *256 patterns in internal memory – all user-programmable*

1. Press **PATTERN** key ➔ press **CURSOR** ▲ to set to **"Pattern"** (1st row, PATTERN column in matrix below display).
2. Rotate **DIAL** to select any **Pattern** number (A.01 – d.27) ➔ press **PLAY**. The pattern will loop ➔ press **STOP** to stop playback ➔ rotate **DIAL** to select and **PLAY** additional patterns.

! *Rotate **DIAL** as current pattern plays to select a new pattern - when the current pattern ends, the new pattern will begin. (When you change patterns in this way, new pattern selected will playback at same tempo as previous pattern. To playback new pattern at its original tempo, **STOP** pattern playback, then select and **PLAY** new pattern.*

Working with Tempo:

1. Press **PATTERN** ➔ select any pattern ➔ press **PLAY** ➔ **CURSOR** ▼ to **Tempo** (LED lights) ➔ rotate **DIAL** to set tempo ➔ to use **TAP** tempo function: As pattern plays, strike **TAP** key **3x** to set new tempo ➔ press **STOP** to stop playback.

Working with Parts: *4 drum synth parts, 4 PCM parts – trigger parts manually and edit with knobs and switches*

1. Press **PATTERN** ➔ rotate **DIAL** to select any pattern ➔ strike any **part key** (other than Audio and Accent) ➔tweak the knobs and switches, to edit the part. *Note that **Original Value LED** lights when original knob/switch settings are recalled* ➔ **PLAY** pattern, select and tweak parts.

Realtime Pattern Control

! *Before you continue, turn **OFF** memory protect: Press **GLOBAL** ➔ **CURSOR** to **Protect** ➔ Rotate **DIAL** to **"off"** ➔ Press the **PATTERN** key to return to **PATTERN** mode.*

Copy a preset pattern to a new location:

1. Press **PATTERN** ➔ press **CURSOR** ▲ to set to **"Pattern"** ➔ rotate **DIAL** to select any pattern ➔ press **WRITE** ➔ rotate **DIAL** to pattern **d.64** ➔ press **WRITE** again to **copy** the source pattern to **d.64**.

In-store demo suggestion: *Use pattern **d.64** as the edit "target pattern" for all of your demos!*

Tweak the copied pattern:

1. **Change Tempo:** (see "Changing Tempo" on the previous page).
2. **Retrigger pattern Playback:** As pattern plays, **hold down Shift** and press **PLAY** repeatedly, to "force" pattern playback to first beat of the measure.
3. **Tweak the pattern:** Strike the **part keys** ➔ work with the **knobs** and **switches** as pattern plays - create an edited set of part sounds using the existing pattern ➔ try striking any **part key** ➔ then select **Tempo Delay** with the **Type**key (tweak effect with the **Depth** and **Time** knobs).
4. Select one of the drum synth parts (1-4) and try changing the waveform with the **Wave** key – note that **Pitch** is the one parameter in the **OSCILLATOR** area that works on **PCM** as well as **synth** parts.
5. **Tweak the pattern data itself:** As pattern plays, press any **part key** ➔ press to add/remove steps from the **16 step keys** (lit/unlit) press the **Accent** key and set new accents on the 16 **step keys** (use **Level** knob to set overall accent level).
6. **SOLO and MUTE parts:** Press and **hold down SOLO** and press a **part key** (it will light) (or group of part keys). Press **SOLO** again to defeat solo ➔ press and **hold down MUTE** (**TAP**), then press a **part key** (or group of part keys) to mute/unmute parts (lit/unlit) ➔ press **STOP** ➔ press **WRITE 2x** to write edited pattern to memory.

Motion Sequencing: *Record knob and switch changes for each part and the delay*

Record Motion sequences in the previous pattern:

1. Press **Part 1 part key** (it will light) ➔ **hold Shift** and press **step key 11 (Clear Motion) 2x**, to clear previous Motion sequence for Part 1 ➔ repeat this step for **each part** in the pattern.
2. Press to select **Part 1** key (it will light) ➔ in **PART** edit section, press **Motion Seq** to select **Smooth** or **Trig Hold** (it will light) ➔ press **REC** key (left of **STOP**). **REC** will light, and **PLAY** will flash.
3. Press **PLAY** to begin recording ➔ rotate **Pitch/Speed** knob. When pattern reaches last step, **REC** light will go out and pattern will continue to play - you'll hear new Motion sequence ➔ while pattern loops, press **Motion Seq** key to select **Smooth** or **Trig Hold**, and listen to difference in playback. (you can **SOLO** the part to get a better idea)

4. Press **STOP** ➔ press to select **Part 2** key (it will light), then select either **Smooth** or **TrigHold** as type of Motion Sequence ➔ press **REC** ➔ press **PLAY** to record ➔ toggle **Reverse** key **off / on**, to record new Motion sequence for part 2 ➔ press **STOP** ➔ press **WRITE 2x** to write pattern with the two new Motion sequences.

! *Each time you record a new knob or switch change with the Motion sequence function, it will OVERWRITE the previous Motion sequence for that part. If you're not satisfied with the Motion Sequence you just recorded, simply re-record it, or Clear the Motion Sequence. One Motion sequence, using one knob rotation can be recorded for each Part. Two knob rotations can be recorded for the Delay Motion Sequence (See the Owner's Manual, page 18, and 28 for more information)*

5. **Record an Delay Motion sequence in the current pattern:** In the **Delay** section, press the **Motion Sequence** key (it will light) ➔ press **REC** ➔ press **PLAY** ➔ tweak the **Delay Depth** and **Time** knobs simultaneously to record the Delay Motion sequence.

More Pattern editing:

Copy the previous pattern and change the pattern length:

1. Select pattern **d.64** ➔ press **WRITE** ➔ rotate **DIAL** to select pattern **d.63** ➔ press **WRITE** again, to copy pattern d.64 to d.63. **Don't** PLAY pattern yet… ➔**hold down Shift** to see the pattern's length. (One of keys 1-4 lights accordingly) ➔ while holding **Shift** press an unlit key between 1 and 4 to change the pattern length to this new value.

View the step data in the pattern:

2. While 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 ➔ watch **Select** LED section (above **step keys)**. Note that **green** LED indicates movement through - and loops from bars 1-2.
3. Continue playback of pattern ➔ press **Part 4**key (it will light) ➔ press **Select>** key **1x** – the **red** LED in **Select** section moves to **2nd** bar in pattern ➔ press **Select<** key **1x** to move back to **1st** bar. Note that you are viewing **Trigger Settings** for the two different measures of **Part 4**. Press the **HI-HAT Close** key, so that it lights.

Edit the trigger settings for HI-HAT Close:

4. Press **Select <** or **>** keys until **bar 1's red LED** is lit - to view the trigger settings for **HI-HAT**part, bar 1. Let the pattern continue to play ➔ press all of the **lit** keys to turn them **OFF**. Listen as pattern loops - when bar 1 plays again, no steps will play - the rest of the data for the HI-HAT stays the same - for bar 2 ➔ press **Select >** key to move to bar 2 ➔ press any desired **step keys** to change trigger settings for the HI-HAT, bar 2 ➔ press the **STOP** key.

Work with the Swing function:

5. Selec**t** pattern **A.14** ➔ **PLAY** pattern to hear how it sounds ➔ press **STOP** ➔ **hold down** the **Shift** key and press **step key 8 (Swing)** - a value of **50** will flash in the display ➔ rotate the **DIAL** to a setting of "**69**" ➔ press **step key 8** again (flashing), to set new Swing value ➔ **PLAY** pattern to hear new swing setting ➔ **STOP** pattern ➔ **hold down Shift** and press **step key 8**.
6. Rotate **DIAL** to set value to "**50**" ➔ press **step key 8** again to re-set Swing value ➔ **PLAY** pattern again - to hear "straight" 16-beat pattern ➔ press **STOP**.

Recording Patterns: *Two ways to record patterns: Step or Realtime recording*

1. **Step Record a 1-bar pattern:** Select an empty pattern (try **d.28** or later) ➔ press **REC** ➔ press **PLAY** ➔ press each **part key**, then press the desired **step keys** (they will light) to enter the pattern data for that part.
2. **Realtime Record a 1-bar pattern:** Select an empty pattern ➔ turn **on** the Metronome: Press **GLOBAL**, then **CURSOR** ▲ or ▼ to **Metronome** ➔ rotate **DIAL** to **"r – 1"** (1-bar lead-in) ➔ press **PATTERN** ➔ press **REC** ➔ press **PLAY** ➔ strike desired **part keys in realtime** to record the pattern ➔ press **STOP** when finished. *Note that you can also Step Record in this mode, by pressing the **step keys** as the pattern loop-records, or on pattern playback*.

Pattern Sets: *Assign and trigger patterns with step keys (up to 64) for instant recall*

Work with Pattern Sets:

1. Press **Pattern** ➔ select any pattern ➔ press **PLAY** ➔ **hold down Pattern Set** key and press any **step key** to switch to a new pattern pre-assigned to that step key. When the current pattern finishes, the new pattern will begin to play. The Pattern Set you are working with contains 16 patterns - assigned to the 16 step keys.
2. **Hold down Shift** and press **Pattern Set** (flashing). This holds the current pattern set, and lets you select patterns within the pattern set group - simply by **pressing the step keys** – for one-touch recall of patterns!
3. Press the **Pattern Set** key again. This defeats the hold function ➔ **hold down Pattern Set** and press one of the **Select** ◀ ▶ keys. This takes you to another Pattern Set (of 16 patterns), and you can continue selecting patterns as above. The selected group will be indicated by the **red** LED's in the Select section ➔ press **STOP** when finished.

! *For more information on registering patterns to your own Pattern Sets, see the ER-1 Owner's Manual, page 31.*

More ER-1 Features!

- *Immediacy! All functions are right on the surface – there are no menus/pages to slow you down!*
- *The ER-1 uses a familiar 16-step key interface, allowing you to create your own patterns from modeled analog and PCM sounds, which are assigned to 8 parts (plus and Accent part). A Master Delay Effect can then be added.*
- *The Audio In lets you process external sources through the ER-1, just like the onboard 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, and two knob movements for the Global Delay effect.*
- *Parts can be manipulated in realtime, using the front panel knobs and switches.*
- *There are 256 patterns in memory, and each pattern can be up to 4 bars long.*
- *You can arrange the 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 realtime, as well as step-recorded.*
- *Pattern Set Play lets you assign 64 patterns to the 16 step keys, to instantly switch patterns as you perform!*
- *Tap Tempo and MIDI clock and be used to sync the ER-1 to external turntables, sequencers, etc.*
- *The ER-1 can be controlled externally and used as a MIDI tone generator.*
- *The MIDI dump function lets you save data on external computer, data filer, or sequencer!*