EasyStart
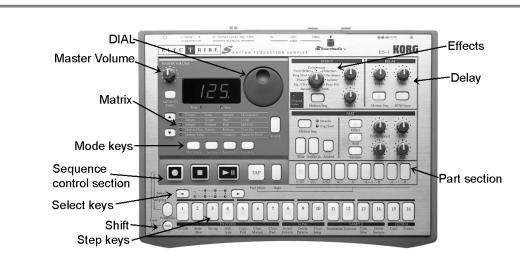
ELECTRIBE S
RHYTHM PRODUCTION SAMPLER

KORG

ES-1 Main Features

- All functions are right on the surface, with no menus or pages to slow you down!
- Familiar 16-step key interface to build your own patterns from samples
- Audio input for processing of external sources through the effects, just like the sampled parts!
- Motion sequencing to record knob/switch movements for each part and effect!

- Manipulate samples in realtime using front panel keys and switches
- 128 patterns in memory, each up to 4 bars long
- Play the part keys in realtime to record or step-record patterns
- Sample in mono or stereo, up to 95 seconds sample time and save to SmartMedia cards
- Time slice samples to change tempo without affecting pitch

EasyStart CONTENTS

Audio connections

1. Connect ES-1 power supply ➔ connect audio cables from **L/MONO1** and **RIGHT** outputs to powered monitor system, or use headphones (phone jack) ➔ connect external audio device (turntable, mixer, CD player, synth, mic, etc.) to **AUDIO IN** jack ➔ power-up monitor system and ES-1.

2. **Part 1** key (**1/ST**) 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 3 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: 128 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 – b.23) ➔ 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** ➔ press **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. *Note: to set fractional tempos (120.1, etc): As pattern plays, hold down **Shift** and rotate **DIAL** ➔ press **CURSOR** ▼ 4x, to return to PATTERN.*

Working with Parts:

1. Press **PATTERN** ➔ rotate **DIAL** to select any pattern ➔ strike any **part key** ➔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** ➔ Hold **Shift** ➔Press **step key 16** ➔ Rotate **DIAL** to "off" ➔ Press **step key 16 again**. Press the **PATTERN** key to return to **PATTERN** mode.*

Copy a preset pattern to a new location:

1. Press **PATTERN** ➜ rotate **DIAL** to select any pattern ➜ press **WRITE** ➜ rotate **DIAL** to pattern **b.64** ➜ press **WRITE** again to **copy** the source pattern to **b.64**.

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

Tweak the copied pattern:

1. **Change Tempo:** (see "Changing Tempo" above).

2. **Force 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** ➜ in the **PART COMMON** section, press **Effect** ➜ rotate **EFFECT knob** to select one of 11 effects ➜ tweak effect with **Edit 1** / **Edit 2 knobs**. *Note that you can select / edit a new effect for each part (except Accent).*

4. Try working with **Pitch/Speed**, **Filter**, **Level**, **Pan** knobs and **Roll / Reverse** switches - for different **part keys**, as pattern plays.

5. **Assign another internal sample to a part sound:** Press any **part key** (while pattern plays or is stopped) ➜ **CURSOR** ▾ to **Sample** (3rd row , PATTERN column) ➜ strike the **part** key as you rotate **DIAL** to audition / select new samples ➜ tweak the part key w/ new sample assigned.

6. **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).

7. **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, effects and delay

Record Motion sequences in the previous pattern:

1. Press **Part 1/ST** part key (it will light) ➜ **hold Shift** and press **step key 6 (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 7A** 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.

5. **Edit the Motion Sequence:** Press **Part 7A** key (it will light). (Pattern can be playing or stopped for following steps): Press **CURSOR** ▾ to select **Motion Value** (5th row, PATTERN column) ➜ press one of the lit **step keys** for this part - the display alternates between **"PCH"** (pitch) and recorded pitch value ➜ rotate **DIAL** to change pitch values as you press to select each of the step keys ➜ **STOP** pattern playback ➜ press **WRITE 2x** to write the pattern with new pitch values.

! *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, plus three switch changes can be recorded for each Part. Two knob rotations can be recorded for the Effect and Delay Motion Sequences (See the owner's manual, page 21, and 41-42 for more information)*

6. **Record an Effect Motion sequence in the current pattern:** Select an effect ➔ press **REC** ➔ press **PLAY** ➔ tweak **Edit 1** and **Edit 2** knobs simultaneously to record the Effect Motion sequence.

7. **Record a 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 to record the Delay Motion sequence.

More Pattern editing:

Copy the previous pattern and change the pattern length:
1. Select pattern **b.64** ➔ press **WRITE** ➔ rotate **DIAL** to select pattern **b.63** ➔ press **WRITE** again, to copy pattern b.64 to b.63. **Don't** PLAY pattern yet… ➔hold down **Shift** and press **step key 1** (Length). (Display indicates "4" bars) ➔ rotate **DIAL** to change pattern length to **2 bars** ➔ press **step key 1** again to set length ➔ **PLAY** pattern: it will loop after 2 bars.

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 - all **step keys** will be unlit ➔ press **Select <** key **1X** to move back to **1st** bar - **red** LED and **step key 7** key will be lit. Note that you're viewing **Trigger Settings** for **Part 4**. The step keys are unlit for bar 2 - no trigger settings (data) have been written in this bar.

4. Press the **Part 7A** key, so that it lights.

Edit the trigger settings for Part 7:
5. Press **Select <** or **>** keys until **bar 1's red LED** is lit - to view the trigger settings for part 7A, bar 1. Let the pattern continue to play ➔press the following **step keys**, to turn them **off**: 7, 9, 11 (unlit). Listen as 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 ➔ press **Select >** key to move to bar 2 ➔ press any desired **step keys** to change trigger settings for part 7A, bar 2 ➔ press the **STOP** key.

Work with the Swing function:
6. Select pattern **A.26** ➔ **PLAY** pattern to hear how it sounds ➔ press **STOP** ➔ **hold down** the **Shift** key and press **step key 3 (Swing)** - a value of **50** will flash in the display ➔ rotate the **DIAL** to a setting of "**69**" ➔ press **step key 3** again (flashing), to set new Swing value ➔ **PLAY** pattern to hear new swing setting ➔ **STOP** pattern ➔ **hold down Shift** and press **step key 3**.

7. Rotate **DIAL** to set value to "**50**" ➔ press **step key 3** 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 **b.24** 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 ES-1 Owner's Manual, page 46.*

Audio Input: Input external audio (records, CDs, etc, and process like any part sound!

1. Press **PATTERN** ➜ select pattern **A.02** ➜ make sure that an **external device** is connected to the rear panel **AUDIO IN** jack ➥ set **MIC/LINE** switch as needed ➜ press **AUDIO IN THRU** key (it will light) ➜**start playback on external device** and adjust source level /rear panel level knob ➜ watch ES-1 **Peak** LED for clipping ➜ press to turn **off AUDIO IN THRU** key (unlit). Note that pattern A.02 has active steps assigned to **Audio In part**.

2. Start playback on **external device** and press **PLAY** on **ES-1**: you'll hear the audio source being rhythmically gated according to its assigned steps – just like any other part.

3. Press **Audio In** part key ➜ turn **Level** knob in **Part Edit** section to balance the Audio In volume with other parts in pattern ➥ as pattern plays, rotate **Pitch/Speed** knob to set duration (gate time) of audio steps ➜ to solo **Audio In** part: **hold down Solo** and press **Audio In** part key ➜ press **Solo** again to defeat solo function.

Sampling: 95 seconds sample time, up to 150 samples internal, SmartMedia storage!

Record the sample:

1. Make sure that an **external device** (CD player, synth, mic, etc.) is connected to **Audio In** jack ➜ set **MIC/LINE** switch as needed.

2. Press **AUDIO IN THRU** ➜ play source ➜ adjust source level and rear panel **LEVEL** knob (watch PEAK LED for clipping!).

3. **Stop external source** playback ➜ press **SAMPLE** key ➜ **hold down Pattern Set** key ➜ press **REC** ➜ rotate **DIAL** to set "**nno**" (mono) or "**StE**" (stereo) for sampling source (note that Audio In jack is a stereo/ mono phone jack).

4. Press **PLAY** ➜ **playback external source** ➜ press **STOP** when finished sampling ➜ stop external source playback ➜ press ES-1 **PLAY** to playback new sample. Now to edit the sample…

Normalize, edit and truncate the sample:

5. **Normalize: Hold Shift** ➜ press **step key 11 (Normalize) 2x** ➜ press **PLAY**to audition normalized sample.

6. **Set sample Start Point:** Press **CURSOR** ▾ to select **Start** (2nd row, SAMPLE column).

7. **Hold Shift** ➜ press **PLAY** to trigger ➜ rotate **DIAL** to move sample start by coarse degrees. To set start point in fine degrees, release **Shift** key ➜ rotate **DIAL** ➜ press **PLAY** to trigger ➜ press **PLAY** to audition sample w/ new start point.

8. **Set sample End Point:** Press **CURSOR** ▾ to select **End** (3rd row, SAMPLE column).

9. **Hold down Shift** ➜ press **PLAY** to trigger ➜ rotate **DIAL** to move sample end by coarse degrees. To set end point in fine degrees, release **Shift** key ➜ rotate **DIAL** ➜ trigger sample with **PLAY** key. When satisfied, press and **hold down Shift** ➜ press **step key 12 (Truncate) 2x** ➜ press **PLAY** to audition truncated sample w/ new start and end points.

Save the sample:
10. Press **WRITE 2x** to write sample to next-available empty sample location.

Resampling and Slicing:

Easy resampling of internal patterns/songs/parts. Time slicing divides sample into smaller rhythmic subdivisions – to change tempo without affecting pitch!

Resample a pattern:
1. Press **PATTERN** ➜ rotate **DIAL** to select/ audition a pattern to resample ➜ **COPY the Pattern:** Press **WRITE** ➜ rotate **DIAL** to an **empty Pattern** location (use **b.64** as demo "target pattern") ➜ press **WRITE** again.

2. **SET PATTERN LENGTH: Hold down Shift** ➜ press **step key 1 [Length]** ➜ rotate **DIAL** to set length to **"1"** (bar) ➜ press **step key 1** again to set.

3. Press and **hold down Pattern Set** and **REC** ➜ press **PLAY** to begin resampling ➜ press **STOP** when pattern plays **1x**.

4. Press **SAMPLE** ➜ press **PLAY** to audition resample ➜ **Normalize**, set **Start/End points** and **Truncate**, then **Save** the resample (follow Steps **5-10** in previous "Sampling" section).

Slice and Save the resample:
5. Press **SAMPLE** ➜ **CURSOR** ▲ or ▼ to select **Sample** (1st row, SAMPLE column).

6. **Hold down Shift** ➜ press **step key 13 (Time Slice)** (**Slice** part key will flash)

7. Press **Slice** -display shows calculated tempo of the sample as it plays back. (You may need to adjust ES-1 tempo to match sample's tempo) If needed, turn **Metronome ON** to help align tempo: Press **GLOBAL** ➜ **CURSOR** ▲ or ▼ to **Metronome** (1st row, GLOBAL column) ➜ rotate **DIAL** to "**ON**" ➜ press **GLOBAL** key again to exit.

8. Press **Slice** again. Playback stops and step keys of each slice will light (sliced sample is divided across 16 step keys) ➜play step keys to audition ➜ try various resolution settings by changing display value (00-09, 00r-09r) ➜ press **Slice** again (unlit).

9. **Write the Sample:** Press **WRITE 2x** ➜ keep new sample number in mind for now…

Use the new sliced sample in a pattern:
10. Press **PATTERN** ➜ select **empty pattern location** (i.e. b.64).

11. Press **Slice** part key (it will light) ➜ **CURSOR** ▼ to **Sample** (3rd row, PATTERN column) ➜ rotate **DIAL** to new sliced sample number.

12. Press to **light all 16 step keys** ➜ press **PLAY** to playback pattern ➜ try turning on and off different step keys for new rhythmic feels.

! *For more information on resampling and slicing, see the ES-1 Owner's Manual, pages 28 and 30.*

About SmartMedia™

SmartMedia cards (4-64 MB) can be used to save or load internal data. You can also load WAVE and AIFF files created on your computer via SmartMedia. To format, load or save data with SmartMedia, follow the procedures in the Owner's Manual, page 55.