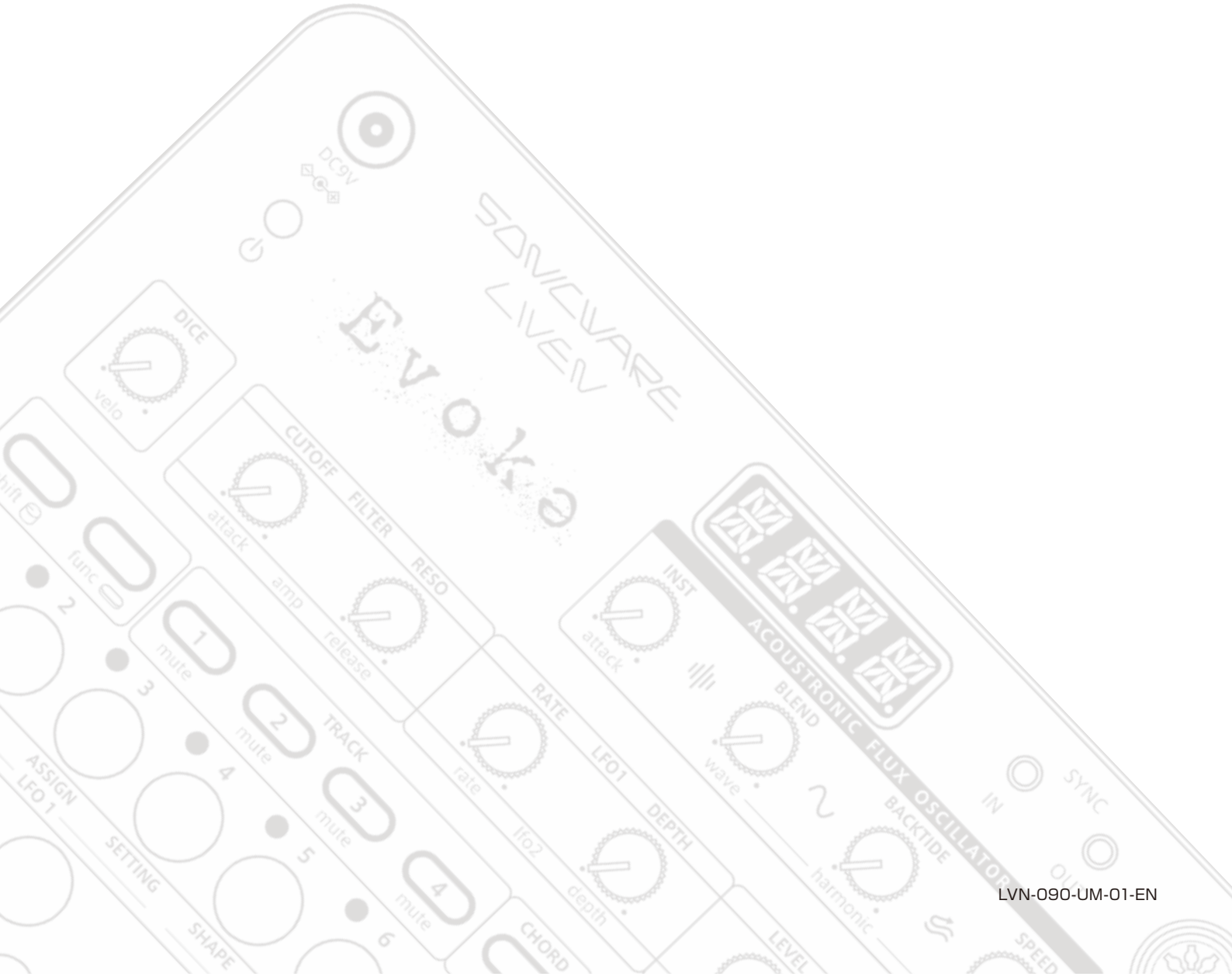
SONICWARE

LIVEN

# Evoke

User's Manual

Rev.1




LVN-090-UM-01-EN

## FCC regulation warning (for USA)

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

—Reorient or relocate the receiving antenna.

—Increase the separation between the equipment and receiver.

—Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

—Consult the dealer or an experienced radio/TV technician for help.

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## Important safety precautions

You must read the following precautions in order to use the product safely and prevent accidents.

**< WARNING > Failure to follow these precautions could result in serious harm to the user or even death.**

・Operation using an AC adapter

Do not do anything that could exceed the ratings of outlets and other electrical wiring equipment.

Disconnect the AC adapter from the outlet when lightning occurs and when not using it for a long time.

・Operation using batteries

Use-commercially available 1.5V AA batteries.

Carefully read the precautions of the batteries being used.

Be sure to insert the batteries with +/ − ends oriented correctly.

Do not use new and old batteries together. Do not use batteries of different types together.

Remove the batteries when they will not be used for a long time.

If a leak occurs, thoroughly wipe the battery compartment and battery terminals to remove the leaked fluid.

・Do not open the case and disassemble or modify the product.

・Do not drop, strike or apply excessive force to the unit.

・Do not put liquid on or in the unit.

・Do not put foreign objects into the case.

・Do not use at a loud volume. Doing so could generate loud volumes that might lead to hearing loss.

・When transferring this unit, use the individual packing box and cushioning material that it came with when purchased new.

・When the unit is powered on, do not wrap it in cloth, plastic or other materials.

・Do not step on or apply pressure to the power cord.

・Do not use in the following environmental conditions. Doing so could cause malfunction.

Locations in direct sunlight, environments that exceed 40° C, or near stoves and other heat sources

Locations with extremely low or high temperatures

Locations with extremely high humidity or where the product could become wet

Locations with frequent vibrations or much dust or sand

・If the unit becomes broken or malfunctions, immediately turn the power off and stop using it.

## ＜ Usage Precautions ＞

Failure to follow these precautions could cause injury to the user and physical damage.

・When connecting cables or working with the power of the unit, minimize the input levels of connected devices or turn them off.

・Cleaning

If the screen or the case become dirty, wipe them gently with a soft cloth.

Do not use chemicals, including alcohol, benzene, thinner or cleansers.

If this does not clean them, wipe them with a slightly damp cloth that has been wrung out well.

Do not turn the power on until the product is completely dry.

# Introduction

Thank you for purchasing a SONICWARE LIVEN Evoke.

LIVEN Evoke is an ambient music box featuring a four-instrument ensemble without drums, designed to create rich soundscapes ranging from cinematic ambient to post-classical styles.

We hope you enjoy using it  for a long time.

## Key features of the LIVEN Evoke

- A new synthesizer engine that captures the essence of acoustic instruments through synthesis, delivering a unique Acoustronic sound.
- Granular effects that deconstruct phrases into micro-grains and reassemble them into musical glitches and textured layers.
- A collection of 10 rich reverb types, including “MIRAGE,” which evokes the sensation of playing in a veiled, dreamlike space.
- Equipped with the same 4-track sequencer as the Ambient Ø, capable of recording both performances and parameter changes.

## Play On The Go: Portable, Built-in speaker, and Battery-powered

Leave your usual workspace and try using LIVEN Evoke in your living room or outdoors. As its evolving sound mixes with the surrounding environmental noises, you are likely to experience genuine Ambient Music.

## Synchronize with all kinds of devices

Clock synchronization is possible with devices that have MIDI or SYNC connectors.

The audio SYNC function enables synchronization with Teenage Engineering Pocket Operator devices using the LINE jack.

In addition, clock synchronization signals can be bridged between different connectors. For example, MIDI clock can be generated from an external SYNC clock signal.

# Contents

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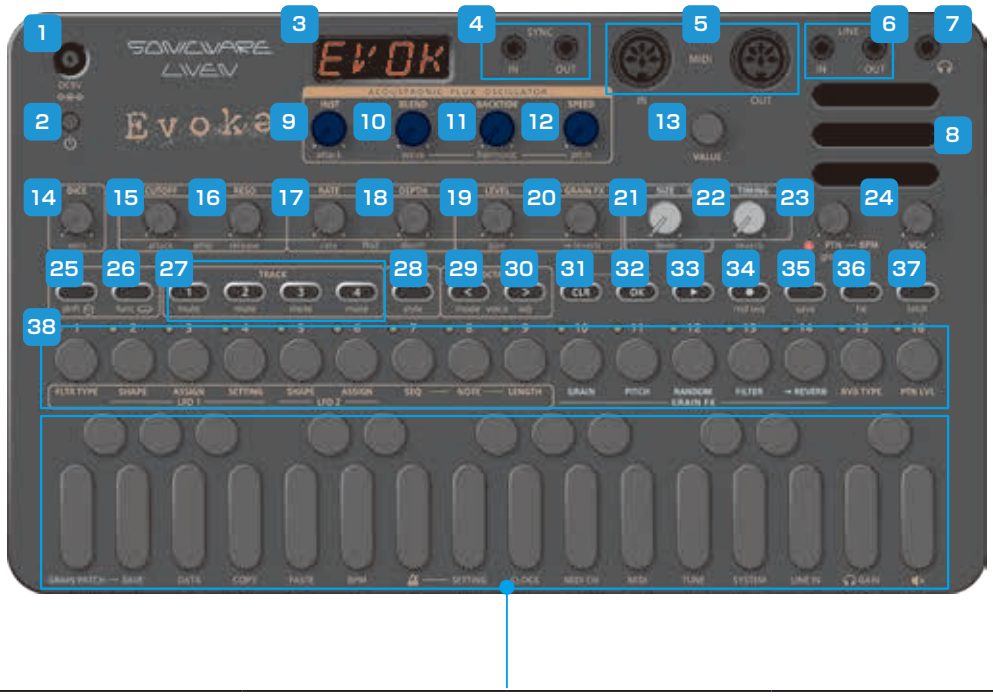
# Names of parts

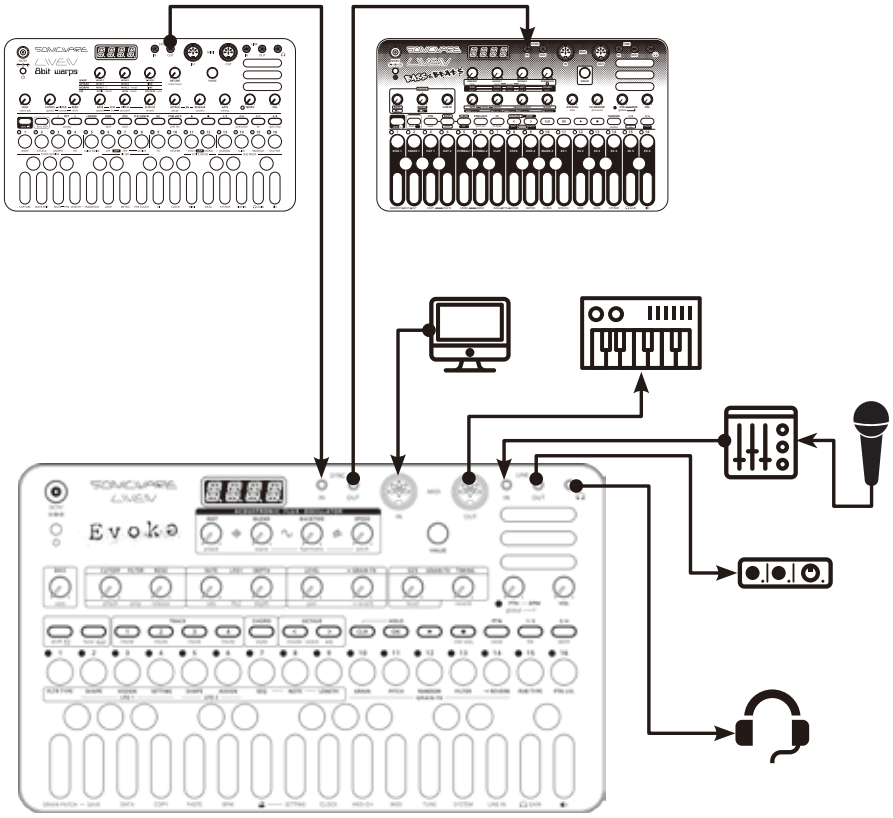



| Keyboard | | | |
|---|---|---|---|
| GRAIN PATCH Key | GRAIN PATCH SAVE Key | DATA Key | COPY Key |
| PASTE Key | BPM Key | METRO Key | METRO SETTING Key |
| CLOCK Key | MIDI CH Key | MIDI Key | TUNE Key |
| SYSTEM Key | LINE IN Key | GAIN Key | SPK MUTE Key |

# Names of parts

| | | | |
|---|---|---|---|
| **1：DC9V**<br>Connect DC power supply. | **2：POWER switch**<br>Press and hold to power on and off. | **3：Display** | **4：SYNC input/ output**<br>Input and Output for SYNC signals. |
| **5：MIDI input/ouput**<br>Input and Output for MIDI signal. | **6：Line input/output**<br>3.5mm stereo line input and stereo line level audio output. | **7：Headphone jack**<br>Stereo headphones output. | **8：Speaker**<br>Built-in speaker. |
| **9：INST/attack knob** | **10：BLEND/wave knob** | **11：BACKTIDE/ harmonic knob** | **12：SPEED/pitch knob** |
| **13：VALUE knob** | **14：DICE/velo knob** | **15：CUTOFF/attack knob** | **16：RESO/release knob** |
| **17：RATE/rate knob** | **18：DEPTH/depth knob** | **19：LEVEL/pan knob** | **20：→GRAIN FX/→reverb knob** |
| **21：SIZE/level knob** | **22：TIMING/reverb knob** | **23：PTN/global BPM knob** | **24：VOL knob** |
| **25：Shift button** | **26：Function button** | **27：Track button (1, 2, 3, 4)** | **28：CHORD/style button** |
| **29：OCTABE DOWN = voice mode** | **30：OCTAVE UP =voice adj** | **31：CLR** | **32：OK = HOLD** |
| **33：PLAY** | **34：REC = rnd seq** | **35：PTN = ptn save** | **36：1/3 = tie** |
| **37：2/4 = latch** | **38：STEPS**<br>Used to specify the step position of the sequence | | |
| **STEP1 = FLTR TYPE** | **STEP2 = SHAPE(LFO1)** | **STEP3 = ASSIGN(LFO1)** | **STEP4 = SETTING(LFO1&2)** |
| **STEP5 = SHAPE(LFO2)** | **STEP6 = ASSIGN(LFO2)** | **STEP7 = SEQ** | **STEP8 = NOTE** |
| **STEP9 = LENGTH** | **STEP10 = GRAIN** | **STEP11 = PITCH** | **STEP12 = RANDOM** |
| **STEP13 = FILTER** | **STEP14 = →REVERB** | **STEP15 = RVB TYPE** | **STEP16 = PTN LVL** |

# Connection example

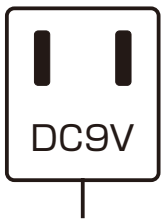



※ Use connection cables that are 3m or shorter.

# Starting up and shutting down

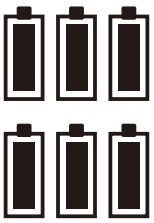
## Preparing a power supply

AC adapter (sold separately)




**or**

6 AA batteries



**Only use AC adapters that conform to the specifications. Using an AC adapter with different specifications could cause damage.**

### AC adapter specifications*

Voltage : 9V output
Current : 1A or higher
Connector : EIAJ-03 compliant
(1.7mm inner diameter, 4.75mm outer diameter)
Polarity : center+

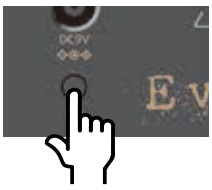
*Equivalent to Korg Volca KA350 adapter

BT.LO will appear on the display if the remaining battery charge is low. Replace the batteries immediately.


When using nickel-metal hydride batteries or lithium batteries, change the battery setting. (→ P.102)

## Starting up

1 Press and hold the POWER switch until EVOK (LIVEN Evoke) appears on the display.




## Turning the unit off

1 Press and hold the POWER switch until the display turns off.


Recently made changes will be lost when the unit is turned off. Save the changes if necessary.

# Basic operations

This section explains basic operations.

## Adjusting the overall volume

The volume from the speaker, headphones and the LINE OUT can be adjusted.

VOL

| Volume |
| --- |
| 0 - 127 |
| This can be adjusted from −∞ to +6 dB with 0 dB as the middle value (63-64). |

## Turning on/off the speaker

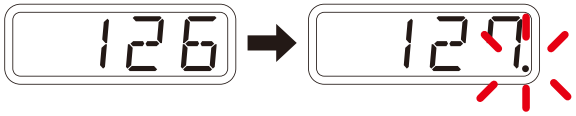
The built-in speaker can be turned off manually if you want to mute it without connecting headphones (when only using the LINE OUT, for example).

func + ×SPK MUTE

| Speaker | |
| --- | --- |
| MUTE | Speaker off |
| SPK | Speaker on |

## About the Origin mark

The dot will be shown on the lower right corner of the display when the parameter value is the same as the value stored in the pattern.




- when the knob movement behavior is set to Latch (→ P.105), the dots on the display will be animated to show how much the knob position and parameter value differs to the left or right. The dots will appear to flow to the left when the parameter value is lower than the knob position and to the right when the value is higher than the position. The flow will be faster for higher values.

# Basic operations

## Using the func button

Some LIVEN Evoke buttons have two functions.


In the example above, the secondary functions of the PTN and 15 buttons are “save” and “RVB TYPE” .
Pressing these buttons while pressing the func button will activate their secondary functions.
In this manual, operations while pressing the func button will be shown as follows.

func + 15 RVB TYPE

func + ×SPK MUTE

## Using the shift button

Many LIVEN Evoke knobs have both **uppercase** and **lowercase** names.


Turning a knob alone will adjust the uppercase parameter.
Turning the knob while pressing the shift button will adjust the lowercase parameter.
In this manual, operations while pressing the shift button will be shown as follows.

shift + pan

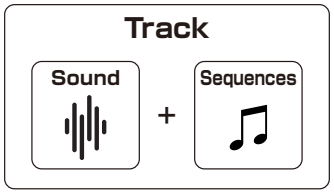
## Using the shift button hold function

By pressing the shift button while pressing the func button, the shift button hold function can be activated. (The button lights orange.)
When the hold function is activated, lowercase parameters can be adjusted without pressing the shift button.
Press the shift button again to deactivate the hold function.

# Tracks and Patterns

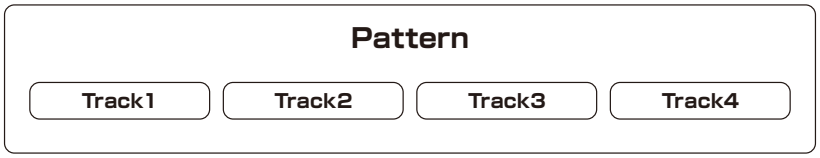
## Track overview

The LIVEN Evoke is an immersive ambient generator that has 4 - sound Tracks with a sequencer. **Tracks** contain both **sound** settings and **sequences** (performance data). The 4 Tracks of the LIVEN Evoke can each have different sounds and individual sequences created for them.



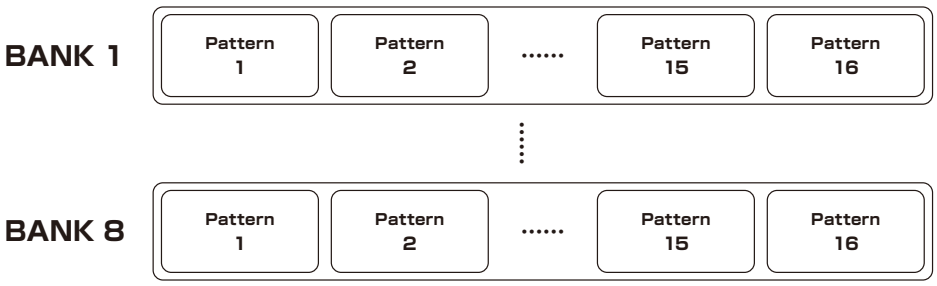

## Pattern overview

A **Pattern** is a combination of the 4 Tracks described above. With lengths of 1 - 64 bars, Patterns can be used as the smallest units in making songs.




## Patterns and banks

16 Patterns can be stored together in a single **bank**.
The LIVEN Evoke has 8 banks enabling 128 Patterns to be saved in total.




・BANK 1 contain preset Patterns.
All preset Patterns contain sound settings and sequences.
Following the instructions on the next page, try playing them.

# Tracks and Patterns

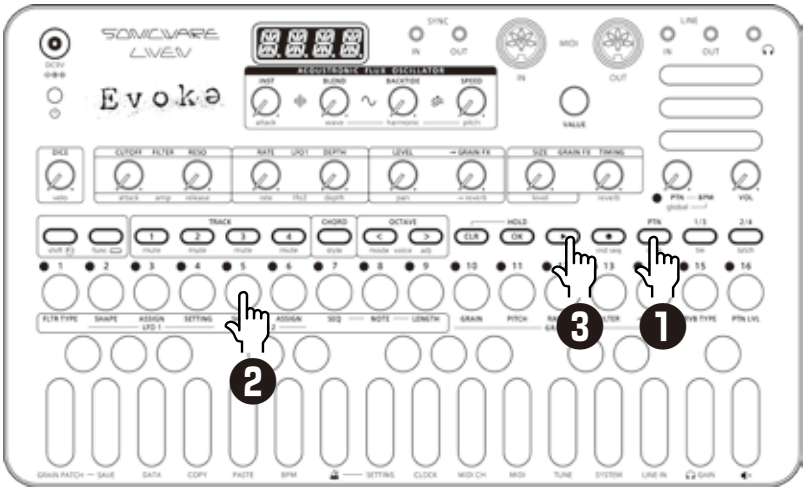
## Selecting Patterns

**1** Press PTN.

**2** Press 1 - 16.
→The Pattern is selected.
(STEP1=Pattern 1...
STEP16=Pattern 16)

## Playing Patterns

**3** Press ▶.
Press it again to stop.Press func + ▶ button to stop with natural release.




## Selecting Pattern 17 and higher

Press OCTAVE < > after procedure 1 to change the bank, enabling selection of Pattern 17 and higher.

・If a different Pattern is selected during Pattern playback, it will be readied but will not start playing immediately.
Playback will switch to the selected Pattern after the playing Pattern completes.

・After pressing PTN, VALUE can also be used to select Pattern

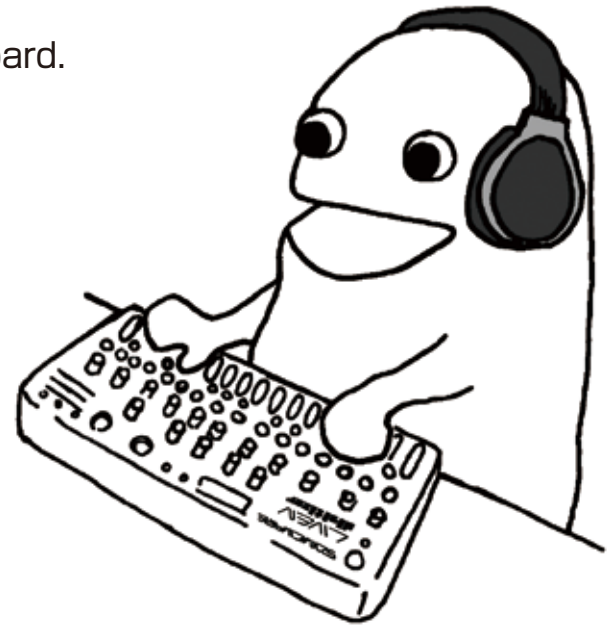
## Normal release and Natural release

When stopping pattern play back, LIVEN Evoke has two release modes.

| | | |
|---|---|---|
| ▶ | Normal release | Voices and sequences on all Tracks are stopped immediately. |
| func + ▶ | Natural release | Only the sequence is stopped.<br>Voices on each Track will continue to play until their amp envelope release times finish. |

## Performing

1 Play the keyboard.



## Performing with holding keyboard notes

1 Press OK + keys to hold them.

- Press the same key again to stop holding it.
- Press CLR + OK to stop holding all keys in the selected Track.
- Press CLR + ▶ to stop holding all keys at once in all Tracks.

## Changing the velocity

The velocity value used when playing keys can be set.

shift + velo

| Velocity |
| --- |
| 0 - 127 |
| The higher the value, the louder the notes will be played. |

## Changing the octave range

**1** Press < / > .
This lowers/raises the range by an octave.

| | | |
|---|---|---|
| < | > | +3 octaves |
| < | > | +2 octaves |
| < | > | +1 octave |
| < | > | |
| < | > | − 1 octave |
| < | > | − 2 octaves |
| < | > | − 3 octaves |

・If the INST mode in SYSTEM setting is set to EASY, the default octave varies depending on the instrument.

## Changing the voice mode

**1** Press func + < voice mode.
This selects the voice mode.

func + < voice mode

VALUE

| Voice Mode | | |
|---|---|---|
| POLY | Polyphonic | multiple notes can be output simultaneously in this mode |
| MONO | Mono | In this single voice mode,each note retriggers the sound. |
| LGT | Legato | In this single voice mode, notes do not retrigger the sound. |
| ARP | Arpeggiator | In this mode, each note played on the keyboard is played one by one. |

## Changing the glide (in MONO/LEGATO mode)

1 Press func + > voice adj.

2 Use VALUE to set the speed.



| Glide |
| --- |
| 0 - 127 |
| The time can be changed in a range of 0 – 10000 ms. |

# Changing the arpeggiator type (in ARP mode)

**1** Press func + > voice adj.

**2** Use VALUE to select the arpeggiator type.

func + > voice adj

VALUE

| Arpeggiator | | |
|---|---|---|
| UP | UP | ↗ |
| DOWN | DOWN | ↘ |
| U.D | UP DOWN | ↗↘ |
| D.U | DOWN UP | ↘↗ |
| U.A.D | UP&DOWN | ↗↘ |
| D.A.U | DOWN&UP | ↘↗ |
| RNDM | RANDOM | ～ |
| UP+1 | UP+1 | ⇗ |
| UP+2 | UP+2 | ⇗ |
| DN-1 | DOWN-1 | ⇘ |
| DN-2 | DOWN-2 | ⇘ |
| P.O | PLAY ORDER | Notes are sounded in the order played on the keyboard |

・The arpeggiator's note speed is determined by NOTE (→P.65) and BPM (→P.27).

# Chord Function

LIVEN Evoke features a function that allows you to easily play chords by simply pressing the white keys on the keyboard.
The chord structure can be customized by altering the individual notes played, allowing for quick chord input into patterns and facilitating drone-style performances using the hold function.

# Basic Operation of the Chord Function

## Enable the Chord Function

1 Press CHORD.
Pressing CHORD toggles between modes.

| | | |
|---|---|---|
| CHORD | Chord Mode OFF (Default) | The keyboard operates using a standard chromatic scale. |
| CHORD | Chord Mode ON | The keyboard plays using the chord set of the currently selected style. |

・While Chord Mode is active, only the white keys are enabled. The black keys will not produce any sound.

# Basic Operation of the Chord Function

## Change the Chord Set Style

By changing the chord set style, you can play a variety of chord voicings and tensions.

**1** Press func + CHORD style once to enter Style mode.

**2** Turn VALUE to change the chord set style.

VALUE

| Style |
| --- |
| 1～16 |
| Change the chord set style.<br>For details on all available styles, please refer to the chord set list. (→P.109) |

| Examples of Chord Sets : STYLE1 DIAT | | | |
| --- | --- | --- | --- |
| **Root** | **Interval** | **Component** | **Chord** |
| C | 0, 4, 7, 11 | C E G B | Cmaj7 |
| D | 0, 3, 7, 10 | D F A C | Dm7 |
| E | 0, 3, 7, 10 | E G B D | Em7 |
| F | 0, 4, 7, 11 | F A C E | Fmaj7 |
| G | 0, 4, 7, 10 | G B D F | G7 |
| A | 0, 3, 7, 10 | A C E G | Am7 |
| B | 0, 3, 6, 10 | B D F A | Bm7-5 |

・The built-in chord sets include styles 1 - 8, which follow the keyboard scale such as diatonic chords, and styles 9 - 16, which follow a chord pad style that provides chord progressions in order regardless of the keyboard pitch.
For more details on the style (→P.109)

# Basic Operation of the Chord Function

## Change the Transposition of the Chord Set

By changing the transposition, you can use the chord set in any key.

**1** Press func + < voice mode once.

**2** Turn VALUE to change the key.


| Transpose |
| --- |
| -12 - 0 - +12 |
| Set the transpose value for the chord set. |

# Basic Operation of the Chord Function

## Change the chord playback method

You can change the playback method of the chord set.

**1** Press func + > voice adj once.

**2** Turn VALUE to change the playback method.

VALUE

| | |
|---|---|
| C.123 | All chord tones are played simultaneously. |
| C.1[]3 | Plays the chord while omitting the second chord tone. |
| C.[]23 | Plays the chord while omitting the first chord tone. |
| C.12[] | Plays the chord while omitting the third chord tone. |
| A.UP | Plays the chord as an arpeggio in ascending order. |
| A.DN | Plays the chord as an arpeggio in descending order. |
| A.UAD | Plays the chord as an arpeggio in up and down order. |
| A.UP.T | Plays the chord as an ascending arpeggio in 3/4 time. |
| A.DN.T | Plays the chord as a descending arpeggio in 3/4 time. |
| A.UD | Plays the chord as an up-down arpeggio. |
| A.UP+ | Plays the chord as an ascending arpeggio with an added octave (+1). |
| A.DN- | Plays the chord as a descending arpeggio with an added lower octave (–1). |

- Arpeggiated playback triggers all interval notes in the chord. 3/4 time arpeggios (waltz-style) play up to the third note only.

- While turning VALUE, holding down shift allows you to instantly switch between simultaneous and arpeggiated playback modes.

# Copying Tracks

## Copying a Track to another Track

You can copy a sound setting & sequence you've created from Track to Track.

1. Press 1 - 4 to select Track to copy.
2. Press func + COPY.
3. Press 1 - 4 to select the Track to be pasted.
4. Press func + PASTE .

## Copying Track to another pattern

1. Press 1 - 4 to select the Track of the Pattern to be copied.
2. Press func + COPY.


3. Press PTN, use VALUE to select the pattern you want to paste, then press OK.
4. Press func + PASTE .

# Basic operations Pattern

## Changing the tempo

BPM

| BPM |
| --- |
| 40 - 250 |
| When the tempo is shown on the display, VALUE can be turned to change it in 0.1-beat increments.<br>When you want to set the BPM lower than 80 or higher that 160, use VALUE to achieve this too |

## Reloading patterns

1 Press PTN .

2 Press OK .
This is useful for restoring sound patches to their original states during live performances.

PTN ➡ OK

# Changing Patterns automatically

## Selecting multiple Patterns and performing them in order (chain playback)

**1** Press PTN twice (lights orange).

**2** Press 1 - 16.
Select Patterns in the order that you want them to play.
Press 1– 16 again to deselect.

**3** Press ▶.
The Patterns will play in the selected order.

・Press PTN again to end chain playback.

# Changing Patterns automatically

## Looping the chain playback

**1** Press func + SYSTEM and select CN.LP.


**2** Select LOOP by VALUE.


## Adjusting the volume of individual Patterns

**1** Press func + 16 PTN LVL.

**2** Adjust parameter by VALUE.

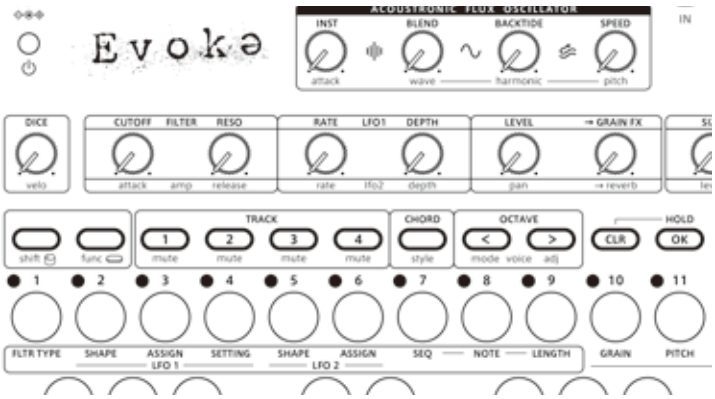
VALUE

| Pattern Level |
| --- |
| 0 - 127 |
| Pattern levels can be set in a range of −∞ – +6 dB. |

# Track selection and basic adjustments

## Selecting Tracks

**1** Press 1 - 4 for the Track you want to select.
The selected Track button will light red and its Track number will be shown on the display. (unselected Track buttons will light green.)
The parameters shown in the areas surrounded by the gold frame on the top of the unit can be controlled separately for each Track.




## Muting Tracks

**1** Press func + 1 - 4 for the Track you want to mute.
The muted Track buttons will light orange.
Press func + the button that is lit orange to unmute the Track.


・By default, MT.MD (mute mode) is set to SEQ, allowing you to play the keyboard even if the Track is muted.
If you want to completely mute the sound of a Track, select **SND** in **MT.MD** in func + SYSTEM.
Regarding mute mode (→ P.103)

# Track selection and basic adjustments

## Adjusting Track levels

1 Turn LEVEL.
The level of the selected Track can be set in a range of 0 – 127 ( −∞ – +6 dB).

## Adjusting Track panning

1 Turn shift + pan.
The panning of the selected Track can be set in a range of L63 – CNTR – R63.

・Operations can also be performed using VALUE.

# Adjusitng an Instrument

## Selecting an instrument

**1** Turn INST.

INST

| Instrument |
| --- |
| 1 - 34 |
| Selecting an instrument. |

## Adjusting the amount of blend

**1** Turn BLEND.

BLEND

| Blend |
| --- |
| 0 - 127 |
| Adjusting the amount of wave mixed into the instrument.<br>At 0, only the instrument will sound, and at 127, only the wave will sound. |

# Adjusting an Instrument

## Instrument list

| | Display | TIPS | WAVES |
|---|---|---|---|
| 1 | PF.GR | Grand Piano | SIN.2 |
| 2 | PF.ST | Studio Piano | SN.WB |
| 3 | PF.UP | Upright Piano | SHMR |
| 4 | EP.RH | Electric Piano | SIN.2 |
| 5 | EP.FM | FM Piano | SW.GL |
| 6 | TOY.P | Toy Piano | SIN.3 |
| 7 | XYLO | Xylophone | SIN.1 |
| 8 | VIBR | Vibraphone | SIN.2 |
| 9 | MRMB | Marimba | SIN.1 |
| 10 | HARP | Harp | SIN.1 |
| 11 | KNTL | Kantele | FILT |
| 12 | WD.BS | Wood Bass | FILT |
| 13 | VILN | Violin | ST.EN |
| 14 | FDDL | Fiddle | CRSH |
| 15 | CELO | Cello | SW.PD |
| 16 | CNBS | Contrabass | SQ.FL |
| 17 | FLUT | Flute | SW.PH |
| 18 | P.FLT | Peruvian Flute | SIN.1 |
| 19 | CLAR | Clarinet | SIN.1 |
| 20 | OBOE | Oboe | WN.EN |
| 21 | BASN | Bassoon | SIN.2 |
| 22 | TRBN | Trombone | FOLD |

# Adjusting an Instrument

| | Instruments | TIPS | WAVES |
|---|---|---|---|
| 23 | TUBA | Tuba | SIN.1 |
| 24 | HORN | Horn | SHMR |
| 25 | TRMP | Trumpet | SQ.CH |
| 26 | A.SAX | Alto Saxophone | TR.DS |
| 27 | CMBL | Harpsichord | SIN.3 |
| 28 | ORGN | Organ | SIN.2 |
| 29 | ARMN | Armonica | SN.WB |
| 30 | J.GTR | Jazz Guitar | FOLD |
| 31 | HANG | Hang Drum | SIN.1 |
| 32 | SITR | Sitar | SQ.SW |
| 33 | TANP | Tampura | SQ.CH |
| 34 | E.GTR | Electric Guitar | CRSH |

・If you set the INST setting to NORM mode in SYSTEM(→ P.49), you can select the Instrument without coupling with the wave. excluding Attack Rate and attack.

# Envelope generator

## Adjusting the amp attack and amp release

Use the envelope generator to adjust the attack that affects the beginning of the sound and the amp release that affects how the sound fades out.

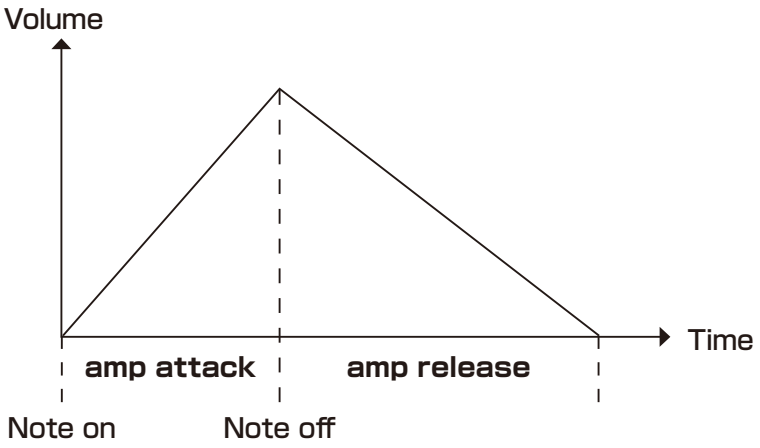
**1** Turn shift + amp attack or amp release.

### shift + amp attack

| amp attack |
| --- |
| 0 – 127 |
| This changes the attack time in a range of 0 – 5000ms. |

### shift + amp release

| amp release |
| --- |
| 0 – 127 |
| This changes the release time in a range of 0 – 5000ms. |



# Filters

## Changing the filter type

1 Press func + 1 FLTR TYPE to select the type.

func + 1 FLTR TYPE

| Filter type | |
|---|---|
| OFF | No filter used |
| LPF | Filter that cuts high frequencies |
| HPF | Filter that cuts low frequencies |
| BPF | Filter that only allows through frequencies in a specified band |

## Adjusting the filter cutoff frequency

1 Turn FILTER CUTOFF.

FILTER CUTOFF

| Filter Cutoff |
|---|
| 0 – 127 |
| The cutoff frequency can be changed in a range of<br>70 – 14400 Hz. |

## Adjusting the filter resonance

1 Turn FILTER RESO.

FILTER RESO

| Filter Resonance |
|---|
| 0 – 127 |
| The resonance can be changed in a range of 0.3 – 10. |
| For BPF, the bandwidth can be changed in a 0.5 – 3.3 octave range. |

# LFO

## Adjusting modulation speed and depth

### LFO 1


Use RATE - LFO1 to adjust the speed.
Use DEPTH - LFO1 to adjust the depth.

### LFO 2

Use shift + RATE - LFO2 to adjust the speed.
Use shift + DEPTH - LFO2 to adjust the depth.

# LFO

LIVEN Evoke has two LFOS that can apply modulation to various parameters.

## Modulation settings

| LFO waveform | Modulation destination parameter | LFO Triggering | Delay |
|---|---|---|---|
| func + 2 SHAPE - LFO1<br>func + 5 SHAPE - LFO2 | func + 3 ASSIGN - LFO1<br>func + 6 ASSIGN - LFO2 | TRIG<br>func+4 SETTING×1 - LFO1<br>2.TRG<br>func+4 SETTING×3 - LFO2 | DLY<br>func+4 SETTING×2 - LFO1 |
| **LFO Shape** | **Assign** | **Trigger** | **Delay** |
| See the list on the next page | See the list on the next page | OFF, 1 - 8, INF | 0 - 127 |
| Use VALUE to select the LFO waveform to use for modulation. | Use VALUE to select the parameter to be modulated. | Use VALUE to select the setting to trigger the modulation.<br><br>When set to OFF, the LFO is not retriggered. INF makes the LFO retrigger with every note played. 1-8 is the count of LFO cycles after triggering. | Use VALUE to set the time it takes for modulation to begin (0 to 8000 milliseconds). |

・The DELAY will not be applied when TRIG is turned OFF.

# Modulation

## Modulation destination parameter

| Assign - LFO1/LFO2 | |
|---|---|
| OFF | Off |
| TUNE | TUNE |
| BLND | BLEND |
| BCTD | BACKTIDE |
| SPD | SPEED |
| HARM | harmonic |
| PTCH | PITCH |
| O.LVL | Oscillator level (from LFO1 only) |
| L1.RT | LFO1 RATE (from LFO2 only) |
| L1.DP | LFO1 DEPTH (from LFO2 only) |
| FL.CO | FILTER CUTOFF |
| FL.RS | FILTER reso |
| PAN | pan |
| T.LVL | LEVEL (Track level) |
| →GR | → GRAIN FX |
| →RV | → reverb |

## LFO waveform

| Shape - LFO1/LFO2 | |
|---|---|
| SINE | Sine wave |
| SQAR | Square wave |
| TRI | Triangle wave |
| SAW | Sawtooth wave |
| R.SAW | Reverse sawtooth wave |
| RND | Random wave |
| S.RND | Smooth random wave |
| LOG | Logarithmic wave |
| R.LOG | Reverse logarithmic wave |
| PL.10 | 10% pulse wave |
| PL.25 | 25% pulse wave |
| PL.75 | 75% pulse wave |
| PL.90 | 90% pulse wave |
| STP.2 | Wave with 2 steps |
| STP.3 | Wave with 3 steps |
| STP.4 | Wave with 4 steps |
| STP.5 | Wave with 5 steps |
| STP.6 | Wave with 6 steps |
| STP.7 | Wave with 7 steps |
| RMP+ | Wave with ascending ramp |
| RMP- | Wave with descending ramp |
| SCN+ | Wave with ascending scanning (Unipolor triangle) |
| SCN- | Wave with descending scanning (Unipolor triangle) |

# Reverb

LIVEN Evoke includes a sublime high-quality reverb that adds reverberation to the tracks.
→ reverb allows you to adjust the send amount to the effect for each Track.

## Adjusting the reverb

**1** While holding shift, turn → reverb to adjust the send amount.


| Reverb send |
| --- |
| 0 ～ 127 |
| Adjusts the send amount to the reverb effect.<br>At 0, no signal is sent to the reverb. |

・You can also use func + LINE IN to adjust the send amount of the LINE IN input to the reverb.

・The send signal to the reverb is pre-fader level.
Setting LEVEL to 0 will not turn off the send signal to the reverb.
If you want to turn off all sound, set both LEVEL and shift + → reverb to 0.

**2** While holding shift, turn reverb to adjust the reverb mix level.


| Reverb |
| --- |
| 0 - 127 |
| Adjusts the volume of the reverb effect.<br>At 0, the reverb effect is muted. |

# Reverb

## Change the reverb type

**1** Press func + 15 RVB TYPE .

**2** Turn VALUE to change the reverb type.

VALUE

| Reverb type | |
|---|---|
| func + 15 RVB TYPE | |
| OFF | OFF |
| SML.L | Small.L |
| SML.M | Small.M |
| SML.H | Small.H |
| MID.L | Mid.L |
| MID.M | Mid.M |
| MID.H | Mid.H |
| LRG.L | Large.L |
| LRG.M | Large.M |
| LRG.H | Large.H |
| MIRG | Mirage |

# Reverb

## Deactivating the reverb reset when changing Patterns

If you want to play Pattern chains without the reverb resetting, set the same reverb type on the Patterns you want to chain and set the reverb reset to OFF.

**1** Press func + SYSTEM 6 times to select R.RST.


**2** Select OFF.

| Reverb Reset | |
|---|---|
| OFF | Do not reset the reverb when changing between Patterns with the same reverb type. |
| ON | Reset reverb when the Pattern is changed. |

## Acoustronic Flux Oscillator

Acoustronic Flux Oscillator is a unique synth engine consisting of 34 instruments with back-tide modulation and corresponding blendable waves.

The 34 instruments reproduce the acoustic characteristics of acoustic instruments, and each instrument offers a variety of transient changes and back-tide modulation.

The corresponding waves have adjustable blend amounts, and add rich changes to the instruments along with dedicated harmonic modulation.

The wave combinations set for each instrument can also be changed, so the character of the sound can be greatly changed with just one knob.

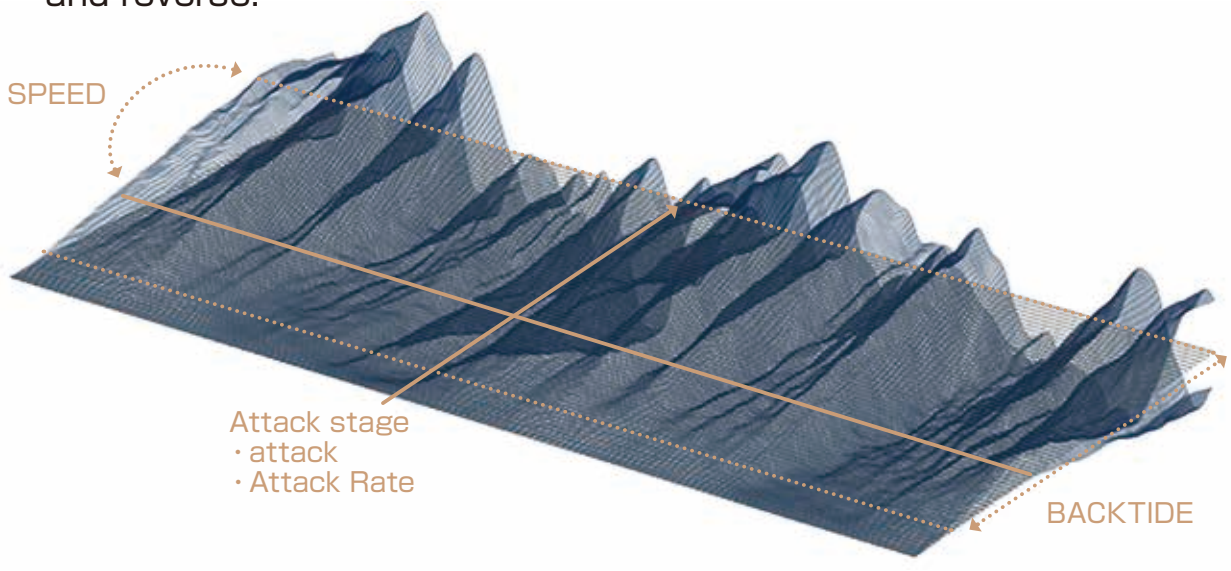
By combining the beautiful acoustic changes of the instruments with unique waves, you can easily create sounds such as drone strings, pianos with bell-like decays, and strange vibraphones.

## Backtide Modulation

Backtide modulation is a modulation that continues to fluctuate the instrument's waveform after the instrument's attack stage ends, repeating like the ebb and flow of the tide.

The BACKTIDE knob sets the range of the modulation, and the SPEED knob sets the speed.

The modulation speed changes relative to the modulation range, allowing you to create more organic sounds or effects like tremolo and reverse.

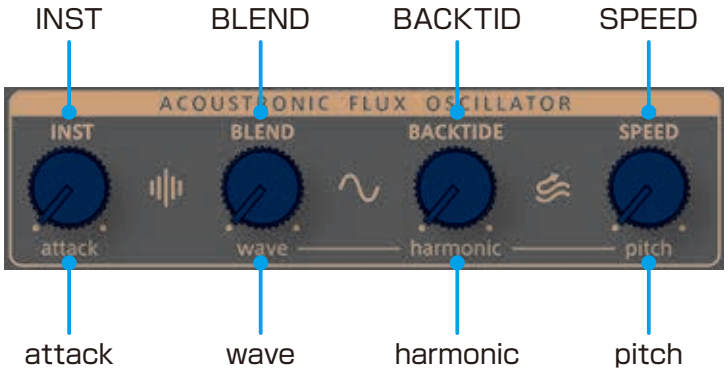


# Adjusting the oscillator

## Adjusting the instrument

Each instrument has an appropriate attack speed applied by default.

By adjusting the attack and BACKTIDE modulations, you can further vary the transients and sustain.




| Attack curve | Backtide modulation range | Modulation Speed |
|---|---|---|
| shift +attack | BACKTIDE | SPEED |
| **attack** | **Backtide** | **Speed** |
| -63 - 0 - +63 | 0 - 127 | 0 - 127 |
| Adjusts the loading curve of the instrument's attack stage.<br><br>Positive values set an upward curve that loads quickly and then gradually slows down.<br>Negative values set a downward curve that loads slowly and then gradually speeds up. | Adjusts the range of backtide modulation.<br>Setting this to 0 turns off backtide modulation. | Adjusts the speed of backtide modulation.<br>Setting this to 0 turns off backtide modulation. |

- The load speed of the attack stage varies depending on the instrument.

# Adjusting the oscillator

## Adjust the instrument's attack rate

The loading speed of the assigned attack stage can be adjusted to better reproduce an acoustic sound.

1 Hold 1 - 4, then turn VALUE.


| Attack Rate |
| --- |
| -100 - +100 |
| Adjust the instrument's attack rate.<br>Positive values increase the attack stage's loading speed, while negative values make it slower. |

- Changing the attack rate also affects the time it takes for back-tide modulation to begin.

# Adjusting the oscillator

## Changing the wave type

1 Turn shift + wave.


| wave |
| --- |
| 1 - 22 |
| Change the wave corresponding to the instrument.<br>If the INST setting in the SYSTEM is set to EASY mode, it will reset when the instrument is changed. |

・By setting the INST setting in the SYSTEM menu to NORM mode, you can disable parameter linking with the instrument.

## Adjusting the harmonics of the wave

1 Turn shift + harmonic.


| Harmonic |
| --- |
| 0 - 126, SYNC / 0 - 127 (When selecting WN.LP/ WN.HP) |
| Adjusts the wave's harmonic table.<br>When set to SYNC it will sync to the BACKTIDE modulation.<br>If an LFO is assigned, its effect is added to the modulation.<br>When the wave is set to WN.LP or WN.HP, this sets the cutoff value of the noise adjustment filter. |

# Adjusting the oscillator

## Adjusting the pitch of the wave

**1** Turn shift + pitch.


| Pitch |
| --- |
| -240 - 0 - +240 / 0 - 127 (When selecting WN.LP/ WN.HP) |
| Set the pitch of the wave in semitones.<br>You can also change it in 10 cent increments with the Value knob.<br>When the wave is set to WN.LP or WN.HP, this sets the resonance value of the noise adjustment filter. |

# Adjusting the oscillator

## Built-in Wave List

| | | |
|---|---|---|
| 1 | SW.PD | Saw Pad |
| 2 | SIN.1 | Sine.1 |
| 3 | SIN.2 | Sine.2 |
| 4 | SIN.3 | Sine.3 |
| 5 | TR.DS | Triangle Distortion |
| 6 | SW.PH | Saw Phase |
| 7 | SQ.SW | Square Saw |
| 8 | SW.GL | Saw Glass |
| 9 | SQ.CH | Square Chorus |
| 10 | SQ.FL | Square Flanger |
| 11 | SN.WB | Sine Wobble |
| 12 | ST.EN | String Ensemble |
| 13 | WN.EN | Wind Ensemble |
| 14 | SOFT | Soft Formula |
| 15 | FOLD | Wavefold |
| 16 | SHMR | Shimmer |
| 17 | FILT | Filtered |
| 18 | CRSH | Crush |
| 19 | MDLT | Modulated |
| 20 | NOIZ | Noise |
| 21 | WN.LP | White Noise Low-pass |
| 22 | WN.HP | White Noise High-pass |

- When WN.LP or WN.HP is selected, the behavior of harmonic and pitch changes accordingly. (→ P.47)

- When WN.LP or WN.HP is selected, and the Voice Mode is set to MONO or LGT, the attack stage of the same note will not retrigger while it is still in the release phase.

# Instrument Change Mode

The LIVEN Evoke offers two instrument selection modes: EASY and NORM.

By default, the system is set to EASY mode, which is designed to allow users to enjoy playing and sound designing without the need for detailed parameter adjustments.
In this mode, when an instrument is selected, related parameters such as OSC and LFO1 are automatically adjusted to appropriate values.

In NORM mode, automatic parameter linking is disabled, allowing for more precise and detailed editing.
Users can manually check and adjust each parameter individually, similar to the workflow of a conventional synthesizer.

## Switching Parameter Linking Behavior When Changing Instruments

**1** Press func + SYSTEM once, then select INST.


**2** Turn the VALUE to change the setting.

VALUE

| Instrument select mode | |
|---|---|
| EASY | Links OSC and LFO1 parameters when changing instruments. |
| NORM | Does not link parameters when changing instruments. |

・Even when NORM mode is enabled, the attack and attack rate will still change depending on the selected instrument.

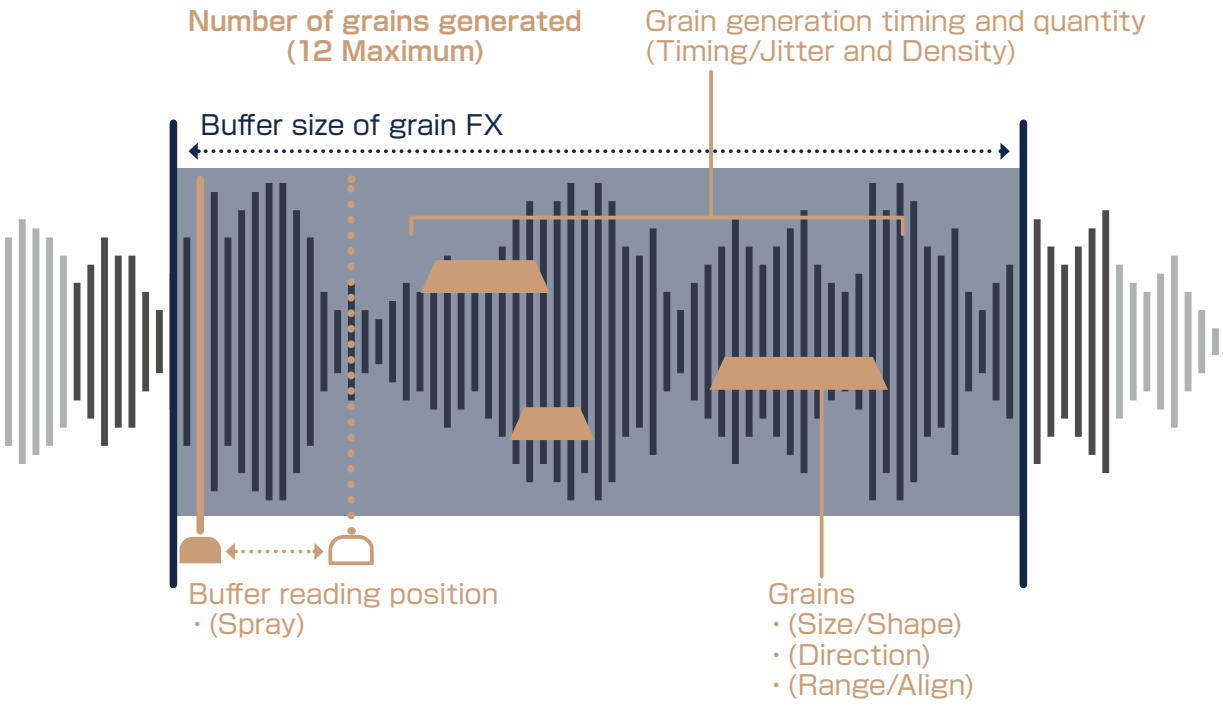
## GrainFX

Grain FX divides the sent audio into small particles called "grains". It then replays these grains at various timings, reconstructing the sound by altering each grain's playback direction, volume, pitch, and other parameters in real time.

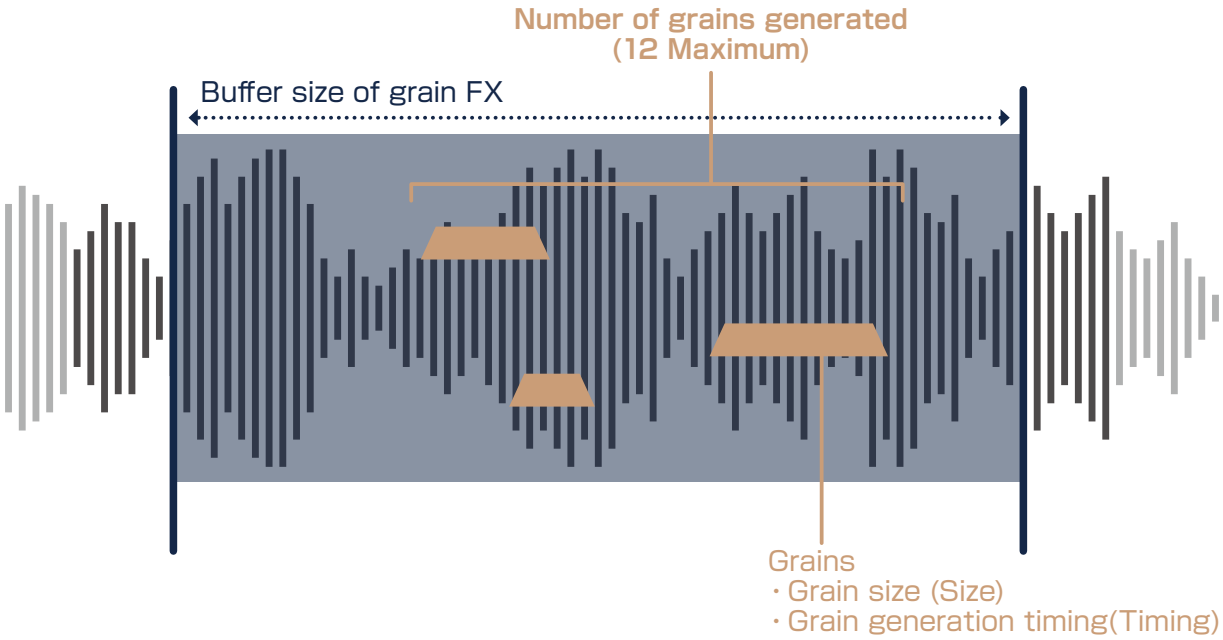
The sound reconstructed by the granular effect is well-suited for pad-type textures often used in ambient music.

Moreover, granular processing of Xylophone and other sounds with strong rhythmical attacks can create new rhythm sounds that resemble characters of complex delays.

With the LIVEN Evoke, you can easily create complex soundscapes by adjusting these grains with filters and sending them to the built-in reverb.



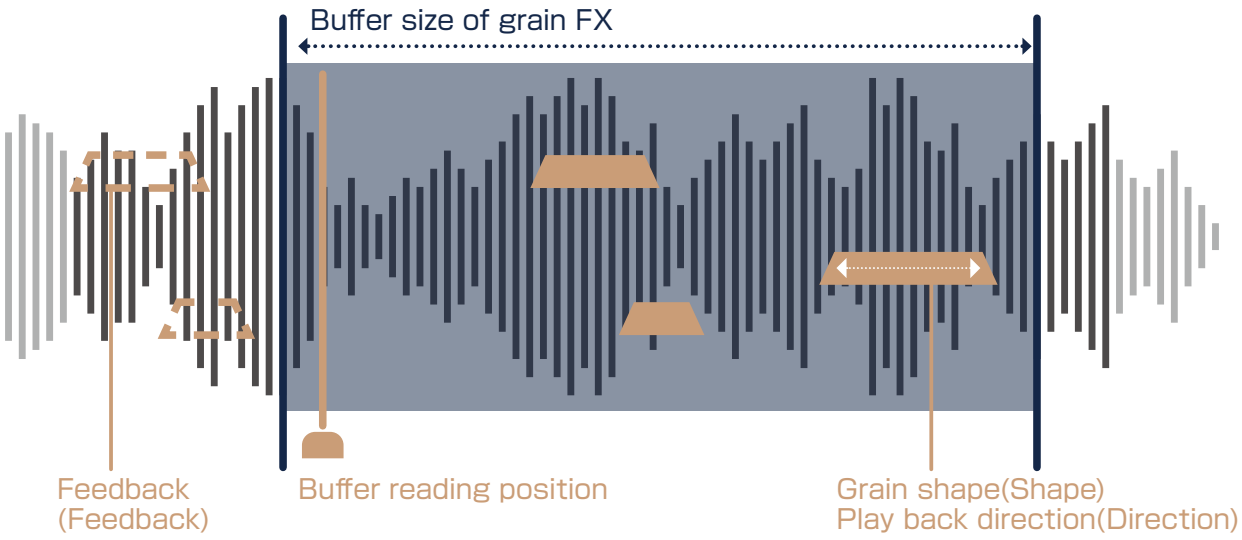
# GrainFX




| Grain size | Grain generation timing | Grain FX level |
|---|---|---|
| SIZE | TIMING | shift +level |
| **Size** | **Timing** | **Level** |
| 0 - 127 | 0 - 127 | 0 - 127 |
| Grain size can be set from 10 milliseconds to 1 second. | The grain generation rate can be set between 1 Hz and 250 Hz.<br>0 is the slowest setting for grain generation.<br>Turn this right to make the grain generation rate faster | This adjusts the level of the grain FX. |

# GrainFX

## Adjusting the setting of grains




**1** Press func + 10 GRAIN to select the parameter to set.

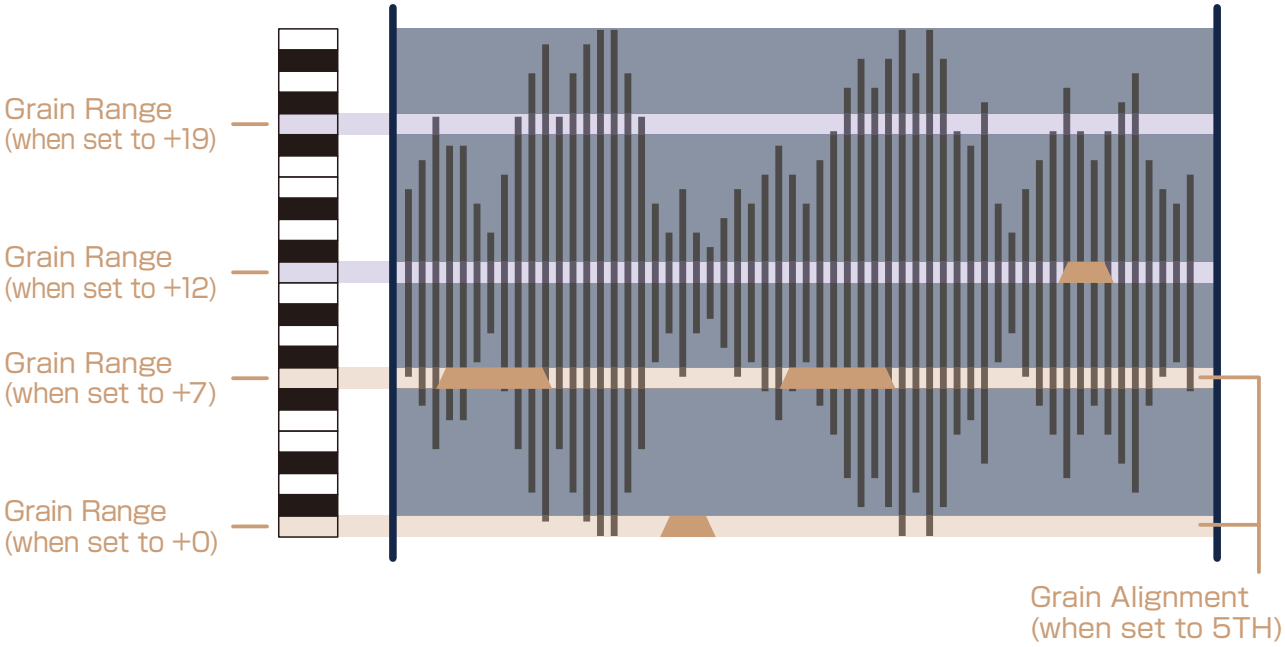
**2** Turn VALUE to adjust the setting.

| Grain feedback | Grain playback direction | Grain shape | GrainFX buffer size |
|---|---|---|---|
| F DBK | DIR | SHP | BUF |
| func + 10 × 1 | func + 10 × 2 | func + 10 × 3 | func + 10 × 4 |
| **Feedback** | **Direction** | **Shape** | **Buffer size** |
| 0 - 127 | 1 - 3 | 0 - 127 | 1/1, 1/2., 1/2, 1/4., 1/1T, 1/4, 1/8., 1/2T, 1/8, 1/4T |
| This sets the amount of feedback for the effect. | This sets the grain playback direction. The values in the list below can be selected. | This adjusts the shape of the grains. The higher the value, the more faded the grain will be. | Changes the buffer size for the entire Grain FX. The timing period changes depending on the buffer size and the current tempo. |

| Grain playback direction | |
|---|---|
| ---> | Plays the grain forward. |
| <--- | Plays the grain Backward. |
| RND (Random) | Plays the grain forward or backward randomly. |

## Adjust the pitch shift range of the Grain FX

The Grain FX in LIVEN Evoke can randomly pitch-shift grains within a specified parameter range.
By setting ALIN, the grains will be randomly pitch-shifted according to a musical scale based on the input note as the root.
Use RANG to define the pitch shift range, determining how far the grains can shift above or below the original pitch.




**1** Press func + 11 PITCH, then select the parameter you want to configure.

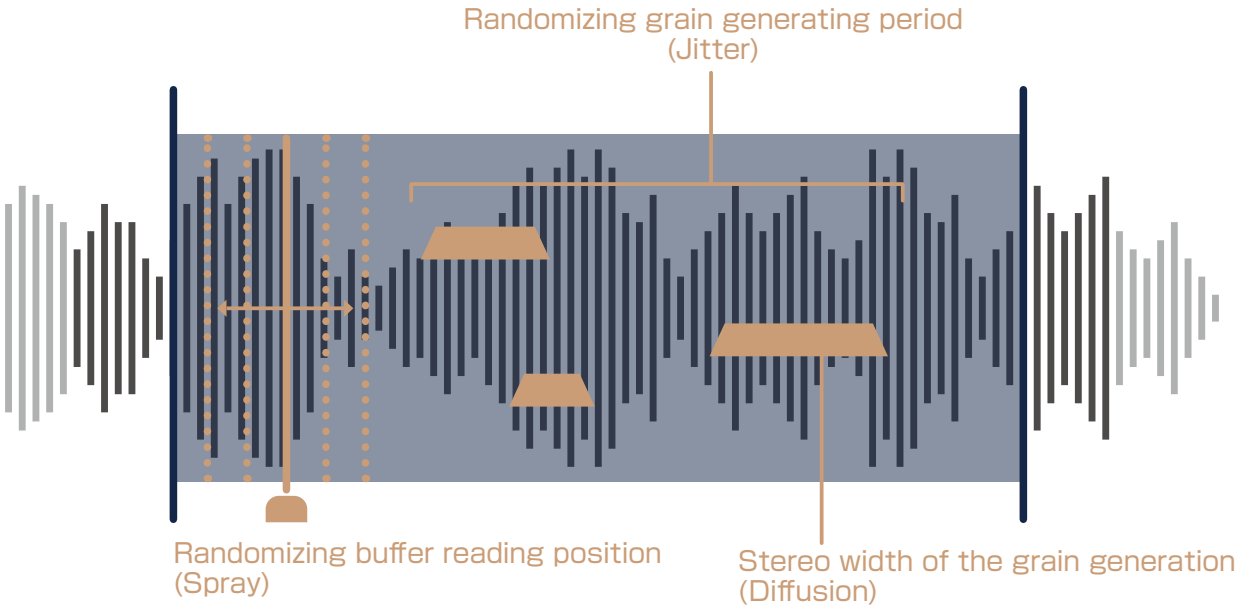
**2** Turn VALUE to change the setting.

| Pitch Shift Range | Pitch Shift Alignment |
|---|---|
| RANG<br>func + 11 × 1 | ALIN<br>func + 11 × 2 |
| **Range** | **Align** |
| -24 - 0 - +24 | OFF, 1 - 12 |
| Sets the pitch shift range for the grains.<br>When Align is set to OFF, pitch shifting occurs in 50-cent increments. | Select the scale used for pitch-shifting grains.<br>You can choose from the list below. |

## Pitch shifting alignment list

| | |
|---|---|
| OFF | Off |
| OCT | Octave |
| 5TH | Fifth |
| CHRM | Chromatic |
| MAJ | Major |
| MIN | Minor |
| P.MAJ | PentatonicMajor |
| P.MIN | PentatonicMinor |
| H.MIN | HarmonicMinor |
| PHRG | Phrygian |
| LYDI | Lydian |
| MXLD | Mixolydian |
| DORI | Dorian |

# Randomizing the timing to generate grains




| Randomizing buffer reading position | Grain stereo spread | Grain generating timing |
|---|---|---|
| SPRY<br>func + 12 × 1 | DIFF<br>func + 12 × 2 | JTTR<br>func + 12 × 3 |
| **Spray** | **Diffusion** | **Jitter** |
| 0 - 127 | 0 - 127 | 0 - 127 |
| This adjusts the fluctuation range of the buffer reading position. Set higher value to increase the range of fluctuation. | This spreads the positions of the generated grains to the left and right. | This sets the fluctiation amount of the grain generation timing. |

# GrainFX

## Adjusting the cutoff frequency of the grain filter

**1** Press func + 13 FILTER once to select FREQ.


**2** Turn VALUE to adjust the setting.

VALUE

| Frequency |
| --- |
| 0 - 127 |
| This sets the cutoff frequency of the filter only effecting Grain FX. |

## Adjusting the modulation rate of the grain filter

**1** Press func + 13 FILTER twice to select RATE.


**2** Turn VALUE to adjust the setting.

VALUE

| Rate |
| --- |
| 0 - 127 |
| This sets the modulation rate of the filter only effecting Grain FX. |

## Adjusting the amount of modulation depth of the grain filter

**1** Press func + 13 FILTER three times to select DEPT.


**2** Turn VALUE to adjust the setting.

VALUE

| Depth |
| --- |
| 0 - 127 |
| This sets the modulation depth of the filter only effecting Grain FX. |

## Changing the type of the grain filter

**1** Press func + 13 FILTER four times to select TYPE.


**2** Turn VALUE to adjust the setting.


| Type |
| --- |
| OFF, LPF, HPF, BPF |
| This sets the type of the filter only effecting Grain FX. |

## Sending the grain FX signal to the reverb

By sending the Grain FX to the reverb, you can create a variety of spatial effects, such as shimmer reverb effect.

**1** Press func + 14 → REVERB once.

**2** Turn VALUE to adjust the amount of signal send to the reverb.

VALUE

| Reverb (from Grain FX) |
| --- |
| 0 - 127 |
| Adjusting the amount of Grain FX sent to the reverb.<br>When set to 0, no Grain FX is sent. |

・The reverb send signal operates at pre-fader stage.
Even if the Grain FX level is set to 0, the signal sent to the reverb will not be muted.
To completely silence the Grain FX, set both Level and → REVERB to 0.

# Managing Grain FX Patches

To make it easy to use Grain FX, LIVEN Evoke comes preloaded with 16 Grain FX patches that can be loaded into patterns.

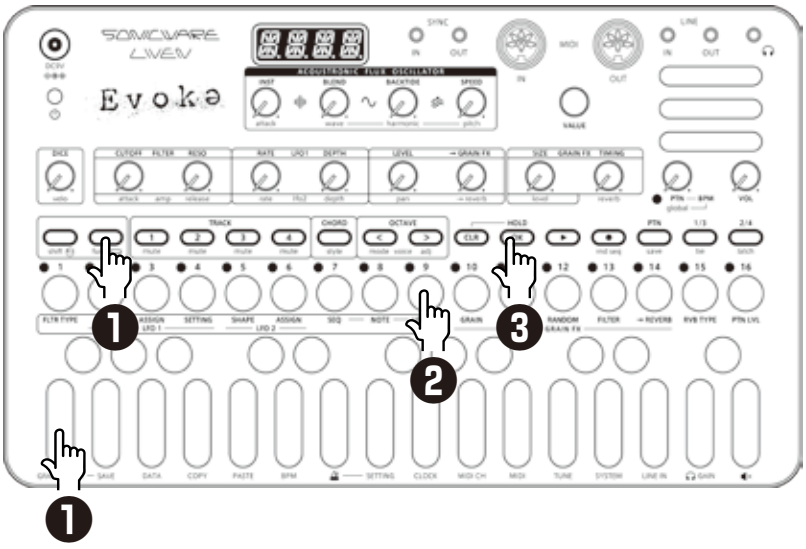
These Grain FX patches can be overwritten with your own preferred settings, allowing you to save frequently used configurations and quickly recall them whenever needed.

## Loading a Grain FX Patch

**1** Press func + GRN PATCH once, then select LOAD.


**2** Press one of 1-16 to select the patch you want to use.

**3** Press OK.




・The current Grain FX settings will be lost when loading a new patch.
If you wish to restore the original settings later, it is recommended to save the pattern before loading (→ P.82) so that it can be reloaded when needed.

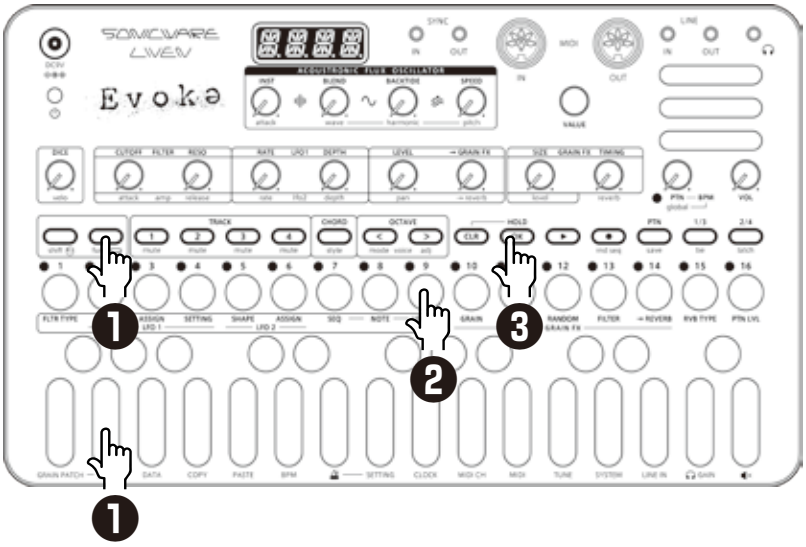
# Managing Grain FX Patches

## Saving a Grain FX Patch

**1** Press func + GRN PATCH SAVE once, then select SAVE.


**2** Press one of 1-16 to select the slot where you want to save the patch.

**3** Press OK.




・You can cancel the operation by pressing CLR.

# Managing Grain FX Patches

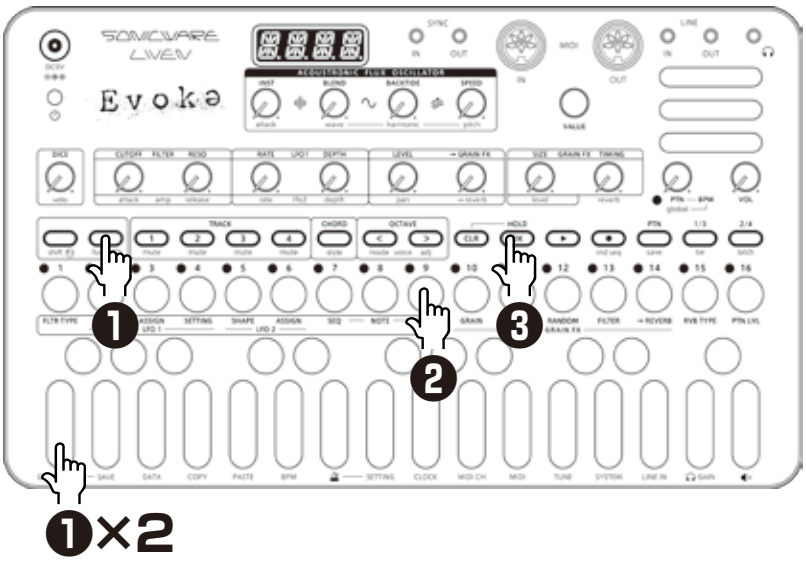
## Resetting a Grain FX Patch

By resetting a Grain FX patch, you can restore it to its factory default state.

**1** Press func + GRN PATCH twice, then select RST.


**2** Press one of 1-16 to select the slot you want to reset.

**3** Press OK.




・You can cancel the operation by pressing CLR.

・Reset patches cannot be restored.
Please proceed with this operation carefully.

# Adjusting Grain FX

## Disable Grain FX Reset on Pattern Change

If you want to transition between patterns without cutting off the effect,assign the same Grain FX with identical parameter settings to each pattern, and set Grain Reset to OFF.

**1** Press func + SYSTEM five times, then select G.RST.


**2** Select OFF.

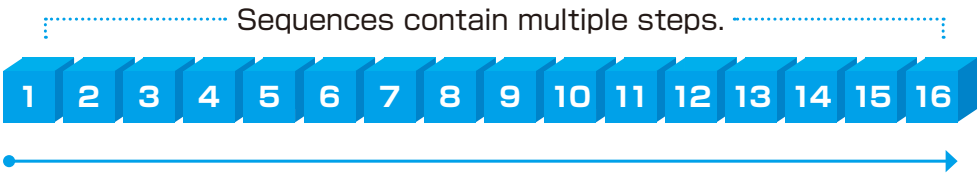
| GrainFX Reset | |
|---|---|
| OFF | When switching to a pattern with the same BPM and Grain FX buffer size, the Grain FX will not be reset. |
| ON | Reset Grain FX when switching patterns. |

# Step sequencer overview

## Overview

The LIVEN Evoke step sequencer can play **multiple steps** in order (a sequence) with performance and parameter data.


Steps contain **note data** and **parameter data**.




Sequences play in order from the first step.

## LIVEN Evoke step sequencer features

The sequencer in the LIVEN Evoke has the following features.

### Three input methods

#### Step recording

Record notes to each step with the sequencer stopped

#### Real-time recording

Record notes to steps by playing the keyboard

#### Direct recording

Record notes to steps directly during sequencer playback

### Flexible sequencing

#### Sequences with up to 64 steps

The number of steps can be set from 1 – 64 as desired for each Track

#### Support for various note lengths

The length of each step can be set from 1/32nd note to 1 bars.

# Creating sequences – Preparation

## Selecting Tracks and setting sounds

**1** Press one 1 - 4 button to select the Track for sequence creation.

・If the maximum polyphony is exceeded, notes will be turned off starting with notes on the lowest priority Track. (Priority is Track 4 > Track 1 in order. However, sounds that are being released will be turned off first in Track priority order.)

# Creating sequences - Settings

## Setting the note length of one step

**1** Press func + 8 NOTE.

**2** Use VALUE to select the note length.

VALUE

| Note | |
|---|---|
| 1/1 | Whole note |
| 1/2 | Half note |
| 1/.4 | Dotted quarter note |
| 1/4 | Quarter note |
| 1/.8 | Dotted 8th note |
| 1/2T | Half note triplet |
| 1/8 | 8th note |
| 1/.16 | Dotted 16th note |
| 1/4T | Quarter note triplet |
| 1/16 | 16th note |
| 1/32 | 32nd note |

## Changing the sequence length

**1** Press func + 9 LENGTH.

**2** Use VALUE to set the sequence length.

VALUE

| Length |
|---|
| 1 - 64 (steps) |

# Creating sequences – Step recording

Using step recording, sequences can be created in great detail while playback is stopped.

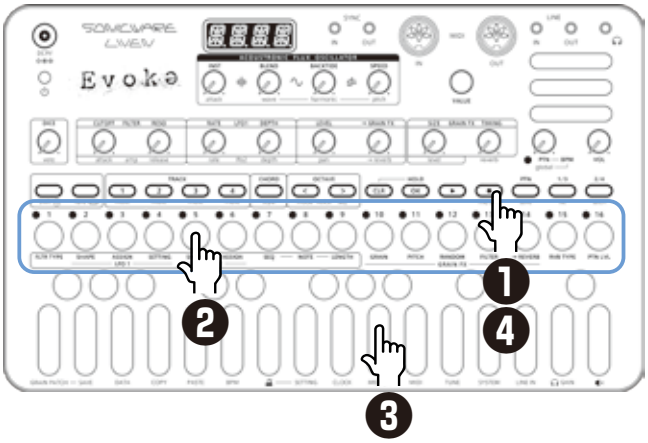
## Basic operations

1. When stopped, press ● (lights red).

2. Press ❶ - ⑯ at the step where you want to input a note.
   The LED for the current step will blink. The LEDs for steps that already have notes will light.

3. Play a note on the keyboard to input it at the step.
   Press the same note again on the keyboard to remove it from the step.
   Repeat steps 2 – 3 to create the sequence.

4. Press ● to end step recording.



## Selecting steps 17 and higher

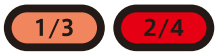
While step recording, if the sequence length is longer than 16 steps press 1/3 and 2/4 to select steps 17 and higher.

To select steps 1–16, press the 1/3 button.


To select steps 17–32, press the 2/4 button.


To select steps 33–48, press the 1/3 button twice.


To select steps 49–64, press the 2/4 button twice.




- During step recording, pressing a step will cause the stored note to sound continuously. This is by design.
- VALUE can also be used to move between steps.
- Page buttons are enabled or disabled according to the length of the sequence.

## Clearing steps

1 Press CLR + 1 - 16.
During step recording, only the note information for that step will be cleared.

## Copying steps

1 During step recording, press 1 - 16 to select the step to copy.

2 Press func + COPY.


3 Press 1 - 16 to select the paste destination step.

4 Press func + PASTE.
The note and parameter lock data from the copy source step will be pasted to the destination step.


・Data for ties cannot be copied.

## Sequence extending copy function (duplicate)

You can duplicate a sequence you've created to double it's length.

1. Select the Track of the sequence you want to make an extended copy by pressing 1 - 4 .
2. Press func + 10 LENGTH .
3. While pressing shift , turn VALUE to duplicate it 2x (or 4x).

## Automatically advancing steps during step recording (Auto Step mode)

In step recording mode, the step can be advanced automatically each time a key of the keyboard is pressed.

1. Press func + SYSTEM to select A.STEP.


2. Turn this mode on/off.

# Creating sequences – Step recording

Tied-notes (long sounds) can be input with the LIVEN Evoke.

## Enabling tied-note (long sound) input

1 Press func + tie .
The button will light red, and tied-note input will be enabled.

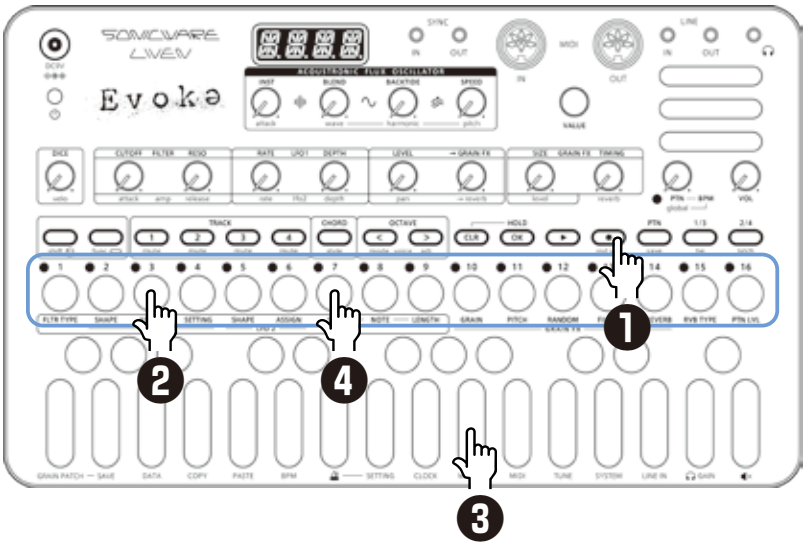
## Inputting tied-notes (long sounds)

1 When stopped, press ● (lights red) to start step recording.

2 Press 1 - 16 at the step where you want to start note input.

3 Press and hold a key on the keyboard.

4 Press 1 - 16 at the step where you want to stop the note.
This inputs a tied-note from the starting step to the stopping step.




In the example above, a note (A) is input that starts on step 3 and ends on step 7.

- By pressing 1/3 , 2/4 during procedure 4, tied-notes that span pages can be input.
- It is not possible to enter tied notes that span from the end of a sequence to the beginning.

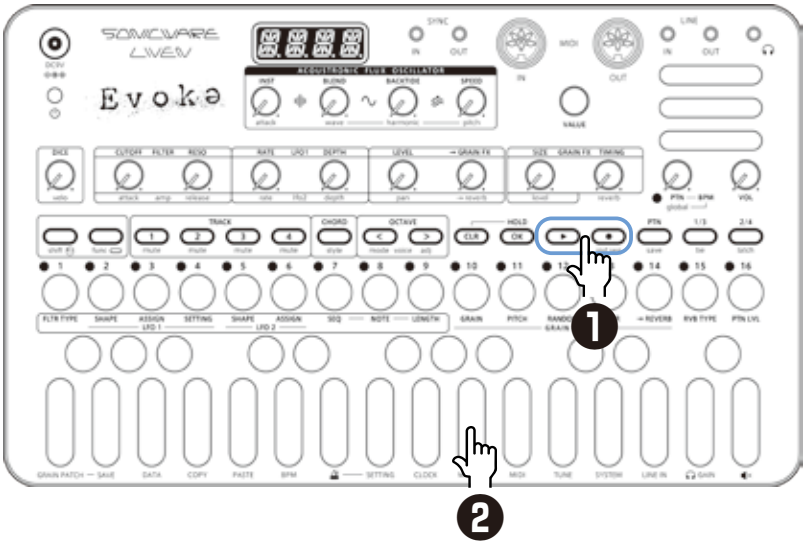
# Creating sequences – Real-time recording

Sequences can be created in real time while playing the keyboard.

## Basic operations

**1** After pressing ● , press ▶ .

**2** The Pattern will start playing, so play the keyboard when you want to input notes.




・By pressing func + tie to enable the input of tied-notes, long notes that span steps can be input.

# Creating sequences – Real-time recording

## Turning the metronome ON/OFF

**1** Press func + METRO to turn ON/OFF.


## Adjusting the metronome volume

**1** Press func + SETTING - METRO to select VOL.


**2** Turn VALUE to adjust the metronome volume.

VALUE

| Metronome |
| --- |
| 0 - 15 |

## Setting a pre-count

**1** Press func + SETTING - METRO to select PR.CT.


**2** Turn VALUE to change the pre-count.

VALUE

| Precount |
| --- |
| OFF, 1 - 8 |

- When a pre-count is set, recording will start after the pre-count.
- By setting VOL to a value other than OFF and turning off the metronome, only the pre-count can be heard during real-time recording.
- During real-time recording, you can input parameter locks in real time.

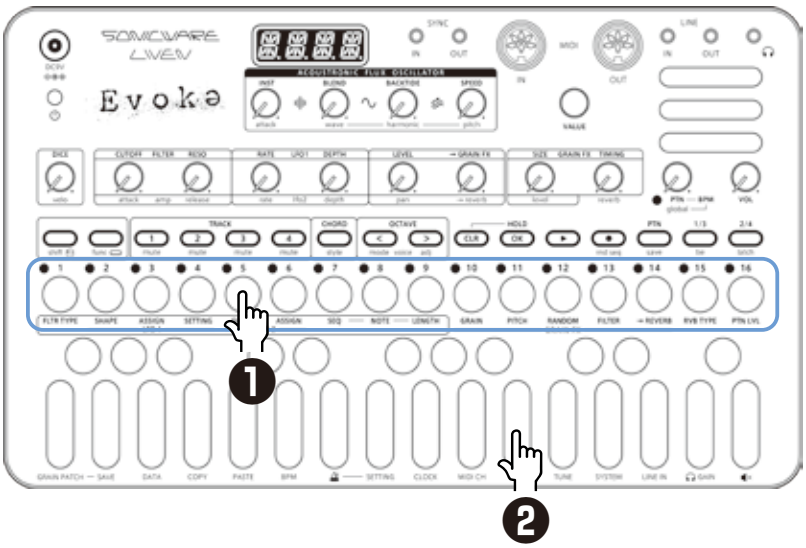
# Creating sequences – Direct recording

With direct recording, notes can be input on steps directly when both stopped and during playback.
This is particularly suitable for building up sequences while performing by directly inputting notes during playback.

## Basic operations

**1** Press and hold ❶ - ⑯ for the position where you want to input a note.

**2** Play a note on the keyboard to input it at the step.
Notes can also be input if procedures 1 and 2 are done in reverse order.



# Creating sequences - Direct recording

・By pressing 1/3 and 2/4 while step recording, pages with steps 17 and higher can be selected if the sequence is longer than 16 steps.

To select steps 1-16, press the 1/3 button.


To select steps 17-32, press the 2/4 button.


To select steps 33-48, press the 1/3 button twice.


To select steps 49-64, press the 2/4 button twice.


・During playback, pressing 1/3 or 2/4 will lock the page shown. Press OK to unlock the page.

# Creating sequences – settings

## GATE

You can change the gate length for each step.

**1** Press func + 7 SEQ once, then select GATE. Turn


**2** VALUE to adjust the gate length.

VALUE

| Gate |
| --- |
| 10 - 90 |

## Transpose

**1** func + 7 SEQ を 2 回押し , TRSP を選択する。


**2** VALUE を回して , キーを変更する。

VALUE

| Transpose |
| --- |
| -12 - +12 (in semitone) |

- When the key is changed during pattern playback, the new key will take effect when the playback returns to the beginning of the pattern.

- Transpose only applies to sounds played by the sequencer.

# Creating sequences – settings

## SWING

You can adjust the swing amount for each track.

**1** Press func + 7 SEQ four times, then select SWNG.


**2** Turn VALUE to adjust the swing amount.

VALUE

| Swing |
| --- |
| 0 - 75 (%) |

# Parameter locking

The LIVEN Evoke has a **parameter locking** function that can record knob operations to steps.
This allows sounds to be changed over time and is useful for creating Patterns with great expressiveness.
Parameter locking data can be input in the following three ways.

## Direct input

Turn knobs while pressing ❶ - ⑯ in this fundamental method of direct input.

## Real-time input

Record knob movements during playback in real-time.

# Basic parameter locking operations

## Clearing parameter lock data

**1** Press CLR + Track 1 - 4.

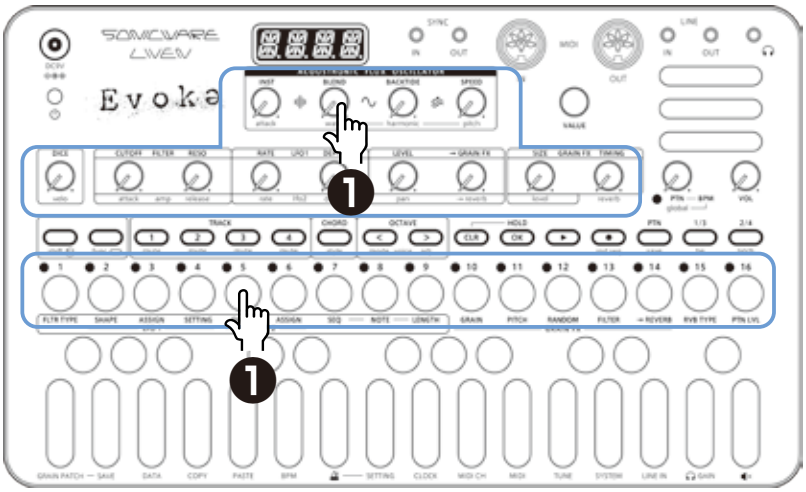
**2** Turn VALUE to select P.LCK.


**3** Press OK.

# Parameter locking – Direct input

## Recording knob operations

**1** While pressing ❶ - ⑯ , turn knobs.



- By pressing 1/3 and 2/4 before directly inputting parameter lock data, pages with steps 17 and higher can be selected if the sequence is longer than 16 steps.

- By turning the knobs while pressing multiple step buttons, you can enter multiple parameter locks at once.

- Parameter locking cannot be used on SIZE,TIMING,level (Grain FX), reverb, BPM, VOL.

- When parameter locking an INST, only the INST itself will be locked.
  Other linked parameters will not be locked, so you will need to lock them individually.

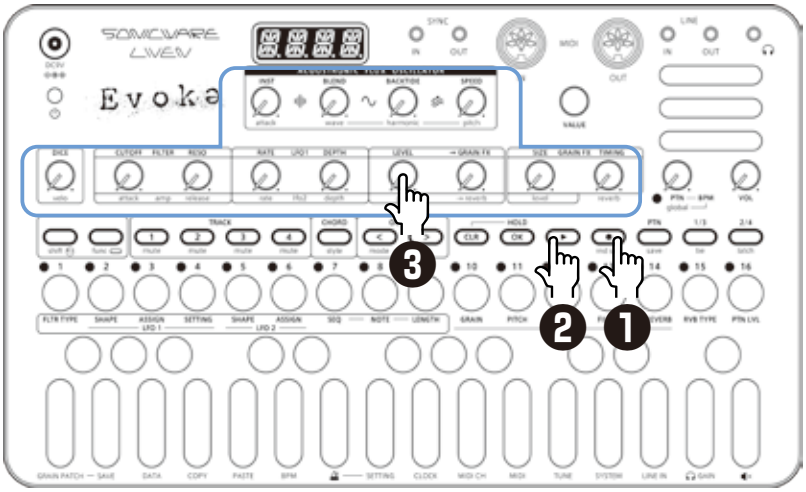
# Parameter locking – Real-time input

## Inputting in real time (parameter recording)

1 Press ● (lights red).

2 Press ▶ to play the Pattern.

3 Turn knobs and record the changes.



# Sequence effects

The LIVEN Evoke has sequence effect functions, **Random** that can randomize phrases.

## Random

1 Press func + ● rnd seq.
When this is on, a randomized sequence will be played back
Press func + ● rnd seq again to turn the random function off.

## Random settings

The smallest unit used for randomization during random playback can be set (for example, 1 step or 4 steps).

1 Press func + 7 SEQ three times, then adjust the value using VALUE.

VALUE

| Random step unit |
| --- |
| OFF, 1, 2, 4, 8, 16 (steps) |
| If set to OFF, randomization will not occur even if the random playback function is on. |

The random on/off setting is saved with the Pattern, but random unit settings can be saved per Track.

## DICE

1 Turn DICE.
The note trigger probability of the track can be set within the range of 25% to 100%.
When the voice mode is set to ARP, the trigger probability of the arpeggiator is also affected.

・The probability of notes sounding can be set independently for each step using the parameter locking function.

# Deleting sequences

## Clearing steps

**1** Press CLR + 1 - 16.
The note and parameter lock data from that step will be cleared.

- While pressing CLR, steps that have parameter lock data blink red.

- When recording notes (● button lit red), only note data will be cleared.

## Clearing all note data in a sequence

**1** Press CLR + 1 - 4 for the Track with the sequence to be cleared.


**2** Use VALUE to select NOTE, and press OK.
This clears all notes on all steps of the sequence.


## Restoring only the track sound to the last saved state

**1** Press CLR + 1 - 4 for the Track with the sound to be restored.

**2** Turn VALUE to select SND, and press OK.

# Pattern saving

Sequences created on every Track can be saved as Patterns.

## Saving Patterns

**1** Press func + save .

**2** Press OK .
DONE will appear, and it will be saved.


Changing the save destination or **copying the Pattern**

**1** Press func + save .

**2** Use < , > to select the save destination bank.

**3** 1 - 16 to select the save destination Pattern.
DONE will appear, and it will be saved.


- In step 2, VALUE can also be used to select the save destination (execute with OK ).
- Press CLR during a procedure to cancel it.

## Initializing Patterns

**1** Select the Pattern to be initialized. (→ P.15)

**2** Press CLR + PTN .
CLR will be shown, and Pattern settings along with note and parameter lock data will all be cleared.


**3** Save the Pattern.

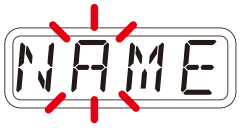
# Pattern renaming

## Renaming Patterns

**1** Press func + PTN multiple times to select PT.RN (**P**a**t**tern **R**e**n**ame).


**2** Use VALUE to select the Pattern for renaming, and press OK .

**3** Use < / > to move the cursor left and right, and turn VALUE to select characters.




Cursor position blinks

**4** Press OK .
This saves the name and returns to Pattern selection.
To rename other Patterns, repeat from step 2.
To end renaming, press CLR .

# Tempo overview

The LIVEN Evoke has two BPM modes.

## Pattern BPM mode

Whenever a different Pattern is selected, the BPM is reset using the tempo saved in that Pattern.

## Global BPM mode

The current global BPM value will continue to be used even when a different Pattern is selected.

Select global BPM mode to maintain a consistent tempo during the jam session.
Use Pattern BPM mode when you want the tempo to change with each Pattern.

## Setting the BPM mode

1 Press func + BPM.

| BPM | |
|---|---|
| BPM mode | |
| PTN | Pattern BPM mode |
| GLBL | Global BPM mode |

For BPM settings, see Changing TEMPO ( → P.27)

# LINE IN settings

## Changing the gain

**1** Press func + LINE IN to select GAIN.


**2** Turn VALUE to change the gain.

VALUE

| Gain |
|---|
| MUTE – 127 |

## Setting mono/stereo

**1** Press func + LINE IN to select MONO.


**2** Turn VALUE to switch between ON and OFF.

VALUE

| Monophonic | |
|---|---|
| **ON** | Mono |
| **OFF** | Stereo |

## Setting the send amount to the reverb

**1** Press func + LINE IN and select → RV.


**2** Turn VALUE to change the send amount.

VALUE

| REVERB SEND | |
|---|---|
| **OFF** | REVERB is not applied to LINE IN. |
| **1 - 127** | Adjusting amount of send to reverb. |

# LINE IN settings

## Setting the send amount to Grain FX

**1** Press func + LINE IN and select → GR.


**2** Turn VALUE to change the send amount.

VALUE

| GrainFX send | |
|---|---|
| **OFF** | GrainFX is not applied to LINE IN. |
| **1 - 127** | Adjusting amount of send to GrainFX. |

# Overview

The LIVEN Evoke has the following synchronization capabilities.

## SYNC

Use the SYNC IN/OUT jacks to connect and synchronize with devices that support SYNC (including the Korg Volca series).

## MIDI

Use the MIDI IN/OUT jacks to connect and synchronize with devices that support MIDI.

## Audio Sync

Use the LINE IN and headphone jacks to connect and synchronize with devices that support Audio Sync (including the Teenage Engineering Pocket Operator series).
When using Audio Sync, the audio exchanged will be mono.

The LIVEN Evoke can act as a clock master or receive clock from an external device.

# Setting the clock source

When set to INT (internal), the LIVEN Evoke acts as a clock master. When not set to INT, the external device will be treated as the clock master.

**1** Press func + CLOCK to select SRC.

**2** Turn VALUE to set the clock source.


VALUE

| Clock Source | |
|---|---|
| INT | Use internal clock of LIVEN Evoke |
| MIDI | Use clock from MIDI IN |
| SYNC | Use clock from SYNC IN |
| LN.IN | Use clock from LINE IN |

# Setting Audio Sync output

Audio Sync output uses the headphone jack.
For this purpose, make the following setting to use Audio Sync output.

**1** Press func + CLOCK and select A.OUT.

**2** Turn VALUE to select ON.


・The sync signal will be output from the left channel and a mono mix of the audio will be output from the right channel of the headphone jack.

# Setting SYNC IN polarity

**1** Press func + CLOCK and select S.I.PO.


**2** Turn VALUE to set the polarity.

VALUE

| Polarity - Sync In | |
|---|---|
| FALL | Synchronize with falling of sync signal |
| RISE | Synchronize with rising of sync signal |

# Setting SYNC OUT polarity

**1** Press func + CLOCK and select S.O.PO.

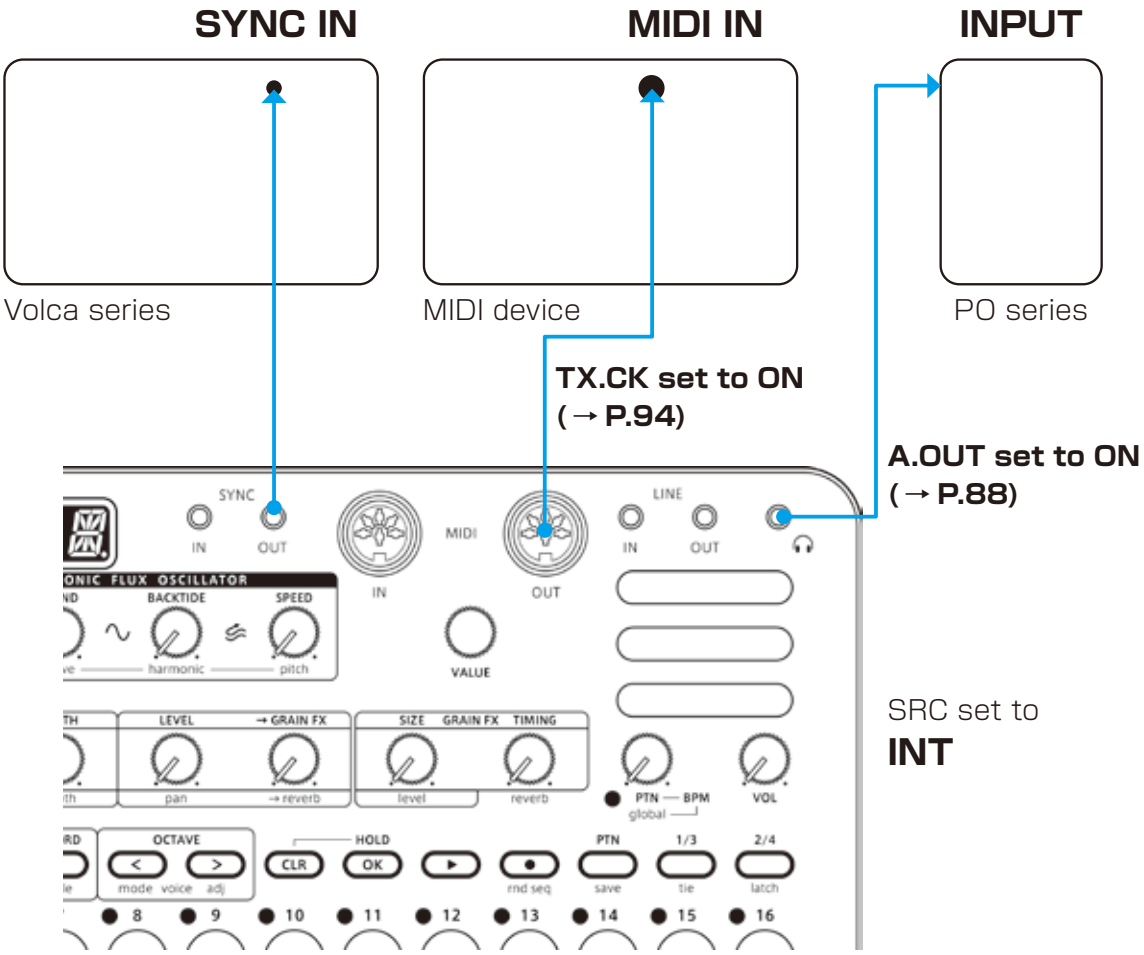

**2** Turn VALUE to set the polarity.

VALUE

| Polarity - Sync Out | |
|---|---|
| FALL | Synchronize with falling of sync signal |
| RISE | Synchronize with rising of sync signal |

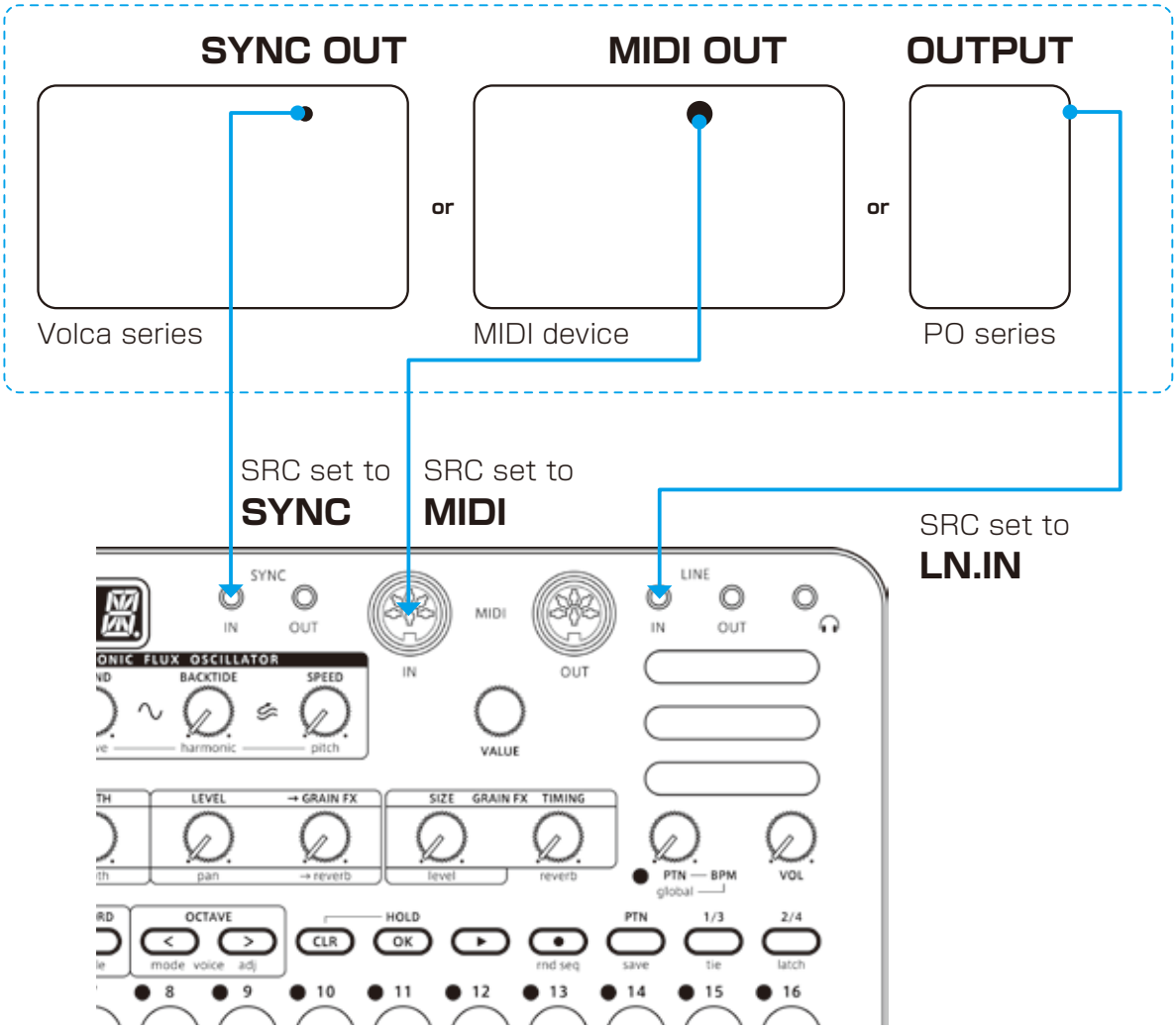
・See (→ P.94) for details about setting MIDI clock.

# LIVEN Evoke as clock master

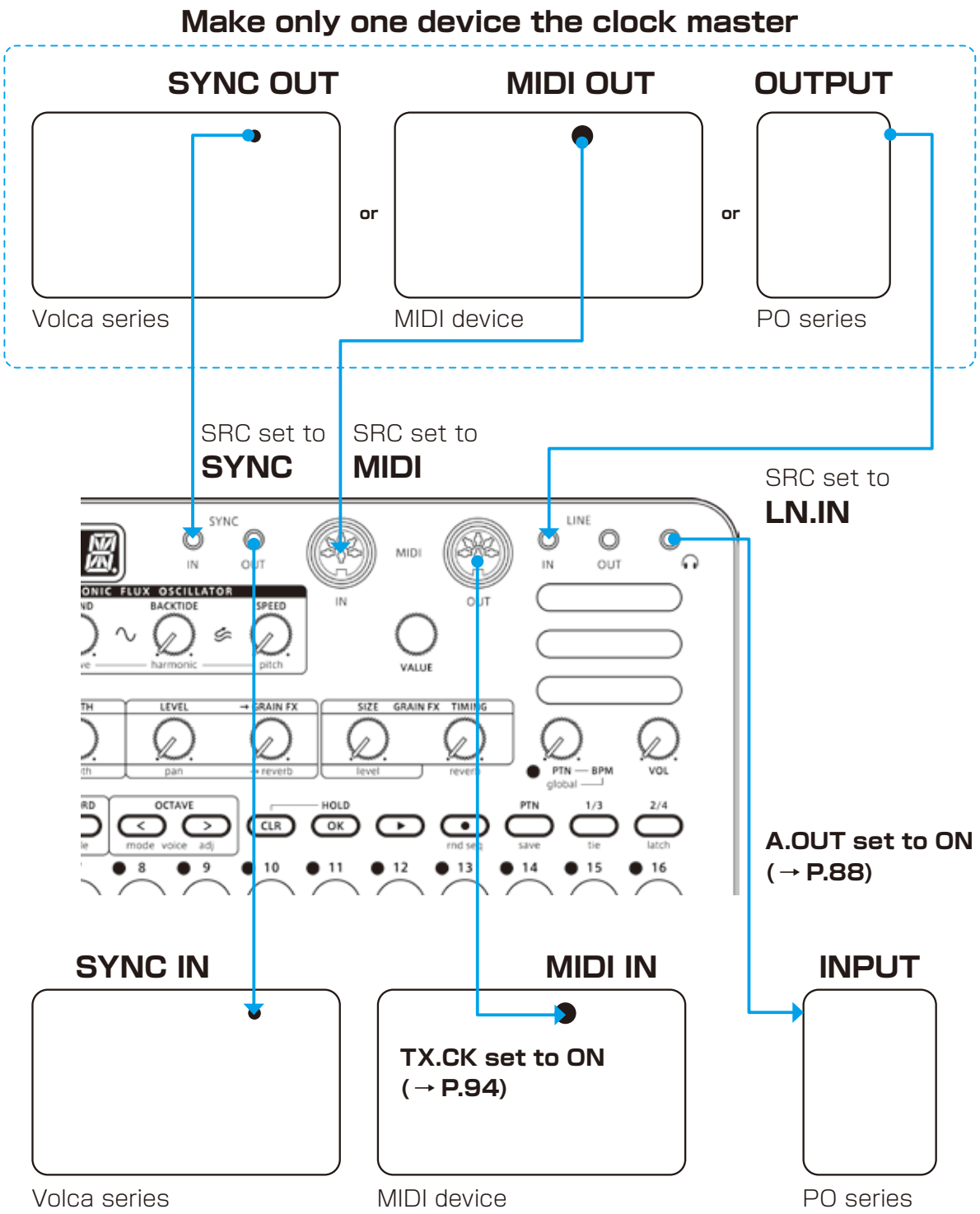


# External device as clock master

### Make only one device the clock master



# Bridging clock signals to a different connector from an external device acting as the clock master

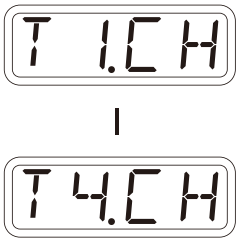



Using the bridging function, it is possible to synchronize devices with different connectors. For example, a Pocket Operator acting as a clock master can be used to synchronize a Volca or MIDI device connected to the LIVEN Evoke.

# MIDI

## Setting channels for transmitting and receiving MIDI

**1** Press func + MIDI CH, and select the Track for which you want to set the MIDI channel.




**2** Turn VALUE to set the channel.

VALUE

| MIDI Channel - Track |
| --- |
| OFF, CH.01 – CH.16 |

## Setting the MIDI channel for Pattern parameters

**1** Press func + MIDI CH and select PT.CH.


**2** Turn VALUE to set the channel.

VALUE

| MIDI Channel - Pattern |
| --- |
| OFF, CH.01 – CH.16 |

## Setting the MIDI channel for accessing the selected Track (automatic channel)

**1** Press func + MIDI CH and select AT.CH.


**2** Turn VALUE to set the channel.

VALUE

| MIDI Channel - Auto |
| --- |
| OFF, CH.01 – CH.16 |

# MIDI

## Setting the MIDI channel used to output keyboard playing

**1** Press func + MIDI CH and select O.CH.


**2** Turn VALUE to set it.

VALUE

| MIDI Channel - Out |
| --- |
| TRCK (Track), AUTO |

## Turning control change transmission on/off

**1** Press func + MIDI and select TX.CC.


**2** Turn VALUE to set it to on/off.

VALUE

| Control Change |
| --- |
| ON, OFF |

・Control change reception is always enabled.

## Turning MIDI clock output on/off

**1** Press func + MIDI and select TX.CK.


**2** Turn VALUE to set it to on/off.

VALUE

| MIDI Clock |
| --- |
| ON, OFF |

# MIDI

## Setting MIDI OUT

**1** Press func + MIDI and select M.OUT.


**2** Turn VALUE to set MIDI OUT.

VALUE

| MIDI OUT |
| --- |
| OUT, THRU |

## Setting MIDI command transmitting and receiving

**1** Press func + MIDI and select M.CMD.


**2** Turn VALUE to set MIDI command transmitting and receiving.

VALUE

| MIDI Commands | |
| --- | --- |
| OFF | Neither transmit nor receive |
| Rx | Only receive |
| Tx | Only transmit |
| Rx.Tx | Transmit and receive |

## Turning active sensing transmission on/off

**1** Press func + MIDI and select TX.AS.


**2** Turn VALUE to set it to on/off.

VALUE

| Active Sensing - Transmit |
| --- |
| ON, OFF |

# MIDI

## Turning on/off active sensing reception

1 Press func + MIDI and select RX.AS.


2 Turn VALUE to set it to on/off.

VALUE

| Active Sensing - Receive |
| --- |
| ON, OFF |

## Setting the channel for transmitting and receiving program changes

1 Press func + MIDI and select PC.CH.


2 Turn VALUE to set the program change channel.

VALUE

| Program Change - Channel |
| --- |
| AUTO, CH.01 – CH.16 |

## Turning on/off program change transmission

1 Press func + MIDI and select TX.PC.


2 Turn VALUE to set it to on/off.

VALUE

| Program Change - Transmit |
| --- |
| ON, OFF |

## Turning on/off program change reception

**1** Press func + MIDI and select RX.PC.

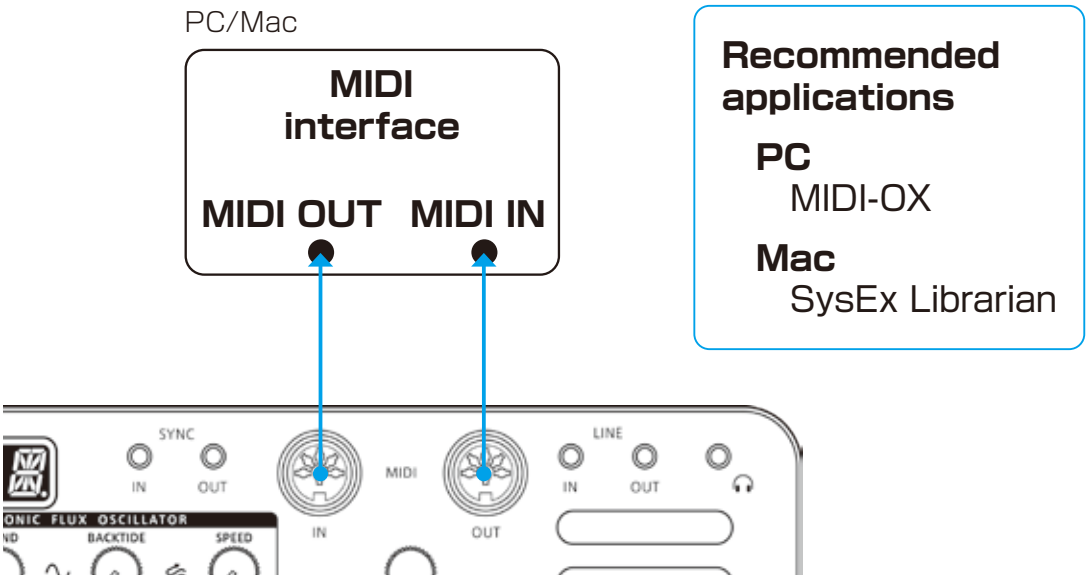

**2** Turn VALUE to set it to on/off.

VALUE

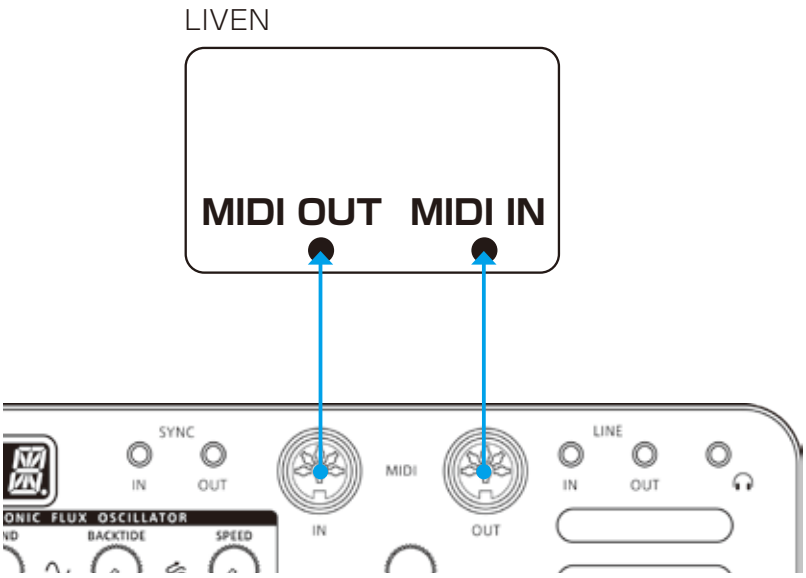
| Program Change - Receive |
| --- |
| ON, OFF |

# Exporting/importing user data

## Connecting – Exporting/importing to/from a PC/Mac




## Connecting – Exporting/importing to/from another LIVEN



# Exporting/Importing user data

## Exporting a single Pattern

**1** Select the Pattern you want to export. (→ P.15)

**2** Press func + PTN and select PT.EX.


**3** Set your PC to receive MIDI data.

**4** Press OK.


・Press CLR to cancel.

## Importing a single Pattern

**1** Put the unit into regular mode, and start transmitting data from the transmitting device.

・The received Pattern will not be saved automatically. Save the Pattern as necessary. (→ P.82)

# Exporting/Importing user data

## Backing up all user data at once

**1** Press 4 + **the POWER switch** to turn on the LIVEN Evoke.

**2** Turn VALUE to select EXPT.


**3** Press OK .


- The step LEDs show the progress. (They light from 1 in order. Transmission is complete when 1 - 16 have all lit.)
- Press CLR to cancel.
- The size of the backup data is 2,579,550 bytes.
- If the size of the data is different, the backup might have failed. If this occurs, before step 3 , while pressing func , turn VALUE to increase the transmission interval. (The default value is 0.)

# Exporting/Importing user data

## Restoring (importing) user data

**1** Press 4 + **the POWER switch** to turn on the LIVEN Evoke.

**2** Turn VALUE to select IMPT.


**3** Press OK. This makes the unit ready to receive data.
Start exporting from the sending device.

**4** When SAVE appears on the display after receiving completes, press OK to restore (load) the received data.



・The step LEDs show the progress. (They light from 1 in order. Transmission is complete when 1 - 16 have all lit.)

・Press CLR to cancel.

# System settings

## Setting the battery type

**1** Press func + SYSTEM seven times, then select BATT.


**2** Turn VALUE to select the battery type.

VALUE

| Battery | |
|---|---|
| ALKL | Alkaline dry cell |
| NIMH | Nickel-metal hydride rechargeable |
| LTHM | Lithium dry cell |

- Please set this correctly because it effects operation time.
- The remaining charge shown could be higher than the actual amount depending on the type of rechargeable battery.

## Setting the automatic power down function

**1** Press func + SYSTEM eight times, then select A.PWR.


**2** Turn VALUE to select the automatic power down time.

VALUE

| Automatic power down time | |
|---|---|
| OFF | Automatic power down is disabled. |
| 0.5H | Power will turn off automatically after 30 minutes without operation. |
| 1H | Power will turn off automatically after 1 hour without operation. |
| 3H | Power will turn off automatically after 3 hours without operation. |
| 6H | Power will turn off automatically after 6 hours without operation. |

# System settings

## Changing mute mode

**1** Press func + SYSTEM three times, then select MT.MD.


**2** Turn VALUE to change mute mode.

VALUE

| Mute Mode | |
|---|---|
| SND | Mute all sound of muted Track. |
| SEQ | Mute only notes from sequencer.<br>Tracks can still be played by keyboard or external MIDI controllers.<br>Also parameter locking will still be active. |

## Setting the master tuning

**1** Press func + TUNE once, then select TUNE.


**2** Turn VALUE to set the master tuning.

VALUE

| Master Tune |
|---|
| -75 - 0 - +75 (cents)<br>410 - 440 - 470 (Hz) |

- When the Tune Mode (→ P.104) is set to HZ, you can change the value in 0.1 increments by holding down shift and turning VALUE.

- When a certain temperament is set for a pattern, the Master Tune is disabled. (→ P.104)

# System settings

## Changing the tune mode

**1** Press func + TUNE twice, then select TN.MD.


**2** Turn VALUE to change the mute mode.

| Tune Mode | | |
|---|---|---|
| CENT | CENT mode | When changing the master tune, it can be set within a range of ± 75 Cents. |
| HZ | Hz mode | When changing the master tune, it can be set within a range of 410 - 470Hz. |

## Changing the range of pitch bend

**1** Press func + TUNE three times, then select PB.RG.


**2** Turn VALUE to set the range of pitch bend.

VALUE

| Pitch Bend Range |
|---|
| 0 - 24 |

## Setting the headphone gain

**1** Press func + GAIN.

| Headphone Gain | |
|---|---|
| LOUD | Louder output |
| NORM | Factory default |
| SOFT | Quieter output |

# System settings

## Setting knob movement behavior

1 Press func + latch to set whether or not latching is used for knob operation.

| Latch | | | |
|---|---|---|---|
| latch | OFF | Jump | When a knob is moved, the parameter changes immediately. |
| latch | ON | Latch | The knob does not affect the parameter value until its position reaches the value saved in the Pattern, after which the knob will change the parameter. |

・When set to Latch, the dots on the display will be animated to show how much the knob position and parameter value differs to the left or right.
The dots will appear to flow to the left when the parameter value is lower than the knob position and to the right when the value is higher than the position. The flow will be faster for higher values.

# System settings

## Restoring to factory default settings (factory reset)

**1** Press and hold 3 + **POWER switch** to turn on the LIVEN Evoke.

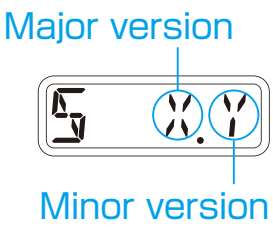

**2** Press OK.
The step LEDs will show the progress.
When finished, OK will appear on the display.


・Press CLR to cancel.

## Checking the system versions

**1** Press and hold 2 + **POWER switch** to turn on the LIVEN Evoke.


**2** Press PTN, 1/3 and 2/4 to check the versions.




| Firmware Versions | | |
|---|---|---|
| PTN | P x.y | Preset version |
| 1/3 | S x.y | System version |
| 2/4 | B x.y | Boot version |

・Press the same PTN, 1/3 or 2/4 again to show the build number.

# System settings

## Updating the firmware

**1** Press and hold shift + **the POWER switch** to turn on the LIVEN Evoke.


**2** Transmit the firmware (Sys Ex data) from a PC/Mac.


・The step LEDs show the progress of data transmission. (They light from 1 in order. Transmission is complete when 1 - 16 have all lit.)

**3** After transmission completes, press OK to execute the update.

・ If the update occurred properly, OK will be shown. ( If a problem occurred, an error code will be shown.)

**4** Restart the unit.

・Use new batteries or an AC adapter.

・Never interrupt the power during a firmware update.

・Press CLR to cancel the update and start up normally.

# System settings

## Error codes

| | |
|---|---|
| ER.10 | System error |
| ER.11 | Low battery |
| ER.20 | Data receiving error |
| ER.21 | Invalid data |
| ER.22 | No need to update (Boot) |
| ER.30 | Update Failed |

# Appendix

## Chord set list

| Chord set | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| No | Set name | | C | D | E | F | G | A | B |
| 1 | DIAT | Chord name | Cmaj7 | Dm7 | Em7 | Fmaj7 | G7 | Am7 | Bm7♭5 |
| | | Components | B4 | C5 | D5 | E5 | F5 | G5 | A5 |
| | | | G4 | A4 | B4 | C5 | D5 | E5 | F5 |
| | | | E4 | F4 | G4 | A4 | B4 | C5 | D5 |
| | | | C4 | D4 | E4 | F4 | G4 | A4 | B4 |
| 2 | VAR.1 | Chord name | C | Dm | Em | Fmaj7 | Am/G | Am | Bm6 |
| | | Components | G4 | A4 | B4 | C5 | C5 | C5 | D5 |
| | | | E4 | F4 | G4 | A4 | A4 | A4 | B4 |
| | | | C4 | D4 | E4 | E4 | E4 | E4 | G4 |
| | | | C3 | D3 | E3 | F3 | G3 | A3 | B3 |
| 3 | VAR.2 | Chord name | C | Dm | Em | Fmaj7 | Am/G | Am | Bm |
| | | Components | C5 | D5 | E5 | E5 | E5 | E5 | F#5 |
| | | | G4 | A4 | B4 | C5 | C5 | C5 | D5 |
| | | | E4 | F4 | G4 | A4 | A4 | A4 | B4 |
| | | | C3 | D3 | E3 | F3 | G3 | A3 | B3 |
| 4 | VAR.3 | Chord name | C | Dm | Em | C | G | Am | Bm |
| | | Components | E4 | F4 | G4 | A4 | B4 | C5 | D5 |
| | | | C4 | D4 | E4 | F4 | G4 | A4 | B4 |
| | | | G3 | A3 | B3 | C4 | D4 | E4 | F#4 |
| | | | C3 | D3 | E3 | F3 | G3 | A3 | B3 |
| 5 | AMB.1 | Chord name | Cadd11 (no5) | Dm | Fmaj7 (no3)/E | Fsus4 | Am7 (no5)/G | Am | Bmadd11 (no5) |
| | | Components | C4 | D4 | E4 | F4 | G4 | A4 | B4 |
| | | | F3 | A3 | C4 | C4 | C4 | E4 | E4 |
| | | | E3 | F3 | F3 | A#3 | A3 | C4 | D4 |
| | | | C3 | D3 | E3 | F3 | G3 | A3 | B3 |
| 6 | AMB.2 | Chord name | Cmaj7 sus4 | D7(13) no3 | E7(no3) | G7(no3) /F | Csus4 /G | Dsus4 /A | Bm7 (no5) |
| | | Components | C4 | D4 | E4 | D5 | G4 | A4 | B4 |
| | | | B3 | C4 | D4 | G4 | F4 | G4 | A4 |
| | | | F3 | B3 | B3 | D4 | C4 | D4 | D4 |
| | | | C3 | D3 | E3 | F3 | G3 | A3 | B3 |

# Appendix

## Chord set

| No | Set name | | C | D | E | F | G | A | B |
|---|---|---|---|---|---|---|---|---|---|
| 7 | AMB.3 | Chord name | Cadd9 (no5) | D7(13) no3 | Cmaj7 | Fmaj7 (no3) | Gsus4 | Asus4 | Em/B |
| | | Components | E4 | D4 | C5 | F4 | G4 | A4 | B4 |
| | | | D4 | C4 | B4 | E4 | D4 | E4 | G4 |
| | | | D3 | B3 | E4 | C4 | C4 | D4 | E4 |
| | | | C3 | D3 | C4 | F3 | G3 | A3 | B3 |
| 8 | SUS2 | Chord name | Cmaj7 sus2 | D7sus2 | Em7 | Fmaj7 sus2 | G7sus2 | A7sus2 | Csus4 /B |
| | | Components | B4 | C5 | D5 | E5 | F5 | G5 | G5 |
| | | | G4 | A4 | B4 | C5 | D5 | E5 | F5 |
| | | | D4 | E4 | G4 | G4 | A4 | B4 | C5 |
| | | | C3 | D3 | E3 | F3 | G3 | A3 | B3 |

## Chord pad set

| No | Set name | | C | D | E | F | G | A | B |
|---|---|---|---|---|---|---|---|---|---|
| 9 | P1.Am | Chord name | C6 | F/C | G7/E | Em(no5) | E7(no3) | F/E | Am |
| | | Components | A5 | A5 | G5 | G5 | E5 | C5 | A5 |
| | | | G5 | F5 | F5 | E5 | D5 | F5 | E5 |
| | | | A4 | A4 | G4 | G4 | B4 | C5 | C5 |
| | | | C4 | C4 | E4 | E4 | E4 | E4 | A4 |
| 10 | P2.Am | Chord name | Dadd9 | Am/E | C/E | G/D | Dm | C6 | C |
| | | Components | A4 | A5 | C5 | G5 | A4 | G5 | G5 |
| | | | E4 | C5 | G4 | B4 | F4 | A4 | E5 |
| | | | A3 | A4 | C4 | G4 | A3 | G4 | G4 |
| | | | D3 | E3 | E3 | D3 | D3 | C4 | C4 |
| 11 | P3.Am | Chord name | Dm/F | Dm/F | F (no5) /A | Dm/A | D5/A | Asus4 /E | Dm (no5) /F |
| | | Components | D5 | A5 | A5 | F5 | D5 | E5 | D5 |
| | | | A4 | D5 | F5 | D5 | A5 | D5 | F5 |
| | | | D4 | A4 | A4 | F4 | D5 | A4 | D5 |
| | | | F3 | F3 | A3 | A3 | A3 | E4 | F4 |

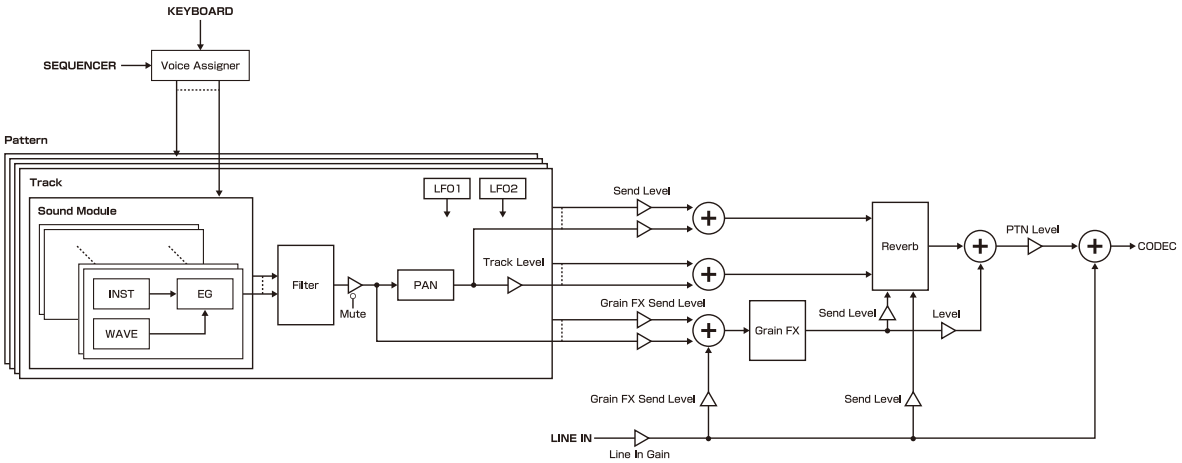
# Appendix

## Chord pad set

| No | Set name | | C | D | E | F | G | A | B |
|---|---|---|---|---|---|---|---|---|---|
| 12 | P4.Am | Chord name | Cmaj7 sus4 | A9 | Am/E | G | Fmaj7 (#11) | D9 | Bm7 (no5) |
| | | Components | C5 | G5 | E5 | B5 | F5 | C5 | D5 |
| | | | B4 | B4 | C5 | D5 | E5 | E5 | A5 |
| | | | F4 | G4 | A4 | B4 | B4 | C5 | D5 |
| | | | C4 | A3 | E4 | G3 | F4 | D4 | B3 |
| 13 | P5.CM | Chord name | F/C | Dm(no3) /C | Dm7 (no5) | F | C6 | D (no3) /C | Gsus4 /D |
| | | Components | C5 | F5 | D5 | F5 | A5 | A5 | D5 |
| | | | A4 | D5 | C5 | C5 | G5 | D5 | C5 |
| | | | F4 | F4 | F4 | A4 | E4 | A4 | G4 |
| | | | C4 | C4 | D4 | F4 | C4 | C4 | D4 |
| 14 | P6.CM | Chord name | C/E | F | Csus4 | Em/D | C/E | Am/C | Am7 (no5) |
| | | Components | E5 | F5 | C5 | G5 | E5 | C5 | A5 |
| | | | C5 | C5 | G4 | E5 | C5 | A4 | G5 |
| | | | G4 | A4 | F4 | G4 | G4 | E4 | C5 |
| | | | E4 | F4 | C4 | D4 | E4 | C4 | A4 |
| 15 | P7.CM | Chord name | Am7 (no5) | Em | Am7/G | C/E | Gadd9 | Dm/F | Cadd9 |
| | | Components | A4 | E5 | G5 | E5 | D5 | F5 | G5 |
| | | | G4 | B4 | C5 | C5 | A4 | D5 | D5 |
| | | | C4 | G4 | A4 | G4 | D4 | A4 | G4 |
| | | | A3 | E4 | G4 | E4 | G3 | F4 | C4 |
| 16 | P8.CM | Chord name | C | D7sus4 /A | Em7(#5) | Gsus4 /D | Cadd11 /G | E7(♭9) | Dm6/F |
| | | Components | C5 | C5 | D5 | D5 | F5 | E5 | B5 |
| | | | G4 | G4 | C5 | C5 | E5 | D5 | D5 |
| | | | E4 | D4 | G4 | G4 | C5 | F4 | A4 |
| | | | C4 | A3 | E4 | D4 | G4 | E4 | F4 |

# Appendix

## Figure1.　Sound architecture



# Specifications

| | |
|---|---|
| Synthesizer | [Synthesizer]<br>New synth-engine, “Acoustronic Flux Oscillator” , featuring Backtide modulation<br>・34 Instruments<br>・22 Waves for Sub-Oscillator (incl. White Noise Generators with low-pass filter and high-pass filter)<br><br><Voice modes><br>・Polyphonic mode<br>・Mono mode (adjustable glide time)<br>・Legato mode (adjustable glide time)<br>・Arpeggiator modes (Up, Down, UpDown, DownUp, Up&Down, Down&Up, Random, Up+1oct, Up+2oct, Down-1oct, Down-2oct, Play Order)<br><br>4-track construction, each with its own amp envelope, filter, and two LFOs<br><Envelope generator><br>・Attack<br>・Release<br><br><Filter><br>・Low Pass Filter<br>・High Pass Filter<br>・Band Pass Filter<br><br><LFO><br>・2 LFOs assignable to various parameters (individually adjustable)<br>・Adjustable LFO shapes and trigger count<br><br>・Maximum polyphony: 11 voices<br>・Master Tune: 410–470 Hz (adjustable in 0.1 Hz or cent increments)<br>・Note Hold function<br>・One-Finger Chord mode (16 chord styles) |

# Specifications

| | |
|---|---|
| Effects | [Granular Effect]<br>“Grain FX” for musical granular effect (up to 12 grains)<br>・16 preset patches (all user-replaceable)<br>・Size, Timing, and Level are controllable via knobs<br>・Grain: Feedback, Direction, Shape, Buffer size (8th note - 1 bar, supports triplets and 3/4)<br>・Pitch: Range ( ± 2 octaves), Alignment (Octave, 5th, Chromatic and other scales)<br>・Random: Spray, Diffusion, Jitter<br>・Filter Modulation: Frequency, Rate, Depth, Filter type<br>・Can be routed to reverb for diverse spatial effect combinations<br><br>[Reverb]<br>10 types of dense, multi-dimensional reverb<br>・Small.L<br>・Small.M<br>・Small.H<br>・Mid.L<br>・Mid.M<br>・Mid.H<br>・Large.L<br>・Large.M<br>・Large.H<br>・Mirage<br><br>Both Grain FX and Reverb can also be applied to external stereo sources via LINE IN. |
| Sequencer | [Sequencer]<br>・4 tracks<br>・128 patterns (incl. 16 preset patterns)<br>・Up to 64 steps per pattern<br>・Step length can be set from 1/1 to 1/32<br>・Real-time recording<br>・Notes can be entered per step, even during playback<br>・Enter longer notes (Tied notes)<br>・Metronome and pre-count function<br>・Step copy and paste function<br>・Track copy and paste function (incl. sound settings)<br>・Duplicate to extend a sequence<br>・Transpose function<br>・Pattern BPM and Global BPM settings are available<br>・Pattern chain function (Loop playback possible)<br>・Track level and pan can be set independently<br>・Parameter Lock automatically applies per step during recording<br>・Note playback probability can be set from 25 to 100% for each step<br>・Random function to play back steps in random order |
| MIDI | [MIDI]<br>・Notes, control changes, clock input/output<br>・User data import and export<br>・Firmware update via SysEx |

# Specifications

| | |
|---|---|
| Main unit | <Keyboard><br>27 keys with a hold function<br><br><Knobs><br>・15 physical control knobs<br>・Optional LATCH function prevents value jumps when knob and parameter positions do not match<br>・One physical encoder for fine adjustments<br>・LCD indicator shows when a parameter matches the saved value or has been changed<br><br><Audio in><br>・LINE IN (stereo 3.5mm mini jack)<br>・Compatible with Teenage Engineering Pocket Operator SYNC IN<br><br><Audio out><br>・Stereo line out (stereo 3.5mm mini jack)<br>・Headphone out (stereo 3.5mm mini jack)<br>・Compatible with Teenage Engineering Pocket Operator SYNC OUT<br>・Built-in speaker<br><br><Interfaces><br>・MIDI IN connector (5-pin DIN type)<br>・MIDI OUT connector (5-pin DIN type)<br>・SYNC IN jack (mono 3.5mm mini jack)<br>・SYNC OUT jack (mono 3.5mm mini jack)<br><br>< Size ><br>297mm (W) x 176mm (D) x 48mm (H)<br>11.7 in (W) x 6.92 in (D) x 1.89 in (H)<br><br>< Weight ><br>790g<br>1.74lb.<br><br><Power supply><br>・9V DC output AC adapter<br>Current: 1A or higher; Plug type: EIAJ-3 standard; Inner diameter: 1.7mm; Outer diameter: 4.75mm; Center-positive polarity<br>・Compatible with power supplies designed for the Korg Volca.<br>・6 AA batteries (Battery life - Alkaline: approx. 6 hours, Lithium: approx. 10 hours)<br>***AC adapter and batteries are not included.** |
| Accessories | ・Warranty |