

Sound Pack install instructions

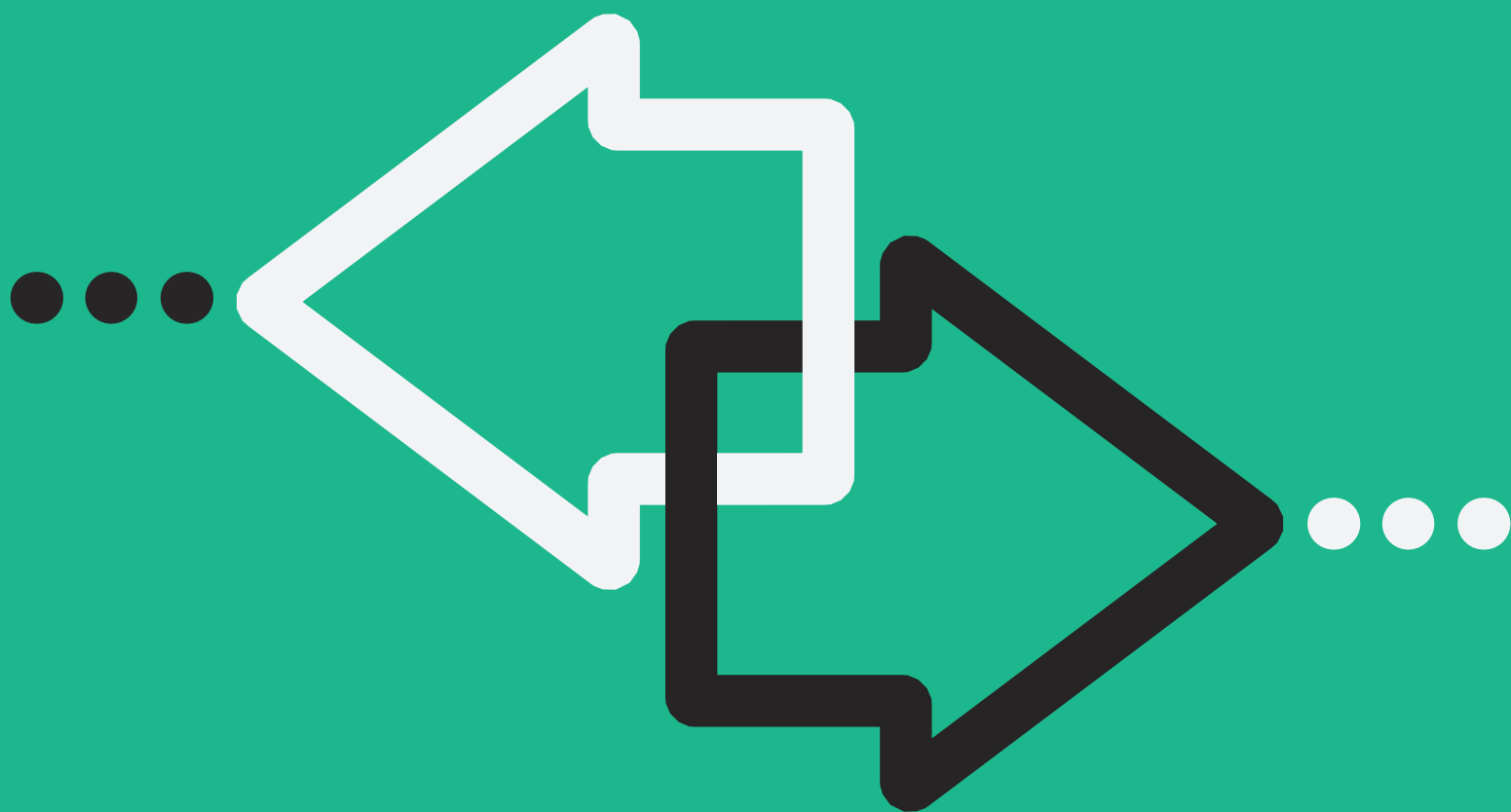


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1. INTRODUCTION

These instructions covers the installation of Sound Packs for the Elektron products using SysEx files. Please see the relevant chapter for the device on which you want to install a Sound Pack. For information on how to install Sound Packs using the Transfer specific files, please read here: <https://www.elektron.se/soundpacks/instructions/>

1.1 CONVENTIONS IN THIS MANUAL

We use the following text formatting conventions throughout the manual:

- **KEY NAMES**
Uppercase, bold style and within brackets. For instance, the key labeled "FUNC" on the main panel is called **[FUNC]**.
- **KNOBS**
Uppercase, bold, italic letters. For instance, the knob "Level/Data" is called ***LEVEL/DATA***.
- **LED INDICATORS**
Uppercase letters with angle brackets. For instance, the Pattern page LEDs are called: **<PATTERN PAGE>**.
- **MENU NAMES**
Uppercase letters. The GLOBAL SETTINGS menu is an example of that.
- **PARAMETER NAMES, MENU OPTIONS**
Uppercase bold letters for parameter names and certain menu options where you can make settings or perform actions. For example, **VOL**.
- **PARAMETER SETTING ALTERNATIVES**
Uppercase letters. For example, OFF.
- **SCREEN MESSAGES**
Uppercase letters with quotation marks. For example, "QUANTIZE LIVE REC".

2. INSTALLING SOUND PACKS ON OCTATRACK MKI

Basic knowledge of Octatrack MKI functionality is required. For more information, please consult the User Manual that is available for download on the Elektron website in the Support section.

The sound pack comes in the form of an Octatrack Set. All the folders containing samples are located in the AUDIO folder, in turn located in the Set folder. Should you wish to use the samples in other Sets or Projects, copy the samples to the audio pool of the relevant Set.

2.1 TRANSFERRING THE SET

1. Connect your Octatrack to a computer with a USB cable.
2. Press **[FUNCTION]** + **[MIXER]** to open the PROJECT menu. Navigate to SYSTEM > USB DISK MODE, and then press **[ENTER/YES]** to make the Octatrack Compact Flash card appear as an external storage device on your computer.
3. Copy the unpacked Set folder to the root of the Compact Flash card.
4. When the transfer is complete, dismount the Octatrack from your computer.

2.2 LOADING THE SET

1. Press **[FUNCTION]** + **[MIXER]** to open the PROJECT menu. Navigate to SET CHANGE and press **[ENTER/YES]**. Load the Set.
2. After the Set has been loaded, load the Project.
3. When the Octatrack has finished loading the project, press **[EXIT/NO]** to exit the PROJECT menu. You are now ready to experiment with the Project.

2.3 USING THE SOUND PACK

1. The demo patterns are located in Bank 1. Select a pattern by pressing **[PATTERN]** + one of the lit **[TRIG]** keys.
2. Press **[PLAY]** to listen to the selected pattern.

2.4 ASSIGNING SCENES

1. Each of the four parts of the patterns contains scenes. Press **[SCENE A]/[SCENE B]** + one of the **[TRIG]** keys to assign a scene to one of the scene slots. Use the crossfader to interpolate between the scenes. Scene 1 is by default empty and will not affect the sound.

2.5 ASSIGNING NEW SAMPLES TO A MACHINE

1. The demo patterns (if available) of the Project use samples assigned to the (Flex or Static) sample slots. To replace a sample assigned to the machine of a track, first open the sample slot list by double-pressing the **[TRACK]** key.
2. Use the **[UP]** and **[DOWN]** arrow keys to browse through the list of samples.
3. Press **[ENTER/YES]** to select the sample you wish to assign.

3. INSTALLING SOUND PACKS ON OCTATRACK MKII

Basic knowledge of Octatrack MKII functionality is required. For more information, please consult the User Manual that is available for download on the Elektron website in the Support section.

The sound pack comes in the form of an Octatrack Set. All the folders containing samples are located in the AUDIO folder, in turn located in the Set folder. Should you wish to use the samples in other Sets or Projects, copy the samples to the audio pool of the relevant Set.

3.1 TRANSFERRING THE SET

1. Connect your Octatrack to a computer with a USB cable.
2. Press **[PROJ]** to open the PROJECT menu. Navigate to SYSTEM > USB DISK MODE, and then press **[YES]** to make the Octatrack Compact Flash card appear as an external storage device on your computer.
3. Copy the unpacked Set folder to the root of the Compact Flash card.
4. When the transfer is complete, dismount the Octatrack from your computer.

3.2 LOADING THE SET

1. Press **[PROJ]** to open the PROJECT menu. Navigate to SET CHANGE and press **[YES]**. Load the Set.
2. After the Set has been loaded, load the Project.
3. When the Octatrack has finished loading the project, press **[NO]** to exit the PROJECT menu. You are now ready to experiment with the Project.

3.3 USING THE SOUND PACK

1. The demo patterns (if available) are located in Bank 1. Select a pattern by pressing **[PTN]** + one of the lit **[TRIG]** keys.
2. Press **[PLAY]** to listen to the selected pattern.

3.4 ASSIGNING SCENES

1. Each of the four parts of the patterns contains scenes. Press **[SCENE A]/[SCENE B]** + one of the **[TRIG]** keys to assign a scene to one of the scene slots. Use the crossfader to interpolate between the scenes. Scene 1 is by default empty and will not affect the sound.

3.5 ASSIGNING NEW SAMPLES TO A MACHINE

1. The demo patterns of the Project use samples assigned to the (Flex or Static) sample slots. To replace a sample assigned to the machine of a track, first open the sample slot list by double-pressing the **[TRACK]** key.
2. Use the **[UP]** and **[DOWN]** arrow keys to browse through the list of samples.
3. Press **[YES]** to select the sample you wish to assign.

4. INSTALLING SOUND PACKS ON ANALOG RYTM MKI

Basic knowledge of Analog Rytm MKI functionality is required. For more information, please consult the Analog Rytm MKI User Manual, that is available for download on the Elektron website in the Support section.

4.1 TRANSFERRING THE SAMPLES

1. Save your current project. Press **[FUNCTION] + [TRACK]** to open the Global menu. Navigate to **PROJECT > SAVE PROJECT** and then press **[YES/SAVE]**. Select an empty project slot and press **[YES/SAVE]**. Use the **[FUNCTION] + [ARROW]** keys to name the project if needed.
2. Create a new project. On the GLOBAL menu, navigate to **LOAD PROJECT > CREATE NEW**, and then press **[YES/SAVE]**.
3. Connect Analog Rytm MKI to a computer using the USB A to B cable. Please note that the Analog Rytm MKI will not appear as an icon on your computer desktop.
4. On the Analog Rytm MKI, make sure data is received via USB. Open the GLOBAL menu. Navigate to **MIDI CONFIG > MIDI PORT CONFIG > INPUT FROM**, and then select **USB**.
5. On the computer, open the Elektron Transfer software (make sure you have the latest version, available for download on the Elektron website), and then select the USB MIDI port(s) for Analog Rytm on the Elektron Transfer start screen.
6. Drag and drop the samples to the Elektron Transfer's DROP page main window. The samples will automatically be transferred to the +Drive storage of the Analog Rytm MKI.

4.2 TRANSFERRING THE SOUNDS

Some Sound Packs only contains sounds that only uses the analog drum engines and no samples. If so, use the following instruction.

1. Connect Analog Rytm MKI to a computer using the USB A to B cable. Please note that the Analog Rytm MKI will not appear as an icon on your computer desktop
2. On the Analog Rytm MKI, make sure data is received via USB. Press **[FUNCTION] + [TRACK]** to open the GLOBAL menu. Use the **[ARROW]** keys to navigate **MIDI CONFIG > MIDI PORT CONFIG > INPUT FROM**, and select **USB**.
3. Prepare your Analog Rytm MKI to receive the sounds in a suitable Sound Bank slot. Open the GLOBAL menu. Select the eighth item in the list, **SYSEX DUMP** and press **[YES/SAVE]**. Select **SYSEX RECEIVE** and press **[YES/SAVE]**. Using the **[ARROW]** keys, highlight **+DRIVE SOUND** on the left hand menu and press **[YES/SAVE]**. The highlight bar will now appear on the right hand menu. This is where you select the Sound Bank that will receive the new sounds. The number in parentheses indicates the number of empty slots in the Sound Bank. Select Sound Bank position using the **[ARROW]** keys. Sound Bank A and B normally contains preset sounds, so in this example we will select Sound Bank C.
4. Highlight Bank C and press **[YES/SAVE]**. The words "WAITING DATA..." is shown flashing on the chosen Sound Bank position, indicating that it is ready to receive the .syx file from the computer. Note that if the Sound Bank already contains sounds that aren't locked (consult the User Manual on how to do this), they will be overwritten with the new sounds. Make sure you select an empty Sound Bank, or a Sound Bank that contains sounds that you can do without. Press **[NO/RELOAD]** if you wish to abort the Analog Rytm MKI listening for .syx data and choose another Sound Bank position.
5. Open the Transfer application (available for download on the Elektron website) on your computer, and then select the USB MIDI port(s) for your device on the CONNECTION page, and then click "CONNECT" (or click "CONNECT" next to your device in the list under PREVIOUSLY USED if it has been connected before).
6. Once the device is connected in Transfer, click the DROP tab to open the DROP page.
7. Drag the .syx file containing the Sound Pack sounds to the Transfer DROP page and follow the on-screen instructions and then click "SEND". On the device screen you will see "WRITING DATA..." for the duration of the transfer.

4.3 TRANSFERRING THE SOUND PACK DEMO PROJECT

Some Sound Packs contain a demo project with patterns, kits, scenes and performance macros that are designed to show off the samples.

1. On the Analog Rytm MKI, Press **[FUNCTION] + [TRACK]** to open the GLOBAL menu. Navigate to **SYSEX DUMP > SYSEX RECEIVE** and press **[YES/SAVE]**. Press **[ARROW]** key **[RIGHT]** to select **RECEIVE ANY** and press **[YES/SAVE]**.

2. Open the Transfer application (available for download on the Elektron website) on your computer, and then select the USB MIDI port(s) for your device on the CONNECTION page, and then click “CONNECT” (or click “CONNECT” next to your device in the list under PREVIOUSLY USED if it has been connected before).
3. Once the device is connected in Transfer, click the DROP tab to open the DROP page.
4. Drag the project .syx file to the Transfer DROP page and follow the on-screen instructions and then click “SEND”.
5. On the device, open the GLOBAL menu. Navigate to PROJECT > SAVE PROJECT, and then press [YES/SAVE]. Use the [ARROW] keys [UP]/[DOWN] to select an empty project slot and then press [YES]. Name the project and then press [YES].

4.4 USING THE SOUND PACK

1. The demo patterns (if available) are located in Bank A. Make sure bank group A–D is active (toggle using the [BANK GROUP] key). Then select a pattern by pressing [BANK A/E] + one of the [TRIG] keys containing a pattern (shown with a lit red LED above it).
2. Press [PLAY] to listen to the pattern.
3. Try out the scenes in SCENE mode by pressing the [SCENE] key and then activating one of the scenes, shown with a dimly lit blue pad. The active scene pad will light up in a more intense blue color. Deactivate with a second press on the pad.

Press [PERFORMANCE] to enter PERFORMANCE mode. All dimly lit pads contain a performance macro. Applying different amounts of pressure on a pad containing a performance macro will produce effects of varying magnitude.

5. INSTALLING SOUND PACKS ON ANALOG RYTM MKII

Basic knowledge of Analog Rytm MKII functionality is required. For more information, please consult the Analog Rytm MKII User Manual, that is available for download on the Elektron website in the Support section.

5.1 TRANSFERRING THE SAMPLES

1. Save your current project. Press [GLOBAL SETTINGS] to open the GLOBAL SETTINGS menu. Navigate to PROJECT > SAVE PROJECT and then press [YES]. Select an empty project slot and press [YES]. Use [FUNC] + [ARROW] keys to name the project if needed.
2. Create a new project. On the GLOBAL SETTINGS menu, navigate to LOAD PROJECT > CREATE NEW, and then press [YES].
3. Connect Analog Rytm MKII to a computer using the USB A to B cable. Please note that the Analog Rytm MKI will not appear as an icon on your computer desktop.
4. On the Analog Rytm MKII, make sure data is received via USB. Open the GLOBAL SETTINGS menu. Navigate to MIDI CONFIG > MIDI PORT CONFIG > INPUT FROM, and then select USB.
5. On the computer, open the Elektron Transfer software (make sure you have the latest version, available for download on the Elektron website), and then select the USB MIDI port(s) for Analog Rytm on the Elektron Transfer start screen.
6. Drag and drop the samples to the Elektron Transfer’s DROP page main window. The samples will automatically be transferred to the +Drive storage of the Analog Rytm MKII.

5.2 TRANSFERRING THE SOUNDS

Some Sound Packs only contains sounds that only uses the analog drum engines and no samples. If so, use the following instruction.

1. Connect Analog Rytm MKII to a computer using the USB A to B cable. Please note that the Analog Rytm MKII will not appear as an icon on your computer desktop
2. On the Analog Rytm MKII, make sure data is received via USB. Press [GLOBAL SETTINGS] to open the GLOBAL SETTINGS menu. Use the [ARROW] keys to navigate MIDI CONFIG > PORT CONFIG > INPUT FROM, and select USB.

3. Prepare your Analog RytM MKII to receive the sounds in a suitable Sound Bank slot. Open the GLOBAL menu. Select the eighth item in the list, SYSEX DUMP and press **[YES]**. Select SYSEX RECEIVE and press **[YES]**. Using the **[ARROW]** keys, highlight +DRIVE SOUND on the left hand menu and press **[YES]**. The highlight bar will now appear on the right hand menu. This is where you select the Sound Bank that will receive the new sounds. The number in parentheses indicates the number of empty slots in the Sound Bank. Select Sound Bank position using the **[ARROW]** keys. Sound Bank A and B normally contains preset sounds, so in this example we will select Sound Bank C..
4. Highlight Bank C and press **[YES]**. The words "WAITING DATA..." is shown flashing on the chosen Sound Bank position, indicating that it is ready to receive the .syx file from the computer. Note that if the Sound Bank already contains sounds that aren't locked (consult the User Manual on how to do this), they will be overwritten with the new sounds. Make sure you select an empty Sound Bank, or a Sound Bank that contains sounds that you can do without. Press **[NO]** if you wish to abort the Analog RytM MKII listening for .syx data and choose another Sound Bank position.
5. Open the Transfer application (available for download on the Elektron website) on your computer, and then select the USB MIDI port(s) for your device on the CONNECTION page, and then click "CONNECT" (or click "CONNECT" next to your device in the list under PREVIOUSLY USED if it has been connected before).
6. Once the device is connected in Transfer, click the DROP tab to open the DROP page.
7. Drag the .syx file containing the Sound Pack sounds to the Transfer DROP page and follow the on-screen instructions and then click "SEND". On the device screen you will see "WRITING DATA..." for the duration of the transfer. Transferring the sounds will take a few seconds.

5.3 TRANSFERRING THE SOUND PACK DEMO PROJECT

The demo project contains patterns, kits, scenes and performance macros.

1. On the Analog RytM MKII, Press **[GLOBAL SETTINGS]** to open the GLOBAL SETTINGS menu. Navigate to SYSEX DUMP > SYSEX RECEIVE and press **[YES]**. Press **[ARROW]** key **[RIGHT]** to select RECEIVE ANY and press **[YES]**.
2. Open the Transfer application (available for download on the Elektron website) on your computer, and then select the USB MIDI port(s) for your device on the CONNECTION page, and then click "CONNECT" (or click "CONNECT" next to your device in the list under PREVIOUSLY USED if it has been connected before).
3. Once the device is connected in Transfer, click the DROP tab to open the DROP page.
4. Drag the project .syx file to the Transfer DROP page and follow the on-screen instructions and then click "SEND".
5. On the device, open the GLOBAL SETTINGS menu. Navigate to PROJECT > SAVE PROJECT and then press **[YES]**. Use the **[ARROW]** keys **[UP]/[DOWN]** to select an empty project slot and then press **[YES]**. Name the project and then press **[YES]**.

5.4 USING THE SOUND PACK

1. The demo patterns (if available) are located in Bank A. Press **[BANK A]** + one of the **[TRIG]** keys containing a pattern (shown with a lit red **[TRIG]** key).
2. Press **[PLAY]** to listen to the pattern.
3. Try out the scenes in SCENE mode by pressing the **[SCNE]** key and then activating one of the scenes, shown with a dimly lit blue pad. The active scene pad will light up in a more intense blue color. Deactivate with a second press on the pad.

Press **[PERF]** to enter PERFORMANCE mode. All dimly lit pads contain a performance macro. Applying different amounts of pressure on a pad will produce effects of varying magnitude.

6. INSTALLING SOUND PACKS ON ANALOG KEYS/ANALOG FOUR MKI

Basic knowledge of Analog Keys/Analog Four MKI functionality is required. For more information, please consult the User Manual that are available for download on the Elektron website in the Support section.

6.1 TRANSFERRING THE SOUNDS

1. Connect Analog Keys/Analog Four MKI to a computer using the USB A to B cable. Please note that the Analog Keys/Analog Four MKI will not appear as an icon on your computer desktop.
2. On the Analog Keys/Analog Four MKI, make sure data is received via USB. Press **[FUNCTION]** + **[SONG]** (Analog keys) or **[FUNCTION]** + **[KEYBOARD C2]** (Analog Four MKI) to open the GLOBAL menu. Navigate to MIDI CONFIG > MIDI PORT CONFIG > INPUT FROM, and then select USB.
3. Prepare your Analog Keys/Analog Four MKI to receive the sounds in a suitable Sound Bank slot. Open the GLOBAL menu. Navigate to SYSEX DUMP > SYSEX RECEIVE, and then press **[YES/SAVE]**. Use the **[ARROW]** keys and highlight +DRIVE SOUNDS on the left hand menu and press **[YES/SAVE]**. The highlight bar will now appear on the right hand menu. This is where you select the Sound Bank that will receive the new sounds. The number in parentheses indicates the number of empty slots in the Sound Bank. Use the **[ARROW]** keys to select Sound Bank. Sound Bank A and B normally contains preset sounds, so in this example we will select Sound Bank C.
4. Highlight Bank C and press **[YES/SAVE]**. The words "WAITING DATA..." are shown flashing on the chosen Sound Bank position, indicating that it is ready to receive the .syx file from the computer. Note that if the Sound Bank already contains sounds that aren't locked (consult the User Manual on how to do this), they will be overwritten with the new sounds. Make sure you select an empty Sound Bank, or a Sound Bank that contains sounds that you can do without. Press **[NO/RELOAD]** if you wish to abort the Analog Keys/Analog Four MKI listening for .syx data and choose another Sound Bank position.
5. Open the Transfer application (available for download on the Elektron website) on your computer, and then select the USB MIDI port(s) for your device on the CONNECTION page, and then click "CONNECT" (or click "CONNECT" next to your device in the list under PREVIOUSLY USED if it has been connected before).
6. Once the device is connected in Transfer, click the DROP tab to open the DROP page.
7. Drag the .syx file containing the Sound Pack sounds to the Transfer DROP page and follow the on-screen instructions and then click "SEND". On the device screen you will see "WRITING DATA..." for the duration of the transfer.

6.2 ACCESSING THE SOUNDS

1. Select a synth track by pressing any of the **[TRACK]** keys. On the Analog Keys, turn the SOUND SELECTION wheel (on the Analog Four MKI, double-tap the **[TRACK]** key) to open the SOUND BROWSER. Make sure you view the +DRIVE sounds (check that each sound is indexed with both Sound Bank and position, "C:001" above the name of the sound). If, on the other hand, the Sound Pool is in view (sounds are indexed with position only, "001"), press the left **[ARROW]** key in order to bring up the left hand menu and select the first item in the list, VIEW +DRIVE, and press **[YES/SAVE]**.
2. Inside the SOUND BROWSER, first press the **[TRIG]** key that corresponds to the Sound Bank where you chose to plant the new sounds (Trig 1 = Sound Bank A, Trig 2 = Sound Bank B, and so on). If you're following these instructions to a fault, remember from the above section that we chose Sound Bank C. Consequently, press **[TRIG 3]** key.
3. Use the **[ARROW]** keys to browse through the new sounds. Press a key on the **[KEYBOARD]** to preview a highlighted sound. Press **[YES/SAVE]** to select the sound.

7. INSTALLING SOUND PACKS ON ANALOG FOUR MKII

Basic knowledge of Analog Four MKII functionality is required. For more information, please consult the User Manual that is available for download on the Elektron website in the Support section.

7.1 TRANSFERRING THE SOUNDS

1. Connect Analog Four MKII to a computer using the USB A to B cable. Please note that the Analog Four MKII will not appear as an icon on your computer desktop.
2. On the Analog Four MKII make sure data is received via USB. Press **[GLOBAL SETTINGS]** to open the GLOBAL SETTINGS menu. Navigate to MIDI CONFIG > PORT CONFIG > INPUT FROM, and then select USB.
3. Prepare your Analog Four MKII to receive the sounds in a suitable Sound Bank slot. Open the GLOBAL SETTINGS menu. Navigate to SYSEX DUMP > SYSEX RECEIVE, and then press **[YES]**. Use the **[ARROW]** keys and highlight +DRIVE SOUNDS on the left hand menu and press **[YES]**. The highlight bar will now appear on the right hand menu. This is where you select the Sound Bank that will receive

8. INSTALLING SOUND PACKS ON DIGITAKT

the new sounds. Use the **[ARROW]** keys to select Sound Bank. Sound Bank A and B normally contains preset sounds, so in this example we will select Sound Bank C.

4. Highlight Bank C and press **[YES]**. The words “WAITING DATA...” are shown flashing on the chosen Sound Bank position, indicating that it is ready to receive the .syx file from the computer. Note that if the Sound Bank already contains sounds that aren't locked (consult the User Manual on how to do this), they will be overwritten with the new sounds. Make sure you select an empty Sound Bank, or a Sound Bank that contains sounds that you can do without. Press **[NO]** if you wish to abort the Analog Four MKII listening for .syx data and choose another Sound Bank position.
5. Open the Transfer application (available for download on the Elektron website) on your computer, and then select the USB MIDI port(s) for your device on the CONNECTION page, and then click “CONNECT” (or click “CONNECT” next to your device in the list under PREVIOUSLY USED if it has been connected before).
6. Once the device is connected in Transfer, click the DROP tab to open the DROP page.
7. Drag the .syx file containing the Sound Pack sounds to the Transfer DROP page and follow the on-screen instructions and then click “SEND”. On the device screen you will see “WRITING DATA...” for the duration of the transfer.

7.2 ACCESSING THE SOUNDS

1. Select a synth track by pressing any of the **[TRACK]** keys. Double-press the **[TRACK]** key to open the SOUND BROWSER. Make sure you view the +DRIVE sounds (check that each sound is indexed with both Sound Bank and position, “C:001” above the name of the sound). If, on the other hand, the Sound Pool is in view (sounds are indexed with position only, “001”), press the left **[ARROW]** key in order to bring up the left hand menu and select the first item in the list, VIEW +DRIVE, and press **[YES]**.
2. Inside the SOUND BROWSER, first press the **[TRIG]** key that corresponds to the Sound Bank where you chose to plant the new sounds (Trig 1 = Sound Bank A, Trig 2 = Sound Bank B, and so on). If you're following these instructions to a fault, remember from the above section that we chose Sound Bank C. Consequently, press **[TRIG 3]** key.
3. Use the **[ARROW]** keys to browse through the new sounds. Press a key on the **[KEYBOARD]** to preview a highlighted sound. Press **[YES]** to select the sound.

8. INSTALLING SOUND PACKS ON DIGITAKT

Basic knowledge of Digitakt functionality is required. For more information, please consult the User Manual that is available for download on the Elektron website in the Support section.

8.1 TRANSFERRING THE SAMPLES

1. Connect Digitakt to the computer via USB using the USB A to B cable. Please note that the Digitakt will not appear as an icon on your computer desktop.
2. On the computer, open the Elektron Transfer software (make sure you have the latest version, available for download on the Elektron website), and then select the MIDI ports for your Digitakt on the Elektron Transfer start screen.
3. Drag and drop the samples to the Elektron Transfer's DROP page main window. The samples will automatically be transferred to the +Drive storage of the Digitakt.

9. INSTALLING SOUND PACKS ON DIGITONE/DIGITONE KEYS

These instructions are for both Digitone and Digitone Keys. Basic knowledge of Digitone functionality is required. For more information, please consult the User Manual that is available for download on the Elektron website in the Support section.

9.1 TRANSFERRING THE SOUNDS

1. Connect Digitone to a computer using the USB A to B cable. Please note that the Digitone will not appear as an icon on your computer desktop.

2. On the Digitone make sure data is received via USB. Press **[GLOBAL SETTINGS]** to open the GLOBAL SETTINGS menu. Navigate to MIDI CONFIG > PORT CONFIG > INPUT FROM, and then select USB MIDI.
3. Prepare your Digitone to receive the sounds in a suitable Sound Bank slot. Open the GLOBAL SETTINGS menu. Navigate to SYSEX DUMP > SYSEX RECEIVE, and then press **[YES]**. Use the **[ARROW]** keys and highlight SOUNDS on the left hand menu and press **[YES]**. The highlight bar will now appear on the right hand menu. This is where you select the Sound Bank that will receive the new sounds. The number in parentheses indicates the number of empty slots in the Sound Bank. Use the **[ARROW]** keys to select Sound Bank. Sound Bank A and B normally contains preset sounds, so in this example we will select Sound Bank C.
4. Highlight Bank C and press **[YES]**. The words "WAITING DATA..." are shown flashing on the chosen Sound Bank position, indicating that it is ready to receive the .syx file from the computer. Note that if the Sound Bank already contains sounds that aren't locked (consult the User Manual on how to do this), they will be overwritten with the new sounds. Make sure you select an empty Sound Bank, or a Sound Bank that contains sounds that you can do without. Press **[NO]** if you wish to abort the Digitone listening for .syx data and choose another Sound Bank position.
5. Open the Transfer application (available for download on the Elektron website) on your computer, and then select the USB MIDI port(s) for your device on the CONNECTION page, and then click "CONNECT" (or click "CONNECT" next to your device in the list under PREVIOUSLY USED if it has been connected before).
6. Once the device is connected in Transfer, click the DROP tab to open the DROP page.
7. Drag the .syx file containing the Sound Pack sounds to the Transfer DROP page and follow the on-screen instructions and then click "SEND". On the device screen you will see "WRITING DATA..." for the duration of the transfer.

9.2 ACCESSING THE SOUNDS

1. Select a synth track by pressing any of the **[TRACK]** keys. Double-press the **[TRACK]** key to open the SOUND BROWSER. Make sure you view the +DRIVE sounds (check that each sound is indexed with both Sound Bank and position, "C:001" above the name of the sound). If, on the other hand, the Sound Pool is in view (sounds are indexed with position only, "001"), press the left **[ARROW]** key in order to bring up the left hand menu and select the first item in the list, VIEW +DRIVE, and press **[YES]**.
2. Inside the SOUND BROWSER, first press **[BANK] + [TRIG 9-16]** key to select Sound Bank (Trig 9 = Sound Bank A, Trig 10 = Sound Bank B, and so on). In this example, press **[BANK] + [TRIG 11]** key to access Sound Bank C.
3. Use the **[ARROW]** keys to browse through the new sounds. Press the **[TRIG]** keys to preview a highlighted sound. Press **[YES]** to select the sound.

10. INSTALLING SOUND PACKS ON ANALOG HEAT/ANALOG HEAT MKII

These instructions are for both Analog Heat and Analog Heat MKII. Basic knowledge of Analog Heat functionality is required. For more information, please consult the User Manual that is available for download on the Elektron website in the Support section.

10.1 TRANSFERRING THE SOUNDS (PRESETS)

1. Connect Analog Heat to a computer using the USB A to B cable. Please note that the Analog Heat will not appear as an icon on your computer desktop.
2. On the Analog Heat make sure data is received via USB. Press **[SETTINGS]** to open the SETTINGS menu. Navigate to SYSTEM > USB CONFIG, and then select USB MIDI.
3. In the SETTINGS menu. Navigate to SYSEX DUMP > SYSEX RECEIVE, and then press **[YES]**.
4. In the left column, use the **PRESET/DATA** knob to select PRESET, and then press **[YES]**.
5. In the right column, use the **PRESET/DATA** knob to select the slot where you want to receive the Presets. If you receive several presets, they start to fill up the empty slots beginning with the one you selected. Press **[YES]** to initiate the SysEx receive procedure. The Analog Heat MKII starts listening to incoming data. Press **[NO]** to stop listening.
6. Open the Transfer application (available for download on the Elektron website) on your computer, and then select the USB MIDI port(s) for your device on the CONNECTION page, and then click "CON-

NECT” (or click “CONNECT” next to your device in the list under PREVIOUSLY USED if it has been connected before).

7. Once the device is connected in Transfer, click the DROP tab to open the DROP page.
8. Drag the .syx file containing the Sound Pack sounds to the Transfer DROP page and follow the on-screen instructions and then click “SEND”. On the device screen you will see “WRITING DATA...” for the duration of the transfer.

10.2 ACCESSING THE SOUNDS (PRESETS)

Loading a preset on the Analog Heat

1. Turn **PRESET/DATA** to select a preset.
2. Press **PRESET/DATA** or **[YES]** to load the preset.

11. INSTALLING SOUND PACKS ON MODEL:SAMPLES

Basic knowledge of Model:Samples functionality is required. For more information, please consult the User Manual that is available for download on the Elektron website in the Support section.

11.1 TRANSFERRING THE SAMPLES

1. Connect Model:Samples to the computer via USB using the USB A to Micro B connector cable. Please note that the Model:Samples will not appear as an icon on your computer desktop.
2. On the computer, open the Elektron Transfer software (make sure you have the latest version, available for download on the Elektron website), and then select the MIDI ports for your Model:Samples on the Elektron Transfer start screen.
3. Drag and drop the samples to the Elektron Transfer’s DROP page main window. The samples will automatically be transferred to the +Drive storage of the Model:Samples.

12. INSTALLING SOUND PACKS ON MODEL:CYCLES

Basic knowledge of Model:Cycles functionality is required. For more information, please consult the User Manual that is available for download on the Elektron website in the Support section.

To transfer the presets in the Sound Pack from a computer to the Model:Cycles you should use Elektron Transfer which you can download from the Elektron website.

12.1 TRANSFERRING THE PRESETS

1. Connect the Elektron device to the computer via USB.
2. Open the Transfer application on your computer and then select the USB MIDI port(s) for your device on the Transfer CONNECTION page.
3. In Transfer, click the EXPLORE tab to open the EXPLORE page.
4. On the EXPLORE page on the left side under MY COMPUTER (e.g. your computer), navigate to the presets or folders you want to transfer.
5. Drag and drop the presets or folders to your preferred folder under MODEL CYCLES.

12.2 ACCESSING THE PRESETS

You can load a any preset from the +Drive to any of the tracks.

1. Press **[TRACK]** + **[T1–6]** to select the track to which you want to load a preset.
2. Press **[FUNC]** + **[MACHINES]** to open the PRESET menu.
3. Use the **LEVEL/DATA** knob to navigate the folder structure to the preset you want to load. Press **[BACK]** to navigate up one level in the folder hierarchy if needed. Press the **[TRIG]** key of the active track while browsing to listen to the preset currently highlighted.
4. Press **LEVEL/DATA** to select a preset. Press **[BACK]** to exit the list without selecting a preset.

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