

BIG CITY DYSTOPIAN DREAM

INSTALLING SOUNDPACKS 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.

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 “WRITING 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. On the computer, open the c6 utility software (Make sure you have the latest version, available on the Elektron website).
On the c6 Configuration menu, select Digitone for both MIDI In and MIDI Out. Click OK to close the Configuration window.
6. Drag the .syx file containing the Sound Pack sounds to the c6 main window. Make sure you highlight the file in the c6 main window, by pointing and clicking on it Press the SEND button. A progress bar will appear at the bottom of the c6 window. On the Digitone screen you will see “WRITING DATA...” for the duration of the transfer. Transferring the sounds will take a few seconds.

TRANSFERRING THE DEMO PROJECT

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 project by creating and opening an **EMPTY NEW PROJECT**.

(Please save your current project before doing this operation)

Open the GLOBAL SETTINGS menu. Navigate to SYSEX DUMP > SYSEX RECEIVE, and then press [YES].

Use the [ARROW] keys and highlight ANYTHING on the left hand menu and select RECEIVE ANY and press [YES].

4. On the computer, open the c6 utility software
(Make sure you have the latest version, available on the Elektron website).
On the c6 Configuration menu, select Digitone for both MIDI In and MIDI Out. Click OK to close the Configuration window.
5. Drag the .syx file containing the project file to the c6 main window. Make sure you highlight the file in the c6 main window, by pointing and clicking on it Press the SEND button. A progress bar will appear at the bottom of the c6 window. On the Digitone screen you will see “Received Pattern...” for the duration of the transfer. Transferring the project will take a few minutes.

Patterns are stored on bank A & B.

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.