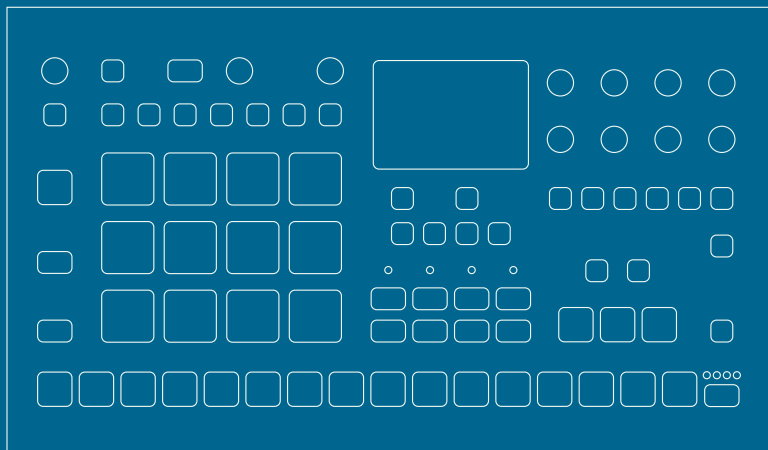


Analog Rytm MKII

A different drum



Quick Guide

 **elektron**



Analog Rytm MKII

THANK YOU

Thank you for choosing the Analog Rytm MKII, an eight voice analog/digital hybrid drum machine featuring the twang of the analog domain, the instant control, and effects of the digital domain and the wonderful interplay of both. The analog signal path, digital controls, samples, additive modulation and sampling capability, makes this drum machine a solid instrument with a voice of its own. The innovative combination of modern technology and tried and trusted ways of sound generation lets you create any kind of drum: purely analog, sample-based or a combination of the two. For all its layers of complexity and depth, it remains instantly accessible and - we are sure you agree - fun to play.

This Quick Guide guides you through the basic functions of this product. For more detailed information, please see the Analog Rytm MKII User Manual that you can download from www.elektron.se.

We wish you a happy and creative experience. Have fun!

- The Elektron Team

FCC compliance statement

This device complies with part 15 of the FCC rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

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.

Canada

This Class B digital apparatus complies with Canadian ICES-003.
Cet appareil numérique de la classe B est conforme à la norme NMB-003.

European Union regulation compliance statement

This product has been tested to comply with the Low Voltage Directive 2014/35/EU and the Electromagnetic Compatibility Directive 2014/30/EU. The product meets the requirements of RoHS 2 Directive 2011/65/EU.



Your product must be disposed of properly according to local laws and regulations.

Legal disclaimer

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IMPORTANT SAFETY INSTRUCTIONS

1. Do not use this unit near water.
2. Never use aggressive cleaners on the casing or on the screen. Remove dust, dirt and fingerprints with a soft, dry and non-abrasive cloth. More persistent dirt can be removed with a slightly damp cloth using only water. Disconnect all cables while doing this. Only reconnect them when the product is safely dry.
3. To avoid scratches or damage, never use sharp objects near the casing or the screen. Avoid applying any pressure to the screen itself.
4. Install in accordance with the manufacturer's instructions. Make sure you place the unit on a stable surface before use. If you mount the unit in a rack, be sure to tighten all four screws in the rack mount holes.
5. Connect the unit to an easily accessible electrical outlet close to the unit.
6. When transporting the unit, use accessories recommended by the manufacturer or the original box and padding.
7. Do not install near any heat sources such as radiators, heat registers, stoves, or any other equipment (including amplifiers) producing heat.
8. Do not put a protective cover on the unit while the unit is powered on.
9. This product, by itself or in combination with amplifiers, headphones or speakers, is capable of producing sound levels that may cause permanent hearing loss. Do not operate at a high volume level or at a level that is uncomfortable.
10. Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles, and the point where they exit from the unit.
11. Use attachments/accessories specified by the manufacturer.
12. Unplug this unit during lightning storms or when it is not used for long periods of time.
13. Refer all servicing to qualified service technicians. Servicing is required when the unit has been damaged in any way, liquid has been spilled or objects have fallen into the unit, the unit has been exposed to rain or moisture, does not operate normally, or has been dropped.

WARNING!

TO REDUCE THE RISK OF FIRE, ELECTRICAL SHOCK OR PRODUCT DAMAGE

- Do not expose the unit to rain, moisture, dripping or splashing and also avoid placing objects filled with liquid, such as vases, on the unit.
- Do not expose the unit to direct sunlight, nor use it in ambient temperatures exceeding 30°C as this can lead to malfunction.
- Do not open the casing. There are no user repairable or adjustable parts inside. Leave service and repairs to trained service technicians only.
- Do not exceed the limitations specified in the Electrical specifications.

SOUND PEAKS

- A brief 3 kHz signal will be sent to all outs of the Analog Rytm MKII when the Test mode on the Early Startup menu is activated. Remember to turn down the volume on all speakers and headphones before activating Test mode.
- During calibration there will be loud and unpleasant sounds on the individual outs. Disconnect these during calibration.

SAFETY INSTRUCTIONS FOR THE POWER ADAPTER ELEKTRON PSU-3b

- The adapter is not safety grounded and may only be used indoors.
- To ensure good ventilation for the adapter, do not place it in tight spaces. To prevent risk of electric shock and fire because of overheating, ensure that curtains and other objects do not prevent adapter ventilation.
- Do not expose the power adapter to direct sunlight, nor use it in ambient temperatures exceeding 40°C.
- Connect the adapter to an easily accessible electrical outlet close to the unit.
- The adapter is in standby mode when the power cord is connected. The primary circuit is always active as long as the cord is connected to the power outlet. Pull out the power cord to completely disconnect the adapter.
- In the EU, only use CE approved power cords.

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1. INTRODUCTION

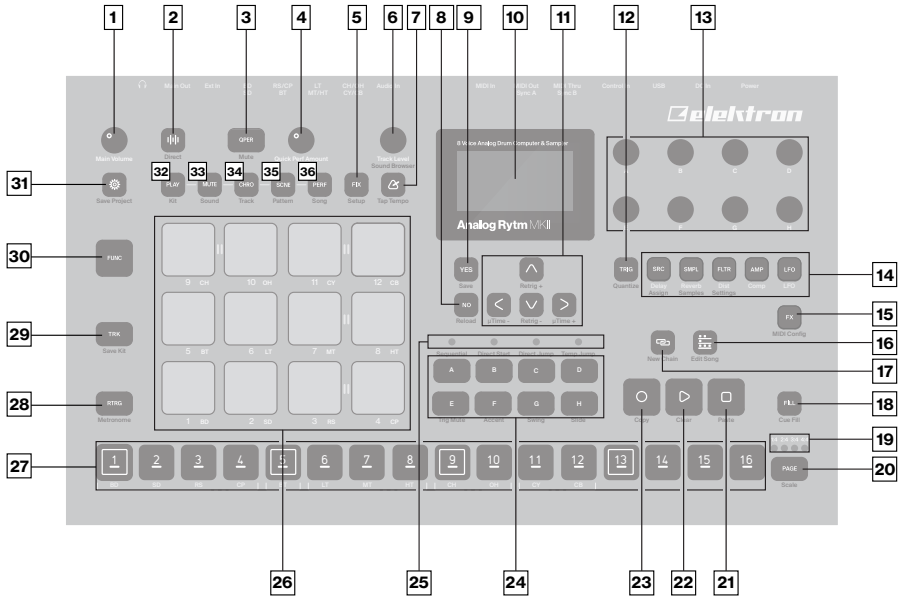
1.1 CONVENTIONS IN THIS MANUAL

In this manual, we use the following conventions to describe the Analog Rytm MKII user interface:


- **KEY NAMES**
Written with uppercase, bold style and within brackets. For example, the key labeled “FUNC” is called **[FUNC]**.
- **KNOBS**
Written with uppercase, bold, italic letters. For example, the knob “Track Level” is called ***TRACK LEVEL***.
- **MENU NAMES**
Written with uppercase letters. For example, the PROJECT menu.
- **PARAMETER NAMES, MENU OPTIONS**
Written with uppercase bold letters for parameter names and certain menu options where you can make settings or perform actions. For example, **CLOCK SEND**.
- **PARAMETER SETTING ALTERNATIVES**
Written with uppercase letters. For example, OFF.
- **SCREEN MESSAGES**
Written with uppercase letters with quotation marks. For example, “BANK A: CHOOSE PTN.”
- **LED INDICATORS**
Written with uppercase letters with angle brackets. For example, the Pattern page LEDs are called: **<PATTERN PAGE>**.

2. PANEL LAYOUT AND CONNECTIONS



2.1 FRONT PANEL CONTROLS




1. **MAIN VOLUME** sets the volume for the main outputs and the headphones output.
2. **[SAMPLING]** opens the SAMPLING menu. The secondary function starts Direct Sampling.
3. **[QPER]** key. Used to select which performance macro that should be controlled by the **QUICK PERF AMOUNT** knob. The secondary function mutes the performance macros.

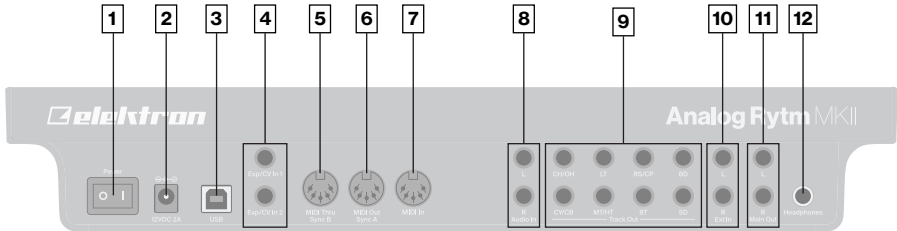
4. **QUICK PERF AMOUNT** sets the amount of the chosen performance macro.
5. **[FIX]** toggles the FIXED VELOCITY mode for the pads that set them to trigger with a fixed velocity. The secondary function opens the FIXED VELOCITY menu.
6. **TRACK LEVEL** sets the overall volume level of the active track. Also used for scrolling in menus and setting various parameter values. The secondary function opens the SOUND BROWSER.
7. **[TEMPO]**  opens the TEMPO menu. Use **[FUNC]** + **[TEMPO]** to tap the tempo.
8. **[NO]** key. Used for exiting an active menu, backing one step and negating. If pressed in combination with keys 32–36 it instantly reloads the kit, Sound, track, pattern or song.
9. **[YES]** key. Used for entering sub-menus, selecting and confirming. If pressed in combination with keys 32–36 it instantly saves the kit, Sound, track, pattern or song.
10. Screen.
11. The **[ARROW]** keys. Used for navigation and for setting some parameter values. In menus, they are called **[UP]**, **[DOWN]**, **[LEFT]** and **[RIGHT]**.
12. **[TRIG]** key controls the TRIG settings for the active track. The secondary function opens the QUANTIZE menu.
13. **DATA ENTRY** knobs **A-H**. Used for setting parameter values. Press knob when turning to change values in larger increments.
14. **[PARAMETER]** keys access the PARAMETER pages of the active track. The five parameter page keys are, from left to right:
 - SRC** key accesses the SYNTH parameters of the track Sound. These control the drum synthesis. When the FX track is active, the DELAY parameter page is accessed. The secondary function opens the MACHINE selection menu.
 - SMPL** key takes you to the SAMPLE page. Various aspects of the sample playback are set on this page. When the FX track is active, the REVERB parameter page is accessed. The secondary function opens the SAMPLE selection menu.
 - FLTR** key accesses the FILTER page. The analog multimode filter parameters are set here. When the FX track is active, the DISTORTION parameter page is accessed. The secondary function opens the SOUND SETTINGS menu.

AMP key takes you to the AMP page, where the shape of the amplitude envelope is set. When the FX track is active, the COMPRESSOR parameter page is accessed. **LFO** key accesses the LFO parameters for the active track.

15. **[FX]** selects the FX track. Secondary function opens the MIDI CONFIG menu.
16. **[SONG MODE]**  activates/deactivates SONG mode. The secondary function is SONG edit.
17. **[CHAIN MODE]**  activates/deactivates CHAIN mode. The secondary function initiates a new CHAIN.
18. **[FILL]** Activates FILL mode (when GRID RECORDING mode is not active). The secondary function cues the FILL mode.
19. <PATTERN PAGE> LEDs indicate how many pattern pages the active pattern consists of and which pattern page is currently active. The LED flashes on the pattern page that is currently playing.
20. **[PAGE]** selects the active pattern page, if the pattern is made of more than 16 steps. The secondary function opens the SCALE menu.
21. **[STOP]** stops playback. The secondary function is a paste operation.
22. **[PLAY]** starts the sequencer playback. The secondary function is a clear operation.
23. **[RECORD]** key. Activates/deactivates GRID RECORDING mode. Keep **[RECORD]** pressed, then press **[PLAY]**, to activate LIVE RECORDING mode. Activate/deactivate QUANTIZATION of LIVE RECORDING by keeping **[RECORD]** pressed, then tapping **[PLAY]** twice. The secondary function is a copy operation.
24. **[BANK A-H]** selects between banks A-H.
25. <PATTERN MODE> LEDs indicate the currently selected PATTERN mode.
26. **[PADS]** have many possible functions depending on which mode is active and what each pad is set to do. The primary function is to play the track Sounds. Each drum track has a dedicated pad.

27. **[TRIG]** keys are used for entering or removing sequencer trigs, in combination with the **[PADS]**, and parameter locks, in combination with the **DATA ENTRY** knobs. They are also used to select a pattern, when one of the **[BANK]** keys is pressed.
28. **[RTRG]** key will if pressed in combination with one of the **[PADS]**, continuously retrigger the Sound. The secondary function opens the CLICK TRACK menu.
29. **[TRK]** key. Press **[TRK]** + one of the **[PADS]** to select a drum track for editing or CHROMATIC play. The secondary function saves the current kit.
30. **[FUNC]** key. Press and hold for accessing secondary functions for some of the other keys. The secondary functions are written in blue text on the panel.
31. **[GLOBAL SETTINGS]**  opens the GLOBAL SETTINGS menu. The secondary function opens the SAVE PROJECT menu. A long press opens the LOAD PROJECT menu.
32. **[PLAY MODE]** activates the PLAY mode, in which the pads are used to play the current sound loaded to every pad. The secondary function opens the KIT menu.
33. **[MUTE]** activates the MUTE mode. The secondary function opens the SOUND menu.
34. **[CHRO]** activates the CHROMATIC mode, in which the pads are used to play the current track Sound chromatically across four octaves. The secondary function opens the TRACK menu.
35. **[SCNE]** activates the SCENE mode, in which a one-push instant change of an array of parameter settings is possible. The secondary function opens the PATTERN menu.
36. **[PERF]** activates PERFORMANCE mode. The secondary function opens the SONG menu.

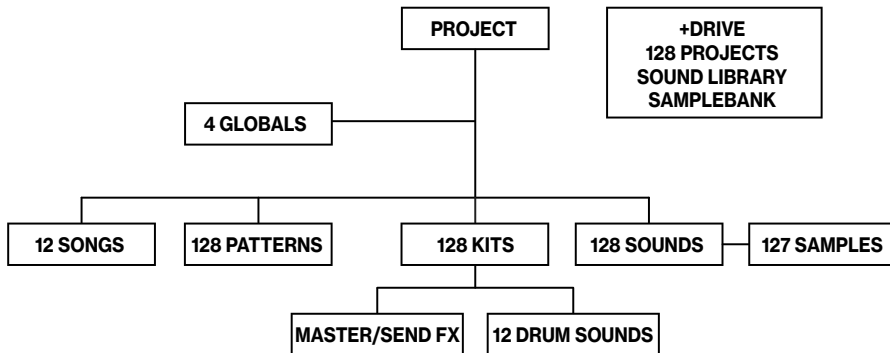
2.2 REAR PANEL CONNECTIONS



1. **POWER.** Turns the unit on and off.
2. **DC IN.** Use the included Elektron PSU-3b power adapter, connected to a power outlet.
3. **USB.** Use an A to B USB 2.0 connector cable to a computer host.
4. **EXP/CV IN.** Input for expression pedal or CV. Use standard 1/4" mono phone plug for CV signals.
5. **MIDI THRU/SYNC B.** Forwards data from MIDI IN. Can be configured to send DIN sync to legacy instruments. Use a standard MIDI cable to connect another MIDI device.
6. **MIDI OUT/SYNC A.** MIDI data output. Can be configured to send DIN sync to legacy instruments. Use a standard MIDI cable to connect to MIDI In of an external device.
7. **MIDI IN.** MIDI data input. Use a standard MIDI cable to connect to MIDI Out of an external device.
8. **AUDIO IN L/R.** Inputs for sampling or sound card use. Use 1/4" mono phone plugs.
9. **TRACK OUT.** Individual drum voice outputs. Use either 1/4" mono phone plugs or 1/4" Tip/Ring/Sleeve phone plugs.
10. **EXT IN L/R.** Use 1/4" mono phone plugs to input sound from an external audio source.
11. **MAIN OUT L/R.** Use either 1/4" mono phone plugs or 1/4" Tip/Ring/Sleeve phone plugs.
12. **HEADPHONES OUT.** Use standard headphones with 1/4" stereo phone plug.

3. OVERVIEW OF THE ANALOG RYTM MKII STRUCTURE

The image below outlines the data structure of the Analog Rytm MKII.



3.1 +DRIVE

The +Drive is a non-volatile storage. It keeps up to 128 projects (thousands of patterns, kits and songs) stored internally. The +Drive also contains the +Drive Sound library, capable of storing 4096 drum Sounds, and the Sample bank. All projects have access to these Sounds and samples.

3.2 DATA STRUCTURE

3.2.1 PROJECT

A project contains 128 patterns, 128 kits, 16 songs, 4 global slots, 127 sample slots and a project Sound pool consisting of up to 128 Sounds. General settings and states are stored in the project. When a project is loaded it becomes the active working state. From here it is possible to edit the patterns, kits, songs, and globals of the project. Projects are saved, loaded and managed in the GLOBAL SETTINGS menu.

3.2.2 KITS

A kit is a collection of twelve drum track Sounds and the FX track parameter settings. When you edit a track, changes made to the parameter settings is stored in the active kit. Each project of the Analog Rytm MKII contains 128 individual kits. A pattern always links to one of the kits.

3.2.3 SOUNDS

A Sound consists of the parameter settings found in the PARAMETER pages called SRC, SMPL, FLTR, AMP, and LFO. Sounds are stored in the Sound pool of the active project or the +Drive Sound library. The Sound pool has 128 Sound slots, and the +Drive Sound library holds up to 4096 sounds.

3.2.4 SAMPLES

127 user sample slots are available for each project. There are many preset samples to choose from in the +Drive Sample bank.

3.2.5 PATTERNS

16 patterns are available for each of the 8 banks, which means that 128 patterns are available for each project. A pattern contains sequencer data like drum trigs, trig mutes and parameter locks for the drum tracks and the FX track, as well as default settings on the TRIG page and length, swing, and time signature settings.

3.2.6 SONGS

16 songs are available for each project. You use songs to sequence the playback of patterns. Songs are built of patterns and chains.

3.2.7 GLOBALS

The GLOBAL settings contain general settings for the sequencer, MIDI, and global track routing. Four global slots are available for each project, each with its own settings.

3.2.8 GLOBAL

The GLOBAL menu is where you save, load and manage projects, handle SysEx data and perform OS upgrades. It also contains general settings for the synth and sequencer as well as MIDI and CV configurations. Four global slots are available for every project, each with its separate settings.

3.3 ABOUT THE TRACK TYPES

3.3.1 THE DRUM TRACKS

There are 12 drum tracks. Each drum track uses a specific drum voice controlled by one of the MACHINES available for the voice. All drum tracks can layer analog percussion sounds and sampled sounds, to distort and filter them, and apply a dedicated LFO each. Press and hold **[TRK]** key and then press one of the **[PADS]** to select the track you want to edit.

3.3.2 THE FX TRACK

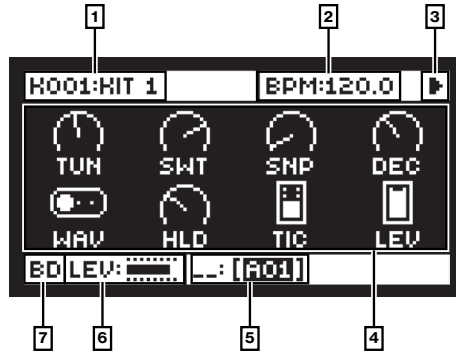
The FX track controls the Analog RytM MKII send effects DELAY and REVERB, as well as the DISTORTION and COMPRESSOR master effects. One LFO is also available for this track. To select the FX track for editing, press the **[FX]** key.

3.3.3 EDITING THE TRACKS

The five **[PARAMETER]** keys open parameter pages that you use to edit the tracks. The SRC page of a drum track contains different parameters depending on the MACHINE chosen for the analog percussion sound generator. The other pages are identical for all drum tracks; the SMPL page for the sample playback engine, the FLTR page for the multimode filter and its filter envelope, the AMP page for the amplitude envelope and effect sends, and the LFO page for the low-frequency oscillator. The corresponding five parameter pages for the FX track controls the four effects and the FX LFO. Use the **DATA ENTRY** knobs **A-H** to edit the parameters. Press and turn a knob to adjust its parameter in larger increments.

4. USER INTERFACE AND CONTROLS

The screen is the center of Analog Rytm MKII editing.



1. The currently active kit. The you can see the full name of the parameter you adjust here when you turn a **DATA ENTRY** knob.
2. The current tempo displayed with one decimal.
3. The playback/recording status of the sequencer shown by the standard “record”, “play”, “pause” and “stop” symbols; ■, ▶, ||, and ■.
4. Up to eight track parameters. They show what the **DATA ENTRY** knobs control and also indicate the current parameter values. Press and turn a knob to adjust its parameters in larger increments.
5. The currently active pattern. To the left of this you can see the active song row. A “_ _:” indicates that the scratch pad row is active
6. Bar that indicates the track level of the active track.
7. Track name.

4.1 SCREEN NAVIGATION

Use the [ARROW] keys [UP], [DOWN], [LEFT] or [RIGHT] to navigate menus or sub-menus. The *TRACK LEVEL* knob can also be used to scroll through menus and lists.

[YES] is used to affirm, select, enter sub-menus and tick/untick boxes.

[NO] is used to negate, deselect or go back one or more steps.

4.2 PARAMETER EDITING

The six [PARAMETER] keys open parameter pages where you can edit the tracks. Use the *DATA ENTRY* knobs to change the values of the track parameters. The positions of the parameters on the screen correspond to the physical locations of the knobs on the front panel.

4.3 PARAMETER VALUE JUMP

If you press [FUNC] when you edit certain parameters, then the parameter values jump to appropriate positions. For example the oscillator tuning, which will jump in octaves.

4.4 [FUNC] KEY PRESS COMBINATIONS

The standard way to use the [FUNC] key in combination with other keys, is to press and hold [FUNC] and then make a short press on the second key in the combination.

4.5 QUICK SCROLLING

Scroll through menus using the *TRACK LEVEL* knob. Quick scrolling is possible on many menus. Press [FUNC] + the [UP] or [DOWN] keys to move the cursor one menu page.

4.6 COPY, CLEAR AND PASTE

Copy, clear and paste commands are available in a lot of contexts. Press [FUNC] + [RECORD] to copy. Press [FUNC] + [STOP] to paste. Press [FUNC] + [PLAY] to clear. Paste and clear operations are undone by repeating the key press combination. Please see the Analog Rytm MKII User Manual for more information.

4.7 THE NAMING MENU

The naming procedure is identical for all the various naming menus.



The [LEFT] and [RIGHT] arrow keys are used to navigate between the letters. Turn the *TRACK LEVEL* knob or press the [UP] or [DOWN] arrow keys to select the letter. [FUNC] + [NO] will erase letters.

POP-UP MENU NAMING

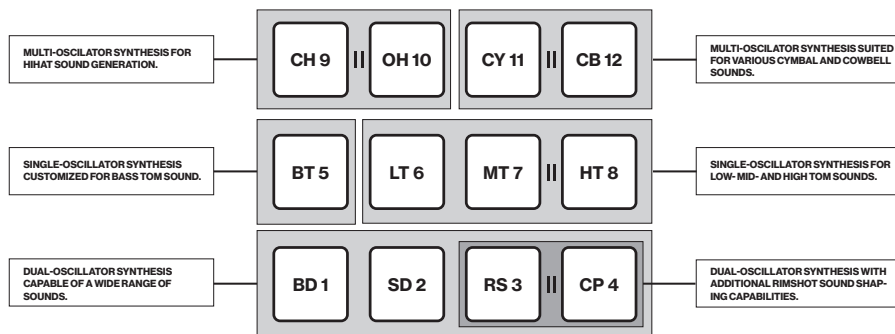
While in a NAMING menu it is possible to open a pop-up menu displaying all available letters, symbols, and digits. Entering characters in the pop-up menu is often a considerably faster naming method. When a NAMING menu is open, press the [FUNC] key to access the pop-up menu.



While keeping [FUNC] pressed use the [ARROW] keys to navigate to the character you want to insert. Once there, release [FUNC] to insert the character.

4.8 PADS

The 12 drum pads on the front panel respond to both velocity and pressure. Tapping a pad triggers its track sound. **BD** triggers the bass drum, **SD** the snare drum and so on. The illustration outlines and briefly describes the analog percussion sound generators.



Use the [**PADS**] to play the track Sounds of the active kit. Eight individual track Sounds can be voiced simultaneously with the eight physical voices of the Analog Rytm MKII. The **BD**, **SD**, **BT**, and **LT** are independent tracks with their separate voices. The track pairs **RS-CP**, **MT-HT**, **CH-OH**, and **CY-CB**, share one voice for each pair and are shown with a coupling on the front panel of the Analog Rytm MKII. You can also use the [**TRIG 1-12**] keys to play the drum tracks when sequencer recording is not active.

The color of the <PADS> shows pad activity. A pad flashes white briefly when engaged, whether it is played manually or by the Analog Rytm MKII sequencer. A red color pad shows the active drum track.

4.9 MACHINES

A **MACHINE** makes use of the physical percussion sound generator of the voice circuit in a certain way, to make a characteristic drum model.

For example, the **BD** track uses the sound generator of the first voice circuit. Its default **BDHD MACHINE** includes one tunable analog oscillator, a choice of three different waveforms and a custom envelope to shape the sound. These **MACHINE**-specific synthesis parameters are found on the **SRC** parameter page. If you select another **MACHINE**, it engages the sound generator differently - employing more than one oscillator, for example - enabling the **BD** track to perform frequency modulation and many other sound generating techniques.

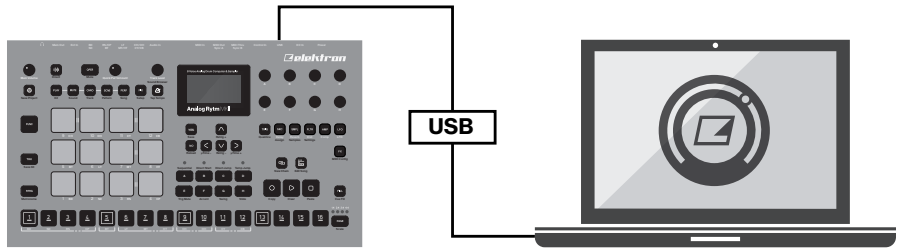
Press **[FUNC] + [SRC]** and then use the **[ARROW]** keys **[UP]**, **[DOWN]** to select a **MACHINE** for the active drum track. Press **[YES]** to confirm your selection.

All **MACHINES** cannot be accessed from all tracks since the tracks control different physical sound generators. The illustration above shows the tracks that can make use of a specific type of percussion sound generator within the boundaries of the same gray-shaded box.

These are the twelve tracks and their default **MACHINES**:

TRACK/PAD	MACHINES
1. BD (Bass Drum)	1. HARD, CLASSIC, FM, PLASTIC, SILKY, SHARP
2. SD (Snare Drum)	2. HARD, CLASSIC, FM, NATURAL
3. RS (Rim Shot)	3. HARD, CLASSIC
4. CP (Hand Clap)	4. CLASSIC
5. BT (Bass Tom)	5. CLASSIC
6. LT (Low Tom)	6. CLASSIC
7. MT (Mid Tom)	7. CLASSIC
8. HT (Hi Tom)	8. CLASSIC
9. CH (Closed Hihat)	9. BASIC, CLASSIC, METALLIC
10. OH (Open Hihat)	10. CLASSIC, METALLIC
11. CY (Cymbal)	11. CLASSIC, METALLIC, RIDE
12. CB (Cow Bell)	12. CLASSIC, METALLIC
	GENERAL MACHINES: NOISE, IMPULSE

4.10 OVERBRIDGE



The Overbridge software suite enables a tight integration between the Analog Rytm MKII and a computer DAW.

When using Overbridge, the user interface for the Analog Rytm MKII will present itself as a clearly laid out plug-in window in your DAW. Access, edit, and automate parameters for sound shaping on screen. Always find your device preset parameters in the same state as you left them when you return to your DAW project, with the total recall functionality.

Read more about Overbridge use and availability on the Elektron website: <https://www.elektron.se/overbridge/>

5. GETTING STARTED

5.1 SETTING UP AND STARTING

Make sure you place the Analog Rytm MKII on a stable support, such as a sturdy table, with sufficient space for the cables. Make sure to switch off all devices before you connect the Analog Rytm MKII to other devices.

1. Plug the supplied DC adapter to a power outlet and connect the small plug to the DC IN connector of the Analog Rytm MKII.

2. Connect the MAIN OUT L/R from the Analog Rytm MKII to your mixer or amplifier.
3. If you want to use MIDI, connect MIDI OUT from the Analog Rytm MKII to the MIDI IN of the device you wish to send data to. Connect the MIDI IN of the Analog Rytm MKII to the MIDI OUT of the device you wish to receive data from. The MIDI THRU port “echoes” the data arriving at the MIDI IN port, and is used for chaining multiple MIDI units together.
4. Switch on all units.

5.2 PLAYING THE FACTORY PRESETS

You find several preset patterns, kits, and Sounds in the Analog Rytm MKII. Follow the instructions below to get started exploring your new instrument.

1. Switch on the Analog Rytm MKII.
2. Press **[PLAY]** to listen to pattern A01.
3. Press **[BANK A] + [TRIG 2]** to select pattern A02, which is the second demo pattern. Pattern A02 starts to play when pattern A01 reaches its end. Press **[BANK A] + [TRIG 3]** to select pattern A03 and so on.
4. Press **[MUTE]** + the **[PAD]** of the drum track you want to mute. Unmute by repeating the procedure.
5. Press **[STOP]** to stop playback.

5.3 USING PERFORMANCE MODE

The PERFORMANCE mode enables each one of the twelve pads to control several PARAMETER page parameters at once. Change many dimensions of one or more drum track Sounds at the touch of a single pad. A set of such parameter locks is called a performance macro, shown with dim green <PADS>. Try out the preset macros:

1. Make sure a pattern is playing.
2. Press the **[PERF]** key to enter PERFORMANCE mode.
3. Press the dim green **[PADS]**. Apply different pressures and hear how the sound of the pattern changes.

5.4 USING SCENE MODE

The SCENE mode turns the twelve pads into instant sound shifters. Similar to a performance macro, several parameters from any track can be changed by pressing a single pad. A scene is a fixed set of parameter values, ready to be activated or deactivated, shown with dim blue <PADS>. A bright blue color pad shows the active scene.

1. Make sure a pattern is playing.
2. Press the **[SCNE]** key to enter SCENE mode.
3. Tap one of the dim blue color **[PADS]** to activate a scene. Tap again to deactivate.

5.5 USING CHROMATIC MODE

Any track Sound may be played chromatically using the 12 pads. The chromatic note pitch is increased linearly for each successive pad pressed: left to right, bottom to top. Twelve successive pads make one octave. The range spans four octaves, middle, one up and two down. The middle octave has sky blue color <PADS>, the two below are of violet and dark blue color, in that order, and the one above is yellow.

1. Select the drum track to play chromatically by pressing **[TRK]** + one of the **[PADS]**.
2. Press the **[CHRO]** key to enter CHROMATIC mode.
3. Play the **[PADS]**. The active track Sound will be pitched differently for each of the 12 pads comprising the middle octave. Reach higher or lower octaves, one row at a time, by pressing **[ARROW]** keys **[UP]** or **[DOWN]**, respectively

5.6 USING MUTE MODE

You can mute the sequencer of any of the twelve drum tracks in this mode. Unlike the CHROMATIC mode, it makes no difference which track is active when this mode is activated. All tracks are accessed simultaneously.

1. Make sure a pattern is playing.
2. Press the **[MUTE]** key to enter MUTE mode.

3. Press any of the **[PADS]** to mute the corresponding track. Press again to unmute. The color of the <PADS> indicates the mute status. Unlit <PADS> are muted. Green <PADS> are audible.
4. Press and hold **[FUNC]** and then any of the **[PADS]** to preselect a mute, or mute/unmute several tracks in one go. Once you release **[FUNC]**, the selected mutes come into effect. Blue colored <PADS> show the preselected mutes.

6. THE SEQUENCER

The sequencer of the Analog Rytm MKII stores beat information in patterns. A pattern controls the playback of the drum tracks, the FX track and various pattern-specific aspects of these.

6.1 SELECTING A PATTERN

1. Press **[BANK A–H]** and then **[TRIG 1–16]** to select bank and pattern

Patterns containing data are indicated by half-bright red **[TRIG]** keys. The currently active pattern is indicated by a full-bright red **[TRIG]** key.

6.2 PATTERN CONTROL

Press **[PLAY]** to start the playback of a pattern. Press **[STOP]** to stop the playback of all tracks. The sound will be cut off, but effects like Delay will continue to be audible until the delay repeats have faded out. Quickly press **[STOP]** twice to stop playback of all tracks and the fade out of the send effects.

When a pattern is playing and **[PLAY]** is pressed the playback will pause. Press **[PLAY]** again to resume the playback.

If a pattern contains more than 16 sequencer steps, the <PAGE> LEDs will indicate this. When a pattern is playing, the currently active pattern page is indicated by a blinking, full-bright, <PAGE> LED

6.3 TRIG TYPES

A trig is a sequencer event that you can place when you want the sequencer to perform an action. There are two types of trigs, note trigs, and lock trigs. Note trigs trig notes, while lock trigs can be used to apply parameter locks without triggering notes. Red **[TRIG]** keys indicate note trigs, and yellow **[TRIG]** keys indicate lock trigs.

6.4 PATTERN RECORDING MODES

The Analog Rytm MKII offers two main modes of inputting trigs when creating a pattern: GRID RECORDING mode and LIVE RECORDING mode. To create a new pattern first select an empty pattern slot in one of the banks.

6.5 USING GRID RECORDING MODE

GRID RECORDING is a method of composing where you use the **[TRIG]** keys to add trigs in the pattern grid.

1. Press **[RECORD]** to enter GRID RECORDING mode. The **[RECORD]** key lights up red to indicate that GRID RECORDING mode is active.
2. Press **[TRK]** + one of the **[PADS]** to select the track to which you want to add trigs.
3. Press the **[TRIG]** keys 1-16 in the sequence desired to place note trigs on the sequencer. In CHROMATIC mode, you can press **[TRIG]** + **[PADS]** to add pitch value to the note trig.
4. To add a lock trig, press **[FUNC]** and **[TRIG]**.
5. Press **[PLAY]** to listen to the sequence.

If the pattern contains more than 16 steps, switch to the pattern page you want to edit by pressing the **[PAGE]** key. A fully lit <PAGE> LED indicates the active pattern page..

6.6 USING LIVE RECORDING MODE

LIVE RECORDING mode is the second method of adding trigs to the tracks. In this recording mode, the **[PADS]** are played in real time to input trigs to the tracks. It is also possible to enter parameter locks in real time.

1. Press and hold **[RECORD]**, then press **[PLAY]** to enter LIVE RECORDING mode. Quickly pressing **[PLAY]** twice while keeping the **[RECORD]** key pressed will activate/deactivate quantization of LIVE RECORDING. The sequencer will start to play, and the **[RECORD]** key will start to flash red.
2. Enter note trigs by playing the **[PADS]**. Key presses on the **[PADS]** will be recorded as note trigs, and the velocity and duration of the key presses will affect the values of the note trigs. Also, the pitch value of the note trig, if CHROMATIC mode is active, will be recorded.
3. Turn the **DATA ENTRY** knobs to record changes to the PARAMETER page settings. The changes are recorded on the sequencer as parameter locks with lock trigs added automatically.
4. Press **[STOP]** to stop both recording and playback of the sequencer.

6.7 PARAMETER LOCKS

Parameter locks is a powerful feature that allows every trig to have its unique parameter values. All note trigs of a track could, for example, have different tune or volume settings. Parameter locks can be applied to both note trigs and lock trigs.

In GRID RECORDING mode, press and hold the **[TRIG]** key of a note trig or a lock trig and then adjust the parameters you want to lock using the **DATA ENTRY** knobs to apply parameter locks. The graphics on the screen becomes inverted for the locked parameter and shows the locked parameter value. The **[TRIG]** key of the locked trig will begin to flash, to indicate that the trig now contains a parameter lock.

Press **[FUNC] + [TRIG]** to enter a lock trig. With a lock trig, you can modulate the sound without triggering a note.

Remove a single parameter lock by holding **[TRIG]** + pressing the **DATA ENTRY** knob of the locked parameter. If you remove a note trig and then enter it again, all parameter locks are erased from the trig.

In LIVE RECORDING mode, turn the **DATA ENTRY** knobs to add parameter locks to the active track. The parameter will be locked accordingly and lock trigs will automatically be placed on the sequencer steps.

6.8 PATTERN MODES

When changing patterns, different modes affecting the way the active pattern will be changed exist. Press **[FUNC]** + **[BANK A-D]** to select PATTERN mode. The <PATTERN MODE> LEDs indicate the selected mode. There are four different PATTERN modes:

SEQUENTIAL will change patterns after the currently playing pattern reaches its end. This mode is the default mode.

DIRECT START will immediately change patterns. The new pattern will start playing from the beginning.

DIRECT JUMP will immediately change patterns. The new pattern will start playing from the position where the previous pattern left off.

TEMP JUMP will immediately change patterns. The new pattern will start playing from the position where the previous pattern left off. It will play the new pattern once and then revert to the pattern that was playing before the change.

7. SAMPLING

Analog Rytm MKII can also sample audio. It can sample audio both from external sources via the AUDIO IN inputs, and internally from the Analog Rytm MKII itself.



7.1 SAMPLING FROM AN EXTERNAL SOURCE

1. Connect your audio source to the **AUDIO IN L/R** inputs of the Analog Rytm MKII.

2. Press **[SAMPLING]** to access the SAMPLING menu and then use **DATA ENTRY** knob **G** to set **SOURCE** to AUD L+R.
3. Keep an eye on the audio input meter and play the audio source and make sure that the volume of the audio source is as strong as possible, but without clipping. Set **MON** to YES to monitor the incoming audio through the Analog Rytm MKII.
4. Again, with an eye on the audio input meter and use **DATA ENTRY** knob **F** to set **THRESHOLD** just above the indicated background noise of the audio source (when it is not playing).
5. Press **[YES]** to arm the sampling and then play the sound source. When the input audio exceeds the set **THRESHOLD** level, sampling will start.
6. Press **[YES]** when you want to stop the sampling.
7. Use the **DATA ENTRY** knobs **A** and **C** to set the parameters **TRIM START** and **TRIM END** to trim the sample to the desired length. You can use the **DATA ENTRY** knobs **B** and **D** to zoom in and out to make it easier to see where to trim the sample. Press **[FUNC] + [YES]** to preview the sample.



8. Press **[YES]** to save the sample.
9. Name your sample and press **[YES]** again to confirm the save.
10. Press one of the **[PADS]** to select the track to where you want to assign the sample.

7.2 ASSIGNING A SAMPLE TO A TRACK FROM THE +DRIVE

You can also assign samples from the +Drive storage in the Analog Rytm MKII to the tracks.

1. Press **[SETTINGS]** to access the SETTINGS menu, and then select SAMPLES and press **[YES]**.
2. Use the **[ARROW]** and **[YES]** keys to navigate to the sample you want to assign, and then press **[YES]** to select the sample.
3. Press **[RIGHT]**, and then select LOAD TO PROJ and press **[YES]** to load the sample to the project.
4. Press **[YES]** to confirm.
5. Press **[SETTINGS]** to exit SETTINGS menu.
6. Press **[TRK] + [PADS]** to select the track to where you want to assign the sample.
7. Press **[SMPL]** to access the SAMPLE parameter page, and then use **DATA ENTRY** knob **D** to select the sample you want to load.
8. Press **[YES]** to load the sample to the track.

8. TECHNICAL INFORMATION

ELECTRICAL SPECIFICATIONS

Impedance balanced audio outputs:

Main outputs level: +15 dBu

Output impedance: 440 Ω unbalanced

Individual outputs:

Output level: +15 dBu

Output Impedance: 440 Ω

Headphones output:

Headphones out level: +15 dBu

Output impedance: 55 Ω

Unbalanced external inputs:

Input level: +15 dBu maximum

Audio input impedance: 9 k Ω

Balanced audio inputs:

Input level: +15 dBu maximum

Audio input impedance: 19 k Ω

Digital S/N ratio: 105 dBFS (20–20,000 Hz)

Unit power consumption: 16 W typical,

22 W maximum.

Recommended power supply: PSU-3b or similar, 12 V DC, 2 A

HARDWARE

128 × 64 pixel OLED screen

MIDI In/Out/Thru with DIN Sync out

2 × 1/4" impedance balanced audio out jacks

1 × 1/4" stereo headphone jack

8 × 1/4" impedance balanced individual track output jacks

2 × 1/4" balanced audio in jacks

2 × 1/4" ext in jacks

2 × 1/4" CV/Expression inputs

48 kHz, 24-bit D/A, and A/D converters

Flash-EEPROM upgradable OS

Electrically isolated USB 2.0 port

PHYSICAL SPECIFICATIONS

Aluminum enclosure

Dimensions: W385 × D225 × H82 mm

(15.2 × 8.85 × 3.3") including knobs, jacks and feet

Weight: approximately 2.4 kg (5.3 lbs)

9. CREDITS AND CONTACT INFORMATION

CREDITS

PRODUCT DESIGN AND DEVELOPMENT

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