

Though it produces entirely different sounds and looks much different than its predecessors, the EMX-1 is still an Electribe at heart. Here are a few key features and tips for you to get up and running and looking like a pro in no time...

(1) **Selecting Patterns and Songs:**

Normal operation like selecting patterns or songs works exactly the same as it does in the previous tribes. Press the PATTERN or SONG button to enter that mode and then turn the value dial to select a pattern or song number. To advance through program numbers in larger increments, hold down the SHIFT button while turning the value dial.

***Note:** If you press the **Tempo Lock** key next to the display when you change Patterns, the tempo will stay the same. Leave it set to **Off**, and the tempo will jump to the proper BPM for each Pattern.*

(2) **Grid Matrix-style editing:**

The EMX-1 uses the same type of grid matrix style editing as the previous 'tribes - press the button of the mode (PATTERN, PART EDIT, etc.) and then press the arrow up or down buttons to see different pages in that mode. The screen will show you what page you have selected and the value of the parameter you are editing. Some functions which were previously assign to the step keys (using the SHIFT button) are now on either the PATTERN or PART EDIT pages, so check there first for things like SWING and Pattern LENGTH.

(3) **Part Editing:**

The PART COMMON, MODULATION, SYNTH OSCILLATOR and SYNTH FILTER sections work just like the EM-1 does. If you want to adjust parameters in any of these sections for a sound, you must first select the part it is assigned to. For example, if you wanted to tweak the filter on a bass sound that is on SYNTH PART 3, you must press the SYNTH PART 3 button *BEFORE* you twist any knobs in the SYNTH FILTER section. This also applies to the ARPEGGIATOR section.

(4) The Arpeggiator:

Speaking of the ARPEGGIATOR section, it is very easy to show and is one of the most instant “wow” factors of the EMX-1. Select any pattern and any SYNTH PART, and then work the ribbon and slider with a fury (don’t press or move the ribbon or slider too hard, they are not easily replaceable! Everything you do on the ARPEGGIATOR will always be in key and in time with any of the PRESET patterns. If you would like to demonstrate how to use the ARPEGGIATOR to create patterns from scratch, make sure to select a scale type (from the PATTERN matrix-style menu below the display) and also play the root note(s) on the selected SYNTH PART first. I also find it cool to select a bass part (usually SYNTH PART 1) and turn up the PITCH/GLIDE knob to about 9 o’clock or more, then work the ribbon and slider to get “rubber band” bass lines.

(5) The Effect Section:

The EFFECT section can be one of the easiest places for you to get lost very quickly. First rule of thumb to remember is to look at which effect is selected (FX 1, FX 2 or FX 3) by looking at which LED is lit. You can tell which effect is assigned to each by pressing the EDIT SELECT button in the EFFECT section. Once you have selected an effect it’s as easy as twisting the FX EDIT knobs to change the parameters. Remember that for you to hear an effect on the part you must select which effect it is routed to in the PART COMMON section, and also make sure that the FX SEND button is on for that part.

(6) Selecting Samples:

If you want to select different samples in the DRUM PART sections, you must select the part first (just like in section 3 above), then press the PART EDIT button and make sure you are on the first page (WAVE). Then just use the value dial to scroll through the different samples. The same applies for selecting different waveforms or samples for any of the SYNTH OSCILLATOR selections on the SYNTH PARTS.

(7) The Tube Gain Knob:

As a rule of thumb, I like to start my demo of the unit with the TUBE GAIN knob off and then after showing the other great features, turn it up so they can hear the difference. ***A word of caution: Make sure to back off on the MASTER VOLUME as you increase the TUBE GAIN since the output level will increase.***

(8) *The Auto BPM Scan Function:*

If you are going to demonstrate the AUTO BPM SCAN feature, make sure you use a song with a good strong beat (usually something 4 on the floor like techno, house or trance), but realize that the EMX-1 will not find the 1 of the beat and start playing in sync with it. You must press play on the EMX-1 at exactly the right time, so proceed with caution if you want to demo this. Be sure to show the TAP TEMPO function in any case!!

(9) *Additional Tricks:*

Some things to show off the sonic possibilities of the EMX-1 are to play with the new improved SYNTH FILTER (with Drive), MODULATION (especially using the BPM SYNC function) and the GRAIN SHIFTER effect. To properly demo the GRAIN SHIFTER, you must first assign it to all the DRUM PARTS.

These tips should get people interested and excited about the EMX-1, and you will probably come up with some of your own as you play with your unit (heh heh). Share any tips you may have with the rest of us and let's go unleash this beast on the world and let it tear up some groovebox ass!

“Top Ten” Patterns to Demonstrate:

**A05 House 1
A09 NuSkIBr2
A10 DnB1
A16 HipHop3
A28 R&B2
A32 IDM1
A41 Electro2
A53 Minimal2
B16 Trance 4
C49 Fjazz2**