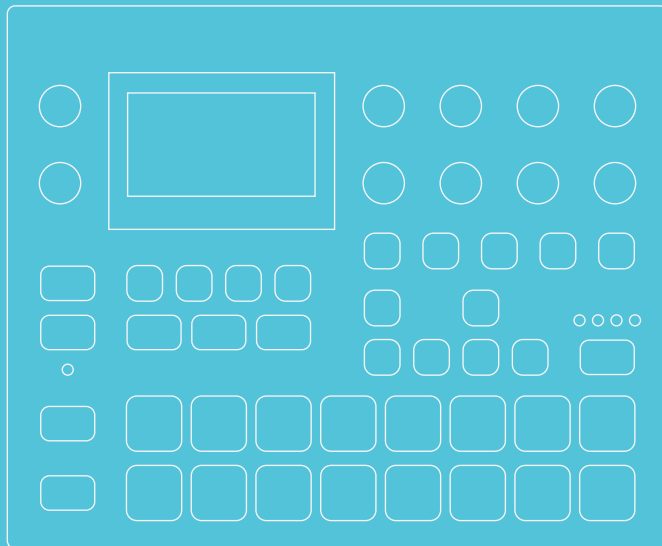# Digitakt

Beat making powerhouse

elektron

Ƶelektron

Digitakt

THANK YOU

Thank you for purchasing Digitakt. Digitakt is a new compact drum machine and sampler from Elektron. It contains all the necessary tools to make people move to the beat. A digital and highly flexible sound engine, sampling capability, a live-friendly sequencer, the means to control external MIDI gear, and Overbridge support.

Drum machines are something of an Elektron specialty. With the Digitakt we show why.

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

We wish you a happy digital experience. Have fun!

- The Elektron Team

IMPORTANT SAFETY INSTRUCTIONS

1. Do not use the 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 before doing this. Only reconnect them when the product is safely dry.
3. Install in accordance with the manufacturer's instructions. Make sure you place the unit on a stable surface before use.
4. Connect the unit to an easily accessible electrical outlet close to the unit.
5. When transporting the unit, preferably use accessories recommended by the manufacturer or the box and padding the unit was originally shipped in.
6. Do not install near any heat sources such as radiators, heat registers, stoves, or any other appliance (including amplifiers) emitting heat.
7. Do not put the PL-2S Protective Cover (Elektron accessory) on the unit while the unit is powered on.
8. This product, in combination with an amplifier and speakers or headphones, is capable of producing sound levels that can cause permanent hearing loss. Do not operate for a long period of time at a high volume level or at a level that is uncomfortable.
9. Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles, and the point where they exit from the unit.
10. Only use attachments/accessories specified by the manufacturer.
11. Unplug this unit during lightning storms or when it is not used for an extended time.
12. 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 40°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 signal will be sent to all audio outputs of the Digitakt 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 all audio outputs. 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.

TABLE OF CONTENTS

1. INTRODUCTION

1.1 CONVENTIONS IN THIS MANUAL

The following conventions are used throughout the manual:

Key names are written in upper case, bold style and within brackets. For instance, the key labeled "FUNC" on the main panel is written as **[FUNC]**.

Knobs are written in upper case, bold, italic letters. For instance, the knob "Level/Data" is called ***LEVEL/DATA***.

LED indicators like the Chromatic LED are written like this: <CHROMATIC>.

Menu names are written in upper case letters. The SETTINGS menu is an example of that.

Parameter names and certain menu options where settings can be made or actions performed are written in bold, upper case letters. For example, **VOL**.

Upper case letters are used for parameter setting alternatives. For example, OFF.

Messages visible on the screen are written in upper case letters with quotation marks. For example, "QUANTIZE LIVE REC".

2. PANEL LAYOUT AND CONNECTIONS

2.1 FRONT PANEL CONTROLS
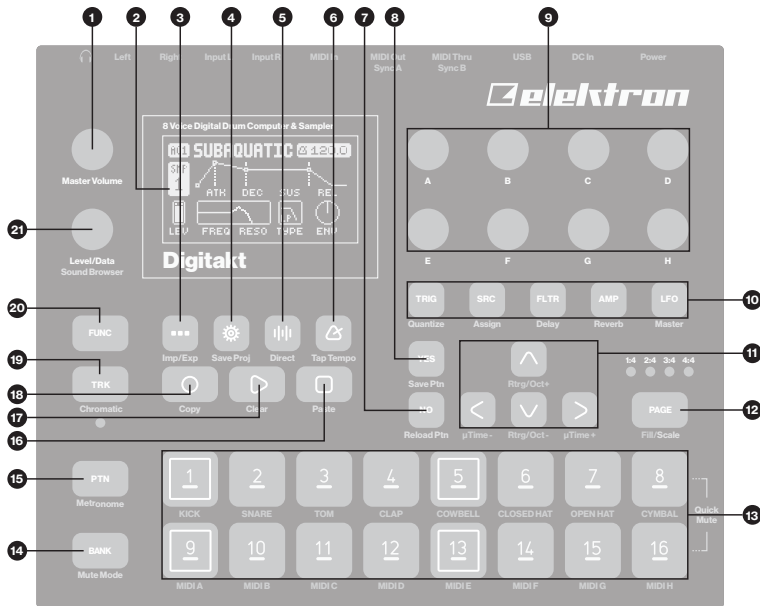
1. *MASTER VOLUME* sets the volume for the main outputs and the headphones output.

2. Screen.

3. **[PATTERN MENU]** opens the PATTERN menu, where pattern management is located. The secondary function accesses the Import/Export menu.

4. **[GLOBAL SETTINGS]** ☀ contains the management of projects, MIDI configuration, and the System settings. The secondary function saves the current project.

5. **[SAMPLING]** 🎙 opens the SAMPLING menu, where you perform the sampling. The secondary function starts Direct Sampling.

6. **[TEMPO]** 🎵 opens the TEMPO menu, where you can adjust the global/pattern tempo and also adjust the swing. The secondary function makes it possible to tap the tempo.

7. **[NO]** key. Used for exiting an active menu, backing one step and negating. The secondary function is to temporary reload the active pattern.

8. **[YES]** key. Used for entering sub-menus, selecting and confirming. The secondary function is to temporary save the active pattern.

9. *DATA ENTRY* knobs *A-H*. Used for setting parameter values. Press and turn the knobs to change values in larger increments.

10. **[PARAMETER]** keys access the PARAMETER pages of the active track. The color of the keys indicates if the page is active (red/orange) or inactive (off).
    • **[TRIG PARAMETERS]** accesses parameters such as **NOTE**, **VELOCITY**, and other trig related parameters. The secondary function accesses the QUANTIZE menu.
    • **[SRC]** takes you to the SOURCE page that deals with sample playback on audio tracks. For MIDI tracks this page has parameters such as **CHANNEL**, **PROGRAM**, and **AFTERTOUCH**. The secondary function accesses SAMPLE SELECT.
    • **[FLTR]** accesses the FILTER page. Here you find parameters for the multimode filter and its filter envelope for the audio tracks. The secondary function accesses the DELAY page.
    • **[AMP]** takes you to the AMP page, where you find parameters for the amplitude envelope and effect sends. On MIDI tracks you find the CC settings here. The secondary function accesses the REVERB page.
    • **[LFO]** accesses the LFO parameters for the active track. The secondary function accesses the MASTER pages.

11. The **[ARROW]** keys. Used for navigation and for setting some parameter values. In menus, they are called **[UP]**, **[DOWN]**, **[LEFT]** and **[RIGHT]**.

12. **[PAGE]** selects the active pattern page, if the pattern is made up of more than 16 steps.

The <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 currently playing. The secondary function accesses the SCALE menu. Pressing this key also activates Fill Mode (when GRID RECORDING mode is not active).

13. **[TRIG]** keys are used for entering or removing sequencer trigs, and parameter locks, in combination with the *DATA ENTRY* knobs. They are also used to select a track, bank, and pattern, in combination with the **[TRK]**, **[PTN]**, and **[BANK]** keys. The **[TRIG]** keys are also used as a keyboard in CHROMATIC mode. The secondary function is to Quick Mute tracks.
The **[TRIG]** keys lights indicate trigs on the sequencer by lit red keys, while flashing red keys indicates parameter locks, in GRID RECORDING mode. When a pattern is playing, or when LIVE RECORDING is enabled, a light "runs" along the 16 steps of the sequencer across all (up to four) pages at the set tempo.

14. **[BANK]** selects bank A–H in combination with the **[TRIG 9–16]** keys. The secondary function accesses the MUTE Mode.

15. **[PTN]** selects pattern 1–16 in combination with the **[TRIG 1–16]** keys. The secondary function opens the METRONOME menu.

16. **[STOP]** stops playback. The secondary function is the paste operation.

17. **[PLAY]** starts the sequencer playback. The secondary function is the clear operation.

18. **[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 the copy operation.

19. **[TRK]** key. Press **[TRK]** + one of the **[TRIG]** keys to select a track for editing. The secondary function accesses the CHROMATIC mode.

20. **[FUNC]** key. Press, hold and press another key to access the secondary function of that key. The secondary functions are written in orange on the Digitakt front panel.

21. *LEVEL/DATA* sets the overall volume level of the active track. It is also used for setting parameters and scrolling through lists. The secondary function opens the SOUND BROWSER.

2.2 REAR PANEL CONNECTIONS
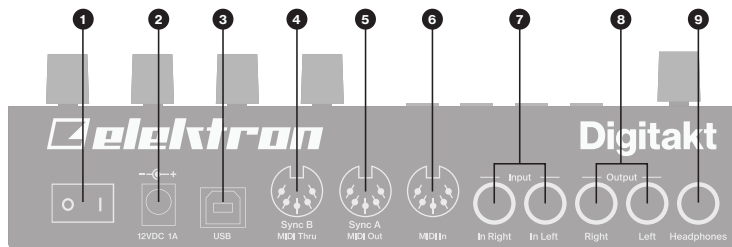
1. **POWER,** Switch for turning the unit on and off.
2. **DC In,** Input for power supply. Use the included PSU-3b power adapter, connected to a power outlet.
3. **USB,** For connecting the unit to a computer. For MIDI-control or Overbridge use. Use the included A to B USB 2.0 connector cable to connect to a computer host.
4. **MIDI THRU/SYNC B,** Forwards data from MIDI IN. Can also be configured to send DIN sync to legacy instruments. Use a standard MIDI cable to connect another MIDI device in the chain.
5. **MIDI OUT/SYNC A,** MIDI data output. Can also be configured to send DIN sync to legacy instruments. Use a standard MIDI cable to connect to MIDI In of an external MIDI device.
6. **MIDI IN,** MIDI data input. Use a standard MIDI cable to connect to MIDI Out of an external MIDI device.
7. **INPUT L/R,** Audio inputs. Use a 1/4" mono phone plug (unbalanced connection).
8. **OUTPUT L/R,** Main audio outputs. Use either 1/4" mono phone plug (unbalanced connection) or 1/4" (Tip/Ring/Sleeve) phone plug (balanced connection).
9. **HEADPHONES,** Audio output for stereo headphones. Use 1/4" (Tip/Ring/Sleeve) phone plug.

2.3 SETTING UP AND STARTING DIGITAKT

Make sure you place the Digitakt 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 Digitakt to other devices.

1. Plug the supplied DC adapter to a power outlet and connect the small plug to the 12 V DC In on the Digitakt.

2. Connect OUTPUT L/R from the Digitakt to your mixer or amplifier.

3. To control the Digitakt from a computer, connect a USB cable between the computer and the USB connector of the Digitakt.

4. If you want to use MIDI to control the Digitakt, connect the MIDI OUT port of the device you wish to send data from to the MIDI IN port of the Digitakt. The MIDI THRU port duplicates the data arriving at the MIDI IN port, so it can be used for chaining MIDI units together. If you want to use Digitakt to control other devices using MIDI, connect the MIDI OUT port of the Digitakt to the MIDI IN port of the of the device you want to control.

5. If you want to sample audio from external sources, connect the audio source to INPUT L/R or via USB.

6. Switch on all units. Switch on the Digitakt by pressing the Power switch located at the back of the unit.

3. SOUND ARCHITECTURE

The illustrations below show the Digitakt sound architecture, with its eight audio voices, two send effects (delay and reverb), and master effect (compressor).

3.1 AUDIO VOICES
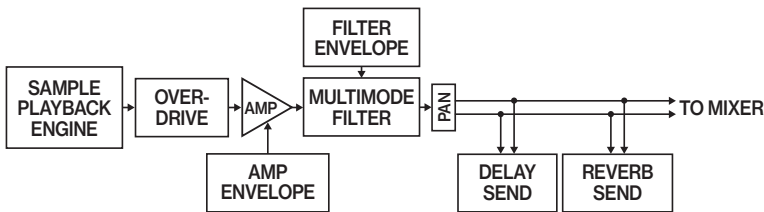
3.2 EFFECTS
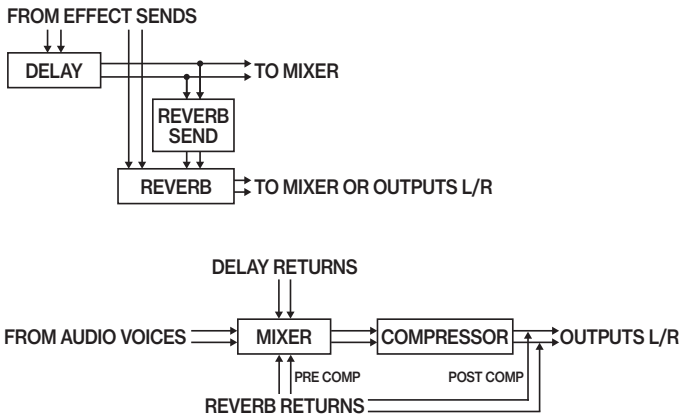
4. THE USER INTERFACE

The screen shows all the information needed for real-time interaction and editing on the Digitakt. The eight *DATA ENTRY* knob parameters shown will vary depending on the given situation. Below is the main interface screen of the SRC page.
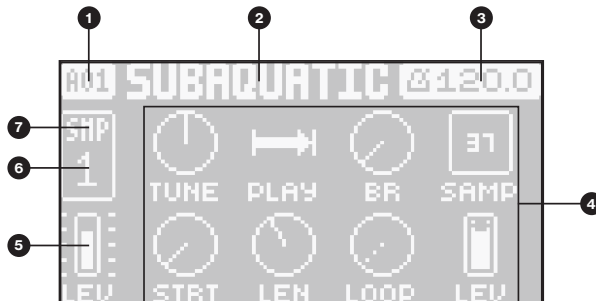
1. The current bank and pattern.
2. The current pattern name.
3. The current tempo.
4. Eight track parameters. They show what the *DATA ENTRY* knobs control and their current parameter values.
5. The main volume setting of the active track. Use the *LEVEL/DATA* knob to change the volume setting.
6. The current track number/letter.
7. Track type. Audio (SMP) track or MIDI (MID) track.

4.1 SCREEN NAVIGATION

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

[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 *DATA ENTRY* knobs are used 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. Some of the parameters on the screen tell you what *DATA ENTRY* knob controls that particular parameter. For example "(E)".

- The parameters are adjusted in larger increments if you press down the *DATA ENTRY* knob while turning it. This makes it quicker to sweep through the whole parameter range.

- Press *DATA ENTRY* knob + **[NO]** to reset the parameter to the default value.

- Press **[PARAMETER]** key + **[PLAY]** to reset all the parameters in the selected parameter page to default values.

- Press and hold a **[PARAMETER]** key to see the exact values of the parameters.

4.3 PARAMETER VALUE JUMP

Pressing **[FUNC]** while editing certain parameters will make the parameter values jump to appropriate positions. The time of the Delay, for example, doubles and halves the value, while the sample tuning will jump in whole 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. For some key combinations, it is also possible to access a sub-menu by pressing and holding **[FUNC]** + second key for a second.

4.5 QUICK SCROLLING

Scroll through menus using the *LEVEL/DATA* 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. Pressing **[FUNC]** + **[REC]** to copy. Press **[FUNC]** + **[STOP]** to paste. Press **[FUNC]** + **[PLAY]** to clear. Paste and clear operations is undone by repeating the key press combination. See the different sections in the Digitakt User Manual for more information on when these commands are available..

4.7 THE NAMING SCREEN

The naming method is identical for the various naming situations that appear when you save samples, sounds, projects et cetera.

The **[LEFT]** and **[RIGHT]** arrow keys are used to navigate between the characters. Turning the *LEVEL/DATA* knob or pressing the **[UP]** or **[DOWN]** arrow keys selects the characters. **[FUNC]** + **[NO]** will erase letters. Press and hold **[FUNC]** to access the pop-up naming menu.

4.8 OVERBRIDGE

The Overbridge software suite enables a tight integration between the Digitakt and a computer DAW.

When using Overbridge, the user interface for the Digitakt will present itself as a clearly laid out plug-in window in your DAW. Access, edit, or 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 convenient total recall functionality.

To use Overbridge, you need a Digitakt, a USB cable, a computer running Overbridge, and a DAW.

Read more about Overbridge for Digitakt on the Elektron website.

Please read the Overbridge User Manual (available on the Elektron website in the Support section) to learn more about its setup, uses, and capabilities.

4.9 CLASS COMPLIANT DEVICE

The Digitakt is a class compliant device (also known as plug-and-play). It means it does not require any extra drivers to connect to your computer or other USB class compliant hosts.

The Digitakt can, therefore, stream audio and MIDI directly over USB to and from supported computers/phones/tablets. It opens up several exciting possibilities of what you can do with your device, for example, record audio from your device directly over USB in your DAW.

5. EXPERIMENTING WITH PATTERNS

5.1 PLAYING THE FACTORY PRESETS

You can find a number of preset patterns, Sounds, and samples in the Digitakt. Follow the instructions below to get started exploring your new instrument.

1. Press **[BANK]** and then press **[TRIG 9]** key to select bank A. The screen reads "BANK A : SELECT PTN".

2. Press **[TRIG 1]** key to select the first pattern of bank A.

3. Press **[PLAY]** to listen to pattern A01.

4. Press **[PTN]** and then press **[TRIG 2]** key to select pattern A02. It will start once pattern A01 has reached its end. Select pattern A03 by pressing **[PTN]** and then press **[TRIG 3]** key, and so on.

5. Press **[STOP]** to stop playback.

5.2 USING CHROMATIC MODE

You can use the **[TRIG]** keys to play any audio track sample chromatically.

1. Select the audio track to play chromatically by pressing **[TRK]** + one of the **[TRIG 1–8]** keys.

2. Press **[FUNC] + [TRK]** to enter CHROMATIC mode. The **[TRIG]** keys will light up in a pattern that resembles an octave of a piano keyboard layout. Only lit keys are playable.

3. Play the **[TRIG]** keys. The active track Sound will be pitched differently for each of the playable keys. Press the **[ARROW]** keys **[UP]** or **[DOWN]**, to transpose the virtual keyboard up or down one octave.

5.3 USING MUTE MODE

You can mute any of the sequencer tracks in this mode. Unlike CHROMATIC mode, it makes no difference which track is active when this mode is activated. You can access all tracks simultaneously.

1. Make sure a pattern is playing.

2. Press the **[FUNC]** + **[BANK]** key to enter MUTE mode.

3. Press any of the **[TRIG]** keys to mute the corresponding track. Press again to unmute. The color of the **[TRIG]** keys indicates the mute status. Unlit keys are muted tracks. Green keys are active tracks.

5.4 TEMPO

To change the BPM setting, open the TEMPO menu by pressing the **[TEMPO]** key. Use the *LEVEL/DATA* knob to change tempo. Pressing the knob while turning it changes the tempo eight BPM at a time. The **[ARROW]** keys **[UP]** or **[DOWN]** change the tempo in fractional steps. Note that you can set both a tempo and a separate tempo for every pattern. On the main interface screen, press and hold **[ARROW]** keys **[LEFT]** or **[RIGHT]** to nudge the tempo 10% up or down temporarily. Release the key to revert to the original tempo.
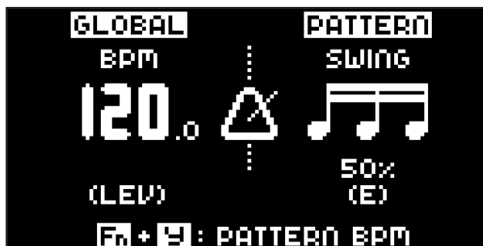
6. ABOUT THE TRACKS

6.1 THE AUDIO TRACKS

The Digitakt has eight audio tracks. Each audio track contains one sound and the parameter settings in the PARAMETER pages TRIG, SRC, FLTR, AMP, and LFO.

To select an audio track to edit, press and hold **[TRK]** key and then press one of the **[TRIG 1–8]** keys.

6.2 THE MIDI TRACKS

The Digitakt also has eight dedicated MIDI tracks. The MIDI tracks are used to control external MIDI-equipped gear. Each MIDI track can trigger a chord of up to 4 notes with adjustable parameters such as velocity and length, control pitch bend and aftertouch as well as 8 freely assignable MIDI control change parameters (MIDI CCs).

The MIDI tracks function almost the same way as the Audio tracks, with features such as parameter locks, LFO modulation, micro timing, trig conditions, individual track length and time signature settings.

To select a MIDI track to edit, press and hold **[TRK]** key and then press one of the **[TRIG 9–16]** keys.

6.3 EDITING THE TRACKS

The five **[PARAMETER]** keys open parameter pages that are used for editing the tracks. The TRIG page contains different parameters such as **NOTE**, **VELOCITY**, and other trig related parameters. The SRC page hosts the parameters that deal with sample selection and editing of samples on audio tracks. For MIDI tracks this page has parameters such as **CHANNEL**, **PROGRAM**, and **AFTERTOUCH**. On the FLTR page, you find parameters for the multimode filter and its filter envelope for the audio tracks. The AMP page for audio tracks hosts parameters for the amplitude envelope and effect sends. On MIDI tracks you find the CC settings here. Finally, the LFO page hosts LFO parameters for the active track. Use the *DATA ENTRY* knobs *A-H* to edit the corresponding parameters. Press and turn a knob to adjust its parameter in larger increments.

7. THE SEQUENCER

The Digitakt's sequencer stores its information in patterns. A pattern controls the playback of the audio tracks and the MIDI tracks by the trigs entered on the sequencer.

7.1 SELECTING A PATTERN

1. Press **[BANK]** + **[TRIG 9–16]** key to select bank A–H.
2. Press **[PTN]** + **[TRIG 1–16]** key to select pattern 1–16.

Patterns containing data are indicated with white **[TRIG]** keys. The currently active pattern is indicated by a red **[TRIG]** key. Empty pattern slots are indicated with unlit **[TRIG]** keys.

7.2 PATTERN CONTROL

Press **[PLAY]** to start the playback of a pattern. Press **[PLAY]** again to pause. Press **[STOP]** to stop the playback. The audio will be cut off, but effects like the delay will continue to be heard 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.

If you change patterns during playback, the patterns will change after the current playing pattern reaches its end.

7.3 PATTERN RECORDING MODES

The Digitakt 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.

7.4 TRIG TYPES

You can use two types of trigs, note trigs and lock trigs, in the RECORDING modes. Note trigs trig Sounds or MIDI notes on the chosen track while lock trigs can be used to apply parameter locks without trigging notes. Note trigs are indicated by red **[TRIG]** keys and lock trigs are indicated by yellow **[TRIG]** keys. Unlit **[TRIG]** keys indicates steps that does not contain any trigs.

7.5 THE TRIG PAGE

Press **[TRIG]** to specify the general trig actions for the active track. Use the *DATA ENTRY* knobs to change settings. Note that parameter locked trig settings will override the general settings.

7.6 GRID RECORDING MODE

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

1. Enter GRID RECORDING mode by pressing the **[REC]** key. The **[REC]** key lights up red to indicate that GRID RECORDING mode is active.

2. Select the track to which you want to add trigs by pressing and holding **[TRACK]** and then one of the **[TRIG]** keys. The active track is indicated by a red **[TRIG]** key.

3. Place note trigs on the sequencer using the sixteen **[TRIG]** keys. To add a lock trig, press **[FUNCTION]** and **[TRIG]**. Lock trigs may be entered on any step of the sequencer, including ones containing note trigs. Quickly pressing the **[TRIG]** key of any of the trigs entered will remove the trig. Pressing a **[TRIG]** key of a trig and holding it slightly longer will prepare the trig for editing, rather than removing it.

4. Select another track, and add note trigs and lock trigs. Repeat the procedure for all the tracks you want to use.

5. Press **[PLAY]** to listen to the sequence.

7.7 LIVE RECORDING MODE

LIVE RECORDING mode is the second method of adding trigs to the tracks. In this recording mode, all the **[TRIG]** keys 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. (Press **[PLAY]** twice while keeping the **[RECORD]** key pressed to activate/deactivate automatic quantization.) The sequencer will start to play, and the **[RECORD]** key will start to flash red.

2. Enter trigs to all tracks of the sequencer in real time by tapping the **[TRIG]** keys.

3. Press **[PLAY]** to exit LIVE RECORDING mode while keeping the sequencer playing. If LIVE RECORDING mode is active and **[RECORD]** is pressed, GRID RECORDING mode will be activated.

4. Press **[STOP]** to stop both recording and playback of the sequencer.

7.8 STEP RECORDING MODE

STEP RECORDING is a quick and straightforward method of placing trigs on the sequencer. In this recording mode, you insert notes by pressing the **[TRIG]** keys or via an external MIDI controller. The sequencer then captures the note and automatically advances to the next step.

1. Press **[RECORD]** + **[STOP]** to enter STEP RECORDING mode. The **[RECORD]** key starts to double-blink red.

2. Press a **[TRIG]** key to select the active step to where you want to start to add trigs.

3. Press **[FUNC]** + **[TRIG]** to add a note trig to the selected step. The active step automatically advances to the next step.

4. To remove a trig or to add a rest (no trig), press the **[TRIG]** key for the trig that you want to remove or add a rest to, and then press **[NO]**.

7.9 PARAMETER LOCKS

Parameter locks enable all trigs to have their own unique parameter values. The note trigs of an audio track can, for example, have different pitch, amp or filter settings. It is possible to parameter lock all parameters found on the PARAMETER pages, and you can apply parameter locks to all types of tracks.

In GRID RECORDING and STEP RECORDING mode, press and hold the **[TRIG]** key of a 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.

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

7.10 PATTERN SCALE

It is possible to change the length and timing of the pattern. The leftmost figure on the screen shows the number of steps in the pattern. The total length which is shown on the right determines the maximum number of steps. The rightmost figure controls the time signature of the pattern. If you use 17 steps or more in a pattern, the **[PAGE]** key can is to toggle between the different pattern pages when in GRID RECORDING mode.

1. Press **[FUNC]** + **[PAGE]** to access the scale menu.
2. Use the **[ARROW]** keys **[LEFT]** and **[RIGHT]** to toggle between step length and scale.
3. Use the **[ARROW]** keys **[UP]** and **[DOWN]** to change the settings. You can also use the *LEVEL/DATA* knob to change settings.

7.11 PATTERN SWING

Adjust the swing setting of the pattern, to employ a propulsive, rhythmic groove.

1. Press **[TEMPO]** to access the tempo/swing menu.
2. Set the **SWING** ratio from 50% to 80%, by turning *DATA ENTRY* knob *E*. The default setting is equal spacing, 50%.

8. SAMPLING

Digitakt can also sample audio. It can sample audio from external sources via the external inputs or USB, and it can also sample audio internally from the Digitakt itself.

8.1 SAMPLING FROM THE EXTERNAL INPUTS

1. Connect your audio source to the **INPUT L/R** inputs of the Digitakt.
2. Press **[SAMPLING]** to access the SAMPLING menu and then use *DATA ENTRY* knob *G* to set **SOURCE** to EXT 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 Digitakt.
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.

```
YES: TRIM       Fn+YES: PREVIEW
NO: CLOSE       Fn+NO: DISCARD
```

8. Press **[YES]** to save the sample.
9. Name your sample and press **[YES]** again to confirm the save.
10. Press **[TRACK 1–8]** to select the track to where you want to assign the sample.

8.2 ASSIGNING A SAMPLE TO A TRACK FROM THE +DRIVE

You can also assign samples from the +Drive storage in the Digitakt to the tracks.

1. Press **[GLOBAL SETTINGS]** to access the SETTINGS menu, and then select SAMPLES and press **[YES]**.
2. Use the **[ARROW]** 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 copy and load the sample to the project.
4. Press **[YES]** to confirm.
5. Press **[FUNC]** + **[GLOBAL SETTINGS]** to exit SETTINGS menu.
6. Press **[TRACK]** + **[TRIG 1–8]** to select the track to where you want to assign the sample.
7. Press **[SRC]** access the SOURCE menu, 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.

8.3 SAMPLE PLAYBACK

Once the sample is assigned to a track it can be triggered either by the sequencer or manually by pressing a **[TRIG]** key. You also have to ability to set the sample's play mode and edit what portion of the sample is played.

1. Press **[SRC]** to access the SOURCE page.

2. Use *DATA ENTRY* knob *B* to set the **PLAY MODE** behavior of the sample.

   • **REVERSE** The sample will be played back in reverse once every time it is trigged.

   • **REVERSE LOOP** The sample will loop continuously in reverse between Loop Position and Length. How long it will loop for is set with the LEN parameter on the TRIG page The loop time is also constrained by the AMP page envelope parameter settings **HLD** and **DEC**.

   • **FORWARD LOOP** The sample will loop continuously between Loop Position and Length. How long it will loop for is set with the LEN parameter on the TRIG page. The loop time is also constrained by the AMP page envelope parameters **HLD** and **DEC**.

   • **FORWARD** The sample will be played back once every time it is trigged.

3. Use *DATA ENTRY* knobs *E*, *F*, and *G* to set the **STRT**, **LEN**, and **LOOP** parameters which define what portion of the sample is played. Press **[SRC]** twice to access SRC page 2, in order to more easily see these settings using the sample waveform.

• **STRT** Start sets the start position for the playback of the sample.

• **LEN** Length sets the length of the playback of the sample. Start + Length effectively defines the end point of the portion of the sample that is played.

• **LOP** Loop Position sets the position in the sample to where playback will return after reaching the Length Position (defined by **STRT** + **LEN**) if **PLAY MODE** is set to FORWARD LOOP or REVERSE LOOP. The sample then loops between the end of **LEN**, and **LOOP.**

The **STRT**, **LEN**, and **LOOP** parameters.
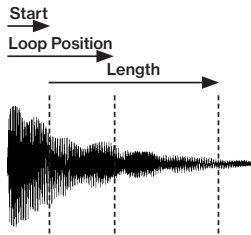
FORWARD LOOP play mode.
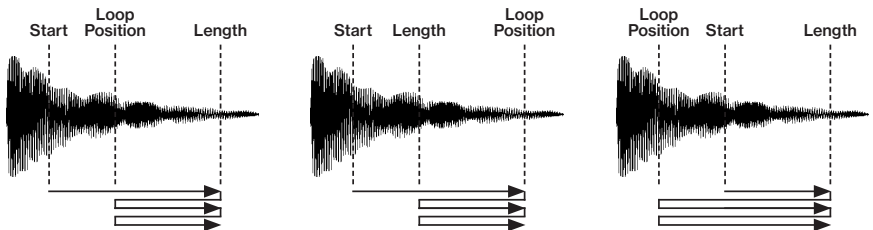
9. TECHNICAL INFORMATION

ELECTRICAL SPECIFICATIONS

Impedance balanced audio outputs
Main outputs level: +22 dBu peak
Output impedance: 440 Ω unbalanced
Digital S/N ratio: 108 dB (20–20,000 Hz)

Headphones output
Headphones out level: +22 dBu peak
Output impedance: 55 Ω

Balanced audio inputs
Input level: +19 dBu peak
Audio input impedance: 11 kΩ
Digital S/N ratio: 110 dB (20–20,000 Hz)

Unit power consumption: 7 W typical
Compatible Elektron power supply: PSU-3b

HARDWARE

128 × 64 pixel OLED screen
MIDI In/Out/Thru with DIN Sync out
2 × 1/4" impedance balanced audio out jacks
2 × 1/4" audio in jacks
1 × 1/4" stereo headphone jack
48 kHz, 24-bit D/A and A/D converters
Electrically isolated hi-speed USB 2.0 port
Power inlet: Center positive 5.5 × 2.5 mm barrel jack, 12 V DC, 1 A

PHYSICAL SPECIFICATIONS

Sturdy steel casing
Dimensions: W 215 × DJ5176 × H 63 mm (8.5" × 6.9" × 2.5") (including knobs and feet)
Weight: approximately 1.45 kg (3.2 lbs)
100 × 100 mm VESA mounting holes. Use M4 screws with a max length of 7 mm.
Maximum recommended ambient operating temperature: +40˚C (+104˚F)

10. CREDITS AND CONTACT INFORMATION

CREDITS

PRODUCT DESIGN AND DEVELOPMENT
Oscar Albinsson
Ali Alper Çakır
Oscar Dragén
Magnus Forsell
Anders Gärder
Fabian Hundertmark
Christer Lindström
Jimmy Myhrman
Jon Mårtensson
David Revelj
Mattias Rickardsson

ADDITIONAL DESIGN
Johan Damerau
Ufuk Demir
Thomas Ekelund
Simon Mattisson
Olle Petersson
Cenk Sayınlı

DOCUMENTATION
Erik Ångman

CONTACT INFORMATION

ELEKTRON WEBSITE
http://www.elektron.se

OFFICE ADDRESS
Elektron Music Machines MAV AB
Banehagsliden 5
SE-414 51 Gothenburg
Sweden