

Electribers.com

info@leondustar.nl

Electribrary volume 3

Last updated: September, 2020



Congratulations with your purchase of **Electribrary volume #3**, a starting template for highly efficient livesets for the Electribe SX.

Thanks for supporting the awesome electriber-scene.

Requirements

- a computer (win/mac/linux)
- a SD- or smartmedia reader (USB)
- an SD- or smartmedia card (6MB free)
- Electribe SX

What's inside?

- ~64 note-samples
- ~64 drum-samples
- 122 waveforms (for keyboard parts, to be used as slices)
- in total ~250 samples but they occupy only 3 sample-slots (=253 free sample-slots)
- 64 samples per channel using startpoint-parameter (instead of 1 sample per channel)
- optimized for low memory consumption (92% free memory, perfect for multi-livesets)
- Template patterns to use as a starting point



Files in the zip

comment

3_ELEC.ESX	Electribrary volume #3
bonus/1_ELEC.ESX	Electribrary volume #1 (BONUS)
bonus/korgdrums	Some original korg drum samples as a backup
video	Folder with all / extra in-depth videos

Now follow the included **backup-install** video, which can also be found at <https://www.youtube.com/watch?v=NDgD7A04atI>

Videos

The uncut video's can be found in the zip.

They contain more explanation on how patterns can be used / changed.

In order to not repeat the same explanation, some video's (like PSY)

contains little/no explanation.

NOTE: use VLC video player (<https://www.videolan.org/vlc/index.html>) in case your smartphone or laptop cannot play the videos.

IMPORTANT: To record/change samples on the fly, select 'all' in the 'part edit' mode instead of a slice ('001' etc). Then automate the startpoint-offset (in step mode or during record) to change samples, (make sure 'smooth' or 'trig hold' is selected).

Korgdrums-folder

Electribrary volume #2 (<https://gum.co/pBHE>) is a more drum-heavy release, which dives more into percussion.

However, as a **BONUS**, you can still use some original ESX drums, in case you would need them.

You can upload in these drum samples into the root-folder of your SD/Smartmedia card.

Then, on your Electribe SX, you can import them into your electribe #3 liveset, by pressing:

shift+16 (global) -> load -> WAV -> (select sample and press play to preview) -> step 16

Electribrary volume #1

As a **BONUS**, **volume #1** is also included.

This means extra looped sounds, can be imported into your **Electribrary #3** liveset.



You can load these looped sounds into your liveset, by pressing:

shift+16 (global) -> load -> ESSample -> 1_ELEC.ESX -> (choose) -> press step 16

Live strategy: THEME'S / SPC



Electribrary #3 uses **THEME's**, which is basically a naming convention for patterns to enable **SYMBOLIC PATTERN-CHAINING (SPC)**.

A **THEME** consist of multiple pattern names, which contain **symbols** to inform the live performer (=you):

Pattern	meaning
A01 Techno>	first pattern of theme, usually a break or intro
A02 Techno<	last pattern of theme, usually a beatdrop or outro

Symbols

Symbol	meaning
>	the next pattern is a follow-up pattern.
<>	you can switch to next or previous pattern
<	this is the last pattern of this theme.

This symbol-strategy is very powerful, and works for all grooveboxes, **even if they don't support** pattern chaining.

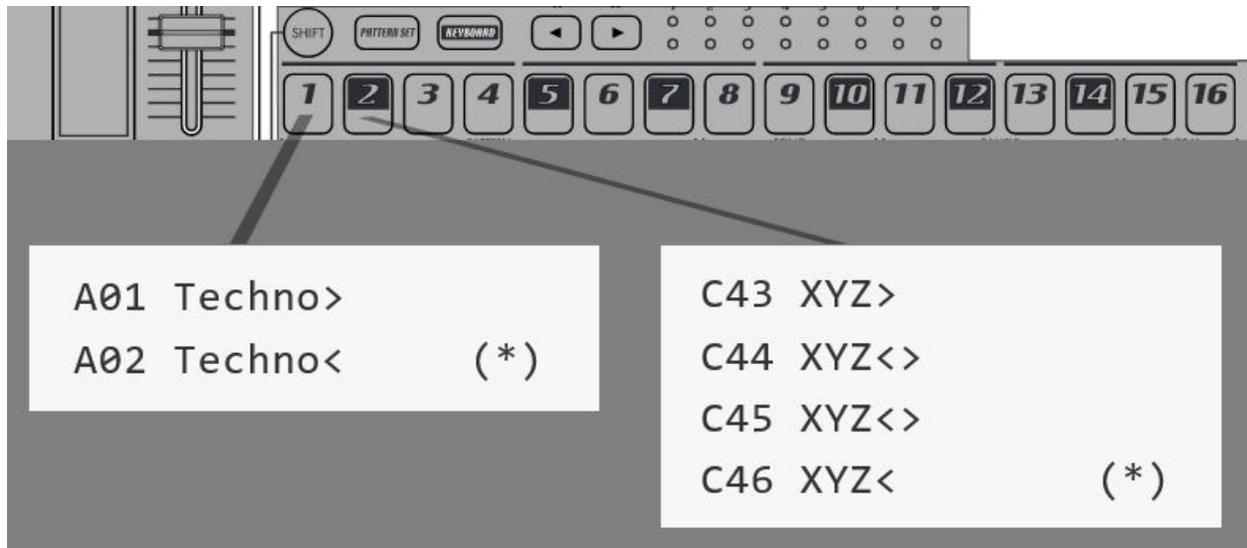
You are very encouraged to add your own symbols too, for example:

- >! (to hint that pattern is a beat drop)
- >. (to hint that pattern is a break/intro without beat)
- >!b (to hint beats, **breakbeat** genre)
- >.h (to hint a break, **house** genre)
- **ACID<P12|5** (end of ACID-theme + advice to switch to patternset 12 or 5)

THEME's are handy for fearlessly navigating backward/forward within a **THEME**, and jumping from/to other **THEME's**.

Otherwise you'll accidentally jump to unwanted patterns, which is not fun during a liveset :)

Also, **SPC** allows you to **transcend** the 'pattern set'-feature to easily switch **THEME**'s:



* = the < indicates that the **THEME** ends here (so navigate back, or to another patternset)

In Electribrary #3 **patternset 1** is assigned to **TECHNO>**, and **2** to **MATRIX>** (Try by pressing **pattern-set** key + 1 or 2).

NOTE: You can change these assignments by holding pattern-set + a number + dialing the knob to the desired pattern.

I hope this helps you to gradually build a live set consisting of 64 patternsets (see the ESX manual on patternsets). Imagine how many live shows & variations you can do with that.

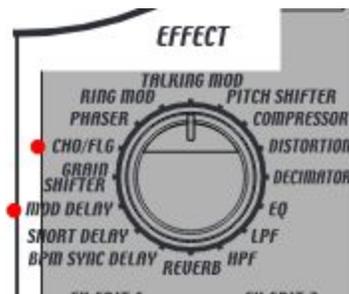
This setup is perfect for touring different venues in a row.

You'll show up with the same device, but every time every liveset can be totally different.

OTHER TIPS

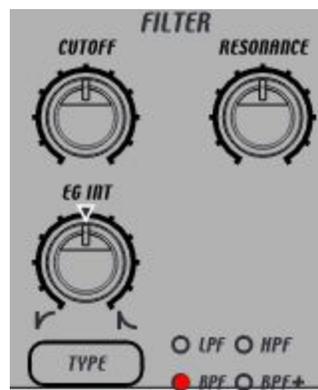
Avoid stereo

Try to not use stereo samples for livesets (they take up lots of memory + extra parts). Instead use at least one 'chorus' or 'mod delay' to fake a bit of stereo. Dancefloor audio is usually turned into mono anyways (partially or fully), ask live sound-engineers why.



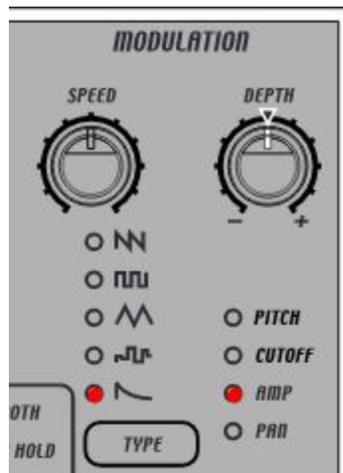
Bandpass filters

Except for drumsounds, try to use bandpass-filters, and turn the level a bit louder. This allows vocals, synths e.g. to sit gently in the mix, while drums still have enough space to be punchy. This is a poor man's brickwall filter for each part. In contrast, if you use low pass filters for every part, you'll get a very muddy mix very quickly.



Clean music

For clean music, try to not use the compressor. It introduces a lot of noise, and turns stereo into mono sometimes. For punchyness, try to use the modulation (set to envelope, see below). It's basically an attack-parameter for your sample. The compressor **can** be nice for resampling combined drum sounds though, but not really as a live mixing-effect.



Equal pattern-volume

Sometimes patterns (or **THEME'S**) are not equally loud, which is not fun during a liveset. Therefore, using the accent-part this can be corrected:

Enable **every** step of the accent-part for **every part**. Now select the accent-part, and you can use the level-knob to set the volume of the whole pattern.



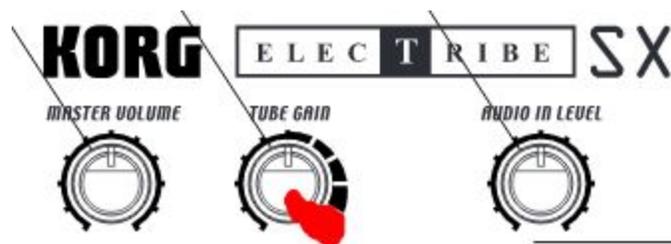
Shaving off peaks (brickwall limiter/clipper)

Another strategy is the **always-full-on** TUBE approach.

Always keep the tube to maximum, and set all drum sounds as loud as possible, in such a way that it **almost** distorts too much.

It requires a bit of love, but the tube can shave off any unwanted transients/peaks of drums, without introducing too much distortion.

The tube will not bother all other (softer) parts.



Shift+pattern

This will return to the original pattern state.

Learn this shortcut, because it allows you to completely mess up a pattern with beats (remove notes, mute parts), and then...**BOOM** instantly returns back to the original pattern. Press shift+pattern again...**BOOM** you're back into the messed up state...mess up more...Press shift+pattern again...**BOOM** back to normal.

This is fairly under-documented by Korg, but **basically** every pattern has **2 versions** in memory **at the same time**: the original (readonly), and the customized (read+write).

shift+pattern allows you to flip between worlds.

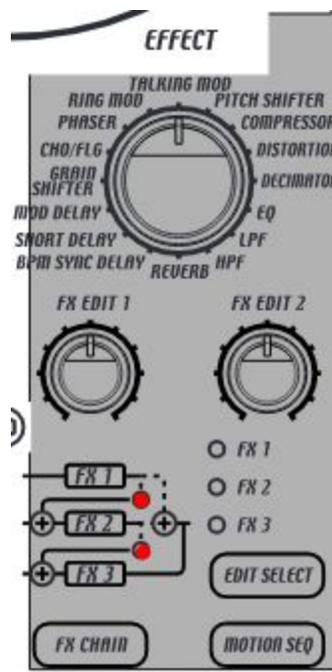
Amazing unique feature, you'll get the idea :)



The 'spread'-effect chain

The following effect-chain, keeps patterns robust, spacious and clean:

Fx number	Fx type	Fx edit1	Fx edit2	chain	comment
fx1	reverb	70	30	yes	Spreads audio in time
fx2	chorus	32	40	yes	spreads stereo, adds butter
fx3	HPF	37	0	yes	Remove low frequencies



Now leave drum-parts dry (do not enable fx), but send other parts (synth/vocals etc) to fx1 or the others (to reduce spread).

BOOM. profit. Drums and subbass have guaranteed sonic priority now.

The rest is spreaded by fx1 & fx2, and highpassed by fx3, so the drums/subbasses are not conflicting with other parts (or reverb/chorus).

Deleting motion sequences of fx1, fx2 or fx3

Recording the fx edit-knobs is easy, but it is sometimes hard to get rid of, and not really explained very well in the Korg manual:

- Press shift+ step 5 (clear motion)
- Press the current part (so that it stops flashing)
- Press the motion-seq button (in the master effects, below 'edit select')
- Press 'edit select'-button to target fx1, fx2, or fx3 (*)
- Finally, press step 5 to delete

* = there have been cases when this doesn't work, so these steps may need to be revised in the future.

I saved 'ALL' to 'LIVE2' e.g., but on next save the SX always suggests '3_ELEC'?

The SX always suggest the last loaded .ESX-filename.

Therefore, it's smart to immediately do the following after loading '3_ELEC.ESX':

- global -button > shift+16 > save 'ALL' > enter 'LIVE2' (*) > press 16
- global -button > shift+16 > Load 'ALL' > select 'LIVE2' (*) > press 16

* = use the up/down keys + dialknob

Voila..now everytime you want to save your work (save 'ALL'), it will suggest 'LIVE2' and 'Overwrite YES/NO?'.
 Overwrite YES/NO?'

This enables easy **updating** of the current live set, otherwise you might be saving over '3_ELEC' or end up with multiple versions of the same liveset.