

KORG Collection

Owner's Manual



ELECTRIBE-R

RHYTHM SYNTHSIZER

KORG

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Table of Contents

Introduction.....	4
Main features.....	4
Part names and functions	5
Edit page	9
Browser functions	11
Menu	13
Basic operations	15
Knob	15
Value slider	15
Toggle switch	15
Check box	16
Combo box	16
Computer keyboard.....	16
Quick start.....	17
Playing a pattern	17
Editing a pattern	17
Editing a pattern from the edit page.....	18
Editing the sounds	18
Modifying the sound using motion sequences.....	19
Saving a sound	19
Parameter guide	20
Synth	20
OSC	20
AMP	21
MOTION	21

EFFECT	22
Effect type list.....	22
Appendices	24
Troubleshooting	24
No sound	24
The sound has clicks, pops, or noise	24
Sound is delayed.....	24
Can't control the software synthesizer from a MIDI device connected to the computer.....	25
Specifications	26
Operating requirements	26
for Mac.....	26
for Windows.....	26
Support and service	27
Information to provide when contacting us	27
Before you contact us	27

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Introduction

Thank you for purchasing the Korg ELECTRIBE R software synthesizer. To help you get the most out of your new instrument, please read this manual carefully.

Main features

The KORG ELECTRIBE Series of sequencers and synthesizers has evolved as a model that has represented KORG since its release in the late 1990's, and features a variety of styles and continuing updates.

The ELECTRIBE R features a percussion synthesizer that's designed for creating rhythms. This product allowed users to create sounds much like with an analog synthesizer, but could also generate metallic sounds by using a high-speed LFO to modulate the frequencies.

At the same time as the Apple iPad was released in early 2010, the ELECTRIBE R was re-launched as an app.

With the advent of this plug-in version, we continue to update the app, adding beat type expansions and more effects.

- Synth sound generator is a direct descendant of the ELECTRIBE R.
- New effect types have been added for a total of 15 effects.
- Patterns can be made by looking at the overview on the pattern edit page.
- Perform tricky sequences using MIDI messages to play, stop and change the pattern.
- MIDI Out is supported. Patterns created on this software can be loaded into separate DAW software for performance.
- MIDI export made possible via drag & drop.
- Features 736 presets, including all of the presets from the ER-1, ER-1 mk2 and the iELECTRIBE.

Part names and functions



1. Header



a. Menu button

Shows the menu (→ page 13 “Menu”).

b. Home button

Shows the main page. On this page, you can create your beats by using the synthesizer edit, sequencer edit and other functions in the same way as with the original hardware.

c. Seq button

Shows the sequencer edit page. This screen gives you an overview of the sequence for each part, and features a user interface that’s easy to use for editing the overall pattern structure (→ page 9 “Edit page”).

d. Edit button

This calls up the utility menu for the pattern you're currently editing.

Clear Sequence: Clears the sequence for the selected part (SYNTH1... CLAP, ACCENT, EFFECT, ALL). When you select ALL, the sequences for all parts are cleared. This is useful when you want to create a beat from scratch.

Copy Steps: Select the copy source and destination, and copy the sequence. Motion sequences are also copied. This is useful when you want to make a longer pattern.

e. Sound Name

Shows the name of the pattern that's now loaded. Click the name to show the browser screen. (→ page 11 "Browser functions")

f. VOLUME

Adjusts the overall volume.

2. Display



a. Sound Name

Shows the name of the pattern that's now loaded. Click the name to show the browser screen. (→ page 11 "Browser functions")

b. TEMPO

Sets the tempo (BPM).

c. LENGTH

Sets the pattern length.

d. SWING

Shifts the timing of even-numbered steps as a percentage (%). With a setting of 50%, there is no swing effect. With a setting of 75%, the even-numbered steps play back half a beat later.

e. STEP

Normally, this is set to “16”. Controls the number of steps in one length. A single length overall is determined by the BEAT and STEP parameters. For example, when STEP is set to “16” and BEAT is set to “1/16”, a “length” is equal to 16 sixteenth notes, or in other words one measure.

f. BEAT

Sets the beat (time signature) of the pattern.

1/8: One step is played as an eighth note.

1/16: One step is played as a sixteenth note.

1/32: One step is played as an thirty-second note.

1/12: One step is played as an eighth-note triplet.

1/24: One step is played as a sixteenth-note triplet.

1/10: One step is played as an eighth-note quintuplet.

1/20: One step is played as a sixteenth-note quintuplet.

1/14: One step is played as an eighth-note septuplet.

1/28: One step is played as a sixteenth-note septuplet.

3. Indicator



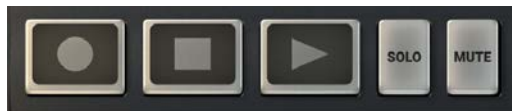
BEAT: Blinks repeatedly in time with the tempo/tick.

MIDI IN: Lights up when a MIDI In signal is received.

MIDI OUT: Lights up when a MIDI signal is transmitted.

Note: MIDI OUT cannot be used on the AU plugin.

4. Transport



Rec button: When this is lit, changes to the Synth Select button trigger, knob values and so on are recorded in the internal sequencer as a motion.

Stop button: Stops the internal sequencer.

Play button: Plays the internal sequencer. When in Sync Host mode, the software does not play back when the DAW’s sequencer is not playing back, in order to synchronize with the DAW. (Even when turning this on in this situation, the transport enters play standby mode.)

Solo button: When this is on, the buttons for each part in the Synth area can be used to control the solo on/off.

Mute button: When this is on, the buttons for each part in the Synth area can be used to control the mute on/off.

5. Edit area

Here you can edit the parameters that are shown in each edit page.

Drag or tap each controller to select it, and then edit its parameter. (→ page 20 “Parameter guide”)

6. Effects area

Use this area to configure the master effect. (→ page 22 “EFFECT”)

7. Page area

Use the ◀ (inc) and ▶ (dec) buttons to switch between steps shown in the step area.



8. EFFECT, ACCENT buttons

When the EFFECT button is on, the part area and step area switch to effect edit mode.

Turn the part buttons on to apply effects. Also, to apply effects on a per-step basis, use the step buttons to turn the effects on/off.

When the ACCENT button is on, the part area and step area switch to accent edit mode.

Turn the part buttons on to add accents to the parts. Also, use the step buttons to add accents on a per-step basis. To edit the accent level, use the AMP LEVEL knob in the edit area.

9. Part area

Press these buttons to select the part to be edited.

10. Step area

Use the step ranges currently shown to edit the timing at which the currently selected parts play.

Edit page

Here you can edit the patterns.



1. Header

(→ page 5 “1. Header”)

2. EXPORT button

This exports the patterns you are currently editing as MIDI files. Drag the button with your mouse and drop it onto your DAW’s window to copy the pattern to your DAW. This is useful when you want to create a pattern using this plugin and then flesh it out further using your DAW.

3. Page area

(→ page 8 “7. Page area”)

4. Pattern area

Sets the pattern length, beat (time signature), number of steps and timing at which the steps play.

(→ page 6 “2. Display”)

5. Part edit

Edits the Output Level, Mute/Solo, Accent on/off and Fx on/off for each part.

Edit the accent level using the accent part.

6. Motion edit

Use this section for editing motion sequences.

Select the motion parameter from the combo box.

Use the check boxes to control how the motion is applied (Off, Smooth or Trig).

The CLEAR button clears the motion you're editing.



The upper row of buttons set whether the motion is turned on/off for each step.

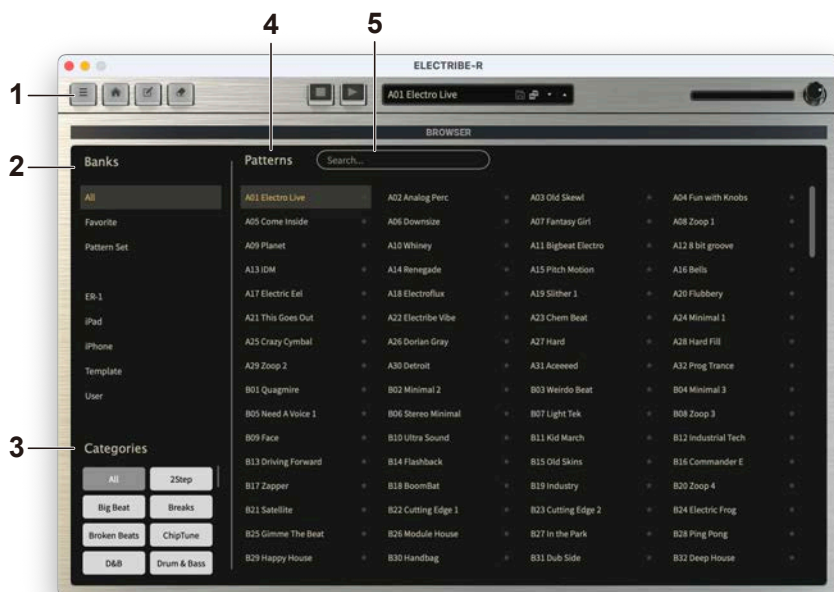
The lower row of sliders sets the values for each step.



Note: The parameter for each part sets how the motion is applied. Changes cannot be made on a per-parameter basis.

Browser functions

This software features a browser search function that lets you quickly find and choose the sounds you want out of the wide range of options, filtering by category.



1. Header

(→ page 5 “1. Header”)

2. BANKS

a. All

Displays all pattern data.

b. Favorite

Displays only the patterns that are added as favorites in the browser.

Click the star (★) icon to the right of the pattern name to add or remove that pattern from the favorites.

c. Pattern Set

Pattern Set is a function that lets you register and assign the patterns you like to corresponding MIDI notes, so that you can consecutively switch between and play the patterns. Up to 64 patterns can be registered. You can also control the sequence start/stop with the following note numbers. (Start: 59, stop: 58)

d. Factory (R-1, iPad, iPhone)

Displays the factory-set (preset) patterns. You can't overwrite the factory-set patterns.

e. Template

Displays templates that are useful when creating patterns. You can't overwrite the template patterns.

f. User

Displays the patterns that are saved. User patterns are saved in the folders shown below.

[macOS]

~/Documents/KORG/ELECTRIBE-R/Presets/User

[Windows]

~/Documents/KORG/ELECTRIBE-R/Presets/User

3. Categories

Use the categories when you want to narrow down your selection of patterns for the selected bank. Only patterns that are registered in categories are shown in "Patterns".

4. Patterns

Selects the pattern you want to use. You can also register favorites or Pattern Set, or edit the pattern information.

Right-click to add a preset pattern to a favorite or to a Pattern Set. You can also edit the information for user patterns.

5. Search

You can search for patterns by typing some text.

Menu



Sync To Host

Sets whether to synchronize the sequencer and BPM of the host (DAW) and this software. The default setting is “On”.

Pattern Grid

Controls the timing used to switch between patterns.

The default setting is “1”.

Off: Switches to the next pattern when the current pattern finishes playing.

1...16: Switches between patterns at sixteenth-note intervals. For instance, a setting of “1” makes the patterns switch at sixteenth-note intervals, and a setting of “2” makes the patterns switch at eighth-note intervals.

Tempo Lock

This sets whether to use a fixed tempo when playing.

When this is “On”, the tempo that was set for each pattern is ignored when the pattern changes, and the next pattern plays at the current tempo. When this is “Off”, the tempo changes to the value set for each pattern when the pattern changes. The default setting is Off.

Note: When Sync to Host is “On”, this always follows the host’s tempo.

MIDI out on/off

Sets whether this software outputs MIDI note messages or not. The default setting is Off.

Note: MIDI OUT cannot be used on the AU plugin.

Output Gain

Adjusts the output of the ELECTRIBE-R.

Mouse Wheel Action

Allows parameter changes with the mouse wheel.

Save As Default button

You can click the Save As Default button to save the above settings to a file and then recall those settings when the software is launched again.

All Clear MIDI CC Assign

Clears the parameter controls that were set using MIDI CC Learn, along with the corresponding MIDI CC.

Set Original ER-1 MIDI CC Assign

Recalls the default MIDI CC settings of the hardware of the ELECTRIBE-R itself.

Screen Size

Changes the screen size. Any changes to this setting will take effect the next time the softsynth is launched.

Manual

Shows the manual for this software.

Acknowledgement

Displays information about the open source software used in this application.

About ELECTRIBE-R

Shows the software version.

Basic operations

Use the mouse to edit the values of various controllers and parameters.

Knob

Drag the knob to adjust its value.

The value returns to its default value when double-clicked.



Value slider

Drag the value of the slider up and down to adjust a value.



Toggle switch

Click to toggle the setting ON or OFF.



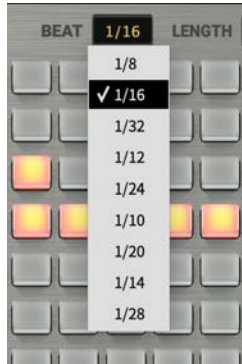
Check box

Click a check box to toggle the setting ON or OFF.



Combo box

Click on the combo box to select a value from the pop-up menu that appears.



Computer keyboard

With the standalone version, you can also use a computer keyboard with this software.

Space bar: Plays or stops the sequence.

a: Triggers Synth 1.

w: Triggers Synth2

s: Triggers Synth3

e: Triggers Synth4

d: Triggers HH Closed

f: Triggers HH Open

t: Triggers Cymbal

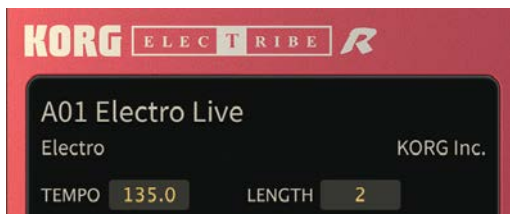
g: Triggers CLAP/Snare

Quick start

Playing a pattern

Try selecting a pattern and playing some sounds on the ELECTRIBE R.

1. Click a sound name in the display to open the browser screen.



2. Select the desired pattern from the list.
3. Click the PLAY button to play back the pattern.



4. Click the STOP button to stop the sequencer.

Editing a pattern

The status is shown for each step button whose part buttons are on.

1. Use the part buttons to select the part you want to edit.



2. When the step buttons are on, sound will play for those steps; and when they are off, sound will not play for those steps.
You can switch between on/off during playback.

Editing a pattern from the edit page

Use this overview screen to make the step settings for each part.

(→ page 9 “Edit page”)



Editing the sounds

1. Select the part that uses the sound you want to edit.
2. Use the knobs in the edit area to modify the sound.



3. To check the sound, click the part button to hear it.

Modifying the sound using motion sequences

1. For the MOTION setting, select “Smooth”.



2. Click the REC button and then click the play button.
3. When the pattern is playing back in a loop and you turn a knob in the edit area, the knob's motion is recorded.

Saving a sound

Save the sounds you create, so that you can recall them anytime.

1. Click the  (Save As) button in the header on the display.



2. Edit the name of your sound that's shown in the dialog box.
3. Click the Save button in the dialog box.

Parameter guide

Synth



OSC

PITCH

Adjusts the pitch of the sound.

MOD DEPTH

Adjusts the depth of pitch modulation and the direction (polarity) of the effect. The pitch modulation effect is inverted for the plus (clockwise) and minus (counterclockwise) directions.

MOD SPEED

Adjusts the pitch modulation speed.

WAVE

This selects the waveform (Sin/Saw/Tri/Squ) of the oscillator. For the PCM part, you can select from one of four waveforms according to the context (HH Close, Open, Cymbal, Snare) of each part.

MOD TYPE

Selects the pitch modulation waveform.

AMP

DECAY

Adjusts the time required for the sound to fade to silence.

LEVEL

Used for adjusting the volume. In Accent mode, this adjusts the accent level (how much the volume for a step or part is emphasized when its accent is on). This adds accent to a pattern.

PAN

Adjusts the stereo position (panning) of the sound.

LOW BOOST

Emphasizes the low frequencies. If you notice that a part is distorting (clipping), adjust this parameter. You can also use this as a distortion effect by turning the knob to maximum.

MOTION



Motion Type

The three settings shown below are used for motion sequences. This lets you set how they are applied to each part.

OFF: The motion sequence is disabled.

SMOOTH: The parameter values are smoothly connected, which makes the sound change more fluidly.

TRIG HOLD: The motion sequence knob's value is kept at the same value when the part plays.

[illegible]

TYPE

Selects an effect from the effect type list.

Edit 1, Edit 2

This controls the two parameters for each effect.

For more on the parameters, refer to the effect type list.

Effect type list

TYPE	Edit 1	Edit 1
	Edit 2	Edit 2
LPF	CUTOFF	This adjusts the cutoff frequency of the VCF.
	PEAK	This adjusts the cutoff frequency of the VCF.
HPF	CUTOFF	This adjusts the cutoff frequency of the VCF.
	PEAK	This adjusts the cutoff frequency of the VCF.
Compressor	SENSITIVITY	Adjusts the sensitivity of the compressor. Larger values make quieter sounds louder.
	ATTACK	Sets the speed of the attack (the time it takes for the compressor to operate). Larger values produce envelopes with a slower attack. Smaller values make the compressor respond quicker to input signals.
Valve Force	GAIN	Adjusts the sonic distortion and thickness of the effect.
	LEVEL	Adjusts the output level.

Distortion	GAIN	Adjusts the amount of distortion by adjusting the input level of the distortion circuit.
	LEVEL	Adjusts the output level.
Decimator	FREQ	Turn the knob clockwise to transform the sound to a lower sampling frequency (lo-fi), and counterclockwise to transform the sound to a higher sampling frequency (hi-fi).
	BIT	Turn the knob clockwise to decrease the number of bits in the sound (lo-fi), and counterclockwise to increase the number of bits in the sound (hi-fi).
Chorus/Flanger	SPEED	Adjusts the LFO speed.
	DEPTH	Adjusts the depth of the effect. Turning this knob clockwise produces less of a chorus effect and more of a flanger effect.
Talking Mod	FORMANT	Adjusts the formant. Turning this knob clockwise makes the [a]-[e]-[o]-[u]-[i] sound more smooth.
	OFFSET	Sets the pitch of the formant frequency.
Short Delay	TIME	Sets the delay time.
	LEVEL	Adjusts the delay depth and feedback amount.
BPM Delay	TIME	Sets the delay time that's synchronized with the tempo as a note value.
	LEVEL	Adjusts the delay depth and feedback amount.
Slicer	SPEED	Adjusts the gate cycle.
	DUTY	Adjusts the time during which the gate is open within the gate's cycle.
Grain Shifter	SPEED	Sets the sampling cycle and sampling time that are synchronized with the tempo as note values.
	BALANCE	Adjusts the balance between the effect sound and the direct sound.
Gate Reverb	TIME	Adjusts how long the gate is open. The larger the value, the longer the gate stays open, which produces a continual reverberation.
	LEVEL	Adjusts the reverberation sound level.
Echo Verb	TIME	Adjusts the reverberation time.
	LEVEL	Adjusts the reverberation sound level.
Hall Reverb	TIME	Adjusts the reverberation time.
	LEVEL	Adjusts the reverberation sound level.

Appendices

Troubleshooting

Please check the following points if you experience problems.

No sound

- Are the “Audio/MIDI Settings” (shown when you select System > Preferences from the menu) correctly configured?
- Is the Pattern Level or any other volume-related parameters set to 0?
- Is your computer set to produce sound?
If you’re using Windows, open the Control Panel and check [Sound and Audio Device Properties].
If you’re using macOS, check [System Settings] → [Sound] and Application folder → Utility folder → [Audio MIDI Settings] → [Audio Devices].
- If you’re using your computer’s sound card, is the sound card set up correctly?
- If you’ve connected an audio device to your computer, is the audio device set up so that sound can be output from it?

The sound has clicks, pops, or noise

- You may experience clicks, pops, or noise if your computer’s CPU is experiencing a heavy load. If you are having this type of problem, try the following.
 - If other applications are running, close them.
 - Reduce the maximum polyphony of the synthesizer you’re using.In the “Audio/MIDI Settings” (shown when you select “System > Preferences” from the menu), increase the audio buffer size. However, increasing this too much will also increase the latency (delay before you hear sound).

Sound is delayed

- Latency is determined by “the number of samples” × “the number of buffers”. In the “Audio/MIDI Settings” (shown when you select “System > Preferences” from the menu), set the “Audio buffer size” and the “Sample rate” to the lowest settings that still allow stable operation.

Can't control the software synthesizer from a MIDI device connected to the computer

- Are your computer and MIDI device connected correctly?
- Is the connected MIDI device detected by your computer?
 - If you're using Windows, open the Control Panel and check [Sound and Audio Device Properties] → [Hardware].
 - If you're using macOS, open the Application folder → Utility folder → [Audio MIDI Settings] → [MIDI Device], and make sure that your MIDI device is detected.
- Are the "Audio/MIDI Settings" (shown when you select "System > Preferences" for the menu) correctly configured?



Specifications

Preset Patterns :

KORG collection ELECTRIBE-R original patterns: 128

ELECTRIBE-R patterns: 256

ELECTRIBE-R mkII patterns: 192

iELECTRIBE for iPad patterns: 64

iELECTRIBE for iPhone patterns: 64

Template patterns: 32

Standalone operation or as a VST3/AU (v2)/AAX plug-in instrument

Operating requirements

for Mac

OS: macOS 10.14 Mojave or later (Latest updates)

CPU: Apple M1 or better, or Intel Core i5 or better (Core i7 or better recommended)

Memory: 8 GB RAM or more (16 GB RAM or more recommended)

Storage: 8 GB or more free space (SSD recommended)

Internet connection

Plug-in: AU (v2), VST3, AAX (Only 64bit plug-in is supported)

for Windows

OS: Windows 10 64bit* or later (Latest updates)

* This software will not run on a 32-bit OS.

CPU: Intel Core i5 or better (Core i7 or better recommended)

Memory: 8 GB RAM or more (16 GB RAM or better recommended)

Storage: 8 GB or more free space (SSD recommended)

Internet connection

Plug-in: VST3, AAX (Only 64bit plug-in is supported)

* Appearance and specifications of this product are subject to change without notice.



Support and service

Information to provide when contacting us

In order for us to help you, we'll need the following information since product support cannot be provided without it:

- Your name
- The name and version of the product
- The name of the device that you're using
- The version of the operating system
- Your question (provide as much detail as possible)

Before you contact us

Before you contact us, check whether this manual or KORG app Help Center has an answer for your question.

Please be aware that we cannot answer questions about products that are not made by Korg, such as basic operation of your hardware device, or general questions about creating songs or sounds.

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Published 11/2022