Overbridge 2

User Manual





Delektron

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1. INTRODUCTION

Thank you for downloading Overbridge. Overbridge is a family of components designed to make music using both hardware and software in a convenient and fun way.

Overbridge offers multiple device multitrack control components using either a stand-alone application or a VST/AU/AAX plugin. Overbridge gives you the possibility to use a computer to sync, edit, sequence and record your supported Elektron devices.

We are convinced you will find making music using Overbridge an awesome experience. Enjoy!

- The Elektron team

THE FOLLOWING SYMBOLS ARE USED THROUGHOUT THE MANUAL:



Important information that you should pay attention to.



A tip that makes it easier for you to interact with Overbridge.

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2. OVERBRIDGE OVERVIEW

Overbridge offers integration of your Elektron hardware into your music software. The Overbridge technology lets you use the devices either as stand-alone applications or as VST2, VST3, AU, and AAX (AU only available for macOS) plugins in your Digital Audio Workstation (DAW), along with all your other plugins and jacked-in instruments, as effects processing units or as high-performance sound cards.

2.1 FEATURES

MULTITRACKING Record individual tracks from your Overbridge devices straight into your computer or DAW, via USB.

PLUGINS Use your devices as real analog plugins. Create sounds using the comprehensive plugin editors. Sequence and sync beyond MIDI. Use multiple Overbridge devices simultaneously.

CONTROL AND AUTOMATION. Modulate multiple parameters on your Overbridge devices simultaneously and in real time, using software controls and physical controls interchangeably. Automate any parameter or macro.

SOUND CARD You can use your Overbridge devices as a high performance and high-quality sound card.

ACCESSIBILITY Browse and assign sounds (presets in Analog Heat) or samples on your Overbridge devices with ease and exceptional accessibility.

SYNC You can synchronize the Elektron sequencer in several flexible ways to your DAW.

TOTAL RECALL Total Recall enables the plugin session to store the complete state of the device along with the plugin. This convenient feature enables your device to recall its exact state, as it was when you left it the last time you worked on your DAW project.

2.2 OVERBRIDGE COMPATIBLE ELEKTRON DEVICES

The Overbridge compatible devices are:

- Analog Four MKI/MKII
- Analog Keys
- Analog Rytm MKI/MKII
- Analog Heat MKI/MKII/+FX
- Digitakt I/II
- Digitone I/II
- Digitone Keys
- Syntakt

2.3 SOFTWARE COMPONENTS

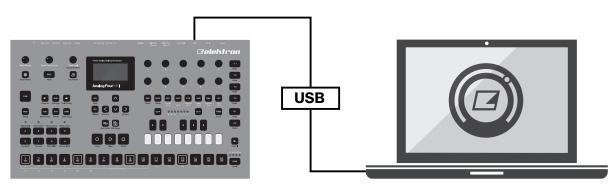
- High-performance USB AUDIO DRIVERS, with ASIO, Windows system audio drivers, and macOS Core Audio functionality.
- ENGINE The Overbridge Engine handles all USB communication between your connected Elektron devices and the Overbridge VST2 (for older devices), VST3, AU and AAX plugins and standalone editors. Engine must run, for the plugins and standalone editors to function.
- The Overbridge CONTROL PANEL. This application allows you to manage your devices and configure input/output channels as well as alter the global performance settings.
- Dedicated Overbridge PLUGINS. VST2 (not available for Analog Heat +FX), VST3, AU, and AAX (AU only available for macOS) plugins for Elektron devices that act as a bridge between your devices and your DAW. The plugins bring the individual channels from your Overbridge devices straight into the DAW, as if the devices were software instruments. In addition to the outputs, there are also plugin inputs, for convenient analog processing of any source routed through your DAW.
- STAND-ALONE versions of the plugins, which lets you edit, and record your Elektron devices. The standalone versions run as independent programs in your computer and does not require a DAW.

3. GETTING STARTED WITH OVERBRIDGE

3.1 QUICK START

If all you want to do is to start using Overbridge in your DAW straight away, follow the steps below. Make sure you have the following:

- An Overbridge compatible device, with the most recent OS installed.
- A computer running either Windows or Mac OS. For more information, please see "3.3.1 SYSTEM RE-QUIREMENTS" on page 8.
- A computer display with a resolution of at least 1280 x 768 pixels.
- An A-to-B USB cable.



Then take the following steps:

- 1. Download and install Overbridge on your PC or Mac (follow the on-screen instructions). Make sure the device is not plugged in during the installation.
- 2. Connect your Overbridge compatible device to a computer using the USB A-to-B cable (directly or through a USB hub), switch it on, and activate Overbridge Mode in the USB Config menu.



- 3. Open the Overbridge Control Panel and select your device, and then activate the Inputs and Outputs you want to access. Click apply. (Only for Analog Keys, Analog Rytm MKI, and Analog Four MKI.)
- 4. Start your DAW and open the Overbridge plugin to route audio and MIDI to and from your DAW. OR...
- 5. Start the stand-alone version of your Overbridge device editor.
- 6. Turn up the volume and start to play, sequence, process and automate.

3.2 USING OVERBRIDGE IN YOUR DAW

For more information on how to make arrangements, use plugin instruments and employ automation through your music studio software host, please consult the DAW's manual. For more information, please see "APPENDIX A: SETUP EXAMPLE" on page 37.



Remember that you must activate channels in the Overbridge Control Panel for them to be available in your DAW if you use Analog Rytm MKI, Analog Four MKI, or Analog Keys.

3.3 INSTALLING AND SETTING UP OVERBRIDGE

The procedure varies depending on which operating system you use, Windows or Mac. On Windows, unzip the installation software. On macOS, mount the dmg disk image by double-clicking it. Update the operating system on your Elektron device according to the instructions included when you download an OS for an Overbridge compatible device from the Support section on the Elektron website.



The first time you install Overbridge, make sure you use the latest version for both Overbridge and your devices to ensure matching protocols. Installing an old version of Overbridge or your device is not recommended.

3.3.1 SYSTEM REQUIREMENTS

Overbridge 2.0 requires a high-performance computer. There are quite a few factors that can affect performance on top of just processing power and memory, such as installed drivers, USB-chipsets, connected peripherals and USB hubs. Not all DAWs are equally supported.

COMPUTER OS

- macOS 11 or later.
- Windows 10 or later.

COMPUTER HARDWARE

- At least Intel Core i5 CPU. Ultra-Low Power CPUs like the Intel U-Series or Y-Series are generally not recommended
- 8GB of RAM
- OpenGL 3.2 capable GPU
- A 1280 x 768 pixels resolution monitor
- · At least 250 MB free hard drive space
- A dedicated USB host port for each connected Overbridge supported Elektron device is preferable to minimize problems with both connectivity and performance. If you want to connect multiple Elektron instruments to a computer host with only one USB controller, a high-quality hub, such as the Elektron Overhub, should be used.

RECOMMENDED DAWS

- Ableton Live 11
- Logic X
- Bitwig Studio 5
- Studio One 6

3.3.2 ACTIVATE OVERBRIDGE MODE

You must activate Overbridge mode on your Elektron device to use it together with Overbridge. Select OVERBRIDGE on your device in the USB CONFIG menu, found in (GLOBAL) SETTINGS > SYSTEM > USB CONFIG.

If you want to disable Overbridge functionality, simply do so from the same menu by activating USB-MIDI or USB AUDIO/MIDI mode.



3.3.3 INSTALLING OVERBRIDGE ON WINDOWS

Download the latest version of Overbridge for Windows from elektron.se/support/.

- 1. Uninstall any earlier version of Overbridge from your computer.
- 2. Restart the computer.
- 3. Disconnect all your Elektron devices from the computer.
- Run the Overbridge Installer you downloaded and follow the on-screen instructions. It installs ASIO drivers, Windows WDM drivers, Engine, Overbridge Control Panel, VST/AAX Plugins, and Standalone applications.

Click the icons in the tree below to change the w	vay features will be installed.
Elektron Overbridge Core Functionality Analog Four mkI/mkII Analog Keys	The complete package.
Analog Rytm mkl/mkII	This feature requires 0KB on your hard drive. It has 0 of 7 subfeatures selected.

If needed, enter your administrator password in order to install new software on your computer.

- 5. Restart the computer after the installation has finished.
- 6. Connect your devices and power them on.
- 7. Start your devices' plugins, either standalone or in a daw.

If Windows shows a plug-and-play window during the installation (or after you have your devices plugged in), then click **No** if it wants to search Windows Update for drivers.

3.3.4 INSTALLING OVERBRIDGE ON MACOS 11 BIG SUR AND LATER

Download the latest version of Overbridge for macOS from elektron.se/support/.

- 1. Disconnect all your Elektron devices from the computer.
- 2. Double click the Overbridge dmg-file you downloaded to mount it
- 3. Uninstall any earlier version of Overbridge from your computer.
- 4. If requested, restart the computer.
- 5. Double click the pkg-file to start the installation process.
- 6. During the installation you will see a popup that prompts you to open Security Preferences.
- 7. Click Allow on the "Overbridge Engine" entry (at the lower right of General pane) within 30 minutes after the Overbridge installation. Restart the computer if prompted..
- 8. Connect your devices and power them on.

This will install Core Audio drivers, HAL drivers, Engine, Overbridge Control Panel, VST/AU/AAX Plugins, and Standalone applications.

3.3.5 INSTALLING OVERBRIDGE ON MACOS 10.15 CATALINA AND OLDER

Download the latest version of Overbridge for macOS from elektron.se/support/.

- 1. Disconnect all your Elektron devices from the computer.
- 2. Double click the Overbridge dmg-file you downloaded to mount it
- 3. Uninstall any earlier version of Overbridge from your computer.
- 4. If requested, restart the computer.
- 5. Double click the pkg-file to start the installation process.
- 6. Restart the computer, and then open System Preferences (from Apple menu at top left corner of display).
- 7. Click Security & Privacy in the System Preferences window.
- 8. Click Allow on the "Elektron Music Machines MAV" entry (at lower right of General pane) within 30 minutes of the Overbridge installation.
- 9. Connect your devices and power them on.

This will install Core Audio drivers, HAL drivers, Engine, Overbridge Control Panel, VST/AU/AAX Plugins, and Standalone applications.



In macOS 10.14 Mojave and above, you need to allow microphone permissions for the standalone version.

4. AUDIO INTERFACE

Overbridge offers audio interface functionality. This means that individual tracks or voices of your Elektron device are exposed as separate audio input channels in your computer. There are also audio output channels that can be routed directly into the synth voices on some devices, as well as to the main output bus.

Program a pattern on the device that gates and the audio that is routed through the voice. If you want the audio to just pass through, you must use infinite release time on your Track Sound.

ASIO and WDM interfaces are available for Windows. HAL and Core Audio interface are available for Mac OS. To use your device as an ASIO sound card, simply select it in your audio application (see Ableton Live example below). Please note that on Windows, the ASIO device entries are always visible on your DAW, even when they are disconnected.

In Windows, if you have multiple devices of the same product type, you need to use Overbridge Control panel to give one of the devices the ASIO role. Only one device per product type can have this role.

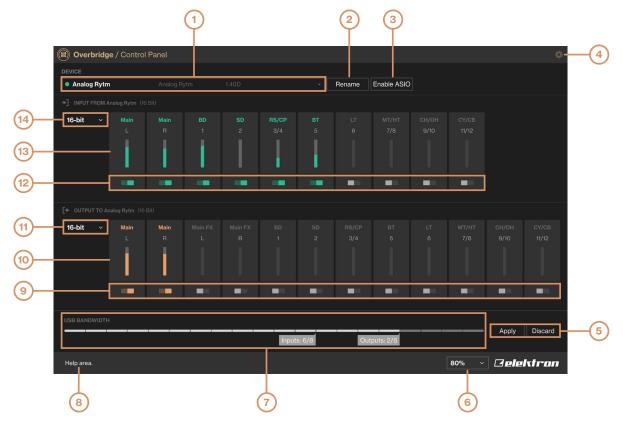


Note that, when you route audio from your DAW into a track or voice output on Analog Rytm MKI/MKII and Analog Four MKI/MKII you have to make sure that the VCA in the corresponding Synth/Drum Track is triggered. This is not needed on Digitakt and Digitone /Digitone Keys because on these devices, the incoming audio is routed in a different way.

Preferences		
Look Feel	Audio Device	
	Driver Type	ASIO
Audio	Audio Device	Elektron Digitakt 🔹 🔻
Link MIDI	Channel Configuration	Input Config Output Config
	Hardware Setup	Hardware Setup
File Folder	Sample Rate	
Library	In/Out Sample Rate	48000 🔻
Record	Default SR & Pitch Conversion	High Quality
Warp	Latency	
Launch	Buffer Size	256 Samples
Licenses	Input Latency	8.00 ms
Maintenance	Output Latency	19.2 ms
	Driver Error Compensation	0.00 ms
	Overall Latency	27.2 ms
	Test	
	Test Tone	Off
	Tone Volume	-36 dB
	Tone Frequency	440 Hz
	CPU Usage Simulator	50 %

5. THE CONTROL PANEL

5.1 OVERBRIDGE CONTROL PANEL



- 1. The currently selected Overbridge device. Here you can see and select the devices you have connected to Overbridge.
- 2. Rename lets you rename the devices you have connected.
- 3. Enable ASIO lets you enable the selected device to be used as an ASIO audio interface. All devices can be used as WDM audio devices, but only one device can have the ASIO role. This option is only available if the device has not previously been enabled. (Only available in Windows.)
- 4. Opens the CONTROL PANEL SETTINGS page.
- Discard / Apply buttons. Press Apply for the new channel configuration settings to come into effect. Press Discard to reset the settings to the last state that was applied. (Only available for Analog Keys, Analog Rytm MKI, and Analog Four MKI.)
- 6. Sets the zoom of the Control Panel window.
- USB bandwidth meter. Shows the bandwidth used by the current channel configuration. The maximum bandwidth capacity corresponds to 8 channels per direction (16-bit) or 6 channels per direction (24-bit) for each connected Overbridge device. (Only available for Analog Keys, Analog Rytm MKI, and Analog Four MKI.)
- 8. Area where tool tips are displayed. Hover over any item in the Control Panel with the mouse pointer to get a brief description of its function.
- 9. Output channel configuration. Click the toggle button below channel to activate/deactivate the audio channel going into your Overbridge device. Green means the channel is active, gray means it's not. (Only available for Analog Keys, Analog Rytm MKI, and Analog Four MKI.)
- 10. VU-meters for output channels. Shows output channels activity and signal strength.
- 11. Bit depth selector for output channels. Sets the Output channels to either 16-bit or 24-bit. (Only available for Analog Keys, Analog Rytm MKI, and Analog Four MKI.)
- 12. Input channel configuration. Same as for Output channels.
- 13. VU-meters for input channels. Same as for Output channels.
- 14. Bit depth selector for input channels. Same as for Output channels.

The Control Panel is where you configure the channels through which audio is streamed into and out of your Overbridge devices.

Switch on your Overbridge device and then open the Control Panel. Your connected devices appear inside the application and in the engine. The first time you switch the device on after installing, it might take a minute before the device is ready to use.

The top part of the Control Panel shows a device selector. All your connected and switched on Elektron devices are listed here. The first time you start the application, this list is empty. But as soon as you connect your first device and switch it on, the list will be populated. If you have multiple devices, you can rename each one of them to something suitable to keep track of their roles

5.2 COMPATIBLE SOFTWARE VERSIONS

The OS version on your device and the Overbridge Software installation on your computer must match for Overbridge 2.0 to work correctly. To run Overbridge 2.0, you should have the latest device OS installed on your device. If they do not match, Overbridge will display a warning that Overbridge and the device OS are not compatible. If you get this warning, upgrade your Overbridge software, and/or the device OS.

5.3 AUDIO I/O

For Analog Keys, Analog Four MKI, and Analog Rytm MKI you have the possibility to enable or disable channels using the toggle buttons. Choose the bit depth (16- or 24-bit) for both the input- and output sections. The chosen bit depth determines the maximum number of channels in each direction (8 or 6) for each device.

Note that all input- and output channels are always visible in your audio applications, but only the activated ones streams audio. To update the channel configuration, press **Apply** after making any changes.

At the bottom of the Control Panel, there is a USB bandwidth meter. This meter shows the theoretical limits. You may not be able to apply configurations with high bandwidth usage (above 80% of the bandwidth), depending on the performance of your computer and USB configuration.



Since Analog Heat MKI/MKII/+FX, Analog Four MKII, Analog Rytm MKII, Digitakt, Digitone, and Digitone Keys are USB Hi-Speed devices, they can always run all channels at the highest bitrate. The Audio I/O options mentioned above are therefore neither needed nor available for these devices.

5.4 CONTROL PANEL SETTINGS

When you click the small gear icon in the top right corner of the Control Panel, it opens the general settings for the plugin's performance (effective once you open your device plugin from your DAW) and the Sound Card functionality settings.

(R) Overbridge / Control Panel			¢
Engine Options		Driver Options	
Check for Overbridge updates on Engine startu	ip 📃	Driver performance mode	High speed ~
Automatically start Engine when you log into yo	ur computer	A higher value reduces latency, but requires a fa Affects both plugin performance and sound car	
Plugin Options	128 ~	Sound card buffer size (Change effective after device re-plug)	128 ~
Figure outries size Smaller buffer size gives lower latency from the plu computer. This setting does not affect the device's latency wh	gins, but requires a faster	Preferred buffer size in applications that do not size. This setting does not affect the plugins.	
** 64 samples will be used for Analog Rytm MK1, Ar when a buffer size of 32 is selected.		Expected input latency: 8.7ms Expected Sector Secto	
Buffer safety margin	100 Reset	Enable logging	· · · · · · · · · · · · · · · · · · ·
Lower values improve the latency in the plugins, but	requires	Compress logs to a zip	Compress logs
a faster computer and a low-jitter audio interface.			Clear logs
		Overbridge el Version 2.0	
			80% · 🖉 elektron

5.4.1 DRIVER OPTIONS (WINDOWS ONLY)

- Driver performance mode Sets the driver performance mode if your DAW doesn't have this option. (Relaxed normal, Normal, Fast, Rapid, High speed, and Highest speed) can be set here.
- Sound card buffer size

Sets the sound card buffer size if your DAW doesn't have this option. (64, 128, 256 or 512 samples)

The expected input and output latency implications of the different buffer size/performance mode configurations are shown directly below the settings.

A more powerful computer, lets you choose both a higher driver performance mode and a lower buffer size (which lowers the latency).



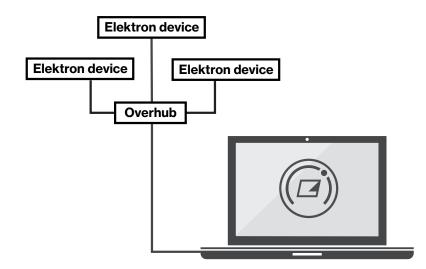
These driver options will not appear on the Mac OS version of the Control Panel. All Mac audio applications are able to select their own buffer size, and the device driver always operates in a high-performance manner.

6. THE PLUGINS

The Elektron devices that are Overbridge enabled may be used as VST/AU/AAX (AU only available for macOS) plugins, complete with automation of parameters, modulation, and macros. The complete set of parameters used to form and process sound on your Overbridge device can be accessed by using the graphical user interface controls of the plugin editor.

The plugin communicates directly with the Elektron device via USB and streams the individual channels of audio from the device into your DAW (and from the DAW outputs into your device for processing), with latency compensation taken care of by the plugin and the DAW.

Remember that the plugin only works for as long as your Overbridge controlled device remains connected to your computer. Do not disconnect the USB cable during operation.



This setup lets you conveniently access the sound and functionality of your Elektron instruments from your DAW, without having to connect any audio cables at all. Preferably, each Elektron device should have a dedicated USB port on your host computer. If you want to connect multiple Elektron devices to a computer host with only one USB controller, a high-quality hub, such as the Elektron Overhub, should be used. For more information, please see "APPENDIX C: USB BANDWIDTH LIMITATIONS FOR OLDER DEVICES" on page 46.

6.1 PLUGIN GENERAL CONTROLS

The Overbridge plugin controls the same parameters found on your physical instruments Both modes of input may be used interchangeably, and multiple parameters may be engaged simultaneously using both plugin interface controls (more on these below) and device controls (buttons, pads, and data entry knobs).

Please consult the manuals for your Overbridge compatible devices if you need more information on what the different parameters do.

6.1.1 STANDARD MIDI CONTROLLERS

You can find the controls for setting which Overbridge device parameters to control with the standard Velocity, Aftertouch, Mod Wheel, Pitch Bend and Breath Control MIDI controllers under **Modulators** for all Elektron devices apart from Analog Heat MKI/MKII

6.1.2 PARAMETER AUTOMATION

Besides automation of many familiar MIDI parameters, all the sound shaping, sound processing and effects parameters of your Elektron instrument may also be automated.

You can design a custom automation for each of the parameters using the DAW. Use the Plugin editor to interact with any of the parameters of the synth or drum machine such as for example, Filter cutoff frequency, Delay or Reverb.

Like the majority of Overbridge device controls, the automation parameters may also be added, and depth set, by engaging the physical controls (knobs) on your Elektron device, while your DAW is set to configure/add plugin parameters.

Remember, the plugin editor is an interface for controlling your hardware device. Altering the sound parameters from the plugin alters the parameter settings on the device. To keep desirable changes, remember so save the kit/pattern on the device.



Note that, when parameter automation is going on, your kit/pattern is continuously altered on the device each time a new parameter value is sent from the DAW. Remember to save kits/patterns, so that you can reload to the last saved state when needed. For more information on how to use and manage automation, please see the manual of your DAW.

6.1.3 QUICK ASSIGN

The Analog Keys, Analog Rytm MKI/MKII and Analog Four MKI/MKII have extensive macro capabilities. A macro is a composition of one or more parameters that can be quickly accessed and manipulated through a convenient, one-touch control. By hovering over any parameter on the Synth, Drum- or FX Tracks and clicking the **right mouse button**, a menu pops up. This menu lists a range of macro, modulation and modulator destinations for the parameter in question.

ANALOG RYTM MKI/MKII has the following destinations available for quick assign: Scene (12 scene slots, multiple parameters may be assigned to each one). Performance (similarly, 12 performance macros that can be loaded with multiple parameters). LFO (one parameter per track LFO). Velocity and After-touch (4 parameter slots each). Check the Kit tab to further edit and set modulation depth (for each parameter as well as the macro as a whole) for the Scene and Performance macros.

As an example, the quickest way to set up a Scene macro on the Analog Rytm, for instance, is to hover over the parameters, one at a time, right click and select one of the Scene destinations (BD 1 for example). Once you have selected all the parameters you want for the macro, go to the Kit tab and click the BD 1 Scene pad top right inset square (Edit) to review and further manipulate the macro and all the parameter destinations it is composed of. Below the edit section, there is also a button that lets you add an empty parameter to which you can add any of the destination parameters from a bubble menu, and a button to clear all parameters of the macro.



Once a performance macro has been configured, it may also be automated (see "6.1.2 PARAMETER AUTOMATION" on page 14).

ANALOG KEYS / ANALOG FOUR MKI/MKII has the following destinations available for quick assign: LFO 1 and LFO 2 (2 destinations each). Filter Envelope and User Envelope (2 destinations each). Performance (5 parameter destinations to assign per macro), and the Velocity, Modulation Wheel, Pitch Bend, Breath Controller, and Aftertouch (5 assignable parameters each). Check the Kit tab to further edit and set modulation depth (for each parameter as well as the macro as a whole) for the Performance macro.

TRK 1 ~	F1 Frequency	Ò	24.58
TRK 1 ~	Osc2 Pulsewidth	Ò	70.65
TRK 1 ~	Noise Level	Ò	45.05
TRK 1 ~	Osc1 Level	Ò	36.86
TRK 1 ~	None	Ò	36.86
Bipolar			

ANALOG HEAT On the Analog Heat, you have the possibility to quick assign a number of different modulation sources to the parameters. Hover over any parameter and click the **right mouse button**, and a menu pops up. This menu lists a number of modulation sources for that parameter. You will get different possible modulation sources, depending on what parameter you chose. For a full list of modulation sources and destinations, please see the Analog Heat User Manual.

DIGITAKT On the Digitakt, you have the possibility to quick assign the LFO to the parameters. Hover over any parameter and click the **right mouse button**, and a menu pops up.

DIGITONE / DIGITONE KEYS / SYNTAKT has the following destinations available for quick assign: LFO 1 and LFO 2, the Velocity, Modulation Wheel, Pitch Bend, Breath Controller, and Aftertouch (4 assignable parameters each).

6.1.4 VIRTUAL KEYBOARD/PADS

Click **SHOW/HIDE KEYBOARD the** top of the plugin window to open a virtual keyboard at the bottom of the plugin window. On Analog Rytm, Digitakt, and Syntakt you can also choose to see pads for the separate tracks.

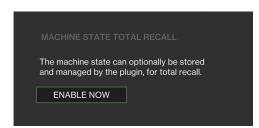
6.1.5 MACHINE STATE TOTAL RECALL

Available for Analog Keys, Analog Four MKI/MKII, Analog Rytm MKI/MKII, Digitakt, Digitone and Digitone Keys. (Total Recall is also available for Analog Heat MKI/MKII/+FX but there it is always switched on and can not be interacted with.)

Click **Total Recall (**at the top of the plugin window, next to the device name) to access and activate Machine State Total Recall. This can save the state of your device, including all parameter values, along with your DAW project.

When activated, Total Recall enables the plugin session to store the complete state of the device along with the plugin. When you save the DAW project on your computer, it also includes the entire active project of your device, including all kits, patterns, songs, sound slots, et cetera (similar to everything that is included when a project is saved to the +DRIVE). This convenient feature enables your device to recall its exact state, as it was when you left it the last time you worked on your DAW project.

By default, Total Recall is disabled. All data, such as kits and sounds, still need to be saved manually using the controls on your device or the plugin.



Click the ENABLE NOW button on the plugin device settings sidebar menu to enable Total Recall. An initial sync is performed. If you want to re-sync automatically each time you save your DAW project, activate **Sync automatically on save** using the toggle button.

Total recall is enabled. T was last synced at 9 Jan	
SYNC NOW	DISABLE
Sync automatically on sa	ave
Total recall session is	s active in device!
RE-ACTIVATE	

Note that this may cause your DAW save operation to take a couple of extra seconds. The alternative (if sync automatically on save is not activated) is to sync manually. Click the button SYNC NOW on the plugin each time you have a state that you want to save in its entirety. If you do not wish to use the recall functionality, you can clicking the DISABLE button to deactivate it. RE-ACTIVATE re-activates a total recall session that for some reason (for example, changing project on the device) was made inactive.

If you close your DAW project, or disconnect your device, and then continue to work on that project on the device while offline (not connected to a computer via Overbridge), these changes do not necessarily need to be lost. Instead, after connecting and re-opening the same DAW project again, the Total Recall mechanism detects that session and give you a choice. You are asked, via a prompt on the screen of your device, which version of the project you wish to keep. You can choose between three alternatives:



USE PLUGIN STATE Loads the Total Recall data associated with the DAW project.

USE DEVICE STATE Selects the state of the active project on your device. If you choose this option, the device state becomes the new plugin state. This allows you to keep working and refining your kits, patterns, and sounds, even while disconnected from the computer.

CANCEL RECALL. Lets you keep the integrity of both the last plugin state as well as the current state of your device.



- Total Recall is not available for the stand-alone versions.
- For Analog Rytm MKI/MKII and Digitakt, please remember that Total Recall does not save the actual samples of the projects. So, for saved projects to load correctly, the samples used must still reside on the Elektron device and be unchanged.
- A notification at the bottom of the plugin window, informs you when sync and Total Recall are in progress. Do not switch off your device, or disconnect it from the computer, during this process.

6.2 ANALOG KEYS / FOUR MKI/MKII PLUGIN OVERVIEW

Use the two tabs in the uppermost menu bar of the Analog Four or Analog Keys editor to select Kit Editor view or Sound Browser view.

6.2.1 KIT EDITOR

Click one of the tabs to select any of the following editor pages, from left to right: Kit (general kit settings such as performance macros, track levels, and Kit load/save operations) Synth Tracks 1–4, FX Track, and CV Track.

The controls of the Synth Track editor (shown below) roughly follow the signal path of the sound, topdown, left to right in the first two of the three main columns. The third column shows the controls for the envelopes, LFOs, and modulators.



6.2.2 SOUND BROWSER

The upper left section, above the Sound Pool, shows the four synth track keys. The name of the sound currently loaded is shown directly below. The active track is shown with a key with an orange rim around it.

To load a sound to any of the four tracks, simply drag it from any slot of the Sound Pool (left column) or +Drive library (right column) and drop it onto the key. If you wish to save a sound to the +Drive, drag the key of that track and drop it on an unoccupied +Drive slot. You can also double click a sound in the +Drive window to load it to the active track.

The left-hand side of this page shows the contents of the Sound Pool of the active Kit. The right-hand side lists all sounds of the +Drive library (the non-volatile storage of your device).

To add a sound to the Sound Pool (which makes it instantly accessible, possible to parameter lock, sound lock, et cetera) simply click and drag it from the +Drive library (right-hand side) and place it in any of the 128 slots on the left side. If you wish to remove a Sound Pool or +Drive sound, simply click the trash can icon next to it. Sounds that are locked (followed by a lock symbol) can not be removed.

The upper right section is a label grid that can be used to locate exactly the kind of sound you want. First, select one of the Sound Banks (A-P) on the top radio button menu bar. Do you know the type of sound you are looking for? Perhaps it is a glitchy lead texture? Click the labels Lead, Glitch and Texture, and the sounds having all three of those tags are listed below.

		80% V Analog Four							1111 k	
rack 1	Track 2	Track 3	Track 4		ILTERS ~					Clear filter
IEAVYMOOGER	THE SAW	TOMATAS	ОВ ХА							
ROJECT SOUND	POOL									
1 BRASSE		Lead, Brass, Vintage								
2 OB XA		Lead, Keys, Strings, B	right, Vintage, 🚔	N						
3 JARREING		Pad, Atmosphere, Evo		Vir						
4 HEAVYMOOG	ER	Bass, Deep, Vintage								
5 FUNKSQUIRT	ER	Bass, Bright, Vintage	<u>.</u>	BANK						
6 AMBIENT 2		Pad, Texture, Sound F	x, Atmosphere, 📋	A062	A BROKEN FRAM	1E	Lead,	Expressive		e
7 SLOWSYNC		Lead, Texture, Evolvin	g, Noisy 🗂	A063	TINKER BOX		Textu	re, Keys, Percussion,	Evolving, Epic	A
8 THE SAW		Bass, Lead, Hard, Brig	ht, Vintage, Epic	A064	FUNKSQUIRTER			Bright, Vintage		A
9 INDO		Lead, Sound Fx, Noisy	r, Glitch, Bright 🛛 📋	A065	UP THERE SMWH	IER		Bright, Vintage		A
10 U137		Pad, Keys, Sound Fx, A	Atmosphere, S 🝵	A066	ITALO BASS		Bass			A
11 DAVONO		Bass, Bright, Vintage,		A067	SQUARED AWAY		Keys			
12 CALIM		Sound Fx, Percussion	Î	A068	DENSE STRINGS			s, Deep, Dark, Epic		A
13 CLAP 1		Snare, Percussion	Ê	A069	BEARDO KEYS			Percussion, Soft, Da	rk, Vintage	
14 HAACKE HAC	к	Percussion	Î	A070	MY LIL SUITCASE	Ξ	Lead,	Keys		
15 080 TOM		Kick, Percussion	Ê	A071	BASIC AF		Keys			
16 ENSAM		Pad, Texture, Keys, At	mosphere, Evo 📋	A072	AMONGMYSELVE	ES		exture, Sound Fx, At		
17				A073	THE SAW			Lead, Hard, Bright, V	intage, Epic	
18				A074	SQUARE WAVE			Lead, Hard, Bright		
19				A075	GOOM SSAB			Lead, Soft, Vintage,	Acid	
20				A076	SNAKECHARMER	к		Pad, Brass, Soft		
21				A077	SINGLE CHORD			Pad, Texture, Chord	, Soft, Bright	
22				A078	101 BASS			Soft, Vintage, Acid		
23				A079	EDGAR			re, Strings, Atmosph	ere, Evolving, Epic	
24				A080	JUST BASS			Hard, Vintage, Epic		
25				A081	VANGELIST		Lead,	Pad, Soft, Bright, Epi	с	

6.3 ANALOG RYTM PLUGIN OVERVIEW

Use the two tabs in the uppermost menu bar of the editor to select Kit Editor view or Sound Browser view.

6.3.1 KIT EDITOR

Click one of the tabs to select any of the following pages, from left to right: Kit (general kit settings such as scene and performance macros, track levels, and Kit load/save operations), Drum Tracks 1–12, and FX Track.

The editor (shown below) exhibits different synth engine parameters depending on the chosen Drum Track (BD1 shows a different set of parameters than CH9, for instance).

(AR) Overbridge / Analog Rytm 80% V Analog Rytm	V Total Recall	Sync Clock ~	Kit Editor Sound Browser
	KIT - STUBB BD 1 SD 2 RS		
SOUND SETTINGS			
PRESET SOUND 1 Save Reload Clear	Load CHROMATIC PLAYBA	CK Sample 🔲 Synth 🔲	Velocity to volume
SYNTH			
Type Tune Sweep Time Sweep Depth Decay Time Waveform	Hold Time Transient Level		
-12 64 42 32	32 1 100		
SAMPLE	SAMPLE ASSIGN		
Tune Fine Tune Bit Reduction Sample Slot			
$\dot{\Box}$			
		Attack Decay Sustain Release Restart	Attack Hold Auto Gate Decay Infinite
Start End Loop Level	M		
		Multimode Filter	
		\neg \land $<$ $<$ $<$ $<$ $<$	Pan Accent Level
MODULATORS			\bigcirc \bigcirc \bigcirc
	LFO VELOCITY AFTERTOUCH		
Destination Depth Start Phase	Fade Multiplier Speed		Overdrive Delay Reverb
	$ \odot$ \odot		
FREE TRIG HOLD ONE HALF	0 × 16 48	Frequency Resonance Env. Depth [127] [0] [+0]	
			Version 2.0

6.3.2 SAMPLE SECTION

Add a sample layer to the analog Synth sound on any of the Drum Tracks. Click the drop down menu at the top of the Sample section, located directly below the Synth section of the track editor page. A browser opens, showing the Sample Slot pool of your Rytm. Click one of the samples to assign it to the active Drum Track.

All non-empty Sample Slots may be assigned to any track, parameter locked, shuffled or modulated by the LFO, and also processed with the parameters found next to the graphical representation of the waveform. The start and stop positions can be clicked, tugged and positioned anywhere on the graph. If the start position is placed to the right of the stop position, the sample (or slice) will be played backwards.



Click **Assign** to access the complete set of sample folders on the +Drive of your device. Click a folder twice to reveal its contents. Double-click ".." to return to the directory above.

Press the play button to preview a sample. Double-click, drag and drop, or press ENTER to load one or several of the files from the +Drive Browser to any of the 128 Sample Slots on the left side of the panel, to make them accessible on any of the Drum Tracks.

If you wish to remove a sample from any of the Sample Slots, simply highlight the sample and press DELETE/BACKSPACE on your computer keyboard to remove samples.

6.3.3 SOUND BROWSER

In the upper left section you see the 12 tracks, represented graphically in the same grid as seen on the Rytm device. The name of the currently loaded sound is shown on each pad. The active track pad is shown with an orange rim around it.

To instantly load a sound to any of the tracks, simply drag it from any slot (of the Sound Pool or +Drive Sound Library) and drop it on to the pad. If you wish to save a sound to the +Drive, drag the pad of that track and drop it on an unoccupied +Drive slot. You can also double-click a sound in the +Drive window to load it to the active track. This sound will automatically occupy an empty slot in the Sound pool

The analog drum voices of the Rytm use different synth engines (varying arrays of oscillators and ways of oscillator interaction). A sound crafted using the Bass Drum engine, for example, does not work on the HiHat engine (or vice versa). Therefore, when you click on and highlight a sound in the Sound Pool or +Drive Library, all voices that support the use of that particular sound engine are shown with green color pads. The pads of the tracks with drum voices that are incompatible with the highlighted sound remains gray. If you attempt to drag a sound to an incompatible track, the pad shows that it rejects the sound by turning red. If you want to load a sample-based Sound (all Sample, Filter, Amp and LFO settings) to any track, you must first **disable** its synth engine on the Synth section of the Drum Track page, then save it.

The left-hand side of the Sound Browser page shows the contents of the Sound Pool of the active Kit. The right-hand side lists the contents of one of the Banks (A-P) of the +Drive Sound Library.

To add a sound to the Sound Pool (which makes it instantly accessible, possible to parameter lock, sound lock et cetera) simply click and drag it from the +Drive Sound Library (right-hand side) and place it in any of the 128 slots on the left side. If you wish to remove a Sound Pool or +Drive sound, simply click the trash can icon next to it. Sounds that are locked (followed by a lock symbol) can not be removed.

The upper right section is a label grid that can be used to quickly locate the exact drum sound you're looking for. First, select one of the Sound Banks (A-P) on the top menu bar. Then, if you are after an Epic Fail Kick, click the tags Kick, Epic and Fail. All sounds that are tagged with all three labels are shown.

		80% 🗸 Analog Ry	tm	✓ Total I	Recall	ync Clock	111 Y	Sound Browse
жэ	OH 10	CY 11	CB 12	HIDE FIL	TERS ~			Clear filters
LOSEHH SGT	OPENHH FIST	CYMB NORM	COWBL FILT					
Τ5	LT 6	MT 7	HT 8					
BAZ	TOM DALGA	TOM THUD	ТОМ ТАВ					
	SD 2	RS 3	CP 4					
.AS	SHIZ	RIM SAZY	CLAP ONE					
				A001	KLAS	Kick		
5 FM QICK		Kick	-		QUCK	Kick		
36 FM LOKIK		Kick	-	A003	YAP	Kick		
37 FM PLAY		Kick	-	A004	ELEK	Kick		
38 FM FILTH		Kick	a	A005	FIZZ	Kick		
9 FM TUJK		Kick	Î	A006	TILO	Kick		
IO FM CUTE		Kick	Î	A007	DODGE	Kick		
1 FM MODE		Kick	Î	A008	сомво	Kick		
2 FM DIST		Kick	Î	A009	SHIWTY	Kick		e
13 FM SIMP		Kick	Î		WOBB	Kick		
4 FM BAZZ		Kick, Bass	Î		SHORT	Kick		
5 FM ALARM		Sound Fx	Î		RISE	Kick		
6 FM MOD		Kick, Sound Fx	Î		STEPE	Kick		
THE FM LOZ		Kick	4 4		TRI	Kick		
18 FM STARK 19 FM SFM		Kick	^		EXREP STEPZ	Kick Kick		
49 FM SFM		Snare			STEPZ	Kick Snare		
			Clear		SNABBI CDATV	Snare		

6.4 ANALOG HEAT PLUGIN OVERVIEW

6.4.1 PRESET EDITOR

All the Analog Heats sound shaping parameters are available in this preset editor page. The controls of the Preset editor (shown below) are grouped according to which function they have in the sound shaping process. In the Analog Heat +FX interface you can use the mouse to reorder the FX blocks by dragging and dropping the blocks in the desired order. The WAVEFORM window shows a real-time graphical illustration of how the different parameters affect the incoming audio. It also shows how the Envelope, Envelope follower, Trigger and LFO interacts with the audio.

Analog Heat MKI/MKII



Analog Heat +FX



6.4.2 M/S MODE

The Overbridge plugin gives you the possibility to use the Analog Heat in M/S mode. This mode lets you treat the mid and side signals separately when you process audio. The Mid/Side audio content is generated from the audio from the Left/Right inputs.

- Mid consists of the sum of Left and Right. (Mid = Right + Left.)
- Side consists of difference between Left and Right. (Side = Right Left.)

One of the advantages of this is that you have the possibility to preserve the center of the sound unaffected and just process the part of the signal that differs between the channels. The M/S mode greatly expands the control possibilities of what audio content to process.



- L/R, The channels are processed in a stereo configuration. Left and Right are processed in one analog channel each.
- M/S, The Mid and Side channels are processed in one analog channel each.
- Mid, Only the Mid channel is processed, and Side is left unaffected.
- · Side, Only the Side channel is processed, and Mid is left unaffected.



The Mid channel goes through the physical left channel, and the Side channel goes through the physical right channel.



The M/S Mode option and functionality is only available within the Overbridge plugin, and not in the menus of the Analog Heat device.

6.4.3 SETTINGS

Here you find all the global settings for the Analog Heat. The different sections are MIDI SYNC, MIDI PORT CONFIG, MIDI CHANNELS, CONTROL IN - PORT A, CONTROL IN - PORT B, and OPTIONS. These settings are only stored in the Analog Heat device; They are not stored in the preset or the plugin.

(AH) Overbridge / Ana	alog Heat 🛛 80% 🗸	Analog Heat		~			Preset Editor	Settings
INFO								
These are global machine se neither in the Preset nor in th	ttings. Stored ne plugin.	MIDI Channel	CH1 ~	Control Mode	cv ~	Control Mode	FOOTSW	
				CV Zero Level	0.00 V	Footswitch Pressed		
OPTIONS						T GOLSWILCHT TESSED		
Internal Tempo	Using BPM from Ho	st MIDI OUT Port Func	MIDI ~	CV Max Level	5.00 V	Footswitch Dest	TEMPO	
Active At Start					5 V			
		MIDI THRU Port Func	MIDI ~					
Analog In/Out	AUTO ~	MIDI Input From	MIDI+USB ~					
Knob Mode	САТСН ~				\longrightarrow			
		MIDI Output To	MIDI+USB ~					
MIDI SYNC		Parameter Output Mode		¶-5 V	Мах			
MIDI Clock Receive		Encoder Destination	INT ~					
MIDI Clock Send	-							
	_							
Program Change Receive Program Change Send								
i rogram ontange oond								
							2 ele	ktron

6.5 DIGITAKT I PLUGIN OVERVIEW

Use the two tabs in the upper menu bar of the Digitakt I editor to select Kit Editor view or Sound Browser view.

6.5.1 KIT EDITOR

Click one of the tabs to select any of the following pages, from left to right: Tracks 1 to 8, or the FX Track. The editor (shown below) shows all the track parameters and the FX parameters.



6.5.2 SAMPLE SECTION

Here you add or change the sample on the track. In the SAMPLE section press **Assign**. A browser opens, that shows the Digitakt I's samples. Double-click one of the samples to assign it to the active Track.

All non-empty Sample Slots may be assigned to any track and they may be parameter locked, shuffled or modulated by the LFO. They may also be processed with the parameters found next to the graphical representation of the waveform.

or) Overbridge / Digitakt 200% ~ Digitakt		✓ Total Recall	Sync Clock+Transport ~	Kit Editor Sound Brow
				TRK 8 FX/MASTER ASSIGN SAMPLES
		18 CY Soft		
CP Ambient	▶	19 HH Soft		
CY Ambient	•	20 MT Soft	▶ 🔒	
HH Ambient	▶	21 RS Soft	▶ 1	
HT Ambient	•	22 SD Soft	▶ 🔒	
LT Ambient	▶	23 BD School	▶ 📋	
MT Ambient	▶	24 OH School	▶ 🔒	
SD Ambient	▶	25 SD School	▶ 📋	
SP Ambient	►	26 BD2 Flange	▶ 📋	
		27 CY Flange	▶ 📋	
		28 HH3 Flange	▶ 📋	
		29 MT Flange	▶ 📋	
		30 PC2 Flange	▶ 📋	
		31 SD2 Flange	▶ 📋	
		32 BD2 Buggin	▶ 着	
		33 HH2 Buggin	▶ 📋	
		34 RS Buggin	▶ 🔒	
		35 SD1 Buggin	▶ 1	
		36 PC1 Spring	▶ 1	
		37 BD1 Weird	▶ 📋	

On the left side of the **ASSIGN** window you can navigate the +Drive of your device. Click a folder twice to reveal its contents. Double-click ".." to return to the directory above.

Press the play button to preview a sample. Double-click, drag and drop, or press ENTER to load one or several of the files from the +Drive Browser to any of the 128 Sample Slots on the right side of the panel, to make them accessible on any of the Drum Tracks.

If you wish to remove a sample from any of the Sample Slots, simply highlight the sample and press DE-LETE/BACKSPACE to remove samples.

6.5.3 SOUND BROWSER

The upper left section, above the Sound Pool, shows the 8 tracks. The name of the currently loaded sound is shown on each pad. The active track pad is shown with an orange rim around it.

To instantly load a sound to any of the tracks, simply drag it from any slot (of the Sound Pool or +Drive Sound Library) and drop it on to the pad. If you wish to save a sound to the +Drive, drag the pad of that track and drop it on an unoccupied +Drive slot. You can also double-click a sound in the +Drive window to load it to the active track. This sound will automatically occupy an empty slot in the Sound pool

The left-hand side of the Sound Browser page shows the Sounds in the Sound Pool. The right-hand side lists the contents of one of the Banks (A-H) of the +Drive Sound Library. To add a sound to the Sound Pool (accessible for parameter locking, sound locking et cetera) simply click and drag it from the +Drive Sound Library (right-hand side) and place it in any of the 128 slots on the left side. If you wish to remove a Sound Pool or +Drive sound, simply click the trash can icon next to it. Sounds that are locked (followed by a lock symbol) can not be removed.

The upper right section is a label grid that can be used to quickly locate the exact drum sound you're looking for. First, select one of the Sound Banks (A-H) on the top menu bar. Then, select the label(s). If you select multiple labels, only sounds that are tagged with all selected labels are shown.

Overbridge ,	/ Digitakt 80%	b v Digitakt		∽ Total F	Recall		Sync Clock+Trans	port ~	 Kit Editor	Sound Browser
	2:Snare	3:Tom	4:Clap	HIDE	FILTERS^					Clear filters
SNARE JAY	REVHAT	НАТ НН	NOISE CP							
5:Cowbell	6:Cl.Hat	7:O.Hat	8:Cymbal							
LITEN HH	NICE SD	BOXED	томкік							
1 THESYNTH			<u>ہ</u>	A001	SNARE JA	Y	Snare			A
1 THESYNTH 2 KVACK BD		Synth, Pad Kick	4 1	A002	MOVEMEN	л	Texture			
3 NASTYBASS		Bass	-	A003	REVHAT		Hi-Hat			
4 THEBASS		Synth, Bass	a	A004	SINEKIK		Kick			
5 SLAP CP		Clap	-	A005	SINEDON	G	Sound F>	, Electronic		
6 CUTE		Snare	-	A006	OBEN		Synth, Pa	d, Texture		
7 CRUNCH		Snare	-	A007	GUILTY		Kick			
8 CAVE		Sound Fx	<u>a</u>	A008	THEBASS		Synth, Ba	ISS		
9			-	A009	THESYNT	н	Synth, Pa	d		
10				A010	ACID		Synth, Ba	ISS		a
11				A011	BRUSHSN	ARE	Snare			
12				A012	HEAVYKIC	ж	Kick			
13				A013	BOUNCE		Synth, Ch	ord		
14				A014	DRONE		Synth, Ba	ss, Texture		<u></u>
15				A015	NASTYBA	ss	Bass			4
				A016	REVKIK		Synth, Ba	ISS		\mathbf{A}
									.0 🗖	elektran

6.6 DIGITONE / DIGITONE KEYS PLUGIN OVERVIEW

Use the two tabs in the upper menu bar of the Digitone editor to select Kit Editor view or Sound Browser view.

6.6.1 KIT EDITOR

Click one of the tabs to select any of the following pages, from left to right: Tracks 1 to 4, or the FX/Master page. The editor (shown below) shows all the track parameters and the FX/Master parameters.

6. THE PLUGINS



6.6.2 SOUND BROWSER

The upper left section, above the Sound Pool, shows the four tracks. The name of the currently loaded Sound is shown for each track. The active track is shown with an orange rim around it.

To load a sound to any of the tracks, simply drag it from any slot (of the Sound Pool or +Drive Sound Library) and drop it on to the track. If you wish to save a Sound to the +Drive, drag that track and drop it on an unoccupied +Drive slot. You can also double-click a Sound in the +Drive window to load it to the active track. This sound will then automatically be added an empty slot in the Sound pool.

The left side of the Sound Browser page shows the Sounds in the Sound Pool. The right side lists the contents of the selected bank (A-H) of the +Drive Sound Library. To add a sound to the Sound Pool (accessible for parameter locking, sound locking et cetera) simply click and drag it from the +Drive Sound Library and place it in any of the 128 slots in the Sound Pool. If you wish to remove a Sound Pool or +Drive sound, simply click the trash can icon next to it. Sounds that are locked (denoted by a lock symbol) can not be removed.

The upper right section is a label grid that can be used to quickly locate the exact Sound you're looking for. First, select one of the Sound Banks (A-H) on the top menu bar. Then, select the label(s). If you select multiple labels, only sounds that are tagged with all selected labels are shown.

) Overbridge /	Digitone 100%	Digitone			Total Re	call			Sync Clock+Tran	sport ~	6666		Sound Bro	wser
	TR 2	TR 3	TR 4		HIDE F	ILTERS^							Clear filt	ers
SIMPLE LEAD JM	THWACK HZ	CLICK 2 HZ	тік нг				в							
								Deep						
ST RECORATION		metallio, Acouatio	-	1										
35 PLAKBASS ZB		Expressive, Bass, Met		1										
36 FADED SM		Pad, Dark	Ê	1										
37 TUBULAR ZB		Percussion, Metallic, S		1	B147	POP HZ			Kick, Sn	are, Deep, Brass,	Strings, Percussion	, Hi-Hat, Texture	A	
38 BASS FATALE	BR	Bass, Arpeggio, Dark,	-	1	B169	ICEAXE H	IZ		Kick, Sn	are, Deep, Brass,	Strings, Percussion	, Hi-Hat, Evolvin	- -	
39 ROTAR BR		Expressive, Lead, Text	_	11	B177	CLICK 3	ΗZ		Snare, D	eep, Percussion,	Hi-Hat, Evolving, Ar	peggio, Metallic,		
40 KTUCC PD		Expressive, Bass	1		B185	THWACK	нz		Snare, D	eep, Percussion,	Hi-Hat, Cymbal, So	und Fx, Metallic, .	. 🔺	
41 AD LEAD HZ		Expressive, Bass, Lea	· · · · ·		B192	PULSE H	z		Kick, Sn	are, Deep, Percu	ssion, Hi-Hat, Textur	e, Sound Fx, Arp.		
42 BELLSY EÅ		Metallic, Soft, Bright	Î	1	B196	PASH HZ			Snare, D	eep, Percussion,	Hi-Hat, Cymbal, Me	tallic, Noisy		
43 ANGST BR		Expressive, Bass, Lea		1	B239	CLICK 2	ΗZ		Deep, Pe	ercussion, Hi-Hat	Metallic			
44 LADDESCEND	PD	Texture, Sound Fx, Bri	-		B240	CLICK 1 H	ız		Deep, Pe	ercussion, Hi-Hat	Metallic			
45 KLAGES PD		Expressive, Sound Fx,			B241	XRMYCL	тк		Deep, M	etallic				
46 REM TK		Soft, Vintage	Ê	1	B244	тік на			Deep Pr	ercussion, Hi-Hat	. Metallic			
47 FM100 TALKBO	XC	Expressive, Lead, Vint	· · · · · · · · · · · · · · · · · · ·	1	B245	RIMSHOT	330B TK		Deep. Pe	rcussion, Evolvir	ng. Metallic			
48 SUPERWIDE B	R	Expressive, Lead, Text		1	B246	RIMSHOT	330A TK			ercussion, Evolvir				
49 DETROIT2 JM			Î		B247	FLICK ZE				rcussion, Bright	•			
50 RV905 HZ		Lead, Sound Fx, Arpeg							a a a pi t					
51 RV904 HZ		Lead, Texture, Sound												
52 UBASS 3 HZ		Bass, Pad, Dark	Ê											

6.7 SYNTAKT PLUGIN OVERVIEW

Use the two tabs in the upper menu bar of the Syntakt editor to select Kit Editor view or Sound Browser view.

6.7.1 KIT EDITOR

Click one of the tabs to select any of the following pages, from left to right: Tracks 1 to 12, the Analog FX block, and the Effects. The editor (shown below) shows all the parameters.



6.7.2 SOUND BROWSER

The upper left section, above the Sound Pool, shows the twelve tracks. The name of the currently loaded Sound is shown for each track. The active track is shown with an orange rim around it.

To load a sound to any of the tracks, simply drag it from any slot (of the Sound Pool or +Drive Sound Library) and drop it on to the track. If you wish to save a Sound to the +Drive, drag that track and drop it on an unoccupied +Drive slot. You can also double-click a Sound in the +Drive window to load it to the active track. This sound will then automatically be added an empty slot in the Sound pool.

The left side of the Sound Browser page shows the Sounds in the Sound Pool. The right side lists the contents of the selected bank (A-H) of the +Drive Sound Library. To add a sound to the Sound Pool (accessible for parameter locking, sound locking et cetera) simply click and drag it from the +Drive Sound Library and place it in any of the 128 slots in the Sound Pool. If you wish to remove a Sound Pool or +Drive sound, simply click the trash can icon next to it. Sounds that are locked (denoted by a lock symbol) can not be removed.

The upper right section is a label grid that can be used to quickly locate the exact Sound you're looking for. First, select one of the Sound Banks (A-H) on the top menu bar. Then, select the label(s). If you select multiple labels, only sounds that are tagged with all selected labels are shown.

)) Overbridge /	Syntakt 100%	 Eriks Syntakt 		Total Reca			s	aync Clock+Tran	sport 🗸 💡	 	Sound Brows
RK 1	TRK 2	TRK 3 TR		HIDE F	ilters ~						Clear filters
DRIANA1	ADRIANA2	ADRIANA3 AD	RIANA4		٩						
RK 5	TRK 6	TRK 7 TR	к 8								
DRIANA5	ADRIANA6	ADRIANA7 AD	RIANA8								
RK 9	TRK 10	TRK 11 TR	K 12								
DRIANA9	ADRIANA10	ADRIANA11 AD	RIANA12								
T NAME				A001	HIDDEN KIC	ж		Kick			<u> </u>
1 BLOMP		Kick	î	A002	BLOMP			Kick			A
2 CROOKED		Kick	1	A003	SUB-KLICK			Kick			
3 LILKNOK		Kick	î	A004	KLOOMP			Kick			
4 WRECKED		Kick	Î	A005	THUMPZ			Kick			
5 HOUSE KICK		Kick	Ê	A006	PROIGY			Kick			
6 MARCH SNARE		Snare	Î	A007	JAB			Kick			
7 SLÅP		Snare	Î	A008	ANADIG			Kick			
8 STRIKER		Snare, Brass, Noisy, Glitch, Ha		A009	FLOPPYKIC	.ĸ		Kick Kick			
9 MAPP		Snare, Percussion, Cymbal	Î	A010 A011	CLASS ACT			Kick			
10 CLAPSHNAP		Brass		A011 A012	MMP			Kick			
11 KLÅP		Brass	Î	A012 A013	PRUTTKICH			Kick Kick			
12 OXAP		Brass	Î	A013 A014	CROOKED			Kick			
			Clea	A014 A015	SNAPKIC			Kick			
											– elektro

6.8 DIGITAKT II PLUGIN OVERVIEW

Use the two tabs in the upper menu bar of the Digitakt II editor to select Kit Editor view or Preset Browser view.

6.8.1 KIT EDITOR

Click one of the tabs to select any of the following pages, from left to right: Tracks 1 to 16, Send FX, or Mixer.

The editor (shown below) shows all the track parameters and the FX parameters.



6.8.2 SAMPLE SECTION

Here you add or change the sample on the track. In the Kit Editor section press **Assign Samples**. A browser opens, that shows the Digitakt II's samples. Double-click one of the samples to assign it to the active Track.

All non-empty Sample Slots may be assigned to any track and they may be parameter locked, shuffled or modulated by the LFO. They may also be processed with the parameters found next to the graphical representation of the waveform.

Overbridge / Digitak	t 200% v Digitakt	~	Sync	Clock+Tra	ansport ∨	l h		6664	Kit Editor	Sound Browser
										ASSIGN SAMPLES
Δ.			POS NAME							
V TR909BD	▶		0 OFF							
+ TR909SD	•		1 BD Palak			•	-			
* TR909BD2	•		2 SD Stonk			•				
* TR909SD2	►		3 MT Puff			•				
* TR909HH	►		4 CP Tekniklap			•	î			
+ TR909OH	►		5 PC Trunk			•	î			
TR909RIDE	►		6 HH Analog 1			•	Ê			
+ TR909RIM	•		7 HH Analog 2			►	1			
TR909CLAP			8 CY Skinny Cymbal			•	Î			
TR909TOM	•		9 Fat Sun Open			•	Î			
TR909TOM2			10 Shinything			•	î			
* TR909TOM3			11 Kraut Mid C5			•	Î			
* TR909CRSH	•		12 Plain Ghost			•	Î			
			13 Ego Sweep			►	Î			
			14 SH Broken			•	Î			
			15 Phurrr			•	Ê			
			16 Noise Crackle			•	î			
			17 Dry Wood	_	_		^	_	_	
			18 BD Good Freq				Î			
										elektron

On the left side of the **ASSIGN SAMPLES** window you can navigate the +Drive of your device. Click a folder twice to reveal its contents. Double-click ".." to return to the directory above.

Press the play button to preview a sample. Double-click, drag and drop, or press ENTER to load one or several of the files from the +Drive Browser to any of the 1016 (127 in each bank) Sample Slots on the right side of the panel, to make them accessible on any of the tracks.

If you wish to remove a sample from any of the Sample Slots, simply highlight the sample and press DE-LETE/BACKSPACE to remove samples.

6.8.3 SOUND BROWSER

The upper left section, above the Sound Pool, shows the 16 tracks. The name of the currently loaded sound is shown on each pad. The active track pad is shown with an orange rim around it.

To instantly load a sound to any of the tracks, simply drag it from any slot (of the Sound Pool or +Drive Sound Library) and drop it on to the pad. If you wish to save a sound to the +Drive, drag the pad of that track and drop it on an unoccupied +Drive slot. You can also double-click a sound in the +Drive window to load it to the active track. This preset will automatically occupy an empty slot in the Sound Pool

The left-hand side of the Preset Browser page shows the presets in the Sound Pool. The right-hand side lists the contents of one of the Banks (A-H) of the +Drive Preset Library. To add a sound to the Sound Pool (accessible for parameter locking, sound locking et cetera) simply click and drag it from the +Drive Preset Library (right-hand side) and place it in any of the 128 slots on the left side. If you wish to remove a Sound Pool or +Drive sound, simply click the trash can icon next to it. Presets that are locked (followed by a lock symbol) can not be removed.

The upper right section is a label grid that can be used to quickly locate the exact drum sound you're looking for. First, select one of the Banks (A-H) on the top menu bar. Then, select the label(s). If you select multiple labels, only sounds that are tagged with all selected labels are shown.

Overbridge	/ Digitakt II 200	0% v Digitakt II		~			Sync Clock	+Transport ∨	۲ ¥	22 6664	Kit Editor	Sound Browser
TRK 1 ACIDD	TRK 2 BLUE KICK	TRK 3 BRUM HH	TRK 4 RABBIT DUB		HIDE FILTE							Clear filters
TRK 5 REB RS	TRK 6 REB STRING	TRK 7 PRESET 7	TRK 8 PRESET 8	i .								
TRK 9 PRESET 9	TRK 10 PRESET 10	TRK 11 PRESET 11	TRK 12 PRESET 12							Texture Glitch		
TRK 13 PRESET 13	TRK 14 PRESET 14	TRK 15 PRESET 15	TRK 16 PRESET 16									
SLOT NAME 1 ACIDD 2 BLUE KICK 3 BRUM HH 4 RABBIT DUE 5 REB RS		TAGS Synth Kick Hi-Hat Synth Rimshot		1	A016 BRI A052 TAI A061 LAI A072 LE <i>i</i> A097 PA	Å VIND UM TEXTURE NZ OST W CRUMBLE ÄN NOISE STEL MOSQUITO ARKLESS		Texture, : Texture, : Texture, : Texture, : Texture, :	Soft Sound Fx Noisy	Jlic, Glitch		
6 REB STRING 7 8 9 10 11 12		Synth	Î			UZZ TUBE B TEXTYR		Texture : Texture	Sound Fx			4
13 14												elektron

6.9 DIGITONE II PLUGIN OVERVIEW

Use the two tabs in the upper menu bar of the Digitone editor to select Kit Editor view or Preset Browser view.

6.9.1 KIT EDITOR

Click one of the tabs to select any of the following pages, from left to right: Kit, Tracks 1 to 16, Send FX, and the Mixer page. The editor (shown below) shows all the track parameters for Track.



6.9.2 PRESET BROWSER

The upper left section, above the Preset Pool, shows the four tracks. The name of the currently loaded Preset is shown for each track. The active track is shown with an orange rim around it.

To load a sound to any of the tracks, simply drag it from any slot (of the Preset Pool or +Drive Preset Library) and drop it on to the track. If you wish to save a Preset to the +Drive, drag that track and drop it on an unoccupied +Drive slot. You can also double-click a Sound in the +Drive window to load it to the active track. This sound will then automatically be added an empty slot in the Sound pool.

The left side of the Preset Browser page shows the Preset in the Preset Pool. The right side lists the contents of the selected bank (A-H) of the +Drive Preset Library. To add a Preset to the Preset Pool (accessible for parameter locking, sound locking et cetera) simply click and drag it from the +Drive Preset Library and place it in any of the 128 slots in the Preset Pool. If you wish to remove a Preset Pool or +Drive sound, simply click the trash can icon next to it. Sounds that are locked (denoted by a lock symbol) can not be removed.

The upper right section is a label grid that can be used to quickly locate the exact Preset you're looking for. First, select one of the Preset Banks (A-H) on the top menu bar. Then, select the label(s). If you select multiple labels, only sounds that are tagged with all selected labels are shown.

	Overbridge	/ Digitone II 1209	% ~ Digitone II								⁹	Preset Brow
TRK 1	SPACE	TRK 2 FOREST UFO	TRK 3 GHOSTWIRE	TRK 4 CALM CHIME		IIDE FIL	LTERS^					Clear filter
TRK 5		TBK 6	TRK 7	TRK 8								
	DY MOOD	NEONDRIFT	PRESET 7	PRESET 8								
TRK 9)	TRK 10	TRK 11	TRK 12								
PRES	ET 9	PRESET 10	CH SOFT METAL	PRESET 12								
TRK 1 PRES		TRK 14 PRESET 14	TRK 15 PRESET 15	TRK 16 PRESET 16								
							NAME					
					A	001	HIDDEN TEA	RS	Rimshot	Lead, Atmosphe	re, Soft, Vintage	
					A	002	MONOLOW		Bass, Gl	tch, Soft, Dark, V	intage	
1	BASS SPACE		Rimshot, Cowbell, Bas	is 🧂	A	003	SYNTHVÅG		Lead, Cł	iord, Bright, Vinta	ge	
2	FOREST UFO		Percussion, Lead, Aco	ustic, Soft 🛛 🖀	A	004	WET SAND		Lead, At	mosphere, Soft, V	/intage	
3	INVERTED TR	EES	Cowbell, Lead, Texture	• 1	A	005	FAMILY CRES	ST	Lead, So	ft, Vintage		
4	GHOSTWIRE		Cowbell, Synth, Pad, A	tmosphere, S 📋	A	006	7THPAD		Tom, Par	d, Chord, Atmospl	here, Soft, Dark	
5	CALM CHIME		Cowbell, Synth, Pad, T	exture, Chord, 着	A	007	BASS SPACE		Rimshot	Cowbell, Bass		
6	NEONDRIFT		Cowbell, Texture, Atm	osphere, Vinta	A	800	LONELY NIGH	нтѕ	Cowbell	Lead, Soft, Vinta	ge	
	BRKNBAS		Rimshot, Bass	2	A	009	AMBIENTOU	s	Cowbell	Pad, Atmosphere	e, Dark	
8	WOODY MOO	D	Percussion, Acoustic	^	A	010	JÄVELSKAPE	ET	Tom, No	sy		
9	80BRASS		Clap, Chord	Ê	A	011	PUNCHBASS		Rimshot	Bass, Dark		
10	PWIDTH MOD	DED	Pad, Chord	^	A	012	LO-FI EPIANO	0				
11					A	013	THE GRAND	PIANO	Acoustic	, Soft		
12					A	014	RANDOM RO	ADS	Pad, Tex	ture		
13					A	015	FLTRD DREA	MS	Pad, Sof			
14					A	016	GEIGERBAS		Bass, Da	rk		A

6.10 INDIVIDUAL INPUTS

Note that to use individual audio inputs from your synth voices on the Overbridge plugin, you must activate these channels as inputs on the Overbridge Control Panel (click the toggle button beneath a track). This is only needed for Analog Keys, Analog Rytm MKI, and Analog Four MKI. The remaining Overbridge supported devices always have all channels activated.

All your Overbridge device tracks may be sequenced and automated using a DAW, whether or not the individual tracks/voices are activated or deactivated on the Control Panel, but the channel must be activated to route audio from a track/voice into the DAW.

Select the device you want to use for each instance of the plugin on the Machine Selection menu on the sidebar (click the device settings icon in the top right corner of the plugin window). This lets you use, for example, 2 Analog Fours (and access 8 analog synth voices) on your DAW.

6.11 MULTIPLE OUTPUTS

The plugin exposes multiple audio outputs to the DAW. The first stereo channel is always the Main Out of the device. The remaining plugin output channels are the individual outputs from the synth or drum voices (plus Ext. In on Keys/Four) on your Elektron device.

6.12 INPUT ROUTING

In addition to the outputs, the Analog Rytm and Analog Keys/Four plugins also have four stereo (L/R) inputs. Use the input routing functionality if you want to route audio (from, for example, a regular software plugin or an external instrument jacked into your DAW) through a voice on your Overbridge device, for example, to treat the audio to some analog processing. This functionality is sometimes called Sidechain input routing.

Click **INPUT ROUTING** *P* at the top of the plugin window to open the INPUT ROUTING menu.

Click one of the eight boxes, then select which destination you wish to route audio through. You can even route your audio to two separate destinations at the same time.

Any audio track on your Analog Rytm or Analog Keys/Four instrument may be set as a destination: Main L, Main R, Main FX L, Main FX R or Track 1–12 on the Analog Rytm. Main L, Main R or Track 1–4 on the Analog Keys/Four.



If you choose Main L/R as a destination for your routing, the audio is routed directly to the outputs of Elektron device without any processing.

		Sync Cl	ock		6666	ĥ
	1/2	Disabled		Disabled		
l De	3/4	Track 1		Track 2		
	5/6	Track 3		Track 4		
	7/8	Main L		Main R		

Also, if you route audio through an individual synth or drum track, remember that the amp must be triggered (by a trig placed in the sequencer or with an external controller) for any audio to pass through.

7. STAND-ALONE VERSIONS

The stand-alone versions of the plugins have all the same functionality as the VST/AU/AAX plugins but do not require you to run them inside a DAW. Instead, they run as separate programs on your computer. The stand-alone versions also have some additional settings and functionality. For more information about the plugins, please see "6. THE PLUGINS" on page 14.



7.1 OPTIONS

Click **OPTIONS** at the top left of the program window to open the options page. The options available here vary on your computer and hardware setup.

ASIO						
Device						
Elektron Digitak					~	Test
Active input channe	ls:					
✓ Main L + R						
Kick 1 + Sna	re 2					
Tom 3 + Cla						
Cowbell 5 +	Closed Ha	t 6				
Sample rate						
48000 Hz						
Audio buffer size						
64 samples (1.3 i	1s)					
Control Panel						
	Rese	et Device				

FEEDBACK LOOP

Mutes the sound card's audio input.

DRIVER TYPE

Selects the type of audio driver you want to use.

ACTIVE INPUT CHANNELS

Sets the input channels that will be active in Overbridge.

SAMPLE RATE

The sample rate defines the number of audio samples that are captured per second. A higher number results in better quality, but in conjunction with AUDIO BUFFER SIZE also affects the load on the computer.

AUDIO BUFFER SIZE

Buffer size is the amount of time that is allowed for your computer to process the audio. A low buffer size limits latency but also results in a higher load on your computer which can cause glitchy audio or drop-outs.

ACTIVE MIDI INPUTS

Selects the external devices that can send midi to the Elektron device.



If you have a powerful computer, you can choose a higher sample rate and a lower buffer size (which lowers latency).

7.2 AUDIO CAPTURE

The stand-alone versions have the possibility to perform basic audio recording of audio from the device. Click **AUDIO CAPTURE** at the top of the program window to open the audio capture page. The audio capture will generate a number of WAV-files (32 bit/48 kHz). The number of files depends on your CAP-TURE settings.

QUICK SELECTOR			
Select Group			
Monitor Gain (dB)			
	LR	1 2 3 4 5 6 7 8	- <u> </u>
MONITOR			•
CAPTURE			
NAME			
Digitakt			
DESTINATION			
C:\Users\angman\Musi			Browse
Open destination folder			
		Start Capture	

QUICK SELECTOR

Selects a group of channels that will be recorded by the audio capture.

MONITOR GAIN

Controls the monitor volume.

MONITOR

Selects the channels that are monitored.

CAPTURE

Selects the channels that are captured (recorded) by the recorder.

NAME

Sets the prefix name of the audio files generated from the audio capture recording.

DESTINATION

Sets the destination to where the audio files will be saved. Use BROWSE to select another location.

START/STOP CAPTURE

Starts/Stops the audio recording.

8. SEQUENCING WITH THE DIGITAL AUDIO WORKSTATION

Once an Overbridge plugin is loaded into your DAW project, you can send MIDI to the plugin to sequence your device. The MIDI channels are the same as the track numbers, so on the Analog Four/Keys, Digitone you use MIDI channels 1–4 for sequencing the tracks. For the Rytm, channels 1–12 is used.

If you wish to record streaming audio from your Overbridge device into DAW tracks or send audio from your DAW for processing in your Overbridge device, your DAW must be configured accordingly (see "Appendix B: Setup Example" on how to do the initial configuration).

8.1 SYNCING THE ELEKTRON SEQUENCER

Select a mode of synchronizing the Elektron sequencer to the host sequencer. You find this setting at the top of the Plugin window.



NO SYNC. Use this setting if you want the DAW sequencer and the Elektron device sequencer to run independent of each other.

CLOCK Syncs the BPM of the Elektron device to the BPM of the DAW. However, start and stop commands from the DAW will not affect the device sequencer.

CLOCK + TRANSPORT syncs the BPM of the device sequencer to the DAW. This settings also sets the device sequencer to react to Start, Stop and Pause commands from the DAW. This works in a way similar to a regular MIDI sync, but Overbridge enables a more tight interaction between the DAW and the Elektron device.

SONG POSITION syncs the BPM of the device sequencer to the DAW. This settings also sets the device sequencer to react to Start, Stop and Pause commands from the DAW. Additionally, the device sequencer is position sensitive and the device follows the DAW sequencer position in a best effort manner. If you have a number of patterns arranged as a Song on your Elektron device, for instance, the song is in best effort sync with the DAW arrangement across pattern changes.



You will get the best results if the sequencer is stopped when you change position in your arrangement. More specifically, do not perform any jumps while the sequencer is playing. Looping is a special case of jumps. Looping is also supported in the best effort manner. We recommend that you do not use smaller grid sizes than 1 bar in your host.



When sequencer sync is enabled on an Overbridge plugin, the device does not accept any other sync signals. That means MIDI sync and USB-MIDI sync is ignored. If sequencer sync is disabled, however, you are allowed to synchronize the device with both internal clock or MIDI/USB-MIDI. Note, however, that the latency compensation may cause the sequencer to run out-of-sync if the Overbridge sequencer sync is not used.

8.2 PATTERN CHANGE

You can send MIDI notes to the plugin on MIDI channel 16 to request pattern changes on the Elektron device. Like SONG POSITION sync, this works in a best effort manner. The sequencer will change to the new pattern after the current pattern has played through to the end.

MIDI note 0 = Pattern 1

MIDI note 1 = Pattern 2

MIDI note 2 = Pattern 3

....

MIDI note 15 = Pattern 16

9. CREDITS AND CONTACT INFORMATION

CREDITS

PRODUCT DESIGN AND DEVELOPMENT

Johannes Algelind Andreas Brykt Oscar Dragén Magnus Forsell Christer Lindström Jimmy Myhrman Viktor Nilsson Mattias Rickardsson David Smallbone Tizard

DOCUMENTATION

Erik Ångman

CONTACT INFORMATION

ELEKTRON WEBSITE

http://www.elektron.se

OFFICE ADDRESS

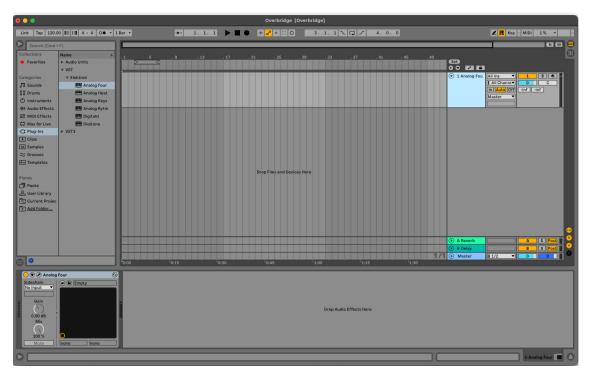
Elektron Music Machines MAV AB Banehagsliden 5 SE-414 51 Gothenburg Sweden

APPENDIX A: SETUP EXAMPLE

This appendix shows a step-by-step setup guide of the Overbridge plugins in Ableton Live. Make sure you have installed Overbridge according to the manual (see "3.3 INSTALLING AND SETTING UP OVERBRIDGE" on page 7) before proceeding with the setup example shown below.

ABLETON STEP ONE – INSERT PLUGIN

Open the Overbridge Control Panel and enable the individual outputs (Analog Rytm/Four MKI, and Analog Keys). Then open a new Ableton Live Set, create a new MIDI track and insert the Overbridge plugin.



ABLETON STEP TWO – INDIVIDUAL CHANNEL INPUTS

Create a new Audio track and select the plugin track as the incoming audio source (default is external in) in the top drop-down menu of the track inputs/outputs column.

				Overbridge [Ov	erbridge]			
Link Tap 120.0	00 4 / 4 ○● • 1	Bar ▼	1. 1. 1 🕨 🔳	● + <mark>&</mark> + ∷ O	3. 1. 1 🔪 🗔 🗉	4.0.0		🗶 🛄 Key - MIDI 1% 🔹 -
Search (Cmd	+ F)	E						E I I I I I I I I I I I I I I I I I I I
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Sounds	Analog Four						-	All Channe
BB Drums	Analog Heat							In Auto Off -inf .inf Master
() Instruments	🕮 Analog Keys							Master
(II) Audio Effects	🕮 Analog Rytm						Audio TRK 1	1-Analog Fo Z S I
MIDI Effects	Digitakt							Post Mixer
-C: Plug-Ins	▶ VST3							Pre FX Post FX
Clips								Post Mixer
Samples								Track 1 L/-Analog Four
\approx Grooves								Track 3 L/-Analog Four
E Templates								Track 4 L/-Analog Four Input L/Input R-Analog Four
Places							1 1	Input Lymput R-Analog Four
Places								
C User Library				Drop Files and Devices I	lere			
Current Projec								
+ Add Folder								
							A Reverb	A S Post II
							B Delay	B S Post ii
0		0:00 0:15	0:30	0:45	1:00	1:15 ¹ 1:30		
1								
				Drop Audio Effe	ects Here			
0							1	Audio TRK 1
0								Audio TRK 1

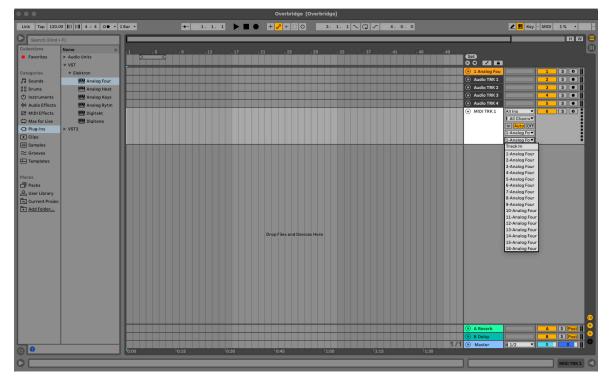
ABLETON STEP THREE – AUDIO CHANNEL OUTPUTS

Select the first track of outbound audio from the plugin in the second drop-down menu. Track 1 is labeled Trk 1, Track 2 is called Trk 2 and so on. Repeat the procedure for the rest of the individual outputs for the plugin.

0 🗢 🔍	Overbridge [Overbridge]	
Link Tap 120.00 III III 4 / 4 O • • 1 Bar •	+- 1. 1. 1 ▶ ■ ● + 2 + 3 ○ 3. 1. 1 \ □ 7 4. 0. 0	🗶 🎹 Key - MIDI 1% 🔹 -
Search (Cmd + F)		H W 🗎
Collections		
Favorites > Audio Units	r5 r9 r13 r17 r21 r25 r29 r33 r37 r41 r45 r49 ▶>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>	
v vst		
Categories v Elektron	🕤 1 Analog Fou	All Ins I S O I All Channey C
Sounds Malog Four		In Auto Off -inf -inf
📲 Drums 🔤 Analog Heat		Master V
Instruments Manalog Keys MAnalog Rytm		
E MIDI Effects Digitakt		1-Analog Fo V 2 S O
Max for Live Max for Live		II Track 1 L/▼ 0 C In Auto Off -inf -inf
-C: Plug-Ins > VST3		Master V
Clips		
teo Samples		1-Analog Fo V 3 S O
≈ Grooves		ii Track 2 L/
E Templates		In Auto Off -inf -inf Master
		master v
Places	• Audio TRK 3	1-Analog For 4 S
Subser Library		ii Track 3 L/-
E: Current Projec		In Auto Off -inf -inf
+ Add Folder		Master V
	⊙ Audio TRK4	1-Analog Fo▼ 5 S ●
		ii Track 4 L/-
		In Auto Off -inf -inf
		Master
	Drop Files and Devices Here	
	A Reverb	A S Post
	A Reverb	B S Post
8 9		
0		Audio TRK 3

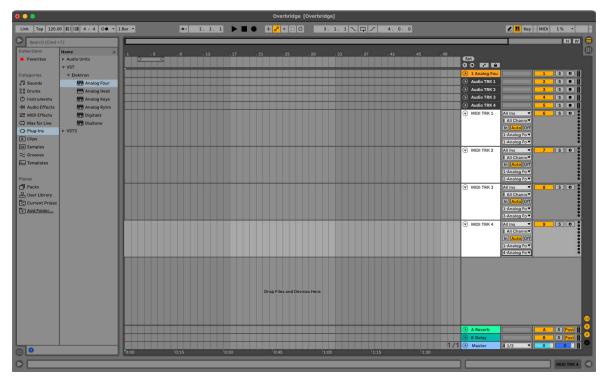
ABLETON STEP FOUR - INDIVIDUAL MIDI CHANNEL OUTPUTS

Create a new MIDI track and select the plugin track as a MIDI output in the third drop-down menu of the inputs/outputs column.



ABLETON STEP FIVE – PLUGIN TRACK DESTINATION

Select a destination track for the plugin.



ABLETON STEP SIX – DELAY COMPENSATION

Make sure Delay Compensation is enabled. It is found under Options in the top menu bar.

0 0 0		Edit MIDI Map 36 M	Overbridge [Overbridge]	
Link Tap 120.0	0 4/4 00 -	Edit Key Map ೫೫ К	$\blacksquare \oplus + \frac{3}{6^{2}} + \bigcirc \bigcirc 3. 1. 1 \frown \bigcirc \checkmark 4. 0. 0$	🗶 🛄 Key - MIDI 1% 🔹 -
0		✓ Computer MIDI Keyboard M		
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Categories	▼ Elektron	Reduced Latency when Monitoring	• 1 Analog Fou	<u> </u>
J Sounds	Analog Four	Time Ruler Format >		2 S • 1
BB Drums	Analog Heat		• Audio TRK 2	<u> </u>
() Instruments	Analog Keys		🖌 🖌 🖌 🖌 🖌 🖌 🖌 🖌 🖌 🖌 🖌 🖌 🖌	4 S • 📕
·仲 Audio Effects	Analog Rytm		I E E E E E E E E E E E E E E E E E E E	<u> </u>
MIDI Effects	🕅 Digitakt		MIDI TRK 1	1-Analog For 6 S 0
A Max for Live	Digitone		MIDI TRK 2	2-Analog For 7 S 0
-C: Plug-Ins	▶ VST3	Fixed Grid \$5	MIDI TRK 3	3-Analog Fo V 8 S 0
► Clips			MIDI TRK 4	4-Analog For▼ 9 S 0
ie Samples		Draw Mode B		
\approx Grooves		✓ Highlight Scales K		
E Templates		Follow 쇼울F		
		✓ Chase MIDI Notes		
Places		MIDI Envelope Auto-Reset		
Packs			Drop Files and Devices Here	
User Library				
		✓ Solo in Place		
Add Folder				
		Lock Envelopes		
		MIDI Arrangement Overdub		
		✓ Audio Engine On 🔍 ∿ % E	A Reverb	A S Post II
			B Delay	B S Post II
20		0:00 0:15 0:30	0:45 ¹ 1:00 ¹ 1:15 ¹ 1:30 Master	
		0:15 -0:30	1:15 1:30	
I			Drop Audio Effects Here	
0				Audio TRK 1

ABLETON STEP SEVEN – DISABLE USB MIDI

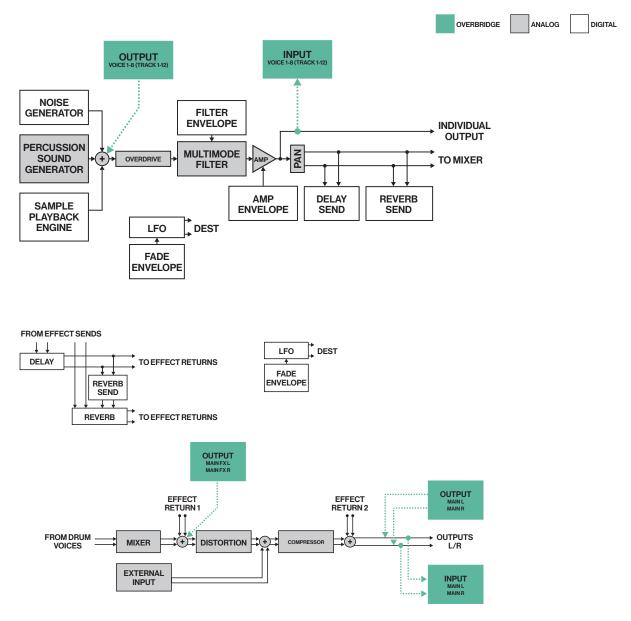
When using Overbridge with Ableton, you must not activate the USB MIDI Input and Output in the Preferences menu. To disable, select Options in the menu bar, then click Preferences. Select the MIDI Sync tab and disable all outbound and incoming MIDI messages to and from the Overbridge device.

	Preferences	
rom Plug-ing Record Waintenance	Link Show Link Toggle Show Link Toggle Tempo Follower Show Tempo Follower Toggle Input Channel (Ext. In) Control Surface Input 1 None None 2 None None 3 None None 5 None None 6 None None 6 None None 7 Takeover Mode None MIDI Ports	Show Off

APPENDIX B: OVERBRIDGE - DEVICE INTERFACE

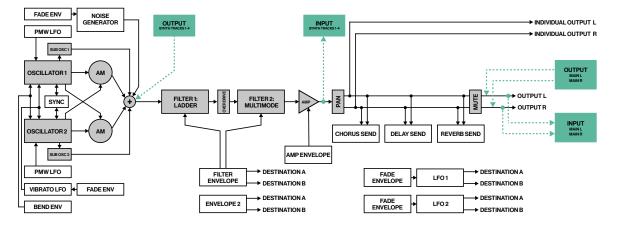
B.1 ANALOG RYTM MKI/MKII

The illustration shows the **inputs** (from the Analog Rytm MKI/MKII into Overbridge) and **outputs** (from Overbridge into the Analog Rytm MK/MKII) and where they connect with the signal path of your device. They show where the Overbridge output channels are mixed into the Analog Rytm MKI/MKII, as well as where in the signal path of the device signals are relayed into the Overbridge input channels.

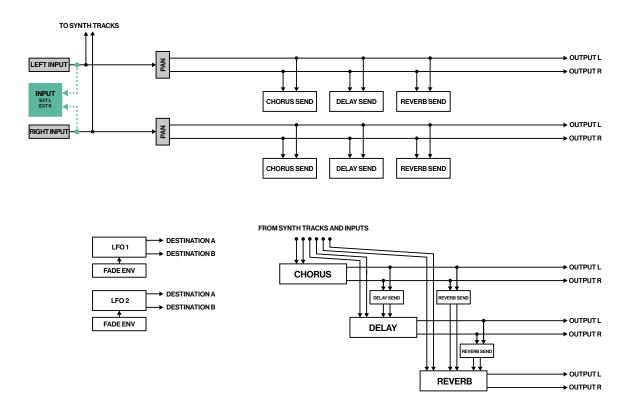


B.2 ANALOG KEYS/FOUR MKI/MKII

The illustration below shows where the Overbridge output channels are mixed into an Analog Keys or Analog Four MKI/MKII, as well as from where in the signal path of the Elektron device, the signals are relayed to the Overbridge input channels. The five main junctions are shown below and numbered to show where they interface with the signal path of the Keys/Four. Note that the illustration is based on the Analog Keys signal path - the individual outputs from the Analog Four MKI/MKII can only be accessed through Overbridge.

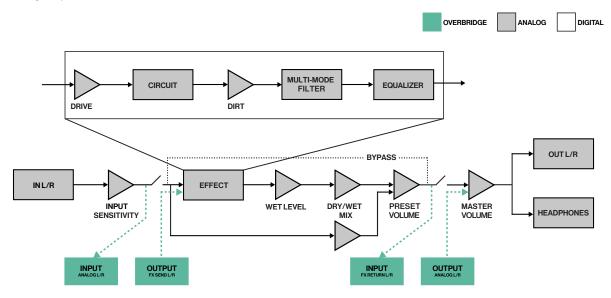


The illustrations show the **inputs** (from the Analog Keys/Four MKI/MKII into Overbridge) and **outputs** (from Overbridge into the Analog Keys/Four MKI/MKII) and where they connect with the signal path of your device. All audio, sync and communications via USB.



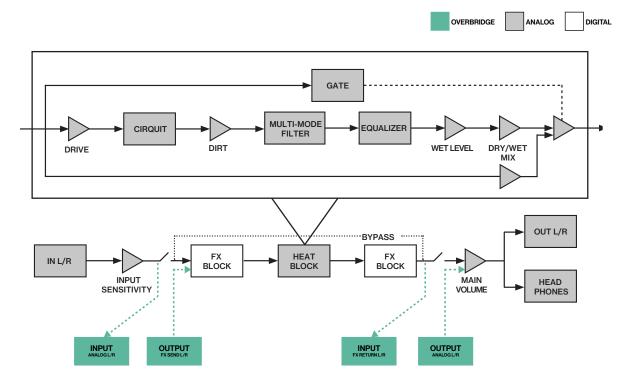
B.3 ANALOG HEAT MKI/MKII

The illustration below shows where the Overbridge output channels are mixed into an Analog Heat MKI/ MKII, as well as from where in the signal path of the Elektron device, the signals are relayed to the Overbridge input channels. The four main junctions are shown below.



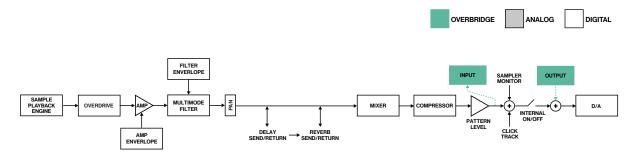
B.4 ANALOG HEAT +FX

The illustration below shows where the Overbridge output channels are mixed into an Analog Heat +FX, as well as from where in the signal path of the Elektron device, the signals are relayed to the Overbridge input channels. The four main junctions are shown below.



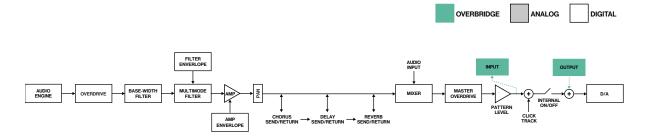
B.5 DIGITAKT I

The illustration below show where the Overbridge output channels are mixed into the Digitakt I, as well as from where in the signal path of the Elektron device, the signals are relayed to the Overbridge input channels. The two main junctions are shown below.



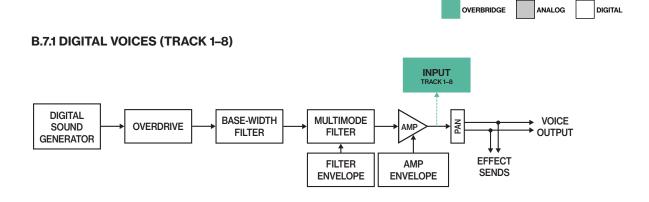
B.6 DIGITONE I/II/DIGITONE KEYS

The illustration below show where the Overbridge output channels are mixed into the Digitone as well as from where in the signal path of the Elektron device, the signals are relayed to the Overbridge input channels. The two main junctions are shown below.

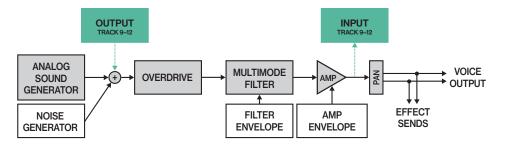


B.7 SYNTAKT

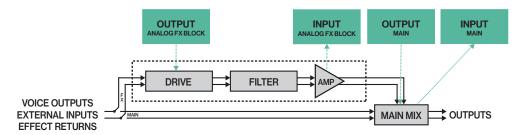
The illustrations below show where the Overbridge output channels are mixed into the Syntakt, as well as from where in the signal path of the Elektron device, the signals are relayed to the Overbridge input channels. The main junctions are shown below.



B.7.2 ANALOG VOICES (TRACK 9–12)

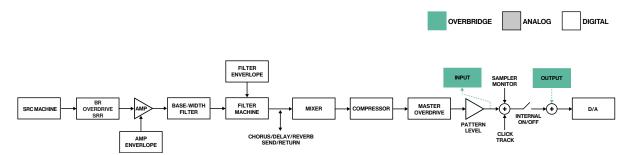


B.7.3 ANALOG FX BLOCK



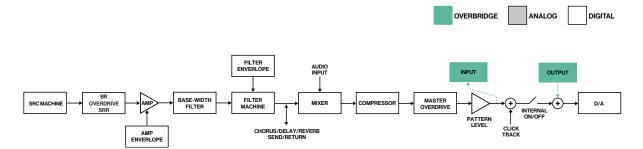
B.8 DIGITAKT II

The illustration below show where the Overbridge output channels are mixed into the Digitakt II, as well as from where in the signal path of the Elektron device, the signals are relayed to the Overbridge input channels. The two main junctions are shown below.



B.9 DIGITONE II

The illustration below show where the Overbridge output channels are mixed into the Digitone II as well as from where in the signal path of the Elektron device, the signals are relayed to the Overbridge input channels. The two main junctions are shown below.



APPENDIX C: USB BANDWIDTH LIMITATIONS FOR OLDER DEVICES

The Analog Keys, Analog Four MKI, and Analog Rytm MKI are USB Full Speed devices, each with a maximum bandwidth of 12 Mbit/s. This limits the number of audio channels that can be used at the same time without running out of bandwidth. Depending on the bit depth (16-bit or 24-bit), you can activate additional or fewer channels. For these three devices, the Overbridge Control Panel allows you to enable/disable the input- and output channels that you want to use to economize the bandwidth in an optimal way.

Depending on both your computer and your USB setup (hubs and other devices), you can use up to 10 channels at once. However, this might be possible only on highly optimized systems. On most systems, you can use between 6 or 8 channels at once. You will most likely be able to multi-track record all channels of both Analog Keys/Four MKI devices, and up to 8 channels from the Analog Rytm MKI, directly into your DAW.

Analog Keys, Analog Four MKI, and Analog Rytm MKI support a maximum of 8 channels per direction in Overbridge, and a total of 10 channels (in- and outputs) running simultaneously.



As Analog Heat MKI/MKII/+FX, Analog Four MKII, and Analog Rytm MKII, Digitakt I/II, Digitone I/II, and Digitone Keys are USB Hi-Speed devices, with a maximum bandwidth of 480 Mbit/s, they do not have the limitations mentioned above.

If you use multiple Overbridge devices (And at least one of them is a Analog Keys, Analog Four MKI, or Analog Rytm MKI), you should use a Multiple Transaction Translator (Multi-TT) USB hub, such as Elektron Overhub. The Multi-TT USB hub optimizes the USB audio streaming performance with as many channels as possible running.

A Multi-TT hub is required to utilize the full 12 Mbit/s bandwidth of multiple USB Full Speed devices at the same time. With a Single Transaction Translator USB hub, all USB Full Speed (12 Mbit/s) devices have to share the same 12 Mbit/s Full Speed bandwidth, even if the other side of the USB bus supports higher transfer rates. With a Multi-TT hub each Full Speed device will get its own dedicated 12 Mbit/s bandwidth.

APPENDIX D: ASIO CHANNEL TABLES

If your DAW cannot display the names of the ASIO channels, use the tables below for reference. The input and output channels differ depending on the Overbridge device you use.

Note that on the Analog Keys, Four MKI/MKII, and Rytm MKI/MKII, the Main L/R output is mixed into the Main Out and the Synth/Drum Track outputs are mixed in before the filters/overdrive. On the Analog Rytm, the Main FX Left and Right Output channels are mixed in together with the Main Out before the master Distortion and Compression.

D.1 ANALOG KEYS / FOUR MKI/MKII CHANNELS

Keys / Four Input	ASIO Input ID	Keys / Four Output	ASIO Output ID
MAIN L	1	MAIN L	1
MAIN R	2	MAIN R	2
SYNTH TRACK 1	3	SYNTH TRACK 1	3
SYNTH TRACK 2	4	SYNTH TRACK 2	4
SYNTH TRACK 3	5	SYNTH TRACK 3	5
SYNTH TRACK 4	6	SYNTH TRACK 4	6
EXTERNAL IN L	7		
EXTERNAL IN R	8		

D.2 ANALOG RYTM MKI/MKII CHANNELS

Analog Rytm Input	ASIO Input ID	Analog Rytm Output	ASIO Output ID
MAIN L	1	MAIN L	1
MAIN R	2	MAIN R	2
BD TRACK 1	3	MAIN FX L	3
SD TRACK 2	4	MAIN FX R	4
RS/CP TRACK 3/4	5	BD 1	5
BT TRACK 5	6	SD 2	6
LT TRACK 6	7	RS/CP 3/4	7
MT/HT TRACK 7/8	8	BT 5	8
CH/OH TRACK 9/10	9	LT 6	9
CY/CB TRACK 11/12	10	MT/HT 7/8	10
		CH/OH 9/10	11
		CY/CB 11/12	12

D.3 ANALOG HEAT MKI/MKII/+FX CHANNELS

Analog Heat Input	ASIO Input ID	Analog Heat Output	ASIO Output ID
ANALOG IN L	1	ANALOG OUT L	1
ANALOG IN R	2	ANALOG OUT R	2
FX SEND L	3	FX RETURN L	3
FX SEND R	4	FX RETURN R	4

D.4 DIGITAKT I CHANNELS

Digitakt I Input	ASIO Input ID	Digitakt I Output	ASIO Output ID
MAIN L	1	MAIN L	1
MAIN R	2	MAIN R	2
AUDIO TRACK 1	3		
AUDIO TRACK 2	4		
AUDIO TRACK 3	5		
AUDIO TRACK 4	6		
AUDIO TRACK 5	7		
AUDIO TRACK 6	8		
AUDIO TRACK 7	9		
AUDIO TRACK 8	10		
EXTERNAL IN L	11		
EXTERNAL IN R	12		

D.5 DIGITONE I/DIGITONE KEYS CHANNELS

Digitone Input	ASIO Input ID	Digitone Output	ASIO Output ID
MAIN L	1	MAIN L	1
MAIN R	2	MAIN R	2
SYNTH TRACK 1	3		
SYNTH TRACK 2	4		
SYNTH TRACK 3	5		
SYNTH TRACK 4	6		
EXTERNAL IN L	7		
EXTERNAL IN R	8		

D.6 SYNTAKT CHANNELS

Syntakt Input	ASIO Input ID	Syntakt Output	ASIO Output ID
MAIN L	1	MAIN L	1
MAIN R	2	MAIN R	2
AUDIO TRACK 1	3	PRE FX L	3
AUDIO TRACK 2	4	PRE FX R	4
AUDIO TRACK 3	5	AUDIO TRACK 9	5
AUDIO TRACK 4	6	AUDIO TRACK 10	6
AUDIO TRACK 5	7	AUDIO TRACK 11	7
AUDIO TRACK 6	8	AUDIO TRACK 12	8
AUDIO TRACK 7	9		
AUDIO TRACK 8	10		
AUDIO TRACK 9	11		
AUDIO TRACK 10	12		
AUDIO TRACK 11	13		
AUDIO TRACK 12	14		
FX TRACK L	15		
FX TRACK R	16		
DELAY/REVERB L	17		

Syntakt Input	ASIO Input ID	Syntakt Output	ASIO Output ID
DELAY/REVERB R	18		
EXTERNAL IN L	19		
EXTERNAL IN R	20		

D.7 DIGITAKT II CHANNELS

Syntakt Input	ASIO Input ID	Syntakt Output	ASIO Output ID
MAIN L-R	1-2	MAIN L-R	1-2
AUDIO TRACK 1 L-R	3-4	DELAY L-R	3-4
AUDIO TRACK 2 L-R	5-6	REVERB L-R	5-6
AUDIO TRACK 3 L-R	7-8	CHORUS L-R	7-8
AUDIO TRACK 4 L-R	9-10		
AUDIO TRACK 5 L-R	11-12		
AUDIO TRACK 6 L-R	13-14		
AUDIO TRACK 7 L-R	15-16		
AUDIO TRACK 8 L-R	17-18		
AUDIO TRACK 9 L-R	19-20		
AUDIO TRACK 10 L-R	21-22		
AUDIO TRACK 11 L-R	23-24		
AUDIO TRACK 12 L-R	25-26		
AUDIO TRACK 13 L-R	27-28		
AUDIO TRACK 14 L-R	29-30		
AUDIO TRACK 15 L-R	31-32		
AUDIO TRACK 16 L-R	33-34		
DELAY L-R	35-36		
REVERB L-R	37-38		
CHORUS L-R	39-40		
EXTERNAL IN L-R	41-42		

D.8 DIGITONE II CHANNELS

Syntakt Input	ASIO Input ID	Syntakt Output	ASIO Output ID
MAIN L-R	1-2	MAIN L-R	1-2
AUDIO TRACK 1 L-R	3-4	DELAY L-R	3-4
AUDIO TRACK 2 L-R	5-6	REVERB L-R	5-6
AUDIO TRACK 3 L-R	7-8	CHORUS L-R	7-8
AUDIO TRACK 4 L-R	9-10		
AUDIO TRACK 5 L-R	11-12		
AUDIO TRACK 6 L-R	13-14		
AUDIO TRACK 7 L-R	15-16		
AUDIO TRACK 8 L-R	17-18		
AUDIO TRACK 9 L-R	19-20		
AUDIO TRACK 10 L-R	21-22		
AUDIO TRACK 11 L-R	23-24		
AUDIO TRACK 12 L-R	25-26		
AUDIO TRACK 13 L-R	27-28		
AUDIO TRACK 14 L-R	29-30		

Syntakt Input	ASIO Input ID	Syntakt Output	ASIO Output ID
AUDIO TRACK 15 L-R	31-32		
AUDIO TRACK 16 L-R	33-34		
DELAY L-R	35-36		
REVERB L-R	37-38		
CHORUS L-R	39-40		
EXTERNAL IN L-R	41-42		

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