



ELLIOTT • H • GARAGE

EG PULSE DRUM MACHINE

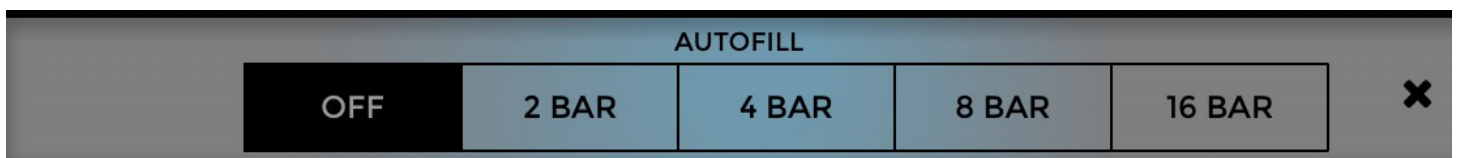
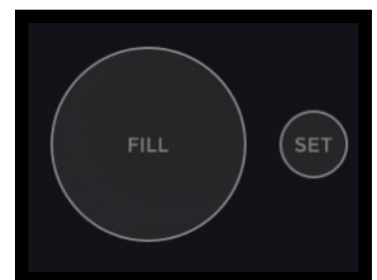
PLAY PATTERNS

To start playing a groove, set the tempo knob to your desired BPM and press PLAY.

You can enqueue the next pattern by pressing one of the 16 GROOVE/STEP button in the bottom bar; the new rhythm will be automatically played when the current one will reach its end.

If you select one of the 16 GROOVE while holding the button FILL, the selected rhythm will be enqueued as a FILL. When a FILL reaches its end the previously playing pattern will be played again.

It's also possible to SET the AUTO FILL IN, choosing after how many measures the selected fill will be auto triggered - available values are 16, 8, 4 or 2 measures.



Tempo BPM can be adjusted with the TEMPO knob, tapping on the TAP button or double tapping on the tempo knob to insert an exact value.

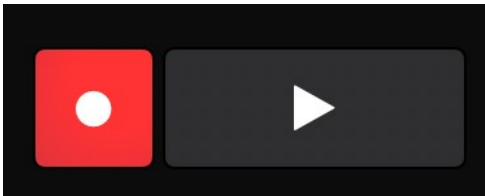
HINT: you can swipe left/right the tempo label in the top display or long press it to insert an exact value.

WRITE PATTERNS

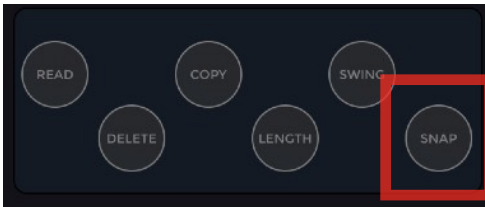
To create or modify a groove you have 2 main modalities:

- Play live in the Pad View
- Add notes in the Grid View

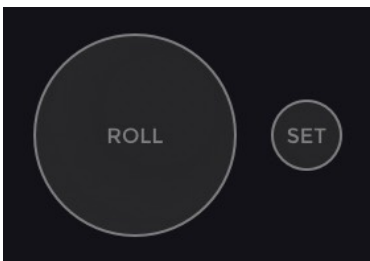
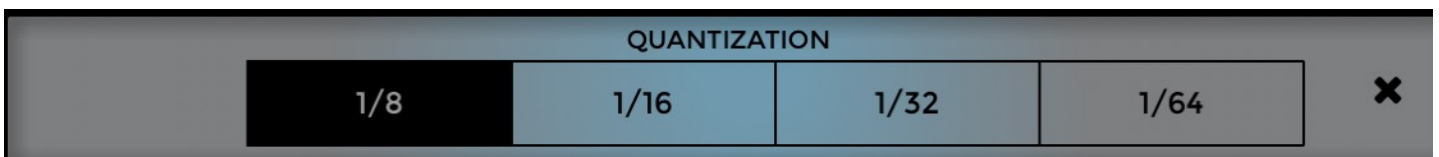
The second modality will be explained in the GRID VIEW section of the manual.



To start record live your rhythm simply press the RECORD button and start playing; you will now hear a metronome (it may be disabled in the settings) to help you record on the beat.



Now simply tap on the pads to start adding sounds to your groove, according to the quantization value you set pressing the SNAP button or tapping on the SNAP label in the top display.



A roll can be written holding the ROLL button while tapping on the desired sound PAD. The ROLL quantization can be set separately from the single note one.

You can DELETE a whole pattern by holding the button DELETE and selecting one of the 16 PATTERN/STEP button in the bottom of the screen, or delete a single sound in a groove holding the DELETE button tapping on the related PAD.



For each pattern, you can adjust the SWING value and the LENGTH of the pattern.

Hold the COPY button and select a destination pattern to copy the select one on the destination tapped.

GRID VIEW



Here you can create a new groove inserting the single notes or modify an existing one.

Each row of the grid represents a pad of your current drumkit and each column is the step where that sound will play on the sequence.

You need to adjust the SNAP/QUANTIZATION value to insert notes on the grid by 1/8th, 1/16th, 1/32nd and 1/64th; you can also pinch zoom to work more precisely on the grid.



You can also step recording sounds in the GRID VIEW; press the RECORD button, start playing and tap on the PAD labels to write your groove.

You can set different sequence length for each lane dragging the LAST STEP buttons on the right end; this will allow the creation of polyrhythms and evolving patterns.

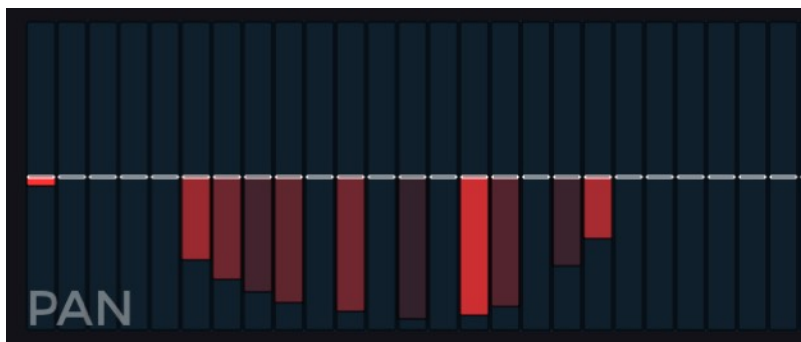
MIXER VIEW

Here you can mix your drumkit sounds, setting pan, gain, pitch and level for each pad.

You can also enable CHOKE, which allows to mutually stop playing sounds; for example you can enable CHOKE for Open Hat and Closed Hat to stop playing an Open Hat when a Closed Hat is triggered. You can add up to 4 choke groups, each one with a different color.

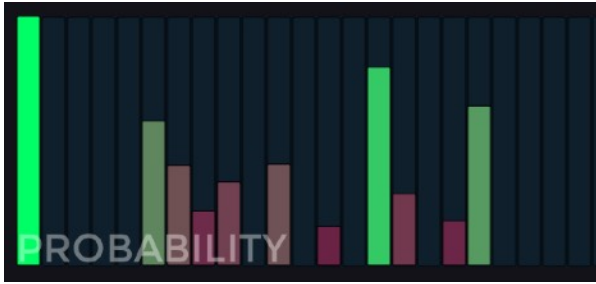
Mute and Solo buttons can be swiped to quickly set multiple values.

AUTOMATIONS VIEW



Automations can be enabled pressing the READ button in the left part of the screen.

Level, pan and pitch of each pad can be dynamically changed drawing on the automation view; you can also pinch zoom to better set the values, or double tap to insert a note.



Probability needs to be enabled pressing PROB button. Probability allows the creation of random and unpredictable grooves, adding a probability value that the selected step will be played; higher values (drawn in green color) mean that the step has a great probability to be played, while lower values (drawn in red color) means that the step has little probability.

FX VIEW

Here you can add to each pad Reverb, Delay and EQ filter.

SONG VIEW

You can enable the SONG mode to create a queue of patterns to be played in sequence.

To add a pattern to the SONG you need to select the PATTERN in the bottom section of the screen and press the ADD button; to remove a pattern from the SONG tap on it (it will be highlighted) and press the REMOVE button.

Patterns in the song can be arranged and sorted simply dragging them in the view.

You can set the song starting pattern simply tapping on a groove, otherwise unselect all grooves to start from the first measure.

Please note that when SONG mode is enabled you cannot enqueue grooves or fills manually like in the normal live mode.

SAVING & RECALL DRUMKIT & BANKS

You can save or load drumkits and bank presets pressing the SAVE button.

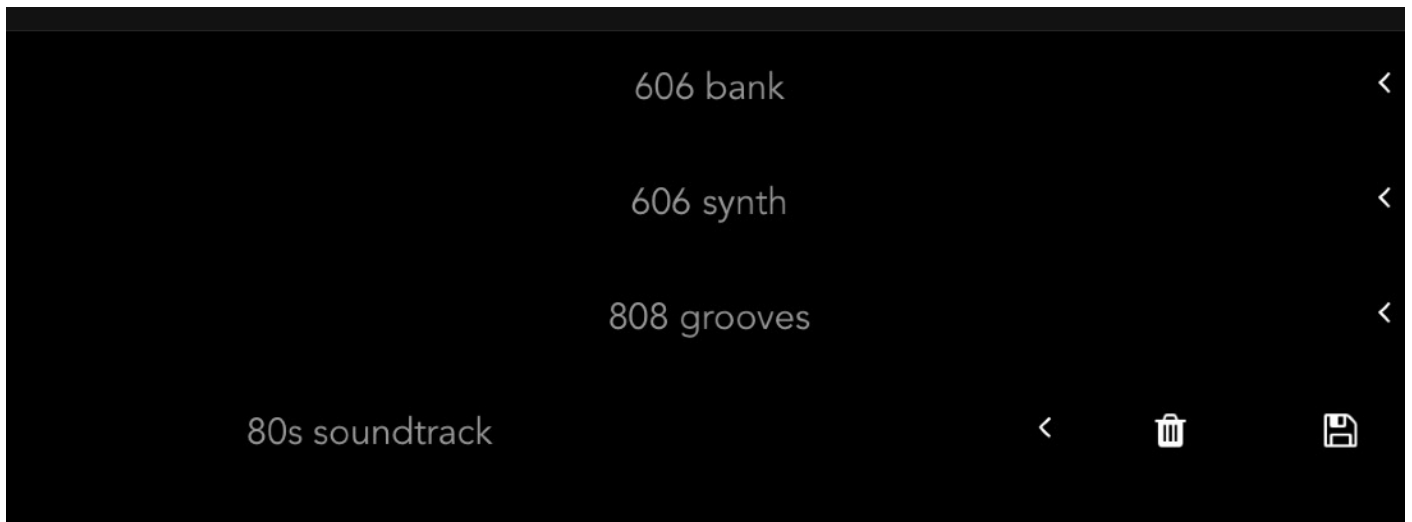
Drumkits and Bank presets are 2 different entities in EG Pulse:

- A Drumkit includes the actual drumkit samples, the mixer configuration and the pads configuration (MIDI map, colors and samples start, attack, release and length)
- Bank preset includes the 16 grooves, automations, tempo info and song info.

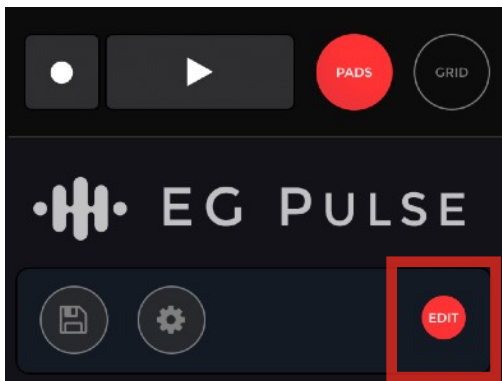
User presets are stored in 'MY BANKS' and can be imported and exported.

Custom drumkits can be created importing user samples; simply drag & drop your WAV, AIFF, M4a, audio files or MP4 and MOV video files (audio will be extracted and converted to WAV) from FILE app (iPAD) or use the import functionality in the PADS edit view (see the following section).

A custom drumkit can be stored in the app opening the SAVE/LOAD view, selecting DRUMKIT section and pressing the PLUS button; you should choose a name for your kit and press OK.



User drum kits and bank presets can be overwritten and deleted left-swiping on the related row in the table. You can share a drumkit with all its audio samples left-swiping on a kit row.



PAD EDIT VIEW

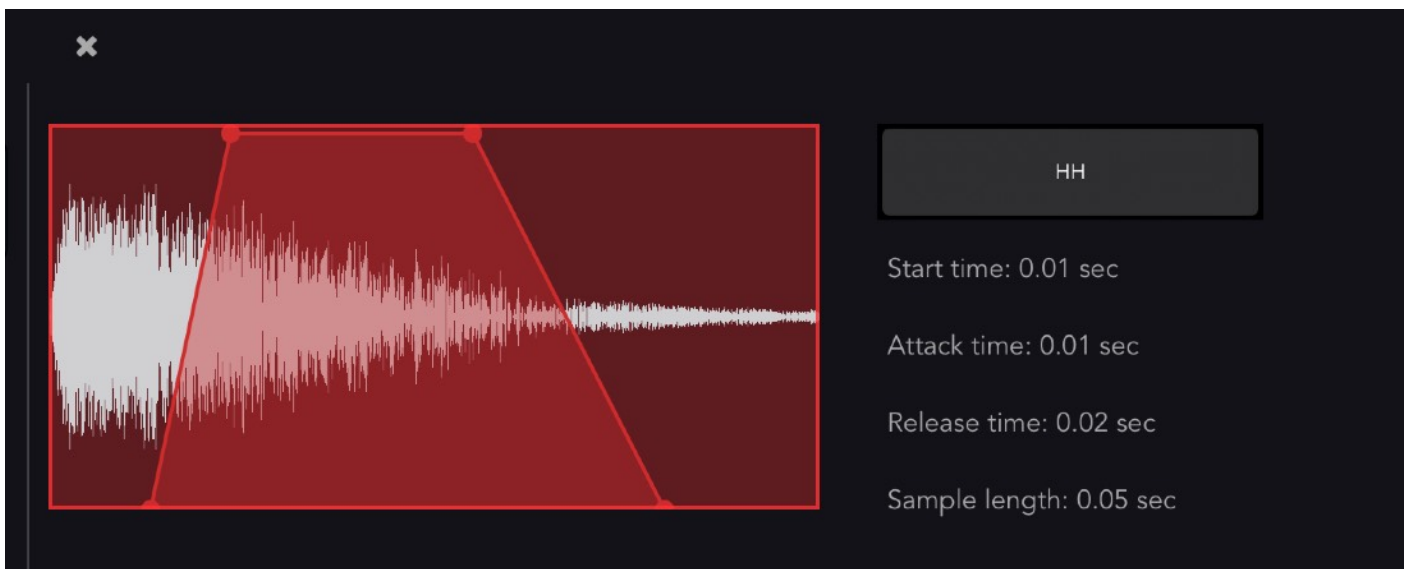
Pads can be configured pressing the EDIT button: you can assign each PAD a different color, a MIDI note the audio file.

To import a sample simply press the FOLDER icon to open the import browser.

To assign the MIDI note for the PAD press the PLUS icon near the MIDI note label and send the note from your MIDI controller.

Each sample can be re-ordered or renamed pressing the GEAR icon, or it can be edited pressing the PENCIL icon: an editor window will be opened to allow sample parameters editing.

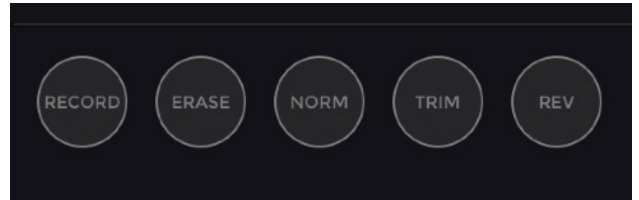
HINT: You can open the SAMPLE EDITOR also holding the EDIT button and selecting one of the 16 pads in the home screen.



SAMPLE EDITOR

HINT: You can open the SAMPLE EDITOR also holding the EDIT button and selecting one of the 16 pads in the home screen.

You can erase the sound from the current kit - button ERASE - or you can RECORD from your device mic a new sample for a maximum of 20 seconds; you can also NORMALIZE, TRIM or REVERSE your sample (please note that these are destructive operation, that will modify your original file - you cannot use these functionalities on factory samples).

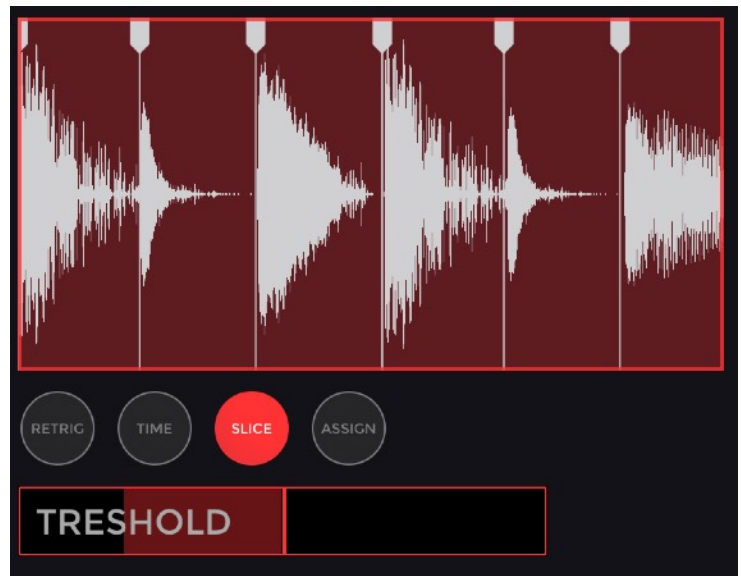


HINT: when the app is hosted as AU3 in the FX slot you can record from any incoming audio

You can drag a new sample from your FILE app directly to the sound label to import it in your kit; for each sample you can set the start point, attack and release time and sample length.

For each sample you can set RETRIGGER to stop the current playing pad when the same pad is triggered again. You can also choose the sample play mode among ONE SHOT, HOLD to make a PAD playing as long as you keep your finger on a pad, or LATCH to play the sample in loop. By default all samples are set to ONE SHOT.

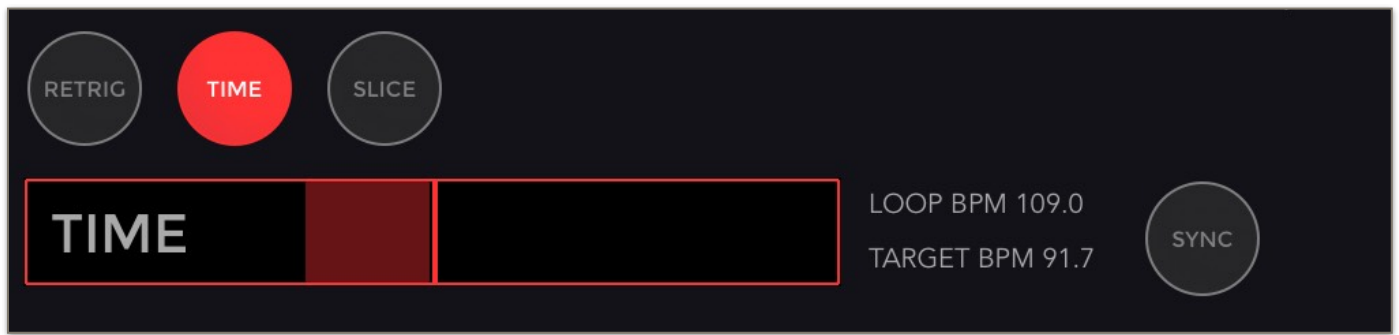
You can SLICE an audio samples automatically or manually; press SLICE to enable the additional SLICE parameters and automatically detect the sample transients. You can adjust the detection threshold or you can add/remove a transient double tapping on a region: the waveform can be pinch zoomed to work on audio details. Transients can be added/removed with double tap, or they can be dragged to the desired point.



You can also divide a sample in equal parts pressing the DIVICE button and adjusting the slider indicating the number of parts.

When you're happy with the result you can ASSIGN each slice to the available pads; only free pads will be assigned, so be sure to free enough pads or start from a blank drumkit.

Please note that transient detection algorithm is designed for percussive sound, so it may not work on melodic lines; you can still add slice points manually and then assign them to the available pads.

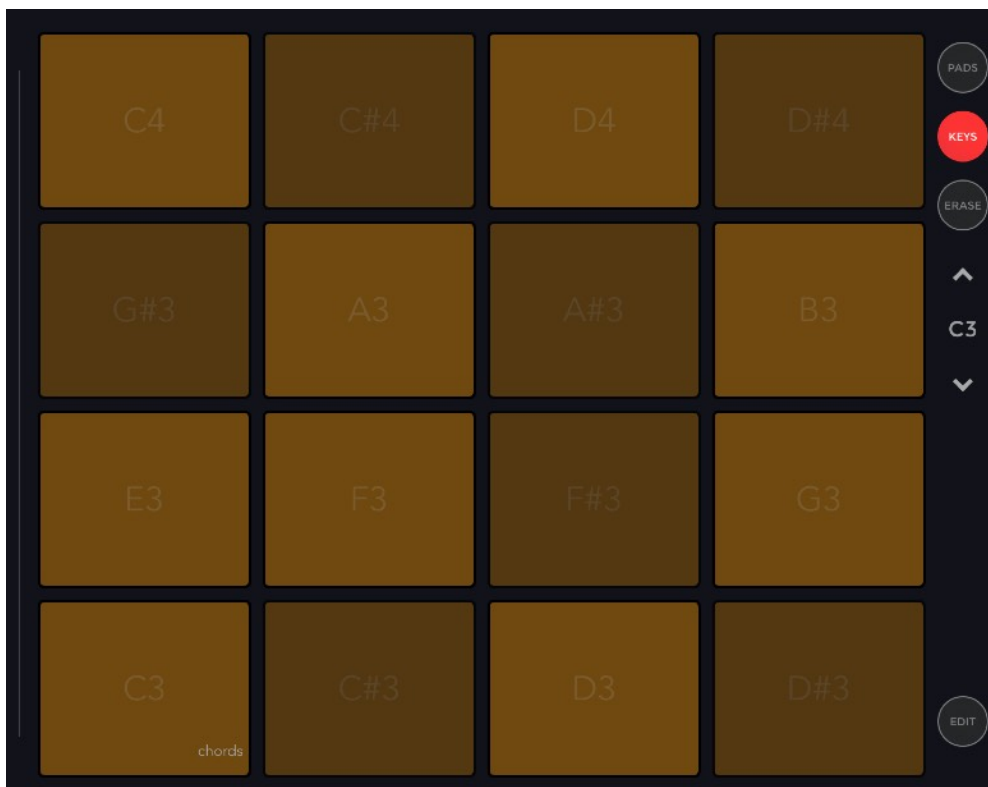


You can also **TIME STRETCHING** audio: press the **TIME** button to enable the additional time stretch parameters.

If the audio sample is a loop, the **BPM** will be automatically recognized and you can **SYNC** the loop to Pulse tempo; Pulse will suppose that the loop has a 4 bars duration, so the sound will be distributed on 4 bars automatically.

CHROMATIC PADS

You can switch to the chromatic pads view pressing the **KEYS** button on **PADS** right menu and access to a dedicated view which allows to play monophonic melodic lines changing the pitch of a sample.



HINT: hold **KEYS** button and tap on a pad to open a sound in the chromatic view

You can change the playing octave with the **UP** and **DOWN** arrow in the right menu or **ERASE** the melodic line just recorded.

When a sound is opened in the chromatic pads view **MIDI in** will be routed to the current sound bypassing the drumkit **MIDI** map, allowing to play the sound with a keyboard controller.

MIDI & Ableton Link

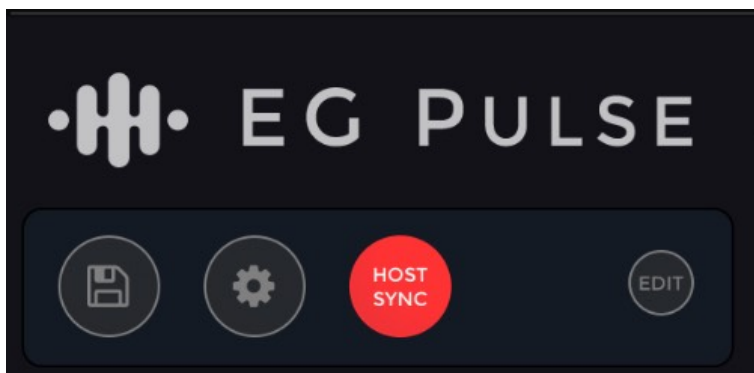
MIDI in and Ableton Link can be enabled/disabled in the settings (by default MIDI in is enabled).
If no user MIDI map was created for the current drumkit, the factory MIDI map is the following:

- PAD 1 - Midi note 36
- PAD 2 - Midi note 38
- PAD 3 - Midi note 42
- PAD 4 - Midi note 46
- PAD 5 - Midi note 49
- PAD 6 - Midi note 50
- PAD 7 - Midi note 47
- PAD 8 - Midi note 43
- PAD 9 - Midi note 37
- PAD 10 - Midi note 39
- PAD 11 - Midi note 40
- PAD 12 - Midi note 41
- PAD 13 - Midi note 44
- PAD 14 - Midi note 45
- PAD 15 - Midi note 48
- PAD 16 - Midi note 51

MIDI Program Changes 1-16 can be used to switch the playing pattern.

When EG Pulse is hosted as AU3 the mixer parameters are exposed to host track automation.

Audio Unit AU3



When EG Pulse is hosted as AU3 you can link the app to play in sync with the host, receiving the host playhead position, simply pressing the HOST SYNC button.

EG Pulse can also be hosted in the **FX slot** of your DAW to record and sample the incoming audio input, allowing for recording of external instruments, mic or audio devices).

Audio Unit AU3 - Multi output*

EG Pulse will appear into your host AU list both in stereo output version than multi-output version.

If your host supports AU Multi-output you can set additional bus to send audio stems individually from Pulse, up to 16 single channels.

In the mixer view of the app you can set the output bus for each channel in the bus section at the bottom of the mixer.

*please note that Multi-output works only on host supporting such features (AUM...)

