

SONICVARE

LVN

# BASS & BEATS

User's Manual

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## FCC regulation warning (for USA)

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

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## Important safety precautions

You must read the following precautions in order to use the product safely and prevent accidents.

**WARNING: Failure to follow these precautions could result in serious harm to the user or even death.**

- Operation using an AC adapter

Do not do anything that could exceed the ratings of outlets and other electrical wiring equipment.

Disconnect the AC adapter from the outlet when lightning occurs and when not using it for a long time.

- Operation using batteries

Use-commercially available 1.5V AA batteries.

Carefully read the precautions of the batteries being used.

Be sure to insert the batteries with +/ – ends oriented correctly.

Do not use new and old batteries together. Do not use batteries of different types together.

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Remove the batteries when they will not be used for a long time.

If a leak occurs, thoroughly wipe the battery compartment and battery terminals to remove the leaked fluid.

- Do not open the case and disassemble or modify the product.
- Do not drop, strike or apply excessive force to the unit.
- Do not put liquid on or in the unit.
- Do not put foreign objects into the case.
- Do not use at a loud volume. Doing so could generate loud volumes that might lead to hearing loss.
- When transferring this unit, use the individual packing box and cushioning material that it came with when purchased new.

- When the unit is powered on, do not wrap it in cloth, plastic or other materials.
- Do not step on or apply pressure to the power cord.
- Do not use in the following environmental conditions. Doing so could cause malfunction.

Locations in direct sunlight, environments that exceed 40° C, or near stoves and other heat sources

Locations with extremely low or high temperatures

Locations with extremely high humidity or where the product could become wet

Locations with frequent vibrations or much dust or sand

- If the unit becomes broken or malfunctions, immediately turn the power off and stop using it.

### **Usage Precautions**

Failure to follow these precautions could cause injury to the user and physical damage.

- When connecting cables or working with the power of the unit, minimize the input levels of connected devices or turn them off.
- Cleaning

If the screen or the case become dirty, wipe them gently with a soft cloth.

Do not use chemicals, including alcohol, benzene, thinner or cleansers.

If this does not clean them, wipe them with a slightly damp cloth that has been wrung out well.

Do not turn the power on until the product is completely dry.

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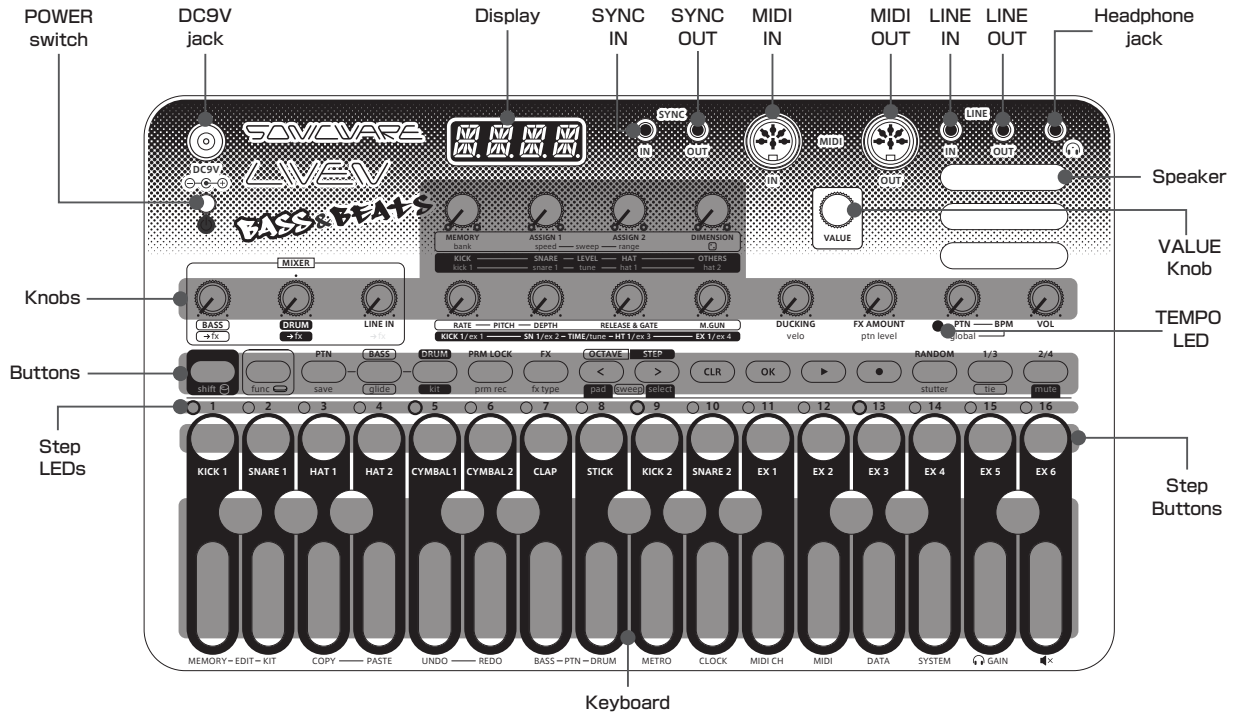
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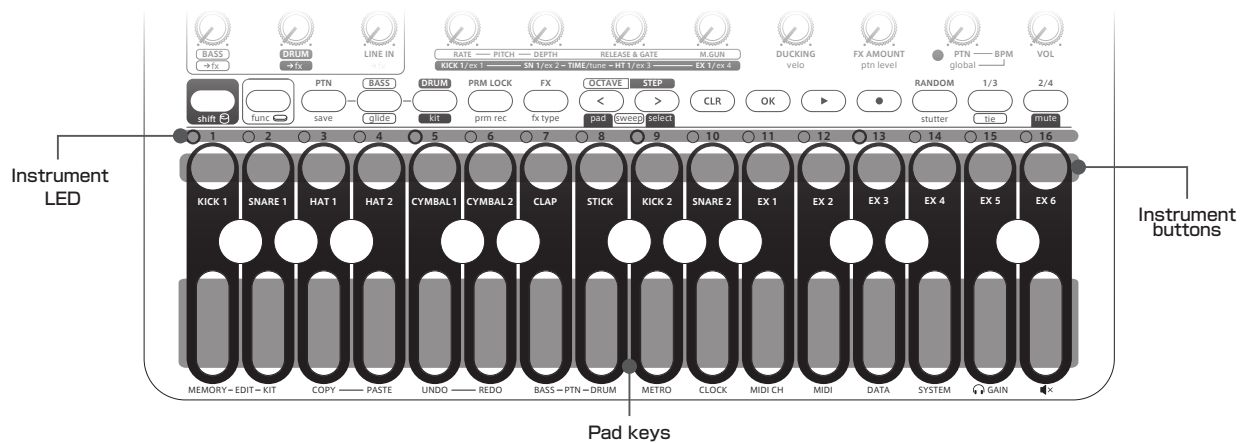
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# Preparing to play

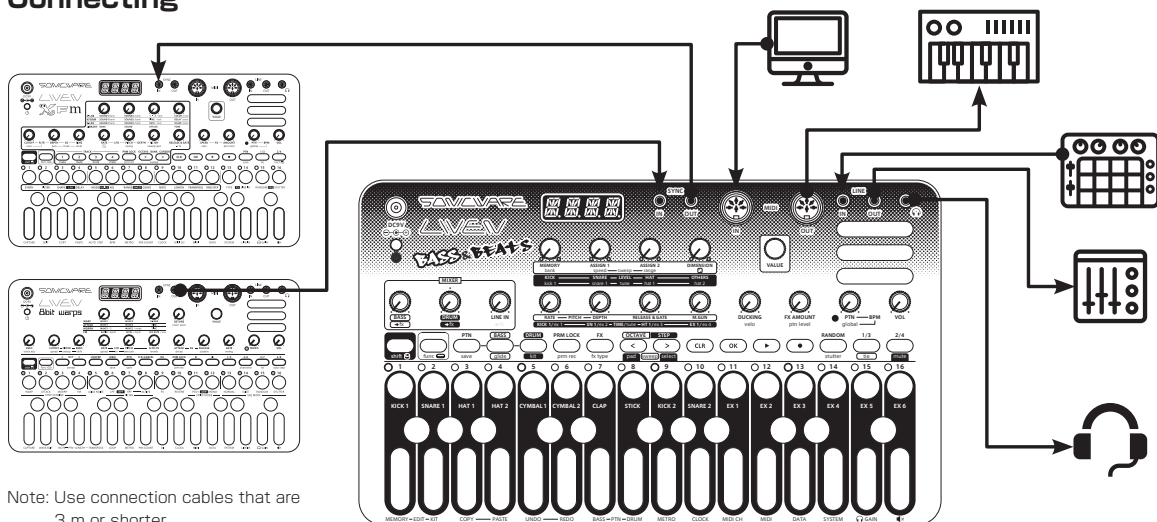
## Names of parts



## Names of parts (When the drum track is selected / during drum kit editing)



## Connecting



Note: Use connection cables that are 3 m or shorter.



# Preparing to play

## Preparing for startup

- ① Connect an AC adapter that conforms to the specifications (9V output, 1 A or more, EIAJ-03 standard, 1.7mm inner diameter, 4.75mm outer diameter, center +) to the DC9V jack on the LIVEN BASS&BEATS.

**(Always use an AC adapter that conforms to these specifications. Using an AC adapter with different specifications could cause damage.)**

- ② Plug the AC adapter into an outlet.



- To power the LIVEN BASS&BEATS using batteries, open the cover on the bottom and install 6 AA batteries.
- BT.LO will appear on the display at a regular interval if the remaining battery charge is low.
- BT.LO will appear on the display when starting up if the remaining battery charge is low.



- When BT.LO appears, replace the batteries right away.

## Starting up

- ① Press and hold the POWER switch to turn on the LIVEN BASS&BEATS.

## Turning the unit off

- ① Press and hold the POWER switch to turn off the LIVEN BASS&BEATS.



- Sound settings that have been edited will be lost when the power is turned off, so save them as necessary beforehand.

## Wavetable waveforms

Wavetable waveforms are waveform data used for bass sounds.

Up to 64 wavetable waveforms can be saved in this unit.

The unit has preset data when shipped new from the factory.



- If a parameter being shown is the same as the original, a dot will appear at the bottom right of the display.

## Bass patch memories, drum kits and patterns

Bass patch memories save settings for bass sounds.

Drum kits contain multiple drums and percussion instruments that are set to be played together.

Patterns save the settings of all the bass and drum sounds as well as sequences and other performance data.

Up to 128 bass patch memories can be saved in 8 banks of 16.

Up to 128 drum kits can be saved in 8 banks of 16.

Up to 128 patterns can be saved in 8 banks of 16.

When shipped new from the factory, some bass patch memories, drum kits and patterns have preset sounds and sequences.



- If a parameter being shown is the same as the original, a dot will appear at the bottom right of the display.

## Tracks

Patterns have bass and drum tracks. Sequences can be created for each of these tracks.



- Up to six notes can be generated simultaneously in total for bass and drum.

# Common operations for bass and drums

This section explains basic operations.

## Adjusting the overall volume

- 1 Turn the VOL knob.



- The levels are shown on the display.
- This can be adjusted from  $-\infty$  to +6 dB with 0 dB as the middle value (63-64).
- The adjustment range is 0-127.

## Selecting and playing bass and drum tracks

- 1 Press the BASS or DRUM button.



- BASS or DRUM will be shown on the display.
- When bass is active, playing the keyboard while holding the OK button will hold note playback.

## Changing the velocity

- 1 While pressing shift, turn the velo knob.



- The parameter is shown on the display.
- The adjustment range is 0-127.

## Changing track levels

- 1 Turn the MIXER BASS/DRUM knob.



- The parameter is shown on the display.
- The adjustment range is 0-127.
- This can be adjusted from  $-\infty$  to +6 dB with 0 dB as the middle value (63-64).

## Changing the track effect send amount

- 1 While pressing shift, turn the MIXER → fx knob to set the send amount.



- The parameter is shown on the display.
- The setting options are OFF and 1-127.

- This changes it in a range of 0-100%.

## Changing the track swing amount

- 1 While pressing func, press PTN BASS or PTN DRUM and select SWNG.
- 2 Turn the VALUE knob to change the swing.



- The parameter is shown on the display.
- The adjustment range is 0-75.
- This changes it in a range of 0-75%.

## Clearing all notes in a track

- 1 While pressing CLR, press BASS or DRUM.



- The type of data to be cleared will be shown on the display.

- 2 Turn VOL, select NOTE, and press OK.



- CLR will be shown on the display.

## Restoring track sound settings to the last saved state

- 1 While pressing CLR, press BASS or DRUM.



- The type of data to be cleared will be shown on the display.

- 2 Turn VOL, select SND, and press OK.



- CLR will be shown on the display.
- Track sound settings will be restored to the last saved state.
- The following parameter changes of the bass track will be cleared.
  1. Bass patch memory (memory and bank)
  2. All sweep settings
  3. Bass level
  4. Reverb send amounts



# Common operations for bass and drums

---

5. All ASSIGN settings

6. Machine gun

7. All LFO settings

8. RELEASE & GATE

9. DIMENSION

- The following parameter changes of the drum track will be cleared.

1. All level settings

2. All time settings

3. All tune settings

## Copying tracks

① Select the track with the pattern to be copied.

② While pressing , press  **COPY**.



- COPY will be shown on the display.

③ Select the track where the pattern will be pasted.

④ Press  **PASTE**.





- DONE will be shown on the display.

## Undoing/redoing the last parameter recording or real-time recording

① While pressing , press  **UNDO**.



- While pressing , press  **REDO** to cancel undoing. (Using UNDO again is possible.)
- UNDO or REDO will be shown on the display.
- Only the most recent operation can be undone.

# Bass track settings

This section explains bass track sound settings.

## Selecting the bass track

- 1 Press **BASS**.

The first 16 steps of the bass track sequence are shown by the step LEDs.



- The parameters shown in the pink areas on the top of the unit are for controlling the bass track.

## Changing the bass octave range

- 1 Press **↔** / **↔** to raise/lower the range by one octave.



- The range can be raised or lowered by up to 3 octaves from the standard octave.
- Depending on the octave, the **↔** / **↔** button color changes from green (± 1) to orange (± 2) to red (± 3). (They are unlit when the octave has not been changed.)
- The default octave range is -2.

## Changing the bass patch memory

- 1 While pressing **shift**, turn the **bank** knob to select the bank.



- The bank number is shown on the display.
- There are 8 banks.

- 2 Turn the **MEMORY** knob to select the patch memory.



- The patch name is shown on the display.
- See the preset patch memory list for details about the preset patch memories.

## Adjusting assigned parameters

- 1 Turn the **ASSIGN 1** or **ASSIGN 2** knob.



- The parameter is shown on the display.
- The adjustment range is 0-127.
- See "Assigning modulator outputs to parameters" on p.33 for details about parameter assignment.

## Adjusting the machine gun effect

- 1 Turn the **M.GUN** knob.



- The parameter is shown on the display.
- The adjustment range is 0-127.
- Settings 0-31 are at a quarter-note BPM rate with depth from 0-100%. The note lengths become shorter as the setting increases from 32.

## Adjusting the pitch LFO speed

- 1 Turn the **RATE** knob.



- The parameter is shown on the display.
- The adjustment range is 0-127.
- The frequency can be changed in a range of 0.1-30 Hz.

## Adjusting the amount of the pitch LFO effect

- 1 Turn the **PITCH** knob.



- The parameter is shown on the display.
- The adjustment range is 0-127.
- This changes it in a range of ± 1 octaves.

## Sweeping notes while playing

- 1 While pressing **func**, press **↔** (sweep down) or **↔** (sweep up).



- Press it again to end (**↔** and **↔** become unlit).

## Setting the sweep amount



- 1 While pressing **shift**, turn the **sweep range** knob to set the sweep amount.

# Bass track settings



- The sweep amount is shown on the display.
- The sweep amount can be set to 1-11 semitones or 1-2 octaves.

## Changing the sweep speed

- ① While pressing , turn the  **SWEEP SPEED** knob to set the sweep speed.





- The parameter is shown on the display.
- The adjustment range is 0-31.




## Holding notes

- ① Play a key while pressing  to hold its note.



- Press the same key again to stop holding it.
- While pressing , press  to stop holding notes for the selected track.

## Changing keys (transposing)

- ① While pressing , press  **PTN BASS**, and select TRPS.
- ② Turn the  **VALUE** knob to change the key.



- The amount of key change is shown on the display.
- The setting range is - 12 - +12 (in semitones).
- This is saved in the pattern settings.
- If the key is changed during pattern playback, the actual change of key will occur the next time the pattern begins.
- If transposition causes a note to become outside the 0-127 range, it will make no sound.


## Changing the voice mode

- ① Press , and select MONO/LGT.






- The voice mode is shown on the display.
- 2 voice modes can be chosen.
  1. MONO: In this single voice mode, each note re-triggers the sound.
  2. LEGATO (LGT on display): In this single voice

mode, overlapping notes are not retriggered.

- When the drum track is selected, the  button will light green when set to MONO or orange when set to LEGATO.

## Changing the glide

- ① While pressing , press , then turn the  **VALUE** knob to set the speed.



- The parameter is shown on the display.
- The adjustment range is 0-127.
- The time can be changed in a range of 0-10000 ms.

## Changing the release and gate time

- ① Turn the  **RELEASE & GATE** knob.



- The parameter is shown on the display.
- The adjustment range is 0-127.
- From 85-127, the release time becomes longer (more than 100%) as the value becomes higher.
- From 42-84, the release time becomes shorter (less than 100%) as the value becomes smaller.
- From 0-41, the gate time becomes shorter (10-90%) as the value becomes smaller.
- The gate time only affects sound from the sequencer.
- This setting is applied when the sequence mode is STUTTER.



## Adjusting the unison width

- ① Turn the  **DIMENSION** knob.




- The parameter is shown on the display.
- The adjustment range is 0-127.

## Enabling the input of tied notes

- ① While pressing , press  to turn it on.





- While pressing , press  again to turn it off.

# Bass track settings

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## Changing note playback probability

- ① While pressing , turn the  knob to set the probability.





- The probability is shown on the display.
- The adjustment range is 25-100.
- This changes it in a range of 25-100%.
- This only affects input from the sequencer.




## Changing the bass track length

- ① While pressing , press  **PTN BASS**, and select **LEN**.
- ② Turn the  **VALUE** knob to change the length.



- The length (in number of steps) is shown on the display.
- The adjustment range is 1-64.
- Turn the  **VALUE** while pressing the  to switch between 16, 32, 48, and 64.

## Changing the note length of a single step

- ① While pressing , press  **PTN BASS** to select **NOTE**.
- ② Turn the  **VALUE** knob to change the note length.



- The note length is shown on the display.
- The note length can be set to 1/1, 1/2, 1/4, 1/4, 1/8, 1/2T, 1/8, 1/16, 1/4T, 1/16 or 1/32. ( "." indicates dotted note and "T" indicates triplet length.)

# Drum track settings

This section explains drum track sound settings.

## Selecting the drum track

- 1 Press **DRUM**.

When in pad mode, LEDs light for instruments that have been input on the first step of the drum track. When in select mode, LEDs light for the first 16 steps of the drum track sequencer on which the selected instrument has been input.



- The parameters shown in the light blue areas on the top of the unit are for controlling the drum track.

## Setting the step button and keyboard mode

- 1 While pressing **func**, press **←** or **→** to select the pad or select mode.



- The mode is shown on the display (PAD or SLCT).

## Changing the drum kit

- 1 While pressing **func**, press **kit**.
- 2 Turn the **VALUE** knob to select the kit.



- The kit name is shown on the display.
- See the preset kit list for details about the preset kits.
- When the kit name is being shown, while pressing **func**, press **kit** again to increase the bank number.
- Turn the **VALUE** knob while pressing **shift** to switch the bank.

## Adjusting instrument levels

- 1 Turn the **LEVEL KICK, SNARE, HAT** and **OTHERS** knobs to adjust their levels.



- The level is shown on the display.
- The adjustment range is 0-127.
- This changes it in a range of  $-\infty$  - +6 dB.
- 63 is 0 dB.

## Adjusting instrument pitches

- 1 While pressing **shift**, turn the **tune kick 1, snare 1, hat 1, hat 2, ex 1, ex 2, ex 3** and **ex 4** knobs to adjust their pitches.



- The pitch is shown on the display.
- The adjustment range is -60 - 60.
- This changes it in a range of -1+1 octaves.
- 5 is a semitone change.

## Adjusting the length of individual instruments sounds

- 1 Turn the **TIME KICK1, SN1, HT1** and **EX1** knobs to adjust their playback times.



- The parameter is shown on the display.
- The adjustment range is 0-127.
- This changes it in a range of 10-100%.

## Muting instruments

- 1 While pressing **func**, press **mute**.
- 2 Press the button for the instrument you want to mute (the instrument LED will become unlit).



- MUTE will be shown on the display.
- Press the instrument button again to unmute it (lighting the instrument LED).
- If a note is inputted in the current step during playback, it will blink brightly when the mute is off, and blink darkly when it is on.
- The mute on/off is saved in the pattern settings.

## Moving steps (in pad mode)

- 1 Press **←** or **→**.






- The step number is shown on the display.
- Press the page button to move to the first step of the page.
- When in select mode, this moves between instruments.

# Drum track settings

---




## Changing the drum track length

- ① While pressing , press  **PTN DRUM**, and select **LEN**.
- ② Turn the  **VALUE** knob to change the length.



- The length (in number of steps) is shown on the display.
- The adjustment range is 1-64.




## Changing the note length of a single step

- ① While pressing , press  **PTN DRUM**, and select **NOTE**.
- ② Turn the  **VALUE** knob to change the step length.



- The note length will be shown on the display.
- The note length can be set to 1/1, 1/2, 1/4, 1/4, 1/8, 1/2T, 1/8, 1/16, 1/4T, 1/16 or 1/32. ( "." indicates dotted note and "T" indicates triplet length.)

## Turning ghost side chain on/off

- ① While pressing , press  **PTN DRUM**, and select **GH.SC**.
- ② Turn the  **VALUE** knob to turn this ON/OFF.



- When the ghost side chain is turned on, ducking will be applied in response to the notes even if KICK1 and KICK2 are muted.







# Pattern playback and settings


This section explains pattern playback and settings.


## Pattern playback


① Press .




- Press  again to stop playback.
- At the playback position, the step LED will become lit if unlit or become unlit if lit.
- The page button that corresponds to the current playback position will light red. Other page buttons will be lit green or orange.
- During pattern playback, press a page button to keep that page shown on the step buttons. That button will light red. Press the  button (or , track or  button) to stop staying on that page. (When the playback position is on another page, that button will blink rapidly with the same color as when stopped. When the playback position is not on another page, that button will blink normally with the same color as when stopped.)
- The page buttons correspond to the steps as follows.

Steps 1-16:  lit green

Steps 17-32:  lit green

Steps 33-48:  lit orange



Steps 49-64:  lit orange

## Selecting patterns

① Press .



- The current pattern number is shown.



② Press  and  to select pattern banks.



- The current bank number is shown.
- Banks 1-8 are available.



③ Press a STEP 1-16 button to select a pattern (and end pattern selection mode).



- The  **VALUE** knob can also be turned to select patterns. (Press  to confirm.)

- The pattern number is shown on the display.
- If a pattern is selected during playback, the sequencer will complete playing the current pattern before switching to the new pattern.



## Changing pattern volume

① While pressing , turn the  knob.



- The parameter is shown on the display.
- The adjustment range is 0-127.
- This can be adjusted from  $-\infty$  to +6 dB with 0 dB as the middle value.

## Initializing patterns




- ① Select the pattern you want to initialize (see "Selecting patterns" on p.15).
- ② While pressing , press .



- When pattern initialization has completed, CLR will appear on the display.
- All pattern and track settings as well as note and parameter lock data will be cleared.

## Selecting multiple patterns and playing them back in order

### (chain playback)

- ① Press  twice (lights orange).
- ② Press  and  to select the bank.




- The current bank number will be shown for two seconds.

③ Press STEP 1-16 buttons to select patterns in the order to be played.

The step LED for the selected pattern lights and the pattern number is shown on the display.

④ Press  to play the patterns in the selected order.






- Press  to end chain playback.
- Press the step button for the selected pattern again to deselect it.

# Pattern playback and settings

- Stutter mode cannot be used during chain playback. (Random mode can be used.)





## Looping chain playback

- ① While pressing , press  **SYSTEM**, and select CN.LP.
- ② Turn the  **VALUE** knob to select LOOP.



- The setting is shown on the display.
- Select OFF or LOOP.
  1. OFF: After the last pattern has played, that pattern will continue playing in a loop.
  2. LOOP: After the last pattern has played, the chain will continue looping from the first pattern.

## Saving patterns





- ① While pressing , press .
- ② Press  and  to select the bank.





- The current bank number is shown.

- ③ Press a step button to select the save destination.



- DONE will be shown on the display.
- Press another mode button,  or  to cancel saving the pattern.
- The  **VALUE** knob can also be turned to select save destination pattern numbers. (Press  to confirm.)




## Reloading patterns

- ① Press .
- ② Press  or the step key that corresponds to the current pattern.



- When a pattern is reloaded, all pattern data is restored to the last saved state.

## Setting the sequencer mode

- ① Press  (lights red) to activate random playback. While pressing , press  (lights orange)

to activate stutter playback.




- **RANDOM mode:** The sequence will be played back in a random order according to the RND STEP setting.
- **stutter mode:** Notes recorded on the bass track steps that are being pressed are played back in step order. (The track that is not selected will play back normally.) With the drum track, the instruments on the pressed step will play repeatedly at the step interval.
- These modes can be turned on and off during playback. (When switched from on to off, playback will start from the current playback step position.)
- Changing or reloading patterns will turn the sequencer mode off.
- If no step buttons are being pressed when in stutter mode, regular playback will occur.
- When all step buttons are released in stutter mode, playback will continue after the step that corresponds to the number of steps they have already played.
- Press the same sequence mode button again to resume normal playback. (Press the other sequence mode button to switch to that mode immediately.)
- When in pad mode, the stutter function cannot be used.
- The sequence mode is saved in the pattern settings.

## Setting pattern BPM

- ① Turn the .



- The BPM will be shown on the display.
- The adjustment range is 40-250.
- When the BPM mode is PATTERN, the TEMPO LED will blink in time with the set tempo.
- When the tempo is shown on the display, the  **VALUE** knob can be turned to change it in 0.1-beat increments.

## Setting the global BPM

- ① While pressing , turn the .



- The BPM will be shown on the display.
- The adjustment range is 40-250.
- When the BPM mode is GLOBAL, the TEMPO LED

# Pattern playback and settings

will blink in time with the set tempo.

- When the tempo is shown on the display, the **VALUE** knob can be turned to change it in 0.1-beat increments.

## Setting the BPM mode

- ① While pressing **func**, press **SYSTEM**, and select BPM.



- The BPM will be shown on the display.

- ② Turn the **VALUE** knob to select the mode.



- The mode is shown on the display.
- Two modes can be chosen.
  1. **PATTERN** (PTN on display): The BPM set with the pattern is used.
  2. **GLOBAL** (GLBL on display): The global BPM is used.

## Setting a pre-count

- ① While pressing **func**, press **METRO**, and select PR.CT.



- PR.CT will appear on the display.

- ② Turn the **VALUE** knob to change the pre-count.



- The count number is shown on the display.
- The setting options are OFF and 1-8.

## Automatically advancing steps during step recording (auto step mode)

- ① While pressing **func**, press **SYSTEM**, and select A.STP.



- A.STP will appear on the display.

- ② Select ON or OFF.



- ON or OFF will appear on the display.

## Setting the ducking function

- ① Turn the **DUCKING** knob.



- The parameter is shown on the display.
- The adjustment range is 0-127.
- This affects the LINE IN and bass in response to the notes of KICK1 and KICK2.

## Turning the effect on/off

- ① Press **FX** (lights red).



- ON or OFF will appear on the display.
- Press this again to turn it off (it becomes unlit).

## Setting the effect type

- ① While pressing **func**, press **fx type**.
- ② Turn the **VALUE** knob to select the effect.



- The effect type name is shown on the display.
- 13 types of effects can be chosen.
  1. Chorus (CHRS on display)
  2. Flanger (FLNG on display)
  3. Send delay (S.DLY on display)
  4. Insert delay (I.DLY on display)
  5. Crush (CRSH on display)
  6. HALL
  7. ROOM
  8. Mono reverb (M.RVB on display)
  9. Distortion (DIST on display)
  10. Low pass filter (LPF on display)
  11. High pass filter (HPF on display)
  12. Isolator (ISO on display)
  13. Tilt EQ (TLT.F on display)
- Effects include insert and send types. When insert effects are OFF, they are disabled and the sound is output directly. Otherwise, signals are sent to insert effects at 0 dB and not output directly.

# Pattern playback and settings

Insert effects: I.DLY, CRSH, DIST, LPF, HPF, ISO, TLT.F

Send effects: CHRSH, FLNG, S.DLY, HALL, ROOM, M.RVB

## Changing the effect amount

- ① Turn the **FX AMOUNT** knob.



- The parameter is shown on the display.
- The adjustment range is 0-127.

## Setting the playback unit used during random playback

- ① While pressing **func**, press **PTN BASS** or **PTN DRUM** and select **RAND**.



- **RAND** will be shown on the display.

- ② Turn the **VALUE** knob to change the playback unit.



- The playback unit is shown on the display.
- The set playback unit will be used for random playback.
- The setting options are OFF, 1, 2, 4, 8 and 16.
- All steps will be played.
- If set to OFF, the track will not be played randomly even when the sequence mode is set to RANDOM.

## Changing pattern names

- ① While pressing **func**, press **DATA**, and select **P.N.ED**.



- The name of the pattern currently selected is shown on the display.

- ② Turn the **VALUE** knob to select the pattern name to edit.



- **←** and **→** and **STEP** buttons can also be used for

selection.

- ③ Press **OK**.
- ④ Input the name.



- Use **←** and **→** to move the input position left and right. (Three dot positions occur between the four characters.)
- Turn the **VALUE** knob to select the character (or turn the dot on/off at a dot position).

- ⑤ Press **OK** to confirm the input and return to pattern selection.

## Synchronizing the tempo with another device connected to the SYNC IN

- ① Connect the **SYNC OUT** on the other device with the **SYNC IN** on the **LIVEN BASS&BEATS**.
- ② Set the clock source to **SYNC**. (See "Setting the clock source" on p.45)



- When starting playback, it will synchronize with the clock source.

## Synchronizing tempo with an ELZ\_1 or Pocket Operator (PO)

- ① Connect the **LIVEN BASS&BEATS** headphone out to the **ELZ\_1 AUX IN** or **PO** input.
- ② While pressing **func**, press **CLOCK** and select **A.OUT**.
- ③ Turn the **VALUE** knob to select **ON**.



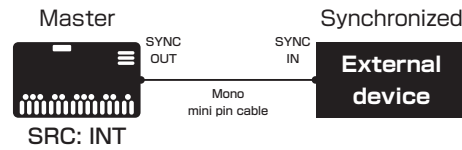
- The synchronization signal is sent from the left channel of the headphone output.
- The right headphone channel outputs a mono mix signal.
- **CLOCK** menu

# Pattern playback and settings

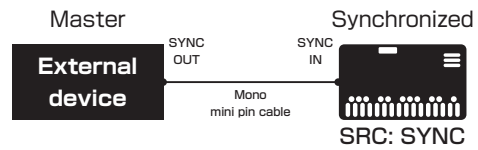
SRC	INT	MIDI/SYNC synchronization of external device using LIVEN BASS&BEATS clock as master ( <b>Example 1</b> )
	MIDI	MIDI synchronization using external device clock as master
	SYNC	SYNC synchronization using external device clock as master ( <b>Example 2</b> )
	LN.IN	Audio SYNC synchronization using external device (Pocket Operator) clock as master ( <b>Example 3</b> ) Synchronization signal input on left channel of LIVEN BASS&BEATS LINE IN, mono signal input on right channel
A.OUT	Turn this on when connecting LIVEN BASS&BEATS to ELZ_1 or Pocket Operator using Audio SYNC ( <b>Example 4</b> )	

## Examples of synchronization connections with external devices

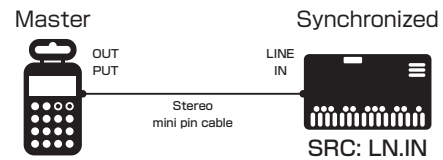
**Example 1:** External device synchronizes with LIVEN BASS&BEATS acting as master



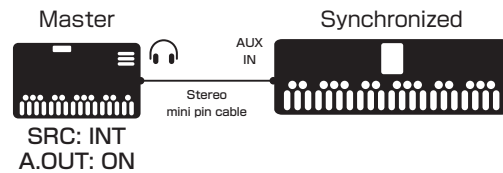
**Example 2:** LIVEN BASS&BEATS synchronizes with external device acting as master



**Example 3:** LIVEN BASS&BEATS synchronizes with Pocket Operator acting as master




**Example 4:** ELZ\_1 or Pocket Operator synchronizes with LIVEN BASS&BEATS acting as master





# Sequencer

This section explains how to input sequences and make settings for them.

## Bass step recording

- ① Select the bass track.
- ② Press  (lights red).


Step LEDs light for step with input notes.


- ③ Use  and  to select the page. (The selected page button will light red.)




- The pattern lengths correspond to page buttons as follows.

1-16:  lit green

17-32:  lit green


33-48:  lit orange

49-64:  lit orange

- Page buttons are enabled or disabled according to the length of the pattern.


- ④ Press the step button for the position to input.  
The input note sounds, and the step LED blinks.




- The  **VALUE** knob can also be turned to change the step position. (Step notes will sound during movement).

- ⑤ Play a note on the keyboard.  
The note of the key pressed sounds (continuously with sustain).



- Playing the same note that has already been input on the step will clear it.
- By pressing a different step button while continuing to hold a keyboard key, notes can be input on all the steps in between. (Changing pages is also possible.) If tie is enabled, a tied note will be input between the steps. (If the same note already exists on a step of the tied note, it will be overwritten.)
- While pressing and holding , press a step button to delete note and parameter lock data for that step. (If that step includes a tied note, the entire tied note will be deleted. It will not be divided.)
- When AUTO STEP is ON, after all keyboard keys are released, the sequencer will advance to the next step, and the note on that step will sound.


- When SOUND LOCK is active, playing keyboard keys will overwrite notes on steps. (See "Locking played bass sounds to steps (sound locking)" on p.23)
- Notes cannot be tied from the last page to the first page.
- During tied note input, if a step in a position earlier than the current step is pressed, it will be reversed.
- The  button can be used even when not recording.

## Drum step recording

### (select mode)



- ① Select the drum track and enable select mode.
- ② Press a pad key.



- The instrument name appears on the display
- While pressing , press a pad key to play its sound (one shot).

- ③ Press  (lights red).

Step LEDs light for step with input notes.

- ④ Use  and  to select the page. (The selected page button will light red.)



- The pattern lengths correspond to page buttons as follows.

1-16:  lit green

17-32:  lit green


33-48:  lit orange

49-64:  lit orange

- Page buttons are enabled or disabled according to the length of the pattern.

- ⑤ Press the step button for the position to input.  
The step LED lights.



- While pressing and holding , press a step button to delete the note and parameter lock data for the current instrument.
- If a note has already been inputted in the step, it will be cleared.
- Auto step is not enabled.
- If the sound lock function is enabled, parameter data will also be saved.



# Sequencer



## Drum step recording

### (pad mode)

① Select the drum track and enable pad mode.


② Press  (lights red).

Step LEDs light for step with input notes.

③ Use  and  to select the input step.

The input note sounds, and the step LED lights.




- The  **VALUE** knob can also be turned to change the step position. (Step notes will sound during movement).

④ Press a pad key or instrument button.

This plays and records the instrument for the pressed pad key (one shot), and the instrument LED lights.



- Playing the same note that has already been input on the step will clear it.
- While pressing and holding , press a step button to delete the note for it.
- When AUTO STEP is ON, after all keyboard keys are released, the sequencer will advance to the next step, and the note on that step will sound (See "Automatically advancing steps during step recording (auto step mode)" on p.17)

## Copying and pasting steps during step recording

① Press  (lights red).

② Select the step you want to copy. (The selection procedure is different for bass track and pad mode).

The LED blinks for the selected step when the bass track is active. Instrument LEDs light on steps where they are input when the drum track is active and in pad mode.



- See the step recording sections for each track type for step selection instructions.

③ While pressing , press .



- COPY will appear on the display.

④ Select the step you want to paste.

⑤ While pressing , press .



- DONE will appear on the display.
- Tie data will not be copied.



## Copying and pasting steps (select mode)

① Press  (lights red).

② Press the button for the step you want to copy while pressing , press .



- COPY will appear on the display.

③ Press the button for the step you want to paste while pressing , press .



- DONE will appear on the display.
- The parameters for the selected instrument will be copied and pasted.

## Recording bass in real time

① Select the bass track.



② After pressing , press .

③ While the pattern is playing back, play the keyboard at the desired input times.

When the bass track is selected, notes will sound as they are played.



- If a pre-count has been set, playback will start after the pre-count. (The pre-count will be shown on the display (CT-number).)

- To input tied notes, while pressing and holding , press  to enable the tie function.

## Recording drums in real time (pad mode)

① Select the drum track and enable pad mode.

② After pressing , press .

③ While the pattern is playing back, play the pads at the

# Sequencer

desired input times.

When the drum track is selected, instruments will sound as they are played.



- If a pre-count has been set, playback will start after the pre-count. (The pre-count will be shown on the display (CT-number).)
- As during playback, instrument LEDs will light for the step being played.
- Real-time recording when in select mode is the same as step recording except for pre-count playback.
- When a PAD is pressed, a MIDI note equivalent to a GM sound source will be output. (Sound will be played when a note number is input.)

Instrument	Note number
KICK 1	36
SNARE 1	38
HAT 1	42
HAT 2	46
CYMBAL 1	49
CYMBAL 2	51
CLAP	39
STICK	37
KICK 2	35
SNARE 2	40
EX 1	60
EX 2	61
EX 3	62
EX 4	63
EX 5	64
EX 6	65

## Directly inputting bass notes on steps

- ① Select the bass track.
- ② Use  $\frac{1}{3}$  and  $\frac{2}{4}$  to select the page.



- During pattern playback, press a page button to lock to that page. Press  $\frac{OK}{OK}$  to unlock.

- ③ Press and hold the button for the step that you want to add a note to.
- ④ Play a note on the keyboard.



- Notes can also be directly input on steps by pressing step buttons while playing the keyboard.

## Directly inputting notes on steps (select mode)

- ① Select the drum track and enable select mode.
- ② Use  $\frac{1}{3}$  and  $\frac{2}{4}$  to select the page.
- ③ Press and hold the button for the step that you want to add a note to.
- ④ Press a pad key.



- Notes other than the selected instrument can also be inputted.

## Recording bass parameter operations (parameter locking)

- ① Select the bass track.
- ② Press  $\frac{PRM}{PRM}$  LOCK (lights green).
- ③ Use  $\frac{1}{3}$  and  $\frac{2}{4}$  to select the page.



- During pattern playback, press a page button to lock to that page. Press  $\frac{OK}{OK}$  to unlock.

- ④ Press and hold the button for the step on which you want to change a parameter.
- ⑤ Use the knobs to change parameters.



- Parameter recording data will not be saved if a pattern is not saved after parameters have been recorded.
- LINE IN, LINE IN → fx, DUCKING, FX AMOUNT, ptn level, PTN BPM, global BPM and VOL cannot be parameter locked.

## Recording drum parameter operations in select mode (parameter locking)

- ① Select the drum track and enable select mode.

# Sequencer

- ② Press **PRM LOCK** (lights green).
- ③ Press the pad button for the instrument you want to record.
- ④ Use  $\frac{1}{3}$  and  $\frac{2}{4}$  to select the page.



- During pattern playback, press a page button to lock to that page. Press **OK** to unlock.

- ⑤ Press and hold the button for the step on which you want to change a parameter.
- ⑥ Use the knobs to change parameters.



- Parameter recording data will not be saved if a pattern is not saved after parameters have been recorded.
- LINE IN, ptn level, PTN BPM, global BPM and VOL cannot be parameter locked.
- Parameters are recorded regardless of the selected instrument.
- During step recording, turn the knobs to change parameters while press a step key that contains a note, the note will not be deleted.

## Recording bass and drum parameter operations in real time

- ① Select the track on which you want to record parameter operations.
- ② While pressing **func**, press **prm rec** (lights red).
- ③ Press **▶** to play the pattern.



- If a pre-count has been set and **●** lights red, playback will start after the pre-count. (The pre-count will be shown on the display.)

- ④ Use the knobs to change parameters.

## Locking played bass sounds to steps (sound locking)

- ① Select the bass track.
- ② Use  $\frac{1}{3}$  and  $\frac{2}{4}$  to select the page.
- ③ While pressing **func**, press **prm rec** twice (lights orange).
- ④ Press and hold the button for the step on which you want to input the current sound.

- ⑤ Play the keyboard to record the note and parameter lock data for the current sound.



- Locking works the same way when step recording.
- During real-time recording, notes input with the current sound (parameter lock data) will continue to be recorded. (Data for **□**, sweep, pitch LFO, RELEASE & GATE, M.GUN, all MIXER parameters, ptn level, DUCKING, FX AMOUNT and **→ fx** will not be saved.)
- Notes will be overwritten during recording.

## Locking played drum sounds to steps in select mode (sound locking)

- ① Select the drum track and enable select mode.
- ② Press **●** (lights red).
- ③ Use  $\frac{1}{3}$  and  $\frac{2}{4}$  to select the page.
- ④ While pressing **func**, press **prm rec** twice (lights orange).
- ⑤ Press the step button for the position to input.  
Note and Parameters related to the current instrument will be recorded.



- Locking works the same way when direct recording (See "Directly inputting notes on steps (select mode)" on p.22).
- Data for all level settings, FX AMOUNT, all MIXER parameters, ptn level and **→ fx** will not be saved.

## Locking played drum sounds to steps in pad mode (sound locking)

- ① Select the drum track and enable pad mode.
- ② Press **●** (lights red).
- ③ While pressing **func**, press **prm rec** twice (lights orange).
- ④ Use **↔** and **↔** to select the step.
- ⑤ Play the pad keys to record the instrument and parameter lock data for the current sound.



- Data for all level settings, FX AMOUNT, all MIXER parameters, ptn level and **→ fx** will not be saved.

## Turning parameter locking on/off

- ① Select the track for which you want to turn parameter locking on/off.
- ② Press **PRM LOCK**.

# Sequencer

**PRM LOCK** The key lights green when on and orange when both parameter and sound locking are on. When neither are on, it is unlit.

When parameter locking is on, parameters will be changed by recorded parameter lock data.

## Clearing parameter locks

- ① Select the pattern on which to clear parameter locks. (see "Selecting patterns" on p.15)
- ② Select the track with parameter locks that you want to clear. (See "Selecting and playing bass and drum tracks" on p.8)
- ③ Press and hold **CLR**.
- ④ Press **PRM LOCK**.



- When parameter lock data clearing has completed, CLR will be shown on the display.
- In pad mode, press the **DRUM** while pressing **CLR**, turn the **VALUE** knob to select P.LCK, and then press the **OK** to clear parameter locks.

## Clearing bass note and parameter data

- ① Select the bass track.
- ② While pressing and holding **CLR**, press a step to clear its note and parameter data.



- While pressing the **CLR** button, steps that have parameter lock data blink red.
- When recording notes (**●** lit red), only notes will be cleared.
- When recording parameters (**PRM LOCK** lit red), only parameter data will be cleared.
- Normally, when **●** and **PRM LOCK** are lit red, note and parameter data will be cleared.

## Clearing drum note and parameter data in select mode

- ① Select the drum track and enable select mode.
- ② Select the instrument with notes/parameters that you want to clear.
- ③ While pressing and holding **CLR**, press a step to clear its note and parameter data.



- While pressing the **CLR** button, steps that have parameter lock data blink red.

- When recording instruments (**●** lit red), only notes will be cleared.
- When recording parameters (**PRM LOCK** lit red), only parameter data will be cleared.
- Normally, when **●** and **PRM LOCK** are lit red, note for the current instrument and parameter data will be cleared.

## Clearing drum note and parameter data in pad mode

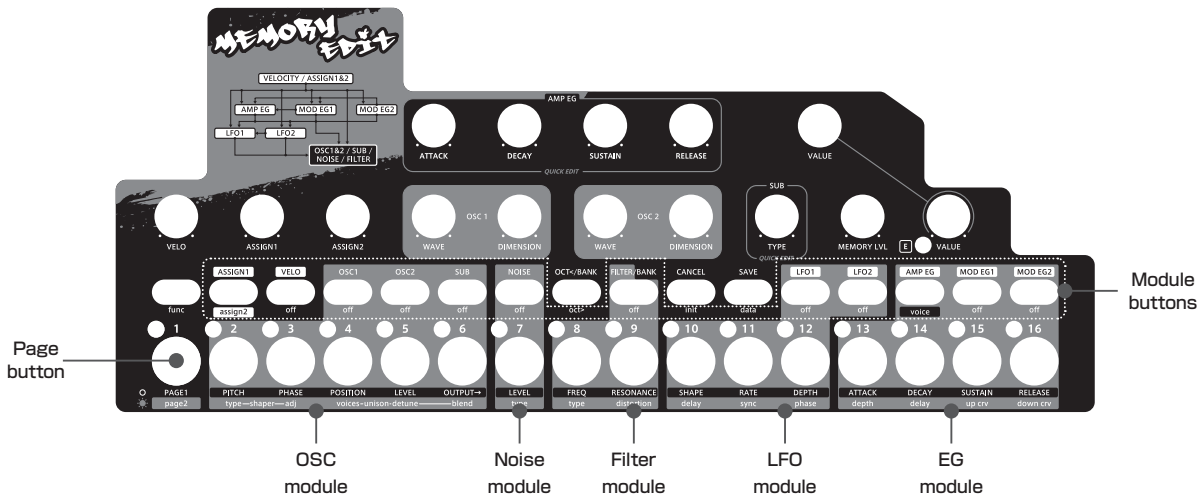
- ① Select the drum track and enable pad mode.
- ② Use **←** and **→** to select the step.
- ③ While pressing and holding **CLR**, press the instrument button of the note you want to clear.



- While pressing **CLR**, **PRM LOCK** buttons for steps that have parameter lock data blink green. While pressing **CLR**, press a **PRM LOCK** button to delete the parameter data for that step.

# Editing bass patch memory parameters

## Bass patch memory editing panel overlay



This section explains how to edit bass patch memory parameters.

Use the included bass patch memory editing panel overlay when editing.

This chapter starts by explaining how to activate patch memory editing mode.

### Activating bass patch memory editing mode

- While pressing **func**, press **MEMORY EDIT**.  
The step LED for the selected patch memory will light red.

- The name of the current bank is shown on the display.
- Patterns cannot be played during memory editing.
- Play the keyboard to hear the selected sound.
- While pressing **func**, press **>** to change the octave (increase it only).

- Use **<** and **>** to select the bank.

- There are 8 banks.
- The bank name appears on the display for two seconds.
- The volume-type **VALUE** knob can also be turned to select banks.

- Turn the **VALUE** knob to select the patch memory.

- Patch memories can also be selected by pressing the step buttons.
- The patch name is shown on the display.

- Press **OK** to enable memory editing.

### Bass patch memory editing procedures

- Adjust parameters. (For details, see the items for each parameter.)

- The parameter is shown on the display.
- "----" appears for buttons that do not affect parameter adjustment.
- The EDITED LED lights when values differ from saved values.
- Automatic is enabled for the MIDI channel (See "Setting the MIDI channel for accessing the active track" on p.41).

- When done editing parameters, press **OK**.  
The step LED for the selected patch memory will light.
- Use **<** and **>** or the **VALUE** knob to select the save destination.

# Editing bass patch memory parameters



- The save location can also be selected by pressing a step button.
- When  $\leftarrow$  or  $\rightarrow$  is pressed, the bank name is shown on the display for two seconds.
- The volume-type  $\ominus$  **VALUE** knob can also be turned to select banks.
- The sound of the save destination can be checked by playing the keyboard while pressing  $\text{shift}$ .
- The patch name is shown on the display while the  $\ominus$  **VALUE** knob is being turned.

④ Press  $\text{OK}$ .

⑤ Input the name. (The character at the current position blinks.)



- Use  $\leftarrow$  and  $\rightarrow$  to move the input position left and right. (Three dot positions occur between the four characters.)
- Turn the  $\ominus$  **VALUE** knob to select the character (or turn the dot on/off at a dot position).
- Uppercase alphabet letters and numbers can be used.

⑥ Press  $\text{OK}$  to save the patch memory.

## Clearing patch memories

- ① Follow steps ① - ④ in "Activating bass patch memory editing mode".
- ② While pressing  $\text{func}$ , press  $\text{init}$ .



- INIT will appear on the display.
- The selected sound will be set to default values.
- The patch memory can be further edited after this.

## Copying patch memories

- ① Follow steps ① - ④ in "Activating bass patch memory editing mode".
- ② While pressing  $\text{func}$ , press  $\text{data}$  and select COPY.
- ③ Use  $\leftarrow$  and  $\rightarrow$  or the  $\ominus$  **VALUE** knob to select the number of the patch to copy.



- The number of the patch to copy can also be se-

lected by pressing a step button.

- When  $\leftarrow$  or  $\rightarrow$  is pressed, the bank name is shown on the display for two seconds.
- The volume-type  $\ominus$  **VALUE** knob can also be turned to select banks.
- The patch name is shown on the display while the  $\ominus$  **VALUE** knob is being turned.

④ Press  $\text{OK}$  to copy the patch memory and start patch memory editing mode.

## Turning modulators on/off

- ① While pressing  $\text{func}$ , press the modulator button.



- OFF will appear on the display.
- Press the modulator button again while pressing and holding  $\text{func}$  to turn the modulator on again. (It will be lit green when unselected.)
- ASSIGN1, assign2, and VELO cannot be turned off.

## Selecting oscillator waveforms

- ① Turn the  $\ominus$  **WAVE** knobs for OSC1 and OSC2 to select their waveforms.



- The waveform name appears on the display.
- 64 types of waveforms can be selected.
- See the preset waveform list for more information.
- When an oscillator is selected, pressing its button again will show the name of its waveform.

## Setting the waveform position of the oscillator wavetable

- ① Press the button for the oscillator that will have its position set.
- ② Press  $\text{PAGE}$ , and select PAGE 1.  
The PAGE LED will become unlit.
- ③ Press  $\text{POSITION}$ .  
The POSITION LED will light.



- The setting value is shown on the display.



# Editing bass patch memory parameters

- Turn the **VALUE** knob to set the position.



- The position will appear on the display.
- The adjustment range is 0-127.
- This cannot be set for SUB.

## Changing oscillator pitches

- Press the button for the oscillator that will have its pitch changed.
- Press **PAGE**, and select PAGE 1.  
The PAGE LED will become unlit.
- Press **PITCH**.  
The PITCH LED will light.



- The setting value is shown on the display.

- Turn the **VALUE** knob to set the pitch.



- The pitch is shown on the display.
- The adjustment range is -24.00 - +24.00.
- The volume-type **VALUE** knob changes the value in steps of 1.00.
- The encoder-type **VALUE** knob changes the value in steps of 0.1.

## Changing oscillator starting phases

- Press the button for the oscillator that will have its starting phase changed.
- Press **PAGE**, and select PAGE 1.  
The PAGE LED will become unlit.
- Press **PHASE**.  
The PHASE LED will light.



- The setting value is shown on the display.

- Turn the **VALUE** knob to set the starting phase.



- The starting phase will appear on the display.
- The setting range is 0-127. (The waveform is divid-

ed into 128 equal parts.)

- Both the encoder-type and volume-type **VALUE** knobs can be used.

## Setting oscillator levels

- Press the button for the oscillator that will have its level changed.
- Press **PAGE**, and select PAGE 1.  
The PAGE LED will become unlit.
- Press **LEVEL**.  
The LEVEL LED will light.



- The setting value is shown on the display.

- Turn the **VALUE** knob to set the level.



- The level is shown on the display.
- The adjustment range is 0-127.
- The value can be set from  $-\infty$  to +6 dB (63 is 0 dB).
- Both the encoder-type and volume-type **VALUE** knobs can be used.

## Setting oscillator output destinations

- Press the button for the oscillator that will have its output destination changed.
- Press **PAGE**, and select PAGE 1.  
The PAGE LED will become unlit.
- Press **OUTPUT**.  
The OUTPUT LED will light.



- The setting value is shown on the display.


- Turn the **VALUE** knob to set the output destination.





- The output destination is shown on the display.
- 3 output destinations can be chosen.
  - PRE DISTORTION (PRE.D on display)
  - PRE FILTER (PRE.F on display)

# Editing bass patch memory parameters

## 3. POST FILTER (PST.F on display)

- Both the encoder-type and volume-type  **VALUE** knobs can be used.

## Setting oscillator shaper types



- ① Press the button for the oscillator that will have its type set.
- ② Press , and select page 2.  
The PAGE LED will light.
- ③ Press .  
The shaper type LED will light.





- The setting value is shown on the display.

- ④ Turn the  **VALUE** knob to set the shaper type.



- The shaper type is shown on the display.
- 15 shaper types can be chosen.
  1. OFF
  2. SYNC
  3. Squeeze (SQZ on display)
  4. Quantize (QTZ on display)
  5. Half quantize (H.QTZ on display)
  6. Level comb (L.CMB on display)
  7. Comb number (CMB.N on display)
  8. Threshold RT (TH.RT on display)
  9. PWM
  10. Asymmetric (ASYM on display)
  11. FLIP
  12. Bit depth (B.DPT on display)
  13. BEND
  14. FM
  15. RM
- The following 5 waveform types can be selected for the SUB oscillator.
  1. Sine (SINE on display)
  2. Square (SQAR on display)
  3. Triangle (TRI on display)
  4. Sawtooth (U.SAW on display)
  5. Reverse sawtooth (D.SAW on display)
- Regardless of the selected parameter, turn the QUICK EDIT  **SUB TYPE** knob to change types directly.
- Both the encoder-type and volume-type  **VALUE** knobs can be used.

## Adjusting oscillator shapers


- ① Press the button for the oscillator that will have its oscillator adjusted.
- ② Press , and select page 2.  
The PAGE LED will light.
- ③ Press .  
The shaper adj LED will light.





- The setting value is shown on the display.

- ④ Turn the  **VALUE** knob to set the parameter.



- The parameter is shown on the display.
- The adjustment range is 0-127.
- This cannot be set for SUB.
- Both the encoder-type and volume-type  **VALUE** knobs can be used.

## Setting oscillator unison voices


- ① Press the button for the oscillator that will have this parameter adjusted.
- ② Press , and select page 2.  
The PAGE LED will light.
- ③ Press .  
The unison voices LED will light.



- The setting value is shown on the display.

- ④ Turn the  **VALUE** knob to set the unison voices.



- The parameter value (number of voices) is shown on the display.
- The setting options are 2, 4 and 6.
- This cannot be set for SUB.
- Both the encoder-type and volume-type  **VALUE** knobs can be used.

# Editing bass patch memory parameters

## Setting oscillator unison detuning

- ① Press the button for the oscillator that will have unison detuning adjusted.
- ② Press **PAGE**, and select page 2.  
The PAGE LED will light.
- ③ Press **unison detune**.  
The unison detune LED will light.



- The setting value is shown on the display.

- ④ Turn the **VALUE** knob to set the unison detuning.



- The parameter is shown on the display.
- The adjustment range is 0-127.
- This changes detuning in a range of 0-100%.
- Both the encoder-type and volume-type **VALUE** knobs can be used.
- This cannot be set for SUB.

## Setting oscillator unison blend amounts

- ① Press the button for the oscillator that will have unison blend amount adjusted.
- ② Press **PAGE**, and select page 2.  
The PAGE LED will light.
- ③ Press **unison blend**.  
The unison blend LED will light.



- The setting value is shown on the display.

- ④ Turn the **VALUE** knob to set the blend amount.



- The parameter is shown on the display.
- The adjustment range is 0-127.
- The blend amount can be set to 0-100%.
- Both the encoder-type and volume-type **VALUE** knobs can be used.
- This cannot be set for SUB.

## Setting the unison width

- ① Turn the **DIMENSION** knobs for OSC 1 and OSC 2.



- The parameter is shown on the display.
- The adjustment range is 0-127.

## Setting the noise type

- ① Press **PAGE**, and select page 2.  
The PAGE LED will light.
- ② Press **type**.  
The type LED will light.



- The setting value is shown on the display.

- ④ Turn the **VALUE** knob to set the type.



- The parameter is shown on the display.
- Both the encoder-type and volume-type **VALUE** knobs can be used.
- 16 types can be chosen.
  1. White noise (WHT on display)
  2. Pink noise (PNK on display)
  3. Brown noise (BRWN on display)
  4. Atonal noise 1 (ATN.1 on display)
  5. Atonal noise 2 (ATN.2 on display)
  6. Atonal noise 3 (ATN.3 on display)
  7. Atonal noise 4 (ATN.4 on display)
  8. Atonal noise 5 (ATN.5 on display)
  9. Atonal noise 6 (ATN.6 on display)
  10. Atonal noise 7 (ATN.7 on display)
  11. Atonal noise 8 (ATN.8 on display)
  12. Atonal noise 9 (ATN.9 on display)
  13. Vinyl (VNYL on display)
  14. Water 1 (WTR.1 on display)
  15. Water 2 (WTR.2 on display)
  16. Water 3 (WTR.3 on display)

## Setting noise levels

- ① Press **PAGE**, and select PAGE 1.  
The PAGE LED will become unlit.
- ② Press **LEVEL**.  
The LEVEL LED will light.

# Editing bass patch memory parameters



- The setting value is shown on the display.

③ Turn the **VALUE** knob to set the level.



- The parameter is shown on the display.
  - The adjustment range is 0-127.
- The value can be set from  $-\infty$  to +6 dB (63 is 0 dB).
- Both the encoder-type and volume-type **VALUE** knobs can be used.

## Setting the filter type

① Press **PAGE**, and select page 2.

The PAGE LED will light.

② Press **type**.

The type LED will light.



- The setting value is shown on the display.

④ Turn the **VALUE** knob to set the type.



- The parameter is shown on the display.
- Both the encoder-type and volume-type **VALUE** knobs can be used.
- 5 types can be chosen.
  1. OFF
  2. LPF
  3. HPF
  4. BPF
  5. PEQ

## Setting the filter frequency

① Press **PAGE**, and select PAGE 1.

The PAGE LED will become unlit.

② Press **FREQ**.

The FREQ LED will light.



- The setting value is shown on the display.

④ Turn the **VALUE** knob to set the frequency.



- The parameter is shown on the display.
- The adjustment range is 0-127.
- The value can be changed in a range of 70-21000 Hz.
- Both the encoder-type and volume-type **VALUE** knobs can be used.

## Setting the filter resonance

① Press **PAGE**, and select PAGE 1.

The PAGE LED will become unlit.

② Press **RESONANCE**.

The RESONANCE LED will light.



- The setting value is shown on the display.

④ Turn the **VALUE** knob to set the resonance.



- The parameter is shown on the display.
- The adjustment range is 0-127.
- Both the encoder-type and volume-type **VALUE** knobs can be used.

## Setting the distortion

① Press **PAGE**, and select page 2.

The PAGE LED will light.

② Press **distortion**.

The distortion LED will light.



- The setting value is shown on the display.

④ Turn the **VALUE** knob to set the distortion.



- The parameter is shown on the display.
- The adjustment range is 0-127.
- Both the encoder-type and volume-type **VALUE** knobs can be used.
- This is applied before the filter.

# Editing bass patch memory parameters

## Selecting LFO shapes

- ① Press the button for an LFO to choose it for shape selection.
- ② Press **PAGE**, and select PAGE 1.  
The PAGE LED will become unlit.
- ③ Press **SHAPE**.  
The SHAPE LED will light.



- The setting value is shown on the display.

- ④ Turn the **VALUE** knob to set the shape.



- The shape is shown on the display.
- Both the encoder-type and volume-type **VALUE** knobs can be used.
- 18 types can be chosen.
  1. SINE (sine wave)
  2. SQAR (square wave)
  3. TRI (triangle wave)
  4. U.SAW (sawtooth wave)
  5. D.SAW (reverse sawtooth wave)
  6. RAND (random wave)
  7. U.LOG (logarithmic wave)
  8. D.LOG (reverse logarithmic wave)
  9. PL.10 (10% pulse wave)
  10. PL.25 (25% pulse wave)
  11. PL.75 (75% pulse wave)
  12. PL.90 (90% pulse wave)
  13. STP.2 (2 steps)
  14. STP.3 (3 steps)
  15. STP.4 (4 steps)
  16. STP.5 (5 steps)
  17. STP.6 (6 steps)
  18. STP.7 (7 steps)

## Setting LFO rates

- ① Press the button for an LFO to choose it for rate setting.
- ② Press **PAGE**, and select PAGE 1.  
The PAGE LED will become unlit.
- ③ Press **RATE**.  
The RATE LED will light.



- The setting value is shown on the display.

- ④ Turn the **VALUE** knob to set the rate.



- The rate is shown on the display.
- The adjustment range is 0-127.  
This changes it in a range of 0.1 Hz - 30 Hz.
- BPM sync will be prioritized unless it is off.
- Both the encoder-type and volume-type **VALUE** knobs can be used.

## Setting LFO depths

- ① Press the button for an LFO to choose it for depth setting.
- ② Press **PAGE**, and select PAGE 1.  
The PAGE LED will become unlit.
- ③ Press **DEPTH**.  
The DEPTH LED will light.



- The setting value is shown on the display.

- ④ Turn the **VALUE** knob to set the depth.



- The depth is shown on the display.
- The adjustment range is 0-127.  
This changes it in a range of 0-100%.
- Both the encoder-type and volume-type **VALUE** knobs can be used.

## Setting LFO starting delay times

- ① Press the button for an LFO to choose it for delay time setting.
- ② Press **PAGE**, and select page 2.  
The PAGE LED will light.
- ③ Press **delay**.  
The delay LED will light.



- The setting value is shown on the display.

# Editing bass patch memory parameters

- ④ Turn the **VALUE** knob to set the delay time.



- The parameter is shown on the display.
  - The adjustment range is 0-127.
- This changes it in a range of 0-2000 ms.
- Both the encoder-type and volume-type **VALUE** knobs can be used.
  - LFO2 is delayed only when played back in the sequencer.

## Synchronizing LFOs with the BPM

- ① Press the button for an LFO to choose it for BPM sync.
- ② Press **PAGE**, and select page 2.  
The PAGE LED will light.
- ③ Press **sync**.  
The sync LED will light.



- The setting value is shown on the display.

- ④ Turn the **VALUE** knob to set the delay time.



- The sync is shown on the display.
- Both the encoder-type and volume-type **VALUE** knobs can be used.
- When sync is off, the rate is used.
- LFO 1 is retriggered. LFO 2 is not retriggered.
- In bass editing mode, the tempo is 120.
- 15 sync settings can be chosen.
  1. OFF
  2. 4/1 (4 whole notes)
  3. 3/1 (3 whole notes)
  4. 2/1 (2 whole notes)
  5. 1/1 (1 whole note)
  6. 1/2 (half note)
  7. 1/4 (dotted quarter note)
  8. 1/4 (half note)
  9. 1/8 (dotted 8th note)
  10. 1/2T (half note triplet)
  11. 1/8 (8th note)
  12. 1/16 (dotted 16th note)
  13. 1/4T (quarter note triplet)
  14. 1/16 (16th note)
  15. 1/32 (32nd note)

## Setting starting phases of LFOs

- ① Press the button for an LFO to choose it for starting phase setting.
- ② Press **PAGE**, and select page 2.  
The PAGE LED will light.
- ③ Press **phase**.  
The phase LED will light.



- The setting value is shown on the display.

- ④ Turn the **VALUE** knob to set the starting phase.



- The parameter is shown on the display.
- The adjustment range is 0 - 127.
- Both the encoder-type and volume-type **VALUE** knobs can be used.

## Setting the envelopes

- ① Press the button for an envelope to choose it for setting.
- ② Press **PAGE**, and select PAGE 1.  
The PAGE LED will become unlit.
- ③ Press **ATTACK**, **DECAY**, **SUSTAIN** OR **RELEASE**.  
The LED for that button will light.



- The setting value is shown on the display.




- ④ Turn the **VALUE** knob to set that envelope parameter.



- The parameter is shown on the display.
- The adjustment range is 0-127.
- This changes it in a range of 0-5000 ms.
- This changes sustain in a range of 0-100%.
- Regardless of the selected parameter, turn the QUICK EDIT **AMP EG** knobs to change envelope parameters directly.
- Both the encoder-type and volume-type **VALUE** knobs can be used.

# Editing bass patch memory parameters

## Setting envelope curves

- ① Press the button for an envelope to choose it for curve setting.
- ② Press , and select page 2.  
The PAGE LED will light.
- ③ Press  or .


The LED for that button will light.





- The setting value is shown on the display.

- ④ Turn the  **VALUE** knob to set the curve.



- The curve is shown on the display.
- The adjustment range is -9 - 9.
- As the number increases in the negative direction, the envelope curve takes effect faster.
- As the number increases in the positive direction, the envelope curve takes effect slower.
- At 0 the envelope curve becomes linear.
- Both the encoder-type and volume-type  **VALUE** knobs can be used.

## Setting envelope depths

- ① Press the button for an envelope to choose it for depth setting.
- ② Press , and select page 2.  
The PAGE LED will light.
- ③ Press .


The depth LED will light.





- The setting value is shown on the display.

- ④ Turn the  **VALUE** knob to set the depth.



- The depth is shown on the display.
- The adjustment range is 0-127.
- This changes it in a range of 0-100%.
- Both the encoder-type and volume-type  **VALUE** knobs can be used.

## Setting envelope starting delay times

- ① Press the button for an envelope to choose it for delay time setting.
- ② Press , and select page 2.  
The PAGE LED will light.
- ③ Press .


The delay LED will light.



- The setting value is shown on the display.

- ④ Turn the  **VALUE** knob to set the delay time.






- The parameter is shown on the display.
- The adjustment range is 0-127.
- This changes it in a range of 0-2000 ms.
- Both the encoder-type and volume type  **VALUE** knobs can be used.

## Assigning modulator outputs to parameters

- ① Press the button twice for a modulator to enable connecting its output.  
The selected modulator button blinks red.




- To select the ASSIGN 1 modulator, press  twice. To select the ASSIGN 2 modulator, press  +  twice.
- Assigned modules will blink green

- ② Press the modulator button for the parameter you want to assign.  
The selected modulator button lights red.



- The modulator selected in ① cannot be selected.
- The assigned parameter will blink red.

- ③ Press  along with the button for the parameter you want to connect.  
The selected parameter LED will light.

# Editing bass patch memory parameters



- The connected value is shown on the display.
- "----" appears for parameters that cannot be connected.
- The parameters that cannot be connected are OSC OUTPUT → , OSC shaper-type, OSC unison-voices, NOISE type, FILTER type, LFO SHAPE, LFO sync, EG up crv, and EG down crv.

④ Turn the **VALUE** knob to set the connected value.



- The connected value is shown on the display.
- The adjustment range is  $-127 - 127$ .
- Both **VALUE** knobs can be used to change values. The encoder-type knob changes 1 step at a time and the volume-type knob changes 2-3 steps at a time.
- Pressing the button or the modulator selected in ① will cancel assignment.
- Four types of modulators can be assigned.
  1. ASSIGN
  2. LFO
  3. EG
  4. VELO
- LFO2 → LFO1, MOD EG2 → MOD EG1 (AMP EG), MOD EG1 → AMP EG, VELO → LFO&EG and EG → LFO assignments are also possible.

## Changing the memory level

① Turn the **MEMORY LVL** knob.



- The memory level is shown on the display.
- The adjustment range is 0 - 127.
- This can be set from  $-\infty$  to +6 dB (63 is 0 dB).

## Changing and checking the octave

① Press **OCT<**, or press **OCT>** while pressing **func**.



- The octave setting is shown on the display.
- The octave can be changed by up to  $\pm 3$ .
- **OCT<** lowers the octave. **func** + **OCT>** raises the octave.
- It will not be saved in the patch memory settings.

## Changing and checking the voice mode

① While pressing **func**, press **voice** to select the voice mode.



- The voice mode is shown on the display.
- MONO or LGT can be selected.
- The current voice mode will be shown when this button is first pressed.
- It will not be saved in the patch memory settings.

## Changing and checking the glide

① While pressing **func**, press **voice** to select the voice mode.



- The voice mode is shown on the display.

② Turn the **VALUE** knob to set the glide.



- The parameter is shown on the display.
- The adjustment range is 0-127.
- The time can be changed in a range of 0-10000 ms.
- It will not be saved in the patch memory settings.

## Changing and checking the velocity

① Turn the **VELO** knob.



- The parameter is shown on the display.
- The adjustment range is 0-127.
- It will not be saved in the patch memory settings.

## Changing and checking the assigned parameters

① Turn the **ASSIGN1** or **ASSIGN2** knob.







- The parameter is shown on the display.
- The adjustment range is 0-127.
- It will not be saved in the patch memory settings.



# Editing bass patch memory parameters

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## Importing wavetable waveforms


- ① Use a MIDI cable to connect the MIDI IN with a MIDI device or another LIVEN Bass&Beats MIDI OUT.
- ② While pressing , press  to select WT.IM.
- ③ Turn the  **VALUE** knob to select the destination for saving the imported wavetable waveforms, and press .
- ④ Start transmission from the other MIDI device.







- RCV will appear on the display.

- ⑤ Press  to save.




- SAVE will appear on the display.
- Regardless of data transmission status,  can be pressed to cancel.
- After transmission completes, DONE will appear on the display and wavetable waveform selection will be activated.
- Be aware that overwriting waveforms used in patch memories will change their sounds.

## Exporting wavetable waveforms

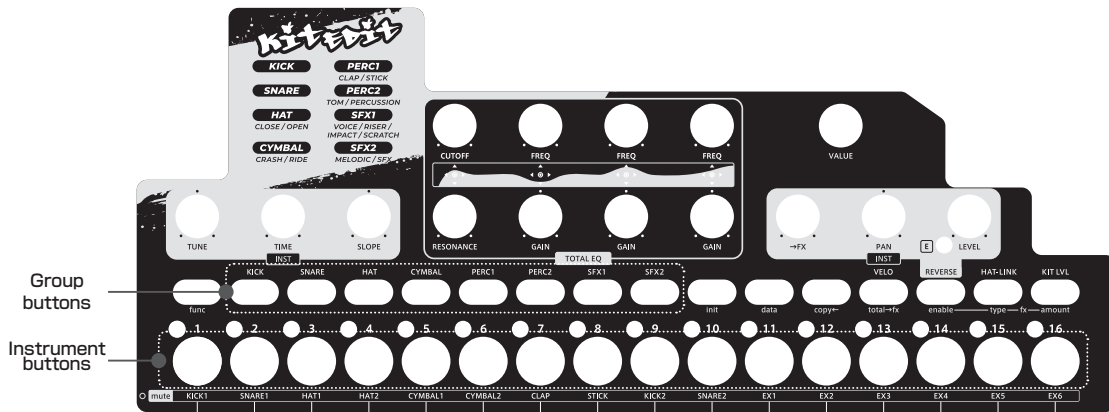
- ① Use a MIDI cable to connect the MIDI OUT with a MIDI device or another LIVEN Bass&Beats MIDI IN.
- ② While pressing , press  to select WT.EX.
- ③ Turn the  **VALUE** knob to select the wavetable waveform to export.
- ④ Press , and start reception on the other MIDI device.



- Regardless of data transmission status,  can be pressed to cancel.
- After transmission completes, DONE will appear on the display and wavetable waveform selection will be activated.

# Editing drum kits

## Drum kit editing panel overlay



This section explains how to create and edit drum kits.

Use the included drum kit editing panel overlay when editing.

This chapter starts by explaining how to activate drum kit editing mode ("Activating drum kit editing mode").

### Activating drum kit editing mode

- 1 While pressing **func**, press **KIT EDIT**.

The step LED for the selected kit will light red. (The current drum kit will be selected at this time.)



- The name of the current bank is shown on the display.
- Play the keyboard to hear the selected drum kit.

- 2 Use **←** and **→** to select the bank.



- The selection range is 1–8.
- The bank name appears on the display for two seconds.
- The volume-type **VALUE** knob can also be turned to select banks.

- 3 Turn the **VALUE** knob to select the kit.



- kits can also be selected by pressing the step buttons.
- The kit name is shown on the display.

- 4 Press **OK** to enable kit editing.

### Drum kit editing procedures

- 1 Adjust parameters. (For details, see the items for each parameter.)



- The parameter is shown on the display.
- "----" appears for buttons that do not affect parameter adjustment.
- The EDITED LED lights when values differ from saved values.
- Automatic is enabled for the MIDI channel (See "Setting the MIDI channel for accessing the active track" on p.41).

- 2 When done editing parameters, press **OK**.

The step LED for the selected sound will light.

- 3 Use **←** and **→** or the **VALUE** knob to select the save destination.



- The save location can also be selected by pressing a step button.
- When **←** or **→** is pressed, the bank name is shown on the display for two seconds.
- The volume-type **VALUE** knob can also be turned to select banks.
- The sound of the save destination can be checked by playing the keyboard.
- The kit name is shown on the display while the **VALUE** knob is being turned.

# Editing drum kits

- ④ Press **OK**.
- ⑤ Input the name. (The character at the current position blinks.)



- Use **←** and **→** to move the input position left and right. (Three dot positions occur between the four characters.)
- Turn the **VALUE** knob to select the character (or turn the dot on/off at a dot position).
- Uppercase alphabet letters and numbers can be used.

- ⑩ Press **OK** to save the kit.

## Clearing kits

- ① Follow steps ① - ④ in "Activating drum kit editing mode".
- ② While pressing **func**, press **init**.



- INIT will appear on the display.
- The selected kit will be set to default values.
- The kit can be further edited after this.

## Copying kits

- ① Follow steps ① - ④ in "Activating drum kit editing mode".
- ② While pressing **func**, press **copy←**.
- ③ Use **←** and **→** or the **VALUE** knob to select the number of the kit to copy.



- Kits can also be selected by pressing the step buttons.
- When **←** or **→** is pressed, the bank name is shown on the display for two seconds.
- The volume-type **VALUE** knob can also be turned to select banks.
- The kit name is shown on the display while the **VALUE** knob is being turned.

- ④ Press **OK** to copy the kit and start kit editing mode.

## Muting instruments

- ① While pressing **func**, press the instrument button.  
This mutes the instrument.



- Press the instrument button again while pressing and holding **func** to unmute it (lit).
- It will not be saved in the kit settings.

## Playing the sample sequence pattern

- ① Press **▶**.



- Press **▶** again to stop playback.
- During playback, the pad keys can also be used to play the instruments.
- The pattern before activating the drum kit editing mode will be played.

## Selecting instrument sounds

- ① Press the instrument button for the sound you want to select.
- ② Press the desired group button.



- The sound name appears on the display.

- ③ Turn the **VALUE** knob to select the sound.



- Press the instrument buttons/pad keys to confirm the sounds.

## Setting the pitches of instruments

- ① Press the button for an instrument to select it for pitch setting.
- ② Turn the **TUNE** knob to set the pitch.



- The parameter is shown on the display.
- The adjustment range is -60 - 60.
- This changes it in a range of ± 1 octaves.
- Press the instrument buttons/pad keys to confirm the sounds.
- 5 is a semitone change.

# Editing drum kits

## Setting the length of individual instruments sounds

- ① Press the button for an instrument to select it for length setting.
- ② Turn the **TIME** knob to set the time.



- The parameter is shown on the display.
- The adjustment range is 0-127.
- This can be set to 10-100% of the sample length.
- Press the instrument buttons/pad keys to confirm the sounds.

## Adjusting instrument slopes

- ① Press the button for an instrument to select it for slope setting.
- ② Turn the **SLOPE** knob to set the slope.



- The parameter is shown on the display.
- The setting range is DC.63-OFF-AT.63.
- As the DC value increases, the decay length become shorter. As the AT value increases, the attack length becomes longer.
- Press the instrument buttons/pad keys to confirm the sounds.

## Setting the instrument effect send amount

- ① Press the button for an instrument to select it for send amount setting.
- ② Turn the **FX** knob to change the send amount.



- The parameter is shown on the display.
- The adjustment range is 0-127.
- This changes it in a range of 0-100%.
- When FX is on, the send amount can be checked by pressing the instrument button/pad key.
- When using an insert type effect, the effect send amounts of each individual instrument is not used (unless the value is 0, which disables the effect for that instrument).

## Setting instrument panning

- ① Press the button for an instrument to select it for panning setting.

- ② Turn the **PAN** knob to set the panning.



- The panning is shown on the display.
- The adjustment range is 63-CTR-63.
- Press the instrument buttons/pad keys to confirm the sounds.

## Setting instrument levels

- ① Press the button for an instrument to select it for level setting.
- ② Turn the **LEVEL** knob to set the level.



- The level is shown on the display.
- The adjustment range is 0 - 127.
- This changes it in a range of - 12 - 12 dB.
- Press the instrument buttons/pad keys to confirm the sounds.

## Playing instruments backward

- ① Press the button for the instrument you want to play backward.
- ② Press **REVERSE** to enable reverse playback (lights red).



- Press **REVERSE** again to disable reverse playback.
- Press the instrument buttons/pad keys to confirm the sounds.

## Linking HAT 1 and HAT 2

- ① Press **HAT-LINK** (lights red).



- Press it again to unlink them (**HAT-LINK** button unlit).

## Setting the overall EQ

- ① Turn the TOTAL EQ knobs to adjust the tone.



- The parameter is shown on the display.
- Press the instrument buttons/pad keys to check sounds.
- This is a 4-band equalizer.
  1. LPF: CUTOFF (0-127) (20-400 Hz)

# Editing drum kits

RESONANCE (0-127) (0.1-10)

2. MID 1: FREQ (0-127) (300-1500 Hz)

GAIN ( - 63 - 63) ( - 24 - +24 dB)

3. MID 2: FREQ (0-127) (1000-4000 Hz)

GAIN ( - 63 - 63) ( - 24 - +24 dB)

4. HSF: FREQ (0-127) (4000-12000 Hz)

GAIN ( - 63 - 63) ( - 24 - +24 dB)

## Setting kit levels

- ① While pressing  $\text{KIT LVL}$  (lights orange).
- ② Turn the  $\ominus$  **VALUE** knob to adjust the level.



- The level is shown on the display.
- The adjustment range is 0-127.
- This can be set from  $-\infty$  to +6 dB (63 is 0 dB).

## Turning the effect on/off

- ① While pressing  $\text{func}$ , press  $\text{fx enable}$  (lights orange), and select ON/OFF.



- Press the instrument buttons/pad keys to check sounds.
- Pattern settings before activating the drum kit editing mode will be reflected.
- It will not be saved in the kit settings.

## Changing and checking the effect type

- ① While pressing  $\text{func}$ , press  $\text{fx type}$  (lights orange), and turn the  $\ominus$  **VALUE** knob.



- Press the instrument buttons/pad keys to check sounds.
- The adjustment range is 0-127.
- Pattern settings before activating the drum kit editing mode will be reflected.
- It will not be saved in the kit settings.

## Changing and checking the effect amount

- ① While pressing  $\text{func}$ , press  $\text{fx amount}$  (lights orange), and turn the  $\ominus$  **VALUE** knob.



- Press the instrument buttons/pad keys to check sounds.
- The adjustment range is 0-127.
- Pattern settings before activating the drum kit editing mode will be reflected.
- It will not be saved in the kit settings.

## Changing and checking the effect send amount of the entire drum kit

- ① While pressing  $\text{func}$ , press  $\text{total fx}$  (lights orange), and turn the  $\ominus$  **VALUE** knob.



- Press the instrument buttons/pad keys to check sounds.
- The adjustment range is 0-127.

## Changing and checking the velocity

- ① Press  $\text{VELO}$  (lights red), and turn the  $\ominus$  **VALUE** knob.



- Press the instrument buttons/pad keys to check sounds.
- The adjustment range is 0-127.
- It will not be saved in the kit settings.

## Playing the sample sequence pattern

- ① Press  $\text{stop}$ .



- Press  $\text{stop}$  again to stop playback.
- During playback, the pad keys can also be used to play the instruments.
- The pattern before activating the drum kit editing mode will be played.

## Muting instruments

- ① While pressing  $\text{func}$ , press the instrument button. This mutes the instrument.



- Press the instrument button again while pressing and holding  $\text{func}$  to unmute it (lit).
- It will not be saved in the kit settings.

# External input settings

---

This section explains adjustments related to external input.



## Changing the LINE IN gain

- ① Turn the  **LINE IN** knob to change the input gain.



- The gain is shown on the display.
- The adjustment range is MUTE, 1 - 127.
- This can be adjusted from  $-\infty$  to +6 dB.




## Changing the effect send amount

- ① While pressing , turn the  **LINE IN → fx** knob to set the send amount.



- The send amount is shown on the display.
- The setting options are OFF and 1-127.
- This can be adjusted from  $-\infty$  to +6 dB.


## Setting input to mono

- ① While pressing , press  **SYSTEM**, and select L.I.MN.
- ② Turn the  **VALUE** knob to select ON or OFF.



# MIDI settings

This section explains settings related to MIDI.

Explanations assume that the function setting state has been enabled.

Press and hold  to enable the function setting state.



## Setting track MIDI channels

- 1 Press , and select BA.CH or DR.CH.
- 2 Turn the  to select the channel.



- The channel is shown on the display.
- The setting options are OFF and CH.01–CH.16.
- This channel will be used for sending and receiving.



## Setting the MIDI channel for pattern parameters

- 1 Press , and select PT.CH.
- 2 Turn the  to select the channel.



- The channel is shown on the display.
- The setting options are OFF and CH.01–CH.16.
- This channel will be used for sending and receiving.



## Setting the MIDI channel for accessing the active track

- 1 Press , and select AT.CH.
- 2 Turn the  to select the channel.



- The channel is shown on the display.
- The setting options are OFF and CH.01–CH.16.
- This channel will be used for sending and receiving.



## Setting the output channel

- 1 Press , and select O.CH.
- 2 Turn the  and select TRCK/AUTO.



- The channel is shown on the display.
- The setting options are TRCK and AUTO.



## Turning control change transmission on/off

- 1 Press , and select TX.CC.
- 2 Turn the  to turn this ON/OFF.



- ON/OFF will appear on the display.
- Control change reception is always enabled.



## Turning MIDI clock output on/off

- 1 Press , and select TX.CK.
- 2 Turn the  to turn this ON/OFF.



- ON/OFF will appear on the display.



## Setting MIDI OUT

- 1 Press , and select M.OUT.
- 2 Turn the  and set it to MIDI OUT.



- OUT/THRU will appear on the display.



## Setting MIDI command receipt and transmission

- 1 Press , and select M.CMD.
- 2 Turn the  and select the MIDI command setting.



- The setting is shown on the display.
- 4 settings can be chosen.
  1. OFF: Do not transmit or receive
  2. RX: Only receive
  3. TX: Only transmit
  4. RX.TX: Transmit and receive

## Turning active sensing transmission on/off

- 1 Press , and select TX.AS.
- 2 Turn the  to select ON or OFF.



- ON/OFF will appear on the display.

# MIDI settings

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## Turning active sensing reception on/off

- ① Press **MIDI**, and select RX.AS.
- ② Turn the **VALUE** knob to select ON or OFF.



- ON/OFF will appear on the display.

## Setting the program change channel

- ① Press **MIDI CH**, and select PC.CH.
- ② Turn the **VALUE** knob to set the channel.



- The channel is shown on the display.
- The setting options are AUTO and CH.01–CH.16.
- This channel will be used for sending and receiving.

## Turning program change transmission on/off

- ① Press **MIDI**, and select TX.PC.
- ② Turn the **VALUE** knob to select ON or OFF.



- ON/OFF will appear on the display.

## Turning program change reception on/off

- ① Press **MIDI**, and select RX.PC.
- ② Turn the **VALUE** knob to select ON or OFF.



- ON/OFF will appear on the display.





# Saving, loading and editing user data




This section explains ways to save and load user data.

User data can be exported and imported via MIDI. Connect a device that can transmit and receive data by MIDI to the LIVEN.

## Changing patch memory/kit bank names


- ① Activate an editing mode and select a bank for name changing. (See ① - ② in "Activating bass patch memory editing mode" on p.25 or "Activating drum kit editing mode" on p.36)
- ② While pressing , press  to select BK.RN.
- ③ Input the name.






- Use  and  to move the input position left and right. (Three dot positions occur between the four characters.)
- Turn the  **VALUE** knob to select the character (or turn the dot on/off at a dot position).

- ⑥ Press .



-  can be pressed to cancel.
- After transmission completes, DONE will appear on the display and bank selection state will resume.




## Exporting pattern

- ① Select the pattern that you want to export.
- ② While pressing , press  to select P.EXP.
- ③ Press  to start transmission.




- Regardless of data transmission status, can be pressed to cancel.
- After transmission completes, DONE will appear on the display and regular mode will resume.




## Exporting patch memory/kit

- ① Activate an editing mode and select the patch memory or kit that you want to export. (See ① - ④ in "Activating bass patch memory editing mode" on p.25 or "Activating drum kit editing mode" on p.36)
- ② While pressing , press  to select PM.EX/KT.EX.
- ③ Press  to start transmission.




- Regardless of data transmission status,  can be pressed to cancel.
- After transmission completes, DONE will appear on the display and editing mode will resume.

## Exporting patch memory/kit banks

- ① Activate an editing mode and select the bank that you want to export. (See ① - ② in "Activating bass patch memory editing mode" on p.25 or "Activating drum kit editing mode" on p.36)
- ② While pressing , press  to select BK.EX.
- ③ Press  to start transmission.



- Regardless of data transmission status,  can be pressed to cancel.
- After transmission completes, DONE will appear on the display and bank selection status will resume.

## Importing pattern

- ① Put the unit into regular mode.
- ② Start transmitting data from the transmitting device.



- After reception completes, the received pattern data will be applied to the current pattern. (It will not be saved.)
- Save the received pattern data if necessary.

## Importing patch memory/kit

- ① Activate an editing mode and select the patch memory or kit to be used as the import destination. (See ① - ④ in "Activating bass patch memory editing mode" on p.25 or "Activating drum kit editing mode" on p.36)
- ② Start transmitting data from the transmitting device.



- After receiving patch memory/kit data completes, this data will be reflected in the current patch memory/kit. (It will not be saved.)
- If the received data needs to be saved, save the patch or kit.

# Saving, loading and editing user data

## Importing patch memory/kit banks

- ① Activate an editing mode and select the bank to be used as the import destination. (See ① - ② in "Activating bass patch memory editing mode" on p.25 or "Activating drum kit editing mode" on p.36)
- ② Start transmitting data from the transmitting device.



- After receiving completes, BK.SV will appear on the display.

- ③ Press **OK**.



- After saving completes, DONE will appear on the display.

## Backing up user data

- ① While pressing **PRM LOCK**, press the POWER switch to turn on the LIVEN BASS&BEATS.
- ② Turn the **VALUE** knob to select EXPT.
- ③ Press **OK** to start transfer.



- The steps show the progress of data transmission. (The step LEDs will light in order from step button 1. Transmission is complete when all step LEDs 1-16 light.)
- Regardless of data transmission status, the **CLR** button can be pressed to cancel.
- After transmission completes, DONE will appear on the display.
- The size of the backup data is 7,070,513 bytes.
- If the size of the data is different, the backup might have failed. If this occurs, before step ③, turn the **VALUE** knob while pressing **SHIFT** to increase the transmission interval. (The default value is 0.)

## Restoring user data

- ① While pressing **PRM LOCK**, press the POWER switch to turn on the LIVEN.
- ② Turn the **VALUE** knob to select IMPT.
- ③ Press **OK**.



- The step 1-16 LEDs will light in order.

- ④ Start transmitting data from the transmitting device.
- ⑤ When SAVE appears on the display after transmission completes, press **OK**.




- Regardless of the data transmission status, **CLR** can be pressed to cancel. (Received data will be discarded.)
- After saving completes, DONE will appear on the display, and the unit will start up normally.



# System settings

This section explains settings related to the system.

Explanations assume that the function setting state has been enabled.

Press and hold  to enable the function setting state. (Exceptions are checking the system version, conducting a factory reset, and updating the firmware.)



## Setting the automatic power off function

- ① Press  **SYSTEM** and select A.PWR.
- ② Turn the  **VALUE** knob to select the automatic power off setting.



- Automatic power off has four settings.
  1. OFF: Automatic power off is disabled.
  2. 30 minutes (0.5H on display): Power will turn off automatically after 30 minutes without operation.
  3. 1 hour (1H on display): Power will turn off automatically after 1 hour without operation.
  4. 3 hours (3H on display): Power will turn off automatically after 3 hours without operation.
  5. 6 hours (6H on display): Power will turn off automatically after 6 hours without operation.
- Unsaved data will be cleared when the power turns off automatically. Always save data that is needed.



## Setting the battery type

- ① Press  **SYSTEM**, and select BATT.
- ② Turn the  **VALUE** knob to select the type of battery.



- 3 types of batteries can be selected.
  1. Alkaline (ALKL on display)
  2. Nickel-metal hydride (NIMH on display)
  3. Lithium (LTHM on display)
- The remaining charge shown could be higher than the actual amount depending on the type of rechargeable battery.
- Please set this correctly because it effects operation time.


## Setting the master tuning

- ① Press  **SYSTEM**, and select TUNE.
- ② Turn the  **VALUE** knob to set the master tuning.




- The master tuning setting (in cents) will be shown on the display.
- The adjustment range is - 75 - +75.

## Checking the system versions




- ① While pressing , press and hold the POWER switch.





- The LIVEN BASS&BEATS will start up, and VER. will appear on the display.

- ② Press  to select the system version.



- The system version (S M.m) is shown on the display (M: major version, m: minor version).
- Press  to show the boot version (BM.m on display). Press  to show the preset version (PM.m on display).
- Press the same page button again to show the build number.
- Press  to start up normally.



## Outputting bass and drums separately to left (L) and right (R) channels

- ① Press  **SYSTEM**, and select SPLT.
- ② Turn the  **VALUE** knob, and select ON.



- The bass will be output on the L channel and the drums will be output on the R channel.

## Setting the clock source

- ① Press  **CLOCK**, and select SRC.
- ② Turn the  **VALUE** knob to set the clock source.



- The clock source is shown on the display.
- Four types of clock sources can be selected.
  1. INTERNAL (INT on display): Use LIVEN BASS&BEATS internal clock.
  2. MIDI: Use MIDI clock.
  3. SYNC: Use SYNC IN clock.

# System settings

4. LINE IN (LN.IN on display): Use clock from LINE IN.

## Setting SYNC IN polarity

- 1 Press **CLOCK**, and select S.I.PO.
- 2 Turn the **VALUE** knob to set the polarity.



- The polarity is shown on the display.
- Two types of polarity can be selected.
  1. FALL: Synchronizes with the falling of the sync signal.
  2. RISE: Synchronizes with the rising of the sync signal.

## Setting SYNC OUT polarity

- 1 Press **CLOCK**, and select S.O.PO.
- 2 Turn the **VALUE** knob to set the polarity.



- The polarity is shown on the display.
- Two types of polarity can be selected.
  1. FALL: Synchronizes with the falling of the sync signal.
  2. RISE: Synchronizes with the rising of the sync signal.

## Setting knob movement behavior

- 1 Press **SYSTEM**, and select KNOB.
- 2 Turn the **VALUE** knob to select the knob behavior.



- The behavior type is shown on the display.
- Two types of knob movement behavior can be selected.
  1. JUMP: When a knob is moved, the parameter changes immediately.
  2. LATCH (LTCH on display): The knob does not affect the parameter value until its position reaches that value. Then, the value follows the knob.
- When in latch mode, the movement of the dots on the display show the direction of the current parameter value. (If the parameter value is lower than the knob setting, they light to appear to be flowing left. If the value is higher, they appear to be flowing right. The farther away the value is, the faster they flow.)

## Adjusting the metronome volume

- 1 Press **METRO**, and select MTR0.
- 2 Turn the **VALUE** knob to adjust the metronome volume.



- The metronome volume is shown on the display.
- The adjustment range is 0-15.

## Enabling/disabling speaker output

- 1 Press **MUTE**, and select MUTE or SPK.

## Setting the headphone gain

- 1 Press **GAIN**, and select the gain.



- The headphone gain is shown on the display.
- Three types of volume ranges can be selected.
  1. LOUD
  2. NORM
  3. SOFT
- Set this correctly to prevent damage to the headphones or external device being used.

## Restoring to factory default settings (factory reset)

- 1 While pressing **DRUM**, press and hold the POWER switch.



- The LIVEN BASS&BEATS will start up, and F.RST will appear on the display.

- 2 Press **OK**.




- After resetting completes, OK will appear on the display.
- Press **CLR** to cancel.
- This will not restore wavetable data to the factory default. To restore the wavetable data, download it from the SONICWARE website and import it.

# System settings

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## Updating the firmware



- ① While pressing , press and hold the POWER switch.




- The LIVEN BASS&BEATS will start up, and UPDT will appear on the display.


- ② Transmit the firmware from the transmitting device (Sys.Ex).



- The step LEDs will light to show the progress (100% when step LED 16 is reached).
- RCV will appear on the display.
- When receiving completes,  will light green and  will light red.

- ③ After reception completes, press  to execute the update.



- Press  to cancel the update and start up normally.
- The step LEDs will light to show the progress (100% when step LED 16 is reached).
- If the update occurred properly, OK will be shown. (If a problem occurred, an error code will be shown.)

- ④ Restart the unit.

# Appendix

Figure 1. Sound architecture

