Overbridge

1.15

User Manual

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1. INTRODUCTION

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

Overbridge offers a multiple device multitrack control component, as well as software plugin components customized for the Analog Keys, Analog Four, Analog Rytm and Analog Heat so that they may be synced, edited, sequenced and recorded with your Digital Audio Workstation.

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

THE FOLLOWING SYMBOLS ARE USED THROUGHOUT THE MANUAL:

Important information that you should pay attention to.

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

This symbol shows a nice ear. Be nice to your ears.

Elektron Overbridge User manual. © 2016 Elektron Music Machines MAV AB. This manual was last updated December 12, 2016.

2. OVERBRIDGE OVERVIEW

Overbridge offers an integration of your Elektron Analog hardware into your music software. The Overbridge technology lets you use the devices as real analog plugins in your Digital Audio Workstation, along with all your other plugins and jacked-in instruments, as effects processing units or as high-performance sound cards.

2.1 COMPATIBLE ELEKTRON DEVICES

The Overbridge compatible devices are:

• Analog Four
• Analog Keys
• Analog Rytm
• Analog Heat

2.2 SOFTWARE COMPONENTS

High-performance USB AUDIO DRIVERS, with ASIO, WDM and Core Audio functionality.

The Overbridge CONTROL PANEL. This application allows you to manage your devices and configure input/output channels as well as alter the global performance settings.

Dedicated Overbridge PLUGINS. A VST/AU plugin for an Elektron device that acts as a bridge between your device and your DAW. The plugin brings the individual channels from your Overbridge device straight into the DAW, as if the device was a software instrument. In addition to the outputs, there are also plugin inputs, for convenient analog processing of any source routed through your DAW.

2.3 FEATURES

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

Use your devices as REAL ANALOG PLUGINS. Craft lush sounds using the comprehensive plugin editors. Sequence and sync beyond MIDI. Use multiple Overbridge devices, of the same or different types, simultaneously.

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

Use your Overbridge device as a high performance and high-quality SOUND CARD.

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

The Overbridge plugins can automatically RECALL the state of your devices for each DAW project.

3. CONTROL PANEL LAYOUT

3.1 OVERBRIDGE CONTROL PANEL

1. Visual representation of your Overbridge devices. A green dot means the device is connected and active. A hollow dot means the device is inactive (switched off or disconnected). A red dot means bad communication.
2. Gear icon: show/hide general plugin buffer size and user interface settings.
3. Wrench icon: show/hide driver & sound card functionality settings. (Only available in Windows.)
4. Navigation to Overbridge Products Overview page.
5. Output channel configuration. Activate/deactivate an audio channel into your Overbridge device by clicking on the toggle button below it. Green means the channel is active, gray means it's not.
6. Links to online Elektron resources.
7. Discard / Apply buttons. Press the Apply button for the new settings come into effect. Press Discard to reset the settings to the last state that was applied.
8. USB bandwidth meter. Shows the bandwidth used by the current channel configuration. The maximum bandwidth capacity corresponds to 8 channels per direction (16-bit) or 6 channels per direction (24-bit) for each connected Overbridge device. (Not available for Analog Heat.)
9. Information box. Hover over any item in the Control Panel with the mouse pointer to get a brief description of it.
10. Input channel configuration. Activate/deactivate an audio channel from your Overbridge device by clicking on the toggle button directly below it. Green means the channel is active, gray means it's not.
11. VU-meters. Show channel activity and signal strength.
12. Bit depth selector. Set the Input and Output Channels to either 16-bit or 24-bit.
13. Device OS, Overbridge Protocol, Overbridge version and driver currently installed as well as an indication if the Sound Card functionality is enabled or not for the device in view.
14. The name of your Overbridge device. You can customize it by double-clicking it and typing a new one. Use Enter to save.

4. QUICK START

4.1 FIVE-STEP WALKTHROUGH

If all you want to do is start jamming straight away, follow the steps below. If you need more guidance on any of the steps below, read further on in this manual. Make sure you have the following:

• An Overbridge compatible device, with the most recent OS installed.
• A computer running either Windows or Mac OS.
• A computer display with a resolution of at least 1280 x 768 pixels.
• An A-to-B USB cable.
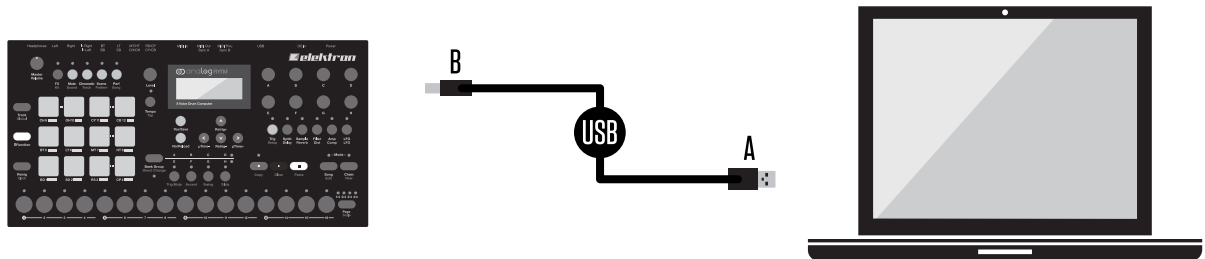
Then take the following steps:

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

3. Open the Overbridge Control Panel to activate the Inputs and Outputs you want to access. Click apply. (The first time you open the Overbridge Control Panel on your computer and switch on your device, it needs a few seconds to install the drivers before connection is complete.)
4. Start your DAW and open the Overbridge plugin to route audio and MIDI to your DAW.
5. Crank up the volume and start playing, sequencing, processing and automating!

4.2 LEARN MORE ABOUT YOUR OVERBRIDGE COMPATIBLE DEVICES

If you need to learn more about your Elektron Analog device, please download the user manual, and check out the Elektron tutorial videos. For more information, please see "APPENDIX A: MEDIA RESOURCES" on page 36.

4.3 LEARN MORE ABOUT YOUR DAW

For more information on how to make arrangements, use plugin instruments and employ automation through your music studio software host, please consult its manual. See "APPENDIX B: SETUP EXAMPLE" on page 36 to get to grips with the initial preparatory steps.

> Remember that you must activate channels on the Overbridge Control Panel for them to be available in your DAW.

5. INSTALLING OVERBRIDGE

Installing Overbridge takes a few minutes on most contemporary computers. The procedure varies depending on which operating system you use, Windows or Mac. Read the instructions below.

5.1 SYSTEM REQUIREMENTS

The following items are required for you to start using Overbridge:

- An Overbridge compatible device with the most recent OS installed.
- A computer running either Windows (7 SP1, 8 or 10.1) or Mac OS (10.8 - 10.12) and that also supports OpenGL 3.2 or above.
- A monitor with a resolution of at least 1280 x 768 pixels.
- An A-to-B USB cable.

5.2 INSTALLING

On Windows, unzip the installation software to its own folder. On Mac OS, mount the dmg disk image by double-clicking it. Upgrade the operating system on your Elektron device according to the instructions included when you download an OS for Keys, Four, Rytm or Heat from the Support section on the Elektron website.

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

5.3 ACTIVATE OVERBRIDGE MODE

Activate Overbridge functionality by selecting OVERBRIDGE MODE on your device via the USB CONFIG menu, found at:

- GLOBAL>SYSTEM>USB CONFIG on Analog Keys/Four/Rytm
- SETTINGS>SYSTEM>USB CONFIG on Analog Heat

If you want to disable Overbridge functionality, simply do so from the same menu by activating USB-MIDI ONLY mode.
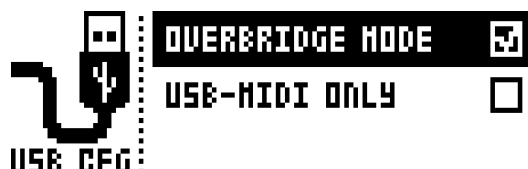
5.4 WINDOWS

Make sure your Elektron units are disconnected from the computer. Run the Overbridge Installer that corresponds to your operating system (32-bit or 64-bit) and follow the on-screen instructions. It installs ASIO drivers, Windows WDM drivers, and the VST/AU plugins.
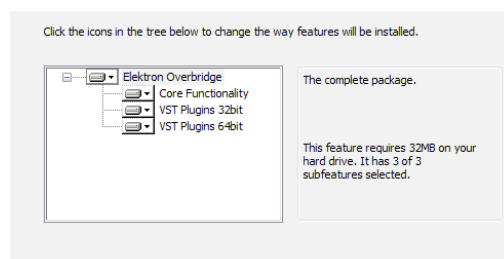
You will be prompted to enter your administrator password in order to install new software on your computer. Connect your devices after the installation has finished. After powering them on, Windows will install the device automatically. This might take a minute.

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

5.4.1 VST LOCATIONS

The installer attempts to find your 64-bit and 32-bit VST folders by searching the Windows file system. If this information is not found, the installer defaults to the following VST folders:

On a 64-bit Operating System

64-bit VST plugins: C:\Program Files\Steinberg\VstPlugins\Elektron (64bit)

32-bit VST plugins: C:\Program Files(x86)\Steinberg\VstPlugins\Elektron (32bit)

On a 32-bit Operating System

C:\Program Files\Steinberg\VstPlugins\Elektron (32bit)

If you prefer to use a different folder, you must change this during the installation process. Note that the Elektron subfolder name is automatically appended to whatever VST folder you choose.

5.4.2 UNINSTALLING (WINDOWS)

You can use the Add/Remove programs menu, on the Windows Start Menu, to uninstall Overbridge. Make sure your Elektron devices are disconnected from the computer during the uninstall process.

5.5 MAC OS

Make sure your Elektron units are disconnected from the computer. Double click the Overbridge dmg-file to have it mounted. Then double click the pkg-file to start the installation process. You need to restart your Mac after the installation has finished. Connect your devices once the installation is complete and your computer has been rebooted.

This will install Core Audio drivers, HAL drivers and the Analog Keys, Analog Four, Analog Rytm and Analog Heat VST/AUs.

5.5.1 SANDBOXED HOSTS

Overbridge supports the VST/AU plugin formats in Mac OS. However, Overbridge only supports host applications that are not sandboxed. Because Overbridge communicates with a physical device, it requires a non-sandboxed host application.

5.5.2 UNINSTALLING (MAC OS)

An uninstall application can be found on the same dmg file that you used to install Overbridge. When you run the uninstall application, all Overbridge files and drivers are removed from your Mac. Make sure your Elektron devices are disconnected from the computer during the uninstall process.

6. USB AND BANDWIDTH

Your computer (or USB hub) must have one free USB port per Elektron device dedicated to the Overbridge connection.

You should use a Multiple Transaction Translator (Multi-TT) USB hub, such as Elektron Overhub, if you want a optimized USB audio streaming performance with as many channels as possible running, when you use multiple Overbridge devices.

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

Please note that Analog Heat is a USB Hi-Speed device and does not require a Multi-TT hub.

6.1 LIMITATIONS

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

Since the Analog Heat is a USB Hi-Speed device, with a maximum bandwidth of 480 Mbit/s it does not have the limitations mentioned above.

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

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

7. AUDIO INTERFACE

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

Note that, when you route audio from your DAW into the Track output channels, you have to make sure that the VCA in the corresponding Synth/Drum Track is triggered. Program a pattern on the device that gates and the audio that is routed through the voice. If you want the audio to just pass through, you must use infinite release time on your Track Sound.

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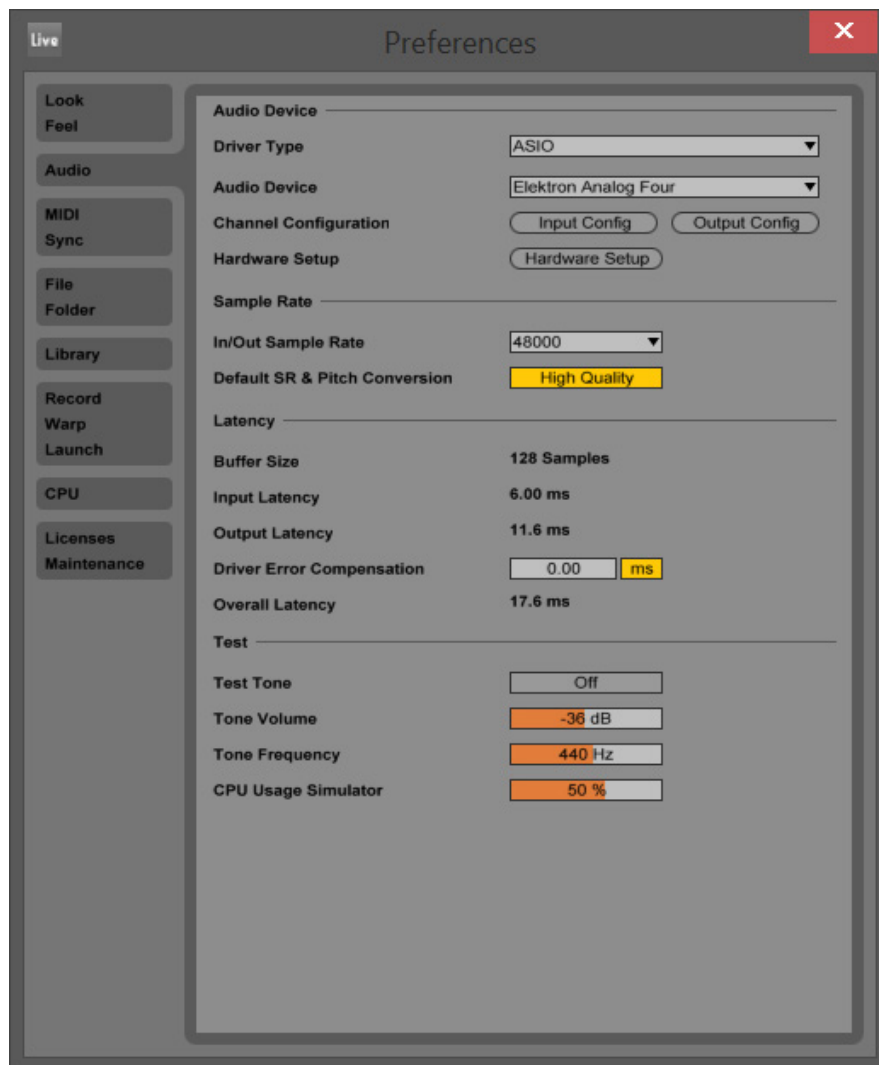
7.1 ASIO CHANNEL TABLES

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

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

7.1.1 ANALOG KEYS / FOUR CHANNELS

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

7.1.2 ANALOG RYTM CHANNELS

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

7.1.3 ANALOG HEAT CHANNELS

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

8. THE CONTROL PANEL

The Control Panel is where you configure the channels through which audio is streamed into and out of your Overbridge devices.
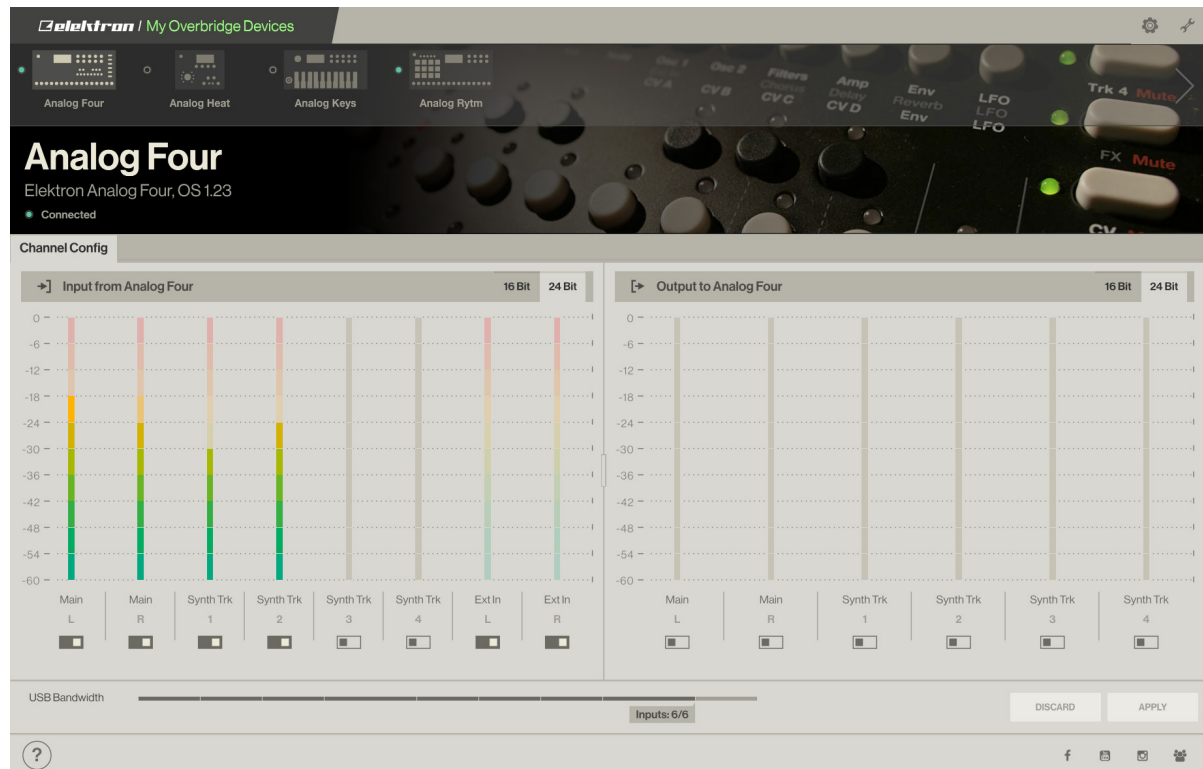
Switch on your Overbridge device and then Open the Control Panel. Your connected device appears inside the application. The first time you switch the device on after installing, it might take a minute before the device is ready to use. A green dot next to the device tells you that the device is recognized, communications work and that it is ready to use.

The top part of the Control Panel shows a device selector. All your Overbridge devices are listed here. The first time you start the application, this list is empty. But as soon as you connect your first device and switch it on, the list will be populated. If you have multiple devices, you can rename each one of them to something suitable to keep track of their roles. For example, you may have one Analog Four that you use as your soundcard, and one Analog Four that you use only as a Plugin instrument.

8.1 MATCHING SOFTWARE VERSIONS

The Overbridge version on your device and the Overbridge Software installation on your computer must match for Overbridge to work properly.

If they do not match, the Overbridge plugins does work correctly, and the Control Panel shows a warning that Overbridge and the device OS are not compatible. If you get this warning, upgrade your Overbridge software, and/or the OS in your device (to their latest versions), to ensure that the protocols match.

8.2 AUDIO I/O

You can enable or disable channels using the toggle buttons. Choose the bit depth (16- or 24-bit) for each of the input- and output sections. The bit depth chosen determines the maximum number of channels in each direction (8 or 6) for each device.

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

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

USB Bandwidth — Inputs: 6/6 — DISCARD — APPLY

8.2.1 INTERFACE WITH THE ANALOG RYTM

The illustrations below show where the Overbridge output channels are mixed into the Analog Rytm, as well as where in the signal path of the device signals are relayed into the Overbridge input channels. The five main junctions are shown below and numbered to show where they interface with the signal path of the Rytm.

The illustrations show the **inputs** (from the Analog Rytm into Overbridge) and **outputs** (from Overbridge into the Analog Rytm) and where they connect with the signal path of your device. All audio, sync and communications via USB.
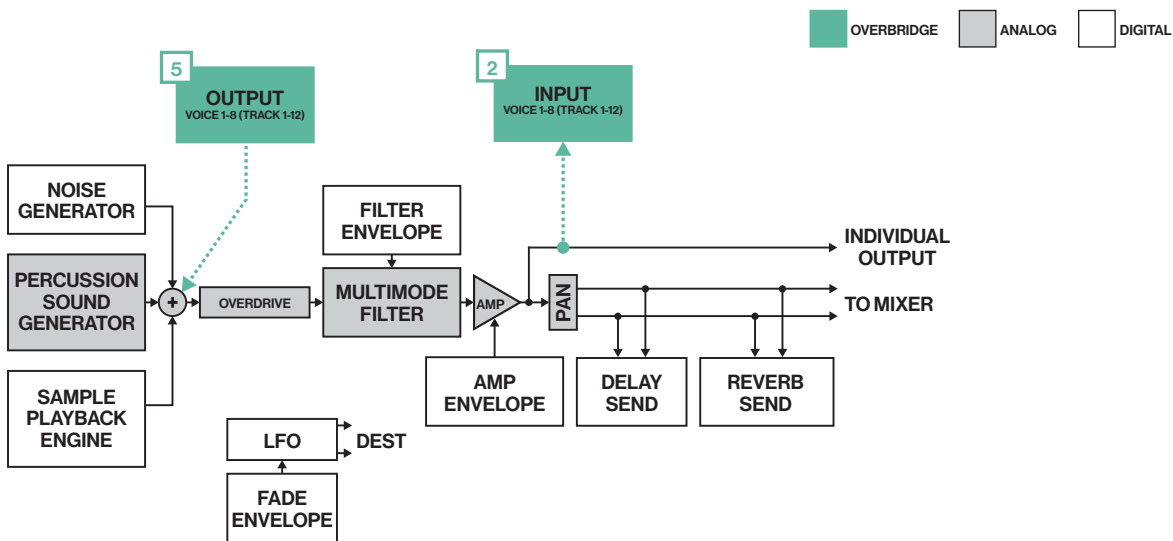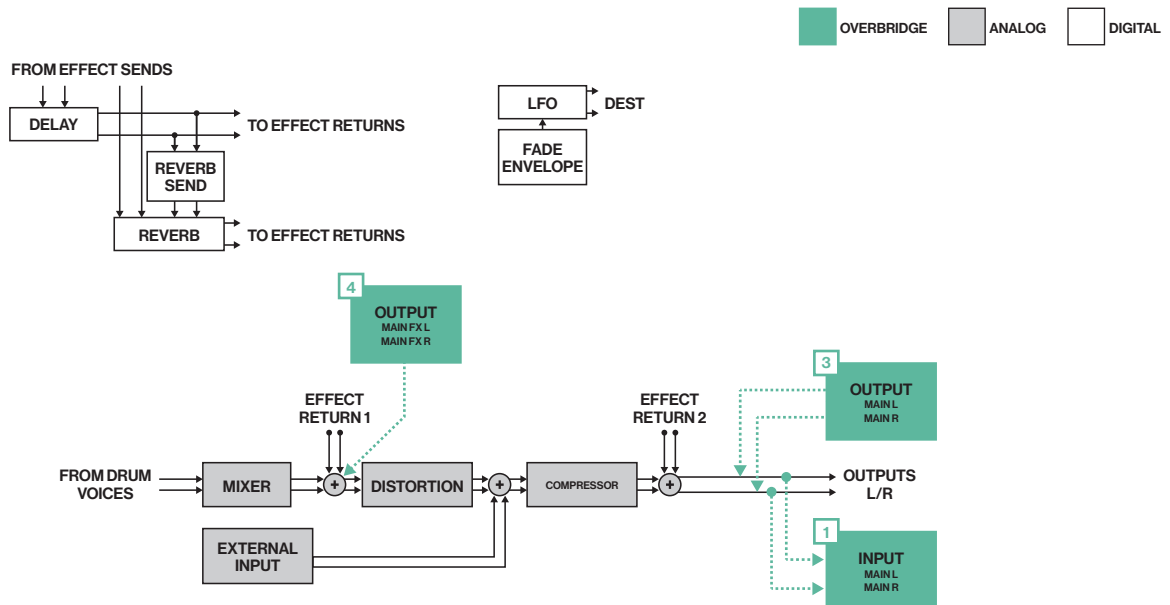
8.2.2 INTERFACE WITH ANALOG KEYS/FOUR

The illustrations below show where the Overbridge output channels are mixed into an Analog Keys or Analog Four, as well as where in the signal path of the device signals are relayed into the Overbridge input channels. The five main junctions are shown below and numbered to show where they interface with the signal path of the Keys/Four. Note that the illustration is based on the Analog Keys signal path - the individual outputs from the Analog Four can only be accessed through Overbridge.
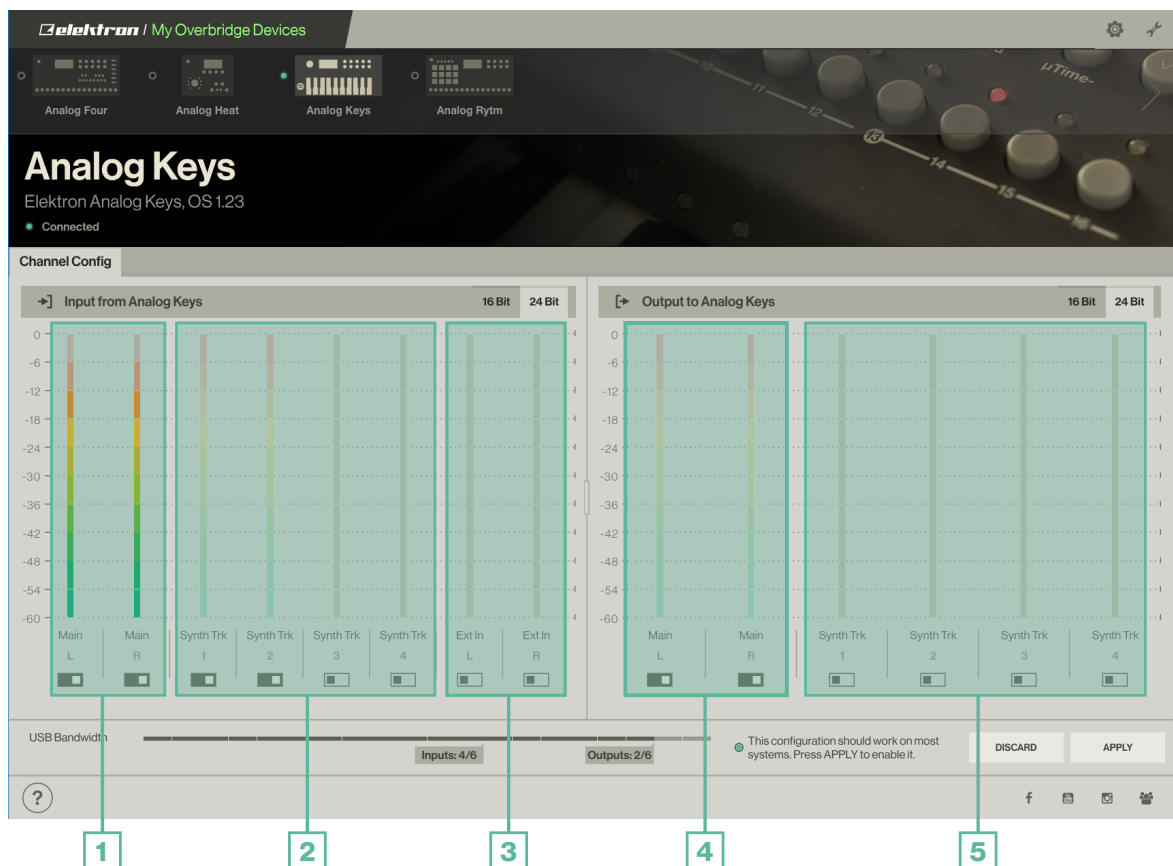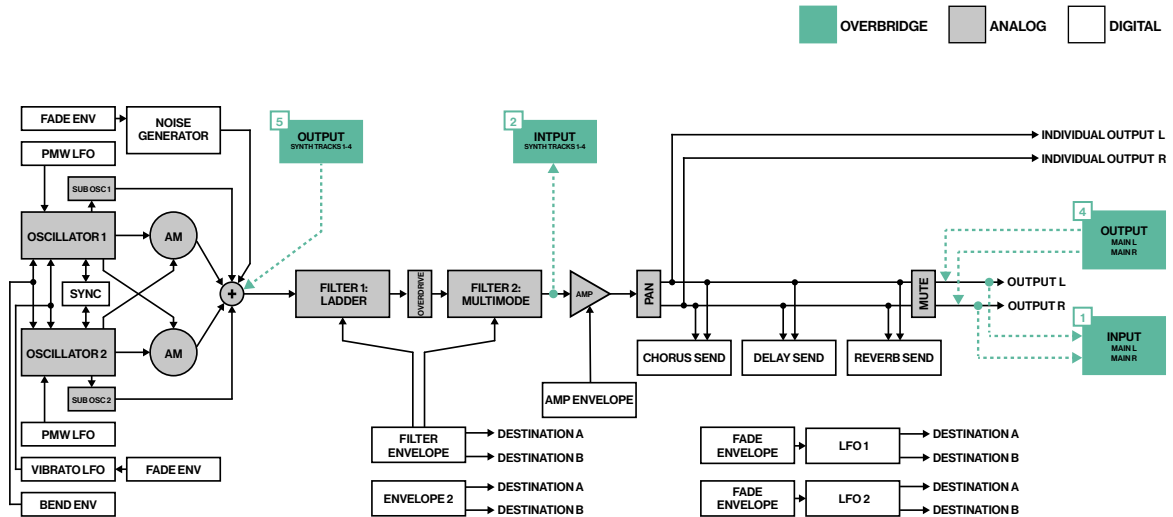
The illustrations show the **inputs** (from the Analog Keys/Four into Overbridge) and **outputs** (from Overbridge into the Analog Keys/Four) and where they connect with the signal path of your device. All audio, synch and communications via USB.

8.2.3 INTERFACE WITH ANALOG HEAT

The illustrations below show where the Overbridge output channels are mixed into an Analog Heat, as well as where in the signal path of the device signals are relayed into the Overbridge input channels. The four main junctions are shown below and numbered to show where they interface with the signal path of the Analog Heat.
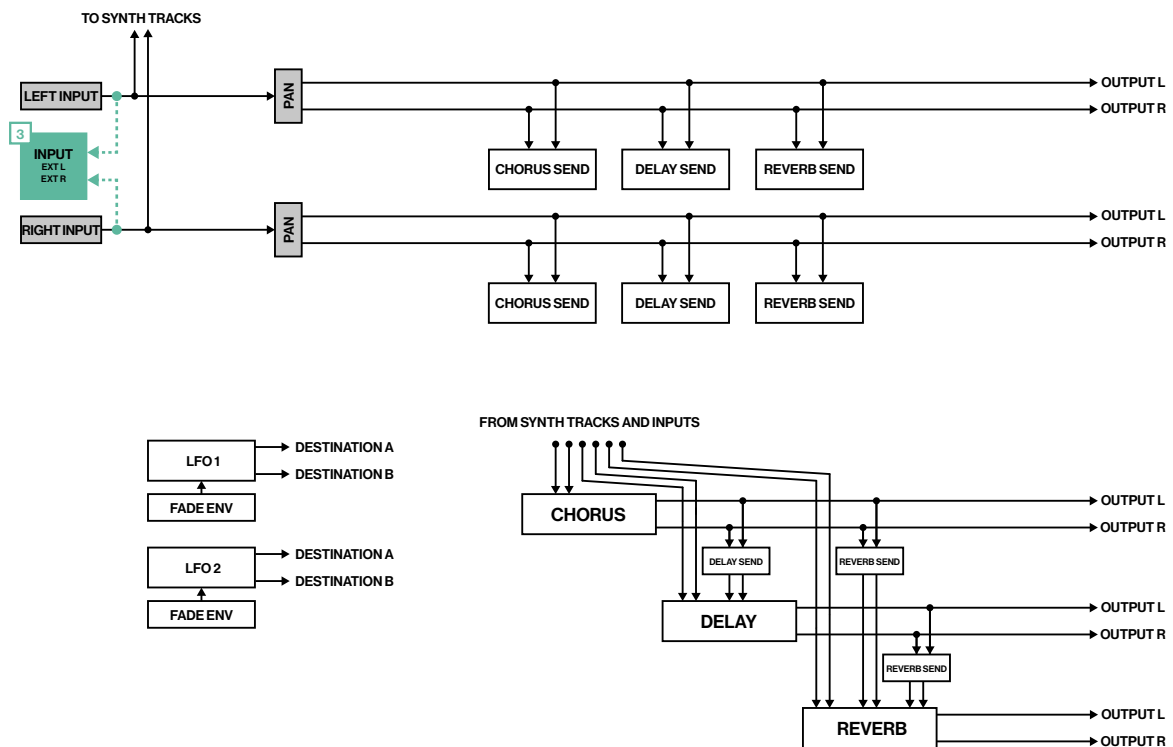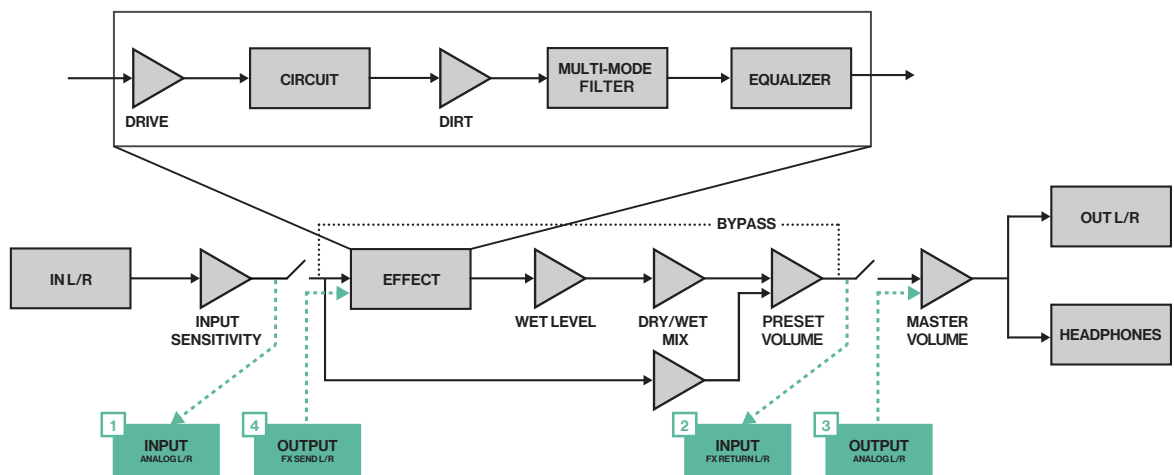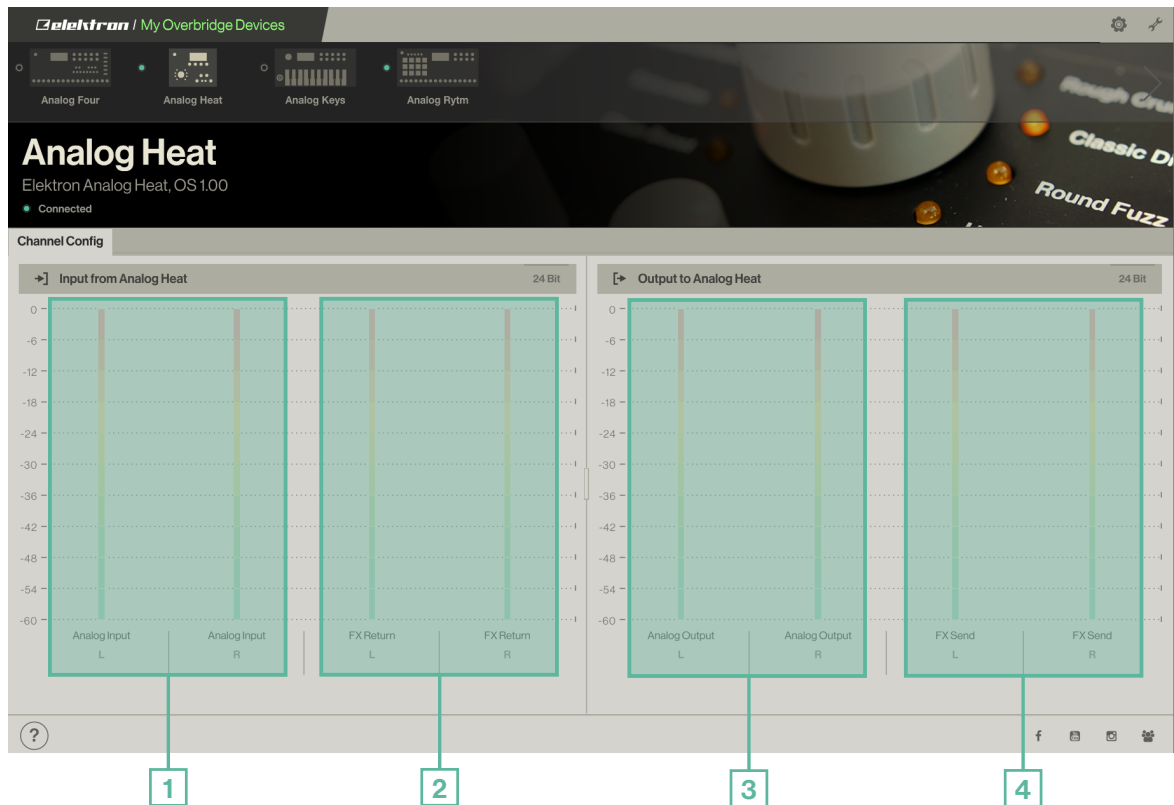
8.3 GENERAL PERFORMANCE SETTINGS

When you click one of the small icons (gear or wrench) in the top right corner of the Control Panel, a sidebar appears on the right-hand side. The gear brings up general settings for the plugin performance (effective once you open your device plugin from your DAW) and the wrench presents Sound Card functionality settings.

8.3.1 GENERAL PLUGIN PERFORMANCE SETTINGS

- Set the buffer size between plugin and device here: 64, 128, 256 or 512 samples. The plugin buffer size is used only by audio applications that do not select their own buffer size.

- Use the UI (plugin) Zoom level slider to set the size of the plugin window: between 50 (small) and 150 (large).

- Activate/deactivate plugin Tooltips

- Activate Sidebar menu docking (also applies to the Control Panel window).

- Mousewheel control for the parameter knobs and sliders, by clicking the toggle button next to each setting.

- Select if you want to use the light or dark color theme.

These settings are also found on the Plugin editor sidebar when clicking the gear icon.

8.3.2 SOUND CARD AND DRIVER PERFORMANCE SETTINGS (WINDOWS ONLY)

Sound card buffer size (64, 128, 256 or 512 samples) and driver performance mode (relaxed, relaxed normal, normal, fast, rapid and highspeed) can be set here. The expected input and output latency implications of the different buffer size/performance mode configurations are shown directly below.

If you have a powerful computer, you can choose a higher driver performance mode (which lowers latency) and a lower buffer size (which also lowers latency).

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

The bottom section of the sidebar lets you select which of the connected devices you wish to use as a Sound Card.

8.4 MULTIPLE SOUND CARDS

8.4.1 WINDOWS

When set to be used as sound cards, ASIO/WDM/USB-MIDI interfaces are enabled for the Overbridge devices. Only one device of each type may have sound card functionality enabled. This is a limitation of the present ASIO system.

8.4.2 MAC

On Mac OS, all your Overbridge devices may act as sound cards simultaneously.

8.5 CONNECTION STATUS INDICATOR

When a green dot is shown, communications are working properly.

If a red dot is shown, communications with the Overbridge device are not working properly. If the device has an incompatible OS, make sure you upgrade to the latest version (for both device and Overbridge). Consult the manual for your device for instructions on how to upgrade.

If the USB cable is disconnected, the device is switched off, or the device is set to USB-MIDI only mode, the dot is hollow.

9. THE PLUGINS

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

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

Remember that the plugin only works for as long as your Overbridge controlled device remains connected to your computer. Do not disconnect the USB cable during operation.
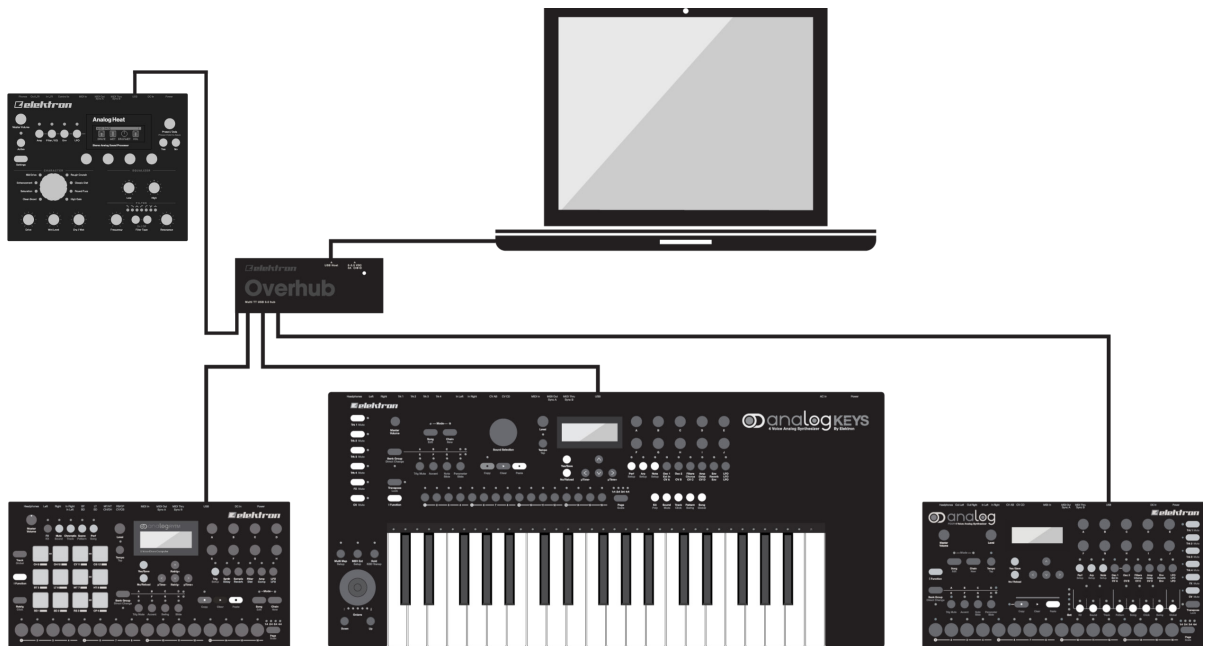
This setup lets you conveniently access the sound and functionality of your Elektron instruments from your DAW, without having to connect any audio cables at all. It does, however, require a dedicated USB connection and an unoccupied port on your host computer. Should you wish to connect multiple Elektron instruments to a computer host with only one USB controller, a high-quality Multi-TT hub, such as the Elektron Overhub, pictured above) should be used. For more information, please see "6. USB AND BANDWIDTH" on page 11.

⚠️ Overbridge plugins do not support offline (non-real-time) rendering/freezing of the arrangement. It only supports real-time rendering. Examples of DAWs that support real-time rendering well are Cubase and Renoise. Most other DAWs only support offline rendering.

9.1 PLUGIN GENERAL CONTROLS

Use the mouse to point and click to engage the various controls. Use the keyboard for text and numerical input. Levels and parameter values are set by clicking and holding on to a control element (such as a knob or a slider) and moving the mouse. A mouse wheel may also be used to set values if activated on the plugin general settings menu.

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

Please consult the manuals for the Analog Keys, Analog Four, and Analog Rytm if you need more information on what the different parameters do. (See "APPENDIX A: MEDIA RESOURCES" on page 36.)

You can also enable **Tooltips**, found on the general settings menu of the plugin editor. Click the gear symbol in the top right corner of the window, then set the Enable Tooltips toggle to on. When on, a short description of any control element you point to with the mouse is provided.

Enable tooltip help on mouse-over

Enable the Tooltips, found on the Plugin editor settings menu (top right gear icon), to get a short description of any parameter or control element you hover over with the mouse pointer.

9.1.1 CONTROL ELEMENTS AND INDICATORS

The following is an overview of the general control elements and indicators used on the Analog Keys, Four and Rytm plugins.

INFO BANNER When the plugin is in a state where a transaction is made, such as when syncing the device with Recall, or when sample storage is accessed, an info banner appears from the bottom left of the screen. The banner is colored blue when it shows information or poses a question, yellow when an alert or suggestion is given, and if it is red, it means an error has occurred. When a banner shows a Yes/No prompt, click one of the alternatives to continue.

Synchronizing Total Recall data from the machine to plugin. This may take a couple of seconds.

TAB Click a tab to select a page. The top menu bar has different tabs depending on what device it is: Kit Editor, Sound Browser, and Settings on Keys/Four and Rytm. Preset Editor and Settings on Analog Heat. If the Kit editor tab is selected, you find the following bar of tabs directly below: A Kit page (general settings and performance macros), the individual Synth/Drum Track pages, the FX Track page, and (Analog Keys/Four only) the CV Track page. In some cases, tabs give you access to subpages as well, like the oscillator section on the Analog Keys/Four plugin, where the TUNE tab accesses the tonal parameters of the oscillator and MOD instead brings the oscillator modulation parameters into view.

| KIT - TRIP | BD 1 | SD 2 | RS 3 | CP 4 | BT 5 | LT 6 | MT 7 | HT 8 | CH 9 | OH 10 | CY 11 | CB 12 | FX |

TEXT INPUT BOX Click once in a text input box to edit a name. Once a new name is entered, press Enter to apply. If, for example, the name of a Kit or a Synth Track Sound is changed in the text input box, the new name of the Kit or Sound is set instantly on your Overbridge device once you press Enter.

KIT NAME

TRIP

VALUE INPUT BOX Click twice in the center of a parameter dial or below a slider to set its value manually using the computer keyboard. Type a (-) sign before typing in the figures to enter a negative value (valid only for bipolar dials). Press enter when done. If the value entered is too small or too large, the smallest or largest viable value appears instead (usually, the range is -64 to 63 or 0 to 127).

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TOGGLE Click this kind of buttons to toggle on or off.

9	10	11	12
5	6	7	8
1	2	3	4

RADIO This control type requires that one button is activated at any one time. The active radio button is highlighted. Examples include sub oscillator selection, waveform selection, and filter type selection. Select a radio button by clicking on it.
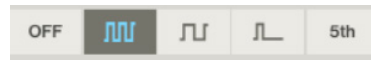
SLIDER Click, hold and move the mouse forwards or backward (or left/right if the slider is horizontally oriented) to change the slider value. If your mouse is equipped with a mouse wheel, enable this on the plugin general control settings to use it to set values.

DIAL Click, hold and move the mouse forward or backward to change the parameter dial value up or down (or use the mouse wheel, if enabled). A small dot shows the dial setting graphically, and a green circle sector shows the offset from the zero or center value/position. When the parameter controlled by the dial is subject to automation, it displays accordingly while the sequence is playing.

TUG Click and hold a graphic representation of a waveform, an envelope contour, a cutoff point or a certain section of an envelope, and move the mouse horizontally or vertically to change its shape. The envelope contours have anchor points, shaped like tiny circles. Click these and tug to reshape a specific phase of the envelope.

OPERATION Click to perform an operation on your Overbridge device, such as reloading, saving or clearing a Kit. Some operation buttons, such as the LFO destination buttons, opens a bubble menu (see below).

GENERAL PLUGIN PERFORMANCE SETTINGS Click to open a menu with general settings for the plugin, such as buffer size, plugin window dimensions, tooltips, sidebar and mouse wheel on/off.

DEVICE SETTINGS Click to open a menu with device settings, such as sequencer sync, machine state recall, and sidechain input audio routing to the plugin.

SOUND POOL BROWSER Click to access the Sound Pool of your active Kit. If you access the Sound Pool from a Synth/Drum Track page, preview a Sound by clicking it once and playing/triggering a note.

Load a Sound to the active Track by double-clicking it.

MACHINE STATE TOTAL RECALL Click to open a menu where you can turn on and off the Machine state total recall function. For more information, please see "9.1.4 MACHINE STATE TOTAL RECALL" on page 25.


TAG GRID You can quickly locate any tagged Sound on the +Drive of your device on the Sound Browser page. Just click one or more tags to activate filtering, then select one of the banks (A-P). All sounds that match the activated tags is shown directly below the grid.

Bass	Lead	Pad	Texture	Chord	Keys	Brass	Strings
Transient	Sound Fx	Kick	Snare	Hi-Hat	Percussion	Atmosphere	Evolving
Noisy	Glitch	Hard	Soft	Expressive	Deep	Dark	Bright
Vintage	Acid	Epic	Fail	Tempo Sync	Input	Mine	Favourite

BUBBLE MENU A wide variety of parameters may be engaged by a modulator, such as a user envelope or an LFO. When you click on the destination button of the modulator, a bubble that lists all the available destination parameters pops up. Click on a destination to select it.
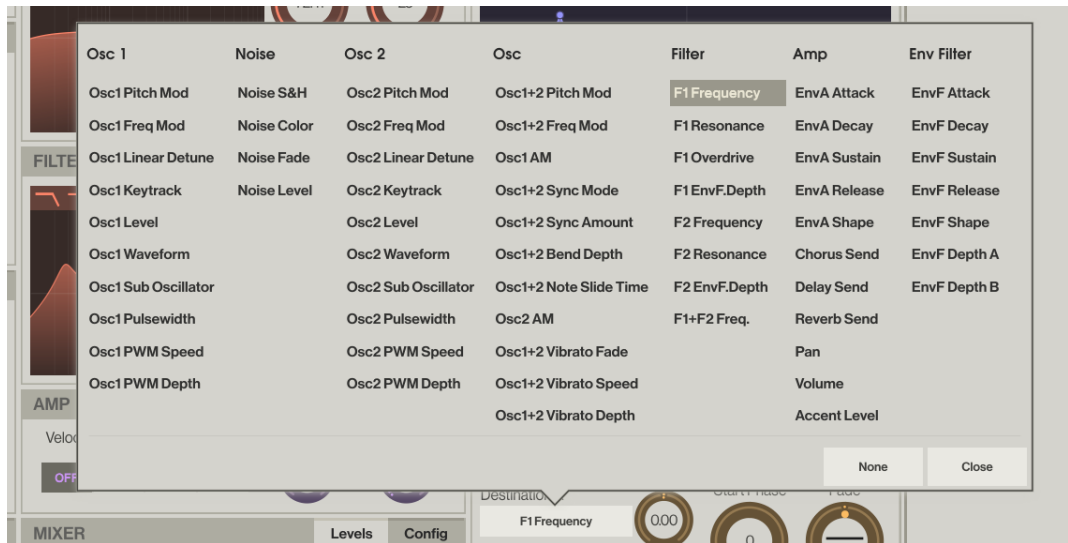
COMPOUND CONTROLS In some cases, such as the Delay send effect, a compound of dials and a custom graphic representation is available. Set the delay time using the dial and see the effect visually presented on the graph. The graph also shows whether ping pong is in effect (set using the toggle button) or whether introducing feedback and overdrive (set using dials to the right of the graph) risks reaching potentially ear-shattering levels of resonance (indicator color turns red).
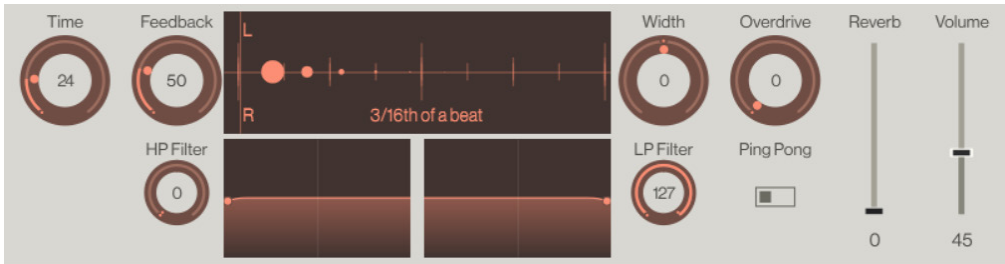
HANDED CONTROLS The spectral prominence of a send effect (like Reverb, Delay or Chorus) is set using a Low Pass and a High Pass filter in tandem (see above). Use the left and right dials, or tug anchor (cutoff) points, to select which part of the frequency spectrum is subject to the send effect when it is applied.

FADER INDICATOR Fader action is set by using a bipolar dial. Inside the dial, an indicator shows the direction and inclination of the fade.


9.1.2 MIDI CONTROL

An Elektron instrument has basic, custom and customizable MIDI functionality. Please consult the user manual of each device to see its MIDI specification.

The controls for setting which Overbridge device parameters to control with the standard Velocity, Aftertouch, Mod Wheel, Pitch Bend and Breath Control MIDI controllers can be found in the rightmost column of the plugin editor on all Synth, Drum or FX Tracks. Click the tab named Modulators to open the controls for these (it replaces the controls for the envelopes and LFOs - to view these again, just click the tab named Env & LFO).

9.1.3 PARAMETER AUTOMATION

Besides automation of many familiar MIDI parameters, all the sound shaping, sound processing and effects parameters of your Elektron Analog instrument may also be automated. Make sure the Overbridge device plugin is visible and accessible.

On the DAW general plugin controls, select **configure** to add plugin parameters. Once added, you can design a custom modulation envelope for each of the parameters using the DAW. The image below is from Ableton Live.
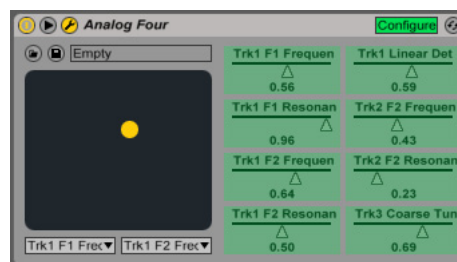
Now open the Plugin editor. Point to, click and engage (by moving the mouse) any of the parameters of the synth or drum machine such as for example, Filter cutoff frequency, Delay or Reverb. As soon as they are nudged, they appears as automation parameters on your DAW general plugin controls.

When you engage a parameter controlled by a dial or slider, the depth of the parameter automation is set by clicking, holding and moving the mouse up or down until the desired depth is achieved (or, if enabled, by using the mouse wheel).

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

All sound-shaping, modulation and effects parameters, as well as CV parameters on the Analog Four and Keys, sample manipulation parameters on the Analog Rytm, and even the performance macros can be automated using the DAW.

Remember, the plugin editor is an interface for controlling your hardware device. Altering the sound parameters from the plugin alters the parameter settings on the device. To keep desirable changes, you need to use Kit Save on the plugin (by clicking the Save button on the Kit page) or on the device itself.

⚠️ Note that, when parameter automation is going on, your kit is continuously altered on the device each time a new parameter value is sent from the DAW. Remember to save kits that you treasure, so that you can reload to the last saved state when needed.

For more information on how to use and manage automation, please consult the instructions specific to the DAW you are using.
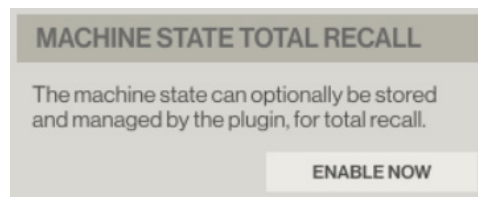
9.1.4 MACHINE STATE TOTAL RECALL
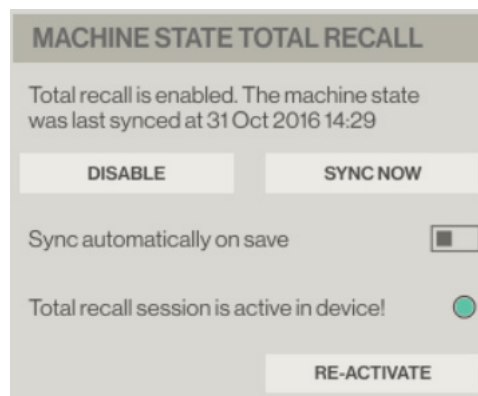ANALOG KEYS, FOUR AND RYTM

Access and activate Machine State Total Recall on the plugin sidebar menu (click the top right Device Settings icon) if you want to save the state of your device, including all parameter values, along with your DAW project.

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

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

MACHINE STATE TOTAL RECALL

The machine state can optionally be stored and managed by the plugin, for total recall.

ENABLE NOW

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

MACHINE STATE TOTAL RECALL

Total recall is enabled. The machine state was last synced at 31 Oct 2016 14:29

DISABLE   SYNC NOW

Sync automatically on save   ▣

Total recall session is active in device!   ◯

RE-ACTIVATE

Note that this may cause your DAW save operation to take a couple of extra seconds. The alternative (if sync automatically on save is left deactivated) is to sync manually. Just click the button called **Sync Now** on the plugin (device settings) each time you have a state that you want to save in its entirety. If you do not wish to use the recall functionality, you can deactivate it by clicking the **Disable** button. **Re-Activate** is used to re-activate a total recall session that for some reason (for example, changing project on the device) was made inactive.

When a DAW project that contains Recall data is opened again, at a later time, a menu appears on the LCD screen of your device, where you need to choose between three alternatives: USE PLUGIN STATE, USE DEVICE STATE or CANCEL RECALL.

USE PLUGIN STATE
USE DEVICE STATE
CANCEL RECALL

Every time a new Recall session is initiated, during the first sync operation, the device, and the plugin agree on a unique code to identify the session. This code is kept in the memory of your device until a different project is loaded (for example from the +DRIVE, or from a different DAW project identified with another Recall session). Because of this identity code handshaking, the plugin, and the device can detect when the correct session is active. If you close your DAW project, or disconnect your machine for a while,

and then continue to work on that project on the device while offline (not jacked into a computer via Overbridge), these changes do not necessarily need to be lost. Instead, after jacking in and re-opening the same DAW project again, the Recall mechanism detects that session and give you a choice. You are asked, via a prompt on the LCD screen of your device, which version of the project you wish to keep - the Recall data associated with the DAW project (choose USE PLUGIN STATE), or the active project on your device (choose USE DEVICE STATE). If you choose the latter, the device state becomes the new plugin state. This allows you to keep working and refining your kits, patterns, and sounds, even while disconnected from the computer, then bring these changes back to your DAW project with ease. If you, on the other hand, wish to keep the integrity of both the last plugin state as well as the current state of your device, choose the third alternative on the LCD screen, CANCEL RECALL.

> ⚠️ **A blue banner appears across the bottom left of the plugin window, informing you when sync and Recall are in progress. Do not switch off your device, or disconnect it from the computer, during this process.**

ANALOG HEAT

Machine State Total Recall is always enabled on the Analog Heat, and there are no specific settings for this functionality. The Overbridge plugin's settings always act like a master and overrides the settings on the device. This works in the same way as the USE PLUGIN STATE setting on Analog Keys, Four and Rytm.

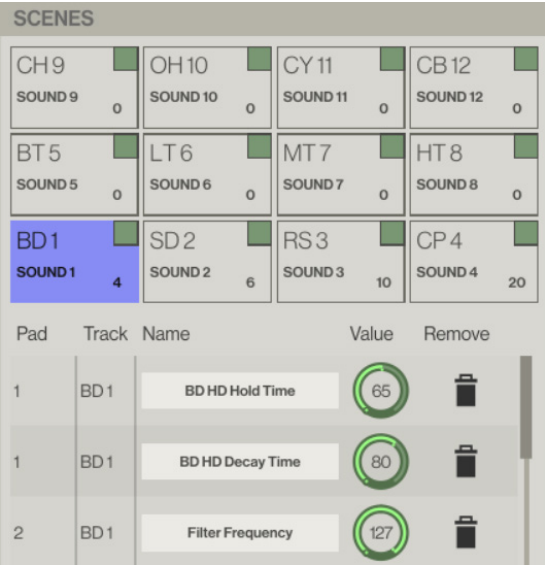### 9.1.5 QUICK ASSIGN

ANALOG KEYS, FOUR AND RYTM

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

ANALOG RYTM has the following destinations available for quick assign: **Scene** (12 scene slots, multiple parameters may be assigned to each one). **Performance** (similarly, 12 performance macros that can be loaded with multiple parameters). **LFO** (one parameter per track LFO). **Velocity** and **Aftertouch** (4 parameter slots each). Check the Kit page on the plugin control panel to further edit and set modulation depth (for each parameter as well as the macro as a whole) for the Scene and Performance macros.

ANALOG KEYS / ANALOG FOUR has the following destinations available for quick assign: **LFO 1** and **LFO 2** (2 destinations each). **Filter Envelope** and **User Envelope** (2 destinations each). **Performance** (5 parameter destinations to assign per macro), and the **Velocity, Modulation Wheel, Pitch Bend, Breath Controller,** and **Aftertouch** (5 assignable parameters each). Check the Kit page on the plugin control panel to further edit and set modulation depth (for each parameter as well as the macro as a whole) for the Performance macro (shown below).
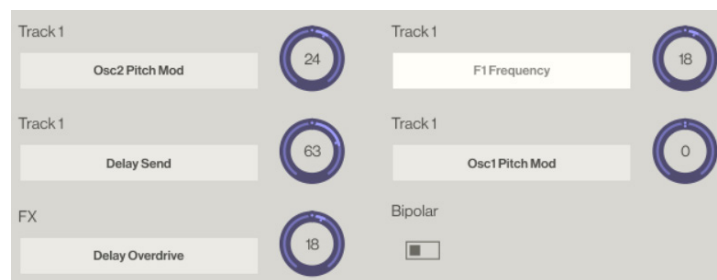
As an example, the quickest way to set up a Scene macro on the Analog Rytm, for instance, is to hover over the parameters, one at a time, right click and select one of the Scene destinations (BD 1 for example). Once you have selected all the parameters you want for the macro, go to the Kit page and click the BD 1 Scene pad top right inset square (Edit) to review and further manipulate the macro and all the parameter destinations it is composed of. Below the edit section, there is also a button that lets you add an empty parameter to which you can add any of the destination parameters from a bubble menu, and a button to clear all parameters of the macro.

Once a performance macro has been configured, it may also be automated (see "9.1.3 PARAMETER AUTOMATION" on page 24).

ANALOG HEAT

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

9.2 ANALOG KEYS / FOUR PLUGIN OVERVIEW

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

9.2.1 KIT EDITOR

Click one of the tabs to select any of the following editor pages, from left to right: Kit general settings (including Performance macros), Synth Tracks 1 through to 4, FX Track or CV Track.

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

9.2.2 SOUND BROWSER

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

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

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

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

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

KIT TRACK SOUNDS

Track 1	Save	Track 2	Save	Track 3	Save	Track 4	Save
VOXEY		SINGLE CHORD		CHORD FJOS		KRAKSANG	

PROJECT SOUND POOL

Slot	Name	Tags	Remove
001	KICK L	Kick, Percussion	🗑
002	KICK M	Kick, Percussion	🗑
003	SNARE ARM	Snare, Percussion	🗑
004	SNR BED	Snare, Percussion	🗑
005	SNR LAY	Snare, Percussion	🗑
006	KICK BUG	Kick, Percussion	🗑
007	HIHAT NORM	Hi-Hat, Percussion	🗑
008	TOM 1	Percussion	🗑
009	HIHAT RND	Hi-Hat, Percussion	🗑
010	LOW TOM	Percussion	🗑
011	HIHAT OPEN	Hi-Hat, Percussion	🗑
012	TRIBAL DRUM	Transient, Kick, Hard, Deep	🗑
013	303CLONE	Bass, Soft, Vintage, Acid, Epic	🗑
014	KBASS	Bass, Percussion, Acid	🗑
015	GOOMY BASS	Bass, Vintage	🗑
016	METALPERC 1	Sound Fx, Percussion	🗑
017	SKED & GLAS	Snare, Percussion	🗑
018	SPELLSEQUENCE	Percussion	🗑
019	COCOSOUND	Percussion	🗑
020	080 TOM	Kick, Percussion	🗑
021	COW SOUND	Percussion	🗑
022	MANDOBASS1	Bass	🗑
023	BASS 1	Bass, Bright, Vintage, Epic	🗑

+DRIVE SOUND LIBRARY

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P

Bass	Lead	Pad	Texture	Chord	Keys	Brass	Strings
Transient	Sound Fx	Kick	Snare	Hi-Hat	Percussion	Atmosphere	Evolving
Noisy	Glitch	Hard	Soft	Expressive	Deep	Dark	Bright
Vintage	Acid	Epic	Fail	Tempo Sync	Input	Mine	Favourite

Bank	Name	Tags	Locked	Remove
A001	THE SAW	Bass, Lead, Hard, Bright, Vintage, Epic		🗑
A002	SQUARE WAVE	Bass, Lead, Hard, Bright		🗑
A003	GOOM SSAB	Bass, Lead, Soft, Vintage, Acid		🗑
A004	SNAKECHARMER	Lead, Pad, Brass, Soft		🗑
A005	SINGLE CHORD	Lead, Pad, Texture, Chord, Soft, Bright		🗑
A006	101BASS	Bass, Soft, Vintage, Acid		🗑
A007	EDGAR	Texture, Strings, Atmosphere, Evolving, Epic		🗑
A008	JUST BASS	Bass, Hard, Vintage, Epic		🗑
A009	VANGELIST	Lead, Pad, Soft, Bright, Epic		🗑
A010	POLY BELL	Lead, Chord, Soft, Bright		🗑
A011	CHS	Lead, Chord		🗑
A012	303CLONE	Bass, Soft, Vintage, Acid, Epic		🗑
A013	C32	Bass, Noisy, Glitch, Vintage		🗑
A014	THE PAD	Pad, Texture, Chord, Atmosphere, Evolving, Soft, Fail		🗑
A015	YES NO	Bass, Lead		🗑
A016	NORMALED	Bass, Soft, Expressive, Vintage		🗑
A017	SQUARE DANCE	Bass, Lead, Hard, Bright		🗑
A018	SOLO VIOLINTE	Strings, Soft		🗑
A019				
A020	FREE BASS	Bass, Noisy, Hard, Vintage, Epic		🗑

9.3 ANALOG RYTM PLUGIN OVERVIEW

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

9.3.1 KIT EDITOR

Click one of the tabs to select any of the following pages, from left to right: Kit general settings (including Scene and Performance macros), Drum Tracks 1 through to 12, or the FX Track.

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

9.3.2 SAMPLE SECTION

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

All non-empty Sample Slots may be assigned to any track, parameter locked, shuffled or modulated by the LFO, and also processed with the parameters found below the graphical representation of the waveform. The start and stop positions can be clicked, tugged and positioned anywhere on the graph. If the start position is placed to the right of the stop position, the sample (or slice) will be played backwards.
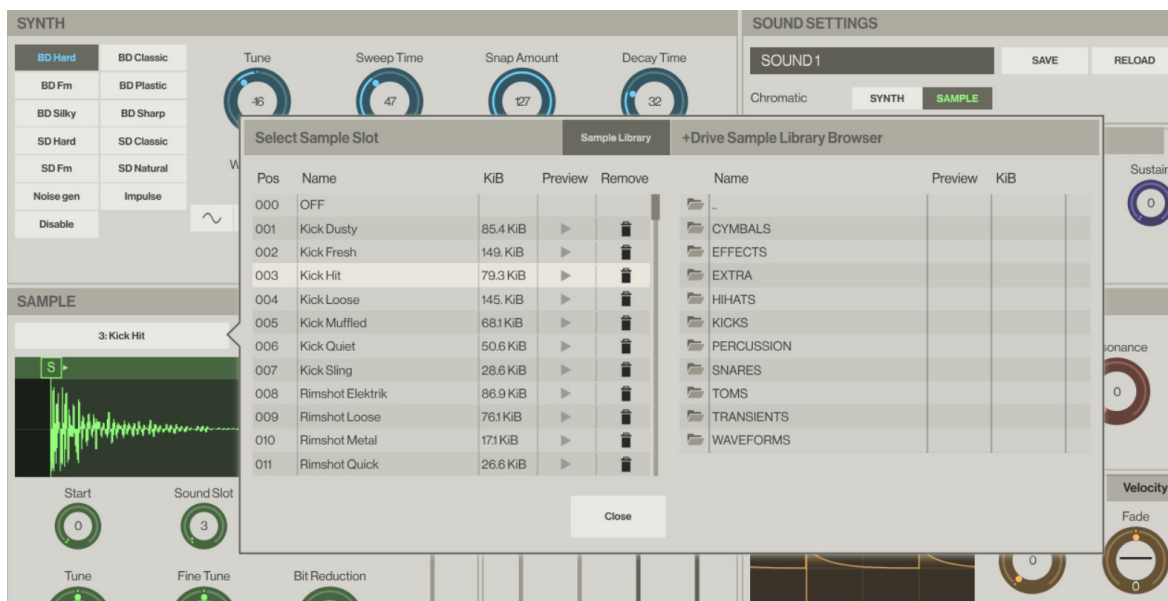
Click the Sample Library button to access the complete set of sample folders on the +Drive of your device. Click a folder twice to reveal its contents. Double-click (..) to return to the directory above.

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

If you wish to remove a sample from any of the Sample Slots, simply click the trash can icon next to it.

9.3.3 SOUND BROWSER

The upper left section, above the Sound Pool, shows the 12 tracks, represented graphically in the same grid as seen on the RYTM device. The name of the sound currently loaded with is shown directly below each pad. The active track pad is shown with an orange rim around it.

To load a sound to any of the tracks, simply drag it from any slot (of the Sound Pool or +Drive Sound Library) and drop it on to the pad. If you wish to save a sound to the +Drive, drag the pad of that track and drop it on an unoccupied +Drive slot.

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

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

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

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

9.4 ANALOG HEAT PLUGIN OVERVIEW

9.4.1 PRESET EDITOR

All the Analog Heats sound shaping parameters are available in this preset editor page.

The controls of the Preset editor (shown below) are grouped according to which function they have in the sound shaping process. The WAVEFORM window shows a real-time graphical illustration of how the different parameters affect the incoming audio. It also shows how the Envelope, Envelope follower, Trigger and LFO interacts with the audio.
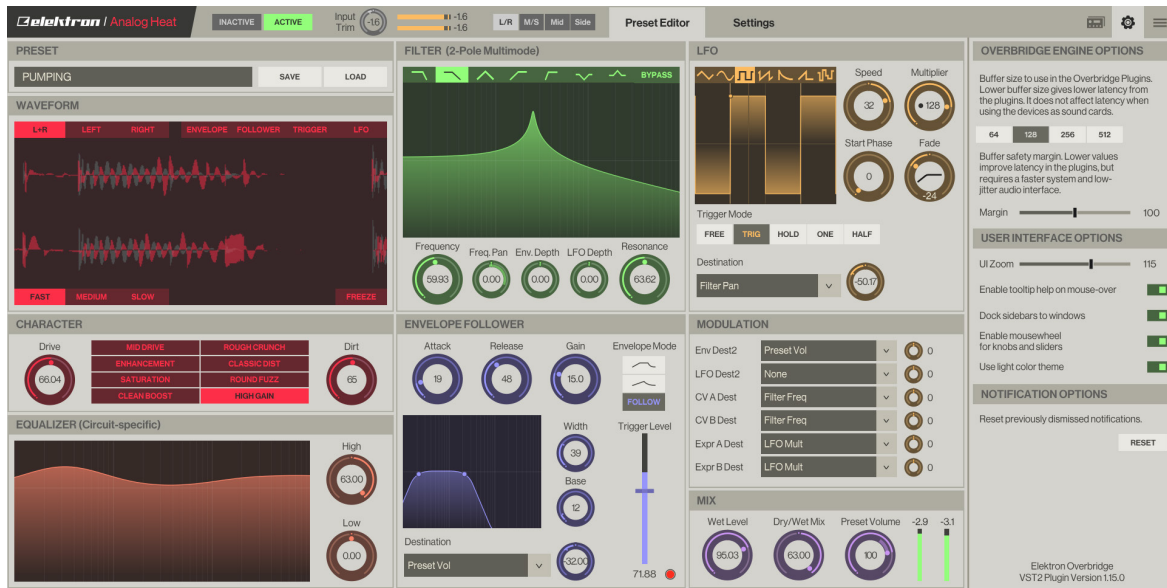
9.4.2 M/S MODE

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

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

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

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

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

> **M/S Mode is only available in the Overbridge plugin, not in the menus of the Analog Heat itself.**

9.4.3 SETTINGS

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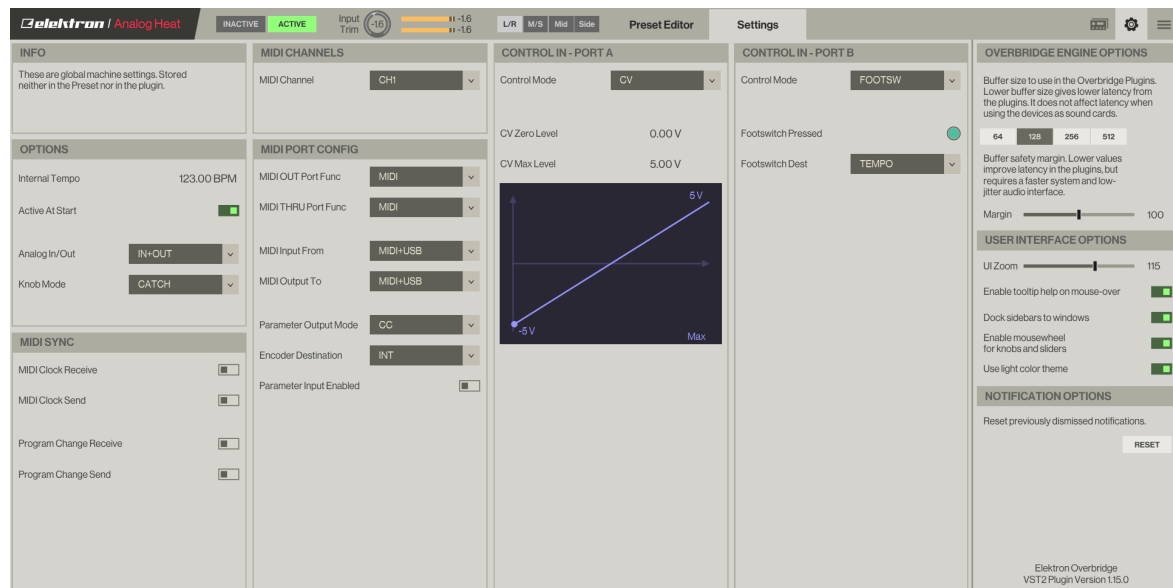
9.5 INDIVIDUAL OUTPUTS

Note that to use individual audio inputs from your synth voices on the Overbridge plugin, you must activate these channels as inputs on the Overbridge Control Panel (click the toggle button beneath a track).

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

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

If you have got the Analog Keys, Analog Four and Analog Rytm, all three of them Overbridge-enabled, you have got access to 16 awesome analog voices to craft, control, sequence and automate using your favorite DAW!

9.6 MULTIPLE OUTPUTS

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

9.7 SIDECHAIN INPUTS ROUTING

In addition to the outputs, the plugin also has four stereo (L/R) inputs.

If you wish to route audio (from, for example, a regular software plugin or an external instrument jacked into your DAW) through a voice on your Overbridge device, to treat the audio to some lush analog processing, four stereo slots are prepared for this purpose. Choose any destination track you want.

Click one of the eight boxes below the topic Sidechain Inputs Routing on the Device settings menu (accessed by clicking the device icon in the top right corner of the plugin window), then select which destination you wish to route audio through.

Any track with audio capacity on your Analog instrument may be set as a destination: Main L, Main R or Track 1 through to 4 on the Analog Keys/Four. Main L, Main R, Main FX L, Main FX R or Track 1 through to 12 on the Analog Rytm (note, however that the Main L/R of the devices routes the audio directly to the outputs - if processing is what you're after, choose another destination track).

SIDECHAIN INPUT ROUTING		
1/2	Main L ⌄	Main R ⌄
3/4	BD ⌄	Disabled ⌄
5/6	Main FX L ⌄	Main FX R ⌄
7/8	Disabled ⌄	Disabled ⌄

Also, if you route audio through an individual synth or drum track, remember that the amp must be triggered for any audio to pass through.

> **You will be surprised at how much zest you can get out of even the most mundane software beat by routing it through the filters and amp of an Elektron Analog instrument and experimenting with different combinations of parameters!**

10. SEQUENCING WITH THE DIGITAL AUDIO WORKSTATION

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

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

10.1 SYNCING THE ELEKTRON SEQUENCER

Select a mode of synchronizing the Elektron sequencer to the host sequencer. Open the plugin device settings menu. There are four modes: OFF, TEMPO, CLOCK and SONG POSITION synchronization.
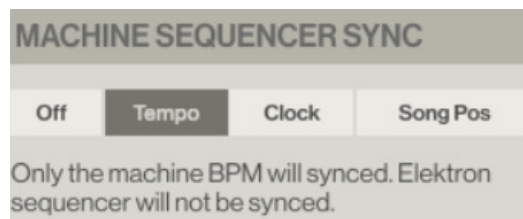
If you want the DAW sequencer and Elektron device sequencer to run independent of one another, simply go to the plugin machine settings menu (click top right device settings icon) and set Elektron Sequencer Sync to OFF.

Select TEMPO if you want to DAW-sync the BPM of your device, but not the sequencer.

Choose CLOCK if you want to sync both the BPM and the device sequencer to the DAW. This works in a way similar to a regular MIDI sync, but Overbridge enables a more tight interaction between DAW and Elektron device. When the sync is enabled, the Elektron sequencer runs at the same tempo as the host sequencer.

If you select SONG POSITION sync, the sequencer synchronizing will, additionally, be position sensitive, and the device follows the DAW sequencer position in a best effort manner. If you have a number of patterns arranged as a Song on your Elektron device, for instance, the song is in best effort sync with the DAW arrangement across pattern changes.

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

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

10.2 PATTERN CHANGE

You can send MIDI notes to the plugin on Channel 16 to request pattern changes on the Elektron device. Like song position sync, this works in a best effort manner.

11. CREDITS AND CONTACT INFORMATION

11.1 CREDITS

OVERBRIDGE DESIGN AND DEVELOPMENT

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APPENDIX A: MEDIA RESOURCES

You can find some useful Overbridge related media below. Presentation videos, workflow videos, and manuals. Clicking the links below brings you to the corresponding item, provided you have an Internet connection and a web browser.

INTRODUCTORY VIDEOS

Overbridge

Analog Four

Analog Keys

Analog Rytm

Analog Heat

WORKFLOW VIDEOS

Overbridge

Analog Keys / Analog Four

Analog Rytm

MANUALS

Analog Four

Analog Keys

Analog Rytm

Analog Heat

APPENDIX B: SETUP EXAMPLE

This appendix shows a step-by-step setting up of the Overbridge plugins in Ableton Live. Make sure you have installed Overbridge according to the manual (see "5. INSTALLING OVERBRIDGE" on page 9) before proceeding with the setup example shown below.

ABLETON STEP ONE — INSERT PLUGIN

First off, open the Overbridge Control Panel and enable the individual outputs. Then open a new Ableton Live Set, create a new MIDI track and insert the Overbridge plugin.
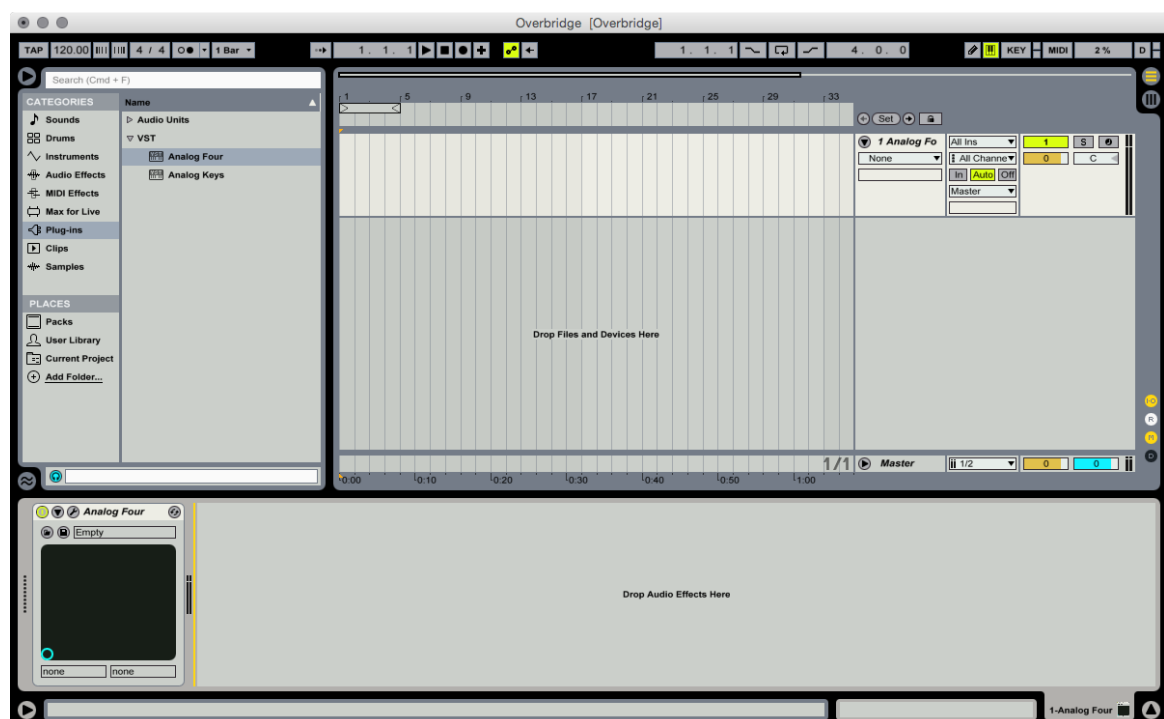
ABLETON STEP TWO – INDIVIDUAL CHANNEL INPUTS

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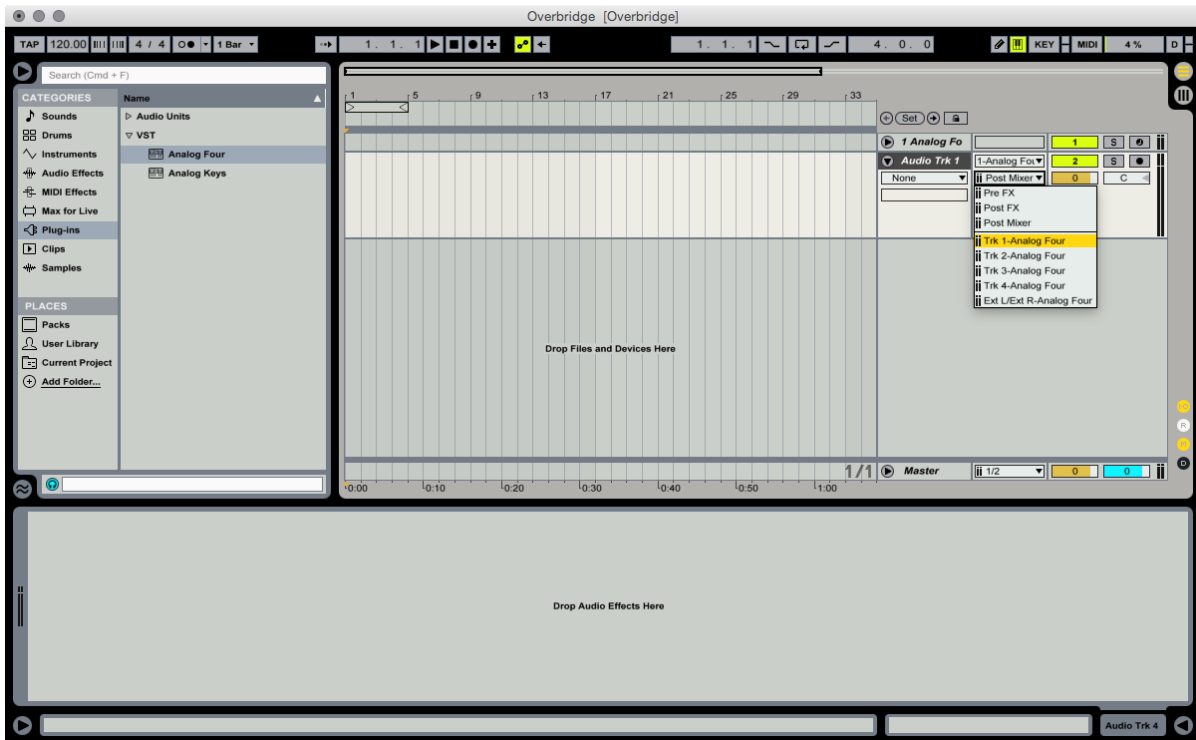
ABLETON STEP THREE – AUDIO CHANNEL OUTPUTS

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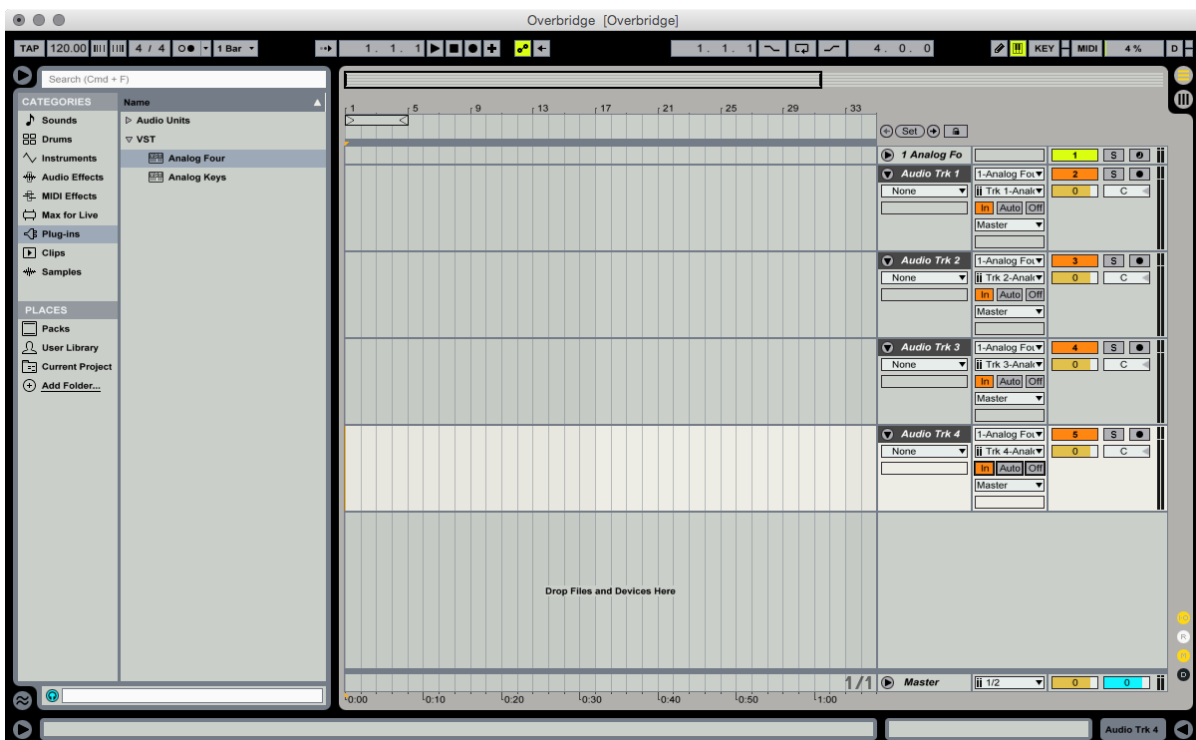
ABLETON STEP FOUR — INDIVIDUAL MIDI CHANNEL OUTPUTS

Create a new MIDI track and select the plugin track as a MIDI output in the third drop-down menu of the inputs/outputs column.
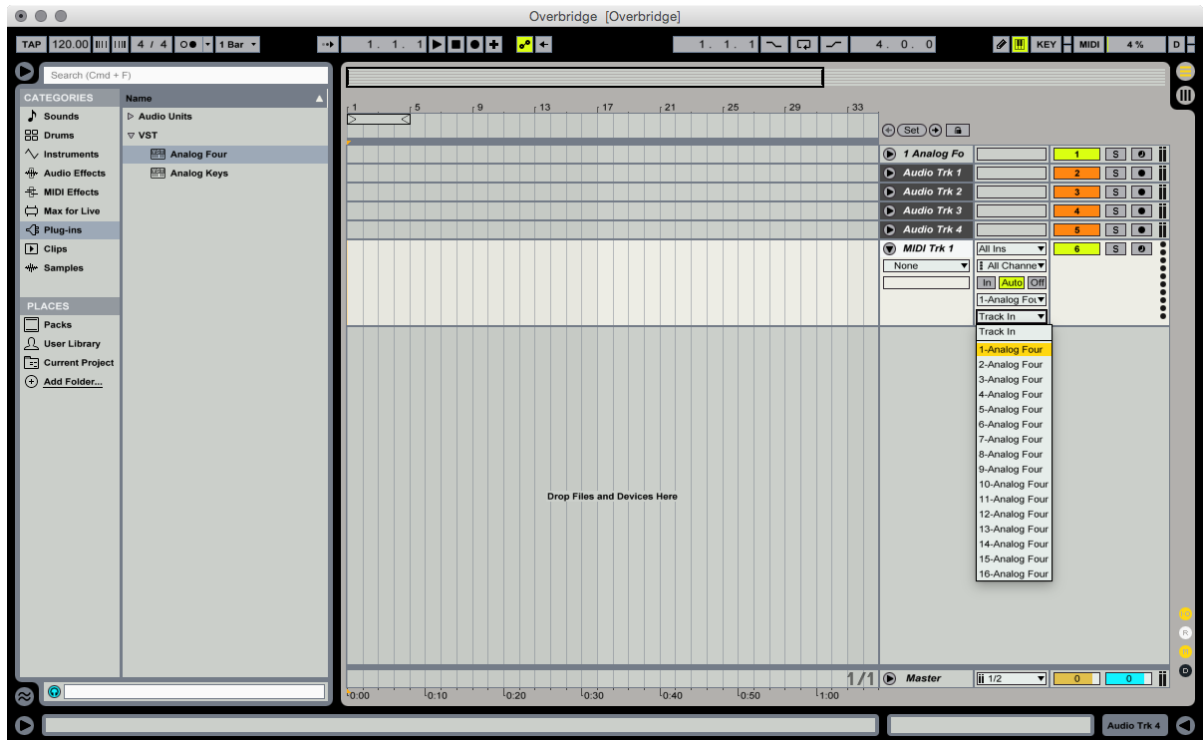
ABLETON STEP FIVE — PLUGIN TRACK DESTINATION

Select a destination track for the plugin. Repeat the procedure for the rest of the separate tracks that you want to control via MIDI.

ABLETON STEP SIX — DELAY COMPENSATION

Make sure Delay Compensation is enabled. It is found under Options in the top menu bar.
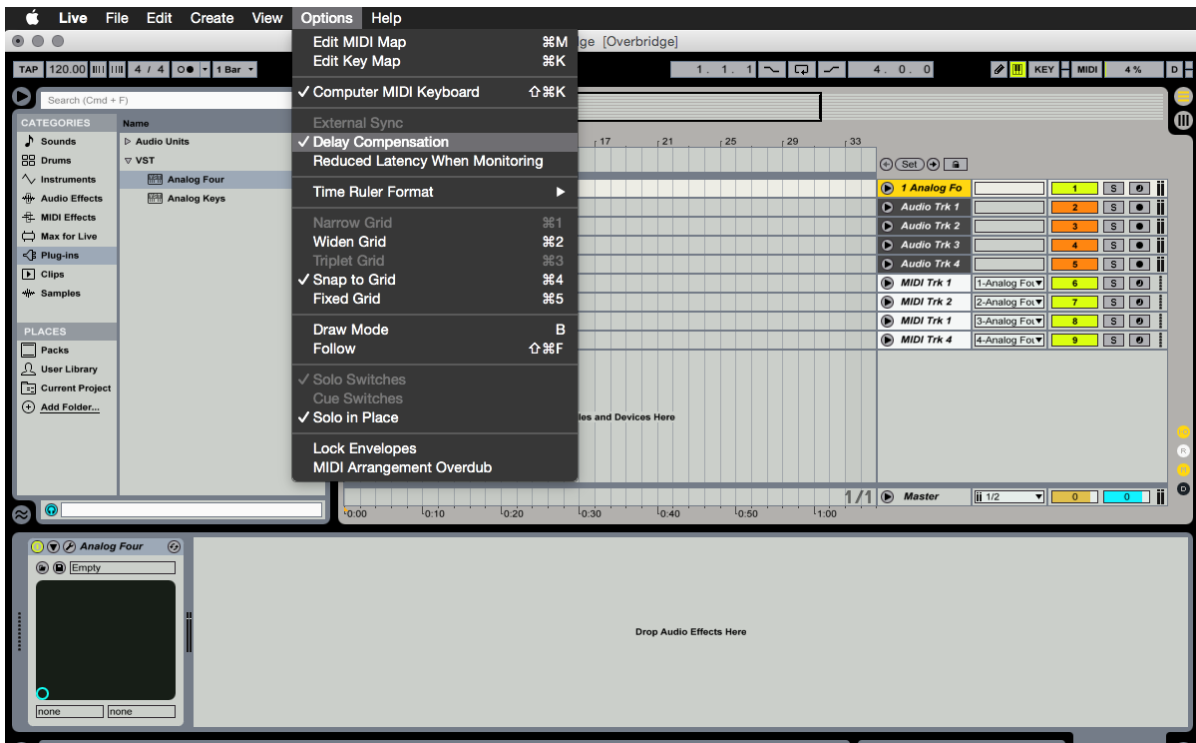
LASTLY — DISABLE USB MIDI

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

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