

**ER-1 - Electribe R Rhythm Synth FAQs**

What MIDI messages do the knobs transmit?

What controller messages are sent using the knobs and buttons from the EA-1 and ER-1?

**ElecTribe EA-1/ER-1(and mkII) Knob/Switch Control Messages****EA – 1(mkII)**

Values given in the following chart are the identical for both Part 1 and 2. This is a result of parts 1 and 2 having their own separate MIDI channels, which allows a separate data stream for each.

Knob/ Button	CC#99/98 - Part 1	CC#99/98 - Part 2	CC# 6 Value - Range
<b>Portamento</b>	<b>3/0</b>	<b>3/32</b>	<b>0-127</b>
<b>OSC 1 Button</b>	<b>3/3</b>	<b>3/35</b>	<b>0 = Triangle, 1 = Square, 2 = Saw, 3 = Audio In</b>
<b>OSC Balance</b>	<b>3/1</b>	<b>3/33</b>	<b>0-127</b>
<b>OSC 2 Button</b>	<b>3/4</b>	<b>3/36</b>	<b>0 = Triangle, 1 = Square, 2 = Saw</b>
<b>OSC2 Pitch Ofs</b>	<b>3/2</b>	<b>3/34</b>	<b>0-127</b>
<b>OSC Mod</b>	<b>3/5</b>	<b>3/37</b>	<b>0 = Ring, 1 = Sync, 2 = Deci</b>
<b>Cutoff</b>	<b>3/8</b>	<b>3/48</b>	<b>0-127</b>
<b>Resonance</b>	<b>3/9</b>	<b>3/41</b>	<b>0-127</b>
<b>EG Int</b>	<b>3/10</b>	<b>3/42</b>	<b>0-127</b>
<b>Decay</b>	<b>3/11</b>	<b>3/43</b>	<b>0-127</b>
<b>Distortion Button</b>	<b>3/6</b>	<b>3/38</b>	<b>0 = off, 127 = on</b>
<b>Level</b>	<b>3/7</b>	<b>3/39</b>	<b>0-127</b>
<b>Depth (Tempo Dly.)</b>	<b>3/12</b>	<b>3/44</b>	<b>0-127</b>
<b>Time (Tempo Dly.)</b>	<b>3/13</b>	<b>3/45</b>	<b>0-127</b>
<b>Depth (Chor/Flng.)</b>	<b>3/14</b>	<b>3/46</b>	<b>0-127</b>
<b>Time (Chor/Flng.)</b>	<b>3/15</b>	<b>3/47</b>	<b>0-127</b>

**ER – 1(mkII)**

Each part of the ER-1 has its own set of controller values. This is because the ER-1 has all parts on the same MIDI channel. This keeps movements of similar knobs on different parts separate. Since Ring Mod, Motion Sequence and Tempo Delay Depths and Times are not track specific, they are implemented once.

**Percussion Synthesizer Section**

Knob/Button	CC#99/98 - Part 1	CC#99/98 - Part 2	CC#99/98 - Part 3	CC#99/98 - Part 4	CC# 6 Value/Range
<b>Pitch</b>	<b>2/2</b>	<b>2/12</b>	<b>2/22</b>	<b>2/32</b>	<b>0-127</b>
<b>Mod Depth</b>	<b>2/6</b>	<b>2/16</b>	<b>2/26</b>	<b>2/36</b>	<b>0-127</b>
<b>Mod Speed</b>	<b>2/5</b>	<b>2/15</b>	<b>2/25</b>	<b>2/35</b>	<b>0-127</b>
<b>Mod Type</b>	<b>2/4</b>	<b>2/14</b>	<b>2/24</b>	<b>2/34</b>	<b>0-127</b>
<b>Wave Button</b>	<b>2/3</b>	<b>2/13</b>	<b>2/23</b>	<b>2/33</b>	<b>0 = Sine, 127 = Saw</b>

<b>Decay</b>	<b>2/8</b>	<b>2/18</b>	<b>2/28</b>	<b>2/38</b>	<b>0-127</b>
<b>Level</b>	<b>2/7</b>	<b>2/17</b>	<b>2/27</b>	<b>2/37</b>	<b>0-127</b>
<b>Pan</b>	<b>2/1</b>	<b>2/11</b>	<b>2/21</b>	<b>2/31</b>	<b>0-127</b>
<b>Low Boost</b>	<b>2/0</b>	<b>2/10</b>	<b>2/20</b>	<b>2/30</b>	<b>0-127</b>

#### Audio Input Section

Knob/Button	CC#99/98 - Audio In 1	CC#99/98 - Audio In 2	CC# 6 Value/Range
<b>Decay</b>	<b>2/88</b>	<b>2/98</b>	<b>0-127</b>
<b>Level</b>	<b>2/87</b>	<b>2/97</b>	<b>0-127</b>
<b>Pan</b>	<b>2/81</b>	<b>2/91</b>	<b>0-127</b>
<b>Low Boost</b>	<b>2/80</b>	<b>2/90</b>	<b>0-127</b>

#### Sample Section

Knob/Button	CC#99/98 - Closed Hi-Hat	CC#99/98 - Open Hi-Hat	CC#99/98 - Crash	CC#99/98 - Clap	CC# 6 Value/Range
<b>Pitch</b>	<b>2/42</b>	<b>2/52</b>	<b>2/62</b>	<b>2/72</b>	<b>0-127</b>
<b>Decay</b>	<b>2/48</b>	<b>2/58</b>	<b>2/68</b>	<b>2/78</b>	<b>0-127</b>
<b>Level</b>	<b>2/47</b>	<b>2/57</b>	<b>2/67</b>	<b>2/77</b>	<b>0-127</b>
<b>Pan</b>	<b>2/41</b>	<b>2/51</b>	<b>2/61</b>	<b>2/71</b>	<b>0-127</b>
<b>Low Boost</b>	<b>2/40</b>	<b>2/50</b>	<b>2/60</b>	<b>2/70</b>	<b>0-127</b>

#### Accent

Knob/Button	CC#99/98 Values	CC# 6 Value/Range
<b>Level</b>	<b>2/106</b>	<b>0-127</b>

#### Global Parameters

Knob/Button	CC#99/98 Values	CC# 6 Value/Range
<b>Depth</b>	<b>2/100</b>	<b>0-127</b>
<b>Time</b>	<b>2/101</b>	<b>0-127</b>
<b>Ring Mod 1</b>	<b>2/102</b>	<b>0 = off 127 = on</b>
<b>Ring Mod 2</b>	<b>2/103</b>	<b>0 = off 127 = on</b>



## ElecTribe EA-1/ER-1 Knob/Switch Control Messages

The ElecTribe uses controllers 99 and 98 in different values for each knob or switch.

### EA - 1

Values given in the following chart are the identical for both Part 1 and 2. This is a result of parts 1 and 2 having their own separate MIDI channels, which allows a separate data stream for each.

Knob/ Button	CC# 99/98 Value	CC# 6 Value - Range
<b>Portamento</b>	<b>3/0</b>	<b>0-127</b>
<b>OSC 1 Button</b>	<b>3/3</b>	<b>1 = Triangle, 2 = Square 3, = Saw, 4 = Audio In</b>
<b>OSC Balance</b>	<b>3/1</b>	<b>0-127</b>
<b>OSC 2 Button</b>	<b>3/4</b>	<b>1 = Triangle, 2 = Square, 3 = Saw</b>
<b>OSC2 Pitch Ofs</b>	<b>3/2</b>	<b>0-127</b>
<b>OSC Mod</b>	<b>3/5</b>	<b>1 = Ring, 2 = Sync, 3 = Deci</b>
<b>Cutoff</b>	<b>3/8</b>	<b>0-127</b>
<b>Resonance</b>	<b>3/9</b>	<b>0-127</b>
<b>EG Int</b>	<b>3/10</b>	<b>0-127</b>
<b>Decay</b>	<b>3/11</b>	<b>0-127</b>
<b>Distortion Button</b>	<b>3/6</b>	<b>0 = off, 127 = on</b>
<b>Level</b>	<b>3/7</b>	<b>0-127</b>
<b>Depth (Tempo Dly.)</b>	<b>3/12</b>	<b>0-127</b>
<b>Time (Tempo Dly.)</b>	<b>3/13</b>	<b>0-127</b>
<b>Depth (Chor/Flng.)</b>	<b>3/14</b>	<b>0-127</b>
<b>Time (Chor/Flng.)</b>	<b>3/15</b>	<b>0-127</b>

## ER - 1

Each part of the ER-1 has its own set of controller values. This is because the ER-1 has all parts on the same MIDI channel. This keeps movements of similar knobs on different parts separate. Since Ring Mod, Motion Sequence and Tempo Delay Depths and Times are not track specific, they are implemented once.

### Percussion Synthesizer Section

Knob/Button	CC#99/98 - Part 1	CC#99/98 - Part 2	CC#99/98 - Part 3	CC#99/98 - Part 4	CC# 6 Value/Range
<b>Pitch</b>	<b>2/2</b>	<b>2/12</b>	<b>2/22</b>	<b>2/32</b>	<b>0-127</b>
<b>Mod Depth</b>	<b>2/6</b>	<b>2/16</b>	<b>2/26</b>	<b>2/36</b>	<b>0-127</b>
<b>Mod Speed</b>	<b>2/5</b>	<b>2/15</b>	<b>2/25</b>	<b>2/35</b>	<b>0-127</b>
<b>Mod Type</b>	<b>2/4</b>	<b>2/14</b>	<b>2/24</b>	<b>2/34</b>	<b>0-127</b>
<b>Wave Button</b>	<b>2/3</b>	<b>2/13</b>	<b>2/23</b>	<b>2/33</b>	<b>0 = Sine, 127 = Saw</b>
<b>Decay</b>	<b>2/8</b>	<b>2/18</b>	<b>2/28</b>	<b>2/38</b>	<b>0-127</b>
<b>Level</b>	<b>2/7</b>	<b>2/17</b>	<b>2/27</b>	<b>2/37</b>	<b>0-127</b>
<b>Pan</b>	<b>2/1</b>	<b>2/11</b>	<b>2/21</b>	<b>2/31</b>	<b>0-127</b>
<b>Low Boost</b>	<b>2/0</b>	<b>2/10</b>	<b>2/20</b>	<b>2/30</b>	<b>0-127</b>

### Audio Input Section

Knob/Button	CC#99/98 - Audio In 1	CC#99/98 - Audio In 2	CC# 6 Value/Range
<b>Decay</b>	<b>2/88</b>	<b>2/98</b>	<b>0-127</b>
<b>Level</b>	<b>2/87</b>	<b>2/97</b>	<b>0-127</b>
<b>Pan</b>	<b>2/81</b>	<b>2/91</b>	<b>0-127</b>
<b>Low Boost</b>	<b>2/80</b>	<b>2/90</b>	<b>0-127</b>

### Sample Section

Knob/Button	CC#99/98 - Closed Hi-Hat	CC#99/98 - Open Hi-Hat	CC#99/98 - Crash	CC#99/98 - Clap	CC# 6 Value/Range
<b>Pitch</b>	<b>2/42</b>	<b>2/52</b>	<b>2/62</b>	<b>2/72</b>	<b>0-127</b>
<b>Decay</b>	<b>2/48</b>	<b>2/58</b>	<b>2/68</b>	<b>2/78</b>	<b>0-127</b>
<b>Level</b>	<b>2/47</b>	<b>2/57</b>	<b>2/67</b>	<b>2/77</b>	<b>0-127</b>
<b>Pan</b>	<b>2/41</b>	<b>2/51</b>	<b>2/61</b>	<b>2/71</b>	<b>0-127</b>
<b>Low Boost</b>	<b>2/40</b>	<b>2/50</b>	<b>2/60</b>	<b>2/70</b>	<b>0-127</b>

**Accent**

Knob/Button	CC#99/98 Values	CC# 6 Value/Range
<b>Level</b>	<b>2/106</b>	<b>0-127</b>

**Global Parameters**

Knob/Button	CC#99/98 Values	CC# 6 Value/Range
<b>Depth</b>	<b>2/100</b>	<b>0-127</b>
<b>Time</b>	<b>2/101</b>	<b>0-127</b>
<b>Ring Mod 1</b>	<b>2/102</b>	<b>0 = off 127 = on</b>
<b>Ring Mod 2</b>	<b>2/103</b>	<b>0 = off 127 = on</b>

