

* Machinedrum OS 1.63 Release information *

NOTE 1: Machinedrums with OS:es exceeding 1.29 are not downgradable below 1.29!

NOTE 2: Machinedrums with OS:es exceeding 1.50 are not downgradable below 1.50!

NOTE 3: Machinedrums MK2 can NOT be downgraded to OS versions below 1.50 because of internal hardware updates incompatible with previous versions.

IMPORTANT: Machinedrum Classic past serial number H60502047-45 should NOT be downgraded to OS versions below 1.31 because of internal hardware updates incompatible with previous versions!

How to upgrade:

- * Hold down the [FUNCTION] button while powering up.
- * This should take you to the Machinedrum boot menu.
- * Enter the "MIDI Upgrade" mode by pressing [5 LT].
- * Send either the SYSEX or the MIDI firmware file to the Machinedrum.

To transfer the SYSEX file we recommend using C6 - Sysex Tool by Elektron.

After starting the transfer you should see the trig LED's lighting up, and when the update is done the unit should reset itself and boot the new OS.

Detailed instructions are available in the EARLY STARTUP MENU chapter in the latest Machinedrum users manual.

PLEASE BACKUP ALL USER DATA VIA SYSEX BEFORE UPGRADING.
BETTER SAFE THAN SORRY.

Please report any bugs you may find to support@elektron.se.

Enjoy!

The Elektron development team

List of changes from Machinedrum SPS-1 OS 1.62 to 1.63

Updates

Program change channel can now be selected in the Global settings. Base means receiving only on the four MIDI channels the Machinedrum usually reacts to.

Bug fixes

Song Pointer Position did not work properly without a MIDI base channel assigned. Fixed.

- +Drive -

INP machines soundes strange during Snapshot change. Fixed.

List of changes from Machinedrum SPS-1 OS 1.61E to 1.62

Updates

Sound selection wheel can now be used for navigation in several menus (Sample manager, kit load/save, song load/save).

Fast scrolling (by holding down function key) is now possible also in Sample manager, Kit Load/Save/Edit and Song Load/Save menus.

- +Drive -

Snapshots can be locked (write protected) and unlocked by pressing [FUNCTION]+[ENTER/YES] in the Snapshot Manager.

Samplebanks can be locked (write protected) and unlocked by pressing [FUNCTION]+[ENTER/YES] in the Samplebank Manager.

A new quickload menu for samplebanks has been added. Accessed by pressing and holding [FUNCTION]+[KIT].

Sound selection wheel can now be used for navigation in several +DRIVE menus (Snapshot manager, Samplebank manager, Quickload menus).

- UW Only -

All samples can now have a 4 letter name. This name is visible both inside the Sample manager, in Kit Edit, as well as in the bottom left corner of the main screen (when on ROM tracks).

A SysEx message (\$73) to send or receive the 4 letter name of the samples has been added. This is supported by C6 version 1.4 or later, the filename of the sample is converted to a short form and transferred together with the sample data to the machine.

The robustness and performance of sample transfers in handshake mode has been improved. Please also update C6 to version 1.4 or later.

When the current track is a ROM track, entering the Sample manager, the selected sample of the track is automatically in focus.

Bug fixes

External MIDI mute would only work while inside the mute window. Fixed.

[FUNCTION]+[CLASSIC/EXTENDED] kit reload did not update the graphics in MASTER EFFECTS. Fixed.

In the Sample manager, the percentage of used space was not always updated after erasing samples. Fixed.

Erratic scrolling behavior after closing rename/save dialogs inside the Samplebank manager and Snapshot manager. Fixed.

Using [EXIT/NO] + [TRIG] buttons during live record mode (to erase trigs) could temporarily cause some functions like track copy/paste/clear to stop working. Fixed.

* Previous update info *

List of changes from Machinedrum SPS-1 OS 1.61D to 1.61E

Bug fixes

The machine could hang when attempting to send an empty RAM sample. Fixed.

- +Drive -

Sometimes, sample positions were incorrectly classified as empty when trying to send samples. The sample header could also be corrupt in the outgoing sample dump. Fixed.

In some rare scenarios, MD SPS-1 UW did not load samples from plusdrive after boot. Fixed.

Navigation in sample manager was slow. Fixed.

List of changes from Machinedrum SPS-1 OS 1.61D to 1.61E

Bug fixes

- +Drive -

In some rare scenarios, MD SPS-1 UW did not load samples from plusdrive after boot. Fixed.

List of changes from Machinedrum SPS-1 OS 1.61C to 1.61D

Bug fixes

Mute graphics would in some cases appear when receiving track mutes via MIDI, even though the mute window wasn't opened. Fixed.

Master effect graphics weren't updated when doing a kit reload. Fixed.

- +Drive -

MD SPS-1 did not playback sounds properly with plusdrive installed. Fixed.

List of changes from Machinedrum SPS-1 OS 1.61B to 1.61C

Bug fixes

- +Drive -

MD SPS-1 did not boot with plusdrive installed. Fixed.

Soft Reset did not boot the machine. Fixed.

List of changes from Machinedrum SPS-1 OS 1.61 to 1.61B

Bug fixes

- General -

Tempo nudge could sometimes stick until it was nudged again. Fixed.

- +Drive -

Copy/Paste samples could paste too large samples filling to more than 100%. Fixed.

When changing snapshot the Bank group LED wasn't updated. Fixed.

List of changes from Machinedrum SPS-1 OS 1.60 to 1.61

Updates

- +Drive -

Copy, Clear and Paste implemented for snapshots.

Copy, Clear and Paste implemented for samplebanks.

Bug fixes

- UW Only -

UW could make a bad noise if the same RAM recording machine occupied several tracks. Fixed.

- UW MKII Only -

Preview of RAM P3 and P4 did not work properly. Fixed.

- +Drive -

Copy and Paste of samples did not work properly. Fixed.

List of changes from Machinedrum SPS-1 OS 1.53C to 1.60

Updates

Support for +Drive if available.

Track mute settings are remembered between reboots.

Song or Pattern mode is remembered between reboots.

Bug fixes

- General -

Problems receiving old Global sysex wrongly. Fixed.

- Audio -

Dynamix compressor sidechain high pass filter was defective. Fixed.

- UW Only -

Balance on RAM Record machines had a strange transfer curve. Fixed.

List of changes from Machinedrum SPS-1 OS 1.53B to 1.53C

Bug fixes

[FUNCTION] + [ENCODER] didn't shrink the mute window. Fixed.

[FUNCTION] + [ENCODER] didn't work when there were queued mutes, not even when the mute window was closed. Fixed.

Tempo estimation when running on external sync had some shortcomings. Fixed.

Transmitted tempo could sometimes be unstable when the sequencer wasn't running. Fixed.

Program change stopped working after changing to pattern B01. Fixed.

Delay parameters were not restored after pressing [STOP] twice. Fixed.

The volume of key trigs and sequencer trigs didn't match up. Fixed.

MIDI machine trigs didn't work on the first and last steps in a pattern when going from or to another kind of machine. Fixed.

Pressing [STOP] twice didn't silence all sound after a sounding track was replaced by a MIDI machine. Fixed

Pressing [STOP] twice on a MIDI machine could sometimes silence a track until the kit was reloaded. Fixed.

Tap tempo didn't work when nudging the tempo at the same time. Fixed.

The level graphics weren't always redrawn when changing track. Fixed.

List of changes from Machinedrum SPS-1 OS 1.53 to 1.53B

Bug fixes

SPS-1 and SPS-1mk2 users saw a non working sample manager but no mechanical settings menu instead of the other way around. Fixed.

Clear LFO always set the track to 1 instead of the current track. Fixed.

List of changes from Machinedrum SPS-1 OS 1.52F to 1.53

Updates

Global menu has been repartitioned to make room for more sub menus, but all options are still easily located.

Turbo menu added to Global page enabling up to 10x MIDI speed communication between compatible units.

MKII only: Global Mechanical settings menu enabling higher resolution of the encoders, find them in the Control sub menu.

Bug fixes

Undo function not available when externally synced. Fixed.

3/4 tempo speed made sequencer drop parameter locks. Fixed.

CTR-RE/GB/EQ/DX machines sometimes hung the machine when switching between them and ordinary machines. Fixed.

List of changes from Machinedrum SPS-1 OS 1.52D to 1.52F

Bug fixes

Routing was broken in 1.52D. Fixed.

List of changes from Machinedrum SPS-1 OS 1.52C to 1.52D

Bug fixes

- CTR machines -

Sometimes a CTR machine would still be an audio machine, too. Fixed.

- Audio -

Envelope unnecessarily started at zero in input machines. Fixed.

Under certain conditions the input machines would distort. Fixed.

- General -

Trig LED 16 would not blink on page 3 in sequencer mode. Fixed.

List of changes from Machinedrum SPS-1 OS 1.52B to 1.52C

Bug fixes

The song end marker row did not work. Fixed.

List of changes from Machinedrum SPS-1 OS 1.52 to 1.52B

Bug fixes

Reloading a kit using [FUNC]+[CLASSIC/EXT] would again not restore the parameter values for muted tracks. Fixed.

Some special cases of going between different Scale Setups with Swing caused timing errors. Fixed.

Song pointer position didn't take the tempo multiplier into account. Fixed.

Slide didn't work correctly with other tempo multipliers than x1. Fixed.

List of changes from Machinedrum SPS-1 OS 1.51 to 1.52

Updates

- Sequencer -

New tempo multipliers have been added to scale setup, 3/2x and 3/4x.

Bug fixes

- General -

Clearing the Swing track only cleared the first 32 steps. Fixed.

Clear Track could hang the machine. Fixed.

List of changes from Machinedrum SPS-1 OS 1.50f to 1.51

Updates

- Song mode -

Songs can now be loaded when the sequencer is paused. The sequencer will stop and the new song will be loaded.

- General -

Tempo nudging now works when the MUTE window is open.

- MIDI -

Individual tracks can now be muted via MIDI CC. Refer to the user's manual for OS 1.51 or later for a detailed specification.

Bug fixes

- CTR machines -

CTR-RE, CTR-GB, CTR-EQ and CTR-DX machines could not be controlled by CTR-8P machines. Fixed.

CTR-8P machines didn't show the correct parameter values for CTR-RE,

CTR-GB, CTR-EQ and CTR-DX machines. Fixed.

CTR-RE, CTR-GB, CTR-EQ and CTR-DX machine encoders were not set to the correct value when the master effects were changed in the MASTER FX menu. Fixed.

Certain CTR-RE, CTR-GB, CTR-EQ and CTR-DX encoders required two "steps" to increase the value by one. Fixed.

MKII UW Only: CTR-AL machines did affect the synthesis parameters of RAM-R3 and RAM-R4 machines. Fixed.

- Sequencer -

Parameter locks could be lost when rotating 32 step patterns to the left. Fixed.

When expanding a pattern to 32, 48 or 64 steps parameter locks would sometimes not be indicated on the new pages. Fixed.

Page copy/paste/clear didn't work as expected on SWING, ACCENT and SLIDE pages. Fixed.

Pasting a page containing a trig on the 16th step to page 1 or 3 filled page 2 and 4 respectively with trigs. Fixed.

- Sysex implementation -

SYSEX set status didn't work as documented. Fixed.

- Song mode -

Songs containing 256 rows could not have an end point which would cause the pattern player to play past the end. Now all songs have an end.

- Sample manager -

Short samples would sometimes not sound after reception unless the machine was restarted. Fixed.

- General -

Reloading a kit would not restore the parameter values for muted tracks. Fixed.

TRX-B2 drums could not be silenced by pressing [STOP] twice. Fixed.

The trig leds could flash in an erratic way when using the "sticky" function of the [BANK] keys while the mute window was active. Fixed.

List of changes from Machinedrum SPS-1 OS 1.50e to 1.50f

Bug fixes

- Pattern player -

Using swing while running on external midi sync didn't work correctly. Fixed.

Changing the swing amount while playing a pattern could cause the pattern to swing by the maximum amount. Fixed.

- CTR Machines -

Tweaking a parameter for one of the CTR-RE, CTR-GB, CTR-EQ or CTR-DX machines while holding function would effect all other synthesis machines. Now only the active CTR machine is affected.

- General -

Expanding a track from 16 to 32 steps didn't always work on the Machinedrum Classic models. Fixed.

Decreasing the length of a pattern could cause the pattern

to wrongly expand if intermittent pages were empty. Fixed.

- MKII UW Only -

Tweaking a parameter for a RAM-R3 och RAM-R4 machine while holding function now only affects other RAM record machines.

List of changes from Machinedrum SPS-1 OS 1.50d to 1.50e

Bug fixes

The much faster Clear track introduced in OS 1.50 apparently was a bit too fast and could often remove lock data on other tracks as well. Fixed.

List of changes from Machinedrum SPS-1 OS 1.50c to 1.50d

Updates

OS 1.50 now runs on Machinedrum Classic models as well as MKII's.

Bug fixes

Receiving sysex dumps while not being in SYSEX RECV could cause graphics in other windows to be overwritten. Fixed.

List of changes from Machinedrum SPS-1 OS 1.50b to 1.50c

Bug fixes

UW Only: Triggering a RAM play machine prior to triggering the corresponding RAM record machine could sometimes cause the machine to freeze. Fixed.

MKII UW Only: The RAM-P4 machine didn't initialize the synthesis parameters in a correct way. Fixed.

UW Only: The RAM record MBAL parameter was reversed. Fixed.

List of changes from Machinedrum SPS-1 OS 1.50 to 1.50b

Bug fixes

This update corrects a problem that could cause MKII machines to lock up during normal operation.

List of changes from Machinedrum SPS-1 OS 1.33 to 1.50

Updates

- CTR Machines -

Four new CTR Machines are available, each controlling one of the master effects. The machines are named:

- * CTR-RE (Rhythm Echo)
- * CTR-GB (Gate Box)
- * CTR-EQ (Master EQ)
- * CTR-DX (Dynamix)

These machines works like the other CTR machines and allows sequencing of the master effect parameters. Contrary to CTR-AL and CTR-8P these machines LFO's are still available.

- General -

The page currently playing is now indicated by the corresponding LEDs flashing in sync with the beat. In grid edit mode no LEDs will flash on the Machinedrum Classic.

Page copy has now been implemented in the Machinedrum OS. Page copy allows you to copy only the current page of trigs, both trigs and parameters locks will be copied. Page copy is invoked by pressing [SCALE SETUP] and then [COPY], [PASTE] or [CLEAR]. Page copy only works in grid edit mode and in the slide, accent and swing menus.

UNDO functions has been implemented for a lot of operations. Undo now works with PASTE ROW, PASTE/CLEAR NOTE, CLEAR NOTE LOCKS, PASTE/CLEAR SWING, PASTE/CLEAR SLIDE, PASTE/CLEAR ACCENT. All previously available undo operations still work of course.

In order not to waste locks it is no longer possible to lock the CTR-8P TRK and PAR parameters. Locking these parameters had no effect in previous versions of the OS either.

SysEx can now be received without entering the SysEx Receive mode.

UW Only:

RAM slots can now be copied to ROM slots without losing their data. When pasting a RAM sample to a ROM slot you will now be asked "Replace samples now?".

By answering [YES] to this question the samples will be reloaded and the content of the RAM machines emptied, just as before.

Answering [NO], the RAM machines will keep their content allowing copying of multiple RAM machines to ROM slots.

If you do not reload the samples you won't be able to preview them since they are not transferred to the DSP. The samples will automatically reload once you exit the sample manager.

UW Only: Samples can now be received without entering Sample Manager. A popup window will appear showing the progress. The sample will be placed in the sample slot corresponding to the SMDI sample number. When receiving samples this way playback will automatically stop if the machine is currently playing.

Bug fixes

- CTR Machines -

Using CTR-AL locks on the first step in a pattern didn't have any effect. Fixed.

CTR-AL locks now also have priority over normal locks.

CTR-8P locks didn't have any effect on an audio machine if the audio machine was not retriggered at the same step as the lock. CTR-8P now functions as CTR-AL machines and can be used for trigless trig effects.

- MIDI Machines -

Sliding a parameter between two steps and then having an unlocked trig at a third position led to the wrong paramter value being sent on the third trig. Fixed.

Changing between MIDI Machines and Audio Machines didn't reload parameters correctly. Fixed.

- General -

When using PASTE MACHINE from one track to another the LFO destination was reset to track 1. Now it works as PASTE TRACK or PASTE LFO.

Editing Song mutes while being in grid edit mode would display the trigs instead of the muted tracks (although it's the mutes that are being edited). Fixed.

When receiving a sample too large to fit the Sample Manager would display an incorrect maximum file size. Fixed.

Using high swing amount together with low tempo could lead to incorrect swing. Fixed.

Chaining two patterns (or playing them together in song mode) with swing greater than 50%, one with 1xTEMPO and the other with 2xTEMPO could lead to the wrong swing amount on the 1xTEMPO pattern. Fixed.

CLEAR ROW in song mode did not remove mute settings. Fixed.

CLEAR NOTE removed the trig but still allowed parameter locks to be entered. This could lead to corrupted locks. This issue has been resolved by changing CLEAR NOTE to CLEAR NOTE LOCKS. Clearing a note will now only clear the locks. A note is removed by quickly pressing the corresponding GRID key.

Undo on PASTE LFO didn't work as expected. Fixed.

Triggering a MID or CTR machine on a track previously playing an audio machine would immediately silence that machine. Now audio machines will play for their entire decay time.

Track copy could sometimes make the machine very sleepy. Fixed.

UW Only: Copying a sample from a RAM slot to a ROM slot could sometimes introduce glitches in the ROM sample. Fixed.

- Audio Machines -

UW Only: Samples sent using SMDI with more than 16 bits were corrupted. Fixed, but note that the machine only stores 16 bits internally.

UW Only: Retrigging samples where start and endpoint were too close resulted in a DSP crash. Fixed.

UW Only: RAM play machines could not be silenced by 2x[STOP]. Fixed.

List of changes from Machinedrum SPS-1 OS 1.32b to 1.33

Updates

- MIDI Machines -

MIDI machines rewritten from scratch in 1.31 and now adjusted according to user feedback step by step to this 1.33 release.

Description of updated MIDI machine behaviour:

To enable several MIDI machines assigned to the same MIDI channel to cooperate the following rules have been set:

- * If there is no lock or slide of a parameter, the first triggered MIDI machine track controls the setting of the parameter value.
- * If there is a lock or slide on the parameter the last MIDI machine track to lock it decides the value.
- * LFO's applied to MIDI machines are always added to the parameter value after all locks and slides are applied.

- RAM machines -

Description of updated behaviour:

RAM play (P1 and P2) machines do not stop if a RAM Record (R1 and R2) machine is triggered for recording. However, the RAM play machine DOES stop if the associated recording machine catches up with the audio replaying. The RAM play machine also stops if the sample is played backwards into the currently recording associated RAM record machine.

That means that if your pattern has a trig of R1 on track 1 and P1 on track 2, P1 will play what is being recorded with as little delay as possible. On the other hand, if you have P1 on track 1 and R1 on track 2, if there is a previous recording, P1 will play that instead. If the P1 machine plays slower than the R1 recording machine R1 will catch up with it, P1 will stop, and there can be an audible click.

If you have relied on Record machines stopping the play machines we suggest that you instead try adjusting the hold time of the play machines.

Bug fixes

- CTR8P -

CTR8P machines did not display MIDI machine parameters. Fixed.

CTR8P machines did not display names of CTR8P parameters Fixed. (Note! CTR8P machines cannot be chained together.)

CTR8P machine parameter PAR did not update when parameter TRK was adjusted. Fixed.

CTR8P machine locks did not affect MIDI machines. Fixed

CTR8P machine locks on first step in pattern did not work in all situations. Fixed

- MIDI Machines -

Midimachines set to the same track controlling common parameters did not work well. Fixed

MIDI machine locks did not work on swung notes when swing exceeded 50% (IE, did not work on any swung notes). Fixed.

- General -

Slides have been tightened up.

Slide sometimes stopped early if a slide in the opposite direction was to be played immediately after. Fixed.

Swing set on the first step did not affect the trig immediately after pattern play was initiated. Fixed.

While in stop mode, and locks or slides were edited for the first step, the locks and slides were ignored the first time the pattern was played. Fixed.

Parameter locks on the first step lingered the first time played in classic mode. Fixed.

Undoing a pattern clear removed the kit settings. Fixed.

List of changes from Machinedrum SPS-1 OS 1.32 to 1.32b

Bug fixes

Individual Swing and Accent track not working properly. Fixed.

Problems with LFOs routed to previous tracks. Fixed.

End of song did not send the MIDI message Stop. Fixed.

List of changes from Machinedrum SPS-1 OS 1.30b to 1.32

Updates

- General -

Now! Preview sounds! In the Kit edit menu - trigger the track with the [TRACK] button associated with the track selected.

Copy/Clear/Paste with UNDO is now available in Load and Save Song.

[FUNCTION] + [ENCODER] affects all tracks with Midi machines if the current track is a Midi machine. If the current track is a UW RAM Recording machine it only affects UW RAM recording machines. Otherwise it affects all tracks but the ones with UW RAM Recording or Midi Machines.

CTR-AL no longer affects MIDI machines or the first page of UW RAM Recording machines.

Paste Undo implemented, works like Clear Undo.

Function + Enter in Kit Edit selects the machine but keeps the effect and routing settings of the track.

Copy and Paste Pattern now correctly copies the kit from which you actually copied (current kit), not as before the kit that happened to be saved.

UW Only: Preview samples! Function + Enter replays selected sample (using the track currently selected) in Sample manager.

UW Only: Copy, Clear and Paste samples in Sample manager! This supplies basic sampler functionality. RAM machine can only be sampled from, not to. Pasting machine empties both RAM machines.

UW Only: RAM machines can also be dumped using MIDI sample dump.

Bug fixes

- General -

Paste Track did not always clear LFO depth when LFO modulated another track. Fixed.

- Midi Machines -

Slide did not work properly on Midi machine locks. Fixed.

Bank CC was sent as Modulation Wheel CC by LFO and Slide. Fixed.

Locked Midi parameter on first step of track was immediately reset to track value. Fixed.

When changing between patterns the first step played the notes of the last pattern. Fixed.

When triggered locked chords are followed by triggered steps without locks, the following steps still trigger chords. Fixed

The Midi machines handling of Notes and Continuous controllers have been generally improved.

Please note that Slide and LFO of the same parameter still does not work well. We are working on this.

Local off inhibited Note off until Stop was pressed. Fixed.

Mute sometimes stopped Note off from being sent on track. Fixed.

Note triggered LFOs restarted after Note on. Fixed.

Slides and LFO did not work together. Fixed.

First Notelength after reboot is wrong. Fixed.