

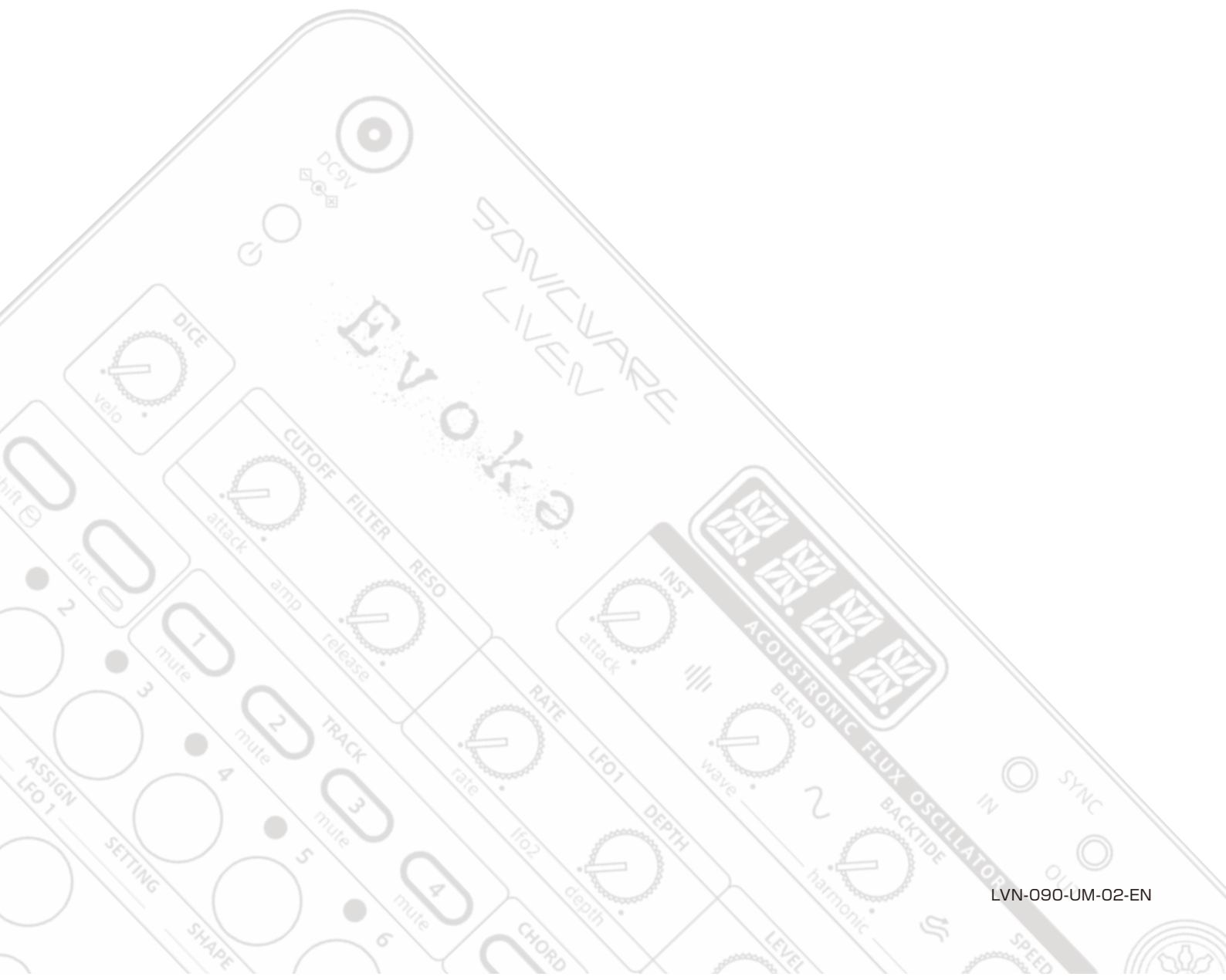
SONICVARE

LIVEN

Evokə

User's Manual

Rev.2



FCC regulation warning (for USA)

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

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Important safety precautions

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

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

-
- Operation using an AC adapter

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

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

- Operation using batteries

Use commercially available 1.5V AA batteries.

Carefully read the precautions of the batteries being used.

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

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

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

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

- Do not open the case and disassemble or modify the product.
- Do not drop, strike or apply excessive force to the unit.
- Do not put liquid on or in the unit.
- Do not put foreign objects into the case.
- Do not use at a loud volume. Doing so could generate loud volumes that might lead to hearing loss.
- When transferring this unit, use the individual packing box and cushioning material that it came with when purchased new.
- When the unit is powered on, do not wrap it in cloth, plastic or other materials.
- Do not step on or apply pressure to the power cord.
- Do not use in the following environmental conditions. Doing so could cause malfunction.
 - Locations in direct sunlight, environments that exceed 40° C, or near stoves and other heat sources
 - Locations with extremely low or high temperatures
 - Locations with extremely high humidity or where the product could become wet
 - Locations with frequent vibrations or much dust or sand
- If the unit becomes broken or malfunctions, immediately turn the power off and stop using it.

< Usage Precautions >

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

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

- Cleaning

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

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

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

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

Introduction

Thank you for purchasing a SONICWARE LIVEN Evoke.

LIVEN Evoke is an ambient music box featuring a four-instrument ensemble without drums, designed to create rich soundscapes ranging from cinematic ambient to post-classical styles.

We hope you enjoy using it for a long time.

Key features of the LIVEN Evoke

- A new synthesizer engine that captures the essence of acoustic instruments through synthesis, delivering a unique Acoustronic sound.
- Granular effects that deconstruct phrases into micro-grains and reassemble them into musical glitches and textured layers.
- A collection of 10 rich reverb types, including “MIRAGE,” which evokes the sensation of playing in a veiled, dreamlike space.
- Equipped with the same 4-track sequencer as the Ambient Ø, capable of recording both performances and parameter changes.

Play On The Go: Portable, Built-in speaker, and Battery-powered

Leave your usual workspace and try using LIVEN Evoke in your living room or outdoors. As its evolving sound mixes with the surrounding environmental noises, you are likely to experience genuine Ambient Music.

Synchronize with all kinds of devices

Clock synchronization is possible with devices that have MIDI or SYNC connectors.

The audio SYNC function enables synchronization with Teenage Engineering Pocket Operator devices using the LINE jack.

In addition, clock synchronization signals can be bridged between different connectors. For example, MIDI clock can be generated from an external SYNC clock signal.

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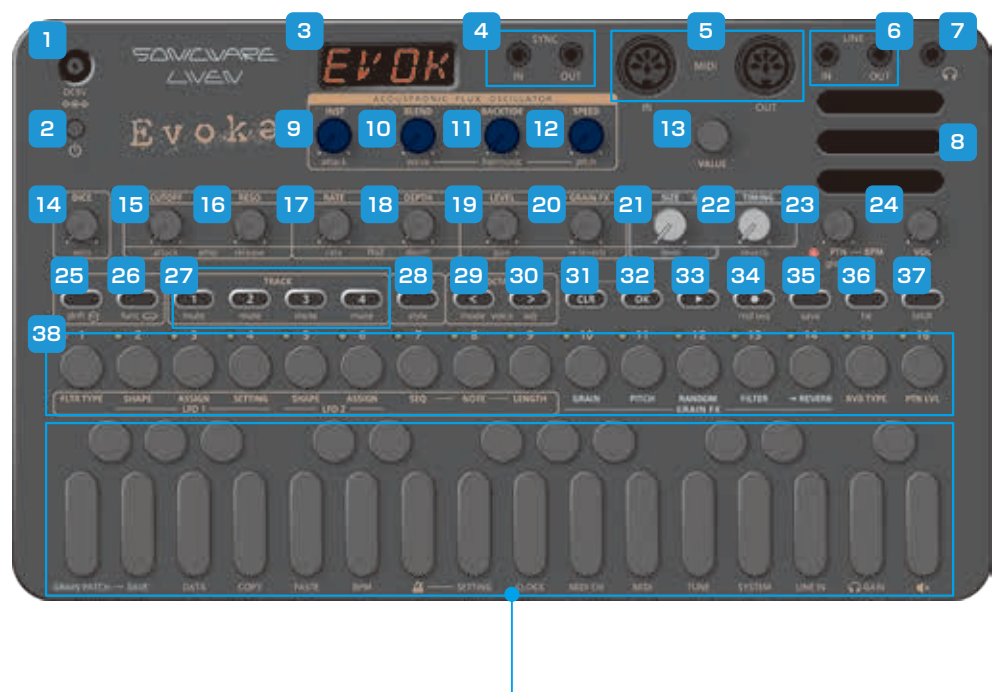
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Names of parts

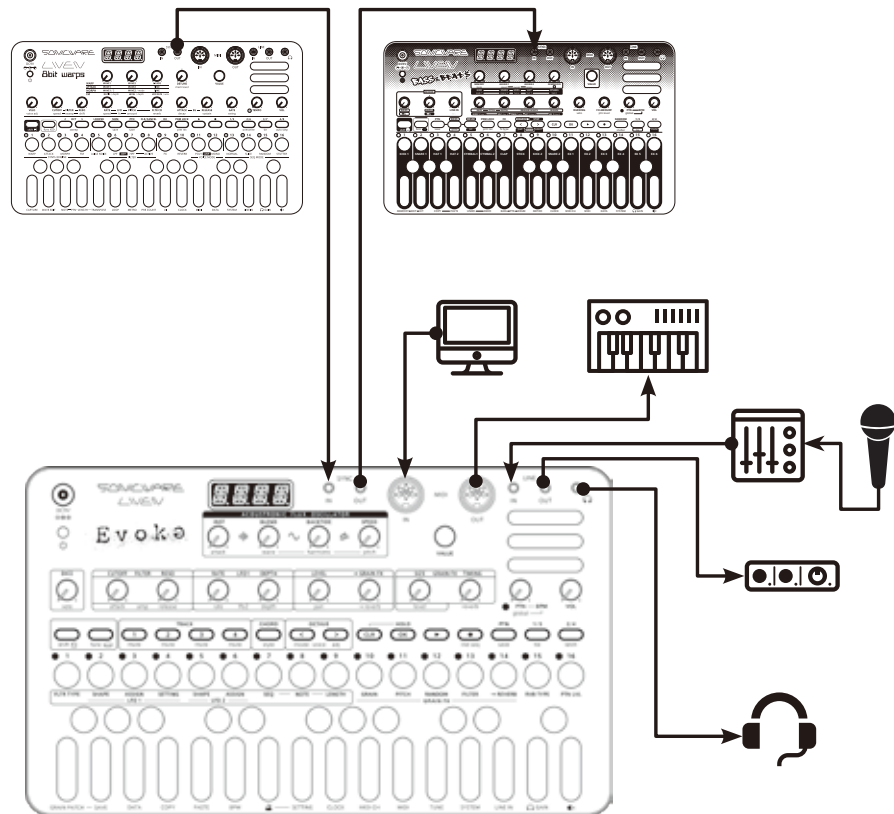


Keyboard			
GRAIN PATCH Key	GRAIN PATCH SAVE Key	DATA Key	COPY Key
PASTE Key	BPM Key	METRO Key	METRO SETTING Key
CLOCK Key	MIDI CH Key	MIDI Key	TUNE Key
SYSTEM Key	LINE IN Key	GAIN Key	SPK MUTE Key

Names of parts

1 : DC9V Connect DC power supply.	2 : POWER switch Press and hold to power on and off.	3 : Display	4 : SYNC input/output Input and Output for SYNC signals.
5 : MIDI input/output Input and Output for MIDI signal.	6 : Line input/output 3.5mm stereo line input and stereo line level audio output.	7 : Headphone jack Stereo headphones output.	8 : Speaker Built-in speaker.
9 : INST/attack knob	10 : BLEND/wave knob	11 : BACKTIDE/harmonic knob	12 : SPEED/pitch knob
13 : VALUE knob	14 : DICE/velo knob	15 : CUTOFF/attack knob	16 : RESO/release knob
17 : RATE/rate knob	18 : DEPTH/depth knob	19 : LEVEL/pan knob	20 : →GRAIN FX/→reverb knob
21 : SIZE/level knob	22 : TIMING/reverb knob	23 : PTN/global BPM knob	24 : VOL knob
25 : Shift button	26 : Function button	27 : Track button (1, 2, 3, 4)	28 : CHORD/style button
29 : OCTAVE DOWN = voice mode	30 : OCTAVE UP =voice adj	31 : CLR	32 : OK = HOLD
33 : PLAY	34 : REC = rnd seq	35 : PTN = ptn save	36 : 1/3 = tie
37 : 2/4 = latch	38 : STEPS Used to specify the step position of the sequence		
STEP1 = FLTR TYPE	STEP2 = SHAPE(LFO1)	STEP3 = ASSIGN(LFO1)	STEP4 = SETTING(LFO1&2)
STEP5 = SHAPE(LFO2)	STEP6 = ASSIGN(LFO2)	STEP7 = SEQ	STEP8 = NOTE
STEP9 = LENGTH	STEP10 = GRAIN	STEP11 = PITCH	STEP12 = RANDOM
STEP13 = FILTER	STEP14 = →REVERB	STEP15 = RVB TYPE	STEP16 = PTN LVL

Connection example

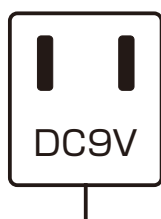


※ Use connection cables that are 3m or shorter.

Starting up and shutting down

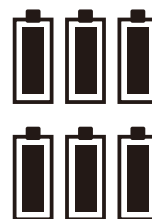
Preparing a power supply

AC adapter (sold separately)



or

6 AA batteries



Only use AC adapters that conform to the specifications. Using an AC adapter with different specifications could cause damage.

AC adapter specifications*

Voltage : 9V output

Current : 1A or higher

Connector : EIAJ-03 compliant

(1.7mm inner diameter, 4.75mm outer diameter)

Polarity : center+

*Equivalent to Korg Volca KA350 adapter

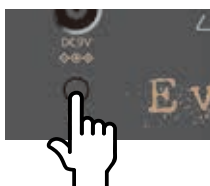
BT.LO will appear on the display if the remaining battery charge is low. Replace the batteries immediately.



When using nickel-metal hydride batteries or lithium batteries, change the battery setting. (→ P.102)

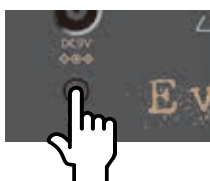
Starting up

- 1 Press and hold the POWER switch until EVOK (LIVEN Evoke) appears on the display.



Turning the unit off

- 1 Press and hold the POWER switch until the display turns off.



Recently made changes will be lost when the unit is turned off. Save the changes if necessary.

Basic operations

This section explains basic operations.

Adjusting the overall volume

The volume from the speaker, headphones and the LINE OUT can be adjusted.



Volume
0 - 127
This can be adjusted from $-\infty$ to +6 dB with 0 dB as the middle value (63-64).

Turning on/off the speaker

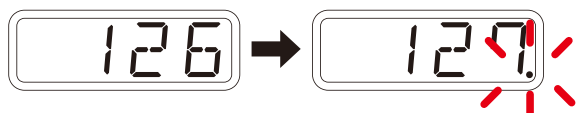
The built-in speaker can be turned off manually if you want to mute it without connecting headphones (when only using the LINE OUT, for example).



Speaker	
MUTE	Speaker off
SPK	Speaker on

About the Origin mark

The dot will be shown on the lower right corner of the display when the parameter value is the same as the value stored in the pattern.



- when the knob movement behavior is set to Latch (→ P.105), the dots on the display will be animated to show how much the knob position and parameter value differs to the left or right. The dots will appear to flow to the left when the parameter value is lower than the knob position and to the right when the value is higher than the position. The flow will be faster for higher values.

Basic operations

Using the func button

Some LIVEN Evoke buttons have two functions.



In the example above, the secondary functions of the **PTN** and **15** buttons are “save” and “RVB TYPE”.

Pressing these buttons while pressing the **func** button will activate their secondary functions.

In this manual, operations while pressing the **func** button will be shown as follows.

func + **15** RVB TYPE

func +  × SPK MUTE

Using the shift button

Many LIVEN Evoke knobs have both **uppercase** and **lowercase** names.



Turning a knob alone will adjust the uppercase parameter.

Turning the knob while pressing the **shift** button will adjust the lowercase parameter.

In this manual, operations while pressing the **shift** button will be shown as follows.

shift +  pan

Using the shift button hold function

By pressing the **shift** button while pressing the **func** button, the **shift** button hold function can be activated. (The button lights orange.)

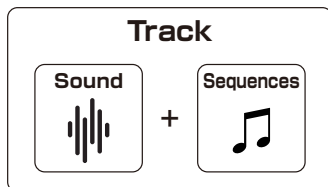
When the hold function is activated, lowercase parameters can be adjusted without pressing the **shift** button.

Press the **shift** button again to deactivate the hold function.

Tracks and Patterns

Track overview

The LIVEN Evoke is an immersive ambient generator that has 4 - sound Tracks with a sequencer. **Tracks** contain both **sound** settings and **sequences** (performance data). The 4 Tracks of the LIVEN Evoke can each have different sounds and individual sequences created for them.



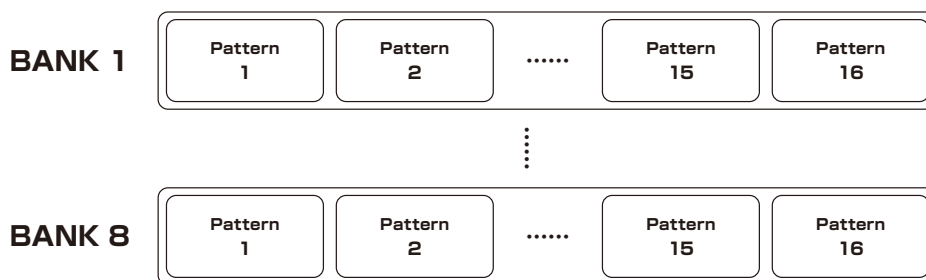
Pattern overview

A **Pattern** is a combination of the 4 Tracks described above. With lengths of 1 - 64 bars, Patterns can be used as the smallest units in making songs.



Patterns and banks

16 Patterns can be stored together in a single **bank**. The LIVEN Evoke has 8 banks enabling 128 Patterns to be saved in total.



- BANK 1 contain preset Patterns.
All preset Patterns contain sound settings and sequences.
Following the instructions on the next page, try playing them.
-

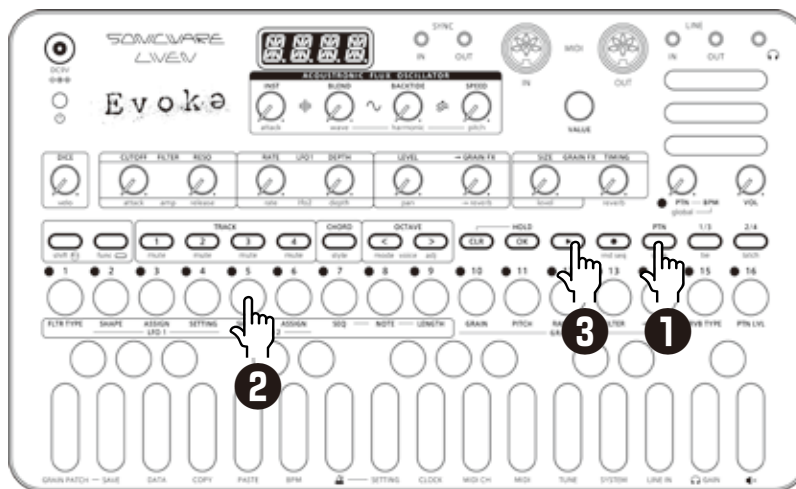
Tracks and Patterns

Selecting Patterns

- 1 Press **PTN**.
- 2 Press **1** - **16**.
→ The Pattern is selected.
(STEP1=Pattern 1...
STEP16=Pattern 16)

Playing Patterns

- 3 Press **▶**.
Press it again to stop. Press **func** + **▶** button to stop with natural release.



Selecting Pattern 17 and higher

Press OCTAVE **<** **>** after procedure 1 to change the bank, enabling selection of Pattern 17 and higher.



- If a different Pattern is selected during Pattern playback, it will be readied but will not start playing immediately. Playback will switch to the selected Pattern after the playing Pattern completes.
- After pressing **PTN**, **VALUE** can also be used to select Pattern and press **OK** to confirm Pattern.

Tracks and Patterns

Normal release and Natural release

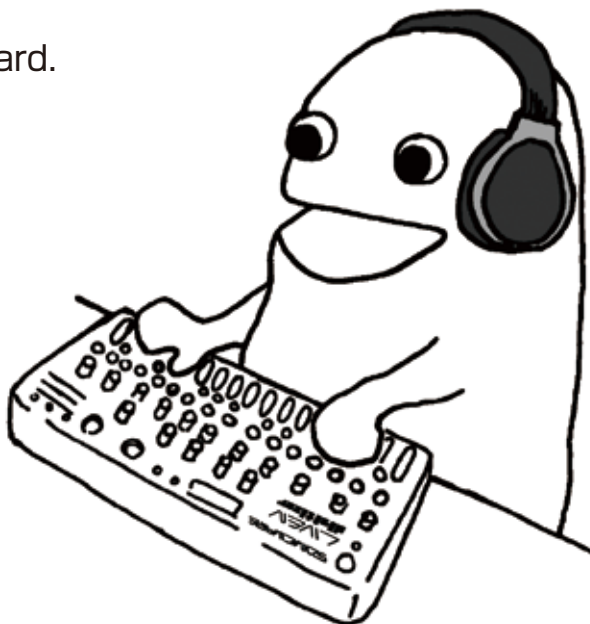
When stopping pattern play back, LIVEN Evoke has two release modes.

	Normal release	Voices and sequences on all Tracks are stopped immediately.
 + 	Natural release	Only the sequence is stopped. Voices on each Track will continue to play until their amp envelope release times finish.

Performing with the keyboard and voice modes

Performing

- 1 Play the keyboard.



Performing with holding keyboard notes

- 1 Press **OK** + keys to hold them.



- Press the same key again to stop holding it.
 - Press **CLR** + **OK** to stop holding all keys in the selected Track.
 - Press **CLR** + **▶** to stop holding all keys at once in all Tracks.
-

Changing the velocity

The velocity value used when playing keys can be set.

shift +  **velo**

Velocity
0 - 127
The higher the value, the louder the notes will be played.

Performing with the keyboard and voice modes

Changing the octave range

1 Press  / .

This lowers/raises the range by an octave.

		+3 octaves
		+2 octaves
		+1 octave
		
		– 1 octave
		– 2 octaves
		– 3 octaves



- If the INST mode in SYSTEM setting is set to EASY, the default octave varies depending on the instrument.
-

Performing with the keyboard and voice modes

Changing the voice mode

- 1 Press **func** + **<** voice mode.
This selects the voice mode.

func + **<** voice mode


VALUE

Voice Mode		
<i>POLY</i>	Polyphonic	multiple notes can be output simultaneously in this mode
<i>MONO</i>	Mono	In this single voice mode,each note retriggers the sound.
<i>LGT</i>	Legato	In this single voice mode, notes do not retrigger the sound.
<i>APP</i>	Arpeggiator	In this mode, each note played on the keyboard is played one by one.

Performing with the keyboard and voice modes

Changing the glide (in MONO/LEGATO mode)

1 Press **func** + **>** voice adj.

2 Use  VALUE to set the speed.

func + **>** voice adj


VALUE

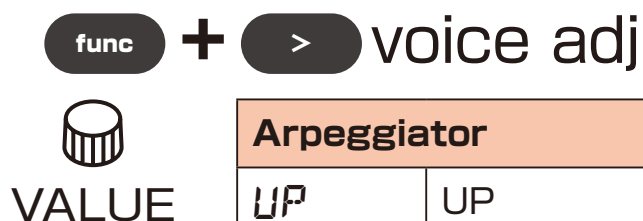
Glide
0 - 127
The time can be changed in a range of 0 - 10000 ms.

Performing with the keyboard and voice modes

Changing the arpeggiator type (in ARP mode)

1 Press **func** + **>** voice adj.

2 Use  VALUE to select the arpeggiator type.



Arpeggiator		
UP	UP	
DOWN	DOWN	
U.D	UP DOWN	
D.U	DOWN UP	
U.A.D	UP&DOWN	
D.A.U	DOWN&UP	
RNDM	RANDOM	
UP+1	UP+1	
UP+2	UP+2	
DN-1	DOWN-1	
DN-2	DOWN-2	
P.O	PLAY ORDER	 Notes are sounded in the order played on the keyboard



- The arpeggiator's note speed is determined by NOTE (→ P.65) and BPM (→ P.27).

Chord Function

LIVEN Evoke features a function that allows you to easily play chords by simply pressing the white keys on the keyboard. The chord structure can be customized by altering the individual notes played, allowing for quick chord input into patterns and facilitating drone-style performances using the hold function.

Basic Operation of the Chord Function

Enable the Chord Function

- 1 Press  .
Pressing  toggles between modes.

 CHORD	Chord Mode OFF (Default)	The keyboard operates using a standard chromatic scale.
 CHORD	Chord Mode ON	The keyboard plays using the chord set of the currently selected style.



- While Chord Mode is active, only the white keys are enabled. The black keys will not produce any sound.
-

Basic Operation of the Chord Function

Change the Chord Set Style

By changing the chord set style, you can play a variety of chord voicings and tensions.

1 Press **func** + **CHORD** style once to enter Style mode.

2 Turn  VALUE to change the chord set style.


VALUE

Style
1 ~ 16
Change the chord set style. For details on all available styles, please refer to the chord set list. (→ P.109)

Examples of Chord Sets : STYLE1 DIAT			
Root	Interval	Component	Chord
C	0, 4, 7, 11	C E G B	Cmaj7
D	0, 3, 7, 10	D F A C	Dm7
E	0, 3, 7, 10	E G B D	Em7
F	0, 4, 7, 11	F A C E	Fmaj7
G	0, 4, 7, 10	G B D F	G7
A	0, 3, 7, 10	A C E G	Am7
B	0, 3, 6, 10	B D F A	Bm7-5



- The built-in chord sets include styles 1 - 8, which follow the keyboard scale such as diatonic chords, and styles 9 - 16, which follow a chord pad style that provides chord progressions in order regardless of the keyboard pitch.
For more details on the style (→ P.109)

Basic Operation of the Chord Function

Change the Transposition of the Chord Set

By changing the transposition, you can use the chord set in any key.

1 Press **func** + **<** voice mode once.

2 Turn  VALUE to change the key.


VALUE

Transpose
-12 - 0 - +12
Set the transpose value for the chord set.

Basic Operation of the Chord Function

Change the chord playback method

You can change the playback method of the chord set.

1 Press **func** + **>** voice adj once.

2 Turn  VALUE to change the playback method.


VALUE

C.123	All chord tones are played simultaneously.
C.1[]3	Plays the chord while omitting the second chord tone.
C.[]23	Plays the chord while omitting the first chord tone.
C.12[]	Plays the chord while omitting the third chord tone.
A.UP	Plays the chord as an arpeggio in ascending order.
A.DN	Plays the chord as an arpeggio in descending order.
A.UAD	Plays the chord as an arpeggio in up and down order.
A.UP.T	Plays the chord as an ascending arpeggio in 3/4 time.
A.DN.T	Plays the chord as a descending arpeggio in 3/4 time.
A.UD	Plays the chord as an up-down arpeggio.
A.UP+	Plays the chord as an ascending arpeggio with an added octave (+1).
A.DN-	Plays the chord as a descending arpeggio with an added lower octave (-1).



- Arpeggiated playback triggers all interval notes in the chord.
3/4 time arpeggios (waltz-style) play up to the third note only.
- While turning  VALUE, holding down **shift** allows you to instantly switch between simultaneous and arpeggiated playback modes.

Copying Tracks

Copying a Track to another Track

You can copy a sound setting & sequence you've created from Track to Track.

- 1 Press **1** - **4** to select Track to copy.
- 2 Press **func** + **COPY**.
- 3 Press **1** - **4** to select the Track to be pasted.
- 4 Press **func** + **PASTE**.

Copying Track to another pattern

- 1 Press **1** - **4** to select the Track of the Pattern to be copied.
- 2 Press **func** + **COPY**.

- 3 Press **PTN**, use **VALUE** to select the pattern you want to paste, then press **OK**.
- 4 Press **func** + **PASTE**.


Basic operations Pattern

Changing the tempo



BPM
40 - 250
When the tempo is shown on the display,  VALUE can be turned to change it in 0.1-beat increments. When you want to set the BPM lower than 80 or higher than 160, use  VALUE to achieve this too

Reloading patterns

1 Press **PTN**.

2 Press **OK**.

This is useful for restoring sound patches to their original states during live performances.



Changing Patterns automatically

Selecting multiple Patterns and performing them in order (chain playback)

- 1** Press **PTN** twice (lights orange).
- 2** Press **1** - **16** .
Select Patterns in the order that you want them to play.
Press 1- 16 again to deselect.
- 3** Press **▶** .
The Patterns will play in the selected order.



-
- Press **PTN** again to end chain playback.
-

Changing Patterns automatically

Looping the chain playback

1 Press **func** + **SYSTEM** and select CN.LP.

CN.LP

2 Select LOOP by **VALUE**.

LOOP

Adjusting the volume of individual Patterns

1 Press **func** + **16** PTN LVL.

2 Adjust parameter by **VALUE**.


VALUE

Pattern Level
0 - 127
Pattern levels can be set in a range of $-\infty$ - +6 dB.

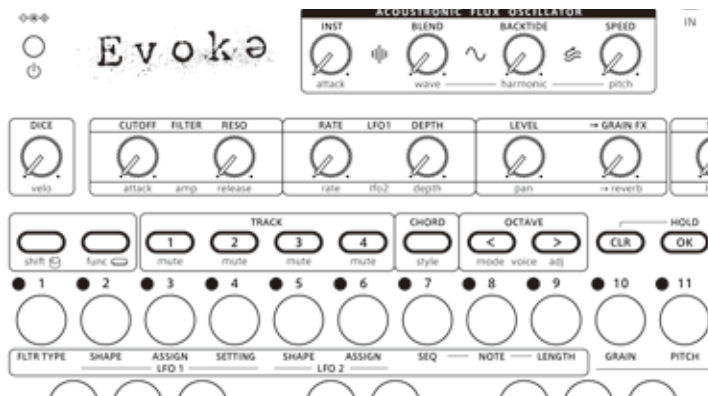
Track selection and basic adjustments

Selecting Tracks

- 1 Press **1** - **4** for the Track you want to select.

The selected Track button will light red and its Track number will be shown on the display. (unselected Track buttons will light green.)

The parameters shown in the areas surrounded by the gold frame on the top of the unit can be controlled separately for each Track.



Muting Tracks

- 1 Press **func** + **1** - **4** for the Track you want to mute.

The muted Track buttons will light orange.

Press **func** + the button that is lit orange to unmute the Track.



- By default, MT.MD (mute mode) is set to SEQ, allowing you to play the keyboard even if the Track is muted.

If you want to completely mute the sound of a Track, select

SND in **MT.MD** in **func** + **SYSTEM**.

Regarding mute mode (→ P.103)

Track selection and basic adjustments

Adjusting Track levels

- 1 Turn  LEVEL.
The level of the selected Track can be set in a range of 0 – 127
($-\infty$ – +6 dB).

Adjusting Track panning

- 1 Turn  +  pan.
The panning of the selected Track can be set in a range of L63 –
CNTR – R63.



-
- Operations can also be performed using  VALUE.
-

Adjusting an Instrument

Selecting an instrument

1 Turn  INST.



Instrument
1 - 34
Selecting an instrument.

Adjusting the amount of blend

1 Turn  BLEND.



Blend
0 - 127
Adjusting the amount of wave mixed into the instrument. At 0, only the instrument will sound, and at 127, only the wave will sound.

Adjusting an Instrument

Instrument list

	Display	TIPS	WAVES
1	PFGR	Grand Piano	SIN.2
2	PFST	Studio Piano	SN.WB
3	PFUP	Upright Piano	SHMR
4	EPRH	Electric Piano	SIN.2
5	EPFM	FM Piano	SW.GL
6	TOYP	Toy Piano	SIN.3
7	XYLO	Xylophone	SIN.1
8	VIBR	Vibraphone	SIN.2
9	MARMB	Marimba	SIN.1
10	HARP	Harp	SIN.1
11	KNTL	Kantele	FILT
12	WDBS	Wood Bass	FILT
13	VILN	Violin	ST.EN
14	FIDL	Fiddle	CRSH
15	CELO	Cello	SW.PD
16	CNBS	Contrabass	SQ.FL
17	FLUT	Flute	SW.PH
18	PFLT	Peruvian Flute	SIN.1
19	CLAR	Clarinet	SIN.1
20	OBOE	Oboe	WN.EN
21	BASN	Bassoon	SIN.2
22	TRBN	Trombone	FOLD

Adjusting an Instrument

	Instruments	TIPS	WAVES
23	TUBA	Tuba	SIN.1
24	HORN	Horn	SHMR
25	TRMP	Trumpet	SQ.CH
26	ASAX	Alto Saxophone	TR.DS
27	CMBL	Harpsichord	SIN.3
28	ORGN	Organ	SIN.2
29	ARMN	Armonica	SN.WB
30	JGTR	Jazz Guitar	FOLD
31	HANG	Hang Drum	SIN.1
32	SITR	Sitar	SQ.SW
33	TANP	Tampura	SQ.CH
34	E.GTR	Electric Guitar	CRSH



- If you set the INST setting to NORM mode in SYSTEM(→ P.49), you can select the Instrument without coupling with the wave. excluding Attack Rate and attack.

Envelope generator

Adjusting the amp attack and amp release

Use the envelope generator to adjust the attack that affects the beginning of the sound and the amp release that affects how the sound fades out.

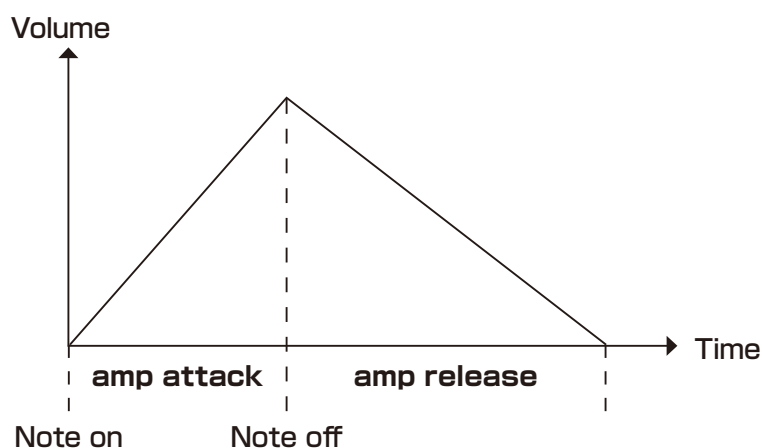
1 Turn **shift** + **amp attack** or **amp release**.

shift + **amp attack**

amp attack
0 - 127
This changes the attack time in a range of 0 - 5000ms.

shift + **amp release**

amp release
0 - 127
This changes the release time in a range of 0 - 5000ms.



Filters

Changing the filter type

1 Press **func** + **1** FLTR TYPE to select the type.

func + **1** FLTR TYPE

Filter type	
OFF	No filter used
LPF	Filter that cuts high frequencies
HPF	Filter that cuts low frequencies
BPF	Filter that only allows through frequencies in a specified band

Adjusting the filter cutoff frequency

1 Turn  FILTER CUTOFF.



FILTER CUTOFF

Filter Cutoff
0 - 127
The cutoff frequency can be changed in a range of 70 - 14400 Hz.

Adjusting the filter resonance

1 Turn  FILTER RESO.



FILTER RESO

Filter Resonance
0 - 127
The resonance can be changed in a range of 0.3 - 10.
For BPF, the bandwidth can be changed in a 0.5 - 3.3 octave range.

LFO

Adjusting modulation speed and depth

LFO 1

Use $\ominus$ RATE - LFO1 to adjust the speed.

Use $\ominus$ DEPTH - LFO1 to adjust the depth.



LFO 2

Use shift + $\ominus$ RATE - LFO2 to adjust the speed.

Use shift + $\ominus$ DEPTH - LFO2 to adjust the depth.

LFO

LIVEN Evoke has two LFOS that can apply modulation to various parameters.

Modulation settings

LFO waveform	Modulation destination parameter	LFO Triggering	Delay
 +  SHAPE - LFO1  +  SHAPE - LFO2	 +  ASSIGN - LFO1  +  ASSIGN - LFO2	  +  SETTING×1 - LFO1   +  SETTING×3 - LFO2	  +  SETTING×2 - LFO1
LFO Shape	Assign	Trigger	Delay
See the list on the next page	See the list on the next page	OFF, 1 - 8, INF	0 - 127
Use  VALUE to select the LFO waveform to use for modulation.	Use  VALUE to select the parameter to be modulated.	Use  VALUE to select the setting to trigger the modulation. When set to OFF, the LFO is not retriggered. INF makes the LFO retrigger with every note played. 1-8 is the count of LFO cycles after triggering.	Use  VALUE to set the time it takes for modulation to begin (0 to 8000 milliseconds).



•The DELAY will not be applied when TRIG is turned OFF.

Modulation

Modulation destination parameter

Assign - LFO1/LFO2	
OFF	Off
TUNE	TUNE
BLND	BLEND
BACKTIDE	BACKTIDE
SPEED	SPEED
HARM	harmonic
PITCH	PITCH
OLLVL	Oscillator level (from LFO1 only)
L1RT	LFO1 RATE (from LFO2 only)
L1DP	LFO1 DEPTH (from LFO2 only)
FLCO	FILTER CUTOFF
FLRS	FILTER reso
PAN	pan
TLVL	LEVEL (Track level)
-:GR	→ GRAIN FX
-:RV	→ reverb

LFO waveform

Shape - LFO1/LFO2	
SINE	Sine wave
SQAR	Square wave
TRI	Triangle wave
SAW	Sawtooth wave
RSAW	Reverse sawtooth wave
RND	Random wave
S.RND	Smooth random wave
LOG	Logarithmic wave
R.LOG	Reverse logarithmic wave
PL.10	10% pulse wave
PL.25	25% pulse wave
PL.75	75% pulse wave
PL.90	90% pulse wave
STP.2	Wave with 2 steps
STP.3	Wave with 3 steps
STP.4	Wave with 4 steps
STP.5	Wave with 5 steps
STP.6	Wave with 6 steps
STP.7	Wave with 7 steps
RMP+	Wave with ascending ramp
RMP-	Wave with descending ramp
SCN+	Wave with ascending scanning (Unipolar triangle)
SCN-	Wave with descending scanning (Unipolar triangle)

Reverb

LIVEN Evoke includes a sublime high-quality reverb that adds reverberation to the tracks.

⊖→ reverb allows you to adjust the send amount to the effect for each Track.

Adjusting the reverb

- 1 While holding **shift**, turn ⊖→ reverb to adjust the send amount.

shift + ⊖→ reverb

Reverb send
0 ~ 127
Adjusts the send amount to the reverb effect. At 0, no signal is sent to the reverb.



- You can also use **func** + ⊞LINE IN to adjust the send amount of the LINE IN input to the reverb.
- The send signal to the reverb is pre-fader level.
Setting LEVEL to 0 will not turn off the send signal to the reverb.
If you want to turn off all sound, set both LEVEL and **shift** + → reverb to 0.

- 2 While holding **shift**, turn ⊖reverb to adjust the reverb mix level.

shift + ⊖reverb

Reverb
0 - 127
Adjusts the volume of the reverb effect. At 0, the reverb effect is muted.

Reverb

Change the reverb type

- 1 Press **func** + **15** RVB TYPE .
- 2 Turn  VALUE to change the reverb type.


VALUE

Reverb type	
func + 15 RVB TYPE	
OFF	OFF
SML.L	Small.L
SML.M	Small.M
SML.H	Small.H
MID.L	Mid.L
MID.M	Mid.M
MID.H	Mid.H
LPG.L	Large.L
LPG.M	Large.M
LPG.H	Large.H
MIRG	Mirage

Reverb

Deactivating the reverb reset when changing Patterns

If you want to play Pattern chains without the reverb resetting, set the same reverb type on the Patterns you want to chain and set the reverb reset to OFF.

1 Press **func** + **SYSTEM** 6 times to select R.RST.



2 Select OFF.

Reverb Reset	
OFF	Do not reset the reverb when changing between Patterns with the same reverb type.
ON	Reset reverb when the Pattern is changed.

Acoustronic Flux Oscillator

Acoustronic Flux Oscillator

Acoustronic Flux Oscillator is a unique synth engine consisting of 34 instruments with back-tide modulation and corresponding blendable waves.

The 34 instruments reproduce the acoustic characteristics of acoustic instruments, and each instrument offers a variety of transient changes and back-tide modulation.

The corresponding waves have adjustable blend amounts, and add rich changes to the instruments along with dedicated harmonic modulation.

The wave combinations set for each instrument can also be changed, so the character of the sound can be greatly changed with just one knob.

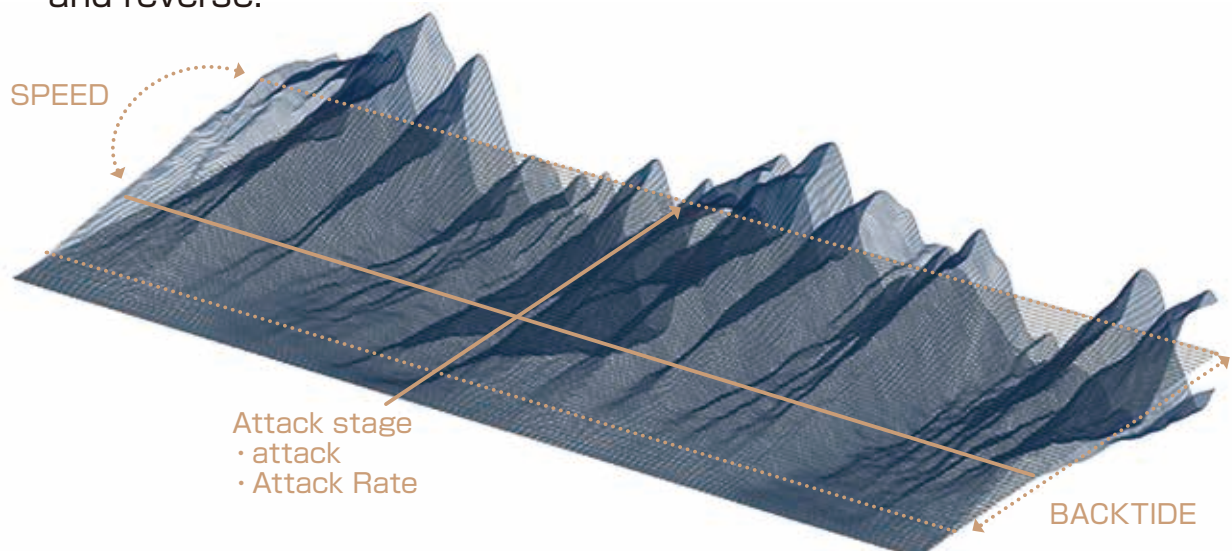
By combining the beautiful acoustic changes of the instruments with unique waves, you can easily create sounds such as drone strings, pianos with bell-like decays, and strange vibraphones.

Backtide Modulation

Backtide modulation is a modulation that continues to fluctuate the instrument's waveform after the instrument's attack stage ends, repeating like the ebb and flow of the tide.

The BACKTIDE knob sets the range of the modulation, and the SPEED knob sets the speed.

The modulation speed changes relative to the modulation range, allowing you to create more organic sounds or effects like tremolo and reverse.

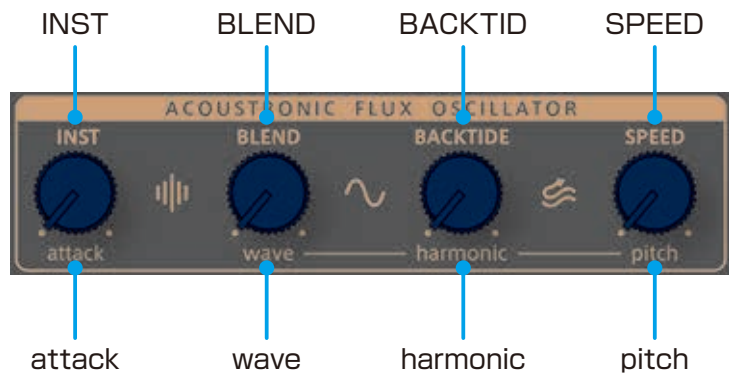


Adjusting the oscillator

Adjusting the instrument

Each instrument has an appropriate attack speed applied by default.

By adjusting the attack and BACKTIDE modulations, you can further vary the transients and sustain.



Attack curve	Backtide modulation range	Modulation Speed
 shift +attack	 BACKTIDE	 SPEED
attack	Backtide	Speed
-63 - 0 - +63	0 - 127	0 - 127
Adjusts the loading curve of the instrument's attack stage. Positive values set an upward curve that loads quickly and then gradually slows down. Negative values set a downward curve that loads slowly and then gradually speeds up.	Adjusts the range of backtide modulation. Setting this to 0 turns off backtide modulation.	Adjusts the speed of backtide modulation. Setting this to 0 turns off backtide modulation.



- The load speed of the attack stage varies depending on the instrument.

Adjusting the oscillator

Adjust the instrument's attack rate

The loading speed of the assigned attack stage can be adjusted to better reproduce an acoustic sound.

1 Hold **1** - **4** , then turn  VALUE.

1 - **4** +  VALUE

Attack Rate
-100 - + 100
Adjust the instrument's attack rate. Positive values increase the attack stage's loading speed, while negative values make it slower.



- Changing the attack rate also affects the time it takes for back-tide modulation to begin.
-

Adjusting the oscillator

Changing the wave type

1 Turn **shift** +  wave.

shift +  wave

wave
1 - 22
Change the wave corresponding to the instrument. If the INST setting in the SYSTEM is set to EASY mode, it will reset when the instrument is changed.



- By setting the INST setting in the SYSTEM menu to NORM mode, you can disable parameter linking with the instrument.

Adjusting the harmonics of the wave

1 Turn **shift** +  harmonic.

shift +  harmonic

Harmonic
0 - 126, SYNC / 0 - 127 (When selecting WN.LP/ WN.HP)
Adjusts the wave's harmonic table. When set to SYNC it will sync to the BACKTIDE modulation. If an LFO is assigned, its effect is added to the modulation. When the wave is set to WN.LP or WN.HP, this sets the cutoff value of the noise adjustment filter.

Adjusting the oscillator

Adjusting the pitch of the wave

1 Turn **shift** +  pitch.

shift +  pitch

Pitch
-240 - 0 - +240 / 0 - 127 (When selecting WN.LP/ WN.HP)
Set the pitch of the wave in semitones. You can also change it in 10 cent increments with the Value knob. When the wave is set to WN.LP or WN.HP, this sets the resonance value of the noise adjustment filter.

Adjusting the oscillator

Built-in Wave List

1	SW.PD	Saw Pad
2	SIN.1	Sine.1
3	SIN.2	Sine.2
4	SIN.3	Sine.3
5	TR.DS	Triangle Distortion
6	SW.PH	Saw Phase
7	SQ.SW	Square Saw
8	SW.GL	Saw Glass
9	SQ.CH	Square Chorus
10	SQ.FL	Square Flanger
11	SIN.WB	Sine Wobble
12	ST.EN	String Ensemble
13	WN.EN	Wind Ensemble
14	SOFT	Soft Formula
15	FOLD	Wavefold
16	SHMP	Shimmer
17	FILT	Filtered
18	CRSH	Crush
19	MDLT	Modulated
20	NOIZ	Noise
21	WN.LP	White Noise Low-pass
22	WN.HP	White Noise High-pass



- When WN.LP or WN.HP is selected, the behavior of harmonic and pitch changes accordingly. (→ P.47)
- When WN.LP or WN.HP is selected, and the Voice Mode is set to MONO or LGT, the attack stage of the same note will not retrigger while it is still in the release phase.

Instrument Change Mode

The LIVEN Evoke offers two instrument selection modes: EASY and NORM.

By default, the system is set to EASY mode, which is designed to allow users to enjoy playing and sound designing without the need for detailed parameter adjustments.

In this mode, when an instrument is selected, related parameters such as OSC and LFO1 are automatically adjusted to appropriate values.

In NORM mode, automatic parameter linking is disabled, allowing for more precise and detailed editing.

Users can manually check and adjust each parameter individually, similar to the workflow of a conventional synthesizer.

Switching Parameter Linking Behavior When Changing Instruments

1 Press  +  once, then select INST.



2 Turn the  VALUE to change the setting.


VALUE

Instrument select mode	
EASY	Links OSC and LFO1 parameters when changing instruments.
NORM	Does not link parameters when changing instruments.



- Even when NORM mode is enabled, the attack and attack rate will still change depending on the selected instrument.

GrainFX

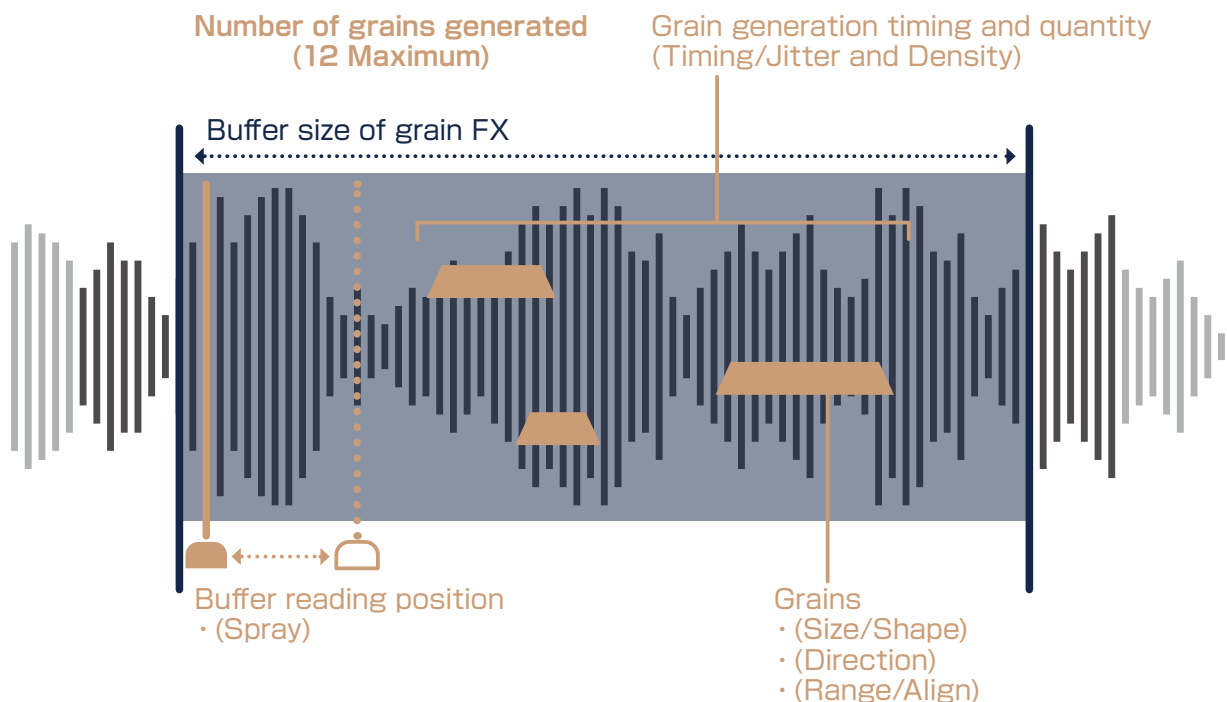
GrainFX

Grain FX divides the sent audio into small particles called "grains". It then replays these grains at various timings, reconstructing the sound by altering each grain's playback direction, volume, pitch, and other parameters in real time.

The sound reconstructed by the granular effect is well-suited for pad-type textures often used in ambient music.

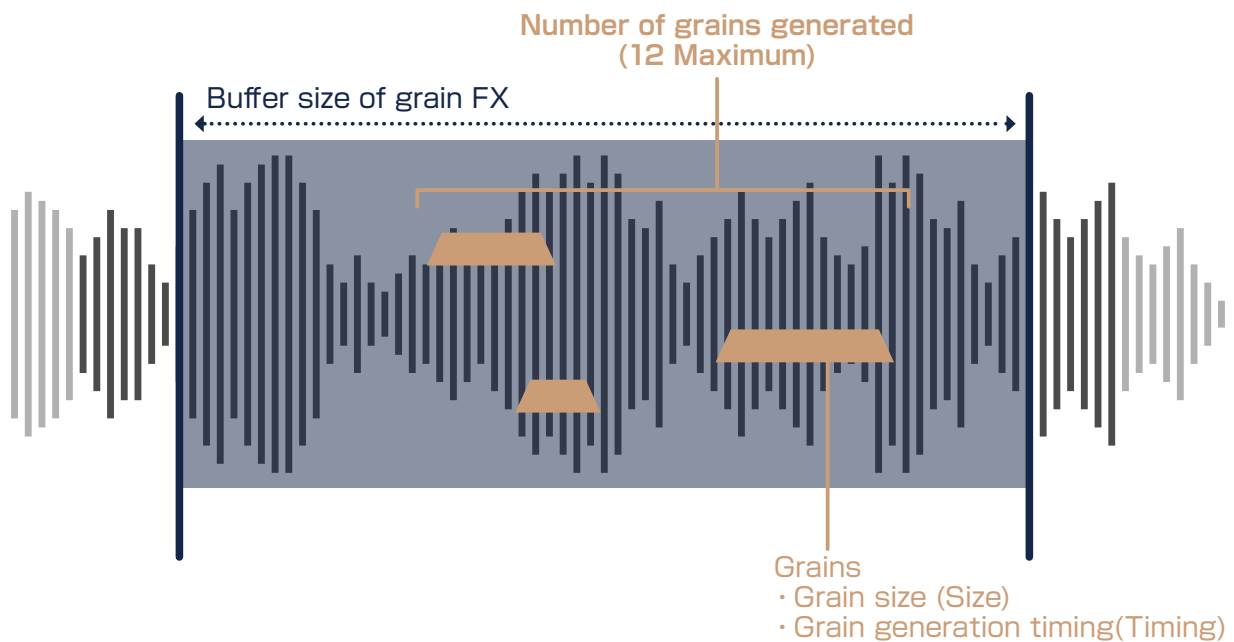
Moreover, granular processing of Xylophone and other sounds with strong rhythmical attacks can create new rhythm sounds that resemble characters of complex delays.

With the LIVEN Evoke, you can easily create complex soundscapes by adjusting these grains with filters and sending them to the built-in reverb.



GrainFX

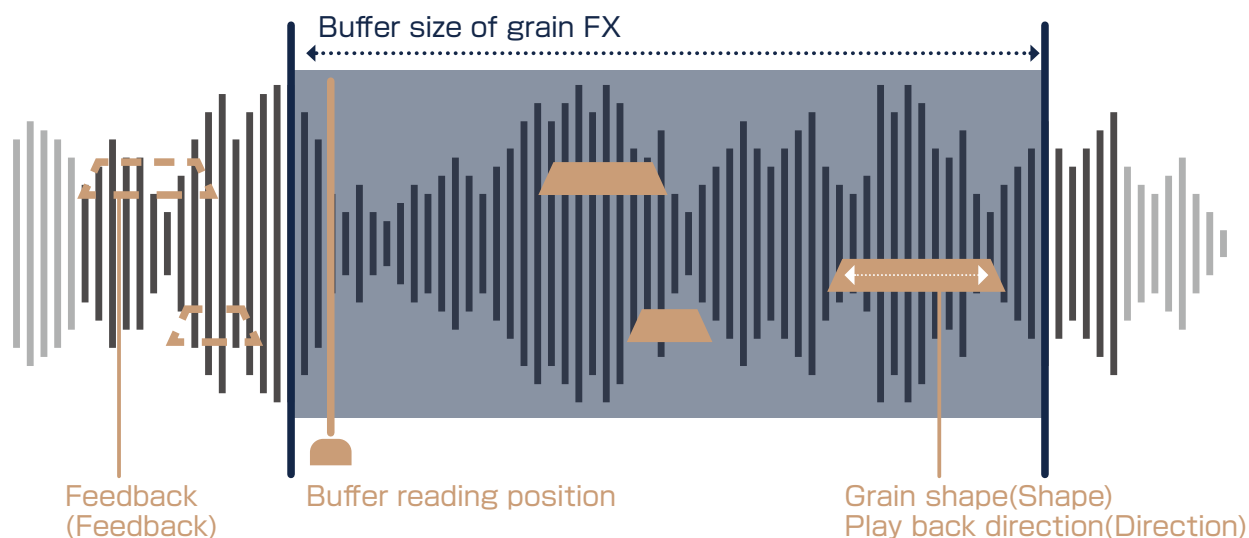
GrainFX



Grain size	Grain generation timing	Grain FX level
 SIZE	 TIMING	 shift +level
Size	Timing	Level
0 - 127	0 - 127	0 - 127
Grain size can be set from 10 milliseconds to 1 second.	The grain generation rate can be set between 1 Hz and 250 Hz. 0 is the slowest setting for grain generation. Turn this right to make the grain generation rate faster	This adjusts the level of the grain FX.

GrainFX

Adjusting the setting of grains



1 Press **func** + **10** GRAIN to select the parameter to set.

2 Turn **VALUE** to adjust the setting.

Grain feedback	Grain playback direction	Grain shape	GrainFX buffer size
 func + 10 × 1	 func + 10 × 2	 func + 10 × 3	 func + 10 × 4
Feedback	Direction	Shape	Buffer size
0 - 127	1 - 3	0 - 127	1/1, 1/2., 1/2, 1/4., 1/1T, 1/4, 1/8., 1/2T, 1/8, 1/4T
This sets the amount of feedback for the effect.	This sets the grain playback direction. The values in the list below can be selected.	This adjusts the shape of the grains. The higher the value, the more faded the grain will be.	Changes the buffer size for the entire Grain FX. The timing period changes depending on the buffer size and the current tempo.

Grain playback direction	
--->	Plays the grain forward.
<---	Plays the grain Backward.
RND (Random)	Plays the grain forward or backward randomly.

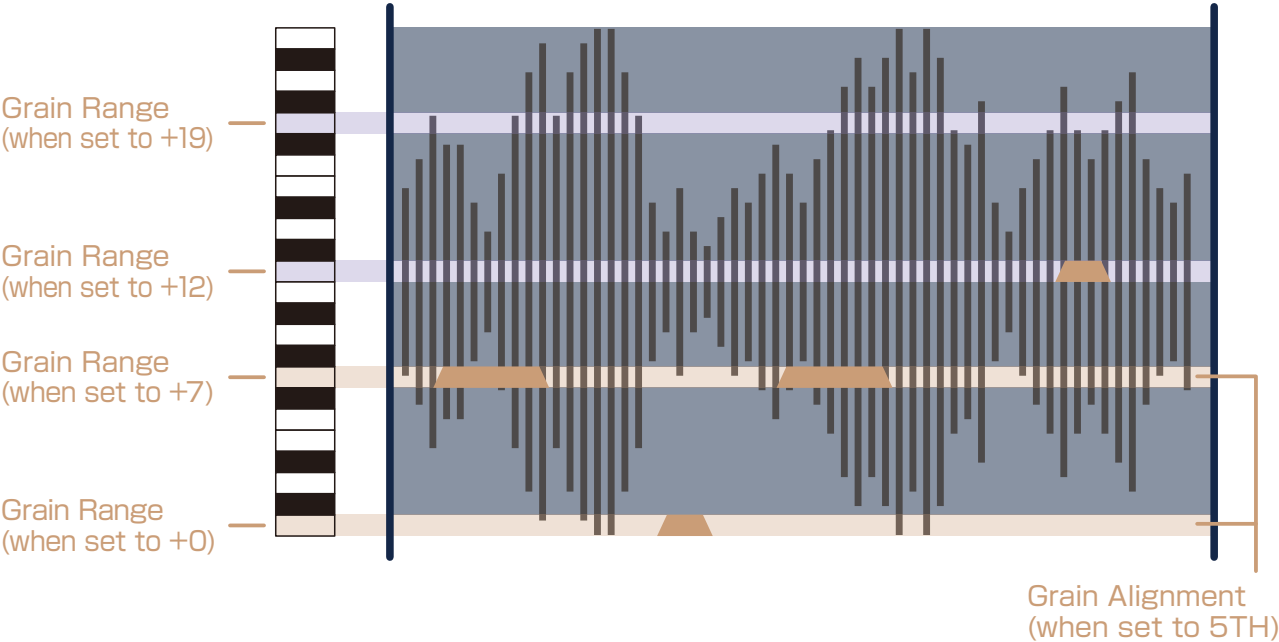
GrainFX

Adjust the pitch shift range of the Grain FX

The Grain FX in LIVEN Evoke can randomly pitch-shift grains within a specified parameter range.

By setting ALIN, the grains will be randomly pitch-shifted according to a musical scale based on the input note as the root.

Use RANG to define the pitch shift range, determining how far the grains can shift above or below the original pitch.



1 Press **func** + **11** PITCH, then select the parameter you want to configure.

2 Turn **VALUE** to change the setting.

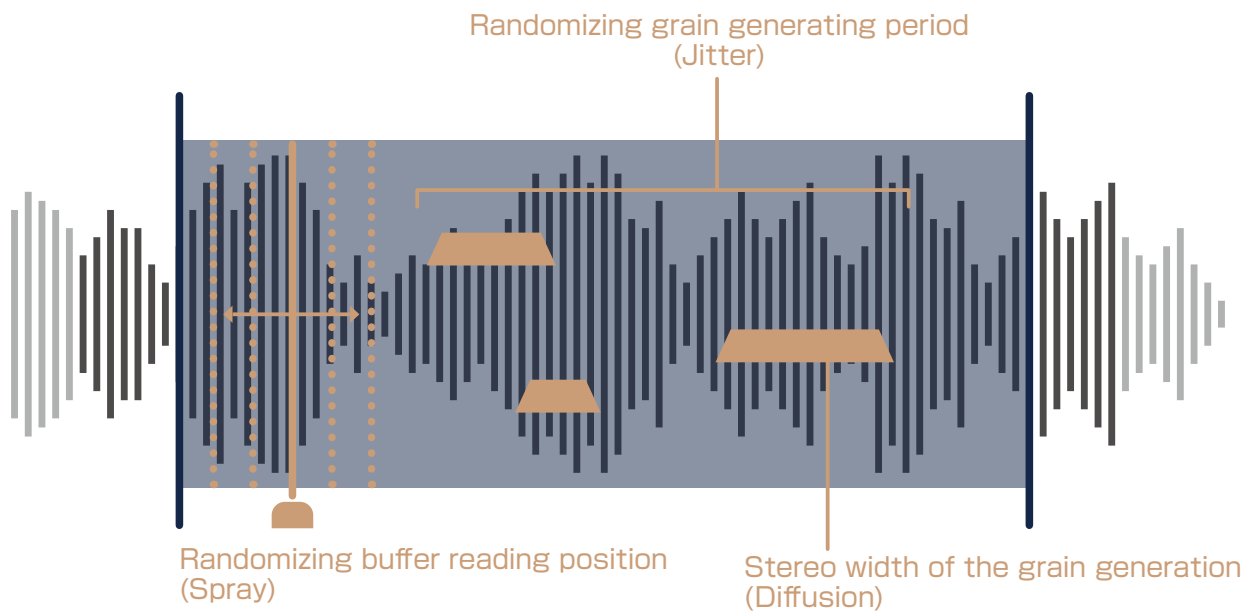
Pitch Shift Range	Pitch Shift Alignment
RANG func + 11 × 1	ALIN func + 11 × 2
Range	Align
-24 - 0 - +24	OFF, 1 - 12
Sets the pitch shift range for the grains. When Align is set to OFF, pitch shifting occurs in 50-cent increments.	Select the scale used for pitch-shifting grains. You can choose from the list below.

Pitch shifting alignment list

OFF	Off
OCT	Octave
5TH	Fifth
CHRM	Chromatic
MAJ	Major
MIN	Minor
P.MAJ	PentatonicMajor
P.MIN	PentatonicMinor
H.MIN	HarmonicMinor
PHRG	Phrygian
LYDI	Lydian
MXLD	Mixolydian
DORI	Dorian

GrainFX

Randomizing the timing to generate grains



Randomizing buffer reading position	Grain stereo spread	Grain generating timing
 func + 12 × 1	 func + 12 × 2	 func + 12 × 3
Spray	Diffusion	Jitter
0 - 127	0 - 127	0 - 127
This adjusts the fluctuation range of the buffer reading position. Set higher value to increase the range of fluctuation.	This spreads the positions of the generated grains to the left and right.	This sets the fluctuation amount of the grain generation timing.

GrainFX

Adjusting the cutoff frequency of the grain filter

- 1 Press **func** + **13** FILTER once to select FREQ.

FREQ

- 2 Turn  VALUE to adjust the setting.


VALUE

Frequency

0 - 127

This sets the cutoff frequency of the filter only effecting Grain FX.

Adjusting the modulation rate of the grain filter

- 1 Press **func** + **13** FILTER twice to select RATE.

RATE

- 2 Turn  VALUE to adjust the setting.


VALUE

Rate

0 - 127

This sets the modulation rate of the filter only effecting Grain FX.

Adjusting the amount of modulation depth of the grain filter

- 1 Press **func** + **13** FILTER three times to select DEPT.

DEPT

- 2 Turn  VALUE to adjust the setting.


VALUE

Depth

0 - 127

This sets the modulation depth of the filter only effecting Grain FX.

GrainFX

Changing the type of the grain filter

1 Press **func** + **13** FILTER four times to select TYPE.

TYPE

2 Turn  VALUE to adjust the setting.


VALUE

Type
OFF, LPF, HPF, BPF
This sets the type of the filter only effecting Grain FX.

GrainFX

Sending the grain FX signal to the reverb

By sending the Grain FX to the reverb, you can create a variety of spatial effects, such as shimmer reverb effect.

1 Press  +  → REVERB once.

2 Turn  VALUE to adjust the amount of signal send to the reverb.


VALUE

Reverb (from Grain FX)

0 - 127

Adjusting the amount of Grain FX sent to the reverb.
When set to 0, no Grain FX is sent.



- The reverb send signal operates at pre-fader stage.
Even if the Grain FX level is set to 0, the signal sent to the reverb will not be muted.
To completely silence the Grain FX, set both Level and → REVERB to 0.

Managing Grain FX Patches

To make it easy to use Grain FX, LIVEN Evoke comes preloaded with 16 Grain FX patches that can be loaded into patterns.

These Grain FX patches can be overwritten with your own preferred settings, allowing you to save frequently used configurations and quickly recall them whenever needed.

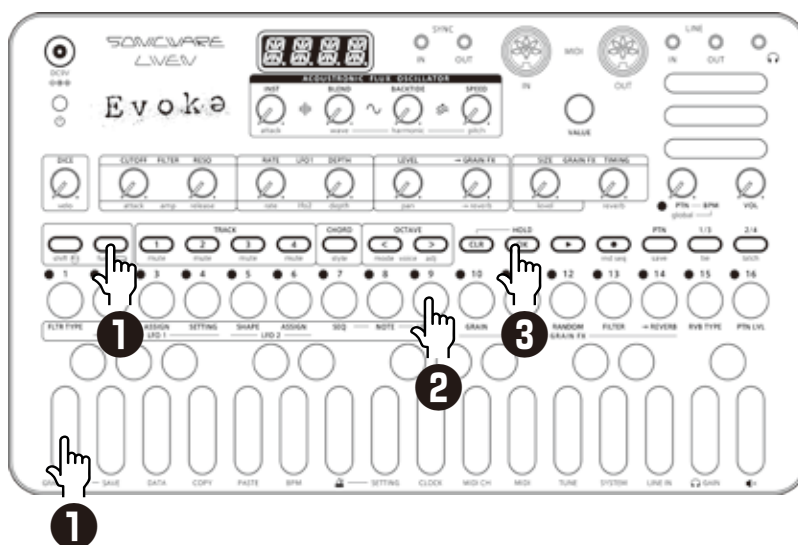
Loading a Grain FX Patch

- 1 Press **func** + **GRN PATCH** once, then select **LOAD**.

LOAD

- 2 Press one of **1** - **16** to select the patch you want to use.

- 3 Press **OK**.



• The current Grain FX settings will be lost when loading a new patch.

If you wish to restore the original settings later, it is recommended to save the pattern before loading (→ P.82) so that it can be reloaded when needed.

Managing Grain FX Patches

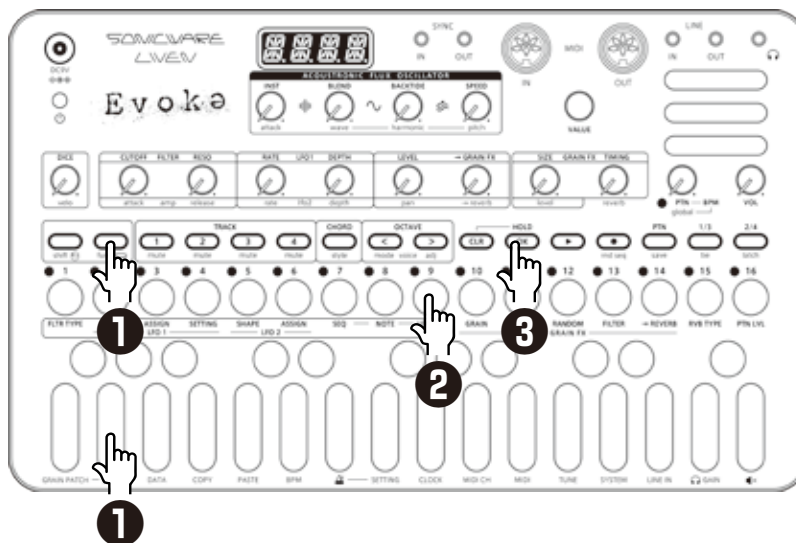
Saving a Grain FX Patch

- 1 Press **func** + **GRN PATCH SAVE** once, then select **SAVE**.



- 2 Press one of **1** - **16** to select the slot where you want to save the patch.

- 3 Press **OK**.



• You can cancel the operation by pressing **CLR**.

Managing Grain FX Patches

Resetting a Grain FX Patch

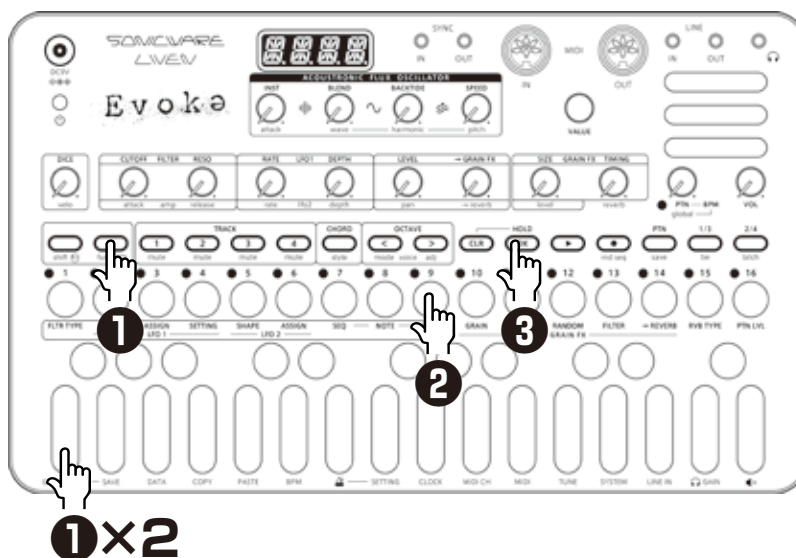
By resetting a Grain FX patch, you can restore it to its factory default state.

1 Press **func** + **GRN PATCH** twice, then select RST.

RST

2 Press one of **1** - **16** to select the slot you want to reset.

3 Press **OK**.



• You can cancel the operation by pressing **CLR**.

• Reset patches cannot be restored.

Please proceed with this operation carefully.

Adjusting Grain FX

Disable Grain FX Reset on Pattern Change

If you want to transition between patterns without cutting off the effect, assign the same Grain FX with identical parameter settings to each pattern, and set Grain Reset to OFF.

- 1 Press **func** + **SYSTEM** five times, then select G.RST.



- 2 Select OFF.

GrainFX Reset	
<i>OFF</i>	When switching to a pattern with the same BPM and Grain FX buffer size, the Grain FX will not be reset.
<i>ON</i>	Reset Grain FX when switching patterns.

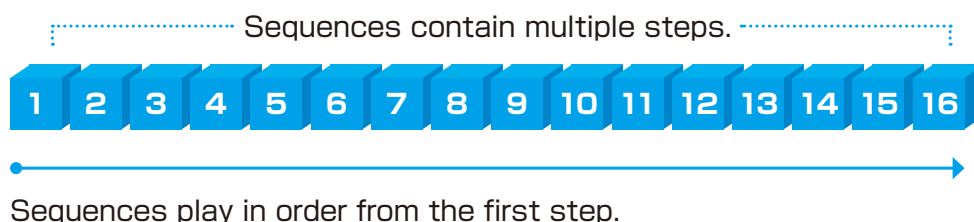
Step sequencer overview

Overview

The LIVEN Evoke step sequencer can play **multiple steps** in order (a sequence) with performance and parameter data.



Steps contain **note data** and **parameter data**.



LIVEN Evoke step sequencer features

The sequencer in the LIVEN Evoke has the following features.

Three input methods

Step recording

Record notes to each step with the sequencer stopped

Real-time recording

Record notes to steps by playing the keyboard

Direct recording

Record notes to steps directly during sequencer playback

Flexible sequencing

Sequences with up to 64 steps

The number of steps can be set from 1 – 64 as desired for each Track

Support for various note lengths

The length of each step can be set from 1/32nd note to 1 bars.

Creating sequences – Preparation

Selecting Tracks and setting sounds

- 1 Press one  -  button to select the Track for sequence creation.



- If the maximum polyphony is exceeded, notes will be turned off starting with notes on the lowest priority Track. (Priority is Track 4 > Track 1 in order. However, sounds that are being released will be turned off first in Track priority order.)
-

Creating sequences - Settings

Setting the note length of one step

1 Press **func** + **8** NOTE.

2 Use  VALUE to select the note length.


VALUE

Note	
1/1	Whole note
1/2	Half note
1/4	Dotted quarter note
1/4	Quarter note
1/8	Dotted 8th note
1/2T	Half note triplet
1/8	8th note
1/16	Dotted 16th note
1/4T	Quarter note triplet
1/16	16th note
1/32	32nd note

Changing the sequence length

1 Press **func** + **9** LENGTH.

2 Use  VALUE to set the sequence length.


VALUE

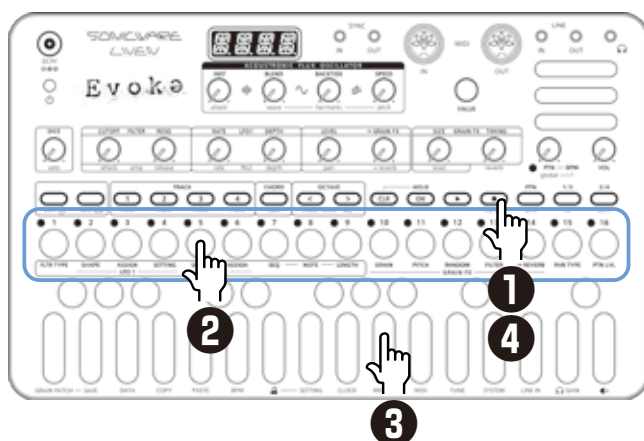
Length
1 - 64 (steps)

Creating sequences – Step recording

Using step recording, sequences can be created in great detail while playback is stopped.

Basic operations

- 1** When stopped, press  (lights red).
- 2** Press  -  at the step where you want to input a note.
The LED for the current step will blink. The LEDs for steps that already have notes will light.
- 3** Play a note on the keyboard to input it at the step.
Press the same note again on the keyboard to remove it from the step.
Repeat steps 2 – 3 to create the sequence.
- 4** Press  to end step recording.



Creating sequences - Step recording

Selecting steps 17 and higher

While step recording, if the sequence length is longer than 16 steps press  and  to select steps 17 and higher.

To select steps 1-16, press the 1/3 button.



To select steps 17-32, press the 2/4 button.



To select steps 33-48, press the 1/3 button twice.



To select steps 49-64, press the 2/4 button twice.



- During step recording, pressing a step will cause the stored note to sound continuously. This is by design.
 -  VALUE can also be used to move between steps.
 - Page buttons are enabled or disabled according to the length of the sequence.
-

Creating sequences – Step recording

Clearing steps

- 1 Press **CLR** + **1** - **16**.

During step recording, only the note information for that step will be cleared.

Copying steps

- 1 During step recording, press **1** - **16** to select the step to copy.

- 2 Press **func** + **0** COPY.



- 3 Press **1** - **16** to select the paste destination step.

- 4 Press **func** + **0** PASTE.

The note and parameter lock data from the copy source step will be pasted to the destination step.



- Data for ties cannot be copied.
-

Creating sequences – Step recording

Sequence extending copy function (duplicate)

You can duplicate a sequence you've created to double its length.

- 1 Select the Track of the sequence you want to make an extended copy by pressing **1** - **4**.
- 2 Press **func** + **10** LENGTH.
- 3 While pressing **shift**, turn **VALUE** to duplicate it 2x (or 4x).

Automatically advancing steps during step recording (Auto Step mode)

In step recording mode, the step can be advanced automatically each time a key of the keyboard is pressed.

- 1 Press **func** + **0** SYSTEM to select A.STEP.



- 2 Turn this mode on/off.

Creating sequences – Step recording

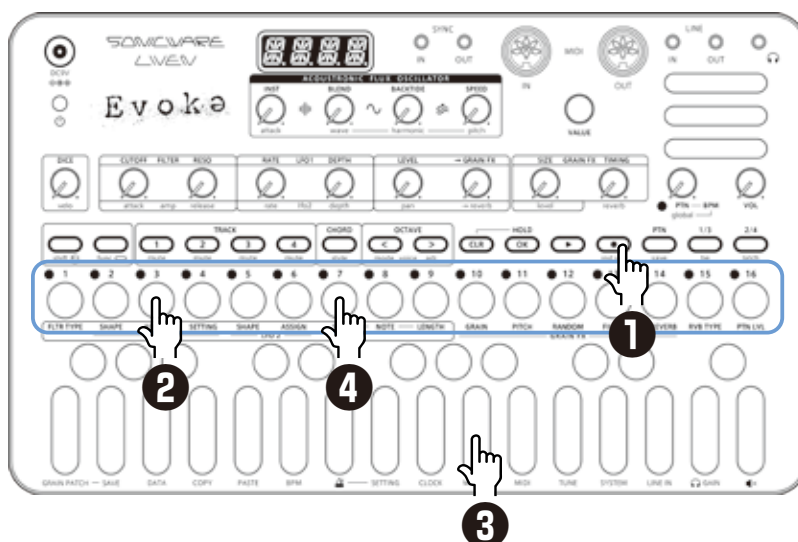
Tied-notes (long sounds) can be input with the LIVEN Evoke.

Enabling tied-note (long sound) input

- 1 Press **func** + **tie** .
The button will light red, and tied-note input will be enabled.

Inputting tied-notes (long sounds)

- 1 When stopped, press **STOP** (lights red) to start step recording.
- 2 Press **1** - **16** at the step where you want to start note input.
- 3 Press and hold a key on the keyboard.
- 4 Press **1** - **16** at the step where you want to stop the note.
This inputs a tied-note from the starting step to the stopping step.



In the example above, a note (A) is input that starts on step 3 and ends on step 7.



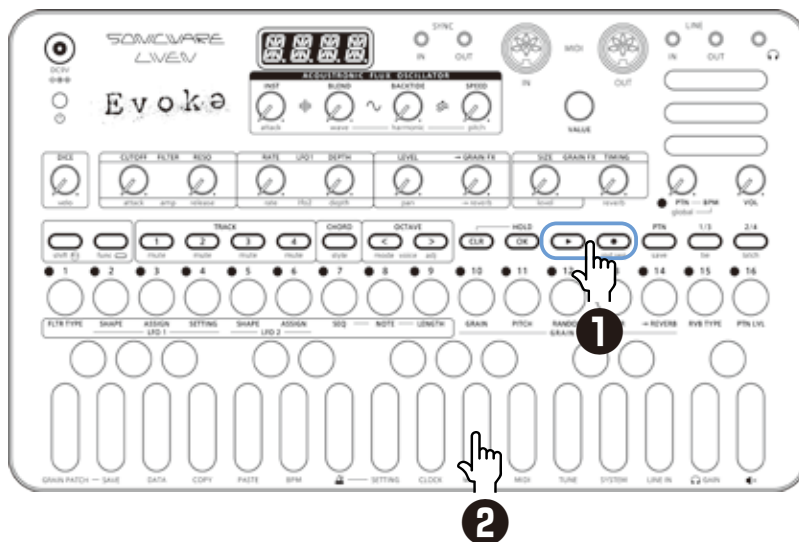
- By pressing **1/3** , **2/4** during procedure 4, tied-notes that span pages can be input.
- It is not possible to enter tied notes that span from the end of a sequence to the beginning.

Creating sequences - Real-time recording

Sequences can be created in real time while playing the keyboard.

Basic operations

- 1 After pressing , press .
- 2 The Pattern will start playing, so play the keyboard when you want to input notes.



- By pressing  +  to enable the input of tied-notes, long notes that span steps can be input.

Creating sequences - Real-time recording

Turning the metronome ON/OFF

- 1 Press **func** + METRO to turn ON/OFF.



Adjusting the metronome volume

- 1 Press **func** + SETTING - METRO to select VOL.



- 2 Turn VALUE to adjust the metronome volume.

VALUE

Metronome
0 - 15

Setting a pre-count

- 1 Press **func** + SETTING - METRO to select PR.CT.



- 2 Turn VALUE to change the pre-count.

VALUE

Precount
OFF, 1 - 8



- When a pre-count is set, recording will start after the pre-count.
- By setting VOL to a value other than OFF and turning off the metronome, only the pre-count can be heard during real-time recording.
- During real-time recording, you can input parameter locks in real time.

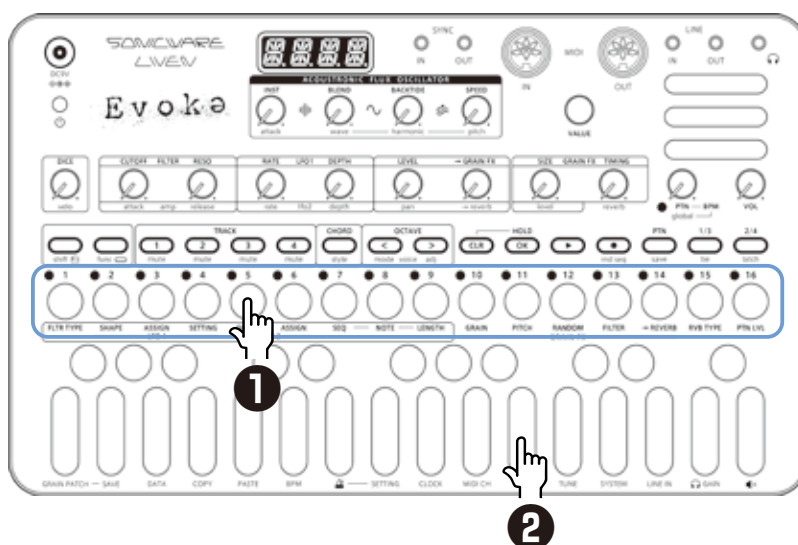
Creating sequences – Direct recording

With direct recording, notes can be input on steps directly when both stopped and during playback.

This is particularly suitable for building up sequences while performing by directly inputting notes during playback.

Basic operations

- 1 Press and hold **1** - **16** for the position where you want to input a note.
- 2 Play a note on the keyboard to input it at the step.
Notes can also be input if procedures 1 and 2 are done in reverse order.



Creating sequences – Direct recording



- By pressing  and  while step recording, pages with steps 17 and higher can be selected if the sequence is longer than 16 steps.

To select steps 1–16, press the 1/3 button.



To select steps 17–32, press the 2/4 button.



To select steps 33–48, press the 1/3 button twice.



To select steps 49–64, press the 2/4 button twice.



- During playback, pressing  or  will lock the page shown. Press  to unlock the page.

Creating sequences – settings

GATE

You can change the gate length for each step.

1 Press **func** + **7** SEQ once, then select GATE.

GATE

2 Turn  VALUE to adjust the gate length.


VALUE

Gate
10 - 90

Transpose

1 Press **func** + **7** SEQ twice to select TRSP.

TRSP

2 Turn  VALUE to change the key.


VALUE

Transpose
-12 - +12 (in semitone)



- When the key is changed during pattern playback, the new key will take effect when the playback returns to the beginning of the pattern.
 - Transpose only applies to sounds played by the sequencer.
-

Creating sequences – settings

SWING

You can adjust the swing amount for each track.

1 Press **func** + **7** SEQ four times, then select SWNG.



2 Turn  VALUE to adjust the swing amount.


VALUE

Swing
0 - 75 (%)

Parameter locking

The LIVEN Evoke has a **parameter locking** function that can record knob operations to steps.

This allows sounds to be changed over time and is useful for creating Patterns with great expressiveness.

Parameter locking data can be input in the following two ways.

Direct input

Turn knobs while pressing ❶ - ❷ in this fundamental method of direct input.

Real-time input

Record knob movements during playback in real-time.

Basic parameter locking operations

Clearing parameter lock data

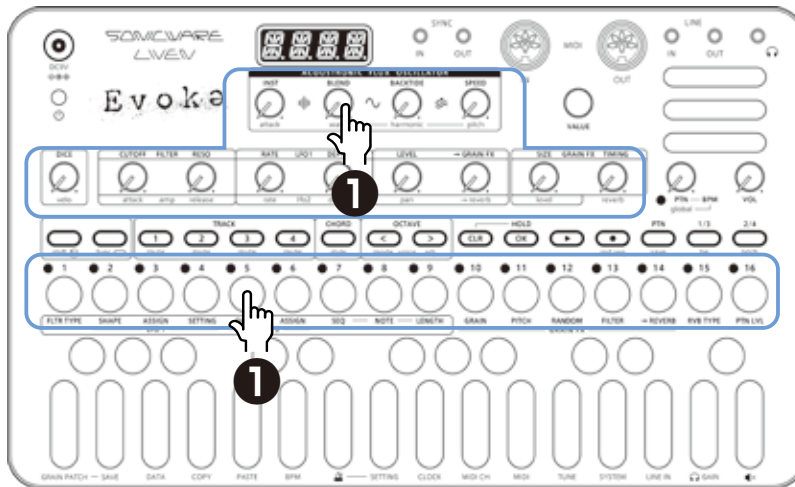
- 1 Press CLR + Track ❶ - ❷.
- 2 Turn 🎛️ VALUE to select P.LCK.
- 3 Press OK.



Parameter locking – Direct input

Recording knob operations

- 1 While pressing 1 - 16, turn knobs.

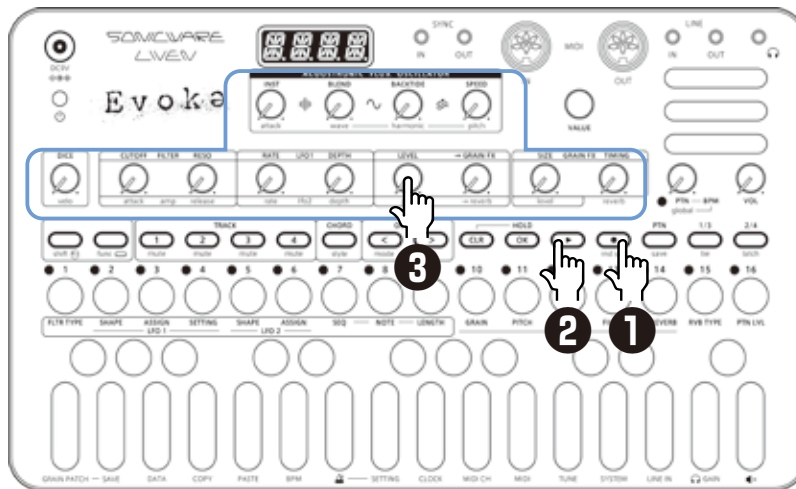


- By pressing 1/3 and 2/4 before directly inputting parameter lock data, pages with steps 17 and higher can be selected if the sequence is longer than 16 steps.
- By turning the knobs while pressing multiple step buttons, you can enter multiple parameter locks at once.
- Parameter locking cannot be used on SIZE, TIMING, level (Grain FX), reverb, BPM, VOL.
- When parameter locking an INST, only the INST itself will be locked.
Other linked parameters will not be locked, so you will need to lock them individually.

Parameter locking – Real-time input

Inputting in real time (parameter recording)

- 1 Press  (lights red).
- 2 Press  to play the Pattern.
- 3 Turn  knobs and record the changes.



Sequence effects

The LIVEN Evoke has sequence effect functions, **Random** that can randomize phrases.

Random

- 1 Press  + . When this is on, a randomized sequence will be played back. Press  +  again to turn the random function off.

Random settings

The smallest unit used for randomization during random playback can be set (for example, 1 step or 4 steps).

- 1 Press  +  SEQ three times, then adjust the value using  VALUE.



Random step unit
OFF, 1, 2, 4, 8, 16 (steps)
If set to OFF, randomization will not occur even if the random playback function is on.

The random on/off setting is saved with the Pattern, but random unit settings can be saved per Track.

DICE

- 1 Turn  DICE. The note trigger probability of the track can be set within the range of 25% to 100%. When the voice mode is set to ARP, the trigger probability of the arpeggiator is also affected.



- The probability of notes sounding can be set independently for each step using the parameter locking function.

Deleting sequences

Clearing steps

- 1 Press **CLR** + **1** - **16** .
The note and parameter lock data from that step will be cleared.



- While pressing **CLR** , steps that have parameter lock data blink red.
 - When recording notes ( button lit red), only note data will be cleared.
-

Clearing all note data in a sequence

- 1 Press **CLR** + **1** - **4** for the Track with the sequence to be cleared.

NOTE

- 2 Use  VALUE to select NOTE, and press **OK** .

CLR

This clears all notes on all steps of the sequence.

Restoring only the track sound to the last saved state

- 1 Press **CLR** + **1** - **4** for the Track with the sound to be restored.

- 2 Turn  VALUE to select SND, and press **OK** .

SND

Pattern saving

Sequences created on every Track can be saved as Patterns.

Saving Patterns

1 Press **func** + **save** .

2 Press **OK** .
DONE will appear, and it will be saved.



Changing the save destination or **copying the Pattern**

1 Press **func** + **save** .

2 Use **<** , **>** to select the save destination bank.

3 **1** - **16** to select the save destination Pattern.
DONE will appear, and it will be saved.



• In step 2, **VALUE** can also be used to select the save destination (execute with **OK**).

• Press **CLR** during a procedure to cancel it.

Initializing Patterns

1 Select the Pattern to be initialized. (→ P.15)

2 Press **CLR** + **PTN** .
CLR will be shown, and Pattern settings along with note and parameter lock data will all be cleared.



3 Save the Pattern.

Pattern renaming

Renaming Patterns

- 1** Press **func** + **DATA** multiple times to select PT.RN (**P**attern **R**ename).



- 2** Use **VALUE** to select the Pattern for renaming, and press **OK**.

- 3** Use **<** / **>** to move the cursor left and right, and turn **VALUE** to select characters.



Cursor position blinks

- 4** Press **OK**.
This saves the name and returns to Pattern selection.
To rename other Patterns, repeat from step 2.
To end renaming, press **CLR**.



Tempo overview

The LIVEN Evoke has two BPM modes.

Pattern BPM mode

Whenever a different Pattern is selected, the BPM is reset using the tempo saved in that Pattern.

Global BPM mode

The current global BPM value will continue to be used even when a different Pattern is selected.

Select global BPM mode to maintain a consistent tempo during the jam session.

Use Pattern BPM mode when you want the tempo to change with each Pattern.

Setting the BPM mode

1 Press **func** + **0** BPM.

BPM	
BPM mode	
<i>PTN</i>	Pattern BPM mode
<i>GLBL</i>	Global BPM mode

For BPM settings, see Changing TEMPO (→ P.27)

LINE IN settings

Changing the gain

- 1 Press **func** + **LINE IN** to select GAIN.

GAIN

- 2 Turn **VALUE** to change the gain.


VALUE

Gain	
MUTE	- 127

Setting mono/stereo

- 1 Press **func** + **LINE IN** to select MONO.

MONO

- 2 Turn **VALUE** to switch between ON and OFF.


VALUE

Monophonic	
ON	Mono
OFF	Stereo

Setting the send amount to the reverb

- 1 Press **func** + **LINE IN** and select → RV.

-- : RV

- 2 Turn **VALUE** to change the send amount.


VALUE

REVERB SEND	
OFF	REVERB is not applied to LINE IN.
1 - 127	Adjusting amount of send to reverb.

LINE IN settings

Setting the send amount to Grain FX

1 Press **func** +  LINE IN and select → GR.



2 Turn  VALUE to change the send amount.


VALUE

GrainFX send	
OFF	GrainFX is not applied to LINE IN.
1 - 127	Adjusting amount of send to GrainFX.

Overview

The LIVEN Evoke has the following synchronization capabilities.

SYNC

Use the SYNC IN/OUT jacks to connect and synchronize with devices that support SYNC (including the Korg Volca series).

MIDI

Use the MIDI IN/OUT jacks to connect and synchronize with devices that support MIDI.

Audio Sync

Use the LINE IN and headphone jacks to connect and synchronize with devices that support Audio Sync (including the Teenage Engineering Pocket Operator series).

When using Audio Sync, the audio exchanged will be mono.

The LIVEN Evoke can act as a clock master or receive clock from an external device.

Setting the clock source

When set to INT (internal), the LIVEN Evoke acts as a clock master. When not set to INT, the external device will be treated as the clock master.

1 Press  +  to select SRC.

2 Turn  VALUE to set the clock source.




VALUE

Clock Source	
INT	Use internal clock of LIVEN Evoke
MIDI	Use clock from MIDI IN
SYNC	Use clock from SYNC IN
LN.IN	Use clock from LINE IN

Setting Audio Sync output

Audio Sync output uses the headphone jack. For this purpose, make the following setting to use Audio Sync output.

1 Press  +  and select A.OUT.

2 Turn  VALUE to select ON.



- The sync signal will be output from the left channel and a mono mix of the audio will be output from the right channel of the headphone jack.

Setting SYNC IN polarity

1 Press **func** +  CLOCK and select S.I.P.O.

S.I.P.O

2 Turn  VALUE to set the polarity.


VALUE

Polarity - Sync In	
FALL	Synchronize with falling of sync signal
RISE	Synchronize with rising of sync signal

Setting SYNC OUT polarity

1 Press **func** +  CLOCK and select S.O.P.O.

S.O.P.O

2 Turn  VALUE to set the polarity.

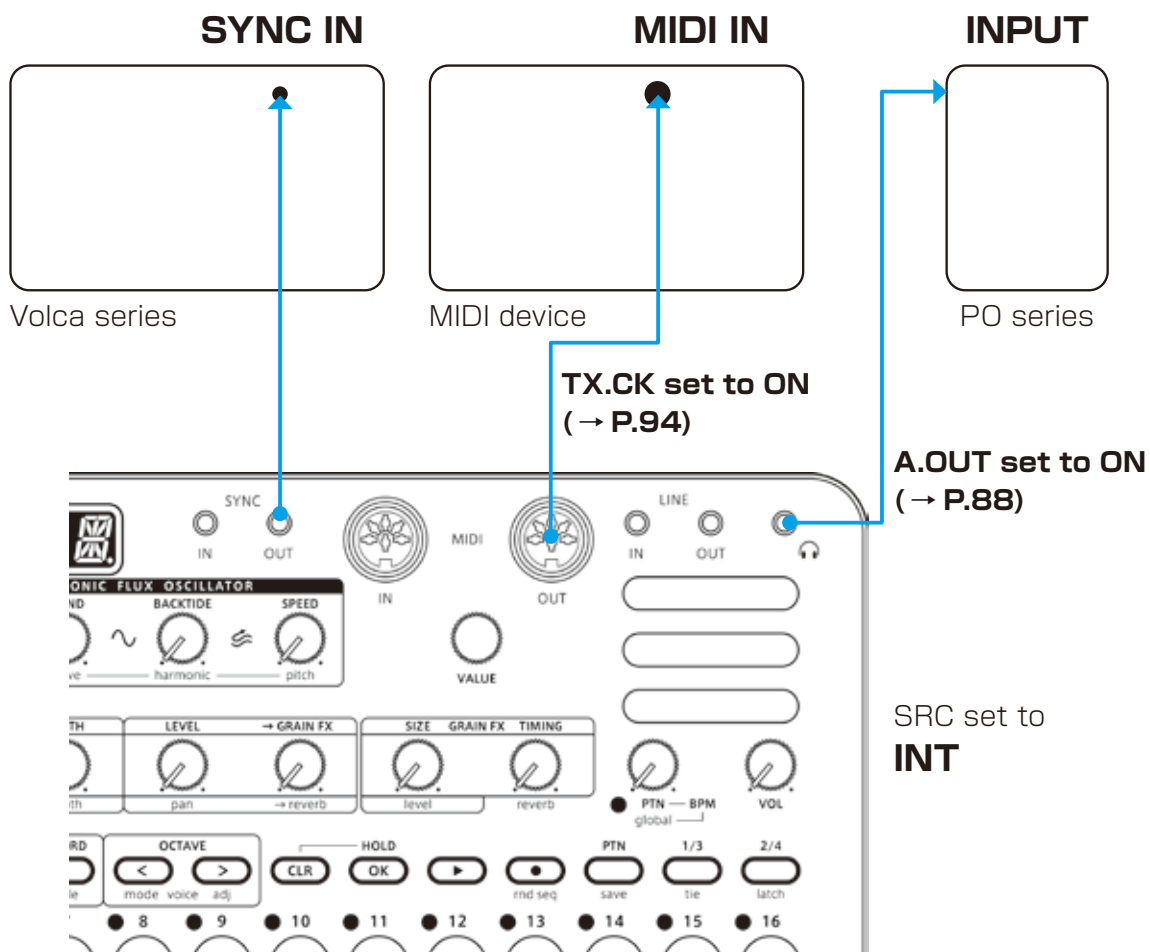

VALUE

Polarity - Sync Out	
FALL	Synchronize with falling of sync signal
RISE	Synchronize with rising of sync signal



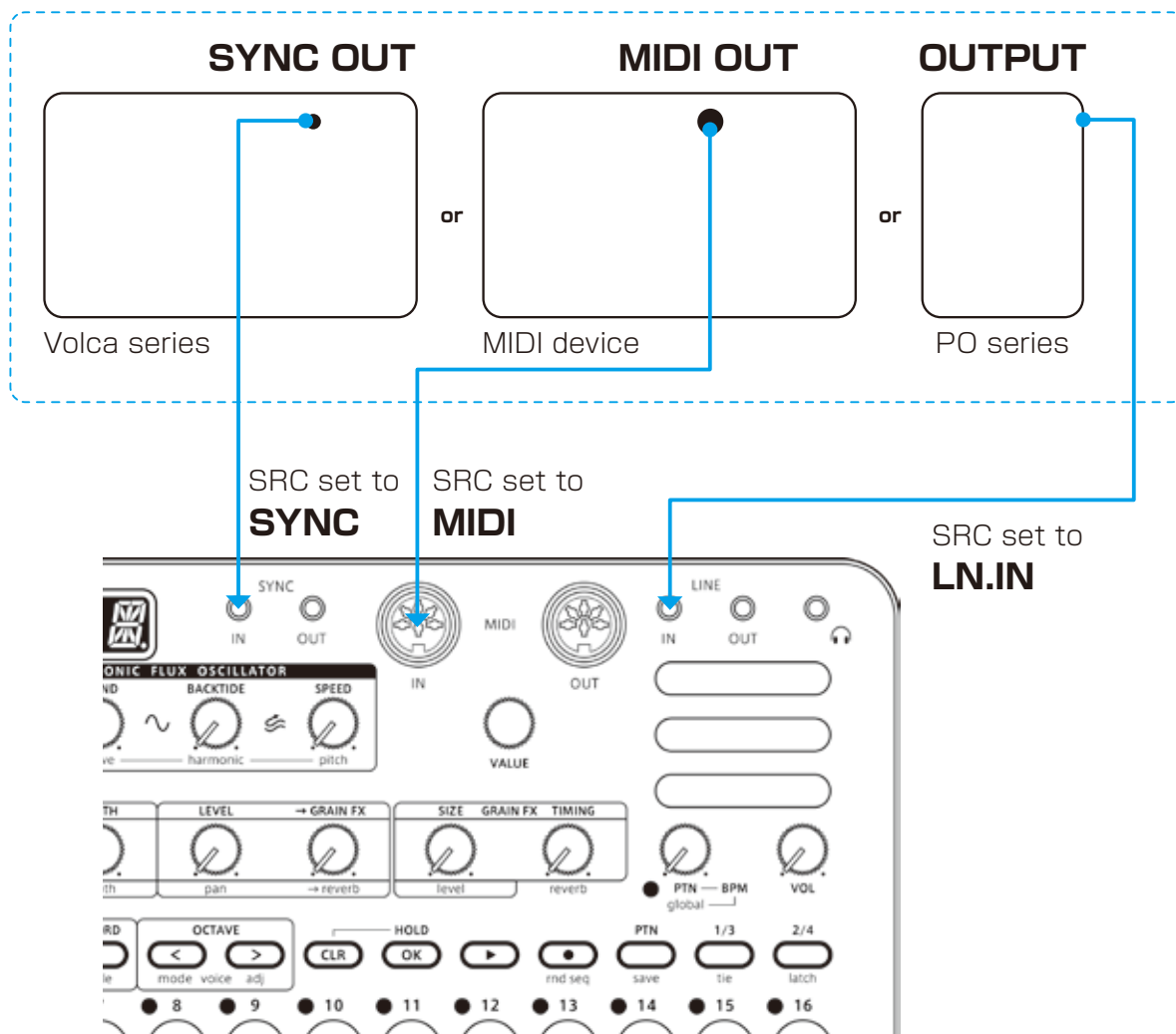
• See (→ P.94) for details about setting MIDI clock.

LIVEN Evoke as clock master

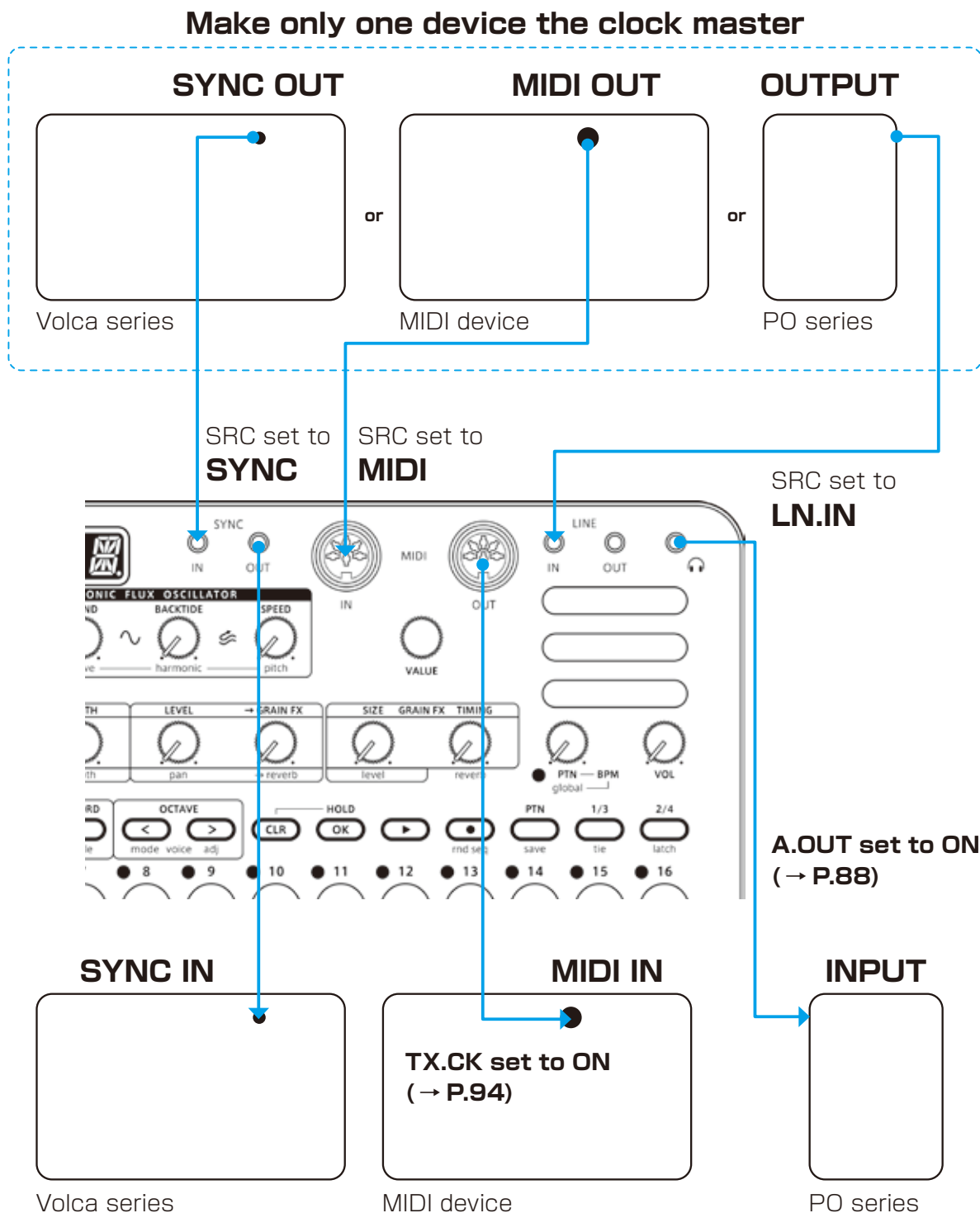


External device as clock master

Make only one device the clock master



Bridging clock signals to a different connector from an external device acting as the clock master



Using the bridging function, it is possible to synchronize devices with different connectors. For example, a Pocket Operator acting as a clock master can be used to synchronize a Volca or MIDI device connected to the LIVEN Evoke.

MIDI

Setting channels for transmitting and receiving MIDI

- 1 Press **func** + **MIDI CH**, and select the Track for which you want to set the MIDI channel.

T 1.CH

- 2 Turn **VALUE** to set the channel.

T 4.CH


VALUE

MIDI Channel - Track

OFF, CH.01 - CH.16

Setting the MIDI channel for Pattern parameters

- 1 Press **func** + **MIDI CH** and select PT.CH.

P T.CH

- 2 Turn **VALUE** to set the channel.


VALUE

MIDI Channel - Pattern

OFF, CH.01 - CH.16

Setting the MIDI channel for accessing the selected Track (automatic channel)

- 1 Press **func** + **MIDI CH** and select AT.CH.

A T.CH

- 2 Turn **VALUE** to set the channel.


VALUE

MIDI Channel - Auto

OFF, CH.01 - CH.16

MIDI

Setting the MIDI channel used to output keyboard playing

- 1 Press **func** +  MIDI CH and select O.CH.

O.CH

- 2 Turn  VALUE to set it.


VALUE

MIDI Channel - Out

TRCK (Track), AUTO

Turning control change transmission on/off

- 1 Press **func** +  MIDI and select TX.CC.

TX.CC

- 2 Turn  VALUE to set it to on/off.


VALUE

Control Change

ON, OFF



- Control change reception is always enabled.

Turning MIDI clock output on/off

- 1 Press **func** +  MIDI and select TX.CK.

TX.CK

- 2 Turn  VALUE to set it to on/off.


VALUE

MIDI Clock

ON, OFF

MIDI

Setting MIDI OUT

1 Press **func** + **MIDI** and select M.OUT.

M.OUT

2 Turn **VALUE** to set MIDI OUT.


VALUE

MIDI OUT
OUT, THRU

Setting MIDI command transmitting and receiving

1 Press **func** + **MIDI** and select M.CMD.

M.CMD

2 Turn **VALUE** to set MIDI command transmitting and receiving.


VALUE

MIDI Commands	
OFF	Neither transmit nor receive
Rx	Only receive
Tx	Only transmit
Rx,Tx	Transmit and receive

Turning active sensing transmission on/off

1 Press **func** + **MIDI** and select TX.AS.

TX.AS

2 Turn **VALUE** to set it to on/off.


VALUE

Active Sensing - Transmit
ON, OFF

MIDI

Turning on/off active sensing reception

- 1 Press **func** + **MIDI** and select RX.AS.

RX.AS

- 2 Turn  VALUE to set it to on/off.


VALUE

Active Sensing - Receive

ON, OFF

Setting the channel for transmitting and receiving program changes

- 1 Press **func** + **MIDI** and select PC.CH.

PC.CH

- 2 Turn  VALUE to set the program change channel.


VALUE

Program Change - Channel

AUTO, CH.01 - CH.16

Turning on/off program change transmission

- 1 Press **func** + **MIDI** and select TX.PC.

TX.PC

- 2 Turn  VALUE to set it to on/off.


VALUE

Program Change - Transmit

ON, OFF

MIDI

Turning on/off program change reception

1 Press  +  and select RX.PC.



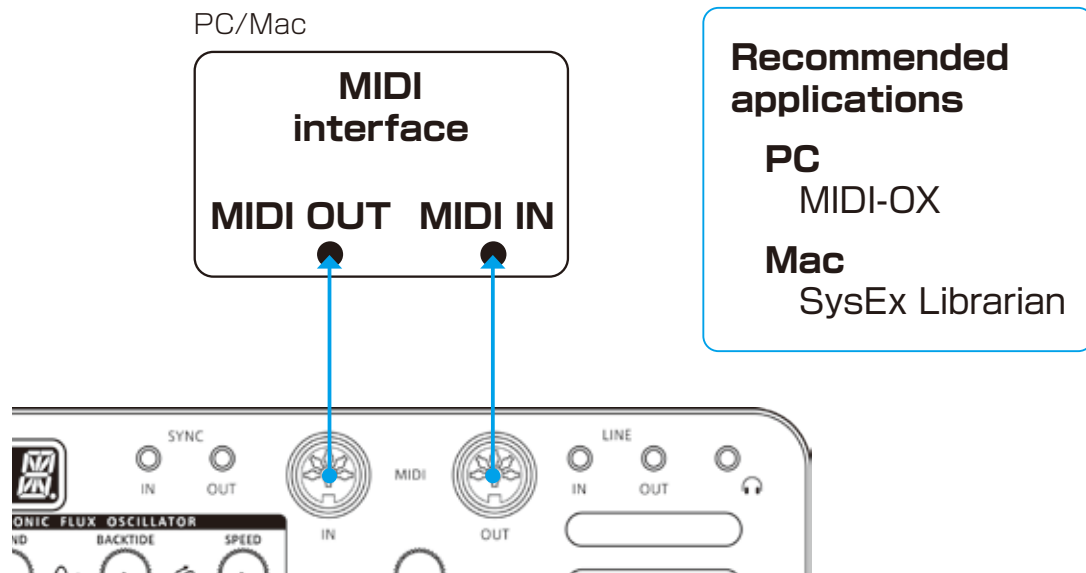
2 Turn  VALUE to set it to on/off.


VALUE

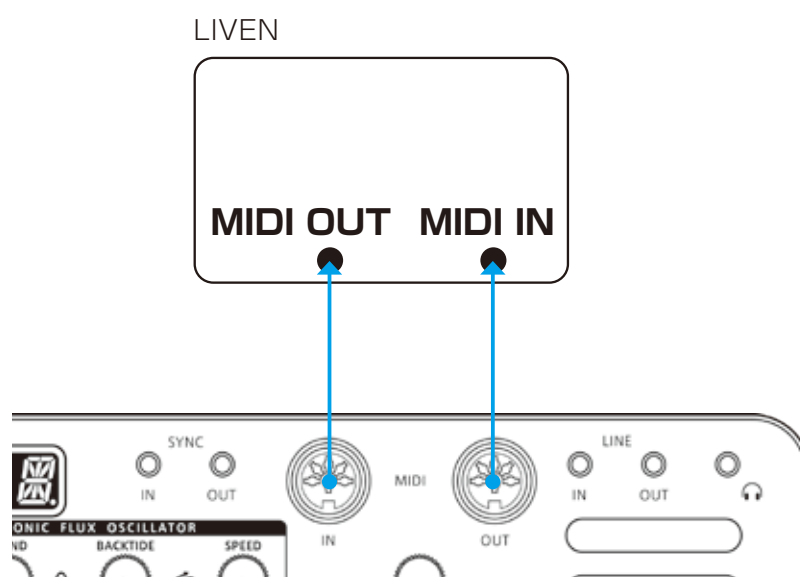
Program Change - Receive
ON, OFF

Exporting/importing user data

Connecting - Exporting/importing to/from a PC/Mac



Connecting - Exporting/importing to/from another LIVEN



Exporting/Importing user data

Exporting a single Pattern

1 Select the Pattern you want to export. (→ P.15)

2 Press **func** + **PTN** and select PT.EX.



3 Set your PC to receive MIDI data.

4 Press **OK**.



• Press **CLR** to cancel.

Importing a single Pattern

1 Put the unit into regular mode, and start transmitting data from the transmitting device.



• The received Pattern will not be saved automatically. Save the Pattern as necessary. (→ P.82)

Exporting/Importing user data

Backing up all user data at once

1 Press **4** + the **POWER** switch to turn on the LIVEN Evoke.

2 Turn  VALUE to select EXPT.

EXPT

3 Press **OK** .

DONE



- The step LEDs show the progress. (They light from **1** in order. Transmission is complete when **1** - **16** have all lit.)
 - Press **CLR** to cancel.
 - The size of the backup data is 2,579,550 bytes.
 - If the size of the data is different, the backup might have failed. If this occurs, before step 3 , while pressing **func** , turn  VALUE to increase the transmission interval. (The default value is 0.)
-

Exporting/Importing user data

Restoring (importing) user data

1 Press  + the **POWER** switch to turn on the LIVEN Evoke.

2 Turn  VALUE to select IMPT.



3 Press . This makes the unit ready to receive data.
Start exporting from the sending device.

4 When SAVE appears on the display after receiving completes, press  to restore (load) the received data.



- The step LEDs show the progress. (They light from  in order. Transmission is complete when  -  have all lit.)
 - Press  to cancel.
-

System settings

Setting the battery type

- 1 Press **func** + **SYSTEM** seven times, then select BATT.

BATT

- 2 Turn **VALUE** to select the battery type.


VALUE

Battery	
ALKL	Alkaline dry cell
NIMH	Nickel-metal hydride rechargeable
LTHM	Lithium dry cell



- Please set this correctly because it effects operation time.
- The remaining charge shown could be higher than the actual amount depending on the type of rechargeable battery.

Setting the automatic power down function

- 1 Press **func** + **SYSTEM** eight times, then select A.PWR.

A.PWR

- 2 Turn **VALUE** to select the automatic power down time.


VALUE

Automatic power down time	
OFF	Automatic power down is disabled.
0.5H	Power will turn off automatically after 30 minutes without operation.
1H	Power will turn off automatically after 1 hour without operation.
3H	Power will turn off automatically after 3 hours without operation.
6H	Power will turn off automatically after 6 hours without operation.

System settings

Changing mute mode

- 1 Press **func** + **SYSTEM** three times, then select MT.MD.



- 2 Turn **VALUE** to change mute mode.



Mute Mode	
5ND	Mute all sound of muted Track.
5EQ	Mute only notes from sequencer. Tracks can still be played by keyboard or external MIDI controllers. Also parameter locking will still be active.

Setting the master tuning

- 1 Press **func** + **TUNE** once, then select TUNE.



- 2 Turn **VALUE** to set the master tuning.



Master Tune
-75 - 0 - +75 (cents) 410 - 440 - 470 (Hz)



- When the Tune Mode (→ P.104) is set to HZ, you can change the value in 0.1 increments by holding down **shift** and turning **VALUE**.
- When a certain temperament is set for a pattern, the Master Tune is disabled. (→ P.104)

System settings

Changing the tune mode

1 Press **func** +  TUNE twice, then select TN.MD.



2 Turn  VALUE to change the tune mode.

Tune Mode		
CENT	CENT mode	When changing the master tune, it can be set within a range of ± 75 Cents.
HZ	Hz mode	When changing the master tune, it can be set within a range of 410 - 470Hz.

Changing the range of pitch bend

1 Press **func** +  TUNE three times, then select PB.RG.



2 Turn  VALUE to set the range of pitch bend.


VALUE

Pitch Bend Range
0 - 24

Setting the headphone gain

1 Press **func** +  GAIN.

Headphone Gain	
LOUD	Louder output
NORM	Factory default
SOFT	Quieter output

System settings

Setting knob movement behavior

- 1 Press **func** + **latch** to set whether or not latching is used for knob operation.

Latch			
 latch	OFF	Jump	When a knob is moved, the parameter changes immediately.
 latch	ON	Latch	The knob does not affect the parameter value until its position reaches the value saved in the Pattern, after which the knob will change the parameter.



- When set to Latch, the dots on the display will be animated to show how much the knob position and parameter value differs to the left or right.
The dots will appear to flow to the left when the parameter value is lower than the knob position and to the right when the value is higher than the position. The flow will be faster for higher values.

System settings

Restoring to factory default settings (factory reset)

- 1 Press and hold **3** + **POWER switch** to turn on the LIVEN Evoke.



- 2 Press **OK**.
The step LEDs will show the progress.
When finished, OK will appear on the display.



• Press **CLR** to cancel.

Checking the system versions

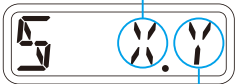
- 1 Press and hold **2** + **POWER switch** to turn on the LIVEN Evoke.



- 2 Press **PTN**, **1/3** and **2/4** to check the versions.

Firmware Versions		
PTN	P 1.1	Preset version
1/3	S 1.1	System version
2/4	B 1.1	Boot version

Major version



Minor version



• Press the same **PTN**, **1/3** or **2/4** again to show the build number.

System settings

Updating the firmware

- 1 Press and hold **shift** + **the POWER switch** to turn on the LIVEN Evoke.



- 2 Transmit the firmware (Sys Ex data) from a PC/Mac.



- The step LEDs show the progress of data transmission. (They light from ① in order. Transmission is complete when ① - ⑯ have all lit.)

- 3 After transmission completes, press **OK** to execute the update.



- If the update occurred properly, OK will be shown. (If a problem occurred, an error code will be shown.)

- 4 Restart the unit.



- Use new batteries or an AC adapter.
- Never interrupt the power during a firmware update.
- Press **CLR** to cancel the update and start up normally.

System settings

Error codes

<i>ER.10</i>	System error
<i>ER.11</i>	Low battery
<i>ER.20</i>	Data receiving error
<i>ER.21</i>	Invalid data
<i>ER.22</i>	No need to update (Boot)
<i>ER.30</i>	Update Failed

Appendix

Chord set list

Chord set									
No	Set name		C	D	E	F	G	A	B
1	DIAT	Chord name	Cmaj7	Dm7	Em7	Fmaj7	G7	Am7	Bm7b5
		Components	B4	C5	D5	E5	F5	G5	A5
			G4	A4	B4	C5	D5	E5	F5
			E4	F4	G4	A4	B4	C5	D5
			C4	D4	E4	F4	G4	A4	B4
2	VAR.1	Chord name	C	Dm	Em	Fmaj7	Am/G	Am	Bm6
		Components	G4	A4	B4	C5	C5	C5	D5
			E4	F4	G4	A4	A4	A4	B4
			C4	D4	E4	E4	E4	E4	G4
			C3	D3	E3	F3	G3	A3	B3
3	VAR.2	Chord name	C	Dm	Em	Fmaj7	Am/G	Am	Bm
		Components	C5	D5	E5	E5	E5	E5	F#5
			G4	A4	B4	C5	C5	C5	D5
			E4	F4	G4	A4	A4	A4	B4
			C3	D3	E3	F3	G3	A3	B3
4	VAR.3	Chord name	C	Dm	Em	C	G	Am	Bm
		Components	E4	F4	G4	A4	B4	C5	D5
			C4	D4	E4	F4	G4	A4	B4
			G3	A3	B3	C4	D4	E4	F#4
			C3	D3	E3	F3	G3	A3	B3
5	AMB.1	Chord name	Cadd11 (no5)	Dm	Fmaj7 (no3)/E	Fsus4	Am7 (no5)/G	Am	Bmadd11 (no5)
		Components	C4	D4	E4	F4	G4	A4	B4
			F3	A3	C4	C4	C4	E4	E4
			E3	F3	F3	A#3	A3	C4	D4
			C3	D3	E3	F3	G3	A3	B3
6	AMB.2	Chord name	Cmaj7 sus4	D7(13) no3	E7(no3)	G7(no3) /F	Csus4 /G	Dsus4 /A	Bm7 (no5)
		Components	C4	D4	E4	D5	G4	A4	B4
			B3	C4	D4	G4	F4	G4	A4
			F3	B3	B3	D4	C4	D4	D4
			C3	D3	E3	F3	G3	A3	B3

Appendix

Chord set									
No	Set name		C	D	E	F	G	A	B
7	AMB.3	Chord name	Cadd9 (no5)	D7(13) no3	Cmaj7	Fmaj7 (no3)	Gsus4	Asus4	Em/B
		Components	E4	D4	C5	F4	G4	A4	B4
			D4	C4	B4	E4	D4	E4	G4
			D3	B3	E4	C4	C4	D4	E4
			C3	D3	C4	F3	G3	A3	B3
8	SUS2	Chord name	Cmaj7 sus2	D7sus2	Em7	Fmaj7 sus2	G7sus2	A7sus2	Csus4 /B
		Components	B4	C5	D5	E5	F5	G5	G5
			G4	A4	B4	C5	D5	E5	F5
			D4	E4	G4	G4	A4	B4	C5
			C3	D3	E3	F3	G3	A3	B3

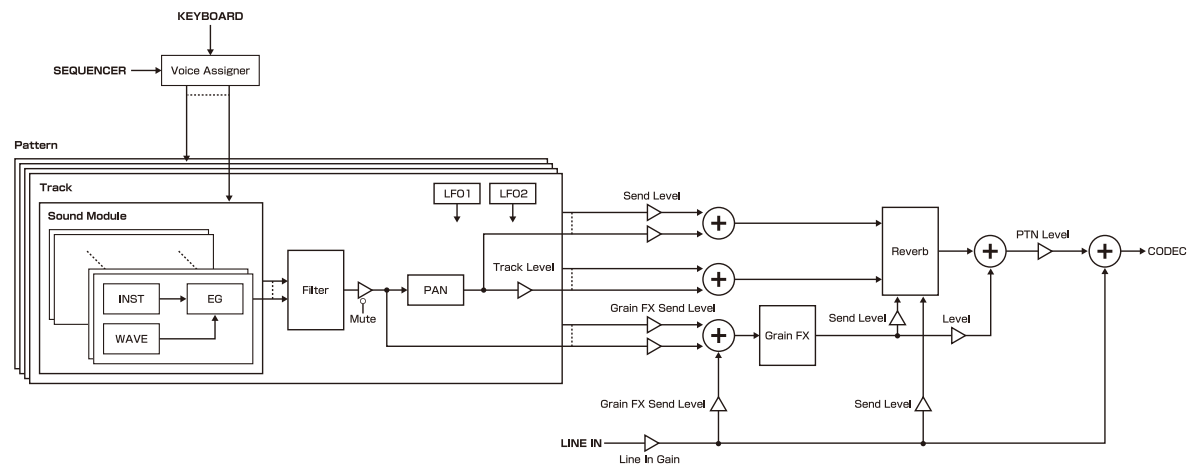
Chord pad set									
No	Set name		C	D	E	F	G	A	B
9	P1.Am	Chord name	C6	F/C	G7/E	Em(no5)	E7(no3)	F/E	Am
		Components	A5	A5	G5	G5	E5	C5	A5
			G5	F5	F5	E5	D5	F5	E5
			A4	A4	G4	G4	B4	C5	C5
			C4	C4	E4	E4	E4	E4	A4
10	P2.Am	Chord name	Dadd9	Am/E	C/E	G/D	Dm	C6	C
		Components	A4	A5	C5	G5	A4	G5	G5
			E4	C5	G4	B4	F4	A4	E5
			A3	A4	C4	G4	A3	G4	G4
			D3	E3	E3	D3	D3	C4	C4
11	P3.Am	Chord name	Dm/F	Dm/F	F (no5) /A	Dm/A	D5/A	Asus4 /E	Dm (no5) /F
		Components	D5	A5	A5	F5	D5	E5	D5
			A4	D5	F5	D5	A5	D5	F5
			D4	A4	A4	F4	D5	A4	D5
			F3	F3	A3	A3	A3	E4	F4

Appendix

Chord pad set									
No	Set name		C	D	E	F	G	A	B
12	P4.Am	Chord name	Cmaj7sus4	A9	Am/E	G	Fmaj7(#11)	D9	Bm7(no5)
		Components	C5	G5	E5	B5	F5	C5	D5
			B4	B4	C5	D5	E5	E5	A5
			F4	G4	A4	B4	B4	C5	D5
			C4	A3	E4	G3	F4	D4	B3
13	P5.CM	Chord name	F/C	Dm(no3)/C	Dm7(no5)	F	C6	D(no3)/C	Gsus4/D
		Components	C5	F5	D5	F5	A5	A5	D5
			A4	D5	C5	C5	G5	D5	C5
			F4	F4	F4	A4	E4	A4	G4
			C4	C4	D4	F4	C4	C4	D4
14	P6.CM	Chord name	C/E	F	Csus4	Em/D	C/E	Am/C	Am7(no5)
		Components	E5	F5	C5	G5	E5	C5	A5
			C5	C5	G4	E5	C5	A4	G5
			G4	A4	F4	G4	G4	E4	C5
			E4	F4	C4	D4	E4	C4	A4
15	P7.CM	Chord name	Am7(no5)	Em	Am7/G	C/E	Gadd9	Dm/F	Cadd9
		Components	A4	E5	G5	E5	D5	F5	G5
			G4	B4	C5	C5	A4	D5	D5
			C4	G4	A4	G4	D4	A4	G4
			A3	E4	G4	E4	G3	F4	C4
16	P8.CM	Chord name	C	D7sus4/A	Em7(#5)	Gsus4/D	Cadd11/G	E7(b9)	Dm6/F
		Components	C5	C5	D5	D5	F5	E5	B5
			G4	G4	C5	C5	E5	D5	D5
			E4	D4	G4	G4	C5	F4	A4
			C4	A3	E4	D4	G4	E4	F4

Appendix

Figure1. Sound architecture



Specifications

Synthesizer	[Synthesizer] New synth-engine, "Acoustronic Flux Oscillator" , featuring Backtide modulation · 34 Instruments · 22 Waves for Sub-Oscillator (incl. White Noise Generators with low-pass filter and high-pass filter) <Voice modes> · Polyphonic mode · Mono mode (adjustable glide time) · Legato mode (adjustable glide time) · Arpeggiator modes (Up, Down, UpDown, DownUp, Up&Down, Down&Up, Random, Up+1oct, Up+2oct, Down-1oct, Down-2oct, Play Order) 4-track construction, each with its own amp envelope, filter, and two LFOs <Envelope generator> · Attack · Release <Filter> · Low Pass Filter · High Pass Filter · Band Pass Filter <LFO> · 2 LFOs assignable to various parameters (individually adjustable) · Adjustable LFO shapes and trigger count · Maximum polyphony: 11 voices · Master Tune: 410-470 Hz (adjustable in 0.1 Hz or cent increments) · Note Hold function · One-Finger Chord mode (16 chord styles)
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Specifications

Effects	[Granular Effect] "Grain FX" for musical granular effect (up to 12 grains) • 16 preset patches (all user-replaceable) • Size, Timing, and Level are controllable via knobs • Grain: Feedback, Direction, Shape, Buffer size (8th note - 1 bar, supports triplets and 3/4) • Pitch: Range (± 2 octaves), Alignment (Octave, 5th, Chromatic and other scales) • Random: Spray, Diffusion, Jitter • Filter Modulation: Frequency, Rate, Depth, Filter type • Can be routed to reverb for diverse spatial effect combinations [Reverb] 10 types of dense, multi-dimensional reverb • Small.L • Small.M • Small.H • Mid.L • Mid.M • Mid.H • Large.L • Large.M • Large.H • Mirage Both Grain FX and Reverb can also be applied to external stereo sources via LINE IN.
Sequencer	[Sequencer] • 4 tracks • 128 patterns (incl. 16 preset patterns) • Up to 64 steps per pattern • Step length can be set from 1/1 to 1/32 • Real-time recording • Notes can be entered per step, even during playback • Enter longer notes (Tied notes) • Metronome and pre-count function • Step copy and paste function • Track copy and paste function (incl. sound settings) • Duplicate to extend a sequence • Transpose function • Pattern BPM and Global BPM settings are available • Pattern chain function (Loop playback possible) • Track level and pan can be set independently • Parameter Lock automatically applies per step during recording • Note playback probability can be set from 25 to 100% for each step • Random function to play back steps in random order
MIDI	[MIDI] • Notes, control changes, clock input/output • User data import and export • Firmware update via SysEx

Specifications

Main unit	<Keyboard> 27 keys with a hold function <Knobs> • 15 physical control knobs • Optional LATCH function prevents value jumps when knob and parameter positions do not match • One physical encoder for fine adjustments • LCD indicator shows when a parameter matches the saved value or has been changed <Audio in> • LINE IN (stereo 3.5mm mini jack) • Compatible with Teenage Engineering Pocket Operator SYNC IN <Audio out> • Stereo line out (stereo 3.5mm mini jack) • Headphone out (stereo 3.5mm mini jack) • Compatible with Teenage Engineering Pocket Operator SYNC OUT • Built-in speaker <Interfaces> • MIDI IN connector (5-pin DIN type) • MIDI OUT connector (5-pin DIN type) • SYNC IN jack (mono 3.5mm mini jack) • SYNC OUT jack (mono 3.5mm mini jack) < Size > 297mm (W) x 176mm (D) x 48mm (H) 11.7 in (W) x 6.92 in (D) x 1.89 in (H) < Weight > 790g 1.74lb. <Power supply> • 9V DC output AC adapter Current: 1A or higher; Plug type: EIAJ-3 standard; Inner diameter: 1.7mm; Outer diameter: 4.75mm; Center-positive polarity • Compatible with power supplies designed for the Korg Volca. • 6 AA batteries (Battery life - Alkaline: approx. 6 hours, Lithium: approx. 10 hours) *AC adapter and batteries are not included.
Accessories	• Warranty