

deconstruct |||||

MINIMAL

User's Manual
Rev.2

FCC regulation warning (for USA)

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

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

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To ensure safe use and prevent accidents, please read the following precautions carefully.

<Warning> Indicates a risk of death or serious injury to the user if these instructions are not followed.

- Using the AC Adapter
Do not use the device in a way that exceeds the rating of the outlet or wiring equipment.

Unplug the AC adapter from the outlet during lightning storms or when the unit will not be used for an extended period.

• Using Batteries

Use commercially available 1.5V AA batteries.

Carefully read the precautions for the batteries you are using.

Insert the batteries with the correct polarity (+ / -).

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

Remove the batteries if the unit will not be used for an extended period.

If battery leakage occurs, thoroughly wipe any liquid from the battery compartment and terminals.

- Do not open the case, disassemble, or modify the unit.
- Do not drop the unit or subject it to strong impact or excessive force.
- Do not spill or allow liquids to enter the unit.
- Prevent foreign objects from entering the case.
- Do not use at high volume levels, as excessively loud sound may cause hearing damage.
- When transporting the unit, use the original packaging and cushioning materials.
- Do not cover the unit with cloth, plastic, or similar materials while it is powered on.
- Ensure that the power cable is not stepped on or subjected to pressure.
- Do not use the unit in the following environments, as this may cause malfunction:
 - In direct sunlight, in environments exceeding 40° C, or near heat sources such as stoves
 - In extremely low or high temperature environments
 - In areas with high humidity or where the unit may be exposed to water
 - In areas with excessive vibration, dust, or sand
- If a malfunction or abnormality occurs, immediately turn off the power and stop using the unit.

<Caution>

Indicates a risk of personal injury or property damage if these instructions are not followed.

- When connecting cables or operating the power of the unit, reduce the input levels of all connected devices to minimum or turn their power off.
- Cleaning
 - If the screen or case becomes dirty, wipe it gently with a soft, dry cloth.
 - Do not use chemicals (including alcohol, benzine, thinner, or cleansers).
 - If the dirt cannot be removed, slightly dampen a cloth with water, wring it well, and wipe the surface.
 - Do not turn on the power until the product is completely dry.

Introduction

Thank you for purchasing the SONICWARE deconstruct MINIMAL. The deconstruct series is a new lineup that enables deeper musical expression by analyzing, deconstructing, and reconstructing the structure of music.

deconstruct MINIMAL is a powerful groovebox featuring 11 tracks, consisting of a drum machine with a built-in sampler and a bass synthesizer powered by an analog modeling engine.

It not only captures the sound of legendary drum machines and bass synthesizers, but also recreates their groove by analyzing the swing of their sequencers and the unique, spontaneous characteristics of sound generation found in the original hardware.

Key Features of deconstruct MINIMAL

- **Legendary Groove DNA**

Hypnotic minimal grooves generated based on the unique rhythm and pitch fluctuations of classic drum machines

- **9-Track Drum Machine for Precise Groove Control**

Intuitive groove editing — freely control sub-steps, accents, random velocity, swing, and phrase rotation on a per-track basis

- **Sampler Expanding the Sonic Range**

Equipped with a 4-track sampler (including a dedicated 4-bar loop track) — go beyond traditional drum sounds with textures and phrases

- **Distinctive Bass Synth**

A versatile bass synthesizer capable of shaping sounds from acid bass to driving techno leads

- **Effects for Dynamic Live Performance**

Real-time effects that dynamically shape grooves and enhance the energy of live performances

Introduction

Play On The Go : Portable, Built-in Speaker, Battery-Powered

Battery-powered with a built-in speaker, allowing you to create and perform anywhere.

Sync with Any Device

Supports clock synchronization with devices equipped with MIDI or SYNC connections.

It is also possible to bridge clock sync signals between different types of connector, such as generating a MIDI clock from an incoming SYNC clock signal.

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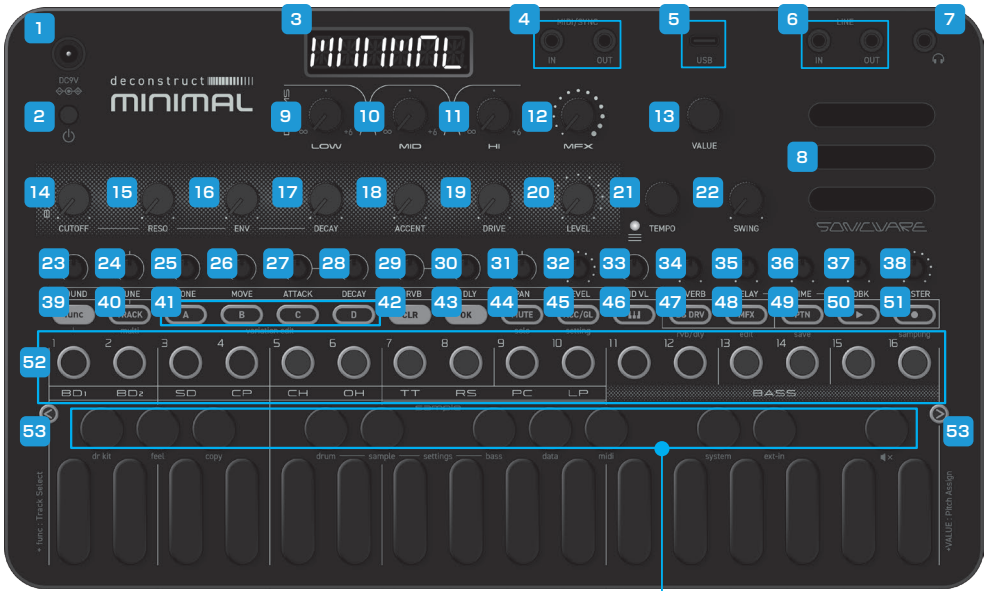
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Names of parts



dr kit key	Feel key	copy key	drum setting key	sample setting key
bass setting key	data key	midi key	system key	ext-in key
Speaker 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/MIDI Input/Output SYNC and MIDI signal input and output
5: USB Connect to PC/Mac	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: ISOLATOR LOW knob	10: ISOLATOR MID knob	11: ISOLATOR HI knob	12: MASTER FX knob
13: VALUE knob			

BASS			
14: CUTOFF knob	15: RESO knob	16: ENV knob	17: DECAY knob
18: ACCENT knob	19: DRIVE knob	20: LEVEL knob	

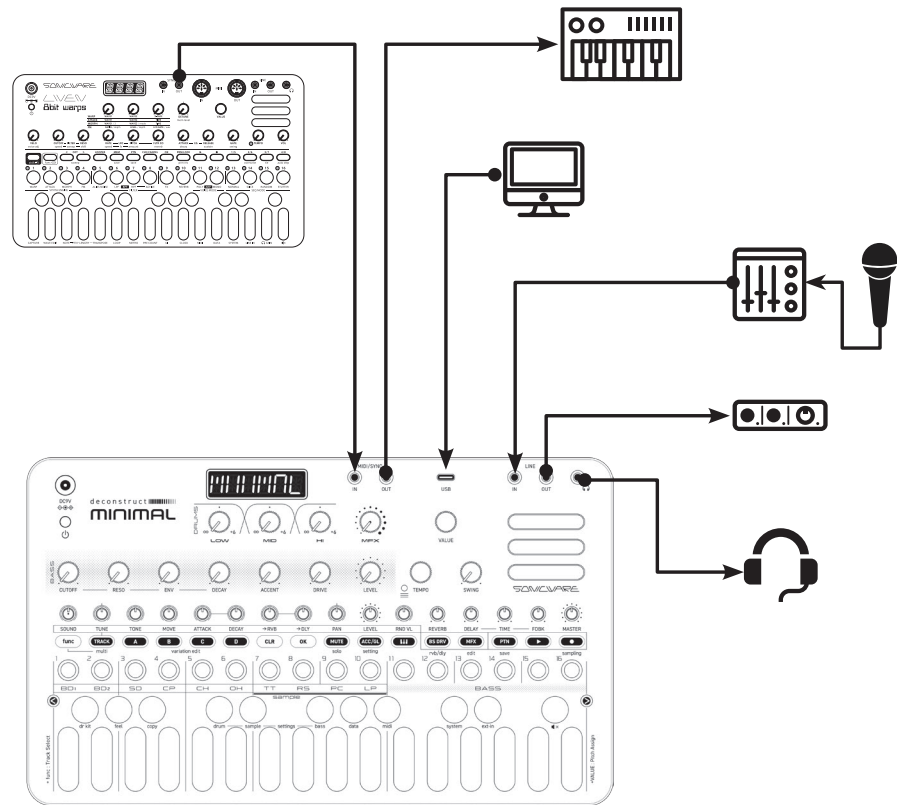
21: TEMPO/MENU knob	22: SWING knob		
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TRACK SOUND			
23: SOUND knob	24: TUNE knob	25: TONE knob	26: TRANS knob
27: ATTACK knob	28: DECAY knob	29: PAN knob	30: →RVB knob
31: →DLY knob	32: LEVEL knob	33: RND VL knob	

SEND EFFECT			
34: REVERB knob	35: DELAY knob	36: TIME knob	37: F.BACK knob

38: MASTER VOL knob	39: Function button	40: TRACK button	41: Variation A-D button
42: CLR button	43: OK button	44: MUTE = solo button	45: ACC/GL = setting button
46: KEYBOARD button	47: BS DRV = rvb/dly button	48: MFX = mfx edit button	49: PTN = PTN save button
50: PLAY	51: REC = sampling button	52: STEPS Used to specify sequence step positions and to select tracks	53: OCTAVE/Select Buttons Used to change the edit variation selection and to change the keyboard octave.

Connection Example

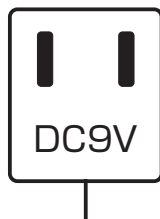


※ Use connection cables that are 3m or shorter.

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

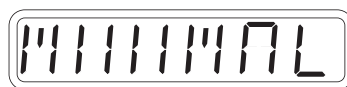
BT.LO will appear on the display if the remaining battery charge is low. Replace the batteries immediately.



When using nickel-metal hydride batteries or lithium batteries, change the battery setting. (→ P.106)

Starting up

- 1 Press and hold the POWER switch until starting the startup animation.



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.



Master 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

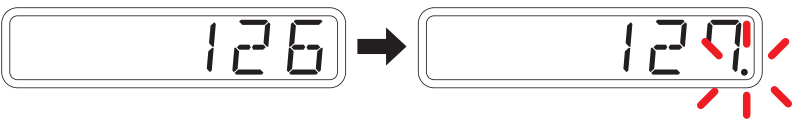
The built-in speaker can be turned off manually if you want to mute it without connecting headphones (when only using the LINE OUT, for example).



Speaker	
MUTE	Speaker off
SPK ON	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.



Basic operations

About Knob Behavior

The knob behavior of deconstruct MINIMAL varies slightly depending on the selected knob mode (→ P.103).



Scaled Behavior: The difference between the current knob position and the parameter value is calculated, and the value changes immediately within a scaled range.



Latch Behavior: The knob becomes active when its position matches the parameter value.

In latch mode, dots on the display animate to indicate how far and in which direction the knob position differs from the current parameter value.

When the parameter value is lower than the knob position, the dots light up flowing to the left. When it is higher, they light up flowing to the right. The greater the difference, the faster the movement.

Basic operations

Using the func button

Some deconstruct MINIMAL buttons have two functions.



In the above example, the sub-functions “save” and “edit” are assigned to **PTN** and **MFX**, respectively.

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 + **MFX** edit
func +  × SPK MUTE

Menu Operation

When the func menu is displayed on deconstruct MINIMAL, the TEMPO LED lights up blue.

At this time, use the  TEMPO knob to select menu items and the  VALUE knob to change settings.

You can also advance through menu items by pressing **func** + the corresponding menu buttons.

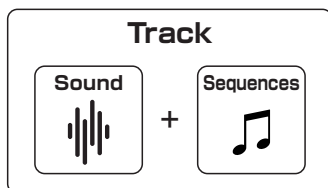
Press the **CLR** button to exit the menu.

In this manual, these operations are generally omitted when describing menu procedures.

Tracks and Patterns

Track overview

deconstruct MINIMAL is a groovebox equipped with 6 drum tracks, 4 sample tracks, and 1 bass synth track. A **track** combines **sound settings** and a **sequence track** (performance data) into a single unit. deconstruct MINIMAL features three track types—Drum, Sample, and Bass—allowing you to create sequences with different sounds for each track.

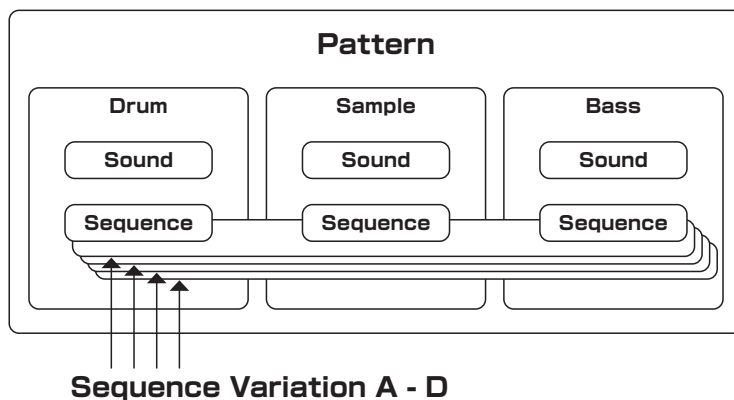


Variation overview

A Variation is sequence data of up to 16 steps that can be set for each track. By using the four variations (A–D), you can create sequences of up to 64 steps, as well as perform fill-ins and rolls.

Pattern overview

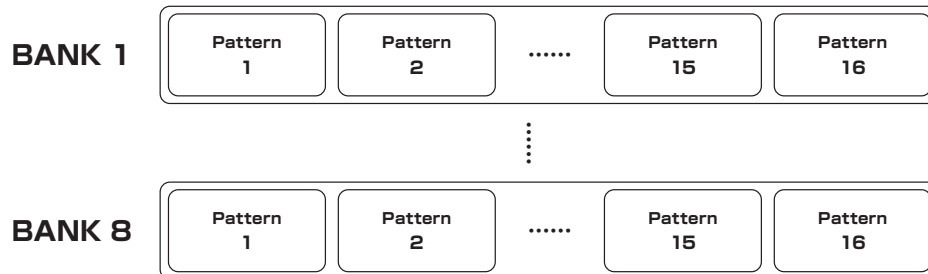
A pattern is a combination of the three types of tracks mentioned above and four variations grouped into one. The length of a single pattern ranges from 1 to 64 measures, making it the smallest unit used to construct a song.



Tracks and Patterns

Patterns and banks

Sixteen patterns are grouped together and stored in a single **bank**. deconstruct MINIMAL has eight banks, allowing a total of 128 patterns to be stored.



- BANK1 contains preset song patterns with pre-programmed sequences.

Refer to the next page and try playing.

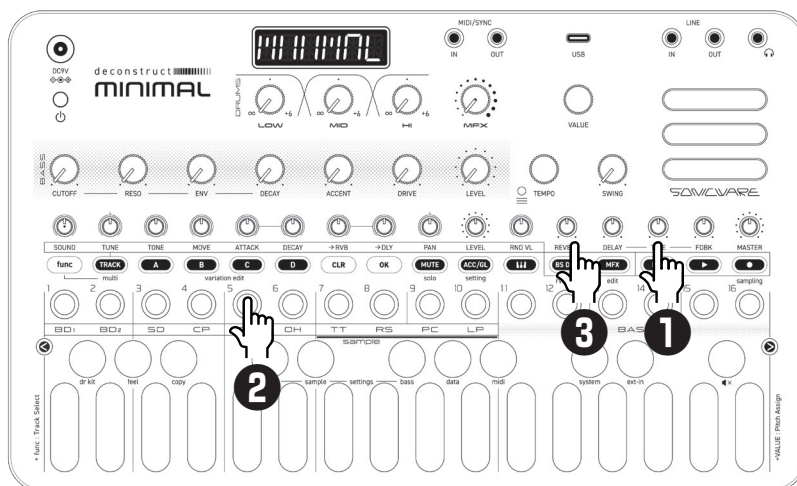
Basic Pattern Operations

Selecting Patterns

- 1 Press **PTN**.
- 2 Press **①** - **⑮**.
→ The Pattern is selected.
(STEP1=Pattern 1...
STEP16=Pattern 16)

Playing Patterns

- 3 Press **▶**.
Press again to stop.



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 current Pattern finishes.
- After pressing **PTN**, you can also select a pattern using the **VALUE** control.

Basic Pattern Operations

Reloading a Pattern

1 Press **PTN** .

2 Press **OK** .

This is useful when you want to return to the original sound, such as during a live performance.



About Tempo

deconstruct MINIMAL has two Tempo modes.

Pattern Tempo Mode

When switching patterns, the Tempo is reset using the Tempo information stored in the pattern.

Global Tempo Mode

When switching patterns, playback continues according to the current global Tempo value.

Select Global Tempo Mode if you want to maintain a constant Tempo during a jam session. Select Pattern Tempo Mode if you want to change the Tempo for each pattern.

Changing the Tempo



Tempo	
60 ~ 250	
When the Tempo is displayed on the screen, you can adjust the value in 0.1 increments by holding func and turning the  TEMPO knob.	

Setting the Tempo Mode

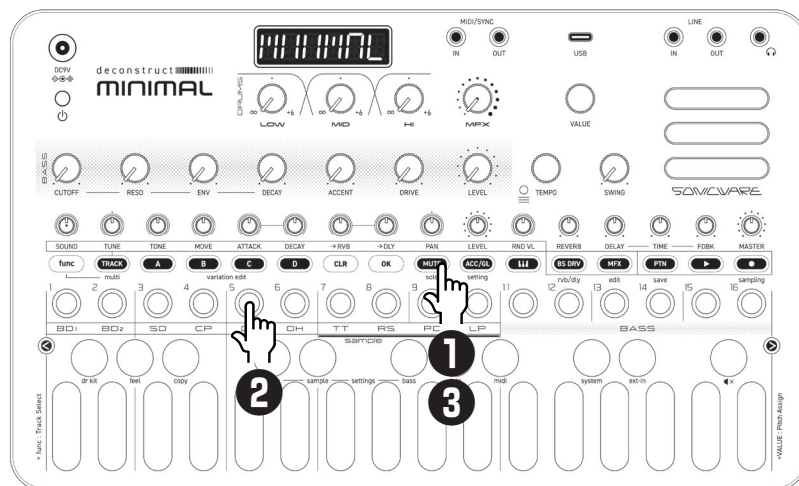
- 1 Press **func** +  SYSTEM and select TEMPO.
- 2 Turn the  VALUE control to set the behavior.

Tempo	
Tempo Mode	
<i>PTN</i>	Pattern Tempo Mode
<i>GLOBAL</i>	Global Tempo Mode

Track Operations

Muting Tracks

- 1 Press **MUTE** to enter MUTE mode.
- 2 Press the ● step of the track you want to mute to select it.
The ● step of a muted track lights up in yellow.
Press a ● step that is lit in yellow to unmute the track.
- 3 Press the lit **MUTE** button to exit MUTE mode.



- You can also directly mute/unmute selected tracks by holding **MUTE** and pressing track steps ① - ⑪ .
- Even in MUTE mode, you can select tracks by pressing **func** + track steps ① - ⑪ .
- By changing the mute mode (→ P.103) , you can play tracks even while they are muted.

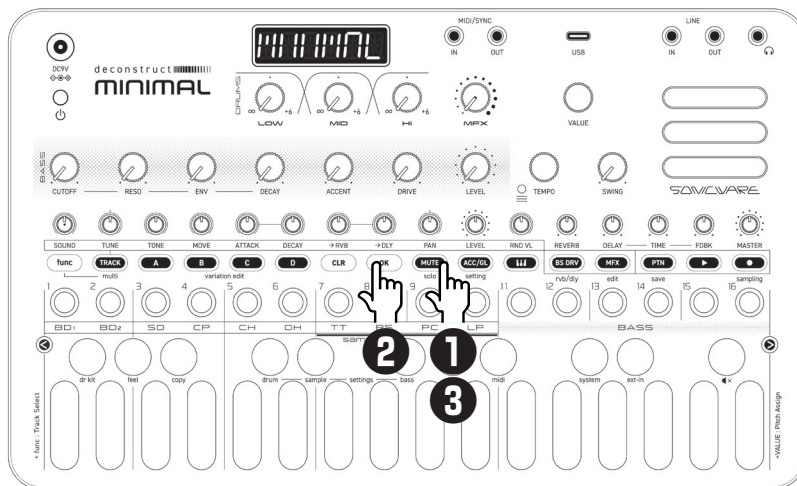
Track Operations

Global Mute

- 1 Press **MUTE** to enter MUTE mode.
- 2 While holding **OK**, press track steps ① - ⑪ to mute the desired tracks.
The muted track steps will light up in Yellow-green.

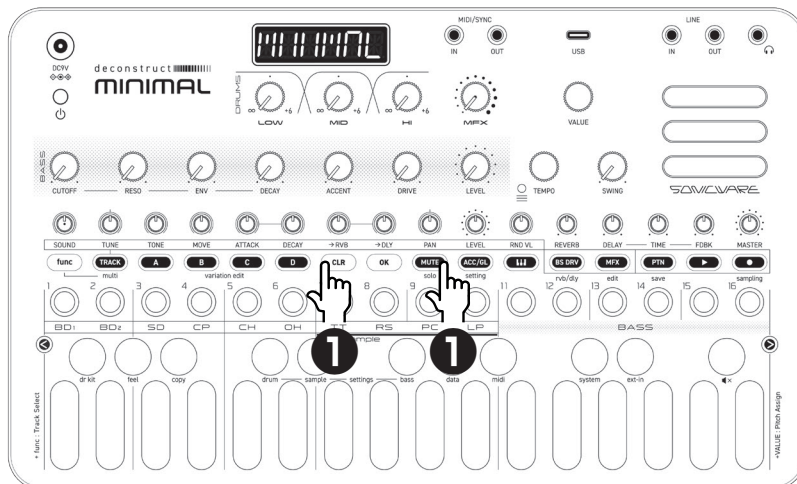
Tracks muted globally will remain muted even after switching patterns.

- 3 Press the lit **MUTE** button to exit MUTE mode.



Turning Off All Mutes at Once

- 1 Press **CLR** + **MUTE** to turn off all mutes.



Track Operations

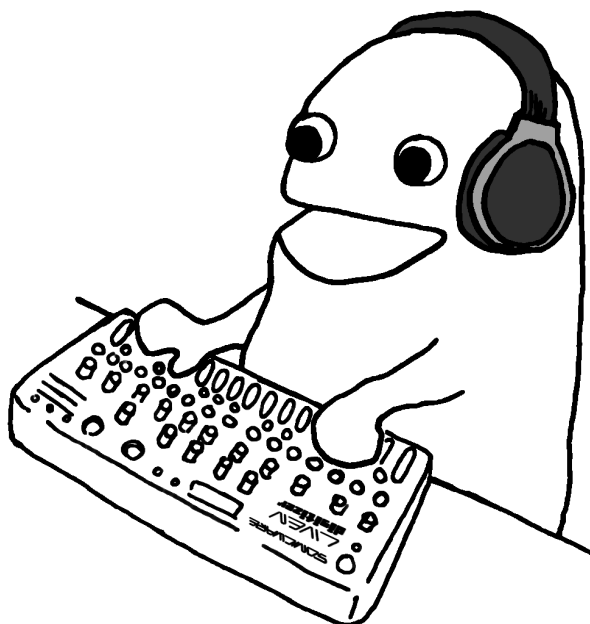
Soloing Tracks

- 1** Press **func** + **MUTE** solo to enter Solo Mode.
- 2** Press the track step you want to play to select it.
Track steps ① - ⑪ that are being played light up in red.
- 3** Press the lit **MUTE** button to exit Solo Mode.

Playing with the Keyboard

Performing

- 1 Play the keyboard.



Playing in Keyboard Mode

- 1 Press  to enter Keyboard Mode (the track color lights up).

Press  again to return to Normal Mode.

Changing the Octave Range

- 1 Press the  /  buttons.
The octave will shift down or up by one octave.

		
		± 1 OCT
		± 2 OCT
		± 3 OCT

Track Operations

Selecting a Track

There are multiple ways to select a track on the MINIMAL. Use the appropriate method depending on the situation.

Pressing a Key Pad:

Selects the track and triggers its sound simultaneously.

 →  -  **Track Step**: Enter Track Select Mode and select a track.

Press  again to exit Track Select Mode.

+ - **Track Step** / **Key Pad**:

Selects the track without triggering its sound.

+ - **Track Step while holding TRACK**:

Selects the track without triggering its sound. Multiple tracks can be selected simultaneously.

Selected Track Lighting Colors

The currently selected track is indicated by corresponding  **STEP** and  **TRACK** buttons lighting up or blinking as shown in the table below.

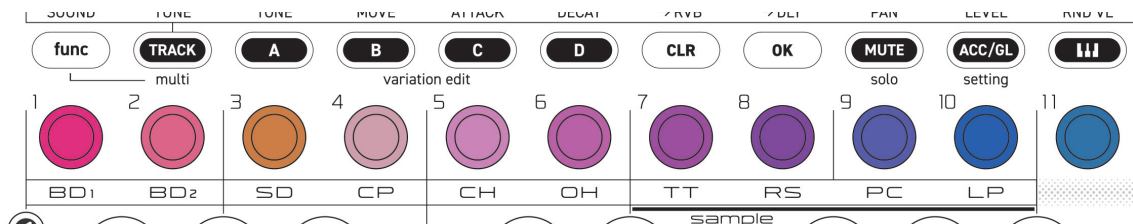
Track	Lighting color	Default sound bank
Track 1	 Orange	BD
Track 2	 Pale Orange	BD
Track3	 Beige	SD
Track 4	 Pale Beige	CP
Track 5	 Pale Pink	HH
Track 6	 Pink	HH
Track 7	 Red Violet	TT
Track 8	 Violet	ST
Track 9	 Blue Violet	P1
Track 10 (SMPL 8)	 Blue	
Track 11 (BASS)	 Pale Blue	

Track Functions

Track Select Mode

Using Track Select Mode allows you to quickly edit sounds without accidentally inputting steps.

- 1 Press **TRACK** to enter Track Select Mode (the TRACK button blinks in its track color).
Press **TRACK** again to exit the mode.



Adjusting Multiple Track Levels (Multi-Track Mode)

- 1 Press **func** + **TRACK** to enter Multi Track Mode (FUNC and TRACK light up white).
The SOUND knobs control the LEVEL of the corresponding tracks. Press **func** to exit Multi Track Mode.

SOUND	TUNE	TONE	MUVE	ATTACK	DECAY	→ RVB	→ DLY	PAN	LEVEL	RND VL
Track 1	Track 2	Track 3	Track 4	Track 5	Track 6	Track 7	Track 8	Track 9	Track 10	Track 11



- Steps cannot be edited in Multi-Track mode.
- During PTN selection or PTN chain playback(→ P.59), the step display prioritizes the PTN selection indication.

Track Selection and Basic Adjustment

Changing the Track Sound

- 1 Turn the $\ominus$ SOUND knob.

Adjusting the Track Volume

- 1 Turn $\ominus$ LEVEL.
You can adjust the volume of the selected track within a range of 0-127 ($-\infty$ to +6 dB).

Adjusting the Track Pan

- 1 Turn $\ominus$ PAN.
You can adjust the pan of the selected track within a range of L63 - C - R63.

Adjusting the Reverb Send

- 1 Turn $\ominus \rightarrow$ RVB.
You can adjust the send level to the reverb effect for the selected track within a range of 0-127.

Adjusting the Delay Send

- 1 Turn $\ominus \rightarrow$ DLY.
You can adjust the send level to the delay effect for the selected track within a range of 0-127.

Adjusting the Random Velocity Amount

- 1 Turn $\ominus$ RND VL.
You can adjust the amount of velocity randomness for the selected track within a range of 0-127.
The maximum depth of Random varies depending on the sound bank in use. ($\rightarrow$ P.61)
Randomization is applied per step.

Reverb & Delay Effects

deconstruct MINIMAL features a high-quality reverb that recreates spatial ambience.

Use $\ominus \rightarrow$ RVB and $\ominus \rightarrow$ DLY to adjust the send levels to the reverb and delay for each track.

The delay effect can also send its output to the reverb effect separately.



- You can also adjust the send level to the reverb for LINE IN/USB IN input using **func** + **ext-in**.
-

- 1 Turn $\ominus$ REVERB to adjust the reverb mix level.

$\ominus$ reverb

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

Reverb & Delay Effects

Adjusting the Delay

- 1 Turn  → DLY to adjust the send level.

 → DLY

Delay send
0 - 127
Adjusts the send level to the delay effect. At 0, no signal is sent to the delay.



- You can also adjust the send level to the delay for LINE IN/USB IN input using  + .

- 2 Turn  DELAY to adjust the delay mix level.

 DELAY

Delay mix
0 - 127
Adjusts the volume of the delay effect. At 0, the effect sound is muted.

Reverb & Delay Effects

Changing the Reverb Type

- 1 Press **func** + **BS DRV** rvb/dly.
- 2 Select the “RV.” parameter.
- 3 Turn  VALUE to change the reverb type.


VALUE

Reverb Type	
func + BS DRV rvb/dly edit	
ROOM	ROOM
HALL	HALL
PLAT	PLATE

Adjusting the Send Level from Delay to Reverb

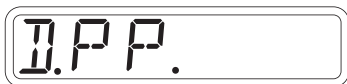
- 1 Press **func** + **BS DRV** rvb/dly, then select the “D>R.” parameter.



- 2 Turn  VALUE to adjust the amount.

Turning On Delay Ping-Pong Panning

- 1 Press **func** + **BS DRV** rvb/dly, then select the “D.PP.” parameter.



- 2 Turn  VALUE to adjust the amount.

OFF	Outputs in delay.
ON	Outputs the delay sound in ping-pong delay.

Reverb & Delay Effects

Turning On Delay Tempo Sync

- 1** Press **func** + **BS DRV** rvb/dly, then select the “D.SY.” parameter.



- 2** Turn  VALUE to adjust the amount.

Delay sync	
ON	Turns Tempo sync on.
OFF	Turns Tempo sync off.

Master Effects

deconstruct MINIMAL features five types of master effects designed for effective live performance.

Use the MFX button to turn them on/off, and the MFX knob to adjust the effect intensity.

Adjusting the Master Effects

- 1 Press **MFX** to enable the master effect.
- 2 Turn the  MFX knob to adjust the effect intensity.

Changing the Master Effect Type

- 1 Press **func** + **MFX** edit and select the “FX” parameter.
- 2 Turn  VALUE to change the master effect type.

MFX parameter			
FXtype		MFXknob	
S.FLT	Sweep Filter	Cutoff	L50-OFF-H50
PHSR	Phaser	Speed	1/16-8
DIST	Distortion	Drive	0-127
SN.LP	Snip loop	Repeat	1-128
DUCK	Ducking comp	Threshold	0-127



- The on/off state of the master effect is not saved.
- SN.LP repeats the sound that is playing when the master effect is turned on.
To stop SN.LP, turn off the master effect.
- MFX type and parameters are saved globally.

Drum Track Isolator

The drum track is equipped with a dedicated isolator.

It can be used not only for performance but also as a simple bus EQ.



Adjusting the Isolator

- 1 Turn the  LOW, MID, and HI knobs to boost or cut the drum track.

Isolator	
LOW	-50 ~ 0 ~ +50: Cuts/boosts 20-400 Hz within a range of $-\infty$ to +6 dB.
MID	-50 ~ 0 ~ +50: Cuts/boosts 400-1500 Hz within a range of $-\infty$ to +6 dB
HI	-50 ~ 0 ~ +50: Cuts/boosts 1500-20 kHz within a range of $-\infty$ to +6 dB.



- The isolator parameter values are reset to 0 at startup, and after operation, the current knob position is always used.
- The isolator parameters are not saved with patterns or in global settings.
- You can choose whether to apply the isolator to the LP track in ISO+LP settings. (→ P.71)

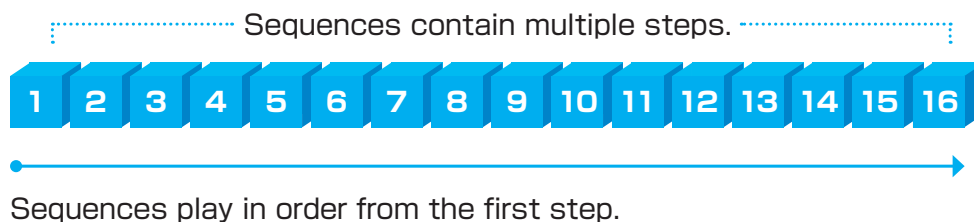
Step sequencer overview

Overview

The deconstruct MINIMAL step sequencer can play **multiple steps** in order (a sequence) with performance and parameter data



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



deconstruct MINIMAL step sequencer features

The sequencer in the deconstruct MINIMAL has the following features.

Three input methods

Direct recording

Record notes to each step with the sequencer stopped

Step Recording

Records notes step by step in sequence

Real-time recording

Record notes to steps by playing the keyboard

Keyboard 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 – Settings

Setting Step Note Length per Track

Drum Tracks

- 1 Press **func** +  drum.
- 2 Press  -  to select a track.
If no selection is made, the entire drum track will be changed collectively.
- 3 Use the  TEMPO knob to select NOTE, and use the  VALUE knob to set the note length.

Sample Tracks

- 1 Press **func** +  sample.
- 2 Press  -  to select a track.
- 3 Use the  TEMPO knob to select NOTE, and use the  VALUE knob to set the note length.

Bass Track

- 1 Press **func** +  bass.
- 2 Use the  TEMPO knob to select NOTE, and use the  VALUE knob to set the note length.


VALUE

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

Creating sequences – Settings

Setting Sequence Length per Track

Drum Tracks

- 1 Press **func** +  drum.
- 2 Press  -  to select a track.
If no selection is made, all drum tracks will be changed collectively.
- 3 Use the  TEMPO knob to select LEN, and use the  VALUE knob to set the length.

Sample Tracks

- 1 Press **func** +  sample.
- 2 Press  -  to select a track.
- 3 Use the  TEMPO knob to select LEN, and use the  VALUE knob to set the length.

Bass Track

- 1 Press **func** +  bass.
- 2 Use the  TEMPO knob to select LEN, and use the  VALUE knob to set the length.


VALUE

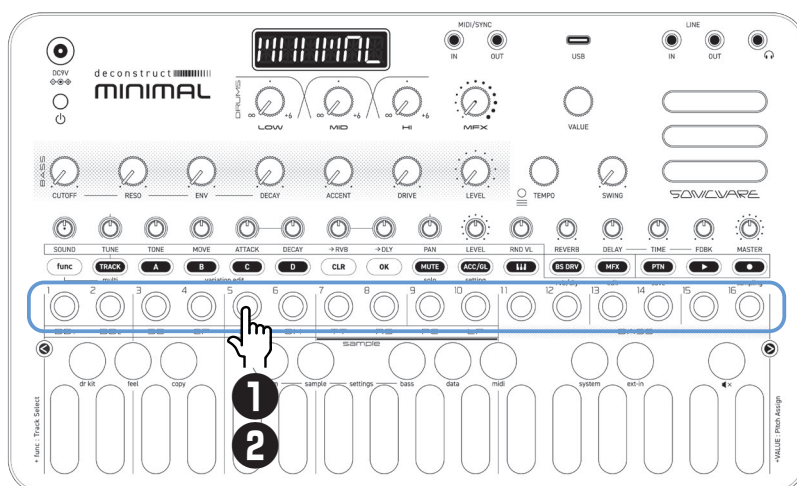
Length
1 – 16 (steps)

Creating sequences – Direct recording

Direct recording allows you to quickly create sequences regardless of whether the pattern is playing or stopped.

Basic operations

- 1 Press one of the steps ① - ⑯ where you want to input a note.
- 2 Press the same step again to remove the note from that step.
Repeat steps 1-2 to create the sequence.



Clearing steps

- 1 Press a step ① - ⑯ that already contains a note.
If sub-steps are set, they will also be cleared.
Parameter locks will be retained and not be cleared.

Creating sequences – Step recording

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** + **SYSTEM** to select AT.STEP.



- 2 Turn **VALUE** to switch Auto Step Mode on/off.

- 3 Press the **ON/OFF** button to start step recording.

- 4 Press a track key at the step position where you want to input a note.

You can directly specify the step for note input by pressing the **STEP** button.

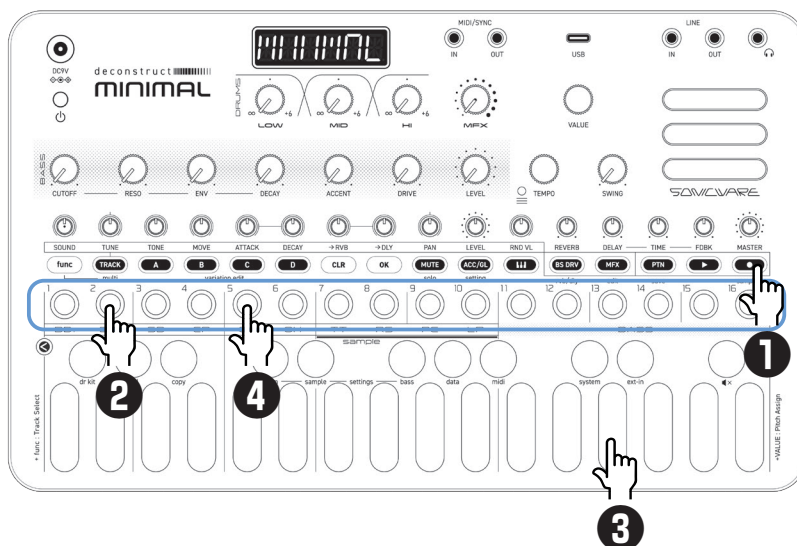
- 5 Press the **ON/OFF** button to finish recording.

Creating sequences – Step recording

Tied notes (sustained notes) can also be entered in the LP track and Bass track.

Inputting tied-notes (long sounds)

- 1 When stopped, press  (lights red) to start step recording.
- 2 Press ① - ⑯ the step where you want to start note input.
- 3 Press and hold a key on the keyboard.
- 4 Press ① - ⑯ 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 is input that starts on step 2 and ends on step 5.



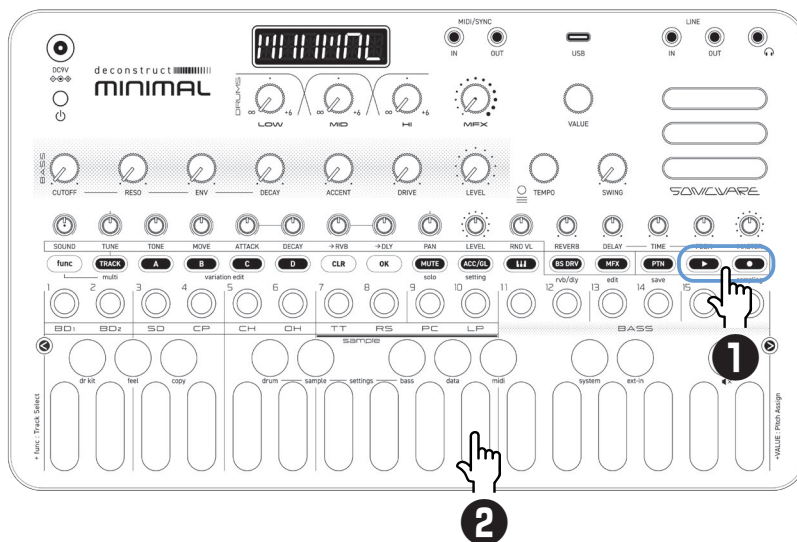
- Tied note input is supported only on Track 10 and Track 11.

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. Play the keyboard when you want to input notes.



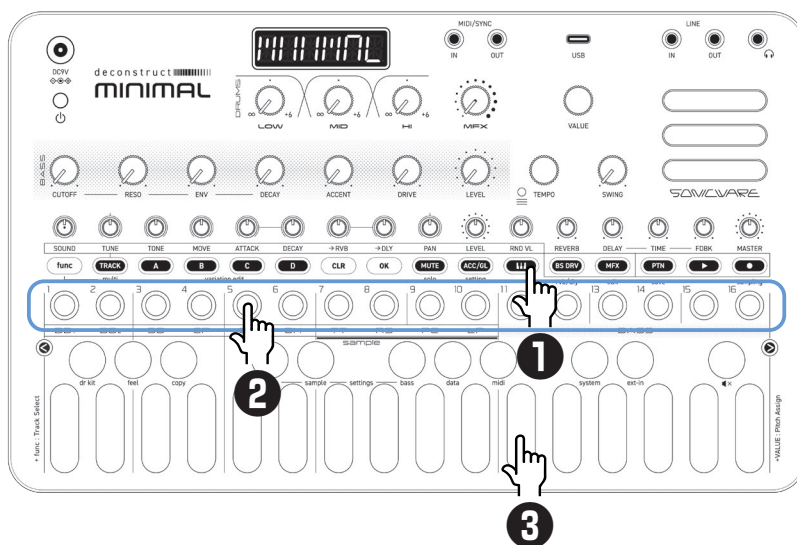
Creating sequences - Keyboard recording

In Keyboard Recording, you can directly input keyboard notes into steps whether the unit is stopped or playing.

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

Basic operations

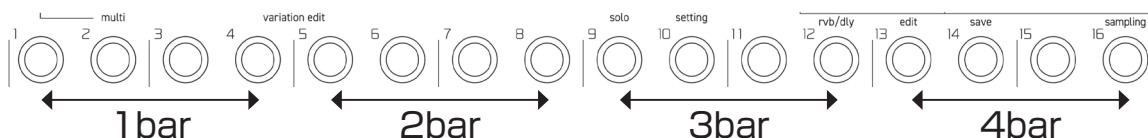
- 1 Press the  button to enter Keyboard Mode.
- 2 Press and hold ① - ⑯ for the position where you want to input a note.
- 3 Play a note on the keyboard to input it at the step.
Notes can also be input if procedures 2 and 3 are done in reverse order.



Creating a Sequence - Loop Input

On Track 10, which handles stereo samples, the playback mode is set to loop playback by default.

To represent the playback position and length of a 4-bar loop within the step sequencer, 4 steps correspond to 1 bar.



Loop Playback :

When notes are entered on all steps from ① to ⑯, the sample will play in a loop without retriggering.

Retrigger Playback :

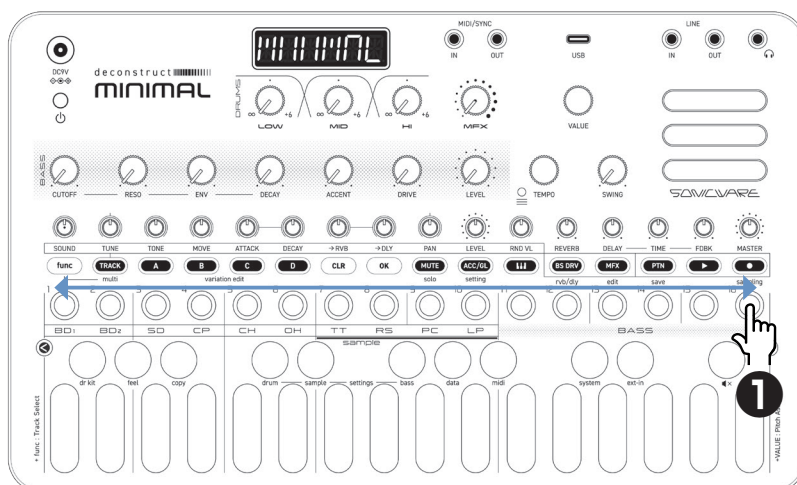
The sample is retriggered when a retrigger is entered on a step, or when there is no note on the step immediately preceding a note.



- Depending on the pattern Tempo, sample length, NOTE and LENGTH settings, as well as the START and LENGTH values, there may be differences between the above display and the actual sample length.

Basic Operation

- 1 To input notes, press steps ① – ⑯ corresponding to the desired position and range.



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 ① - ⑯ for direct input.

Real-time input

Record knob movements during playback in real-time.

Basic parameter locking operations

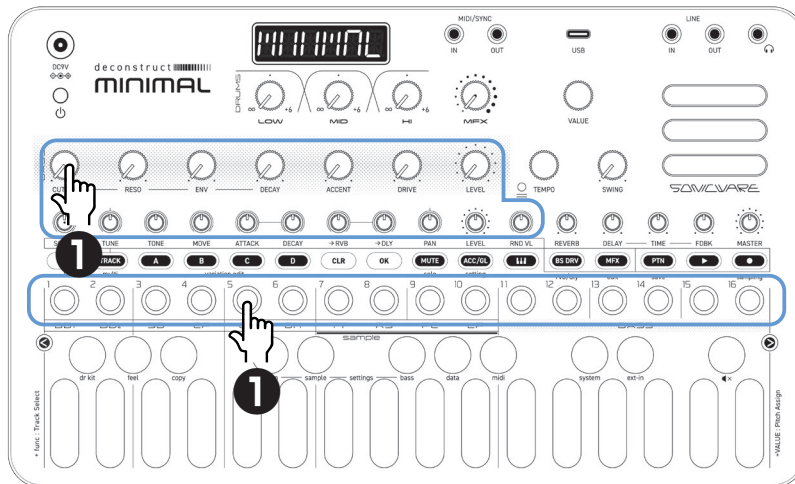
Clearing parameter lock data

- 1 Hold **CLR** and press the step containing the parameter lock you want to delete.
The parameter lock will be cleared.

Parameter locking – Direct input

Recording knob operations

- 1 While pressing ① - ⑯, turn ① knobs.

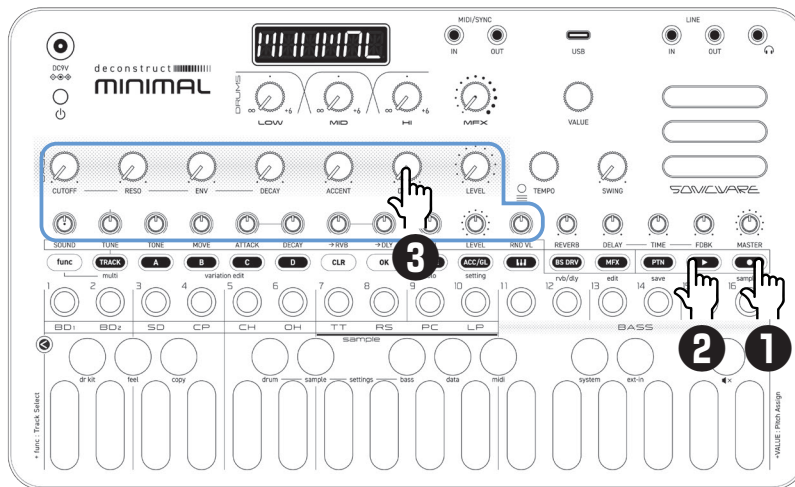


- You can also input parameter locks simultaneously by holding multiple step keys while turning a knob.
- ACCENT, Drum Isolator, MFX, REVERB, DELAY, SWING, and MASTER are not eligible for parameter locks.

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.



Deleting sequences

Clearing steps

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



- While holding **CLR** , steps containing parameter lock data blink yellow-green.
-

Clearing all note data in a sequence

- 1 Press **CLR** + the **TRACK** button of the track containing the sequence you want to clear.
All notes in all steps of that sequence will be cleared.



Clearing All Notes and Parameter Lock Data in a Sequence

- 1 Select the track containing the sequence you want to clear.
- 2 Press **CLR** + **TRACK** .
All notes and parameter lock data in all steps of the sequence will be cleared.

Inputting Accent Steps

Inputting accents on steps adds dynamics to an otherwise monotonous sequence.

When Accent Input mode is active, the Steps light as follows.

Hard Accent : ● Orange

Soft Accent : ● Green

Inputting Hard Accents

- 1 Press **ACC/GL** once to enter ACCENT Input mode (orange lit; segment image ACC-H).



- 2 Press the step(s) where you want a stronger sound to input a hard accent.

Press the step again to remove the accent and return it to a normal step.



- Accents are not indicated on the steps during normal operation.

Inputting Soft Accents

- 1 Press **ACC/GL** twice to enter ACCENT Input mode (green lit; segment image ACC-S).



- 2 Press the step(s) where you want a softer sound to input a soft accent.

Press the step again to remove the accent and return it to a normal step.



- Accents are not indicated on the steps during normal operation.

Inputting Accent Steps

Adjusting Hard Accent Depth

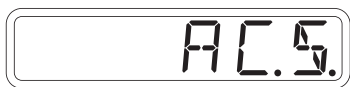
- 1 Press **func** + **ACC/GL** setting once.



- 2 Turn the  VALUE knob to adjust the accent amount.

Adjusting Soft Accent Depth

- 1 Press **func** + **ACC/GL** setting twice.



- 2 Turn the  VALUE knob to adjust the accent amount.

Creating a Sequence - Inputting Sub-Steps

MINIMAL allows up to four sub-steps per step.
Sub-steps divide one step into equal parts of 1/4 or 1/3 for playback.
In this manual, each step is treated as a quarter note when describing sub-steps.

Using sub-steps, you can create longer sequences and ratcheting-style, intricate patterns.

Basic Sub-Step Operation

- 1 Hold one of the steps ① - ⑯ where you want to input a sub-step.
- 2 Turn  VALUE to input the sub-step.


VALUE

Substep	
OFF	Normal note
4 [][][]	Four 16th notes
4 [][]__	Two 16th notes
4 []_[]_	Two 8th notes
4 __[]_	8th rest + 8th note
4 []__[]	8th note + 16th rest + 16th note
4 []_[][]	8th note + two 16th notes
4 ___[]	8th rest + 16th rest + 16th note
4 __[][]	8th rest + two 16th notes
3 [][][]	16th note triplets
3 [][]_	16th note triplets

Creating a Sequence – Settings

Transpose

- 1 Turn **func** + **⊖TUNE** to change the key.

Transpose
– 12 to +12 (in semitone steps of 1)

Creating a Sequence – Settings

Swing

You can adjust the swing amount of the pattern.

- 1 Turn **⌚**SWING to change the swing amount.

 SWING	Swing	
	50	~ 75 (%)

Changing the Swing Resolution

- 1 Turn **func** + **⌚**SWING to select the resolution.

 SWING	Swing resolution	
	8TH	Swing is applied in units of twice the current note length.
	16TH	Swing is applied based on the current note length.



- The displayed value varies depending on the NOTE setting of the currently selected track.
- You can change the swing resolution for each track by holding down **func** + **TRACK** and turning the **⌚**SWING knob.

Setting SWING Individually per Track

- 1 Select the track for which you want to change SWING.
- 2 Hold **TRACK** and turn **⌚**SWING.

 SWING	Track Swing	
	PTN	The PTN swing setting is applied.
	50 ~ 75 (%)	SWING is applied independently of the PTN setting.

Editing and Playing Variations

Pattern Variations

MINIMAL provides four sequence variations for each pattern.

Variations **A** - **D** can be played using two playback methods:

sequential playback and **insert playback**.

By using these methods, you can perform up to 64-step sequences, roll performances, and fill-in playback, enabling advanced real-time pattern control.

A - **D** : Switching Playback Variations

Switches the playback variation.

If a different variation is selected, the newly selected variation will start after the current variation finishes playing.

A variation scheduled for playback will blink in bright light blue.

func + **A** - **D**

◀ ▶ : Switching Edit Variations

Switches the edit variation.

If a different variation is selected, playback of the current variation continues.

Press A - D Simultaneously: Sequential Playback

Plays the selected variations in order.

A variation scheduled for playback lights up in light blue, and the next variation to be played blinks in bright light blue.

OK + **A** - **D** : Insert Playback

The selected variation overwrites playback for the next cycle. After playback, the previously selected variation resumes.

A variation scheduled for insert playback blinks in beige.

Copying a Sequence

Copying a Variation to Another Variation

You can copy a created sequence to another variation, either all at once or per track.

1 Press **A** - **D** to select the variation you want to copy.

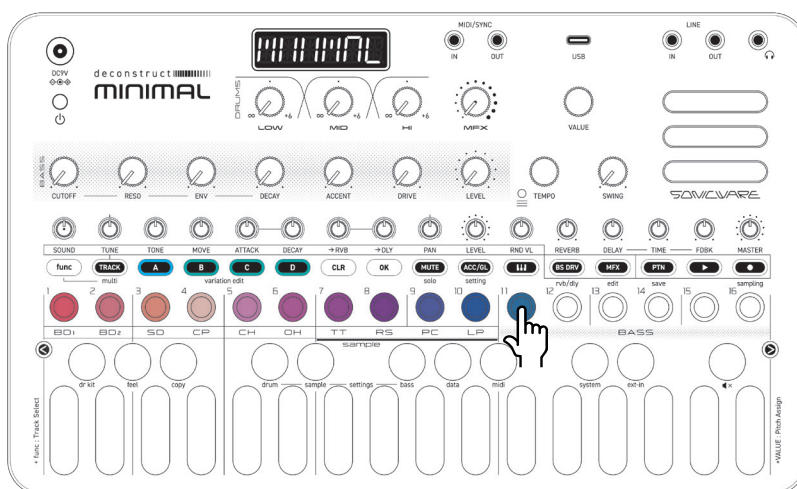
2 Press **func** + **●** copy.

The currently selected source variation lights up blue.

COPY - 1

3 Press **A** - **D** to select the destination variation for paste.
The target variation for pasting lights up.

At this time, you can press track steps to turn them off and exclude the selected tracks from the copy.



- You can paste to multiple variations simultaneously by pressing **A** - **D** at the same time.

4 Press **OK** to execute the paste.

DONE

Setting the Feel

The Feel function simulates the rhythmic fluctuations and groove characteristic of vintage drum machines.

By applying subtle timing variations to the grid, it adds an analog-like groove to otherwise static rhythms.

By using Feel, you can add subtle movement and groove to your rhythm, reproducing the Feel of vintage drum machines.

Changing Feel

- 1 Press **func** +  Feel to enter Feel selection mode.
- 2 Turn the  VALUE knob to change the Feel setting.

Feel	
08	Simulates the rhythmic instability of 1980s analog drum machines. Recreates an analog Feel by uniformly delaying the entire rhythm while randomly modulating the hi-hat pitch.
09	Simulates the rhythmic instability of 1980s analog drum machines. Recreates a tight, powerful Feel by applying slight random offsets to the note timing.
MN	Uniformly modulates the overall rhythm while applying large random pitch variations to the hi-hat to create an unstable Feel.

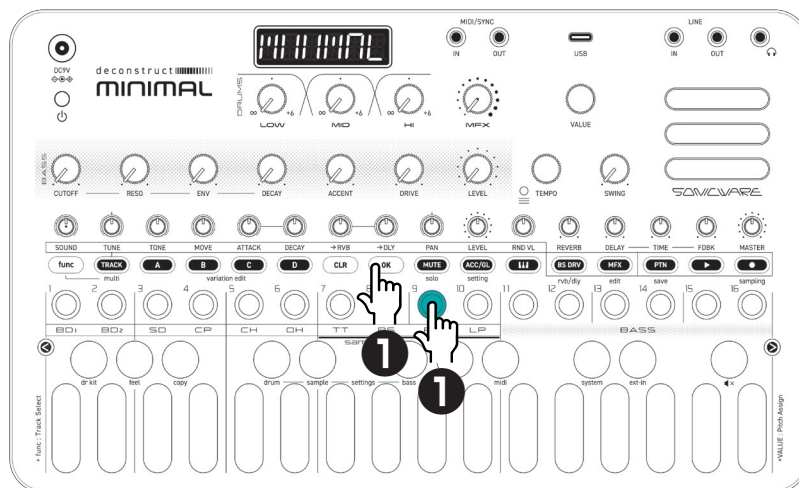
Phrase Rotation Function

By shifting the starting position of the sequence, you can create polyrhythmic variations and dynamically transform phrases, expanding the possibilities of your performance.

Rotating the Sequence Start Position

- 1 Hold **OK** and press the **STEP** where you want the sequence to start.

If you change the rotation during playback, the current sequence will play to the end, and the new rotation will take effect from the next cycle.



- The rotation position is not saved in the pattern.

Pattern saving

Sequences created on every Track can be saved as Patterns.

Saving Patterns

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

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



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

1 Press **func** + **PTN** 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.

Pattern saving

Initializing Patterns

- 1 Select the Pattern to be initialized. (→ P.18)
- 2 Press **CLR** + **PTN**.
CLEAR will be shown, and Pattern settings along with note and parameter lock data will all be cleared.



- 3 Save the Pattern.



- Executing **CLR** + **PTN** also clears MUTE and SOLO selection modes.
-

Pattern renaming

Renaming Patterns

- 1 Press **func** + **PT.RENM** (Pattern Rename), and press **OK**.

A rectangular LCD display with a double border showing the text "PT.RENM" in a monospaced, all-caps font.

- 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.

A rectangular LCD display with a double border showing the text "NAME" in a monospaced, all-caps font. A red cursor is positioned over the letter 'A', indicated by a vertical red line and four diagonal red lines forming an 'X' shape.

The 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**.

A rectangular LCD display with a double border showing the text "DONE" in a monospaced, all-caps font.

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.

Adjusting the volume of individual Patterns

- 1 Adjust by turning **func** + **LEVEL**.

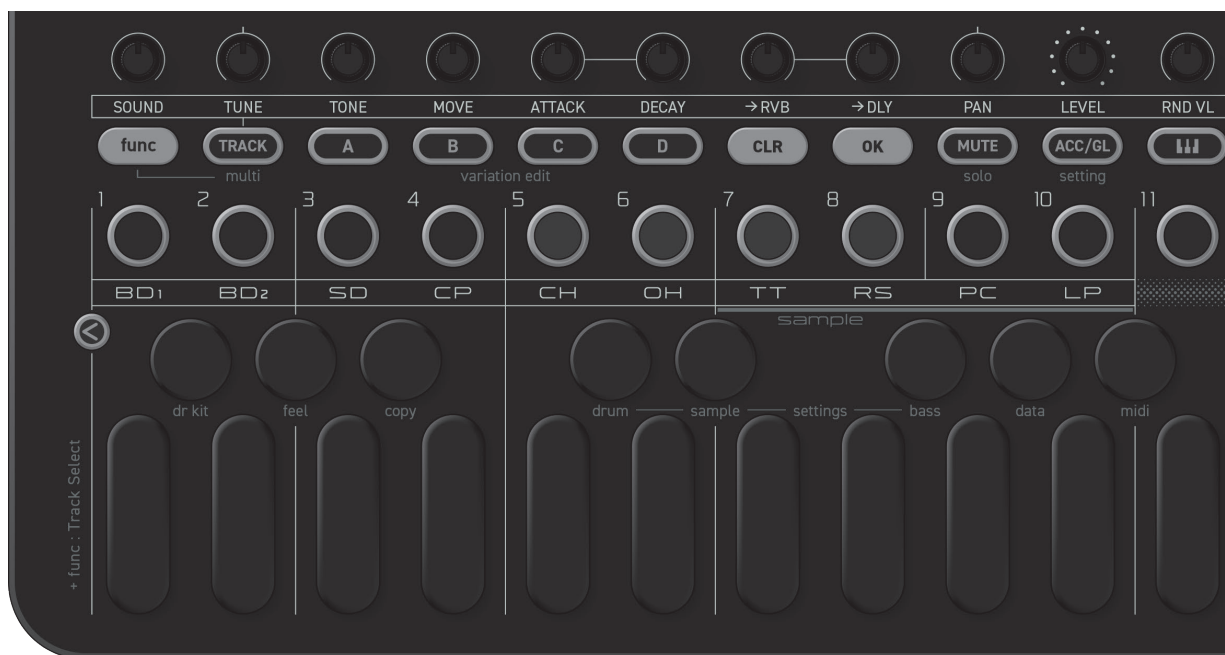

VALUE

Pattern Level
0 - 127
Adjusts the pattern volume within a range of $-\infty$ to +6 dB.

Drum Track Sound Selection and Adjustment

All drum tracks can be freely assigned with different sound sources. When **BD1** is assigned to Track 1, **SD** to Track 3, and **SMPL 1-3** to Tracks 7-9, or when using the **SMPL LP** track on Track 10, dedicated parameters are available for sound synthesis.

The behavior of **Feel** and **Random Velocity** varies depending on the type of sound bank in use.



Selecting a Drum Sound

- 1 Turn the SOUND knob to select a drum sound.
Press **func** + SOUND to change the sound bank.



- After changing the sound, use the VALUE knob to scroll through sounds continuously without switching banks.
- Sounds in the SMPL bank can only be selected on tracks - and track SMPL tracks.

Drum Track Sound Selection and Adjustment

Sound Bank

Display Name	Bank Name	Random Depth	Amount of Feel
BD	Bass Drum	Subtle randomness even at the maximum value	In addition to the Feel offset, an extremely small timing offset is applied to note triggering.
SD	Snare Drums	Moderate randomness	In addition to the Feel offset, a slight timing offset is applied.
HH/CY	HiHats	Strong randomness	In addition to the Feel offset, a timing offset is applied.
CP	Clap	Strong randomness	In addition to the Feel offset, a significant timing offset is applied.
ST	Stick	Subtle randomness even at the maximum value	In addition to the Feel offset, an extremely small timing offset is applied to note triggering.
TT	Tom	Moderate randomness	In addition to the Feel offset, a slight timing offset is applied.
PC	Percussion	Moderate randomness	In addition to the Feel offset, a slight timing offset is applied.
SY/BS	Synth	Subtle randomness even at the maximum value	In addition to the Feel offset, an extremely small timing offset is applied to note triggering.
FX	Sound Effect	Subtle randomness even at the maximum value	Not affected by Feel.
S2	Sample 2 seconds	Subtle randomness even at the maximum value	Not affected by Feel.
S4	Sample 4 seconds	Subtle randomness even at the maximum value	Not affected by Feel.
S8 (Track 10)	Sample 8 seconds	Subtle randomness even at the maximum value	Not affected by Feel.
Bass (Track11)		More aggressive randomness	Not affected by Feel.

Drum Track Sound Selection and Adjustment

Adjusting a Drum Sound

- 1 Press the desired **Track Key** to select the track.
You can also select a track by pressing **func** + **STEP**.

- 2 Turn the **TUNE-DECAY** knobs to adjust the sound.

Sound Bank (Track)	SOUND	TUNE	TONE	MOVE	ATTACK	DECAY	LEVEL
BD (Track 1)	Sound Selection	Tune	Tone	Modulation	Attack	Decay	Level
SD (Track 3)	Sound Selection	Tune	Snappy Volume	Nudge →	Attack	Decay	Level
Other Drum Banks	Sound Selection	Tune	HPF / LPF	Nudge →	Attack	Decay	Level
SY, BS, FX	Sound Selection	Tune	HPF / LPF	Decay Curve	Attack	Decay	Level
S2, S4 (Track 7-9)	Sound Selection	Tune	HPF / LPF	S2,S4: Slope	Start Position	Length	Level
S8 (Track 10)	Sound Selection	Tune	HPF / LPF	S8 LOOP: X-fade S8 ONE SHOT: Slope	Start Position	Length	Level
BASS (Track 11)	OSC Waveform	Tune	Sub OSC Octave	Decay Curve S01: OSC Mix balance	Glide Time	Gate Time	Sub OSC Level

Drum Track Sound Selection and Adjustment

Adjusting BD on Track 1

- 1** Select TRACK 1.
- 2** Turn **func** +  SOUND to select the BD sound bank.
- 3** Turn the desired knobs ( TUNE to  DECAY) to adjust the sound.

TONE	MOVE	ATTACK	DECAY
Tone	MOD Time	Attack	Decay
 00~127	 00~127	 00~127	 00~127
Adjusts the tone of the bass drum. Higher values result in a stronger attack.	Sets the time of the envelope modulation applied to the tone. Higher values result in a longer time.	Adjusts the mix level of the attack pulse. Higher values increase the volume of the pulse.	Adjusts the decay time of the envelope. Lower values result in a shorter decay time.

Drum Track Sound Selection and Adjustment

Adjusting SD on Track 3

- 1** Select TRACK 3.
- 2** Turn **func** + **SOUND** to select the SD sound bank.
- 3** Turn the desired knobs (**TUNE** to **DECAY**) to adjust the sound.

TONE	func +TONE	MOVE	ATTACK	DECAY
Snappy Volume	Snappy Type	Nudge	Attack	Snappy Decay
0~127	N88, N99, NT1 - NT4	0~127	0~127	0~127
Adjusts the mix level of the snappy component.	Changes the type of snappy sound.	Slightly delays the trigger timing (nudge). Higher values result in a greater delay in playback.	Adjusts the mix level of the overtones.	Adjusts the decay time of the snappy sound.

Selecting and Adjusting Drum Track Sounds

Snappy Type

Snappy type	
N88	Vintage-style snappy noise
N99	Vintage-style snappy noise
NT1	Brush-style noise
NT2	Resonant noise
NT3	Acoustic-style noise
NT4	Analog synth dissonance noise

Adjusting the General Drum Track

TONE	MOVE	ATTACK	DECAY
LPF/HPF	Nudge	Attack time	Decay time
LPF50 - FLT OFF - HPF50	0~127	0~127	0~127
Adjusts the cutoff frequency of the LPF and HPF. Depending on the knob position, low or high frequency components are attenuated.	Slightly delays the trigger timing (nudge). Higher values result in a greater delay in playback.	Adjusts the attack time. Higher values result in a slower attack.	Adjusts the decay time. Lower values result in a shorter decay time.



- When ATTACK is set to 0 and DECAY is set to 127, the envelope is turned off.

Selecting and Adjusting Drum Track Sounds

Adjusting SY/BS

tone	move	attack	decay
LPF/HPF	Decay Curve	Attack time	Decay time
LPF50 - FLT OFF - HPF50	-50 - 0 - 50	0~127	0~127
Adjusts the pitch of the sub-oscillator. The pitch can be lowered in one-octave steps, down to a maximum of -2 octaves.	Adjusts the decay curve. Higher values create an upward curve, while lower values create a downward curve.	Adjusts the attack time. Higher values result in a slower attack.	Adjusts the decay time. Lower values result in a shorter decay time.



- When ATTACK is set to 0 and DECAY is set to 127, the envelope is turned off.

Setting Choke for Tracks 5-6

By enabling choke, the CH and OH sounds will not overlap.
Priority is given to the track that was triggered last.

1 Press **func** + **drum**.

2 Use the **TEMPO** knob to select **CHK**, then use **VALUE** to select **ON** to enable choke.

CHK. ON

Editing the Sample Track

Tracks 7–9 can be used as both drum tracks and monaural sample tracks.

The sample bank provides slots capable of sampling up to 2 or 4 seconds, allowing for a wide range of uses such as synth sounds, original percussions, and simple phrase loops.

Track 10 is a dedicated stereo sample track with a maximum sampling length of 8 seconds.

It enables seamless looping of sounds that define the overall atmosphere of a pattern, such as ambient textures or chord progressions.



Adjusting a Mono Sample

TONE	MOVE	ATTACK	DECAY
LPF/HPF	Slope	Start position	Length
LPF50 - FLT OFF - HPF50	D50~OFF~A50	0~127	0~127
Adjusts the pitch of the sub-oscillator. The pitch can be lowered in one-octave steps, down to a maximum of –2 octaves.	Sets the slope of the AD envelope. When set to OFF, playback is a normal one-shot. D01–50 sets the decay slope, and A01–50 sets the attack slope.	Adjusts the start position. Higher values move the sample playback start point later.	Adjusts the sample length. Lower values result in a shorter playback length.

Editing the Sample Track

Apply Repitch to a Mono Sample

By enabling repitch, the sample pitch will follow tempo changes. In this case, the pitch cannot be adjusted using the TUNE knob.

1 Press **7** - **9** to select the track you want to change.

2 Press **func** + **sample** several times and select RPT.

RPT.

3 Turn the **VALUE** knob to switch it on or off.

Repitch a Mono Sample	
ON	Repitch is enabled.
OFF	Repitch is disabled.

Editing the Sample Track

Adjusting a Stereo Sample

TONE	MOVE	ATTACK	DECAY
LPF/HPF	Oneshot:Slope Loop:X-Fade	Start Position	Length
LPF50 - FLT OFF - HPF50	Slope: D50~OFF~A50 X-Fade:0~100%	0~100%	0~100%
Adjusts the pitch of the sub-oscillator. The pitch can be lowered in one-octave steps, down to a maximum of -2 octaves.	Slope: Sets the slope of the AD envelope. When set to OFF, playback is a normal one-shot. D01-50 sets the decay slope, and A01-50 sets the attack slope. X-Fade:Sets the crossfade curve. The crossfade is applied with a curved response over the specified crossfade time.	Adjusts the start position. Higher values move the sample playback start point later.	Adjusts the sample length. Lower values result in a shorter playback length.

Entering Retrigger

- 1 Press **ACC/GL** twice to enter Retrigger Input Mode (lit green).

RETRIG

- 2 Press the step where you want to retrigger the stereo sample to input a retrigger.
Press the step again to remove the retrigger and return it to a normal step.

Editing the Sample Track

Change the Stereo Sample Playback Mode

1 Press  to select the stereo sample.

2 Press  +  sample several times and select LP. .

LP.

3 Turn the  VALUE knob to set the playback mode.

PlayBack & Time Stretch mode

O.OFF	Loops the sample while the key is held and disables time-stretching.
O.MLD	Loops the sample while the key is held and maintains the original sample length when the pitch changes. This algorithm is suitable for stretching pad sounds and melodic samples.
O.RHY	Loops the sample while the key is held and maintains the original sample pitch when the Tempo changes. This algorithm is suitable for stretching rhythmic samples.

PlayBack & Time Stretch mode

>.OFF	Plays the sample for its full length when a key is pressed and disables time-stretching.
>.MLD	Plays the sample for its full length when a key is pressed and maintains the original sample length when the pitch changes. This algorithm is suitable for stretching pad sounds and melodic samples.
>.RHY	Plays the sample for its full length when a key is pressed and maintains the original sample pitch when the Tempo changes. This algorithm is suitable for stretching rhythmic samples.

Editing the Sample Track

Apply the isolator to the stereo sample track

- 1 Press **func** + **●** system repeatedly and select ISO+LP.

ISO+LP

Isolator for sample tracks	
ON	The isolator is applied to stereo sample tracks.
OFF	The isolator is not applied to stereo sample tracks.

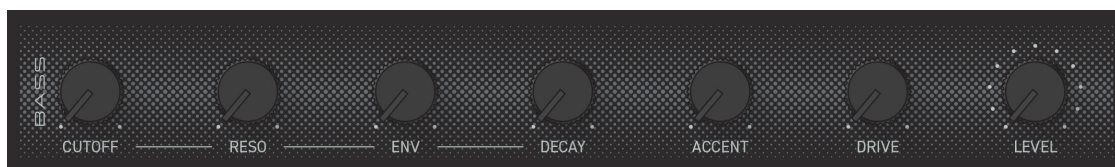
Editing the Bass Track

Track 11 is dedicated to the bass synthesizer.

The sound engine features an analog-modeling oscillator and an acid-style filter, along with a dedicated overdrive circuit, multiple send options for reinforcing low frequencies, and an independent sine-wave sub-oscillator separate from the drive stage.

It is capable of producing classic acid bass lines, as well as thick, warm bass tones and even simple lead sounds.

The main parameters of the bass synth are independent of the  SOUND knob, allowing sound editing to be performed alongside other operations.



The six Key Pads ( - ) function as assignable mini keys, allowing quick phrase input into the sequencer.



Editing the Bass Track

Adjusting the Filter Cutoff

- 1 Turn the  CUTOFF knob.


CUTOFF

Filter Cutoff
0 - 127
Adjusts the filter cutoff frequency.

Adjusting the Filter Resonance

- 1 Turn the  RESO knob.


RESO

Filter Resonance
0 - 127
Adjusts the amount of filter resonance.

Adjusting the Filter Envelope Depth

- 1 Turn the  ENV knob.


ENV

Envelope Depth
0 - 127
Adjusts the amount of filter modulation.

Adjusting the Filter Envelope Decay

- 1 Turn the  DECAY knob.


DECAY

Envelope Decay
0 - 127
Adjusts the filter envelope decay time.

Editing the Bass Track

Adjusting the Accent Amount

- 1 Turn the  ACCENT knob.


ACCENT

Bass Accent
0 - 127
Adjusts the accent amount of the bass track.

Editing the Bass Track

Adjusting the Bass Drive

- 1 Turn the  DRIVE knob.



Drive
0 - 127
Adjusts the bass drive amount.



- DRIVE is active only when **BS DRV** is on.

Adjusting the Bass Track Level

- 1 Turn the  LEVEL knob.

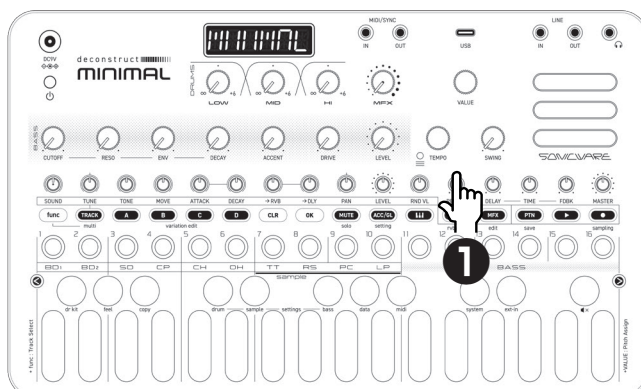


LEVEL
0 - 127
Adjusts the bass track level.

Turning On Bass Overdrive

- 1 Press **BS DRV**.

When overdrive is enabled, the overall gain of the track increases. Use  DRIVE and  LEVEL to adjust the amount of distortion and volume.



Editing the Bass Track

Inputting Glide

- 1 Press **ACC/GL** twice to enter **GLIDE Input mode** (green lit; segment image GLIDE).



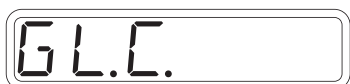
- 2 Press the step where you want the note to glide into the next step. Press the step again to remove the glide and return it to a normal step.



- Glide is applied only to the step where it is entered.

Adjusting Glide Curve

- 1 Press **ACC/GL** twice to enter **GLIDE Input mode** (green lit; segment image GLIDE).



- 2 Press **func** + **ACC/GL**, then turn the  **VALUE** knob to adjust the glide curve.



Glide curve

0 - 127

At 0, the curve is downward. Higher values produce a more linear curve.

Editing the Bass Track

Adjusting the Bass SOUND

1 Turn the  SOUND knob you want to adjust.

SOUND	TUNE	STONE	MOVE	ATTACK	DECAY	LEVEL
OSC Waveform	Tune	Sub OSC Octave	Curve Glide Time	Decay Curve	Gate Time	Sub OSC Level
SAW, SQARE, TRI,RCT	-60~0~ +60	-2,-1,0	0~127	0~127 S01 is selected: SAW50 ~ C ~ SQR50	10~90	0~127
Oscillator Waveform Selection	Oscillator Tune	Sub- Oscillator Octave Setting	Glide Time Setting	Filter Envelope Curve S01 is selected: Oscillator Mix Balance	Gate Time per Step	Sub- Oscillator Mix Level

S01 Mode Oscillator

By selecting S01 with the SOUND knob, the entire signal flow of the bass track is changed, allowing you to use a second synth engine mode.



In S01 mode, the behavior is modified as follows:

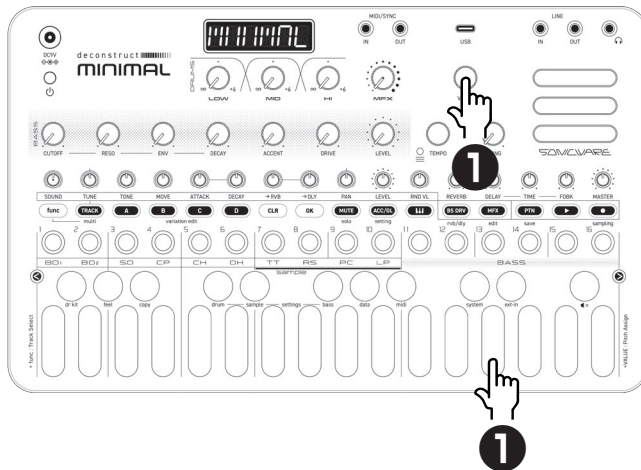
- The ATTACK knob controls the mix balance between the sawtooth and square wave oscillators
- The filter envelope is added to the amp envelope, creating a pseudo ADR envelope
- The sub oscillator is changed to a square wave Signals to the filter and each send effect are activated

Editing the Bass Track

Changing the Bass Key Assign

You can freely assign notes to keys ⑪ - ⑯ in Normal Mode.
The selected note can be directly input to the bass track steps.

- 1 Hold a key and turn  VALUE.



Drum Kit Function

With deconstruct MINIMAL, you can quickly change the sound of a pattern by using drum kits.

By swapping sounds while keeping the sequence intact, you can easily explore new variations.



- Drum kit data is saved for Tracks 1–9.
-

Basic Drum Kit Selection

- 1 Press **func** + **dr kit**.

DRUM KIT MENU	
LOAD	Loads the drum kit into the current pattern.
SAVE	Saves the current pattern as a drum kit.
RENAME	Change the name of the current drum kit



- While selecting a drum kit, you can preview its sounds by playing the pattern or pressing the Track Keys.
-

Drum Kit Function

Loading a Drum Kit

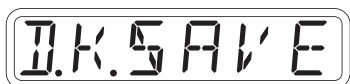
- 1 Press **func** + **dr kit** and select D.K.LOAD.

A rectangular LCD display with a black border showing the text "D.K.LOAD" in a white, pixelated font.

- 2 Press **OK**, then select a drum kit using **1** - **16**.
- 3 Press **OK** to load the drum kit into the selected slot.
When loading is complete, DONE will be displayed.
Press CLR to exit.

Save the edited pattern as a drum kit

- 1 Press **func** + **dr kit** twice and select D.K.SAVE.

A rectangular LCD display with a black border showing the text "D.K.SAVE" in a white, pixelated font.

- 2 Press **OK**, then select a slot **1** - **16** to save the drum kit.
- 3 Press **OK** to save the drum kit to the selected slot.
When saving is complete, DONE will be displayed.
Press CLR to exit.



- Saving a drum kit does not save the pattern itself.
Likewise, saving a pattern does not update the drum kit parameters.
Please note that they must be saved separately.
-

Sampling

Overview

MINIMAL allows you to record and store monaural samples of 2 or 4 seconds, as well as stereo samples of up to 8 seconds.

Entering SAMPLE REC Mode

- 1 Press **func** + **REC** sampling to enter SAMPLING mode.
REC blinks red.



Adjusting the Input Level

- 1 Press a **III** or **BS DRV** to select the source for adjusting the input level (lights up in blue).
- 2 Turn the **TEMPO** knob to adjust the input level.

Sampling Source	
KBD ON	LINE Input
BS DRV	USB Input

Selecting the Sample Type

- 1 Press **A**, **B**, or **C** to change the type (lit red).

Sample Type		
A	ARM. S2	Mono (2 seconds)
B	ARM. S4	Mono (4 seconds)
C	ARM. S8	Mono (8 seconds)

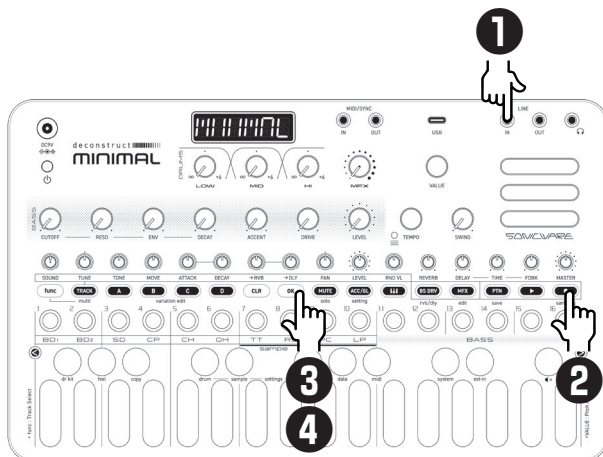
Sampling – Recording

- 1 Connect the output of the device you want to record to the LINE IN of MINIMAL.



- Microphones and guitars cannot be connected directly. Please route them through a mixer or similar device to convert the signal to line level.

You can check the recording level using the steps.
(Step 12 indicates – 6 dB, and Step 16 indicates 0 dB.)



- 2 Press **LINE** again. **LINE** lights up red, and recording starts automatically when a signal is detected.

The step keys indicate the recording progress. When Step 16 lights up, recording ends automatically.

- 3 Press **OK** to proceed to slot selection for saving the sample. Turn **VALUE** to select the desired slot. Before saving, you can preview the recorded sample by playing it on the keys.
- 4 Press **OK** to save the sample to the selected slot. When saving is complete, **DONE** will be displayed.

DONE



- Press **STOP** during recording to stop immediately.
- Press **CLR** to cancel the operation.

Sampling Settings

The following settings are used for sampling.

Auto Recording Settings

- 1 Turn the  VALUE knob.
You can set it to OFF or adjust the input signal level that triggers auto recording within a range of -60 to -20 dB.
When auto recording is turned off, recording will start when you press  while in recording standby mode.



- The input source gain can be adjusted by turning the TEMPO knob.
 - After recording ends, the sample volume is automatically normalized.
-

Sample Renaming

Rename the Sample

- 1 Press **func** + **data** several times and select one of the following options.

For 2-second samples: S2.RENM

For 4-second samples: S4.RENM

For 8-second samples: S8.RENM

A rectangular LCD display with a black border showing the text "S2.RENM" in a white, segmented font.

- 2 Use the **VALUE** knob to select the slot you want to import.

- 3 Press **OK**.

- 4 Use the **◀▶** buttons to move the cursor left and right, and turn the **VALUE** knob to select characters.

- 5 Press **OK**.
SELECT will appear on the display to confirm the selection.

A rectangular LCD display with a black border showing the text "SELECT" in a white, segmented font.

• Press **CLR** during any step to cancel.

EXTERNAL INPUT Settings

Adjust the Gain

- 1 Press **func** + **ext-in** and select LIN.

LIN.

For USB input, press **func** + **ext-in** several times and select USB.

USB.

- 2 Turn the **VALUE** knob to adjust the gain.


VALUE

Gain	
0 - 127	

Set the send level to the reverb.

- 1 Press **func** + **ext-in** several times and select → L.RV.

L.RV.

For USB input, press **func** + **ext-in** several times and select U.RV.

U.RV.

- 2 Turn the **VALUE** knob to adjust the send level.


VALUE

Reverb send	
0 - 127	Adjust the send level to the reverb.



- USB input settings cannot be changed when USB.AUD setting (→ P.105) is OFF.

EXTERNAL INPUT Settings

Set the send level to the DELAY

- 1 Press **func** +  several times and select → L.DL.



For USB input, press **func** +  several times and select U.DL.



- 2 Turn the  VALUE knob to adjust the send level.



DelayFX send

0 - 127

Adjust the send level to the delay FX.



- USB input settings cannot be changed when USB.AUD setting (→ P.105) is OFF.

Set Mono / Stereo

- 1 Press **func** +  several times and select STEREO.



- 2 Turn the  VALUE knob to change the input settings.



Input Channel

STEREO

STEREO

L+R

MONO (MIX)

L.CH

MONO (L)

R.CH

MONO (R)

Clock Synchronization with External Devices - Clock Settings

Overview

The following synchronization methods are available on deconstruct MINIMAL.

MIDI/SYNC

Synchronize with MIDI-compatible devices or SYNC-compatible devices (such as Korg's Volca series) using the 3.5 mm MIDI/SYNC IN/OUT jacks.

deconstruct MINIMAL can operate as either the clock master or receive clock from an external device.

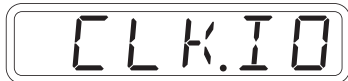
Clock Synchronization with External Devices - Clock Settings

Set the Clock Source

When set to INT (internal), deconstruct MINIMAL operates as the clock master.

When set to EXT (external), the external device operates as the clock master.

- 1 Press **func** + **SYSTEM** several times and select → CLK.IO.



- 2 Turn the  VALUE knob to set the clock source.


VALUE

Clock Source	
<i>INT.MID</i>	Uses the internal clock of deconstruct MINIMAL and sends the clock via MIDI OUT.
<i>INT.SYN</i>	Uses the internal clock of deconstruct MINIMAL and sends the clock via SYNC OUT.
<i>EXT.MID</i>	Uses the clock from MIDI IN.
<i>EXT.SYN</i>	Uses the clock from SYNC IN.

Clock Synchronization with External Devices - Clock Settings

Set the polarity of SYNC IN

- 1 Press **func** +  SYSTEM several times and select SYN.I.PO.

SYN.I.PO

- 2 Turn the  VALUE knob to set the polarity.


VALUE

Polarity - Sync In	
RISE	Synchronization is performed on the rising edge of the sync signal.
FALL	Synchronization is performed on the falling edge of the sync signal.

Set the polarity of SYNC OUT

- 1 Press **func** +  SYSTEM several times and select SYN.O.PO.

SYN.O.PO

- 2 Turn the  VALUE knob to set the polarity.


VALUE

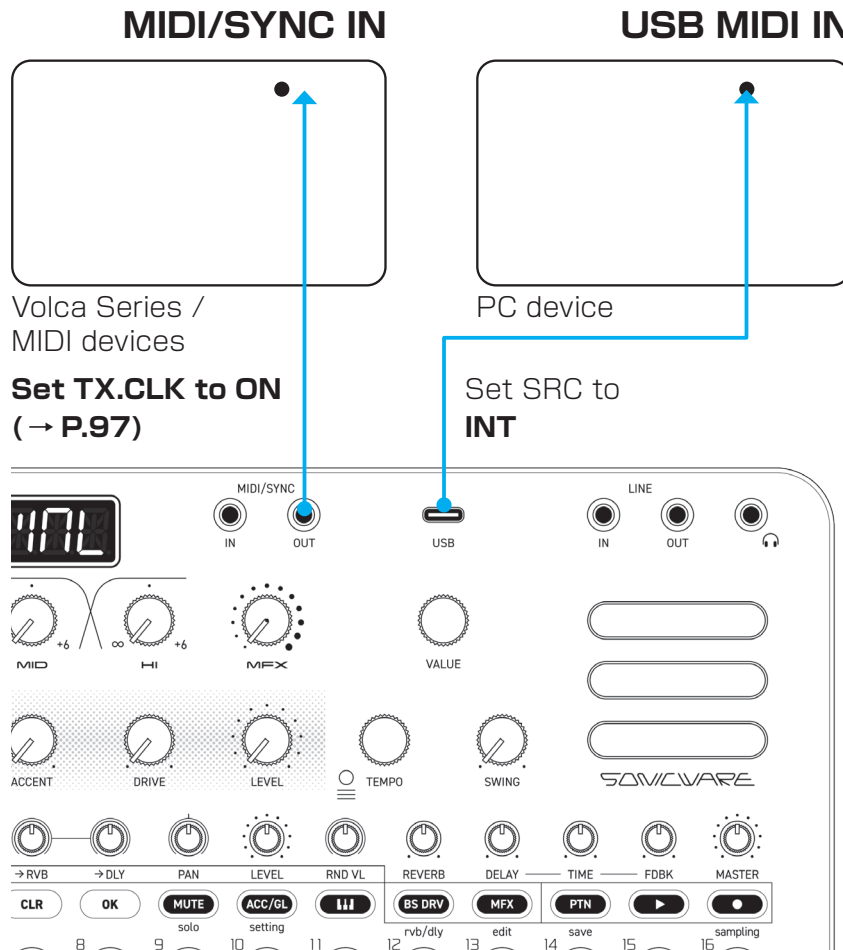
Polarity - Sync Out	
RISE	Synchronization is performed on the rising edge of the sync signal.
FALL	Synchronization is performed on the falling edge of the sync signal.



• For MIDI clock settings, please refer to (→ P.88).

Clock Synchronization with External Devices - Connection Examples

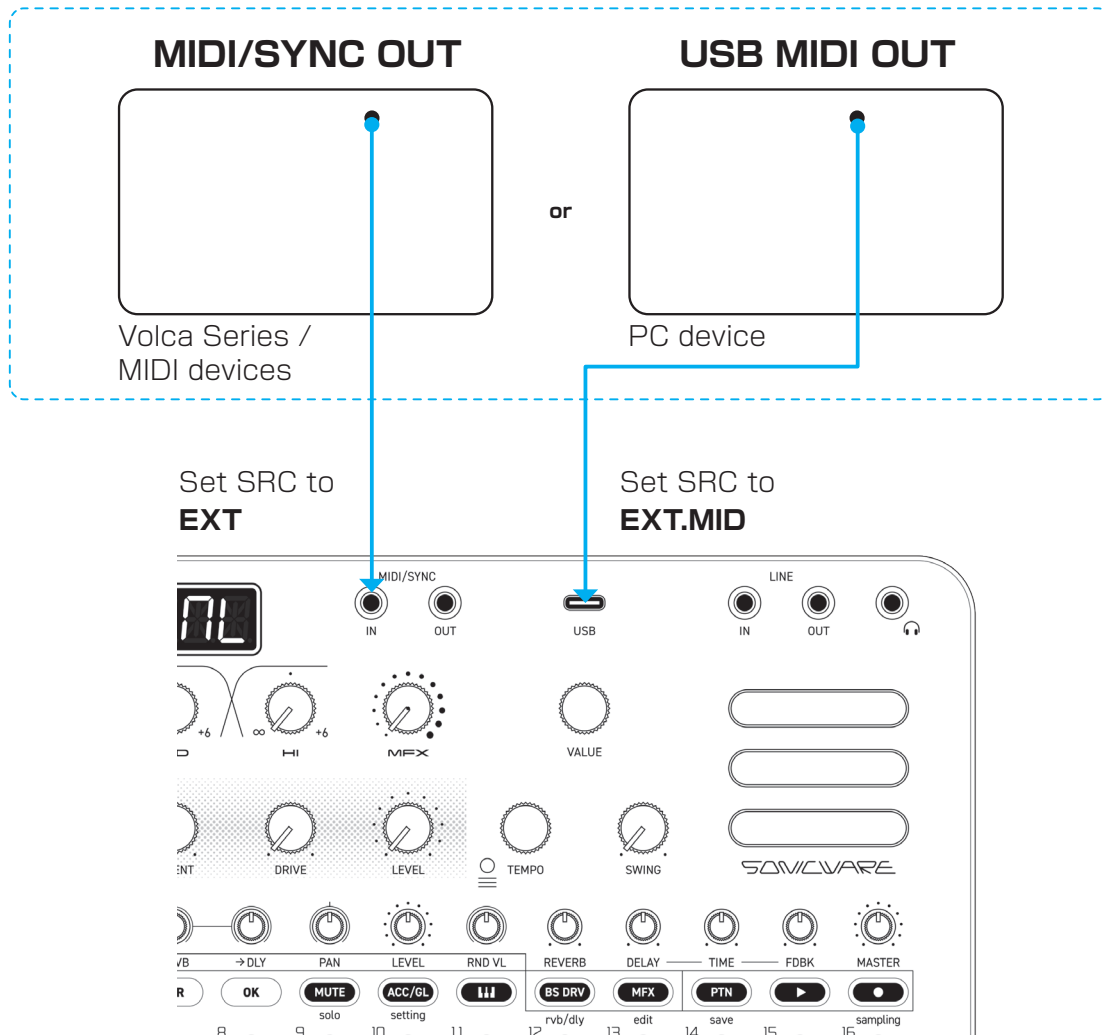
When deconstruct MINIMAL is used as the clock master



Clock Synchronization with External Devices - Connection Examples

When an external device is used as the clock master

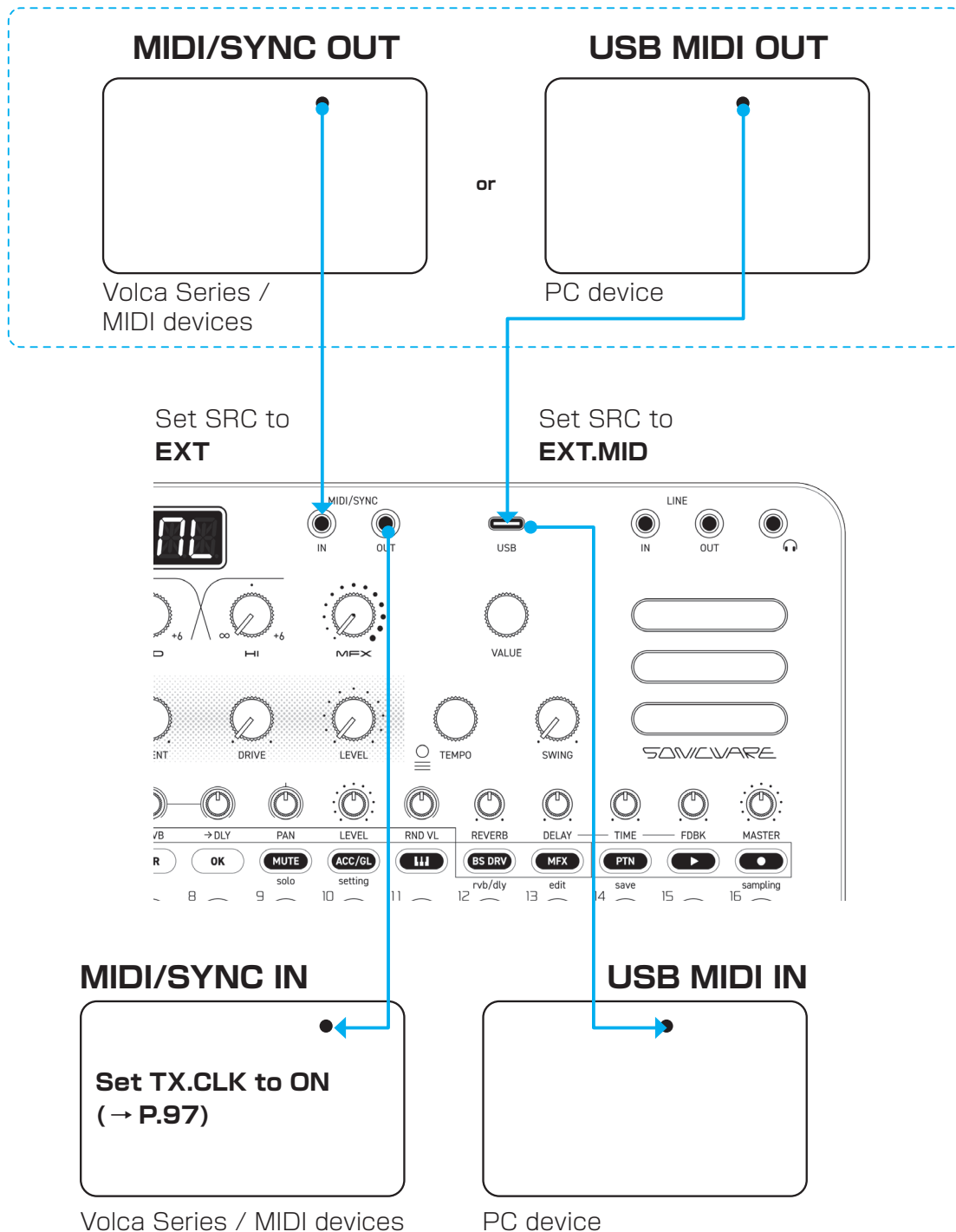
Please use only one device as the clock master.



Clock Synchronization with External Devices - Connection Examples

If you want to bridge the clock signal from an external clock master to other ports

Please ensure that only one device is set as the clock master.
SYNC and MIDI signals cannot be used simultaneously via the 3.5 mm jack.



By using a bridge connection, for example, you can synchronize devices with different types of connections—such as Volca units or MIDI devices connected to deconstruct MINIMAL—from a PO series device acting as the clock master.

MIDI

Set the MIDI transmit/receive channel.

- 1 Press **func** + **●** midi, select MIDI.CH, and press **OK**.

MIDI.CH

- 2 Use the **①** - **⑪** to select the track for which you want to set the MIDI channel.

- 3 Turn the **VALUE** knob to set the channel.


VALUE

MIDI Channel - Track

OFF, CH.01 ~ CH.16

Set the MIDI channel for pattern parameters

- 1 Press **func** + **●** midi, select MIDI.CH, and press **OK**.

P.T.CH. 14

- 2 Press the **⑬** and turn the **VALUE** knob to set the channel.


VALUE

MIDI Channel - Pattern

OFF, CH.01 ~ CH.16

Set the transmit and receive channels for program change messages

- 1 Press **func** + **●** midi, select MIDI.CH, and press **OK**.

P.C.CH. 16

- 2 Press the **⑭** and turn the **VALUE** knob to set the channel.


VALUE

Program Change - Channel

AUTO, CH.01 ~ CH.16

MIDI

Set the MIDI channel used to access the selected track (Auto Channel)

- 1 Press **func** + **●** midi, select MIDI.CH, and press **OK**.

AT.CH.15

- 2 Press the **15** and turn the **VALUE** knob to set the channel.


VALUE

MIDI Channel - Auto

OFF, CH.01 ~ CH.16

Set the MIDI channel that is output when playing the keyboard

- 1 Press **func** + **●** midi, select MIDI.CH, and press **OK**.

OUT.AT

- 2 Press the **16** and turn the **VALUE** knob to set the channel.


VALUE

MIDI Channel - Out

TRK (Track)、AT (Auto)

MIDI

Edit the MIDI Note Map

By editing the MIDI Note Map, you can control deconstruct MINIMAL as a sound module from an external controller such as MIDI drum pads.

- 1 Press **func** + **●** midi several times and select NOTE.MP.

NOTE.MP

- 2 Press **OK**, then select the track you want to edit by pressing **①** - **⑨**, **⑩**, or using the **TEMPO** knob.

- 3 Turn the **VALUE** knob to set the MIDI Note Map.


VALUE

MIDI NOTE MAP	
① - ⑨	Sets the MIDI note for each track.
⑩	Sets the MIDI channel received by the MIDI Note Map.

Setting MIDI Input Method

- 1 Press **func** + **●** midi several times and select IN.FROM.

IN.FROM

- 2 Turn the **VALUE** knob to set the MIDI input port.


VALUE

MIDI Input Port	
<i>OFF</i>	No reception
<i>MIDI</i>	Receives MIDI data from MIDI/SYNC IN
<i>USB</i>	Receives MIDI data via USB
<i>MID.USB</i>	Receives MIDI data from both MIDI/SYNC IN and USB

MIDI

Setting MIDI Output Method

- 1 Press **func** + **●** midi several times and select OUT.TO.

OUT.TO

- 2 Turn the  VALUE knob to set the MIDI output port.


VALUE

MIDI Output Port	
OFF	No transmission
MIDI	Sends MIDI data via MIDI/SYNC OUT
USB	Sends MIDI data via USB
MIDI.USB	Sends MIDI data via both MIDI/SYNC OUT and USB

Configure Program Change transmission/reception

- 1 Press **func** + **●** midi several times and select PRG.CNG.

PRG.CNG

- 2 Turn the  VALUE knob to configure Program Change.


VALUE

Program Change	
OFF	No transmission or reception
R	Receive only
T	Transmit only
R,T	Transmit and receive

MIDI

Turn Control Change Transmission On/Off

- 1 Press **func** + **●** midi several times to select TX.CC.

TX.CC

- 2 Turn the  VALUE knob to set ON/OFF.


VALUE

Control Change

ON, OFF



• Control Change reception is always enabled.

ON/OFF MIDI clock output

- 1 Press **func** + **●** midi several times and select TX.CLK.

TX.CLK

- 2 Turn the  VALUE knob to set ON/OFF.


VALUE

MIDI Clock

ON, OFF

Configure MIDI OUT Settings

- 1 Press **func** + **●** midi several times and select MID.OUT.

MID.OUT

- 2 Turn the  VALUE knob to configure MIDI OUT.


VALUE

MIDI OUT

OUT, THRU

MIDI

Configure MIDI Command Transmission/Reception

- 1 Press **func** + **●** midi several times and select MID.CMD.



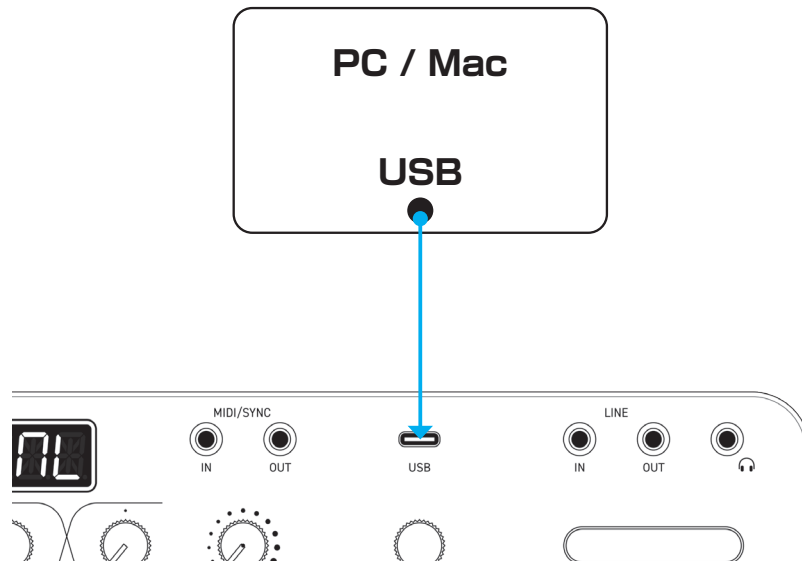
- 2 Turn the  VALUE knob to configure the MIDI command setting.


VALUE

MIDI Command	
OFF	No transmission or reception
Rx	Receive only
Tx	Transmit only
RxTx	Transmit and receive

User Data Export / Import

Connection - When Exporting/Importing with a PC/Mac



User Data Export / Import

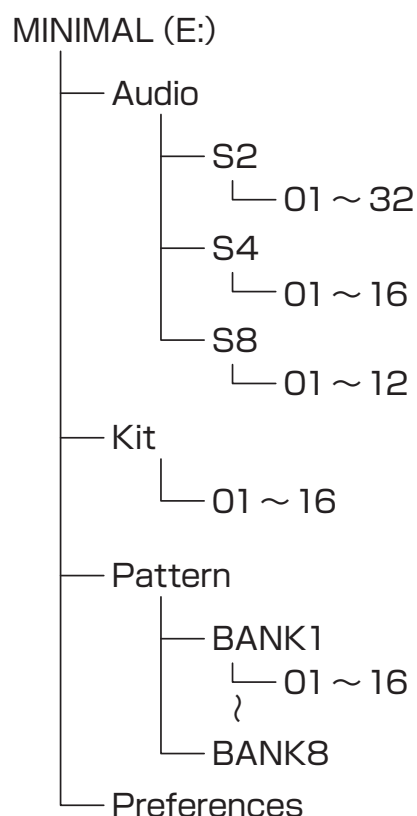
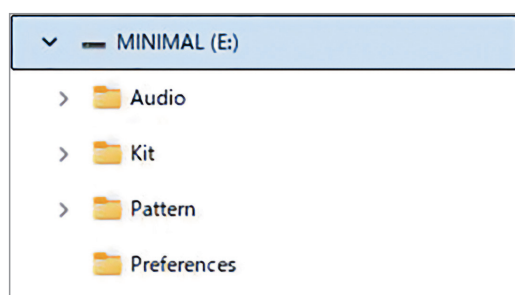
Connect deconstruct MINIMAL to a PC/Mac to export or import user data.

Supported audio file formats are as follows:

48 kHz / 16-bit mono or stereo files

Export/Import User Data

- 1 Turn off deconstruct MINIMAL.
- 2 Turn on the power while holding **D**.
The step LEDs indicate the connection status with the PC.
- 3 Confirm that the deconstruct MINIMAL drive appears on your PC/Mac.
- 4 Copy the contents of each slot folders within the following directories to a PC/Mac:
Audio (Samples) > S2, S4, S8 folders
Kit (Drum Kit) folder
Pattern > BANK1-8 folders
Preferences (System setting) folder
Alternatively, copy data from a PC/Mac into the slot folders.



User Data Export / Import

5 Eject MINIMAL on your PC/Mac.



- Disconnecting without ejecting the disk may cause errors.
-

6 Press **OK**.



- Press **CLR** to cancel.
 - Store each data file individually in its respective bank folder.
 - The following characters can be used for import data:
 - Uppercase alphanumeric characters A-Z
 - Numbers 0-9
 - Period “.”
 - If the file name contains unsupported characters, the data will not be loaded correctly.
-

User Data Export / Import

Back Up / Restore User Data

- 1** Turn on the power while holding **D**.
The step LEDs indicate the connection status with the PC.
- 2** Make sure that the deconstruct MINIMAL drive is displayed on your PC/Mac.
- 3** Copy files between the deconstruct MINIMAL drive and your PC/Mac.
- 4** Press **OK**.



- The step LEDs indicate the progress (they light up sequentially from ❶, and when all LEDs from ❶ to ❶❾ are lit, the transfer is complete).
 - Press **CLR** to cancel.
-

System Settings

Setting the Knob Operation Mode

- 1 Press **func** +  system and select KNOB.MD.

KNOB.MD

- 2 Turn the  VALUE control to set the operation mode.


VALUE

Knob mode	
SCALED	The value changes continuously from the current value according to the knob position.
LATCH	The value changes only after the knob position reaches the current value.
JUMP	The value changes immediately to the position of the knob.

Change the Mute Mode

- 1 Press **func** +  system several times and select MUTE.MD.

MUTE.MD

- 2 Turn the  VALUE knob to change the mute mode.


VALUE

Mute Mode	
SOUND	Mutes all sounds of the track.
SEQ	Mutes only the notes entered in the track's sequencer. Playback via the keyboard or external MIDI notes remains possible. Parameter lock data is also applied during performance.

System Settings

Changing the Tie Note Input Setting for the Bass Track During Real-Time Recording

- 1** Press **func** +  system several times to select BS.TIE.



- 2** Turn  VALUE to switch the setting ON or OFF.


VALUE

BS.TIE	
ON	Enables tie note input during real-time recording.
OFF	Disables tie note input during real-time recording.

System Settings

Set the Master Tune

- 1 Press **func** +  system several times and select M.TUNE.



- 2 Turn the  VALUE knob to select the master tune.



Master Tune
-75 - 0 - +75 (cents)

Enabling USB Audio

- 1 Press **func** +  system once and select USB.AUD.



- 2 Turn the  VALUE control and select ON.



USB audio	
ON	Enables USB audio. The unit can be used as a 2-in/2-out audio interface.
OFF	Disables USB audio. The unit will not be recognized as an audio device.

System Settings

Set the Battery Type

- 1 Press **func** + **system** several times and select BATT.TP.



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


VALUE

Battery	
ALKALI	Alkaline Batteries
NIMH	Nickel-Metal Hydride Rechargeable Batteries
LITHM	Lithium Batteries



- Be sure to set this correctly, as it affects the unit's operating time.
- Depending on the type of rechargeable battery, the remaining charge may be displayed higher than the actual level.

System Settings

Configure Auto Power-Off Settings

1 Press **func** + **●** system several times and select AUTO.PW.



2 Turn the  VALUE knob to select the auto power-off time.


VALUE

Auto Power	
OFF	Auto Power-Off Disabled
20MIN	The unit will automatically power off 20 minutes after no operation.
1H	The unit will automatically power off 1 hour after no operation.
3H	The unit will automatically power off 3 hours after no operation.
6H	The unit will automatically power off 6 hours after no operation.

System Settings

Restore to Factory Settings (Factory Reset)

- 1 Press and hold **C** + **POWER** to turn on deconstruct MINIMAL.

F.F.R.E.S.E.T

- 2 Press **OK**.
- The step LEDs indicate the progress, and the process is complete when “OK” appears on the display.

D.O.N.E



- Samples and drum kits will not be restored.
- Press **CLR** to cancel.

Check the System Version

- 1 Press and hold **B** + **POWER** to turn on deconstruct MINIMAL.

V.E.R.

- 2 Press **PTN**, **▶**, and **●** to check.

Firmware Version		
PTN	P.X.X.XXX	Preset Version
▶	S.X.X.XXX	System Version
●	B.X.X.XXX	Boot Version

S.X.X.XXX

Update Data Type
Major Version
Minor Version
Build Number

System Settings

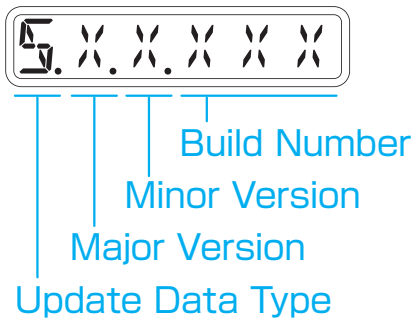
Update the Firmware

- 1 Press and hold **func** + **POWER** to turn on deconstruct MINIMAL.



- 2 On your PC/Mac, copy DECONSTRUCT_MINIMAL.bin to the root directory of deconstruct MINIMAL.

- 3 Press **OK** to verify the update file.
The firmware version of the update data will be displayed.



Update Data Type
Major Version
Minor Version
Build Number



- The step LEDs indicate the progress of data transmission (they light up sequentially from ①, and when all LEDs from ① to ⑩ are lit, the transfer is complete).
 - Press **PTN**, **▶**, and **●** to check the type of each update data.
-

System Settings

4 Once reception is complete, press **OK** to execute the update.



- If the update is completed successfully, DONE will appear on the display (if an error occurs, an error code will be shown).
-

5 Restart the unit.



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

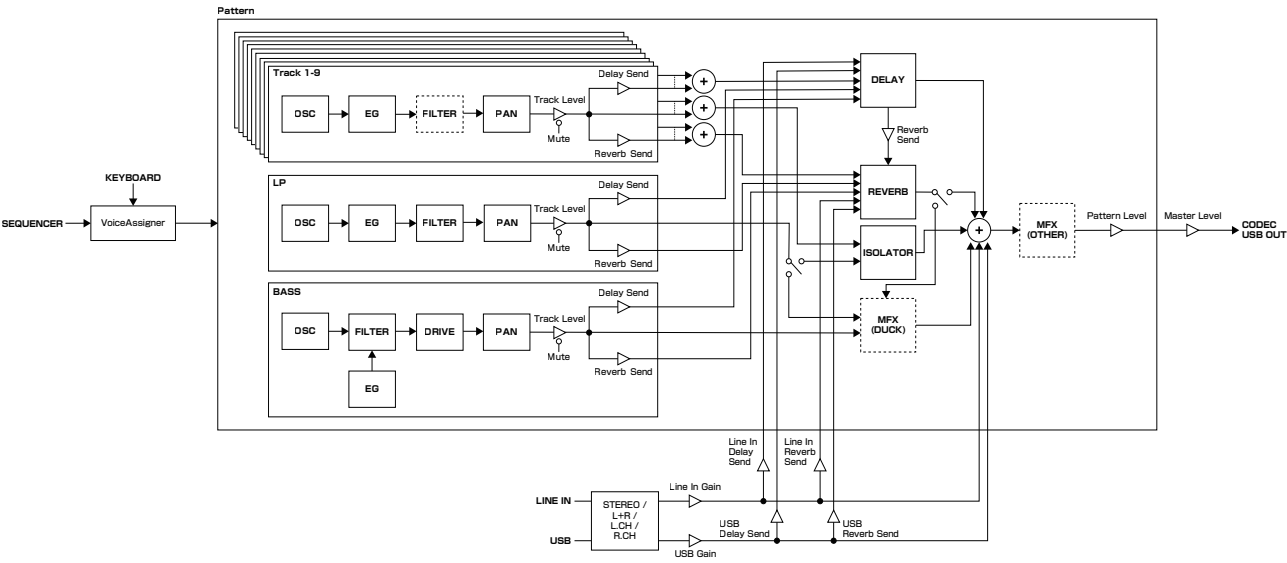
System Settings

Error Code List

<i>ERR.10</i>	System Error
<i>ERR.11</i>	Low Battery
<i>ERR.20</i>	Data Reception Error
<i>ERR.21</i>	Invalid Data
<i>ERR.22</i>	No Update Required (Boot)
<i>ERR.30</i>	Update Failed

Appendix

Figure1. Sound architecture



Menu List

SYSTEM Menu

func + ● system			
Menu Number	Display Name	Item	
1	KNOB.MD	SCALED,LATCH, JUMP	Knob Operation Settings
2	MUTE.MD	SOUND,SEQ	Mute Mode Settings
3	ISO+LP	ON,OFF	Isolator Settings for Stereo Sample Tracks
4	AT.STEP	ON,OFF	Auto Step Settings
5	BS.TIE	ON,OFF	Tie note input setting during real time recording on bass track
6	TEMPO	PTN,GLOBAL	Tempo Settings
7	CLK.IO	INT.MID,INT.SYN,EXT. MID,EXT.SYN	Clock Sync Settings
8	SYN.I.PO	RISE,FALL	Sets the polarity of the input sync signal
9	SYN.O.PO	RISE,FALL	Sets the polarity of the output sync signal
10	M.TUNE	-75~0~75	Master tuning
11	USB.AUD	ON,OFF	USB audio setting
12	BATT.TP	ALKALI,NIMH ,LITHM	Battery type
13	AUTO.PW	OFF,20MIN,1H,3H,6H	Auto power-off setting

Menu List

MIDI Menu

func + ● midi			
Menu Number	Display Name	Item	
1	MIDI.CH		MIDI channel setting
2	NOTE.MP		Note Map Settings
3	IN.FROM	OFF,MIDI,USB,MID.USB	MIDI input port setting
4	OUT.TO	OFF,MIDI,USB,MID.USB	MIDI output port setting
5	PRG.CNG	OFF,RX,TX,RX.TX	Program change send/ receive setting
6	TX.CC	OFF,ON	MIDI CC transmission setting
7	TX.CLK	OFF,ON	MIDI clock transmission setting
8	MID.OUT	OUT,THRU	MIDI OUT port setting
9	MID.CMD	OFF,RX,TX,RX.TX	MIDI command send/ receive setting

Menu List

DATA Menu

func + ● data		
Menu Number	Display Name	Item
1	PT.RENM	Rename pattern
2	S2.RENM	Rename SAMPLE 2
3	S4.RENM	Rename SAMPLE 4
4	S8.RENM	Rename SAMPLE 8

Specifications

Drum Machine	• Recreates the distinctive groove of legendary drum machines, shaped by subtle rhythmic and pitch drift • 9 tracks • 16 drum kits • Instruments: 10 banks – 132 sounds • Sample-based engine with dedicated edit parameters for each bank • BD1 and SD each feature dedicated synthesis engines • HH recreates the natural variation characteristic of analog drum machines • Diverse groove edits: Accent, random velocity, swing, sub-steps, etc. can be set per track • Supports real-time recording via pads, alongside fast step input • Equipped with an isolator for bold boosts/cuts and delicate tonal adjustment
Sampler	• Supports sample import/export and sampling (via LINE input or USB) • 4 tracks: selectable on drum machine tracks 7-9, plus dedicated loop track 10 For Tracks 7-9 • S2 Bank: 32 slots (2-second mono samples) • S4 Bank: 16 slots (4-second mono samples) < Mono Samples > • 48 kHz / 16-bit linear PCM sampling • Equipped with Repitch To Tempo function to match sample pitch to tempo For Track 10 • S8 Bank: 12 slots (8-second stereo samples) < Stereo Samples > • 48 kHz / 16-bit linear PCM stereo sampling • Switchable between loop and one-shot playback, with crossfade settings • Equipped with Time Stretch function to match tempo and pitch without changing length • During loop playback, supports 1-4 second crossfade and retrigger position settings
Bass Synth	• Newly developed analog modeling engine based on legendary bass synthesizers • 1 track • 4 modeling waveforms + alternate synth mode • Models an acid-style ladder filter < Oscillator > • SAW • SQUARE • TRIANGLE • RECTANGLE • Sine wave sub-oscillator for low-frequency reinforcement (range: -2, -1, UNISON; filter/send bypass) • SO1 Mode: adjustable mix balance of SAW and SQUARE, with a rectangular wave sub-oscillator < Filter > • 4-pole low-pass filter with resonance • Envelope amount < Envelope Generator > • Decay (linked to amp envelope in SO1 mode) • Decay curve adjustment < Voice Mode > • Monophonic • Step input for glide, with adjustable glide time and curve • Filter-linked accent • Adjustable gate time • Built-in overdrive effect

Specifications

Sequencer	• 11 tracks • 16 steps × 4 variations (up to 64 steps by chaining A, B, C, and D) • 64 patterns • Step length: 1–16; note length: 1/1 to 1/32 (configurable per track) • Real-time and step recording • Diverse mute functions and solo mode • Insert-fill playback of variations • Variation copy & paste • Phrase rotation function for shifting patterns and phrases • Parameter lock function to record knob movements per step • Pattern chain playback • Selectable Pattern Tempo / Global Tempo • Transpose function
Effects	5 types of master effects for performance: • Phaser • Distortion • Snip Loop • Ducking Compressor 3 types of send reverb: • Room • Hall • Plate Tape-echo style send delay with BPM sync and ping-pong
MIDI	• Note, Control Change, and Clock input/output
Main Unit	< Pads / Keyboard > 27 < Knobs > • 12 control knobs • 2 encoders • 16 micro knobs *Includes SCALE (automatically aligns parameter values with knob positions), LATCH (no change until the parameter value is reached), and JUMP modes

Specifications

Main unit	< Audio Input > • LINE IN (stereo mini jack) • USB (USB audio interface function can be disabled) < Audio Output > • LINE OUT (stereo mini jack) • USB (USB audio interface function can be disabled) • Headphone Out (stereo mini jack) • Built-in speaker < Terminals > • USB-C: Data transfer, MIDI/audio communication (USB audio interface function can be disabled) • MIDI/SYNC IN jack (3.5 mm stereo mini jack) • MIDI/SYNC OUT jack (3.5 mm stereo mini jack) < Dimensions > 297mm (W) × 176mm (D) × 48mm (H) 11.7 in (W) x 6.92 in (D) x 1.89 in (H) < Weight > Approx. 840 g 1.85lb < Power Supply > • DC 9V AC adapter (1A or higher, EIAJ3 standard, inner diameter 1.7 mm, outer diameter 4.75 mm, center positive) • 6 × AA batteries *AC adapter and batteries are not included. Please use a LIVEN series AC adapter.
Accessories	• Warranty
Optional Accessories	• 3.5mm TRS To MIDI Adapter • Micro Knob Caps