

---

## Evolver...WTF?

Posted by jsrocket - 2006/01/07 17:22

---

Man, I just tried to use my evolver and I cannot figure out one thing. The manual seems to be in another language. Is this thing only for synth geeks who know all the right jargon? I'm pretty dumb...but always seem to figure out the basics of my gear on the first sit down. I can't even figure out anything besides playing the presets. Is this thing difficult to anyone else? I'm truly stumped.

=====

## Re: Evolver...WTF?

Posted by - 2006/01/07 17:42

---

jsrocket wrote:

Man, I just tried to use my evolver and I cannot figure out one thing. The manual seems to be in another language. Is this thing only for synth geeks who know all the right jargon? I'm pretty dumb...but always seem to figure out the basics of my gear on the first sit down. I can't even figure out anything besides playing the presets. Is this thing difficult to anyone else? I'm truly stumped.

just knowing the basics of synth should be enough but you should also get the evolver editor. you can find it on the evolver website

=====

## Re: Evolver...WTF?

Posted by jsrocket - 2006/01/07 17:52

---

Yes, I understand a bit...and have figured out the matrix etc. The thing that seems to be my hang up is how to get an empty bank so I can start from scratch (all 512 programs seem to contain sounds / sequences already) and once I get a clean slate... then maybe I can try to program my own sequence. Can anyone tell me how to delete a program?

=====

## Re: Evolver...WTF?

Posted by milkmansnd - 2006/01/07 17:58

---

I do not think you can delete and have emptiness - but there might be a way to initialize a patch (which opens up the filters and makes just a basic waveform for you to start with)

either that, or there are a few init programs in there. I think the manual mentions that (sold my evolver over the summer so I do not really remember)

=====

## Re: Evolver...WTF?

Posted by papertiger - 2006/01/07 18:48

---

jsrocket --

right before i sold my evolver, someone from the evolver list put out a pdf document called "the definitive guide to evolver" (or something along those lines). GET THIS DOCUMENT. It is really well written and explains lots of things step by step -- I think even how to initialize settings (not sure if it's just one keystroke, or going parameter by parameter, but either way, once you have an init patch, you can save it and then work from there at least or copy it to other locations. . . ).

i'll poke around and see if i can find it, in which case I will post it here on EU, since lots of people seem to use the evolver in conjunction with the elektrons.

-M

---

=====

## Re: Evolver....WTF?

Posted by jsrocket - 2006/01/07 18:52

---

milkmand wrote:

I do not think you can delete and have emptiness - but there might be a way to initialize a patch (which opens up the filters and makes just a basic waveform for you to start with)

I'd be ok with this... anyone know more?

=====

## Re: Evolver....WTF?

Posted by jsrocket - 2006/01/07 18:54

---

papertiger wrote:

jsrocket --

right before i sold my evolver, someone from the evolver list put out a pdf document called "the definitive guide to evolver" (or something along those lines). GET THIS DOCUMENT. It is really well written and explains lots of things step by step -- I think even how to initialize settings (not sure if it's just one keystroke, or going parameter by parameter, but either way, once you have an init patch, you can save it and then work from there at least or copy it to other locations. . . ).

i'll poke around and see if i can find it, in which case I will post it here on EU, since lots of people seem to use the evolver in conjunction with the elektrons.

-M

I have it...and I think this may work. It 107 pages long...whooooo... I think I may print it at work tomorrow. I hate long PDF files. The guy who made this has alot of equipment and seems to love figuring ever little thing about it.

=====

## Re: Evolver....WTF?

Posted by papertiger - 2006/01/07 19:01

---

ha -- i was just going to link it for you. seriously though, read it -- it's worth it. I know not everyone likes to read manuals and docs like this, but essentially the guide is the practical application of all the technical shizz that's in the evolver "manual."

and definitely print it at work -- they owe it to you. heh.

-M

=====

## Re: Evolver....WTF?

Posted by jsrocket - 2006/01/07 19:10

---

papertiger wrote:

ha -- i was just going to link it for you. seriously though, read it -- it's worth it. I know not everyone likes to read manuals and docs like this, but essentially the guide is the practical application of all the technical shizz that's in the evolver "manual."

and definitely print it at work -- they owe it to you. heh.

-M

I'm not opposed to reading a manual... I read the evolver one all this morning...I just get frustrated when I read it and I still am clueless lol. The guide will def help...I glanced at it and it is for numbskulls like me. I always read my manuals or I wouldn't even know what to do. Something like an old school mono synth...I don't need the manual ever (who does)...but anything with a sequencer, effects, patch memory etc... I can never figure out blindly.

---

## Re: Evolver....WTF?

Posted by papertiger - 2006/01/07 19:54

with all due respect to Dave Smith (who is one of the nicest guys ever -- he responds to emails personally regarding his synth! that's commitment), the manual for the evolver is more a list of what the parameters \*do\* rather than an \*explanation\* of what they do. That's why the definitive guide is a great supplement to it. Personally, I feel like well written manuals balance the two (what the parameters do, and explanation).

i don't blame you for feeling dissatisfied with the manual, and i didn't mean to imply that you were lazy, etc. I think pretty much anyone that owns something like an evolver or an elektron is going to be a manual-reading-knob-tweaking synth nerd. =)

-M

---

## Re: Evolver....WTF?

Posted by milkmansnd - 2006/01/07 22:36

or a preset rocker! :-D

---

## Re: Evolver....WTF?

Posted by ggoodwin - 2006/01/07 22:53

I believe that bank 0 patch 127 should be an init patch...I copied it all over the place, then do a mass write over 10 patches at a time when I sit down for an editing session. You can also make your own custom init patches, with different sequencer, osc, ext in, and modulation presets.

yeah, the evolver requires a fairly thorough understanding of how subtractive synthesis works in an abstract way...little nuances can throw you at first but you'll get used to them. example, the evo has a VCA level knob as well as a VCA env depth knob...not many other synths have that...but not many other synths can make self-playing, always-on drones, either...

also one to watch out for is the way modulation is set up....you have 4 generic modulation slots which can be used to route anything to anything...but you also have several dedicated modulation slots with pre-set sources (velocity, aftertouch, etc), so there's really a ton of modulation flexibility in this thing...but you don't have to use it if you don't need it.

etc.

---

## Re: Evolver....WTF?

Posted by jsrockit - 2006/01/07 23:20

---

ggoodwin wrote:

I believe that bank 0 patch 127 should be an init patch...I copied it all over the place, then do a mass write over 10 patches at a time when I sit down for an editing session. You can also make your own custom init patches, with different sequencer, osc, ext in, and modulation presets.

Bank 0? Oh ok... I'm using OS 3... it is bank 2 I think...#128. I just looked at the manual again... it says it is a basic keyboard program with most parameters off. It says it is a good starting point. However, the manual doesn't say how to copy this program...it only tells you how to copy a sequence. I put it away to tell you the truth...until I can print out the other manual tomorrow.

The other #128s are test programs...and it says you can trash them... however, it doesn't say how. Weird.

=====

## Re: Evolver....WTF?

Posted by ggoodwin - 2006/01/10 00:17

---

to save a program to a different slot: ok, you know how you have to hold that main button for a second until it flashes, then press it again to save? Do that, except rotate the program select knob while it is flashing, until you arrive at the destination slot where you want to save...then hit the button again.

so how is your quest for evolver masterdom coming? let me know if you have any specific questions on it.

=====

## Re: Evolver....WTF?

Posted by jsrockit - 2006/01/10 01:11

ggoodwin wrote:

to save a program to a different slot: ok, you know how you have to hold that main button for a second until it flashes, then press it again to save? Do that, except rotate the program select knob while it is flashing, until you arrive at the destination slot where you want to save...then hit the button again.

so how is your quest for evolver masterdom coming? let me know if you have any specific questions on it.

Thanks for the hint. I downloaded the guide...and took the day off from work tomorrow to learn it...as well as see the new Apple products.

=====

## Re: Evolver....WTF?

Posted by ggoodwin - 2006/01/10 01:26

---

oh man, I love Gear Days...I haven't taken one in...well, actually, I took one last week.

=====

## Re: Evolver....WTF?

Posted by jsrockit - 2006/01/13 02:31

---

Need more help. I have figured out a little more about the Evolver. I am still confused though. Basically I start with the basic patch (OS 3, Bank B, patch 128) and make Osc 1 and Osc 2 a triangle wave, then I put the frequency of each to say C3. However, once I turn the VCA up...it just drones. Ok, so I let it drone...because I am learning and am happy to hear something I actually programmed...or rather made make a noise. Then I go to learn the sequencer...which I can get to run but I have no idea how to program like a baseline using those 1-100 values. Basically I am used to programming actual notes (a, b, c d, e, etc) instead of values. I never used a CV style sequencer. What do these values represent? I understand the reset and off options...but not the values 1-100. I put the sequencer destination to Osc All Frequency

and it changes the tone / pitch a bit...but I want to be able to understand it and control it.

So basically, I need to understand how to stop it from droning all the time..but also play when I hit the sequencer start button. (I have only figured out the turning down the VCA stops it from droning lol). Then I need to understand how to program actual notes using the sequencer.

Any help would be perfect. Thanks.

=====

## Re: Evolver....WTF?

Posted by ggoodwin - 2006/01/13 04:32

what you mistake for odd behavior is actually some of the evolver's massive flexibility coming to light...VCA controls the level of the amp circuit. when you set it to something other than zero, you are bypassing the amp envelope and listening directly to the oscillator mix. what you're looking for is the knob right next to vca level, i.e. env amount. set that to full and leave vca level at zero for your typical amplitude envelope sounds. modulate env amt with velocity for the "hit key harder, sound plays louder" thing.

as for the sequencer, IMO it is actually not that well suited to traditional note-by-note sequences like you might have in mind, but it is possible. the note value is actually multiplied by two, so to go up an octave you add 24, not 12. then 0 corresponds to the lowest note it can do, c -2 I think, and works up from there. check the manual for specifics. You can also set rests. There is also a feature to enter note values from external midi source which I would highly recommend for you...except that I forgot how to engage it...I think you hold the sequencer button and hit start, or something.

also, make sure to read the section on the different trig modes for your patches. very important. you can have the sequencer trig the envelopes or not, have the sequencer start on midi note, have midi gate the sequencer, even trig the sequencer from external in threshold...all kinds of stuff..check manual page 33...there were also some new modes added with version 3, you'll have to look them up though since I don't remember where that info was found...

be advised that there are plenty of "quirky" behaviors that the sequencer does, for example if you are trying to sequence filter env decay, you might assume that higher values would cause the filter decay to take longer, but it is actually inverted in that case, so that higher values make it close quicker...

it's 75% experimentation and 25% asking on the internet...also, check out KSS forums at harmony-central.com, there's a lot of very knowledgeable evolver folks over there, including a guy who helped design it.

peace

=====

## Re: Evolver....WTF?

Posted by jsrocket - 2006/01/14 13:19

I'm straight now. Feel better. I'm different than most...I actually hate learning new equipment. However, once I know the basics...it is cool.

=====

## Re: Evolver....WTF?

Posted by jsrocket - 2006/01/14 16:55

I am very happy with this synth. I learned how to use the sequencer to make basslines...and now know what values equal which notes and how to use the transpose. Very cool synth. It is crazy how you are used to using a few different synths...but then one comes along that stumps you just because it is a bit different.

=====