



CAUTION ELECTRIC TOY: Not recommended for children under 3 years of age. As with all electric products, precautions should be observed during handling and use to prevent electric shock. This toy should be periodically examined for potential hazardous parts to be repaired or replaced.

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TABLE OF CONTENTS

INTRODUCTION	1
SETUP.	2
START PLAYING RIGHT OUT OF THE BOX	3
EVERYTHING AT A GLANCE	5
5X5 PLAY PAD MODES	7
TRACKS + CONTROLS.	8
FX - ADDING EFFECTS TO A TRACK.	11
AUDIO SAMPLING	12
WORKING WITH SETS.	14
RECORDING A CLIP	15
MIDI FUNCTIONS.	16
CONFIGURATION MODE	19
UPLOADING NEW SONGS AND SETS	21
WARRANTY - Purchases made in USA	22
WARRANTY - Purchases made outside of USA	23

INTRODUCTION

Welcome to the world of music production! The myTRACKS is a fully functional music studio that has been simplified, so anyone can create detailed, layered music compositions. Inspired by classic grooveboxes and modern software-based audio workstations, the myTRACKS uses snippets of audio, called Samples, and 4-bar loops of melodies, called Clips to create songs.

Featuring hundreds of built-in melodies and drum pattern clips, along with 48 different instruments, it is easy to instantly start creating music. Use the built-in microphone to “sample” any sound, and the record button to make your own drum pattern and melody clips.

The built-in effects processors (FX) add dynamic changes to the sound using multiple FX types and the two FX control levers.

With 5 tracks to work with, it is easy to create full, complete tracks full of dynamic changes and sonic excitement!

To get started, turn on the myTRACKS and tap the RNDM button to randomize a fresh song. We encourage you to have fun exploring, and then invest just a little bit of time with this manual to understand the details of creating music with the myTRACKS. We sincerely hope the myTRACKS encourages a lifetime of music exploration and creation.

SETUP

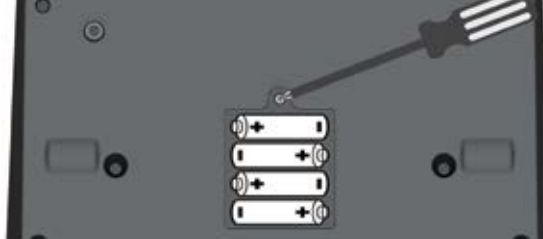
Included in this package

- Blipblox myTRACKS
- USB-C to USB-B adapter cable. This cable can be used to connect to external power, or a computer for USB MIDI and downloading new sounds and sets.
- Four (4) AA batteries

Getting the Blipblox myTRACKS ready to play

- Install batteries. The battery compartment is on the underside of the myTRACKS. Use a Phillips screwdriver to open the battery cover. Place batteries in the order indicated below.

Warnings: ❶ Do not mix different types of batteries, or new and used batteries. ❷ Non-rechargeable batteries are not to be recharged. ❸ Rechargeable batteries are to be removed from the toy before being charged. ❹ Rechargeable batteries are only to be charged under adult supervision. ❺ Batteries are to be inserted with the correct polarity. ❻ Exhausted batteries are to be removed from the toy. ❼ The supply terminals are not to be short-circuited.



- As an alternative to batteries you can use the USB-C adapter cable. Plug the USB-C side of the adapter in the back of the myTRACKS where you see “USB-C” and the other side into any compatible USB power adapter.
- Batteries do not need to be removed to use power adapter, but adapter cable will not charge batteries.
- Battery levels. The power button will indicate if your batteries are low or dead.
 - 🔌 button flashes yellow - batteries are running low, or you are using low-voltage rechargeable batteries.
 - 🔌 button flashes red - there is not enough power left in the batteries for the myTRACKS to operate.
- Auto-shutdown. If no buttons are pushed, or no MIDI data is received for 30 minutes, the myTRACKS will automatically shut down to save power. This can be disabled using instruction in “CONFIGURATION MODE”.

START PLAYING RIGHT OUT OF THE BOX



Making Sounds Using Play Modes

- The 5x5 PLAY PAD is where you play notes (individual sounds, accessed through note mode) and launch clips (drum patterns and sequences, accessed through clip mode).
- You can switch between 5x5 PLAY PAD modes by tapping the MODE button.

Note Mode: MODE button glows purple.

- This mode plays individual sounds, either instruments or drum hits.
- You can cycle through instrument sounds by tapping the track INSTR buttons at the bottom of each track column.

Clip Mode: MODE button glows blue

- This mode launches built-in sequences or clips.
- Each clip is a 4-bar melody or drum pattern.

- You can change the tempo of the clip using the TEMPO + — controls.
- Clips are organized into sets and you can create your own clips. Both are covered later in this Guide.

Time to Play!

1. Tap the  button to turn on the myTRACKS.
2. Adjust MASTER VOLUME using red knob.
3. Check the MODE button to make sure it is in note mode (glows purple).
4. Using the 5x5 PLAY PAD, try pressing the buttons to hear what sounds you can make.
5. Tap the INSTR buttons to change the instrument on each track.
6. Tap the MODE button until it is blue. You are now in clip mode.
7. Using the 5x5 PLAY PAD, click any button to activate the assigned clip.
8. You can select multiple clips at a time, one per track. Selected clips will glow blue.
9. Tap the  button to start playing the selected clips.
10. As long as you are in **clip mode**, you can turn clips on and off while they are playing. Or stop all clips by tapping the  button again.
11. You can toggle between the two modes at any time.
12. While the clips are playing ( button glows green), you can switch to note mode and start playing individual notes along with the clips. For example, you might want a drum beat playing while you jam with live notes.

Sampling Sounds

- In addition to the built-in sounds, you can also record your own samples using the microphone.
- You can also use your sampled sounds to create clips, which we will cover later in this Guide.

Time to Play!

1. Tap the  button. The button will glow red to indicate you are ready to record sample.
2.  Hold any of the 5x5 PLAY PAD buttons while you speak, sing or make another noise. Take your finger off the PLAY PAD button when you are done recording.
3. The Play Pad and  buttons will flash green to indicate your sample was saved to that button.
4. Press the 5x5 PLAY PAD button again to hear your sample. You can now play your sample just like any other instrument on the 5x5 PLAY PAD.
5. Repeat these steps to add samples to any other 5x5 PLAY PAD button on the grid.

EVERYTHING AT A GLANCE



1	⏻ POWER BUTTON	Tap to turn on the myTRACKS. ↓Hold to turn off. • Flashes yellow - batteries are low or low-voltage rechargeables. • Flashes red - not enough battery power to operate.
2	🎹 MIDI BUTTON	Selects which track's notes are sent to MIDI out.
3	FX1 AND FX2 BUTTONS	Tap to set the effect for FX1 and its related lever. Button will glow based on selection: • Multimode filters: Low Pass Filter (blue), Band Pass Filter (aqua), High Pass Filter (green) • Echo (purple) • Pitch Shift (yellow)
4	FREAK BUTTON	Tap to add a burst of random notes pulled from all of the tracks.
5	+ - TEMPO BUTTONS	Tap + to make the clip(s) beats faster and - to make the clip(s) beats slower.

6	 RECORD  PLAY/STOP BUTTONS	Tap  to start playing the selected clips. Turn clips on and off while in PLAY mode. Tap again to stop all clips. Tap  to start recording notes played from the pads.  Hold  button to turn on a metronome.
7	MODE BUTTON	Tap to toggle between note mode (purple) and clip mode (Blue). In note mode, individual notes are played on the grid pads. In clip mode, clips are started and stopped by tapping the grid pads.  Hold the MODE button to go into drum machine mode (green). In drum machine mode, the drum track is extended across all grid pads, so every pad has a drum sound.
8	MASTER VOLUME KNOB	Controls the volume of all the sounds.
9	FX1 AND FX2 CONTROL LEVERS	Pushing or pulling the lever will: • Change the cutoff frequency (Filter FX) • Change the amount of delay (Echo FX) • Change the pitch of the sound (Pitch Bend Effect, tracks 1-4 only)
10	RNDM BUTTON	Use this button for instant sonic inspiration. Tap to randomize all of the settings. RNDM loads a new set, activates clips from that set and loads new instruments and FX.
11	  SET BUTTONS	Use these buttons to scroll through the sets.
12	LOAD SET BUTTON	Tap to load the set you selected with the set buttons.  Hold to save a newly created or modified set.
13	 MICROPHONE BUTTON	Tap to activate microphone. The button will glow red to indicate you are ready to record sample. • Hold any of the PLAY PAD buttons while you speak, sing or make another noise. • Release  PLAY PAD button when you are done recording. • Hold  to arm recording, then the record sound will play in different pitch across the entire track.
14	TRACK VOLUME KNOBS	Control the volume of each of the 5 tracks.
15	PLAY PADS BUTTONS	The 5x5 PLAY PAD is used to play individual sounds and drum hits when in notes mode. The pad buttons are used to launch melodies and drum patterns when in clip mode.
16	TRACK FX BUTTONS	These buttons are connected to the FX1/FX2 buttons and FX1/FX2 levers to apply an effects processor to a track. Tap this button to cycle between FX1, FX2, FX1 and FX2 or off (no effects).
17	TRACK INSTR BUTTONS	Tap to select an instrument or drum kit on each track. The  track is dedicated to drum kits only. Tracks 1-4 can have either instruments or drum kits.  Hold INSTR button to octave shift the notes on the track.

Button Actions Legend

Tap = Tap the button once to access the feature

Hold = Hold the button down to access the feature

Press = Long or short press, can be used on the PLAY PAD and FREAK buttons

5X5 PLAY PAD MODES

The myTRACKS is designed to switch seamlessly between three play modes. For example, a user can change a drum pattern using the clip mode, then quickly switch to the note mode to play individual notes over the drum beats.

Note Mode

Tap the MODE button until it turns purple. This is the most simple myTRACKS play mode.

Once in note mode, tap 5x5 PLAY PAD buttons to play different sounds. Each instrument track can play only one note at a time (so only one note within a track column). The drum track can play up to four drum sounds at one time.

Clip Mode

Tap the MODE button until it turns blue. In this mode, the 5x5 PLAY PAD buttons play a different melody or drum pattern, called clips. Clips can be launched at any time, but they won't play until the ■► button is green.

Each track can play one clips at a time, so there can be up to 5 clips all playing at the same time. Each clip is a 4-bar melody or drum pattern.

There are two ways to turn clips on and off, instant and on-bar.

- *Instant:* Tap the PAD button once to turn a clip on or off instantly.
- *On-bar:* ↓Hold the clip's play pad until it flashes blue. Now that clip will start or stop at the beginning of the 4-bar clip. This allows clips to be synchronized so they start or stop at the same time.

Drum Machine Mode

↓Hold the MODE button until it turns green. The myTRACKS is now in drum machine mode. This mode is similar to the note mode, except that the drum track is extended across all 5x5 PLAY PAD tracks and buttons.

When in drum machine mode, the volume, FX and instrument of all tracks are controlled by the drum track.

Tap the drum track INSTR button to change 25 PLAY PADS to a new drum kit.

TRACKS + CONTROLS

On the myTRACKS, there are five numbered columns in the 5x5 PLAY PAD. The first track is dedicated to drums, labeled with the . The other tracks are labeled 1-4. Each track has a set of controls: a black volume knob, 5 PLAY PAD buttons, an FX button and an INSTR button.



Track Volume Knobs

Adjust the volume to create the mix. For example, you might want the drums to be quieter than the main instruments.

Track Play Pads

Depending on the selected mode, the 5x5 PLAY PADS will play either notes, drum or clips.

Track FX Buttons

Each track can have FX (audio effects) applied. Tap the track's FX button to apply an effect. There are four options available for each track:

- No active FX - no light.
- FX1 active - will glow the same color as the main FX1 button.
- FX2 active - will glow the same color as the main FX2 button.
- FX1 and FX2 active - will flash between the colors on FX1 and FX2.

Reference "FX - ADDING EFFECTS TO A TRACK" for more information.

Track INSTR Buttons

The INSTR button selects the instrument playing in a track. The dedicated drum track features different drum kits. The other four tracks can play tuned instruments, such as guitars, trumpets, bass, etc. Tap the INSTR button to scroll through the different instruments.

Tuned Instruments (Tracks 1-4 only)

The selected tuned instrument will have 5 pitches available to play in the grid. The selected set defines the pitch of the note on each PLAY PAD button so one set may have A, B, C, D, E and another set may have A $\sharp$, F $\sharp$, C, D $\flat$, E. These pitches are built into the set and cannot be changed, but you can shift the octave up or down.

To shift an octave:

1. $\downarrow$ Hold the track's INSTR button for the track you want to octave shift.
2. The track will illuminate to show the selected octave:
 - LEDs dance up the track once = notes shift one octave up
 - LEDs dance up the track twice = notes shift two octaves up
 - LEDs dance down the track once = notes shift one octave down
 - LEDs dance down the track twice = notes shift two octaves down
 - LEDs dance to center of track = octave is at the set default
3. This affects both the notes played in note mode, and the clips being played in clip mode.

Sound Effects and other Non-Tuned Instruments (Tracks 1-4 only)

In addition to selecting a tuned instrument, you will also find some INSTR selections are percussion and silly sounds. Some are not tuned so will not follow the pitches as described above. For these sounds that are not tuned, octave shift instructions can still be used to explore sounds within that INSTR.

Full Instrument List and Descriptions

If you are interested in learning the color codes for each of the 48 pre-loaded instruments or instruments included in an uploaded instrument pack, go to the Product Center at blipblox.com or scan QR Code:



FREAK button

Press the FREAK button (either tap quickly or hold down continuously) to trigger different notes in a chaotic, random pattern across all tracks. The notes will continue to “freak out” as long as the button is pressed.

RNDM button

If you want to play with the myTRACKS but don't know where to start, RNDM is the button for you. Pressing the button more than once will allow you to explore many of the sounds and settings without having to adjust each individual setting. Once you find a sound you like, you can then start modifying instruments and other selections.

When tapped, it will randomize:

- Set number
- Clips activated on that set
- All instruments for each track
- Octave shifts for each track
- FX1 and FX2 types
- All track FX selections
- Tempo

FX - ADDING EFFECTS TO A TRACK

An FX processor changes the signal of a sound and modifies the waveform. The myTRACKS FX processors are controlled by the levers. This feature is a great way to add new texture and interest to a built-in or sampled sound in real time.

The FX1 and FX2 buttons set the effects controlled by the levers.

Adding Effects to a Track

1. Tap the FX1 or FX2 button to scroll through the FX options. The color of the FX1 and FX2 buttons indicate the effect:
 - Blue - Low Pass Filter: Removes high frequencies of the sound. Pushing the lever forward allows all frequencies to be heard, pulling it back allows only low frequency sounds to be heard.
 - Aqua - Band Pass Filter: Removes high and low frequencies of the sound. Pushing the lever forward allows a higher band of sound to be heard, pulling it back allows a lower band of sound to be heard.
 - Green - High Pass Filter: Removes low frequencies of the sound. Pushing the lever forward allows only high frequency sounds to be heard, pulling it back allows all frequencies to be heard.
 - Pink - Echo (delay): Applies an echo effect to the sound. Push the lever forward to create more echos in the sound, pull back to reduce.
 - Yellow - Pitch Bend: Bends the pitch of the sound. Push the lever forward to make the sound higher, pull back to make the sound lower. The Pitch Bend effect cannot be applied to the Drum Track, however if a drum sound is used on Tracks 1-4 pitch bend can be applied to these drums.
2. Set the track FX using the track-level FX button.
3. Adjust the lever while pressing the play pad button to hear the effect.

AUDIO SAMPLING

The myTRACKS can instantly record audio with its built-in microphone, and then play it on a pad. There are two different modes for recording audio. Single-pad mode, and full-track mode.

Single-pad sampling places the recorded audio on a single play pad. You can place a sample on any of the 25 PLAY PADS.

Full-track sampling places the sample across an entire track. This mode will place the sample on every note on a single track with each pad having a different pitch. This feature only works on Tracks 1-4.

To record on a single-pad

1. Tap the  button. The button will glow red to indicate it is ready to record.
2. Hold any of the PLAY PAD buttons while you speak, sing or make another noise. Release the PLAY PAD button when done recording.
3. The  button and PLAY PAD you recorded to will flash green to let you know the sample is ready.
4. Repeat these steps to add samples to any other PLAY PAD button.

To record across a full-track

1. Hold the  button until the 5x5 PLAY PAD buttons for Tracks 1-4 flash.
2. Release the  button. Note: Full-track recording mode is not available on the drum track.
3. Hold any of the PLAY PAD buttons while you speak, sing or make another noise. Release the PLAY PAD button when done recording.
 - The PLAY PAD selected during full-track sampling is the “root note”. The pitches on the other PLAY PADS within that track will be based on this root note. If being musically in tune with the other tracks is desired, take note of the pitch on that pad before recording the sample sound and match this pitch as closely as possible.
4. The recorded sound will be mapped across the entire track, with each pad on the track playing a different pitch of the sound.
5. You can also octave shift your full track sample by holding the track’s INSTR button.

Tips for making your audio samples sound great

- The mic on the myTRACKS is designed to be sensitive to sound. It is not necessary to yell or make sounds close to the mic.
- The myTRACKS automatically optimizes the sound level of an audio sample to the ideal level. So if you yell, it will decrease the level and if you whisper, it will increase.
- The myTRACKS automatically "trims" silence at the beginning of an audio sample. This means that after you hold down the PLAY PAD button actual recording will not begin until a sound is detected. For this feature to work correctly, make sure the start of your recording is loud and clear.

Whenever a new instrument is selected, new set loaded or RNDM is tapped, all recorded samples on that track are cleared. Samples do not get saved when saving a set. Samples are preserved when the unit is turned off/on.

WORKING WITH SETS

A set contains all of the musical elements needed to produce a song. This includes the 25 melody and drum clips, the instrument and effects assignments for each track, octave shifts, effects settings and tempo.

Within a set the 25 clips and notes are matched in a single musical key and style to ensure they sound good together. The myTRACKS comes pre-loaded with 17 sets.

Loading a Set

1. Tap the **^v** SET buttons to scroll through the different sets. Each set is color-coded on the **^v** buttons so you can easily go back to a set you like.
2. The LOAD SET button will glow green. Tap the button to load the set.
3. Loading the set will reassign:
 - Musical notes on all 25 PLAY PADS
 - Clips on all 25 PLAY PADS
 - Drum track kit
 - Instruments assigned to Tracks 1-4
 - Effects settings
 - Tempo
 - Octave shifts

NOTE: loading a new set will clear all samples and existing settings

Modify and Save Sets

You can modify and save onto any of the 17 sets with your own settings and clips. Saving a set will overwrite that set in the installed pack. You can restore all sets in a pack as described in "CONFIGURATION MODE".

1. Load a new set.
2. Select a new instrument, apply effects settings and/or record new clips. If you like the sound, you can overwrite the selected set with your new settings. Audio samples are not saved with sets.
3. **↓**Hold the LOAD SET **↓** SAVE button to save the new settings. That set (indicated by the colors of the **^v** buttons) can now be used just like any of the built-in sets. Your settings will save until you save again, restore the factory sets, or upload a new set pack from blipblox.com.

RECORDING A CLIP

The myTRACKS comes loaded with hundreds of built-in clips (accessed in clip mode). You can also record your own clips that can be added to a set. The myTRACKS works on 4-beat, 4-bar loops. After 4 bars, recorded notes will start playing back. It is possible to layer more and more notes on these recordings.

Tips before you start recording

It's helpful to record while listening to a beat. You can set a beat by either activating a drum clip, turning on the myTRACKS metronome or having both drum clips and metronome playing.

Recording a Clip

1. Tap or ↓Hold ● button, it will glow red. (Holding the ● button will turn on the metronome.)
2. The ■▶ button will glow green and start playing any active clips.
3. Start recording notes by pressing play pads on any of the tracks. If you play notes on two or more tracks, the myTRACKS will save the new clips on each track where notes were played. Clips will save to the track in order, starting with the top row and then going down as more clips are recorded. You can record up to 5 clips on each track.
4. When done, tap the ● button again to exit recording mode. Then, any tracks where notes were recorded will launch a new sequence containing those recorded notes.
5. If you don't want to save your recording, tap the ■▶ button to cancel the recording.
6. The new recordings are temporarily stored in the set. To permanently save the recorded clip(s) to the myTRACKS, follow instructions in "Working with Sets".

Recording with Quantization

The myTRACKS includes a feature called quantization. When quantization is activated, your recorded notes will rhythmically "autocorrect", automatically adjusting to a 16th note grid, eliminating timing errors. By default this feature is activated on the myTRACKS, however you can turn it off in CONFIGURATION MODE if desired.

MIDI FUNCTIONS

MIDI stands for Musical Instrument Digital Interface. Created in the 1980s, MIDI is a connection standard that allows thousands of different electronic music devices to communicate with each other.

5-Pin DIN MIDI OUT

The myTRACKS features a 5-pin DIN MIDI OUT port. This allows the myTRACKS to control music devices including a Blipblox, other synthesizers, samplers, drum machines, or any other instrument that has a MIDI IN port.

USB-C MIDI IN/OUT

The myTRACKS supports MIDI IN/OUT over the USB-C interface. Use the USB-C to interface with a computer running music production software, commonly referred to as a DAW (Digital Audio Workstation).

The Two MIDI Modes

The myTRACKS has two MIDI modes. These modes and the MIDI channel can be changed in the CONFIGURATION MODE. By default, the myTRACKS is in Single MIDI mode on MIDI channel 1.

Playing in Single MIDI Mode

Single MIDI mode sends the selected track out over a single MIDI channel. Use this mode when playing a hardware device such as the Blipblox. In Single MIDI mode, the drum track is not sent through MIDI.

1. Connect the myTRACKS MIDI OUT to the other device MIDI IN using a 5-pin DIN MIDI cable.
2. Tap the 🎵 button to select which track you want to send notes from. As you tap the button, you will see the activated track illuminate.
3. Now you can use the PLAY PADs on that track to send notes to the other device.
4. You can also launch a clip on that track to have the clip play over MIDI.
5. Note that the MIDI notes are sent over both the 5-pin and USB MIDI.

Playing in Multi MIDI Mode

In Multi MIDI mode, each track is sent out over a unique MIDI channel. This is useful if the myTRACKS is controlling multiple devices, where each device is set to a unique MIDI channel. It is also useful for interfacing the myTRACKS with a DAW. The base MIDI channel can be selected in CONFIGURATION MODE. Then Tracks 1-4 are the base MIDI channel plus the track number. In Multi MIDI mode, the MIDI button has no function.

If the base MIDI channel is set to 1:

- Track 1 is sent on channel 1
- Track 2 is sent on channel 2
- Track 3 is sent of channel 3
- Track 4 is sent on channel 4
- Drum Track is sent on channel 5

If the base MIDI channel is set to 5:

- Track 1 is sent on channel 5
- Track 2 is sent on channel 6
- Track 3 is sent of channel 7
- Track 4 is sent on channel 8
- Drum Track is sent on channel 9

Receiving MIDI over USB-C

The myTRACKS can also receive MIDI data from the USB-C port. The way the myTRACKS responds to MIDI IN data is the same in either Single or Multi MIDI mode. Each track responds to the incoming MIDI RX data based on the base MIDI channel.

If the base MIDI channel is set to 1:

- Track 1 plays MIDI from channel 1
- Track 2 plays MIDI from channel 2
- Track 3 plays MIDI from channel 3
- Track 4 plays MIDI from channel 4
- Drum Track plays MIDI from channel 5

If the base MIDI channel is set to 5:

- Track 1 plays MIDI from channel 5
- Track 2 plays MIDI from channel 6
- Track 3 plays MIDI from channel 7
- Track 4 plays MIDI from channel 8
- Drum Track plays MIDI from channel 9

Synchronization with MIDI Clock

In addition to sending notes, the myTRACKS can also send MIDI Clock synchronization signals. This is useful for synchronizing other devices such as drum machines and DAWs to the myTRACKS. The sending of MIDI clock is turned off by default. Turn it on using the Configuration Mode. MIDI clock is sent out of both the 5-pin DIN interface and the USB-C port. Sending of MIDI clock works the same in both Single and Multi MIDI modes. While

the myTRACKS sends MIDI clock signals, it does not respond or sync to incoming MIDI clock signals over the USB-C interface.

MIDI CC

The myTRACKS can also send the values of the two FX levers and 5 volume knobs as MIDI Control Change (MIDI CC). This is turned off by default. Activate this feature in the Configuration Mode. When activated, the MIDI CC for these 7 controls are sent on these channels:

In Single MIDI mode:

- Left Lever CC = 16 on configured MIDI channel
- Right lever CC = 22 on configured MIDI channel
- Drum Volume = 17 on configured MIDI channel
- Track 1 volume = 18 on configured MIDI channel
- Track 2 volume= 19 on configured MIDI channel
- Track 3 volume= 20 on configured MIDI channel
- Track 4 volume= 21 on configured MIDI channel

In Multi-MIDI mode:

- Left Lever CC = 16 on configured MIDI channel
- Right lever CC = 22 on configured MIDI channel
- Drum Volume = 7 on configured MIDI channel +4
- Track 1 volume = 7 on configured MIDI channel
- Track 2 volume= 7 on configured MIDI channel +1
- Track 3 volume= 7 on configured MIDI channel +2
- Track 4 volume= 7 on configured MIDI channel +3

The myTRACKS does not have MIDI Host Functionality

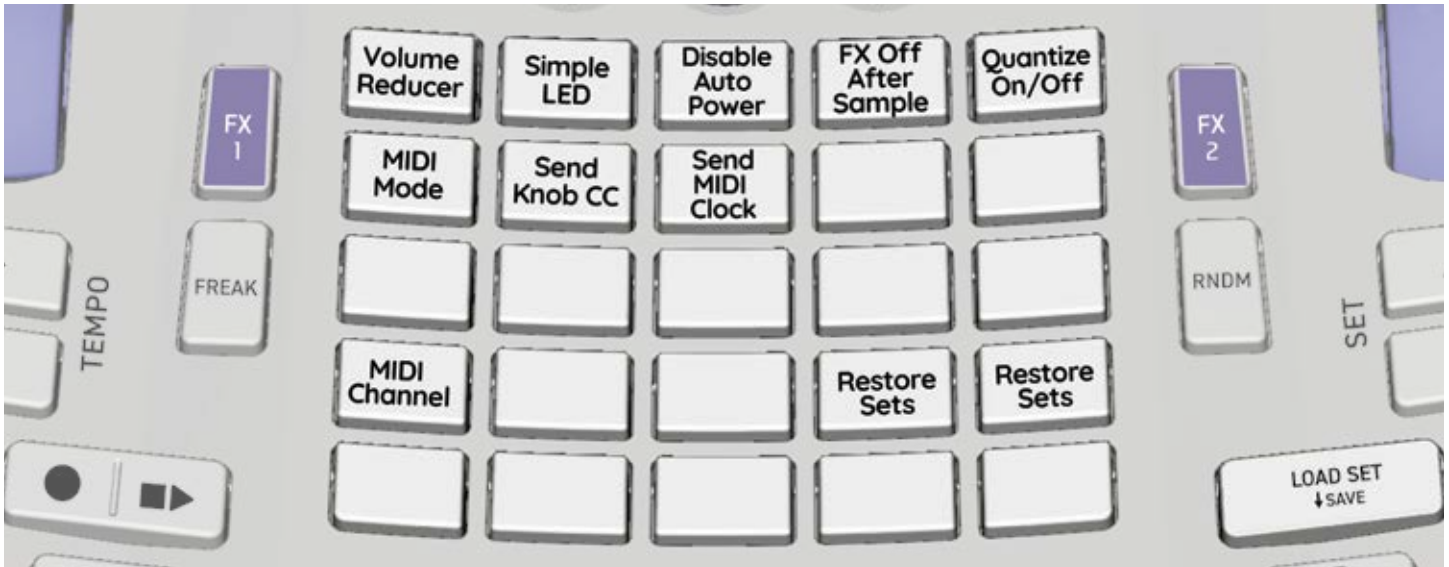
This means an external USB music keyboard cannot be plugged into the myTRACKS through the USB-C interface. Only a computer, or a specific type of MIDI interface called a “MIDI Host” can be used with the USB-C interface.

CONFIGURATION MODE

Use the Configuration mode to change setting on the myTRACKS. Once settings are applied, they stay applied through power cycles.

To enter configuration mode

1. Turn the myTRACKS off.
2. Hold down the MODE button while turning the myTRACK back on.
3. The top two rows of buttons will glow blue or green. Each of these illuminated buttons represents a configuration setting.
4. Press one of the configuration buttons to toggle between blue and green to change a configuration.
5. To return to the factory default settings, set each configuration button to blue.
6. To save new settings, ↓hold the LOAD SET button until it flashes green.



Configuration Legend

- **Volume Reducer.** Blue = default full volume. Green = reduced volume levels.
- **Simple LED.** Blue = LED button lights will blink and dance normally. Green = LED flashing and other visual activity is reduced for sensitive users.
- **Disable Auto Shutoff.** Blue = myTRACKS will automatically power off after 30 minutes of standby. Green = Always on. This feature is helpful for live performance, studio play or when plugged in the the USB-C for power.
- **FX Off After Sample.** Blue = track audio effects and octave shifts are turned off after a sample is recorded on that track. This helps to hear the sample clearly when first replaying. Green = Effects are not turned off after sampling.
- **Quantize On/Off.** Blue = while recording a clip, note timing is automatically adjusted for perfect rhythm. Green = no timing adjustment is made.
- **MIDI Mode.** Blue = myTRACKS sends MIDI in Single MIDI Mode. Green = myTRACKS sends MIDI in Multi MIDI mode.
- **Send Knob and Lever MIDI CC.** Blue = MIDI CC values of the levers and knobs are not sent. Green = MIDI CC values of the knobs and levers are sent.
- **Send MIDI Clock.** Blue = myTRACKS does not send any MIDI clock out to the 5-pin MIDI connection and USB. Green = myTRACKS sends MIDI clock, start, stop and continue commands out of the 5-pin MIDI and USB connections.
- **MIDI Channel.** Set the MIDI channel by holding down this button (it will glow purple) while using the drum track volume knob to select a MIDI channel from 1-10. The 5x5 PLAY PAD rows will indicate which channel is selected. ↓Hold LOAD SET to lock in the new MIDI channel.
- **Restore Sets.** ↓Hold these two buttons (they will glow yellow) at the same time to restore all sets to the factory, or last uploaded set pack. When the yellow lights stop blinking, the restoration is complete.

To exit CONFIGURATION MODE, ↓hold ⏻ to power off. The next time the myTRACKS is turned on you will be in regular play mode.

UPLOADING NEW SONGS AND SETS

The myTRACKS can be updated with different instrument sounds, and different sets. New sounds and sets are available at blipblox.com.

What you'll need to upgrade:

1. Mac or PC. Note: Some older computers may not support WebUSB and will not work as an updater.
2. Google Chrome or MS Edge (Safari and Firefox are not compatible).
3. Go to the Product Center at blipblox.com or scan QR Code:



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- What is covered and for how long?

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