



aFrame

electroorganic percussion

EN

JA

Quick Start Guide

Important safety information

Failure to observe the following safety directives may result in fire, electric shock, injury, or damage to the aFrame or to other items or property.

You must read all the following safety information before you use the aFrame.

About the symbols

	"Caution": Calls your attention to a point of caution
	"Do not ...": Indicates a prohibited action
	"You must ...": Indicates a required action

About warnings and cautions

 WARNING	Indicates a hazard that could result in death or serious injury
 CAUTION	Indicates a hazard that could result in injury or property damage

 WARNING	
	Do not disassemble or modify Do not disassemble or modify this product.
	Do not use or store in the following location <ul style="list-style-type: none"> • Locations of high temperature (such as direct sunlight, near heating equipment) • Moist or humid locations (near a bath or shower, or on a wet floor) • Locations subject to salt damage • Locations subject to water or rain • Excessively dusty locations
	Do not damage the power cord Do not excessively bend the power cord or damage it. Do not place heavy objects on top of the power cord. Doing so may damage the power cord, causing fire or electric shock.
	Use the included AC adapter Use only the included AC adapter. Always use the adapter with the specified voltage.
	Turn off the power if an abnormality or accident occurs In the following situations, immediately turn off the power, disconnect the AC adapter from the AC outlet, and contact your dealer or ATV for servicing. <ul style="list-style-type: none"> • If the AC adapter, power cord, or plug is damaged • If smoke is emitted or an abnormal odor is noticed • If liquid or a foreign object enters the unit • If an abnormality or malfunction occurs in the unit
	Do not drop or subject to strong impact Do not drop this product or subject it to strong impact.
	Do not plug or unplug the AC adapter with wet hands You risk electric shock by doing so.

 CAUTION	
	Grasp the power plug when connecting or disconnecting When connecting or disconnecting the AC adapter from the unit, you must grasp the plug rather than pulling the power cord.
	Don't use AC outlet multipliers Doing so will cause the outlet to become hot, causing a fire hazard.
	If the power plug is dusty, wipe it off Dust on the power plug can cause electric shock or short circuits.
	Disconnect the power plug from the AC outlet if not using the unit for an extended period, or if lightning is expected Failure to do so may cause electric shock, fire, or malfunction.
	Disconnect all connections before moving the unit Failure to do so may cause damage to the power cord or cables, or may cause people to trip over the cables.
	Don't place the unit in an unstable location Doing so may cause the unit to overturn, causing personal injury.
	Don't sit or stand on the unit, or place heavy objects on it Doing so may damage the unit. You should also avoid applying excessive force to the buttons, knobs, and input/output jacks. Doing so will cause malfunctions.
	Don't use the unit at high volume for an extended time Using speakers or headphones at high volume for an extended time will damage your hearing.
	Handle the unit with care Take care that your hands or fingers are not injured by corners or openings in the unit.
	Place small parts out of reach of children Place small parts out of reach of children who might accidentally swallow them.
	Do not connect the unit's headphone output or line outputs to a device (mixer, audio interface) that is supplying phantom power. This will result in a loss of function. Disable phantom power before connecting the unit's audio outputs.

Important information about use

Placement

- Do not use this unit near other electrical products such as televisions, radios, stereos, or mobile phones. This unit may cause noise in these devices.
- Do not use this unit in locations where extremely high temperatures might occur, such as in direct sunlight, in a car in direct sunlight, or near a stove. Doing so may cause the unit to deform, discolor, or internal components to malfunction.

Power supply

- A small amount of current flows even when the power is turned off. If you will not be using this unit for an extended period, you must unplug the AC adapter from the AC outlet.
- Do not connect the unit's headphone output or line outputs to input channels on a mixer or audio interface when phantom power is on. Please turn off phantom power before connecting the unit's audio outputs.
- If required, the unit's headphone output can be used safely as a stereo line out. Before making this connection please adjust the unit's headphone output volume to zero.

Cleaning

- Use a soft dry cloth to clean the unit. Do not use benzene, thinner, detergent, or chemically treated cloth, since these can cause deformation or discoloration.

Data

- Please be aware that the manufacturer bears no responsibility for any consequences that may arise from damage to or loss of data.
- In some cases, equipment malfunction or incorrect operation can cause the contents of the memory to be lost. Please make a backup of any important memory data.

License / Copyright

- **Audio Output**
User is licensed to use the "audio output" of the aFrame in music compositions, soundtracks, sound design, and jingles, recorded or live, monetized or not monetized, without restriction.
- **Internal Data**
Copyright for sound data, image data, and computer programs contained in or included with this product are the property of ATV Corporation. Copyright law forbids the use of the above content without the permission of ATV Corporation for any purpose other than personal use.

This document

- All illustrations and screens appearing in this document are for the purpose of explaining operation, and may differ from the actual specifications.
- Company names and product names appearing in this document are the registered trademarks or trademarks of their respective corporate owners.

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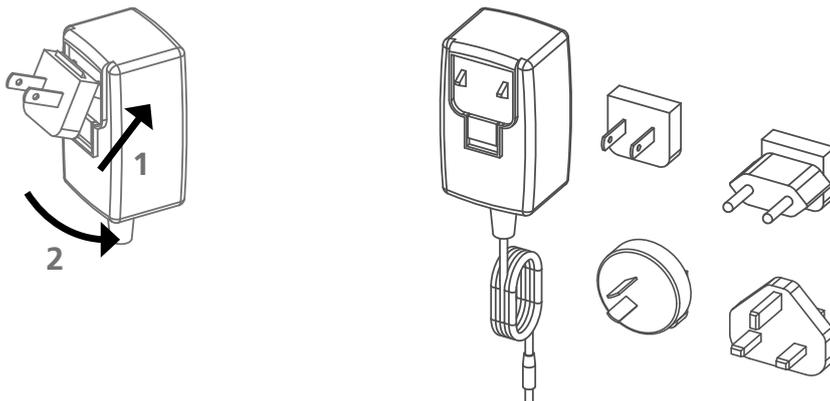
Packing List

- aFrame
- AC adapter

The AC adapter can be used worldwide.

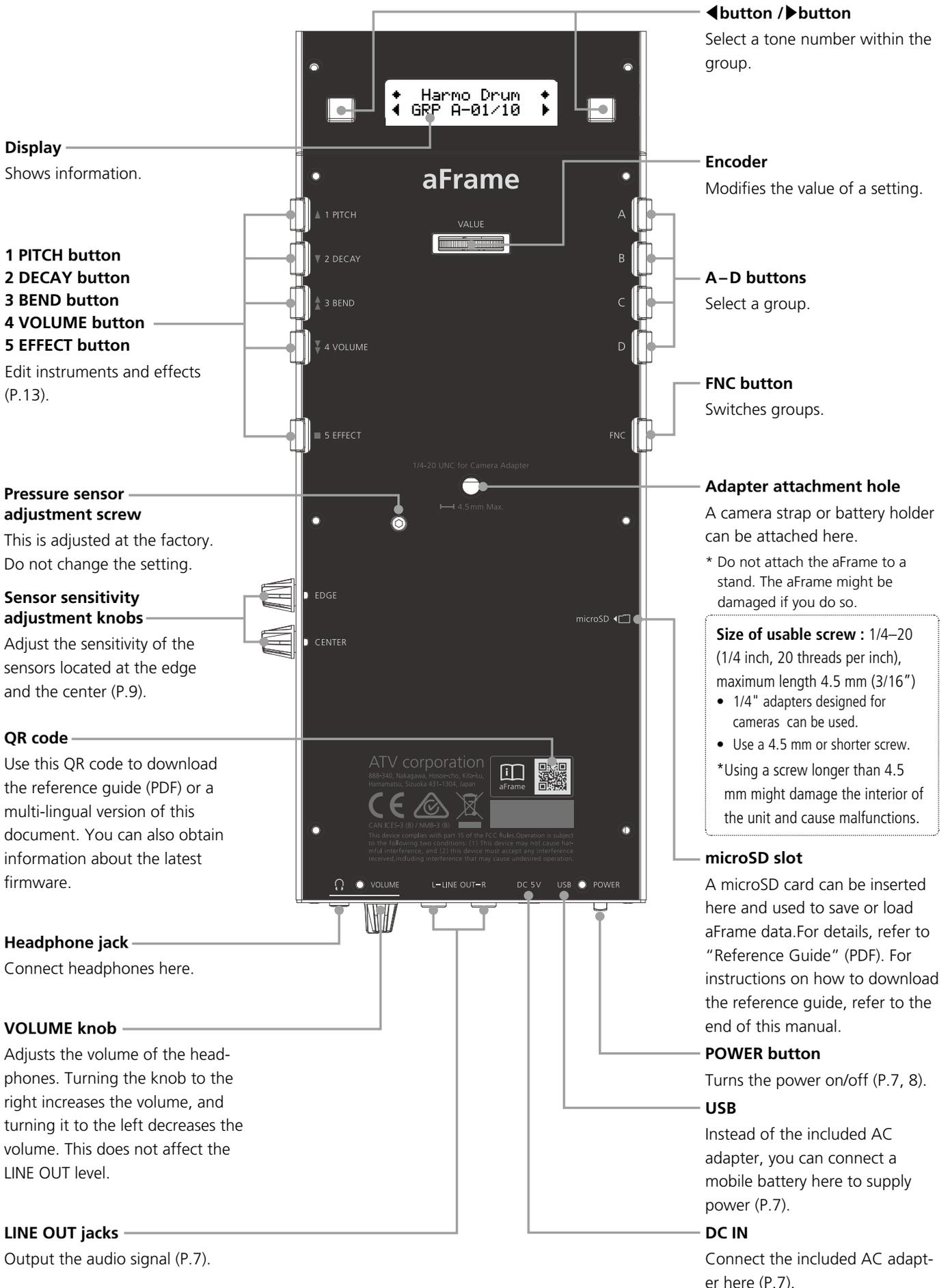
Attach the included plug that is suitable for the type of outlet in your country.

You must use only the included AC adapter and plug.



- Quick Start Guide (this book)

Panel descriptions



Before you start playing

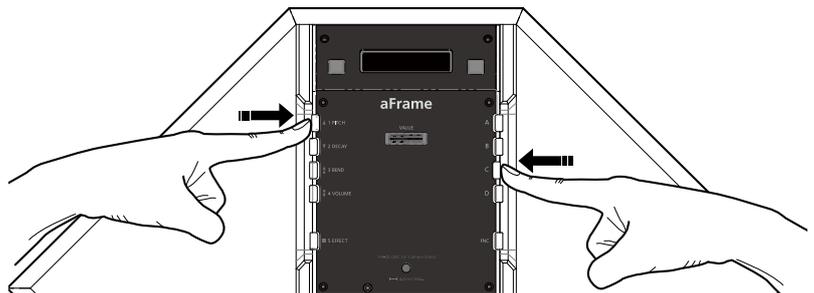
Connections

To supply power, connect the included AC adapter to the DC IN jack or connect a mobile battery to the USB port. To hear the sound, connect headphones to the headphone jack or connect the line out jacks to a powered speaker, mixer, or audio interface (P.6).

Do not connect the aFrame's audio outputs to input channels on a mixer or audio interface when phantom power is on. Please turn off phantom power on the input channels before connecting the aFrame. Phantom power will damage the aFrame's electronics leading to a loss of audio output.

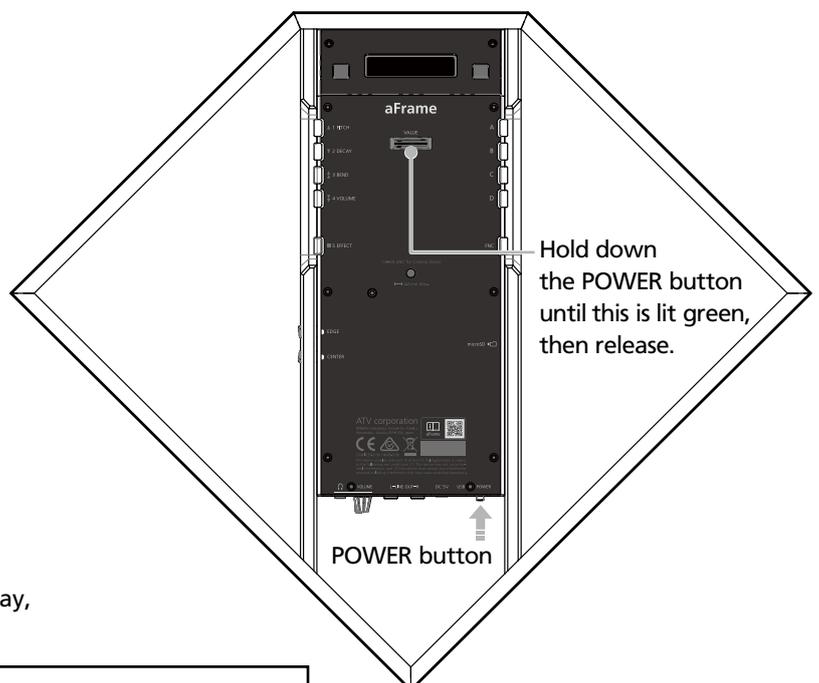
How to press the buttons

When pressing the panel buttons, press lightly inward from the outside of the panel (right or left) in the direction of the arrows (toward the inside of the panel).

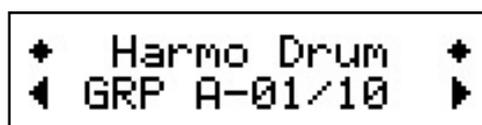


Turning the power on

Place the aFrame in the orientation in which you want to play it, then hold down the POWER button until the circumference of the encoder in the middle of the panel is lit green. Once it is green, release the POWER button and the power-on process will complete.



When the following screen appears in the display, the aFrame is ready to play (Play mode).



Important

- During the power-on process, the "zero-point" of the pressure sensor is calibrated. Hold the aFrame in the desired playing position and don't touch the striking surface until the instrument is in Play mode.
- If you continue holding down the POWER button, all LEDs are lit yellow, the display shows the aFrame's version number, and operation halts. Normally you should release the POWER button when the circumference of the encoder is lit green.

Turning the power off

Hold down the POWER button for approximately two seconds.

When the following screen appears in the display, release the POWER button.



```
Shut Down Ready
NOT remove Power
```

The shutdown screen appears, and the aFrame begins writing the instrument, effect, group, and tone data. Do not disconnect the power cable until the data has finished being written.

When the data has finished being written, the display and the LEDs go dark and the power turns off.

Important

- Since the edited data is written to internal memory after you release the POWER button, don't disconnect the power cable until the display and LEDs go dark. If you disconnect the power cable without turning the power off (i.e., without shutting-down), data might be lost.

Auto power-off

If the aFrame is not played or operated for 30 minutes or longer, the power turns off automatically.

If you want to disable this auto power-off function, refer to the "Reference Guide" (PDF). For instructions on how to download the reference guide, refer to the end of this manual.

Mute function

If acoustic feedback occurs while you play, or if you don't want the aFrame to inadvertently produce sound, you can mute the aFrame.

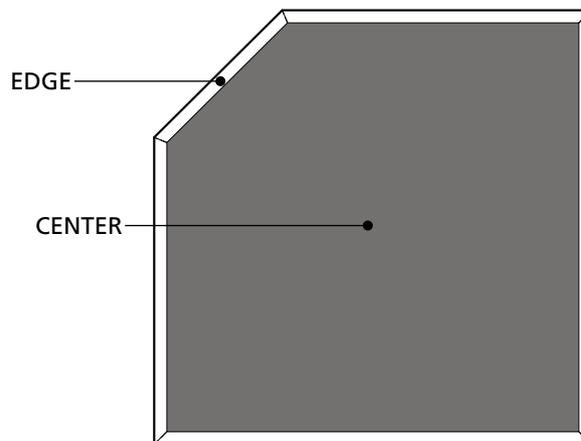
1. Press and immediately release the POWER button. The encoder blinks red, and sound is no longer output from the aFrame.
2. Once again press and immediately release the POWER button to cancel muting.

Adjusting the sensor levels

You can adjust the sensitivity of the signals that are received from the edge and the center.

Turning the sensor adjustment knob (P.6) clockwise raises the sensitivity. Turning it counterclockwise lowers the sensitivity.

Adjust the sensitivity as appropriate for your playing style.

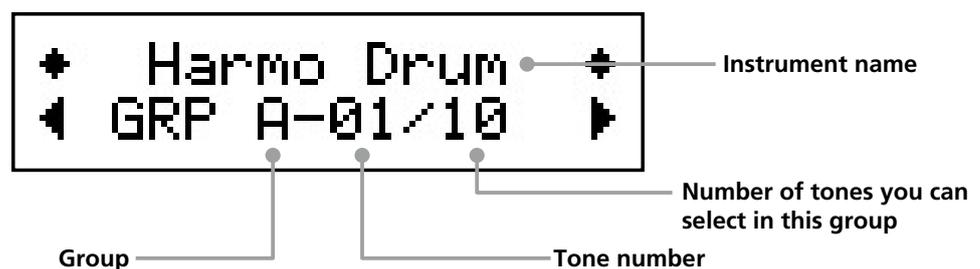


On the back of the aFrame the edge and center LEDs blink and change color in response to the strength of the signal picked up by the sensors. When the LEDs blink green or yellow, this indicates the optimum dynamic range and sensor sensitivity. If the LEDs blink red frequently when playing with medium strength strikes, please lower the sensitivity of the edge and center sensors using the knobs on the side of the aFrame. Please adjust sensor sensitivity accordingly so that the LEDs blink red only when extreme force is used.

Viewing the display (Play mode)

"Play mode" is the state in which you can play the aFrame.

In Play mode, the display shows information such as the instrument name, the group, and tone numbers.



Selecting tones

How tones are organized

Instruments and effects

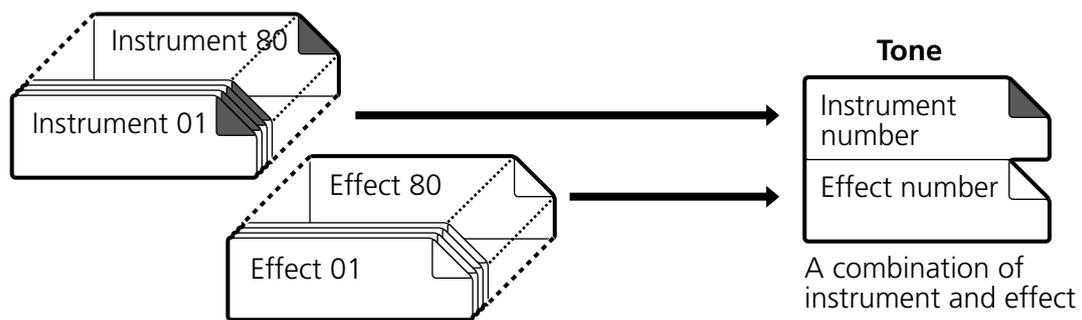
The aFrame has instrumental sounds called "instruments" and effects called "effects."

The aFrame's internal memory contains 80 instruments and 80 effects.

Instrument and effect parameters can be edited (P.13).

Tones

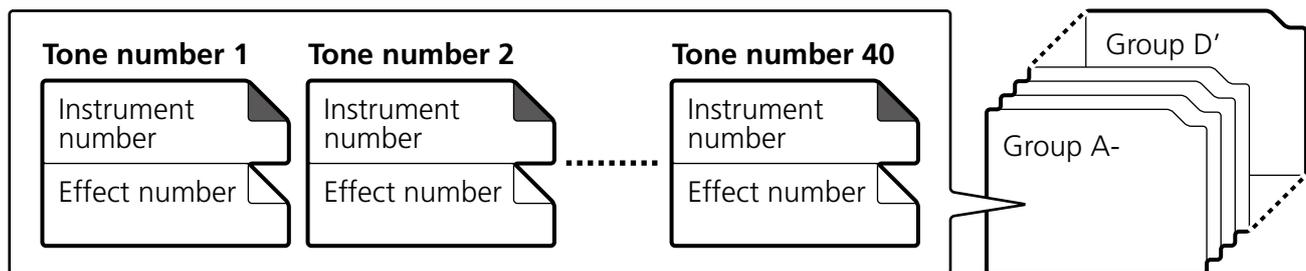
Each of the aFrame's tones is a combination of an instrument and an effect.



Groups

To help you quickly recall tones (combinations of an instrument and an effect), there are eight groups into which you can organize the tones that you save in the aFrame's internal memory. A group can hold up to 40 tones, and you can change the number of tones that can be recalled from each group. For details on how to change this, refer to "Reference Guide" (PDF). For instructions on how to download the reference guide, refer to the end of this manual.

To recall groups, use the A, B, C, and D buttons located at the right side of the aFrame. To switch between groups A-D and groups A'-D', use the FNC button.



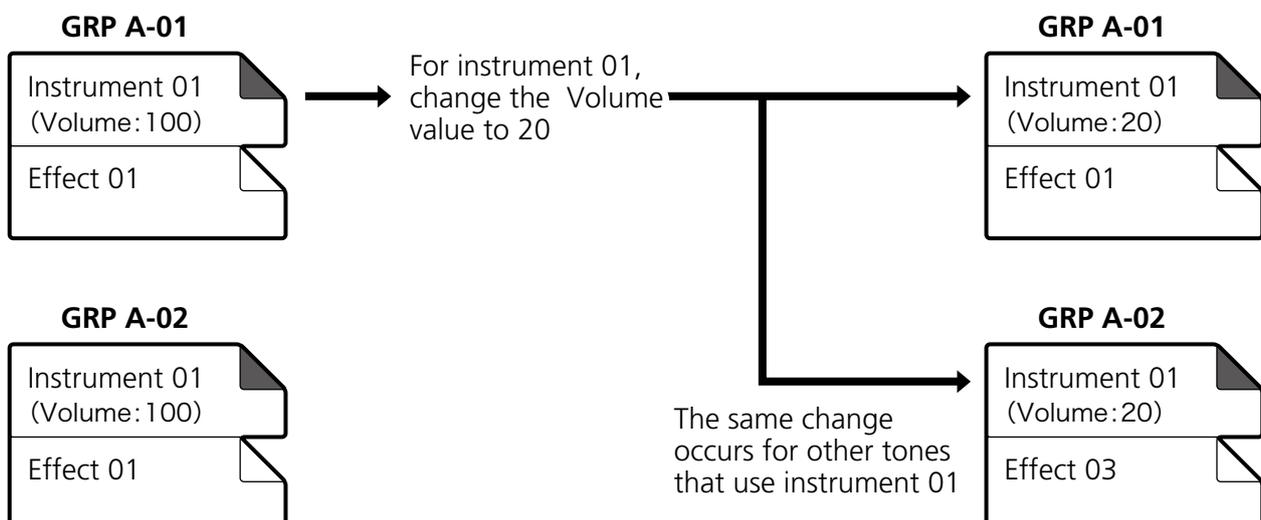
When shipped from the factory, the aFrame is set as follows.

Button	Group	Tone number	LED color	Group	Tone number	LED color
A	A-	01-10	Green	A'	01-10	Yellow
B	B-	01-10				
C	C-	01-10				
D	D-	01-10				
				D'	01-10	

▲ ————— Use the FNC button to switch ————— ▲

Important

- The parameters are contained in the instruments and effects. This means that if you edit the parameters of an instrument or an effect, the change will also modify the parameters of tones that use the same instrument and/or effect. Every instance of an instrument and an effect is changed.
- For example if the same instrument is assigned to GRP A-01 and GRP A-02, and you edit the instrument parameters of GRP A-01, the instrument parameters of GRP A-02 are also changed.



Selecting a tone

1. Press an A–D button to select the group. You can use the FNC button to switch between groups A–D- and A'–D'. The LED of the button you select is lit green if groups A–D- are selected, or lit yellow if groups A'–D' are selected.
2. Use the ◀ or ▶ to select a tone number.



Checking the current instrument and effect

Press and hold the encoder. While holding down the encoder, the display shows the instrument and effect that are assigned to the currently selected tone.

In some cases, you might inadvertently press a button, entering a mode other than Play mode (P.9). If this occurs, you can return to Play mode as follows:

► **If the display indication is other than Play mode (P.9) :**

Hold down the [5 EFFECT] button until the display returns to Play mode (P.9).

► **If the display indication is Play mode, but the instrument stops producing sound:**

The Mute function (P.8) might be on. Defeat the Mute function (P.8).

Editing the tone

Editing the instrument/effect

1. Hold down the button of the number corresponding to the parameter that you want to edit.
The button you press and the encoder are lit.

Button	Parameter	Setting item	Setting value
1 PITCH	Pitch	Pitch	20~10000(Hz)
2 DECAY	Decay	Decay time	0.1~10.0(sec)
3 BEND	Bend Range	Amount of pitch change caused by pressing the striking surface Volume	0~100
4 VOLUME	Master Volume	Volume	0~127
5 EFFECT	Effect	Effect output level	0~100

2. Continue holding down the button, and turn the encoder to edit the value.
3. Release the button to return to Play mode.

Important

- When you edit an instrument or effect, the change affects all tones to which the edited instrument or effect is assigned.

Saving your edits

Your edits are not saved in the instrument or effect unless you specifically save them. If you want to save the changes you made, proceed as follows.

Overwrite-saving an edited instrument

1. Simultaneously press the [1 PITCH] button and the [2 DECAY] button. The [1 PITCH]–[4 VOLUME] buttons and the encoder are lit green, and the [5 EFFECT] button is lit red.
2. Press the [5 EFFECT] button. The encoder blinks red.
3. To overwrite-save the changes you made, press the encoder. If you decide to cancel without overwriting, long-press the [5 EFFECT] button.

Overwrite-saving an edited effect

1. Simultaneously press the [3 BEND] button and the [4 VOLUME] button. The [1 PITCH]–[4 VOLUME] buttons and the encoder are lit yellow, and the [5 EFFECT] button is lit red.
2. Press the [5 EFFECT] button. The encoder blinks red.
3. To overwrite-save the changes you made, press the encoder. If you decide to cancel without overwriting, long-press the [5 EFFECT] button.

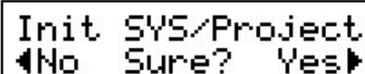
You can also save your edits to a different instrument number or effect number. For details, refer to “Reference Guide” (PDF). For instructions on how to download the reference guide, refer to the end of this manual.

Restoring the factory settings

Initializing all parameters

Here's how to return the aFrame to the factory-set condition.

1. Power-off the aFrame (P.8).
2. While holding down the encoder, hold down the POWER button.
3. When the display shown at right appears, release the encoder and the POWER button.
4. Press the ► button. All settings return to their factory-set condition: system settings, instruments, effects, groups, and tones. If you decide to cancel initialization, press the ◀ button.

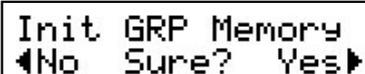


```
Init SYS/Project
◀No Sure? Yes▶
```

Initializing while preserving edited instruments and effects

Here's how to return the groups and the combinations of instruments and effects to the factory-set condition, while preserving the instrument and effect settings that you edited.

1. Power-off the aFrame (P.8).
2. While holding down the FNC button, hold down the POWER button.
3. When the display shown at right appears, release the FNC button and the POWER button.
4. Press the ► button. Edited groups and edited tones—combinations of instruments and effects—return to their factory-set condition. Edited instruments, edited effects, and edited system parameters are not initialized. If you decide to cancel initialization, press the ◀ button.



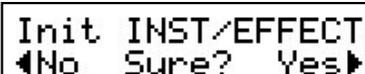
```
Init GRP Memory
◀No Sure? Yes▶
```

Initializing while preserving edited system parameters

Here's how to initialize while preserving any changes made to system parameters, such as the LCD contrast and the auto power-off time setting.

Instrument parameters, effect parameters, groups, and tones—combinations of instruments and effects—are initialized.

1. Power-off the aFrame (P.8).
2. While holding down the [5 EFFECT] button, hold down the POWER button.
3. When the display shown at right appears, release the [5 EFFECT] button and the POWER button.
4. Press the ► button. Settings other than system parameters return to their factory-set condition. If you decide to cancel initialization, press the ◀ button.



```
Init INST/EFFECT
◀No Sure? Yes▶
```

Specifications

Electrorganic Percussion

Model : aFrame

Connection jacks / Interfaces	HEADPHONE : stereo mini-phone LINE OUT L/R : mono phone DC IN : only for the included AC adapter USB : micro type B connector microSD : SD/SDHC card
Power supply	DC 5V
Current consumption	500mA
Dimensions	380 (H) × 380 (W) × 44 (D) mm, 15(H) x 15(W) x 1-3/4(D) inch
Weight	1.6 kg, 3 lb 8-1/2 oz

* Specifications and appearance of this product are subject to change without notice.

Support

- Refer to the following URL for frequently asked questions, firmware updates, and other information.
- For detailed information and a detailed explanation of the functions, refer to the "Reference Guide" PDF. You can download the "Reference Guide" PDF from the following URL:
- You can download a multi-lingual version of this document from the following URL:



<http://www.atvcorporation.com/support/perc/aframe/>

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