

ELECTRIKEYS QUICK GUIDE

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Work your way down the Europa synth to customize any patch to your beat.



The Concept

Europa ElectriKeys is pretty much just what it sounds like: “Electric Keys for Europa”. I have always used a lot of Keyboard and Piano sounds in my beats, but I wanted something besides the usual supporting pianos. Something a bit more spaced-out. Some standout keys for the hook/motif of the beat.

Europa, being the ShapeShifting beast that it is, has worked out very well in my quest for unique-sounding keys. I like to play patches that sound alive so all of these patches have what you would expect when it comes to velocity sensitivity and responsive effects.

I hope you like these keys as much as I do. I have made a ton of beats with these patches so let me hear some of yours!

If you need any help beyond this guide just [hit me up](#).

Read [The Patches](#)



The Patches

1 - Engines



Each patch utilizes all 3 of Europa's engines. You can mute/solo the engines to get a different sound right away. This is perfect for layering since you can find and isolate the “parts” of a patch.

2 - Filter and Unison



Since these are all 3-engine, layered patches, the individual engine's Filter and Unison are a case of “*sometimes I use em, sometimes I don't*”.

If these are on - note the settings, and tweak them. If some are disabled - try adding one. Experimenting is good!

3 - Mixer, Filter and Amp Envelope



Blend Engines with the mixer, adjust global filter, set Amp Env.

NOTE: Use the **Amp envelope** to quickly set for either:

1. a piano-like, natural decay or
2. an organ type, with low release and full sustain.



Voices: I arbitrarily set this to 10 for Keys and 8 for the Pads. (A piano player has 10 fingers right?)

Feel free to set it where you need it according to how many notes ever play at once. Sometimes I adjust the amp release and set the Voices to 1 and make some nice Bells from the Keys patches.

4 - Envelopes and LFOs

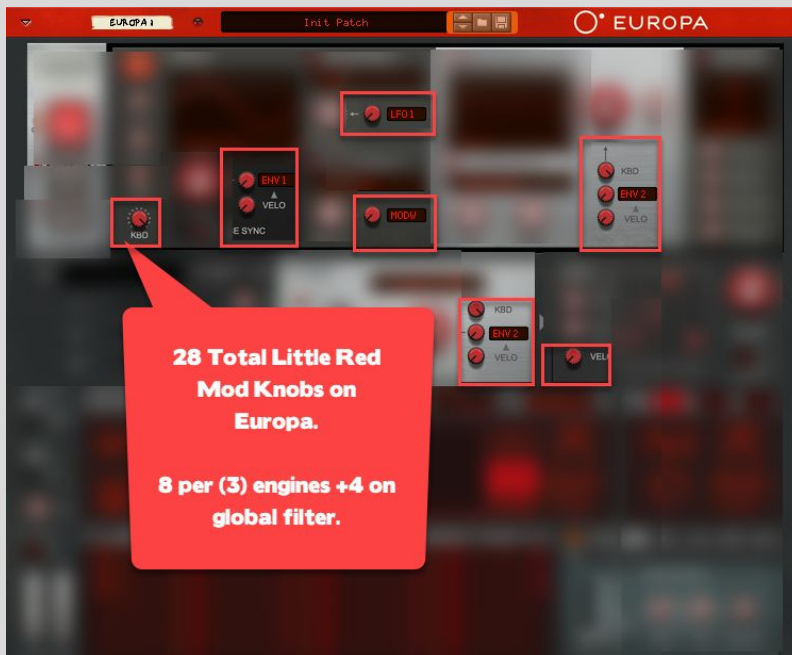


In most cases the envelopes are Beat Sync'd while LFOs are free running. This *isn't* a rule, of course, just do what sounds best!

5 - Mod Matrix & FX



You will see plenty of room for your own routings in the mod-matrix. *Like I hardly used it!* That's because of those handy "28 little red mod knobs" scattered about the synth. Learn to utilize these as a good general practice for *all* Europa patches.



The "little red mod knobs"

Get to know and use the little red Mod knobs to your advantage. **Each one is like a pre-wired mod matrix lane!** 🎛️

[Read The Reason ReFill](#)

The Reason ReFill



In the Reason ReFill you will find the core Europa patch folders (Keys and Pads) and two additional folders labeled: “Dual Arps” and “Combi Setups”. Use these extra patches to instantly create your own chord/melody loops on the Keys and Pads.

Reason ReFill Contains 4 folders:

1. Keys
2. Pads
3. Dual Arp Patches
4. Combi Setups

We’ve covered the Europa patches in the first part of this manual, so let’s have a closer look at the Dual Arps and Combi Setups...





Dual Arps

I made 20 Dual Arp patches (you'll see them in the combis too) They have various settings, because we want various riffs. Just be aware of what everything does and you will be good to go!

DualArp things to get fast at:

- **Transpose.** I like to have my left hand (Arp 1) an octave lower than the right hand (Arp 2) but this is easy to change and sometimes, sounds better with both at 0, or Arp1 = 0 and Arp2 = +12 or vice versa.
- **Velocity.** The Europa patches are velocity sensitive so this is an absolute must. You can disable it or better yet, just edit and accent what sounds good in your beat.
- **Editing steps.** Get creative, get something new.
- **Rate.** This mostly depends on what you need and what tempo you work in to start with. Set them.
- **Direction.** Always worth experimenting with these.
- **Shift Steps.** You thought Direction changed it up? Here we can shift either or both arps, earlier or later, by step.

Combinators



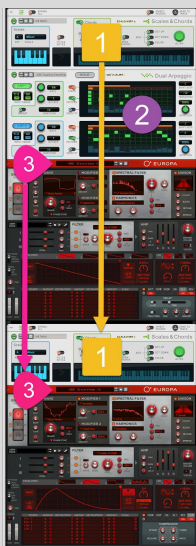
These are very simple setups for a fast, layered, one-finger Key/Pad track. They are included as “useage examples” but you might like them for quick way to start a new patch. There are 3 Players inside to be aware of here, and you should “Show Devices” to see and edit them all easily.



1 midi note triggers 3 Players & 2 internal Europas:

- 1 Pads Europa patch with 1 Chords Player and
- 1 Keys Europa Patch with 1 Chords & 1 Dual Arp Player

Aside from Button 2 which mutes Pad, the combi rotaries and buttons control the *Keys* behavior. The Combinator gives us limited controls, so this was an executive decision. By using shift step and directions, you can completely twist up something new.



Using the combis:

1. Set Scale/Key for **BOTH** Chord & Scales Players
2. Set/Edit Dual Arp (Steps, Rates Patches etc.)
3. Browse/Change the internal Key/Pad patches.
4. Adjust or mute the Audiomatic and Reverb FX.

Send to Track!



When you finally like what you have, use the two (2) player instances inside of the Combi to send to track. This will send the notes to the track between your current L and R loop points in sequencer. I usually do 4-8 bars depending on Tempo.

Don't worry, all of the above ramblings will make more sense and be faster than reading it, when you are working in the rack!

Tips

🔥 **TIP:** Throw some FX (like Audiomatic) around on the individual Keys and Pad patches.

🔥🔥 **PRO TIP:** Stack your FX and create some random combinations like: “*VHS + Radio*” or “*Tape + Vinyl*”... experiment, blend to taste and dial in some character.

🔥🔥🔥 **PRO PRO TIP TIP:** Do all of the above and then send it through your favorite rhythmic FX.

That's it for this quick guide, please don't hesitate to hit me up if you have any questions.

peace & good music,
-008'



<https://sounds.doubleoeight.com/>