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Reference Guide

• 10 Selection/Help/Option

Selection

SELECTING PROGRAMMABLE PRESETS

Panel selection

Panel selection is preferable when playing live. If the STYLE LOCK button is off, selecting Programmable Presets also changes the Style, the Variation and Tempo.

- Press one of the PROGRAMMABLE PRE-SET buttons to open a «Select Preset» window.
- Select a Preset with the corresponding Soft button.

► Note: When you select a Preset, PS/GPS sends CC00 [value 48]-PC messages in rapid succession on the Common Channel . The BankSelect, ProgramChange, Volume and Pan messages of the tracks are sent on the normal MIDI channels.

Selection via MIDI

P5/GP5 must receive the relative selection messages on the Common Channel. Send Control Change 00 (value = 48) and Program Change messages in rapid succession to PS/GPS.

Message	selects
CC00 [48] - PC [18]	Preset 18
CC00 [48] - PC [916]	Preset 916
CC00 [48] - PC [5764]	Preset 5764

Name of the selected Preset group

PRESET GROUP: 1		
GRAND PIANO	St.Guitar	
St.E.Piano	GaryOnVibe	
NightSax	MileStone	
SlowToFast	Duet	

Preset (selected with the corresponding Soft button)

Selection/Help/Option 10•1

SELECTING STYLES

Panel selection

- 1. Press one of the STYLE GROUPS buttons to open a «Style Select» window.
- 2. Select a Style with the corresponding Soft button.

► Note: When you select a Preset, PS/GPS sends CC00 [value 32 or 44]-PC messages in rapid succession on the Common Channel . The BankSelect, ProgramChange, Volume and Pan messages of the tracks are sent on the normal MIDI channels.

Recalling Styles by selecting the Programmable Presets

If the LED of the STYLE LOCK button is ON when you select a Programmable Preset, the current Style rests unchanged. If STYLE LOCK is OFF, selecting a Programmable Preset also recalls a Style, Variation and Tempo.

As well as track data (Bank Select, Program Change, Volume, Pan) the Programmable Presets memorize (a) the selection of a Style, (b) the selection of a Variation of the Style, (c) the Tempo.

- 1. Deactivate the STYLE LOCK button.
- Press one of the PROGRAMMABLE PRE-SET buttons to open a «Select Preset» window.
- Select a Preset with the corresponding Soft button. The memorized Style and Variation will be recalled.

Selection via MIDI

P5/GP5 must receive the relative selection messages on the Common Channel. The Common Channel is set in «Edit MIDI »

To select ROM Styles, send Control Change 00 (value = 32) and a Program Change.

To select USER Styles, send Control Change 00 (value = 44) and a Program Change.

Message	selects	
CC00 [32] - PC [1	8]	SWING - Style 18
CC00 [32] - PC [8	996]	ETHNIC - Style 8996
CC00 [44] - PC [1	8]	USER 1 - Style 18
CC00 [44] - PC [2		USER 4 - Style 2532



Style (select it with the function buttons)

10•2 Reference Guide

SELECTING SOUNDS

Recall Sounds by selecting Programmable Presets or Styles

Refer to the previous sections relating to the selection of Programmable Presets or Styles.

While playing, Sounds are instantly recalled by selecting Presets or Styles. Program your Presets or Style-Presets accordingly before you play.

Panel selection

- 1. Press one of the SOUND GROUPS buttons to open a «Sound Select» window.
- Scroll through the Banks with the ▲▼. buttons. The Bank number corresponds to the Control Change 00 MIDI message (CC00/ BankSelect MSB).
- Select a Sound with the corresponding Soft button.

► Note: When you select a Sound, PS/GPS sends CC00-CC32=32-PC messages in rapid succession on the MIDI channel assigned to the track.

Selection via MIDI

The Sound selection message must be received on the MIDI channel assigned to the track to which the Sound is assigned.

To select a **P5/GP5** Sound, you must send a Control Change 00 (CC00/BankSelect MSB) and Program Change (PC) message.

The relative numbers are also displayed in the main page (Multi mode) and the selection window that appears when you select a SOUND GROUPS button.

The Sound table in the Appendix lists all the **P5**/ **GP5** Sounds and corresponding MIDI selection messages.

SOUND GROUP: Piano Piano PianoMk1 1-2 ThinRhodx 5-2 PianoW2 2-2 E.G.Piano1 3-2 Harpsich2 7-2 DetPiano 1-2 SynClav 8-2		Name of the Sound Group	selected	Bank (select it with 🔊
PianoMk1 1-2 ThinRhodx 5-2 PianoW2 2-2 E.Piano3 6-2 E.G.Piano1 3-2 Harpsich2 7-2 DetPiano 4-2 SynClav 8-2		SOUND Pia	GROUP: ino	Banktøz
PianoW2 2-2 E.Piano3 6-2 E.G.Piano1 3-2 Harpsich2 7-2 DetPiano 4-2 SynClav 8-2	Piano Mk1	1-2	ThinRhodx	5-2
E.G.Piano1 3-2 Harpsich2 7-2 DetPiano 4-2 SynClav 8-2	PianoW2	2-2	E.Piano3	6-2
DetPiano 4-2 SynClav 8-2	E.G.Piano1	3-2	Harpsich2	7-2
	DetPiano	4-2	SynClav	8-2

ProgramChange

CCOO/BankSelect MSB

Selection/Help/Option 10•3

SELECTING SONGS

Panel selection

Selecting a Song sets **P5/GP5** to Song mode.

- 1. Press the SONG button to open the «Select Song» window.
- 2. Select a Song with the corresponding Soft button.

► Note: When you select a Song, P5/GP5 sends CC00 [value 55]-PC messages in rapid succession on the Common Channel. The BankSelect, ProgramChange, Volume and Pan messages of the tracks are sent on the normal MIDI channels.

Song Banks		
ALSOSPCH	**	
TWILIGHT	**	
PETEGUNN	**	
BALLGAME	**	
PIZZMYST	**	
CAMPTOWN	**	
RUSTIC	***	
WILLTELL	***	

.

Song (select with the Soft buttons)

SELECTION VIA MIDI

P5/GP5 must receive the relative selection messages on the Common Channel. Send Control Change 00 (value = 55) and Program Change messages in rapid succession to **P5/GP5**.

Message	selects
CC00 [55] - PC [116]	Song 116

10•4 Reference Guide

SELECTING SONG-PRESETS

Panel selection

To select a Song Preset, **P5/GP5** must be set to Song Play mode.

- Select the SONG-P option with the F4 Soft button in the Song Play display to open the «Select Song-Preset» window.
- Select a Song-Preset with the corresponding Soft button.

Note: When you select a Song-Preset, **P5/GP5** sends CC00 [value 64]-PC messages in rapid succession on the Common Channel.. The BankSelect, ProgramChange, Volume and Pan messages of the tracks are sent on the normal MIDI channels.

Note: If PLAY or STOP are pressed, the Song-Preset recorded in the Song is recalled (the initial one or the most recent one). All temporary modifications will, therefore, be cancelled.

• Note: If a Song-Preset is selected in record mode, the selection number specified is recorded in the Master Track.

SELECTION VIA MIDI

To select a Song via MIDI, the selection message must be sent to **P5/GP5** on the Common Channel. Send the Control Change 00 [Value 64] and a Program Change message in rapid succession.

Message	selects	
CC00 [64] - PC	C [18]	Song-Preset 18

Song: TU	RNÐEAT	J- 12	2 6 i.	.00: 1 1
Preset: SI	MFPRES		Chor	d:Off
5 豊 🤄	Pla Pla	y		juke box
6 2 🕀	Loc: 1	1	1	Option
7 豊 🤄	Play/Rec. mode	:Linear		
8 2 🕀	Fnd	-1		Song P.
9 豊 🤥	Time Oisseture	••		Sound view
10 # 🕀	Tempo	.4 /4 :126		Play view
11豊ᠿ	Song Memoru	-100150	hutee	Erase
12∰ 💮	Congrienorg	-102136	bytes	Metronome

Press Soft button F4 to open the «Select Song-Preset» window

Song P	RESETS
SMFPRES	#########
******	*****
*****	*****
****	*****
	/

Song-Preset select with the Soft buttons

Selection/Help/Option 10•5

Display Hold

You can select items from a selection display without closing the selection window by pressing the D. HOLD button.

The LED of the button turns on to indicate the activation of the function.

D. HOLD remains active (LED on) until the button is pressed again.

Use ESCAPE to close the current selection window without deactivating D. HOLD.

Use Display Hold when selecting Sounds, Styles, Programmable Presets and Songs.

Effects Off

You can choose to select and play your Presets, Styles and Songs without the programmed effects by activating the EFFECTS OFF button.

The LED of the button turns on to indicate the activation of the function. When the LED is on, the effects are bypassed and the current Preset, Style or Song plays "dry" (i.e. without effects).

EFFECTS OFF remains active (LED on) until the button is pressed again.

10•6 Reference Guide

Help

P5/GP5 incorporates an on-line-help system which provides brief information on the basic functions of the instrument. This feature is particularly helpful if you get stuck and do not have access to the owner's manual at the time.

Also incorporated is a PANIC function which helps to unlock the instrument in MIDI situations.

Generally, pressing HELP opens a page showing information regarding the currently set mode.

Therefore, if you are in Style/Preset mode, press HELP to get information concerning the default situation (main page).

Similarly, if you are currently working in one of the Edit environments, (Edit Effects, for example), press HELP to get information on the Effects section.

Some Help pages consist of a General information page and one or more 'Detail' pages which provide detailed information regarding the current topic.

HOW TO USE HELP

1. Press the HELP button when you want general information regarding the current mode.

A GENERAL page will open showing information regarding the current operating mode.

 If available, press DETAILS (F7/F8) to open a sub-page with specific details concerning the current help topic.

Depending on the current mode, a NEXT page (F3/F4) may or not be available.

Once you have entered a NEXT page, the PREVIOUS option (F1/F2) will be available.

Options not available will be shown with broken lines.

- 3. To return to a GENERAL page, press F5/F6.
- To pass to another HELP topic, regardless of the current operating mode, press NEXT (F3/ F4) or PREVIOUS (F1/F2).
- Press ESCAPE to close the current HELP page.

Default	PANIC 🕨
Main page	
You will currently see one of two screens:	Pre∨ious
KEYBOARD TRACKS: Where the screen displays only 4 tracks (or, if 8 tracks are displayed, they are numbered 1 - 8)	Next
STYLE TRHCKS: Where the screen displays 8 tracks which are called DR, BS, A1, A2, A3, A4, A5, A6	General
Use the Track Scroll buttons at the upper left of the display to choose either screen.	Details

Help - General Default - main page information



Help - EDIT Midi - Details information

Selection/Help/Option 10•7

PANIC

MIDI communications can sometimes "lock" the instrument due to the transmission of an excessive quantity of data, or an incorrect MIDI message.

The PANIC function sends the "All notes off" and "Reset all Controllers" messages to all external MIDI devices connected to the **P5/GP5** MIDI OUT port.

How to activate PANIC

 If your machine locks up while working with MIDI, press the two buttons to the right of the display.



P5/GP5 sends the "all notes off" and "reset all controllers" messages to all connected MIDI devices.

Option

The OPTION button is at the disposal of functions implemented by future software updates.

In the software version on which your owner's manual is based, no software updates are implemented through the OPTION function.

When you press this button, the following message appears:



Press ESCAPE to close the window.

10•8 Reference Guide

11 Recording a Song

This section explains the two principal methods used to record a Song.

QUICK REC RECORDING

The easiest method, called "Quick Rec", exploits existing Styles in order to record your keyboard tracks with automatic accompaniments. This method is a quick and easy way of recording which does not involve the more advanced options common to the more traditional Song Record method explained afterwards.

The Quick Rec method is an excellent way of recording backing tracks for vocalists.

RECORD METHOD

The more traditional "Record" method allows you to record one track at a time and does not exploit existing structures.

For example, to record a Drum track, you must build the drum accompaniment note for note using the individual percussive instruments of a Drumkit assigned to one of the tracks.

RESTORING THE SONGS MEMORY

If you have loaded disk-based Songs or recorded Songs and used up all the memory dedicated to the storage of Songs, a quick and easy way of clearing Song memory and making room for other Songs is to use the Restore Songs operation.

Naturally, you must remember to save the Songs that you don't want to lose to disk before proceeding with the restore procedure.

- Press RESTORE in the SYSTEM section to gain access to the «Edit Restore» environment.
- Press F7 («Restore Songs») to cancel all the Songs (and relative Song-Presets) in RAM.

You are prompted with a request to reconfirm your choice.

Press ENTER to confirm, or ESCAPE to cancel.

With ENTER, the Songs are cancelled from memory.

With ESCAPE, the song data are retained.

► Hint: To cancel the entire contents of RAM in a single operation, use the «Restore All» command.

Recording a Song 11-1

The Quick Rec method

- Press SONG to open the «Songs» dialog window and select a free location (#########).
- Select the QuickRec option from the «New Song» dialog window by pressing the soft button F2.

The RECORD LED lights up and the Quick Record page activates showing a negative highlight page.

A new Song and Song Preset is created based on the starting Preset (if modifications were previously applied, entering record mode saves the modifications to the new Song-Preset).

- Select a Style and set the accompaniment controls (MIXER LOCK, TEMPO LOCK, EASY PLAY, MEMORY, LOWER MEMORY, PIANO STYLE).
- 4. program the Preset as required and save the changes with STORE PRESET.
- 5. If necessary, activate KEY START, INTRO, FILL or ENDING.
- 6. Press START/STOP to start the recording. The PLAY button activates automatically.
- Play the keyboard sounds with the automatic accompaniment, using the Fills and Intro at will.
- 8. Conclude your song (use the Ending).
- Press STOP. The LED on the RECORD button goes off. At this point it is possible to modify the song recording in «Edit Song», or to record other tracks using the normal Record method described on the next page.

Style no	ime Preset	name	Tem	ipo	locator (meas counte	r ure r)
Style:	Obt S	td		120 i.	Loc: 1	1
		INGS_EN	5:Ensemb	le	Full ke <u>i</u>	jb.
	no s	iound ! 🛛	5:Synth 1	ead	Upp./lou	<i>ι</i> Ι.
С лита С	no s	iound ! 🛛	5:Drum ki	it	Multi	
⊃₽₽₽₩ ₩	I PIAN	10 (5:Piano		C.split:	C4
tracks					mer	າບ

«QuickRecord» page

11-2 Reference Guide

The Record method

PREPARATION

- Press SONG. In the «Select Song» dialog window and select an empty location (shown as ########).
- 2. In the «New Song» dialog window, select the Record option.

- The LED of the RECORD button lights up and the display shows the «Record View» page for Song mode in negative highlight.
- 4. Program the recording options.

• Press F1 («Rec Mode») to open the «Rec Mode» dialog window, select the mode required and press ENTER to confirm.

•Press F2 («Option») to open the «Option» dialog window where you can program the



Rec Mode

Replace

Overdubb

Punch in

metronome and countdown options. Press ENTER to confirm the settings.

•Press F3 («Controls rec...») to activate or deactivate the recording of the Tempo, Pedal Volume, Effect Change events. Press ENTER to confirm the



ENTER to confirm the settings.

5. Select and program the initial Song parameters:

•«T ime Signature» to modify the time signature (metronome).

•«Tempo» to modify the playing speed.



6. Select the «Quantize» pa-

:free

rameter to modify theopen the «Rec Mode» dialog window pre-quantization (auto-correction of timing errors) during the recording phase.

Quantize

ngs in RAM	title bar			
SO	NG BANKS			
AUTUMN_L	**			
MIDNHOUR	***			
UNDRSKIN				
TURNBEAT	***			
*	***			
**	**			
*	**			
*	核林林林林林林林			

«Select Song» window

Recording a Song 11•3

Record

7. If necessary, select «Play/ Rec Mode» to alter the Song Play/Rec mode: Linear Play/Rec.mode: Loop Play/Rec mode: Loop

• The Linear option causes the Song to play or be recorded once only, from the beginning to the point at which you press STOP.

• The Forced Stop option causes the song to play or be recorded from the specified start locator to the end locator.

• The **Loop** option allows you to play or record in a cyclic manner from the Start point to the End point.

8. If necessary, Start modify the Start and End locators. End

Cong namo

End :

I.

11

These parameters can be modified only if the Song contains recorded data (it will not be possible to specify the measures if no recorded events exist). The Start locator can be modified only when the Play/Rec mode is set to Loop. The End locator can be modified only if the Play/Rec mode is set to Forced Stop or Loop.

 Select the tracks to record and set them for recording. Only the tracks marked by the record icon will capture data and be heard:



To place all the tracks in record, press F4 («Select all tracks»). All the tracks will be activated for recording and the parameter changes to «Deselect all tracks».

 To change sounds, select the «Sound View» option by pressing F5.

After assigning your Sounds, save the Preset with STORE PRESET. Press F6 («Rec View») to return to the «Rec View» page.

11. Activate the metronome with F8 («Metronome»).

Sor	ıg-Preset name	Tem	ро	(mea count	sure er)
Song: S()	NG_Ø2	J= 12	D i.	LOC: 1	1
Preset: In	it_Preset		Chor	d:Off	
1 🕎	Recor	`d		Mode:O	∨rdb
2 (Mute)		1 :	1	Option.	
3 (Mute)	Play/Rec. mode :	Linear :		Contro:	ls rec
4 (Mute)	Fod ·			Select	all trk.
5 (Mute)		-		Sound	vieω
6 (Mute)	Tempo :	4 74 120		Rec vi	εw
7 (Mute)	Quantize :	free		Erase	
8 (Mute)				Metror	iome
 tracks					menu

Song: SC	ING_09	J₌ 120 i.	.00: 1 1						
Preset: I	nit_Preset	Chord:Off							
1 (Mute)	Piano 1	1-1-1	Mode:0∨rdb						
2 (Mute)	FingeredBs	34-1-1	Option						
3 (Mute)	Strings	49-1-1	Controls rec						
4 (Mute)	Flute	74-1-1	Select all trk.						
5 (Mute)	SteelGtr	26-1-1	Sound ∨iew						
6 (Mute)	Organ3	19-1-1	Rec view						
7 (Mute)	Brass	62-1-1	Erase						
8 🔍	SoftSax	66-1-1	Metronome						

Song Mode - Record View display (record/play parameters display)

Song Mode - Sound View display

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- Press PLAY to start the recording. If Countdown=ON wait for the countdown to finish before playing (events are not recorded during the countdown phase).
- Start to play after the countdown. Events will be recorded in the track or tracks active for recording.
- 3. When you have finished, stop the recording with STOP.

► Note: Pressing STOP twice rewinds the Song back to the beginning.

 To add additional events to the same tracks, press STOP again to take the song pointer to the starting point and repeat points 1 - 3.

• Note: To add notes to existing ones in a track, select the Overdub option. To substitute existing notes in a recorded track with new ones, select the Replace option.

- If you are satisfied with the recording, confirm the track or tracks by pressing the corresponding Soft buttons. The recording will be confirmed and the tracks set to «seq-play».
- 6. Repeat the recording procedures for other tracks.
- Press RECORD to escape «Record» mode. The LED of the RECORD button goes off and the display returns to normal.

UNDO

If, during the recording phase, you want to cancel the last performed recording task, use UNDO to cancel the last performed task.

For example, after adding new events to an existing drum pattern, you might want to return to the original pattern and just cancel the new events. A quick an easy way is to use UNDO.

The UNDO and EXECUTE UNDO commands are in the EDIT SEQUENCER section and it's use is explained in the Edit Song chapter.

Recording a Song 11•5

The «Record View» page in detail

MODE... (F1)

Opens the «Record Mode» dialog window where you can select various recording options.

Replace - The new notes substitute "old" notes already present in the tracks being recorded.

Overdub - New notes are merged with those already present in the tracks being recorded.

Punch In/Out - A means of inserting a correction without repeating a recording. Punch recording is activated by pressing an appropriately programmed pedal (in «Controllers/ Pads» of «Edit Preset»).

Activate the recording with PLAY. When the song reaches a position just before the point at which the correction must be inserted, press the pedal. At this point, the recording proceeds in "replace" mode. When the correction is complete, release the pedal to stop the replace recording.

OPTION... (F2)

Metronome options.

Countdown - A lead into the recording during which time no events can be captured.. *Settings: On, Off.*

Metronome vol. - Volume setting of the metronome tick. *Settings Off, 10...127.*

CONTROLS REC... (F3)

Recording options for Tempo, Master Volume, effects changes. These events are captured in the Master Track.

Tempo - To record the Tempo variations. *Settings: On, Off.*

PedalVolume. - To record the general Volume of the instrument using the Damper pedal set for continuous action and assigned the Volume function. These events are recorded as CC07 (see Appendix). *Settings: On, Off.*

Effects - To record the changes of the effects assigned to the Preset and respective effect volume levels. These events are captured as CC16, CC17, CC48, CC49 (see Appendix). *Settings: On, Off.*

SELECT ALL TRACKS (F4)

Select all tracks (F4)

► Once pressed, the option changes to «Deselect all tracks».

Activates all the tracks for recording. «Deselect all tracks» resets all the tracks in «key-play» or «seq-play» status.

SOUND VIEW (F5)

Recalls the «Sound View» page in which it is possible to see and change the sounds assigned to the Preset.

REC VIEW (F6)

Recalls the «Record View» page in which it is possible to control the record/play parameters.

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ERASE... (F7)

Cancellation of the track or Song.

Track - Cancels the selected track.

Song - Cancels all the tracks (entire Song) and leaves an "empty" Song, ready to capture recorded events. The Song Preset remains intact.

METRONOME (F8)

Activates/deactivates the metronome.

LOC

Locator. Indicates the current position of the Song, expressed in measures, beats and resolution (tick).



The measure can be modified with the DIAL. It is not possible to select the next measure after the Song end point. For example, if the recorded Song terminates at measure 10, the Locator cannot be given a value greater than 10 -1 -1.

PLAY/REC MODE

Recording and playback options for the Song. The options are:

Linear - A linear recording or playback of the Song, starting from the current locator to the Song end. In record mode, new events are recorded as the recording proceeds.

Forced stop - The Song is played back or recorded from the current Locator to a specified End locator. With Forced Stop active, the Loc and End indicators determine the start and end point of the recording.

Loop - Song playback or recording repeats continuously. When the Song reaches the end, it loops back to the beginning and starts again and continues to repeat until stopped with STOP.

▶ Note: The loop requires an additional memory buffer. When this mode is selected, the memory progress bar shows an increased amount of used memory.

START

Starting indicator. If Loop is active (Play/Rec Mode= Loop) this parameter indicates the point at which the Song starts to repeat. The parameter can be modified with the DIAL.

END

End point marker. If Loop is active (Play/Rec Mode= Loop) this parameter indicates the point at which the repeating song ends before looping back to the Start marker. If the Play/Rec Mode=Forced Stop, this parameter indicates the automatic Stop point.

The parameter can be modified with the DIAL.

TIME SIGNATURE

Metro. This parameter can be modified only before starting a recording. If the Song contains recorded events, the parameter cannot be modified.

Recording a Song 11•7

TEMPO

Initial playing/recording speed. The parameter can be modified with the DIAL in the «Play View» or «Record View» page, or in the Master Track.

Tempo changes can be carried out during the recording by using the DIAL. The events are captured in the Master Track, provided that the appropriate option is active («Controls rec», dialog window F3).

The Master Track always contains the initial Tempo of the Song. The value can be modified but not cancelled.

QUANTIZE

An auto-corrector of timing errors during the recording phase. The selection values are normal, triplets or swing.

Value	Quantization
1/4	1
1/8	<u>ل</u>
1/12	♪ triplet
1/16	<u>ا</u>
1/24	♪ triplet
1/32)
1/48	♪ triplet
1/64	(1/64)
1/96	(1/64 triplet)
free	no quantization
1/8 BF*	J. ♪ (swing)
1/16 BF*	♪. ♪ (swing)
free	no quantization

* B ... F indicate an adjustment of the Swing feel.

MEMORY PROGRESS BAR

A bar graph which monitors the amount of memory being used up by the song as it is being recorded. In Play mode, the parameter changes to SONG MEMORY, expressed as a numerical value and is independent of the total amount of memory remaining in RAM. Each Song is limited to 400 kb.

If the RAM already contains a large amount of data, a dialog window may appear showing the message «Memory full!», which indicates that the recording cannot proceed further. The recording is instantly interrupted.

You can increase the amount of space in RAM by deactivating the Undo function.

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12 User Style recording

The four USER buttons (1, 2, 3 and 4) of the STYLE/SONG GROUPS section recall User-programmable Styles, or free locations that allow you to record your own auto accompaniments. Up to 32 User Styles can reside in memory, 8 in each User Group.

A new Style can be created by recording every part yourself, or by modifying a copy of an existing Style. This second option is discussed in the Edit Style section of the Sequencer Edit chapter.

Disk based User Styles can be loaded into memory and user-programmed Styles can be saved to disk, using the methods described in the Disk chapter 6 of the User Guide. The table shown below lists all the Riffs that make up a Style.

The basic Riff is the principal pattern of the Style which repeats continually until stopped, or until it is "broken" by a Fill, Intro or Ending pattern.

The Fills, Intros and Endings are triggered by pressing the relative FILL, INTRO, or ENDING buttons.

A Riff can vary in length from one to sixteen measures long.

Each Riff consists of up to 8 Style tracks: Drum, Bass, Acc1, Acc2, Acc3, Acc4, Acc5, Acc6.

THE BASIC STRUCTURE OF A STYLE

Styles provide automatic accompaniments based on the system of chords. In particular, the Major, Minor and Seventh chords trigger three completely different arrangement patterns.

There are 4 Variations of the Major, minor and 7th chords and each Variation breaks down into several different elements: basic, Intro, Fill, Ending. These four elements form the basis of a structure consisting of 48 short sequences, or "Riffs", for each Style.

WHAT IS A RIFF?

A Riff is a musical motif capable of repetition (looping). It can also be expressed as a "phrase" or "lick", but it is important to understand that the Riff must be capable of repetition. In fact, when you play with Styles, you will note that the patterns are short repeating sequences.

Var1	Var2	Var3	Var4		
Basic Major	Basic Major	Basic Major	Basic Major		
Basic Minor	Basic Minor	Basic Minor	Basic Minor		
Basic 7th	Basic 7th	Basic 7th	Basic 7th		
Fill Major	Fill Major	Fill Major	Fill Major		
Fill Minor	Fill Minor	Fill Minor	Fill Minor		
Fill 7th	Fill 7th	Fill 7th	Fill 7th		
Intro Major	Intro Major	Intro Major	Intro Major		
Intro Minor	Intro Minor	Intro Minor	Intro Minor		
Intro 7th	Intro 7th	Intro 7th	Intro 7th		
End Major	End Major	End Major	End Major		
End Minor	End Minor	End Minor	End Minor		
End 7th	End 7th	End 7th	End 7th		

Riffs of a Style

User Styles 12-1

Preparation

Recording

PREPARATION

- Select a USER Style. Select a free location (#########) to create a new Style.
- 2. You are prompted to creat a new style. Press F1 («Ok»).



 The LED on the RECORD button lights up and the Style «Record View» page activates in negative highlight. The «Select Riff» page is also shown:

Select Riff								
VAR.1	VAR.2	VAR.3	VAR.4					
BASIC	FILL	INTRO	ENDING					
MAJOR	MINC	IR 1	7 ТН					

- Select the Variation, element and chord with the cursor buttons and press ENTER to confirm.
- 5. Once the dialog window closes, press F1 («Mode») to select the recording mode. The «Record Mode» dialog window opens where you can select the required mode.



Select the record mode and press ENTER to confirm.



Style Mode - Record View display (record/play parameters display)

Pro	ogram Style	J= 120 i.	LOC: 1 1
	GTYLE_01	Riff: Var.1/B	Basic/Maj
₽₩œ	DK_STRND.1 III	113-2-1	Mode:O∨rdb
B Mutë	FingeredBs	34-1-1	Rec.Riff
	SoftSax	66-1-1	
P Mutë	Organ3	19-1-1	
S Mute	MutedGtr	29-1-1	Sound View
A Mute	SteelGtr	26-1-1	Rec View
🚦 (Mutë)	SlvStrings	50-1-1	Erase
R Mute	Piano 1	1-1-1	Metronome

Style Mode - Sound View display

12•2 Reference Guide

6. Select and program the basic Style parameters:

 Time Signature
 :4
 /4
 no

:120

the time signature.«Tempo» to modify the playing

• «Time Signa-

ture» to modify

speed.«Key note» to specify the refer-

Key Note : C

ence key. When a chord is played, **P5/GP5** transposes the riffs. You must, therefore, indicate the key in which the riffs are programmed.

Tempo

7. Set both Scale Conv. : Min / 7th parts of

the «Scale conversion» parameter. The Scale Converter reconstructs the riffs of two chords starting from the complementary chord. For example, you can program the *Basic Major* riff and the Scale Converter engages the task of reconstructing the *Basic Minor* and *Basic 7th*. Refer to the Scale converter table at the end of this chapter.

8. Select the Quantize :free «Quantize» parameter to modify the pre-quantization setting (auto-correction of the timing) during the recording.

 Select the tracks that you want to record and set them in Record mode. Only Tracks showing the record icon will capture events and be heard during the recording:



10. If you want to assign different Sounds, open the «Sound View» page with the F5 Soft button

After assigning the sounds, save the Preset with STORE PRESET. Return to the «Rec

View» page with Soft button F6.

11. Activate the metronome with F8 («Metronome»).

User Styles 12•3

Recording

RECORDING

- Press START/STOP to start the recording. A one-measure (bar) countdown with start.
- Start playing after the lead-in. The recording proceeds in a cyclic manner: once the end of the riff is reached, the recording starts again from the beginning..
- 3. Stop the recording with START/STOP.
- To add notes to the same tracks, repeat points 1 - 3.

► Note: If the Overdub recording mode is selected, new notes will be added to the tracks each time the recording repeats. If Replace is selected, new notes will cancel those already existing on the next cycle. In Replace mode, the recording returns to Overdub mode at the end of the first cycle.

 Select the tracks shown in «record» and set them in «seq-play».

押

- 6. If necessary, repeat the procedure for other tracks.
- Press RECORD to escape «Record» mode. The LED on the RECORD button goes off.

UNDO

If, during the recording phase, you want to cancel the last performed recording task, use UNDO to cancel the last performed task.

For example, after adding new events to an existing drum pattern, you might want to return to the original pattern and just cancel the new events. A quick and easy way is to use UNDO.

The UNDO and EXECUTE UNDO commands are in the EDIT SEQUENCER section and it's use is explained in the Edit Song and Edit Styles chapters.

RESTORING THE USER STYLES MEMORY

If you have loaded disk-based Style or recorded User Styles and used up all the memory dedicated to the storage of Styles, a quick and easy way of clearing User Style memory and making room for other Styles is to use the Restore Styles operation.

Naturally, you must remember to save the User Style that you don't want to lose to disk before proceeding with the restore procedure.

- Press RESTORE in the SYSTEM section to gain access to the «Edit Restore» environment.
- Press F5 («Restore Styles») to cancel all the User Styles (and relative User Style-Presets) in RAM.

You are prompted with a request to reconfirm your choice.

3. Press ENTER to confirm, or ESCAPE to cancel.

With ENTER, the User Styles are cancelled from memory.

With ESCAPE, the User Styles are retained.

► Hint: To cancel the entire contents of RAM in a single operation, use the «Restore All» command.

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The «Record View» page in detail

MODE... (F1)

Opens the «Record Mode» dialog window where you can select various recording options.

Replace - The new notes substitute "old" notes already present in the tracks being recorded.

Overdub - New notes are merged with those already present on the tracks being recorded.

Punch In/Out - A means of inserting a correction without the necessity of repeating a recording. Punch recording is activated by pressing an appropriately programmed pedal (in «Edit Controllers/Pads»).

Activate the recording with PLAY. When the song reaches the point at which the correction must be inserted, press the pedal. At this point, the recording proceeds in "replace" mode. When the correction is complete, release the pedal to stop the recording.

REC RIFF... (F2)

Opens a dialog window where you can select a riff to record.



Select the Variation, section and chord with the cursor buttons and press ENTER to confirm.

SOUND VIEW (F5)

Recalls the «Sound View» page where you can to see and change the sounds assigned to the Preset.

REC VIEW (F6)

Recalls the «Record View» page where it is possible to control the record/play parameters.

ERASE... (F7)

Cancellation of a track, riff, variation or Style.

Track - Cancels the selected track. Riff - Cancels the selected riff. Variation - Cancels the selected variation. Style - Cancels the entire Style.

METRONOME (F8)

Activates/deactivates the metronome.

TIME SIGNATURE

Metronomic. Valid for the entire Style. This parameter can be modified only before starting a recording. If the Style contains recorded events, the parameter cannot be modified.

MEASURES

Determines the length of a riff expressed in measures (max 16).

TEMPO

The playing speed (metronomic Tempo). Valid for the entire Style.

KEY NOTE

Reference key. Indicates the key in which the original riff is recorded. When you play the indicated chord, the riff will play back in exactly the same manner as recorded. If other chords are played, the riff will be transposed accordingly.

User Styles 12•5

SCALE CONVERSION

If you program a Style accompaniment based on the Major scale, the **P5/GP5** arranger will automatically convert a minor or 7th chord accordingly. This allows you to limit your User Style recording times by, for example, recording only the Major riff of Variation 1, in order that when you play with the recorded style, a minor or 7th chord will be automatically adjusted for the change. However, in harmonic terms, this type of 'over-simplification' creates errors when using the more complex chord structures. To overcome this problem, the **P5/GP5** Scale Converter provides a selection of chord inversion systems, based on algorithms in order to render the conversion more musical.

You can program the Major chord only and set the scale converter for the other two chords (minor and/or 7th). If, on a future occasion, you wish to program also the respective riffs, the relative Scale Conversion will be ignored. The parameter consists of two variable parts, corresponding to the two complementary chords with respect to the one being recorded.

If the "Off" setting is selected, the arranger carries out the simplified conversion referred to. The tables at the end of this chapter show how the scale converter operates, both in the off status, as well as for the Minor and 7th chords. Several different solutions for each chord are provided for.

The tables refer to chord and bass patterns played in the key of C and shows which notes are converted. The changes are expressed in semitones, therefore, if the note C shows a conversion of -2, the note is converted 2 semitones down (Bb). Notes not converted are shown blank.

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QUANTIZE

An auto-corrector of timing during the recording phase. The selection values are normal, triplets or swing.

Value	Quantization
1/4	
1/8	5
1/12	♪ triplet
1/16	\$
1/24	♪ triplet
1/32	
1/48	♣ triplet
1/64	(1/64)
1/96	(1/64 triplet)
free	no quantization
1/8 BF*	↓) (swing)
1/16 BF*	♪ ♪ (swing)
free	no quantization

* B ... F indicate an adjustment of the Swing feel.

FREE MEMORY (CANNOT BE MODIFIED)

The amount of memory remaining to record the riff. Each riff can occupy up to 30.000 bytes (30 kilobytes).

If the RAM contains a large amount of data, a dialog window may appear showing the message «Memory full!» indicating that the recording cannot proceed further. The recording is instantly interrupted.

You can increase the amount of space in RAM by deactivating the Undo function.

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SCALE CONVERSION TABLES

Scale Converter in OFF status: C Major riff -> C 7th riff													
		C#	D#			F#		G#		A#			
	С	D		Е	F		G		А		В		
accomp.	-2								+1		-1		
bass									+1		-1		

Scale Converter in OFF status: C Major riff -> C minor riff												
		C#		D#			F#		G#		A#	
	С		D		Е	F		G		А		В
accomp.					-1					+1		-1
bass					-1					+1		-1

Scale Converte	er acti	ve: C Ma	ajor r	iff ->	C 7tl	h riff							
		C#		D#			F#		G#		A#		
	С		D		Е	F		G		А		В	
7th 1 accomp.	-2												
7th 1 bass													
7th 2 accomp.	-2											-1	
7th 2 bass												-1	
7th 3 accomp.	-2									+1			
7th 3 bass										+1			
7th 4 accomp.	-2												
7th 4 bass													

User Styles 12•7

Scale Conversion tables

Scale Converte	er active	: C Maj	or riff ->	> C mi	nor rif	f					
		C#	D#			F#		G#		A#	
	С	C)	Е	F		G		А		В
min 1 accomp.				-1							
min 1 bass				-1							
min 2 accomp.				-1							-1
min 2 bass				-1							-1
min 3 accomp.				-1					+1		
min 3 bass				-1					+1		
min 4 accomp.			-1	-1							
min 4 bass			-1	-1							
min 5 accomp.			-1	-1							-1
min 5 bass			-1	-1							-1
min 6 accomp.			-1	-1					+1		
min 6 bass			-1	-1					+1		
min 7 accomp.			-1	-1				-1	-1		
min 7 bass			-1	-1				-1	-1		

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Complex chords

The logic applied to the conversion of the more complex chords follows similar lines to that used for the standard Major, minor and 7th chords indicated above. The user is invited to experiment with the Scale Converter in order to discover the most suitable conversion for the Style being programmed.

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13 Edit overview/Restore

Edit section

The buttons of the EDIT section gain access to a series of functions which determine how the instrument works. Each button corresponds to an edit environment. Most of the modifications can be saved to the Preset associated to the current mode (Style/Preset or Song), by pressing the STORE PRESET button.

HOW TO NAVIGATE THROUGH THE EDIT PAGES

The navigational tools are the directional arrows $[\ \& \ \& \ \checkmark / \checkmark]$ and the $\land \checkmark$ page selector buttons.

The **** & **** = buttons move the cursor in all directions to select the parameter to edit.

To enter a value for a selected parameter, use the DIAL.

To confirm an entry, use the ENTER button; use the Escape button to exit from a parameter without confirming a new entry.

THE STRUCTURE OF THE EDIT ENVIRON-MENTS

The Edit environments consist of *pages* which contain related parameters (example, a page can contain a set of Effects parameters, or MIDI parameters, etc.).

The pages of the *simple structure* edit environments (Edit MIDI, Edit Effects, Edit Mixer, Edit Preset: Controllers/Pads, Edit Tracks/Splits, Edit Sound) are arranged on a single level. The menu shown on the right of the display contains the name of the pages which can be recalled with the corresponding Soft button.



Edit environments diagram with simple structure.

Edit overview/Restore 13•1

Edit structure

If an edit environment contains more than one menu (as in example, Edit Tracks/Splits) it is possible to pass from one menu to the other with the buttons

You can escape a simple structure edit environment by pressing the respective edit button, or ESCAPE.

The *complex structure* edit environments (Edit Style, Edit Song, Edit General) consist of a series of related editors (*modules*) which can be directly accessed from the main menu. Once entered, you can pass from one accessed editor to another by means of the buttons \checkmark .

The pages of an editor are recalled with the soft buttons F1...F8, as in the simple structure environments.

To escape an editor, press the button corresponding to the edit environment, or press ESCAPE twice (once to return to the main menu, once to escape the edit. In the *«Disk»* environment, each page corresponds to a function. Pass from one page to another with the buttons **AV**. The Soft buttons are used to select the disk and activate various procedures.



«Edit Disk» diagram.



Edit environments diagram with complex structure.

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THE EDIT PAGES

Using the «Transpose» page of «Edit Tracks/ Splits» as an example:

e (gh f	i	j k
PRESET EC	lit Preset	P: GRAN	
Ем	enu	Τ:	8 02/03
1 (Mute)	NylonGtr	12 ++++ 19 ++++	Transpose
2 (Mute)	SlwStrings	12	M.transp.en
3 (Mute)	Harmonica	0 0 	Detune
4 (Mwte)	Marimba	0	Random pitch
5 (Mwte)	E.Piano1	0	Mode/priority
6 (Mwte)	SoftSax	0 +++++	Vel. curve
7 (Mwte)	SlwStrings	0 	Vel. range
8 🎹 🕀	Piano1	0 0 	More
α	b	C	d

- a. Track status icons.
- b. Sound zone (not always present).
- c. Parameter zone. The parameters can appear in numeric or graphic form.
- d. Menu. Contains three types of options or commands: (a) items that alternate between one another; selecting one deactivates the other, (b) items that recall a dialog window, (c) ON/OFF switches.
- e. The icon identifying the Edit environment.
- f. Status bar.
- g. Name of the edit environment.
- h. Name of the edit page.
- i. Name of the current Preset in edit.
- Name of the current track in edit (pages containing parameters relating to single tracks).

k. Menu selector/indicator corresponding to the buttons . When these arrows are not active for selection, it is an indication that other menus are nonexistent. Conversely, when one or both are active for selection, they indicate the presence of a menu before or after.

PASSING FROM ONE EDIT SECTION TO ANOTHER

While you are inside an edit environment, it is possible to pass to a different environment by pressing the corresponding button in the EDIT section. It is not necessary to escape an edit environment to pass into another.

MOVING THE CURSOR

The cursor is represented by the negative highlight zone which indicates that a parameter is selected and in a state to accept a modification. Move the cursor with the directional arrows.

EDIT PROCEDURE FOR SIMPLE STRUC-TURE EDIT ENVIRONMENTS

- 1. To modify the parameters of a Preset, first select the Preset.
- 2. Select the editor required with the directional arrows.
- If you are not able to find the page required, select it with the corresponding Function button. If the required item does not appear in the menu, use the buttons to select the next or previous menu.
- If you wish to modify a single track of the Preset, select the track with the Soft buttons A...H. You can also select the track by mov-

Edit overview/Restore 13•3

ing the cursor to it relative parameter with the directional arrows $\blacktriangle/\blacksquare$.

- Select the parameter to modify with the directional arrows.
- 6. Modify the parameter with the DIAL.
- 7. Press ESCAPE or the button corresponding to the edit environment to return to the main display of the current operating mode.
- 8. If you have modified a Preset, save the modifications by pressing STORE PRESET.

EDIT PROCEDURE FOR COMPLEX STRUC-TURE EDIT ENVIRONMENTS

- 1. Select the item that requires modifying (Preset, Style, Song).
- 2. Press the button corresponding to the required edit environment in the EDIT. The main menu containing a list of editors (modules) appears.
- 3. Select the editor with the DIAL or directional arrows and press ENTER to gain access.
- If you are not able to find the page you require, select it with the corresponding Soft button.
- Select the parameter to modify with the directional arrows.
- 6. Modify the parameter with the DIAL.
- If necessary, pass on to another editor. You can use the buttons ▲▼, or return to the main menu with ESCAPE and select another editor with DIAL+ENTER.
- 8. Press ESCAPE twice, or the corresponding edit button to return to the main display of the current operating mode.

9. If you have modified a Preset, save the modifications by pressing STORE PRESET.

ESCAPE THE EDIT ENVIRONMENT

There are three ways of escaping from an edit environment:

- press ESCAPE (as many times as necessary depending on the currently selected level).
- press the button corresponding to the function in edit.
- press another button of the EDIT section to pass to a different edit environment.

MEMORIZING MODIFICATIONS TO A PRESET

When you have completed your edit tasks, press STORE PRESET to save the modifications to the current Preset. If you fail to store your modifications, they will be irremediably lost when you select another Preset, or reselect the same one. The modifications will also be lost by pressing the START/STOP, PLAY, STOP, << or >> buttons.

13•4 Reference Guide

Restore

User-programmed data (Programmable Presets, User Styles, Songs, Preset-Sounds) can be cancelled, either as an individual block (Presets, Style-Presets, User Styles, Songs) or entirely by means of a single command. Cancelling user programmed data from memory restores the instrument's original default parameter statuts.

For example, if you use the Restore Presets command, you will cancel all user-programmed Programmable Presets and restore the original factory settings.

► WARNING: use the RESTORE commands with caution because user-programmed data is irremmediably lost. Make sure that you have saved any data you so not wish to cancel to disk or Hard disk before proceeding with a restore operation.

The RESTORE command is in the SYSTEM section located on the extreme right of the command panel.

Press RESTORE to gain access to the Restore options.

REST-	Edit Restore		
Ē	T Menu	Page:øø	
1		Battery & re.	
2	Software Release		
4	Month : Ø9	Restore all	
5	Day :11	Rest.styles	
6	Year :1996	Rest.preset	
7		Rest.songs	
8		Rest.St.Prst	

Edit Restore page showing current release date

BATTERY & RE.... (F1)

This option shows the date and time of the latest release of the operating system and the charge level of the rechargeable backing battery.

Press F1 once to show the release date and bettery charge level:

Battery check & software rel.		
Release: 09-11-1996		
Battery charge level: 100%		

Press F1 once again to show the date and time of the release:



If the battery charge level is low, leave the instrument turned on for at leat 15 hours to recharge the battery completely.

RESTORE ALL (F4)

This operation cancels all user programmed data currently in RAM (Programmable Presets, User Styles, Style-Presets, Songs) and restores the instrument to its factory-set status (RAM empty). Pressing F4 prompts a request to confirm the

operatiion with ENTER or cancel with ESCAPE.

Edit overview/Restore 13•5

Restore

RESTORE STYLES (F5)

This operation cancels all User Styles in RAM (including User Style-Presets) residing in the User 1, 2, 3 and 4 buttons of the STYLE GROUPS. The User slots are restored to the factory-set conditions (empty #########).

Pressing F5 prompts a request to confirm the operatiion with ENTER or cancel with ESCAPE.

RESTORE PRESET (F6)

This operation cancels all user-programmed Presets in RAM residing in the 8 buttons of the PRO-GRAMMABLE PRESETS. The status of the Presets parameters are restored to the factory-set values.

Pressing F6 prompts a request to confirm the operatiion with ENTER or cancel with ESCAPE.

RESTORE SONGS (F7)

Pressing F7 prompts a request to confirm the operatiion with ENTER or cancel with ESCAPE.

RESTORE STYLE-PRESET (F8)

This operation cancels all user-programmed Style-Presets associated to the ROM STYLES. The status of the Style-Preset parameters are restored to the factory-set values. ROM Styles assocated to modified Style-Presets are identified by an asterisk (*) after the Style name.

Pressing F8 prompts a request to confirm the operation with ENTER or cancel with ESCAPE.

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• 14 Edit General

«Edit General» is where you can modify global parameters that affect the instrument as a whole and which are not memorized to a Preset. A part of the general parameter settings are conserved in RAM and saved to disk as a Setup.

«Edit General» is a complex structure environment. When you press GENERAL for the first time, the main menu page appears where you can access one of the editors using the DIAL+ENTER or the directional arrows+ENTER.

You can also use the page scroll buttons **A v** to pass directly from one function to another.

SYSTEM INFO (F3)

This option display information regarding the presence or absence of the various accessories that can be installed in **P5/GP5**.

General controls

KEYBOARD SENSITIVITY

Velocity sensitivity

Determines the response of the keyboard to velocity changes.

Assignable values: Soft, Medium soft, Medium, Medium hard, Hard.

GE	Edit General Menu	00/06
LOZWE N	1 Gen. controls	
JO3681	Computer A Date & time	System info
DULLER		
DAAWR 1	🖸 Display cntls 🛛 🕒 Audio inputs	

Edit General - Main menu



Edit General - General controls

Edit General 14•1

Tuning/Scale

Tuning/Scale

MASTER PITCH

Fine tunes the instrument as a whole in fractions of 1/64 of a semitone.

Assignable values: -63...+63.

KEYBOARD SCALE

Temperaments (Scales).

Options: Equal, Inverse, Meantone, Werkmeister III, Arabian 1, Arabian 2, User1 ... User8.

USER PROGRAMMABLE SCALES

You can program your own scale using the keyboard map shown at the bottom of the display. This graphical representation shows the current pitch of the notes of an octave. The octave currently in edit is shown in the title bar directly above the keyboard (e.g. Octave C-1/B-1). Each note shows the coarse tune and fine tune status. The programming tasks allow you to alter the pitch of



Fine tuning in 64ths of a semitone

Edit General - Master pitch & Keyboard Scaling

one or more notes by modifying the coarse and fine tuning parameters of the current scale. The final configuration can then be copied to selected octaves of the keyboard, or to all octaves.

Example - to program a scale by fine tuning one or more notes:

- 1. With the "Octave Up" function (F5), select the octave to program.
- Use the directional arrows to select the fine tune parameter (in this case "0") and rotate the dial to fine tune the note according to your requirements. While tuning, play the note repeatedly.
- 3. Repeat the microtuning operation for other notes.
- Select the "Copy to oct." function (F3), select "Fine Tune" in the "Copy" parameter and "ALL" in the "to octave" paramter, then press ENTER to confirm.
- When the scale has been programmed, save it to the Setup by pressing F7 («Save»). You will be prompted to select a User location.

COPY TO OCTAVE... (F3)

Copies the current setting to another octave. The «Copy to octave» dialog window is opened where you can specify the elements to copy and the octave to copy the user programmed data to.

Copy octave			
Copy to octa∨e	Coarse & finetune C-1/B-1		

Coarse&Fine - Copies both the coarse tuned notes as well as the fine..

Coarse - Copies only the coarse tuned notes.

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Computer

Finetune - Copies only the fine tuning.

To octave - Selects the octave to copy to. Select the ALL option to copy a programmed octave to the entire keyboard.

OCTAVE UP (F5)

Selects the next highest octave to edit.

OCTAVE DOWN (F6)

Sets the next lowest octave to edit.

CATCH NOTE... (F7)

Selects the note to edit. Press F7. The following message appears:



Play the note to edit.

SAVE... (F8)

Saves the User programmed scale to the Setup. The «Save» dialog window is opened where you can choose from 8 User scale destinations.

Save scale		
Save to scale nr.	USER 1	

Select the User scale with the DIAL. Press ENTER to confirm or ESCAPE to cancel.

Computer

Instead of using the MIDI interface, you can connect via a single serial cable to a computer. Program the connector for the type of computer used by pressing F8 («Mode»).

MODE (F8) COMPUTER OPTIONS

Options to communicate with a computer

	Conputer node
Off	
Macintosh	
Pc1	
Pc2	

Off - Connection deactivated.

Macintosh - To connect to an Apple Macintosh™ computer. A standard Mac serial cable is required to connect to the Modem port. In the computer software, set a communication velocity of 1 MHz.

PC1 - Allows serial connection with an IBM PC[™] computer or compatible, with a communication velocity of 31250 baud. A serial cable (supplied as an optional accessory) must be connected to the RS-232 port of the computer.

PC2 - As above, but with a communication velocity of 38400 baud.



Edit General - Computer

Edit General 14•3

Date & Time/Display controls

Date & Time

Sets the internal calendar and clock.

SET DATE (F1)

Sets the date in edit. Take the cursor to the month, day and year and specify the value of each parameter with the DIAL.

Confirm with ENTER or F1.

SET TIME (F2)

Sets the time in edit. Take the cursor to the hour, minute and seconds with the cursor buttons and specify the value of each parameter with the DIAL.

Confirm with ENTER or F2.

Display controls

Viewing controls for the display. The settings are conserved to memory after power down. They cannot be saved to disk.

CHORD LANGUAGE

Determines the viewing language (English/Italian) of the chord notation in the Score..

HELP LANGUAGE

Selects the language for the Help file.

Your model may not contain a file in a different language.

DISPLAY MODE

Offers the choice of viewing black text on a white background (Positive) or white texts on a black background (Negative).



GE	^{N-} Edit General Display control	S	05/06
1			
2	Object Jacobier	Fastish	
3	Choro language:	English	
4	Help language:	English	
5	Display mode:	Positi∨e	
6			
7			
8			

Edit General - Date & Time

Edit General - Display controls

14•4 Reference Guide
Audio Inputs

This page contains bar graphs to monitor the level of external Audio Input signals.

(AV INTERFACE NOT INSTALLED)

You can plug a microphone or musical instrument (or other audio source) into the Audio Input jacks (IN1, IN2) to play through the instrument's internal amplifier. The audio input signals are directed to the instrument's internal speakers and to the LEFT and RIGHT audio outputs, but are not processed by the on-board Digital Effects processor.

You can regulate the signal gain with the twin GAIN knob located to the left of the audio IN-PUTS jacks. An optimum signal level can be obtained when the input signal, at maximum volume, almost reaches the extreme right of the VU bar graph (the clipping zone).

Regulate the volume of the signal at the LEFT and RIGHT outputs with the MIC/LINE front panel slider. The MASTER slider will have no effect on the MIC/LINE signal.

A/V INTERFACE INSTALLED

By installing the optional Audio/Video Interface (available as an optional accessory), the page shows a completely different picture with several parameters to control the input signals.

The input signal is directed to the internal sound generator and effects processor before being directed to the LEFT and RIGHT outputs and the speaker system.

You can regulate the signal gain with the twin GAIN knob located to the left of the audio inputs. An optimum signal level can be obtained when the input signal, at maximum volume, almost touches the extreme right of the VU bar graph (the clipping zone).

Regulate the maximum volume with the MIC/LINE panel slider. The MASTER slider regulates the sum of the internal sound generator output level (**PS/GPS** sounds and signal of the MIC/LINE IN inputs).

GEI	N: Edit General	
1 S	🖉 Audio Input	06/06
Loz		
ШК 2	Input 1 Vill-	
Lou		
ER 1		
Upp		
ык 2		
UPP		
ÉR 1		

Edit General - Mic/Line In (AV interface not installed)



Edit General - Mic/Line In (AV interface installed)

Edit General 14•5

PARAMETERS (WITH OPTIONAL AV IN-TERFACE)

Monitors the level of the input signal. Control the signal gain of the two input signals with the twin

knob 2 - 0- 1 located to the left of the inputs.

Maximum volume levels can produce "clipping",

Cutoff

Sets the cutoff frequency. Assignable values: 0 ... 191.

Resonance

Sets the filter resonance. *Assignable values: 0* ... 127.

Audio Out

Directs the signal to the audio output or outputs. Assignable values: L+R (Left+Right), 1+2, 1, 2.

MIC/LINE ON/OFF (F1)

Switch to activate/deactivate the audio AUDIO INPUTS. When the inputs are active, the overall polyphony is reduced by two voices; if you do not intend using the audio inputs, deactivate them in order to direct the two voices to the internal **P5/GP5** sounds.

clipping



The VU-meter indicates the level of the input signal. The dark zone to the extreme right represents clipping (distortion).

a distortion which can be eliminated by controlling the gain.

Input VU

Volume

Separate volume control for each input. *Assignable values: 0 ... 127*.

Pan

Determines the position of the input signal within the stereo panorama. Assignable values: -32 (all to the left) ... 0 (centre) ... +31 (all to the right).

Eff Group

Selects the Group of effects A or B.

E1 Send

Determines the amount of Reverb effect to apply to the signal. *Assignable values: 0 ... 127.*

E2 Send

Determines the amount of modulation effect to apply to the signal. *Assignable values: 0 ... 127.*

Filter

Selects a filter type. Assignable values: Off, LP (Low Pass), HP (High Pass), BP (Band Pass), PB (Parametric Boost), PC (Parametric Cut).

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14•6 Reference Guide

• 15 Edit Preset

OVERVIEW

The PRESET button of the EDIT section contains three editors (modules) which determine how the PRESETS affect the way you play when using Programmable Presets, Style-Presets and Song-Presets.

The editors are:

- · Controllers/Pads;
- · Tracks/Split;
- Sound/SoundPatch.

Each editor provides a set of related parameters and any modifications you apply can be saved to the current Preset.

Selecting any Preset will recall the Edit Preset parameters that were saved to that Preset.

Refer to the Edit Section chapter 14 for general information regarding how to move around within the editors.



Edit Preset - main page

Edit Preset (Controllers/Pads) 15•1

Edit Controllers/Pads

In «Edit Controllers/Pads», you can program how the individual tracks of a Preset react to the programmable pedals and programmable pads.

• Note: Save the modifications with STORE PRESET.

PITCHBEND/MODULATION (F1)

Each track can be independently programmed to be affected by the Pitchbend and/or Modulation effect. Pitch Bend is applied by a continuous action pedal while Modulation by a switch action pedal. *See "Pedals Programming (F2)"*.

Options: Pitch Bend: Off, 1...12. Modulation: Off, On.

The Pitchbend parameter corresponds to the column showing the icon •••.

The Modulation parameter corresponds to the column showing the icon

PEDALS PROGRAMMING (F2)

Here you can assign a function to the pedals 1, 2 and 3. Pedals 1 and 2 are of the Switch-action type while Pedal 3 can be either Switch or Continuous.

Switch action pedals control on/off functions such as Soft, Sostenuto, Start/Stop, Fill, Rotary Slow/ Fast, etc.

Continuous control pedals control functions such as Volume, Damper, Expression, Pitch and Modulation.

Type of pedal

The first column on the left of the display selects the type of pedal. In the case of pedal 3, you can also program the pedal to operate as a Switch or Continuous pedal.

Options: Ped1 & 2: Switch, Ped 2: Continuous or Switch.

				Prese	t		
					Tra	ck in eo	lit
	Ed	it Prese	't	1	P: GRAN	PIANO	
	Pit	ch/Modu	lation	1	Г:	8	01/03
1	9	NylonGtr	⊶: Off	÷:	Off	Pitch/	Mod.
2 🏢	9	StrgGlock	🐠 : Off	ŧ:	Off	Pedals	prog.
3 🎹	9	ChiffLead	🐠 : Off	ê :	Off	Pedals	assig.
4 🎹	9	Azimut	🐠 : Off	ê :	Off	Pads	
5 🎹	9	Dyn.Flute1	👁 : Off	ê:	Off		
6 🎹	9	SoftSax	👁 : Off	÷:	Off		
7 🎹	9	StrgGlock	👁 : Off	ê:	Off		
8 🛄	9	Piano1	🐠 : Off	ŧ:	Off		

Edit Preset [Controllers/Pads] - Pitchbend/Modulation (Pitch/Mod assignment for each track)

PRESET Ed	it Preset	P: GRAN	D PIANO
Pe Pe	dals prog.	Τ:	8 01/03
1 🏼 😜	1 Switch	= Soft	Pitch/Mod.
2 🏼 😜			Pedals prog.
3 🛄 😜	0.0.444	0	Pedals assig.
4 🖽 🔂	2 SWITCH	= Sostenuto	Pads
5 🏼 😜			
6 🛄 🔂	3 Continuous	= Damper	
7 🖽 🔂			
8 🎚 🔂			

Edit Preset [Controllers/Pads] - Pedals programming (Function assignments for the Pedals)

15•2 Reference Guide

Parameters assignable to the pedals

The control functions assignable to the pedals depend on the type of pedal.

- «SWITCH»: Off, Modulation, Damper, Sostenuto, Soft, Start/Stop, Key Start, Intro, Fill<, Fill=, Fill>, Ending, Var1, Var2, Var3, Var4, Var>, Var<, Preset>, Preset<, Harmony, Bass Follow, Easy Play, Fade In/Out, Tempo-, Tempo+, Punch, Rotary Slow/Fast, Minor, 7th, Dim, Min 7th, Maj 7th, Freeze Chord.
- «CONTINUOUS»: Off., PitchBend, Pitch+, Pitch–, Filter Cutoff Frequency (CC74), Resonance (CC71), Modulation (CC01), Breath controller (CC02), Volume (CC07), Pan (CC10), Expression (CC11), Damper (CC64).

Refer to the Pedal function tables at the end of this chapter for brief explanations of each function.

PEDALS ASSIGNMENT (F3)

This parameter enables or disables the tracks for the action of pedals 1, 2 and 3.

Options: On, Off.

PRESEN Edit Pre	eset ssia.	P: T:	GRANE) PIANO 8	01/03
1 🎹 🛞 NylonGt	r 1=0'	ff 2 = Off 3	=Off	Pitch/	1od.
2 🛄 💮 StrgGlo	ck 1 = 01	ff 2 = Off 3	=Off	Pedals	prog.
3 🎹 😜 ChiffLea	ad 1=0	ff 2 =0ff 3	=Off	Pedals	assig.
4 🎹 💮 Azimut	1 =0	ff 2 =0ff 3	=Off	Pads	
5 🎹 💮 Dyn.Flut	te1 1 = 01	ff 2 =0ff 3	=Off		
6 🎚 🔂 SoftSax	1 =0	ff 2 =0ff 3	=Off		
7 🎹 💮 StrgGlo	ck 1 = 0'	ff 2 =0ff 3	=Off		
8 🛄 🛞 Pianol	1 = 🖸	🚺 2 = Off 3	=Off	Ped./p	ads 🗖

Edit Preset [Controllers/Pads] - Pedals assignment (pedal enable/disable)

PADS (F4)

The four PAD buttons are independently programmable. Each button can be configured to react according to the settings of various parameters.

Pad

Determines the Function to assign to the pad. Functions assignable: Off, KeyAssign, Rotary slow/fast, Hardcopy.

Off	 pad deactivated.
KeyAssi	gn- The pad plays the note
	assigned in the "Note"
	parameter.
	The Volume, Pan, Transposi-
	tion settings and MIDI OUT
	channel correspond to those
	of track 6.
PC	- Program Change. Range
	1128.
C#0	- CC00: Control Change 00
	(Bank Select MSB). Range
	1128.
C#32	- CC32: Control Change 32
	(Bank Select LSB). This

(Bank Select LSB). This parameter does not require a setting to play an internal PS/ GPS sound. Range 1...128.

PRESET Ed	it Preset ^{ds}	P: GRF T:	ND PIANO () 8 01/03
1 Ⅲ ↔ 2 Ⅲ ↔	Pad1: Keyb. assig. P.CH.: 113 c#0: 2 Note: C6 Dynamic	c#32: 1 : 120	Pitch/Mod. Pedals prog.
3 Ⅲ - 4 Ⅲ -	Pad2: Keyb. assig. P.CH.: 113 c≢0: 2 Note: B5 Dynamic	c#32: 1 : 120	Pedals assig. Pads
5 🛄 🔂 6 🛄 🔂	Pad3:Keyb.assig. P.CH.: 1 c⊭0:1 Note:C-1 Dynamic	c#32:1 : Ø	
7 🛄 🔂 8 🛄 🕀	Pad4: Keyb. assig. P.CH.: 113 c≇0: 2 Note: D#2 Dynamic	c∦32:1 :90	Ped./pads 🖌

Edit Preset [Controllers/Pads] - Pads (pad programming tasks)

Edit Preset (Controllers/Pads) 15•3

Note - Determines the note played. Rage: C-1 to G9

- Velocity Note velocity. Range 0...127
- Rotary slow/fast Switches the Rotary velocity from slow to fast or vice versa.
- Hardcopy Captures a bitmap image of the current display (.BMP) into RAM. The images can be saved to an MS-DOS disk and elaborated by a graphic program running on a personal computer.



Confirm (F1) - confirms the captured display. Save (F2) - saves the captured image to an MS-DOS disk. Reset (F3) - cancels all captured images and frees up the RAM. Each image uses approx. 6 KBytes of RAM. Ignore (F5) - closes the dialog window without capturing the image.

PED./PAD 🗖 (PEDALS/PADS LOCK) (F8)

When selected, the Pedals/Pads Lock conserves the current pedal and pad programmed status for all Preset and Style selections.

To enable the recall of the Pedal/Pads parameters, make sure the Padlock is open (unlocked).

The Pedals/Pads Lock remains in memory after power down. It is saved to the Setup.

THE SWITCH PEDAL FUNCTIONS

(affect enabled tracks of the current Preset)						
Off	No effect					
Modulation	Applies a fixed value of Modulation (#CC 01, 64) to tracks activated for the effect (set in Pit/Mod)					
Damper	Applies the sustain effect to released notes. For the Grand Piano Preset, the Damper effect is based on the Physical Model.					
Sostenuto	Sustains only the notes played at the time of pressing the pedal; notes played after pressing the pedal are not affected.					
Soft	Attenuates the sound.					
Start/Stop	Simulates the Start/Stop button.					
Key Start	Activates/deactivates the Key Start function.					
Intro	Activates the Intro.					
Fill<	Activates the Fill< function.					
Fill	Actvates the Fill function.					
Fill>	Activates the Fill> function.					
Ending	Activates the Ending function.					
Var1	Switches to Variation 1.					
Var2	Switches to Variation 2.					
Var3	Switches to Variation 3.					
Var4	Switches to Variation 4.					
Var>	Switches to the next Variation.					
Var<	Switches to the previous Variation.					
Preset>	Advances to the next Preset. N.B. To select several Presets in increasing order, all the Presets you intend to recall must be programmed for the action of the Preset> function.					
Preset<	Returns to the previous Preset. N.B. To select several Presets in decreasing order, all the Presets you intend to recall must be programmed for the action of the Preset< function.					

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The pedal swit	ch Functions (continued)
Harmony	Activates/deactivates the Harmony button.
Bass Follow	Activates/deactivate the Bass Follow function.
Easy Play	Activates/deactivates the Easy Play function.
Fade In/Out	Activates/deactivates the Fade In/ Out function.
Tempo +	Increases the Tempo setting by one unit at a time.
Tempo –	Decreases the Tempo setting by one unit at a time.
Punch	Activates/deactivates the Punch re- cording function during recording operations.
Rotary s/f	Changes the speed of the Rotary effect from Slow to Fast or vice versa.
Minor	Converts the currently held chord to the minor chord.
Dim	Converts the currently held chord to the diminished chord.
Min 7th	Converts the currently held chord to the minor 7th chord.
Maj 7th	Converts the currently held chord to the Major 7th chord.
Freeze Chord	'Locks' the current chord (pedal held), allowing you to play freely with both hands across the entire key- board without triggering changes in the Style auto-accompaniment. The function deactivates at pedal release.

THE CONTINUOUS PEDAL FUNCTIONS

(affect enabled tracks of the current Preset)							
Off	No effect						
Pitch Bend	Applies Pitch Bend to the notes. The Pitch Bend sweeps from the maxi- mum negative to maximum positive value of the Pitch setting in the Pit/ Mod function. The central position of the continous pedal corresponds to 0 pitch.						
Pitch +	Increases the Pitch up the value set in the Pit/Mod parameter.						
Pitch –	Decreases the Pitch down the value set in the Pit/Mod parameter.						
Filter	Opens/closes the Filter Cutoff pa- rameter in Edit Sound/SoundPatch.						
Resonance	Affects the Resonance parameter						
Modulation	Applies Modulation (CC01) to tracks activated for the effect (in Pit/Mod).						
Breath	Generates Breath controller (CC02) data (useful for external MIDI devices capable of recognizing the control- ler).						
Volume	Controls the general volume (CC07).						
Pan	Controls the Pan (CC10) from left to right.						
Expression	Controls the volume from 0 level to the maximum setting of the mixer levels.						
Damper	Applies the Damper effect in a con- tinuous manner. For the Grand Pi- ano Preset, the Damper effect is based on the Physical Model. This control is also useful to control ex- ternal MIDI devices capable of rec- ognizing continuous Damper mes- sages (e.g. the RP series instru- ments).						

Edit Preset (Controllers/Pads) 15•5

Transpose/Master Transpose

Edit Tracks/Splits

In «Edit Tracks/Splits» you can program parameters that are exclusive to the tracks and the Harmony function which is exploited by the Styles.

This section consists of two menus. Pass from one to the other with the «More» option, selected with Soft button F8.

• Note: Save the modifications to the Preset with STORE PRESET.

.



TRANSPOSE (F1)

A track transposer which transposes in steps of one semitone. The maximum transposition obtainable is ± 5 octaves.

Assignable values: -60...0...+60.

PRES	T Edit Prese	et	P:	'Grad	ndPiano	
L	Transpose		Τ:			02/03
1	NylonGtr	12	·····		Transp	oose
2	SlwStrings	0			M.tran	sp.en
3	Harmonica	0			Detune	2
4	Marimba	0			Randor	n pitch
5	E.Piano1	0			Mode/p	priority
6	SoftSax	0	·····		Vel. ci	ır∨e
7	SlwStrings	0			Vel. ra	ange
8	Piano1	з			More	

Edit Preset [Tracks/Split] - Transpose (track transposition)

MASTER TRANSPOSE ENABLE/DISABLE (F2)

Master Transpose (general transpose) enable/ disable for the track. Tracks set to Enable are tuned to the scale selected in «Edit General». Tracks set to Disable play with the Equal temperament.

The Master Transpose parameter is disabled for the drum track to avoid drum remappings due to transpositions.

P	Edit Preset P: M.transp.enable T:					idPiano 8	A 02/03
1 N	ylonGtr	12	: : e:	÷÷÷		Transp	oose
2 S	lwStrings	0	:::: : :::			M. tran	sp.en
3 H	armonica	ø				Detune	2
4 M	arimba	0				Randor	n pitch
5 E.	Piano1	0		<u></u>		Mode/p	priority
6 S	oftSax	0				Vel. ci	ILA6
7 S	lwStrings	0				Vel. ra	ange
8 P:	iano1	з	: :::::::	÷÷		More	-

Edit Preset [Tracks/Split] - M.Transp enable (Master Transpose track enable/disable)

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DETUNE (F3)

A fine tune function for single tracks. Each step is equivalent to 1/64th semitone.

.

Assignable values: - 63...0...+63.

PRE	Edit Prese	et		P:	'Gran	ndPiano	
ľ	Detune			T :		8	02/03
1	NylonGtr	12	: :a :			Trans	oose
2	SlwStrings	0	: ::::::::			M. tran	sp.en
3	Harmonica	0				Detune	2
4	Marimba	0				Rando	n pitch
5	E.Piano1	0				Mode/(priority
6	SoftSax	0				Vel. ci	ır∨e
7	SlwStrings	0	····			Vel. ra	ange
8	Piano1	0	.	H		More	

Edit Preset [Tracks/Split] - Detune (Track fine tuning operations)

RANDOM PITCH (F4)

Creates slight pitch variations freely and is useful to simulate the pitch instability typical of acoustic instruments. It is advisable to assign a value of 1 or 2 to wind instruments.

Assignable values: 0 (no effect) ... 7 (maximum randomness).

PRESE	RESET Edit Preset P: 'Gra Random pitch T:						82/03
1	NylonGtr	0		%		Transp	ose
2	SlwStrings	ø		%		M.tran	sp.en
3	Harmonica	ø		%		Detune	2
4	Marimba	ø		%		Randor	n pitch
5	E.Piano1	ø		%		Mode/p	priority
6	SoftSax	ø		%		Vel. ci	svr
7	SlwStrings	ø		%		Vel. ra	ange
8	Piano1	2		%		More	

Edit Preset [Tracks/Split] - Random pitch

Edit Preset: Tracks/Splits 15•7

MODE/PRIORITY (F5)

(1) Selects the polyphonic/monophonic mode for the tracks. (2) Activates/deactivates the Priority option (guaranteed minimum polyphony for the track).

Mode

This parameter sets a track to play monophonically (one note at a time) or polyphonically (two or more simultaneous notes). Mono R gives priority to the right note, Mono L to the left note, Mono T to the last note played.

Options: Poly, Mono L, Mono R, Mono T.

Priority

Priority guarantees a minimum polyphony to a track with respect to others and avoids "note-stealing". In complex arrangements, a track set with Priority=Off can remain without notes, while those with Priority=On will not be subjected to "note-stealing".

Options: On, Off.

► Note: Avoid assigning Priority=On to too many tracks, as this will cancel the function due to conflicts between the assigned tracks.

PRESET Edit Prese	et 🛛	P:	'GrandPiano
P Mode/priority		Τ:	8 02/03
1 NylonGtr	M: Poly	P: Off	Transpose
2 SlwStrings	M: Poly	P: Off	M.transp.en
3 Harmonica	M: Poly	P: Off	Detune
4 Marimba	M: Poly	P: Off	Random pitch
5 E.Piano1	M: Mono T	P: Off	Mode/priority
6 SoftSax	M: Mono R	P: Off	Vel. curve
7 SlwStrings	M: Mono L	P: Off	Vel. range
8 Piano1	M: Poly	P: Off	More



VELOCITY CURVE (F6)

Provides a selection of Velocity response curves. As well as modifying the velocity data, velocity curves allow the creation of crossfade effects between two tracks.

For example, it is possible to assign two tracks with opposing dynamic curves (for example, two opposing linear curves [ex. 1 & 4], or two opposing exponential curves [ex. 2 & 5]. The resulting effect is one of hearing the sound of the second track fade in by gradually increasing the keystrike velocity while the sound of the fist track fades out. Playing softly triggers one sound and playing hard triggers the second. Playing with "in between" values creates a blend of both sounds.



PRESET Edit Prese	't	P:	'GrandPian	
Velocity cu	r ve	Τ:	8	3 02/03
1 NylonGtr	7 🗅		Tran	spose
2 SlwStrings	6 🗅		M. tra	insp.en
3 Harmonica	5 📐		Detu	ne
4 Marimba	4 🛆		Rand	om pitch
5 E.Piano1	3 년		Mode	/priority
6 SoftSax	2년		Vel.	curve
7 SlwStrings	1 🗠		Vel.	range
8 Piano1	0 🖂		More	

Edit Preset [Tracks/Split] - Dynamic Curve

15•8 Reference Guide

VELOCITY RANGE (F7)

Sets velocity limits for each track above and below which the sound will not play. These limits allow the creation of cross-switching effects by assigning tracks different velocity ranges.

For example, to one track, assign a piano sound softened by a closed filter, while to another track, assign the same piano sound with an open filter to enhance the higher frequencies. Program the first track to respond across a low velocity range and the second track across a higher range. The result obtained is a piano which changes timbre depending on the velocity applied.

Assignable values: Low range 0...127 - High range: 127...0.

Press MORE (F8) to pass to the second page of options

HARMONY (F1)

Allows you to choose from a selection of harmony types. The Harmony function is enabled and disabled by pressing the HARMONY button on the control panel. Harmony is a function that affects the instrument set to Styles/Preset mode when the keyboard is split (Upper/Lower and Multi modes). Songs are not affected.

Harmony type

Provides a selection of harmony types (defined by the tables at the end of the chapter)

- Close: the notes of a chord played below the Split Point harmonize the melody of the right hand. The harmonizing chord is a closed (or tight) position and the notes of the left hand are copied to the right hand (see table).
- **Open 1:** an open chord (see table).
- **Open 2:** similar to Open 1 (see table).
- **Smart:** similar to Close, but based on the harmonizing tables.
- **Duet:** similar to Smart, but limited to two notes.

P:

т÷

'GrandPiano

ε

02/03

PRESET Edit Prese	et Dage	P: 'Gra T:	mdPiano
1 NylonGtr		127	Transnose
2 SlwStrings	10	127	M.transp.en
3 Harmonica	10	127	Detune
4 Marimba	18	127	Random pitch
5 E.Piano1	18	127	Mode/priority
6 SoftSax	18	127	Vel. curve
7 SlwStrings	18	70	Vel. range
8 Piano1	44	127	More

Edit Preset [Tracks/Split] - Velocity Range

1 Harmony 2 Delay 3 Key nange Harmony type Close 4 5 Track: 8 (Upper 1) Oreate track 6 Copy track 7 irase track 8 More ...

Edit Preset [Tracks/Split] - Harmony

Edit Preset

Harmony

Р

Edit Preset: Tracks/Splits 15•9

Block: based on the harmonizing tables.

- Octave 1: doubles the note of the right hand by playing an octave higher. No left hand chord required.
- Octave 2: doubles the note of the right hand, one octave above as well as one octave below. No left hand chord required.
- Peterson: doubles the note of the right hand with a note two octaves below. No left hand chord required.
- Jazz: adds two notes above the note played by the right hand, at intervals of a fourth and a minor seventh. No left hand chord required.
- **Rock:** adds three notes of the perfect chord below the note played with the right hand. No left hand chord required.

Track

Selects the track to which the harmony type is assigned. *Options: tracks 3...8*

DELAY (F2)

Allows to program a delayed entry for a sound after striking a key and is valid for tracks set for key-play. After striking the keys, the sound is reproduced after the time indicated by this parameter. The value is expressed in 1/192nds of a quarter note and the [+] sign appears when the value exceeds that of the indicated musical note.

Delay is synchronized with the Clock and affects the internal generation as well as MIDI OUT.

Assignable values: 0 (off)...192 (1,) ... 384 (2,) ... 576 (3,) ... 768 (4,).

Edit Preset		P: T:	'Gra	ndPiano 8	▲ご 02/02
1 NylonGtr	0			Harmor	ny
2 SlwStrings	ø			Delay	
3 Harmonica	ø			Key nai	nge
4 Marimba	0				
5 E.Piano1	398 24+			Create	track
6 SoftSax	122 1\$+			Copy tr	`ack
7 SlwStrings	63 1 .} +			Erase t	rack
8 Piano1	0			More	-

Edit Preset [Tracks/Split] - Delay

15•10 Reference Guide

KEY RANGE (F3)

This parameter is valid only when the instrument is set to Song Mode.

Assigns a keyboard extension (highest and lowest notes) to a track.

Assignable values: A0) ... C8.

RESET Edit Prese Key range	et	P: EASY T:	/PRESET
1 NylonGtr	AØ	C8	Harmony
2 SlwStrings	AØ	C8	Delay
3 Harmonica	AØ	C8	Key range
4 Marimba	AØ	C8	
5 E_Piano1	AØ	C8	Create track
6 SoftSax	AØ	C8	Copy track
7 SlwStrings	AØ	C8	Erase track
8 Piano	AØ	C8	More

Edit Preset [Tracks/Split] - Key Range

CREATE TRACK (F6)

This parameter is valid only when the instrument is set to Song Mode.

Creates a track with default values. Pressing the Soft button F6 opens the «Create Track» dialog window:

Creat	e track
Track =	8

Procedure:

1. Press F6 (Create track).

- 2. Specify the number of the track to create with the DIAL. If the track that you specify already exists, the relative parameters are assigned default values.
- 3. Press ENTER to confirm or ESCAPE to cancel.

COPY TRACK (F7)

Copies one track to another. The destination track assumes all the programmed settings of the source track.

Press the corresponding Soft button to open the «Copy track» dialog window.



Procedure:

- 1. Select the track to copy.
- 2. Press F7 (Copy track).
- 3. Specify the number of the track to copy with the DIAL.
- Press ENTER to confirm the copy or ES-CAPE to cancel the operation. The settings of the source track are copied to the destination track.

► Note: This operation does not copy the notes captured by the sequencer but only the settings such as sound, transposition, pan. To copy the notes, use the «Copy events» function (in «Edit Style» or «Edit Song»).

Edit Preset: Tracks/Splits 15•11

ERASE TRACK (F8)

This parameter is valid only when the instrument is set to Song Mode.

Cancels the selected track.

Procedure:

- 1. Select the track to cancel. A track engaged by the sequencer cannot be erased.
- 2. Press F8 to cancel the track.

You are prompted to confirm the operation:



3. Press ENTER to confirm or ESCAPE to cancel.

Note: This command is valid for Song mode. In Style/Preset mode, it is not possible to cancel tracks.

Note: It is not possible to cancel track that contains note information. If a track shows the seq-play or mute icon with notes, it cannot be cancelled.

 Hint: Cancel Song tracks that are not used. The resulting Song file will occupy less memory on disk.

HARMONY TYPE STRUCTURES Close Open 1 Open 2 Smart 0 θ 6 0 0 ₫ 5 5 0 5 0 0 Block Rock Duet Jazz Harmony example. The left hand plays a chord in C Major. The black notes represent the melody, the white note the harmony added by the Harmony option.

Edit Sound/Sound Patch

«Edit Sound/Sound Patch» is an edit facility which permits the rapid modification of Sounds and Sound Patch by means of 'macro' edit parameters.

The modifications are associated to the tracks and not to the Sound/S.Patch, therefore, any Sound (or Drumkit) that you assign to the edited track will inherit the same modifications. If the same Sound/S.Patch is recalled by a different track or Preset, it will not play with the same modifications.

Presets which contain a modified Sound are identified by the symbol *.

In Presets and Style-Presets, the Drumkit/Sound Patch is conserved in the accompaniment tracks. When you change Style or Preset and cause a change in the accompaniment tracks, the Drumkit/Sound Patch also changes.

Presets which contain a modified Drumkit/Sound Patch are identified by the symbol III*.

PRESET	Edit Preset	P:	GRAND PI	ANO
Р	Menu	Τ:		8 00/03
1				
2				
3	1 Contr./Pads	☑ Tracks/Sp	lit	
4				
5				
6	3 Sound/S.patch			
7				
8				

Edit Preset - main page

SOUNDS AND SOUND PATCH

The term "Sounds" refers to all **P5/GP5** Sounds that are not Drumkits, nor contain a dynamic switch.

"Sound Patch" is a generic term used to describe Drumkits and Sounds containing a dynamic switch.

This section discusses SOUNDS in detail.

For details regarding Sound Patch editing, go to page 16 of this chapter.

THE GENERAL EDIT PROCEDURE:

- Select or create a Preset containing the Sounds or Drumkit/Sound Patch that requires editing.
- 2. Select the track to which the Sound/S.Patch to be edited is assigned.
- Press PRESET and enter the «Sound/ S.Patch» editor.
- Modify the parameters according to your requirements.
- 5. Press PRESET or ESCAPE to exit «Edit Preset».
- 6. Save the modifications to the current Preset by pressing STORE PRESET then ENTER.

During the editing tasks, you can periodically store to the current Preset by pressing STORE PRESET + ENTER.

7. Save the Preset to disk for future use.

► Note: If you fail to store your modifications, they will be irremediably lost when you select another Preset, or reselect the same one.

Edit Preset: Sound/SoundPatch 15•13

Edit Sound

OSCILLATORS AND LAYERS

P5/GP5 Sound comprise 1, 2 or 3 layers. The layers are sound generating units consisting of 1 or 2 oscillators and each oscillator elaborates a Wave sample. Consequently, each polyphonic voice can be generated by 6 simultaneous oscillators.

Given the higher number of oscillators per voice, the lower the overall polyphony of the instrument, most of the **P5/GP5** Sounds comprise one or two oscillators.

The structure of the Sounds is represented in the diagram below. The «Edit Sound» tasks modify all layers and all oscillators simultaneously. This allows all the parameters of a Sound to be edited by means of a few, simple operations.



Sound structure. The number of layers and oscillators can change from a Sound to another.

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THE SOUND PARAMETERS



Edit Preset: Edit Sound

Attack

Represents the attack phase of the sound. This parameter modifies the time taken (rate) for the sound to pass from the silent state to maximum volume when a note is pressed. The modifications are expressed in relative values, subtracting or adding them to the normal attack of the Sound.

Assignable values: -63 (maximum rate) ... 0 (unchanged) ... +63 (minimum rate).

Decay

Represents the decay phase of the Sound. This parameter modifies the time taken (rate) for the sound to pass from its maximum volume level to silence after the attack phase. The modifications are expressed in relative values, subtracting or adding them to the normal decay of the Sound.

Assignable values: -63 (maximum rate) ... 0 (unchanged) ... +63 (minimum rate).

Release

Represents the release phase of the Sound. This parameter modifies the time taken (rate) for the sound to pass to total silence after note release. The modifications are expressed in relative values, subtracting or adding them to the normal release of the Sound.

Assignable values: -63 (maximum rate) ... 0 (unchanged) ... +63 (minimum rate).

Filter Cutoff

Modifies the cutoff frequency. Changes the frequency at which the filter intervenes on the sound. The action of the filter varies according to the filter:

Low-pass - Cuts into the higher frequencies. As a result, if you use Sounds with a low harmonic content, the notes at the higher end will be cut. This parameter regulates the "brilliance" of the Sound. Lowering the cutoff frequency produces a mellow sound while an increase produces a bright sound.

High-pass - Cuts into the lower frequencies, rendering the sound brighter. The higher the value, the "lighter" the sound.

Band-pass - Allows the entire band to pass. Modifies the phase of the Sound and is useful when two oscillators that read the same Wave are used.

Parametric boost - Enhances the frequencies around the cutoff frequency, rendering a sound brighter and stronger at the higher end.

Parametric cut - Attenuates the frequencies around the cutoff frequency. Higher values renders the sound weaker at the high end.

Assignable values: -63 (maximum decrease of the cutoff frequency) ... 0 (unchanged) ... +63 (maximum increase of the cutoff frequency).

Resonance

Resonance creates a peak of emphasis at the cutoff frequency to the point of sending it in "autooscillation". The higher values of resonance produced effects that were common in the analog synths.

Assignable values: -63 (least intensity) ... 0 (unchanged) ... +63 (highest intensity).

► Note: The higher values of resonance causes the filter to enter into "auto-oscillation". If used wisely, the auto-oscillation can create very suggestive synthetic sounds, but can also increase the output level excessively causing disturbing distortion.

LFO Rate

The Low Frequency Oscillator is normally used to produce vibrato. In **P5/GP5**, the LFO can also create a cyclic variation of the parameters of the filter.

The «LFO Rate» parameter determines the velocity of the oscillation.

Assignable values: -63 (minimum rate) ... 0 (unchanged) ... +63 (maximum rate).

LFO Depth

«LFO Depth» determines the depth of the action of the LFO, and, therefore, its audibility.

Assignable values: -63 (minimum rate) ... 0 (unchanged) ... +63 (maximum rate).

LFO Delay

Determines the delay of the entry of the LFO. In acoustic instruments, vibrato generally enters after the attack phase, and mainly forms part of the sustain phase of the sound.

Assignable values: -63 (minimum rate) ... 0 (unchanged) ... +63 (maximum rate)..

Edit Preset: Sound/SoundPatch 15•15

COPY TO... (F6)

Copies the modifications applied to the Sound of a track to a different Track of the same Performance.

The parameter values are copied, NOT the Sound, therefore, if a Piano sound is at the source and a Bass is at the destination, the Bass sound will inherit the parameter modifications.



Track - Select the track with the DIAL. In Style/Preset mode, the maximum number of tracks is 16, in Song mode, 32.

RESTORE TRACK (F7)

Cancels the modifications of the selected track.

1. Press F7 to cancel. You are prompted to reconfirm the operation.



2. Press ENTER again to confirm, or ESCAPE to cancel.

RESTORE ALL TRACKS (F8)

Cancels the modifications applied to all the tracks of the Preset.

1. Press F8 to cancel. You are prompted to reconfirm the operation.



2. Press ENTER again to confirm, or ESCAPE to cancel.

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Edit Drumkit/SoundPatch

The parameters in Edit S.Patch differ to those of Edit Sound.

Although structurally identical, Drumkits and SoundPatches differ as described.

 In a Drumkit, a percussive instrument is assigned to each note of the keyboard. This allows a Drumkit to be controlled across a single MIDI channel.

• In a Sound Patch, two different sounds are separated by a dynamic threshold in order that playing harder recalls the sound at the higher dynamic level. Try playing, for example, the sound ORCHESTRA 48-3; play softly first, then harder and listen to the change in timbre.

Sound Patches, therefore, allow you to vary the timbre of a Sound by varying the keystrike velocity.

SELECTING THE DYNAMIC LAYER

Drumkits and Sound Patches have two dynamic Layers. Normally, Sound Patches exploit both Layers (1 & 2) while Drumkits limit themselves to Layer 1.

The soft buttons A and B select the Layers to edit. Once you enter into Edit S.Patch to select the Layers , it is not possible to select the tracks of the current Preset.



THE DRUMKIT/SOUNDPATCH PARAM-ETERS



Edit Drumkit/SoundPatch

Edit note

Determines the note to edit.

Assignable values: A0 ... C8 (respectively the lowest and highest note in an 88 note master keyboard).

Sound

Determines the Sound assigned to the note. It is possible to select any sound from the ROM-Sounds, RAM-Sounds or RAM \sim -Sound.

Volume

Determines the volume of the note in edit. This parameter can be useful to balance Sounds which differ greatly in volume.

Assignable values: 0 ... 127.

Edit Preset: Sound/SoundPatch 15•17

Pan

Determines the position of the note in the stereo panorama. In Drumkits, it is important to pan single percussive instrument correctly. For example, the toms are normally positioned in order that a snare drifts from one stereo channel to the other.

Assignable values: -32 (all left) ... 0 (balanced) ... +32 (all right).

Transpose

Transposes the Sound assigned to the note. At the zero value, a percussive instrument can be distant from the sampled note, which is normally around note C4. If the note in edit is below C4, the Sound will require transposing upwards (positive), while if above will require transposing down (negative).

Assignable values -64 ... +63.

Tuning

Fine tune control, in steps of 1/64 of a semitone. *Assignable values: -64 ... +63.*

Filter

Regulates the cutoff frequency of the filter.

Assignable values: -64 (maximum decrease) ... 0 (unchanged) ... +63 (maximum increase).

Exclude

A linking number between two notes that exclude each other. Playing a note will interrupt another note with the same exclude number. For example, if a Closed Hi-Hat and an Open Hi-Hat have the same exclude number, they interrupt each other, exactly as occurs in reality.

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You can create as many linked percussive instrument groups as there are Exclude numbers assignable.

Assignable values: Off, 1, 2, 3.

Eff. 1 (Reverb)

Effects send for the reverbs. The maximum value corresponds to a perfect balance between the original sound and the processed one.

Assignable values: 0 ... 127.

Eff 2 (Delay/Chorus/Flanger/Modulation)

Effect sends for the modulation effects. The maximum value corresponds to a perfect balance between the original sound and the processed one.

Assignable values: 0 ... 127.

Dynamic switch

Threshold that divides Layer 1 from Layer 2. When you play with a low velocity, the Sound assigned to Layer 1 is triggered. By playing harder, the Sound assigned to Layer 2 is triggered. The value "0" causes the Sound assigned to Layer 2 while the value "127" causes the Sound assigned to Layer 1.

Assignable values: 0 ... 127.

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CATCH NOTE... (F1)

Selects the note to place in edit by playing it on the keyboard.

1. Press F1 («Catch note...»).

The following message appears.



2. Play the note to place in edit.

The dialog window closes and the «Edit note» parameter is modified.

COPY TO LAYER... (F2)

Copies an entire Layer to the other.

- Select the Layer to copy with the function buttons A and B.
- Press F2 («Copy to Layer...») and press ENTER to confirm or ESCAPE to cancel.

► WARNING - The copy will cancel the programmed data in the destination Layer.

EXPAND... (F3)

Extends the programmed parameters of the note in edit to a specified keyboard zone.

- Select the note whose parameters require copying.
- 2. Press F3 («Expand...»).

The «Expand» dialog window opens:

Expand								
From: AØ	To: A0							

- With the «From» parameter selected, rotate the DIAL, or play a note to specify the lowest note of the required keyboard zone.
- Pass to the «To» parameter with the cursor button ▶. Rotate the DIAL, or play a note to specify the highest note of the required keyboard zone.
- Press ENTER to confirm the Expand command, or ESCAPE to cancel.

Confirming extends the programmed parameters of the original note to the specified keyboard zone.

COMPARE... (F4)

ON/OFF switch. When active, the original parameter values of the Drumkit/Sound Patch in edit are temporarily recalled in order to compare them with the current edited ones.

Edit Preset: Sound/SoundPatch 15-19

RESTORE (F6)

This option restores the original Sound Patch or cancels the values applied to the parameters of the current note in edit.

1. Press F6 to open the following dialog window:

	Restore
B.P. Preset	
Durrent edit	

 Select the function required with the directional arrows and press ENTER to confirm or ESCAPE to cancel to abort.

S.P. Preset - Restores the Drumkit/Sound Patch in edit to its original status (cancels all editing operations applied to all notes).

Current edit - Cancels the current modifications and recalls the original parameters settings of the current note in edit.

STORE... (F8)

This option allows you to save the modifications to a Preset or creates a new Drumkit/Sound Patch that can be used by any Preset.

To conserve the modifications, save them before selecting a Preset.

Selecting a Preset before saving cancels all modifications applied.

Save the modifications as a new Drumkit/Sound Patch

1. Press F8 («Store...»).

The «Store» dialog window opens:



 The "File" option is shown selected. Press ENTER to confirm.

An insertion zone appears:



The insertion zone shows the Program-Change and BankSelect MSB (CC00) to which the new Drumkit/SoundPatch will be saved.

 Press ENTER to confirm the current location, or use the DIAL if you wish to select a different location and press ENTER to confirm.

The new Drumkit/SoundPatch is now available as a RAM-Sound.

► WARNING - Unless your instrument has been installed with additional Sample-RAM, the new Drumkit/SoundPatch will be cancelled from memory at power down, as occurs with all other RAM-Sounds. To conserve it, save it to disk using the Save Single Sound, Save All Sound or Save All procedures, or install additional Sample-Ram.

Save the modifications to a Preset

 Press F8 («Store...»). The «Store» dialog window appears:



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2. Select the Preset option with the cursor button - and press ENTER to confirm.

The «Drumkit store» dialog window opens:



- 3. Select the Preset or Style-Preset to save the modified Drumkit/Sound Patch to.
- 4. Rotate the DIAL to select the Preset or Style Preset Group to store to.
- 5. Press ENTER to confirm or ESCAPE to cancel.

Edit Preset: Sound/SoundPatch 15•21

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• 16 Edit Effects

Chapter 9 (The Digital Signal Processor) discusses how to assign the Effects to the Presets both for Style/Preset mode and for Song mode.

This chapter shows you how to edit the effect parameters and save the modifications.

The «Edit Effects» environment contains general parameters that affect the instrument as a whole (amount of general reverb), Preset parameters (effects assigned to the DSPs), and track parameters (amount of effects sends).

The Effects edit environment consists of only one menu.

▶ Note: Save the modifications with STORE PRESET. The parameter configurations that are memorized to the Presets show the letter ➡ in the top left hand corner of the Edit I.D. Icon.



Page stor	ed in Preset	Prese	et
Ed Eff	it Effect fect type	P: GRAN	D PIANO (2007) 01/01
Loguer 2	Track 1 GROUP 2 A Track 2 A Track 2 B Group A B B	Vol = 127	Effect type Send level Gen. ef. 1 bal. Effects prog.
	Eff.2 = Chorus 2 Effect2 to Effect1 = Group B Eff.1 = Hall 3 Eff.2 = Mono Delay 1 Effect2 to Effect1 =	Vol = 121 Ø Vol = 55 Vol = 121 Ø	

Edit Effects - Effects type selection

EFFECTS TYPE (F1)

This function assigns the effects to the DSP. Each Preset can have its own effect and the general level (volume) can be regulated. The effect levels for each track are adjusted using the «Send level» function.

Group A & B

Eff1. The Reverb selector. Rotating the Dial when this parameter is selected scrolls through the 24 available Reverb effects. When the Grand Piano is selected, the recalled Reverb (Physical Model) cannot be changed.

Reverbs: refer to the table on page 5 for a detailed list of the Reverb effects.

Vol. General Reverb level (volume). Assignable values: 0 (dry) ... 127 (wet).

Group A & B

Eff2. The modulation effect selector (delay/chorus/flanger, etc). Rotating the Dial when this parameter is selected scrolls through the 24 available Reverb effects.

Effects: refer to the table on page 6 for a detailed list of the modulation effects.

Vol. General Modulation effect Level (volume). Assignable values: 0 (dry) ... 127 (wet).

Group A & B

Effect 2 to Effect 1: Determines the quantity of feedback of Eff2 into Eff1.

Assignable values: 0 (no feedback) ... 127 (maximum feedback of the signal).



SEND LEVEL (F2)

This function controls the effects level (volume) for each track. The zero level corresponds to a deactivated effect for the track.

Grp (Group)

In Style/Preset mode, the Group parameter cannot be selected. The accompaniment tracks are processed by the Group B effects. The keyboard tracks are processed by the Group A effects.

In Song mode, the Group parameter can be switched from A to B and vice versa.

E1 (Effect 1 - Reverbs)

Regulates the send level of Effect 1 (reverb) for each track.

Assignable values: 0 (dry) ... 127 (wet).

E2 (Effects 2 - Modulations)

Regulates the send level of Effect 2 (modulations) for each track.

Assignable values: 0 (dry) ... 127 (wet).

GENERAL EFF1 BALANCE (F3)

Value added or subtracted from the general reverb level, regardless of the selected Preset. Allows you to adapt the reverberation of **PS/GPS** to the natural reverb of the surroundings.

The reverb duration varies according to the dimensions and absorption characteristics of the surroundings in which you play. You can program the **PS/GPS** reverb in order to obtain the best results over headphones, or for home listening, and then regulate this parameter to adapt the reverb to the surroundings in which you play in public.

The setting is not retained in memory at power down.

Assignable values: 0% (all dry) ... 100% (all wet). The value of 70% corresponds to the factory set value.

				Track in edit
₽ ©® Ed	it Effec nd level	t	P: GRA T:	ND PIANO
	Grp •A	E 1 = 55	E2= Ø	Effect type Send level
Lo Mute	Grp ⊷A	E 1 = 53	E2=0	Gen. ef. 1 bal. Effects prog.
Pe Mute	Grp ∝A	E 1 = 52	E2=0	
	Grp ∘A	E 1 = <u>127</u>	E2=0	

Edit Effects - Send level (Style/Preset mode)



Edit Effects - General Effect Balance

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EFFECTS PROGRAMMING (F4)

Editor of the currently selected effect. The parameter values and parameter configurations vary according to the «Effect type» selected.

The tables at the end of this chapter list the Effect types and relative values of the parameters.

► Note: The Grand Piano Preset recalls a fixed Reverb effect type, called Physical Model, which cannot be substituted by another effect type.

Rev.Time (Reverb Time)

Decay time of the reverb.

Delay (reverbs)

DSP1 Parameters

Edit Effect Effects program

0 (Bypass)

Ø (Bypass)

0 (Bypass)

FeedBack

L.P.Filter Re∨. Time

H.F.Decay Delay

FeedBack

L.P.Filter

Delau

Delay

(GrpA-Eff1)

Mute

Mute

Mute

Initial delay between the emission of the original sound (dry signal) and the reverb (wet signal).

DSP3 Parameters

DSP4 Parameters

Effect type

Send level

Gen. ef. 1 bal.

Effects prog.

01/01

(GrpB-Eff2)

GRAND PIANO

P.Model

(GrpB-Eff1)

1 (0.2 Sec.)

= 0(0.1 Sec.)

= 0(0.1Sec.) = 90(360mS.)

= 7 (10 Khz)

= 40(mS.) = 7(10Khz)

= 0(0mS.)

= Ø(Bypass)

в (%)

= 26 (2.7 Sec.)

= 8(%)

DSP2 Parameters

(GrpA-Eff2)

H.F.Decay (High Frequency Decay)

Decay of the high frequencies. The parameter indicates the final frequency of the filter. The decay of the high frequencies has a longer duration than that of the low frequencies.

Room Size

Dimensions of the simulated room. The time lapse between the first reflection and the remainder of the reverb.

Diffusion

Duration of the reverb (Early type reverbs).

L.P.Filter (Low Pass Filter)

Determines the cutoff frequency of the filter.

Delay (delays)

Velocity of the delay repetition.

Feedback (delays)

Interaction of the delay with itself. Determines the number of repetitions of the delay.

Feedback (phasers and flangers)

Interaction of the phaser or flanger with itself. Determines the harmonic amount of the effect.

Freq.Modul. (Frequency Modulation)

Modulation velocity of chorus and flanger effects.

Depth

Depth of the action of the effect.

Feedback (Distortion)

Saturation of the distortion.

Edit Effects - Effect programming (Edit of the Effect assigned to the Preset)

Edit Effects 16•3

Speed (rotary effects)

Time required to pass from slow to fast or vice versa.

Rotary Slow/fast velocity.

Semitone
Transposition in semitone steps.

Detune Detuning over a range of ±100 Cents.

Low Gain Enhancement of the low frequencies.

Medium Gain Enhancement of the mid frequencies.

High Gain Enhancement of the high frequencies.

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Effect 1 - Reverbs				
Physical Model	Rev Time (Ø Bypass)	Delay (Ø Bypass)	H.F. Delay (Ø bypass)	
(G.Piano Preset)				
1 Hall 1	Rev.Time [0-0.1s 99 -	Delay [0ms	H.F.Decay [Ø-bypass 10 -	
	10s]	99ms]	16kHz]	
2 Hall 2	u	"	"	
3 Hall 3	"	"	"	
4 Warm Hall	u	"	"	
5 Long Hall	u	"	"	
6 Stereo Concert	u	"	"	
7 Chamber	u	"	"	
8 Studio Room 1	"	"	"	
9 Studio Room 2	ű	"	"	
10 StudioRoom 3	ű	"	"	
11 Club Room 1	u	"	"	
12 Club Room 2	"	"	"	
13 Club Room 3	ű	"	"	
14 Vocal	ű	"	"	
15 Metal Vocal	u	"	"	
16 Plate 1	u	"	"	
17 Plate 2	ű	"	"	
18 Church	ű	"	"	
19 Mountains	ű	"	"	
20 Falling	u	"	"	
21 Early 1	Room Size [0 64]	Diffusion [0 127]	L.P.Filter [0-bypass 10 - 16kHz]	
22 Early 2	Room Size [0 64]	Delay [0 127]	L.P.Filter [0-bypass 10 - 16kHz]	
23 Early 3	Room Size [0 64]	Delay [0 127]	L.P.Filter [0-bypass 10 - 16kHz]	
24 Stereo	Room Size [0 64]	Rev.Time [0-0.1s 99-10s]	L.P.Filter [0-bypass 10 - 16kHz]	

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Effect 1 - Reverb table

Edit Effects 16•5

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Effect 2 -	Modulation	effects	table
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Effect 2 - Delay/Ch	orus/Flanger/Modulations		
1 Mono Delay 1	Delay [0-0ms 125-500ms]	Feedback [0% 99%]	L.P.Filter [0-bypass 10-16kHz]
2 Mono Delay 2	"	"	"
3 Stereo Delay 1	"	"	"
4 Stereo Delay 2	"	"	"
5 Multitap Delay 1	"	"	"
6 Multitap Delay 2	"	"	"
7 Ping-pong	"	"	"
8 Panmix	Delay [0-0ms 125-500ms]	Freq.Mod. [0-bypass 30-6kHz]	Depth [0 100]
9 Chorus 1	Freq.Mod. [0-0kHz 30- 6kHz]	Depth [0 100]	L.P.Filter [0-bypass 10-16kHz]
10 Chorus 2	"	"	"
11 Ensemble 1	"	"	"
12 Ensemble 2	"	"	"
13 Phaser 1	Freq.Mod. [0-0Hz 30-6kHz]	Depth [0 100]	Feedback [0% 99%]
14 Phaser 2			
15 Flanger 1	Freq.Mod. [0-0kHz 30- 6kHz]	Depth [0 100]	Feedback [0% 99%]
16 Flanger 2	"	"	"
17 ChorusDelay 1	Delay [0-0ms 125-500ms]	Freq.Mod. [0-0Hz 30- 6kHz]	Depth [0 100]
18 ChorusDelay 2	"	"	"
19 FlangerDelay 1	Delay [0-0ms 125-500ms]	Freq.Mod. [0-0Hz 30- 6kHz]	Depth [0 100]
20 FlangerDelay 2	"	"	"
21 Dubbing	Delay [0-0ms 125-500ms]	Feedback [0% 99%]	L.P.Filter [0-bypass 10-16kHz]
22 Distortion	Depth [0% 100%]	Feedback [0% 100%]	L.P.Filter [0-bypass 10-16kHz]
23 DistortionDelay	"	Delay [0-0ms 125- 500ms]	Feedback [0% 99%]
24 Pitch Shifter 1	Semitone [-12 +12]	Detune [-100c100c]	L.P.Filter [0-bypass 10-16kHz]
25 Pitch Shifter 2	"	"	"
26 ShiftDelay	Delay [0-0ms 125-500ms]	Feedback [0% 99%]	Detune [-100c100c]
27 Rotary 1	Speed [1s 11s]	Rotary [slow/fast]	L.P.Filter [0-bypass 10-16kHz]
28 Rotary 2	"	"	"
29 EQ Jazz	Low Gain	Medium Gain	High Gain
30 EQ Pop	"	"	"
31 EQ Rock	"	"	"
32 EQ Classic	ű	ű	"

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16•6 Reference Guide

• 17 Edit MIDI

The «Edit MIDI» environment contains general parameters and parameters pertaining to single tracks.

▶ Note: Save any modifications with STORE PRESET. The Preset memorizes pages whose icons shows the symbol .

MIDI CHANNELS (F1)

This parameter assigns the MIDI channel (1...16) and MIDI port (A or B) to each track.

The Presets are independently programmable for a MIDI configuration.

The «MIDI Lock» option (soft button F8) locks the current configuration for all Presets, overriding the individual MIDI configurations of the Presets when you change Style or Preset.

Page memorized to				Preset					
the Preset				Track in edit		edit			
									3
	Ð	Ed	it Midi		P:'	'Graf	ndPiano		
	P	Mi	di channels		Τ:		1	01/01	
	1 🛄	۲	NylonGtr	• € 1	@•	1	Midi cl	hannels	
	2 🏢	•	SlwStrings	• ⊕ 2	@•	2	Config	uration	
	3 🏢	•	Harmonica	• ⊕ 3	@•	3	Midi fi	lters	
	4 🎹	•	Marimba	• ⊕ 4	@ >	4	Genera	al set	
	5 🏢	9	E.Piano1	• ® 5	@•	5	Commo	in/arrg.	
	6 🏢	9	SoftSax	• ⊕ 6	@ >	6	iriidi di	mp	
	7 🎹	0	SlwStrings	• ® 7	@ >	7	Local	on	
	8 💵	€	Piano1	•A 8	@•	8	Midi lo	ock	

Edit MIDI - MIDI Channels (MIDI Channels and ports for each track)



Edit MIDI 17•1

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CONFIGURATION (F2)

This function sets the track configuration which determines how the tracks are connected to MIDI IN, to the keyboard, to the sound generator and MIDI OUT.

The keyboard icon also indicates the Common Channel (equivalent to the incorporated keyboard of **P5/GP5**).

Pass from one icon to another with the cursor buttons. Modify the status of the icons with the DIAL (when the icon shows, the parameter is on; when the parameter is deactivated, the icon is substituted by OFF).

MIDI IN icon

When on (icon showing), the track responds to MIDI data received at the MIDI IN port. When OFF, the track does not receive external MIDI data.

Keyboard/Common Channel icon

When on (icon showing), the track can be played from the keyboard. When OFF, the track cannot be played from the keyboard, but can receive data via MIDI, or it can be exploited by a Song or Style.

The icon also corresponds to a master keyboard connected via the Common Channel, which simulates the **P5/GP5** keyboard and on-board controllers (pedals).

Internal sound generator icon

When on (icon showing), the events generated by the track are sent to the internal sound engine. When OFF, the track is not connected to the internal sound engine, but can send data to an expander via MIDI OUT.

MIDI OUT icon

When on (icon showing), the events generated by the track are sent to an external MIDI device via the MIDI OUT port. When OFF, the track does not transmit MIDI data to external units.

Pro Ed	D PIANO			
💮 Co	nfigurat	ion	Τ:	8 01/01
1 🏢 🕀	• ₽	Щ 🐺 🖌	()	Midi channels
2 🛄 🔂	÷₽	💵 🎞 🦌	(f)+	Configuration
3 🏢 😜	• ₽	💵 🚛 🛃	(}	Midi filters
4 🎹 🔂	• ₽	💵 🚛 🛃	(}	General set
5 🎹 🕀	• ⊕	🎹 🕂 🖌	(}	Common/arrg.
6 🛄 🕀	• ⊕	🛄 🎞 🦉	(}	iriidi dump
7 🛄 🔂	• ₽	Щ ттк 🖌	(}	Local on
8 🛄 🕀	→®	🛄 (ттк) 🛃	@ +	iriidi lock

Edit MIDI - Configuration (track configuration - internal/external connections)



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MIDI FILTERS (F3)

This function programs MIDI Filters for data received at MIDI IN and data sent via MIDI OUT.

It is possible to program up to 7 MIDI IN filters and 7 MIDI OUT filters for each track.

Options: Off, Program Change, Pitchbend, Mono touch, Poly touch, ControlChange 00...31, ControlChange 64...127.

► Hint: To avoid transmitting ProgramChange data to an expander connected to the PS/GPS MIDI OUT, activate the MIDI OUT ProgramChange filter for the track.

GENERAL SETTINGS (F4)

This function provides settings that influence the instrument as a whole (saved to the Setup).

MIDI Clock

A MIDI synchronizer to synchronize **P5/GP5** with external rhythm units and sequencers.

Setting "Internal" renders **P5/GP5** independent from the Clock of external MIDI devices.

Setting "External" places **P5/GP5** on stand-by, waiting to receive the PLAY, START or STOP command from the external device connected to the instrument's MIDI In port. The external device also controls the tempo.

The Song Position Pointer is received and transmitted with the same precision as MIDI (1 tic = 1/24th of a beat). This parameter allows a Song to be stopped at a precise point.

Options: Internal, External.

► Note: **P5/GP5** receives or transmits MIDI Clock on the same MIDI port (A or B) as the Common Channel.

Ed Barrier Hi	it Midi di filters	P: GR T:	AND PIANO
1 🛄 🕀	In:	Out:	Midi channels
2 🛄 🔂	Filter Off	Filter Off	Configuration
3 🛄 😜	Filter Off	Filter Off	Midi filters
4 🏼 😯	Filter Off	Filter Off	General set
5 🎹 🕀	Filter Off	Filter Off	Common/arrg.
6 🏢 🕀	Filter Off	Filter Off	iriidi dump
7	Filter Off	Filter Off	Local on
8	Filter Off	Filter Off	Midi lock

Edit Midi P: GRAND PIANO € General set т. 8 A1/A1 Midi clock Internal Midi channels Mute Clock send : On Configuration Midi merge : Off Midi in transpose : Off Midi filters Mute Midi in fix velocity: Off General set System exclusive : Off Common/arro. Sys.Ex. ID number (169) Mute SMF save format : 0 riidi dump Macro set 1.4 Local on General midi : On Bank select : On viidi loci

Edit MIDI - General settings

Edit MIDI - MIDI Filters (filters of data in reception and transmission for each track)

Edit MIDI 17•3

Clock send

Determines whether or not the **P5/GP5** MIDI Clock is transmitted to external MIDI devices. If deactivated, **P5/GP5** does cannot control the tempo and the Start/Stop of MIDI devices connected to the **P5/GP5** MIDI OUT.

Options: On, Off.

MIDI Merge

Enables data received at MIDI IN to be merged with data transmitted at MIDI OUT.

If Merge=Off, the data received at MIDI IN are directed to the internal sound engine and to MIDI THRU.

If Merge=On, the data received at MIDI IN are directed to the internal sound engine, to MIDI THRU and MIDI OUT. Unlike data sent from MIDI THRU, the data transmitted via MIDI OUT are processed by the tracks (volume, pan, transpose, velocity curve, MIDI filters).

Options: On, Off.

▶ Note: The parameter cannot be programmed with the COMPUTER port is active («Computer» editor of «Edit General»).

MIDI IN Transpose

Enables the transposition of data received at MIDI IN. Deactivating this parameter can be useful to avoid unwanted transpositions when you program Songs with a computer.

A computer operates as a THRU device. After receiving data by a **P5/GP5** track which has been transposed, the computer can return the notes to the same track which will transpose them further. This will not occur if MIDI IN Transpose is deactivated.

Options: On, Off.

MIDI IN fix velocity

Enables the Velocity switch. If this parameter is set to OFF, notes are received via MIDI IN with the correct velocity value. Other values set the indicated value to the notes received.

Options: Off, 1 ... 127.

► Hint: Some accordions transmit velocity at a fixed level, not able to be regulated. With this parameter, it is possible to modify the velocity value received by the accordion.

System Exclusive

Enables the transmission and reception of system exclusive messages. ** System Exclusive data control the editing parameters of the instrument, and can cause radical changes in the way **P5/GP5** works. These messages are widely used in the most recent MIDI files, to send editing messages before the start of a Song.

Options: On, Off.

► Note: To transmit and receive system exclusive messages, connect both MIDI IN and MIDI OUT of **P5/GP5** to the MIDI OUT and MIDI IN respectively of the external sequencer (commonly known as the «Closed MIDI Loop» connection).

** In the earlier versions of the **P5/GP5** operating system, this parameter is disabled.

System Exclusive ID

Identification number of **P5/GP5** for the reception of system exclusive messages. The ID number permits to distinguish two similar instrument in a MIDI chain.

In the earlier versions of the **P5/GP5** operating system, this parameter is disabled.

17•4 Reference Guide

SMF Save format

Set the function to format 0 or format 1 when you save **P5/GP5** Songs as MIDI files.

Options: 0, 1.

Macro

Sets a Macro configuration of MIDI parameters. It is possible to configure several parameters by the simple selection of a macro. The number of macros can vary, depending on the current version of the operating system.

In the earlier versions of the **P5/GP5** operating system, this parameter is disabled.

General MIDI

Represents the General MIDI compatibility switch which requires setting when loading or saving MIDI files. Set this parameter to ON in the following situations:

- before loading a GM compatible MIDI file which does not contain the GENERAL MIDI ON flag.
- before saving a perfectly GM compatible MIDI file (the General MIDI On flag is inserted in the file and the Program Changes of the drumkits are converted to Program Changes compatible with General MIDI).

The table shows the drumkit Program Changes according to the status of the parameter.

Options: On, Off.

BankSelect

Enables the reception and transmission of the BankSelect MSB (CC00) and BankSelect LSB (CC32) message.

Options: On, Off.

MIDI channel 10, General MIDI On - conversion table (automatic)					
PC-GM	PC-BS PS/GPS	Drumkit GM	Drumkit PS/GPS		
1 8	113-2	Standard	DK-STAND1		
9 16	114-2	Room	DK-ROOM		
17 24	115-2	Power	DK-POWER		
25	116-2	Electronic	DK-ELECT		
26 32	117-2	TR-808	DK-HOUSE		
33 40	118-2	Jazz	DK-JAZZ1		
41 48	119-2	Brush	DK-BRUSH		
49 128	120-2	Orchestra	DK-ORCH		

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Edit MIDI 17•5

COMMON CHANNEL/ARRANGEMENT (F5)

This page presents parameters common to all Presets.

The Common Channel is a MIDI channel dedicated to special operations:

- simulation of the keyboard and on-board controllers (pedals).
- transmission of Effects, Preset, Style and Song selected messages to **PS/GPS**.
- transmission to P5/GP5 of chord data for the automatic accompaniment.

As an alternative to the Common Channel, chord messages for the accompaniment can be received on the MIDI channels specified by Chord to Arr.1 and Chord to Arr.2, conceived principally for the connection of a MIDI accordion.

Common Channel

Enables the Common Channel. This parameter is divided into three parts:

Ch - MIDI channel assigned to the Common Channel (IN and OUT).

In - MIDI IN port (A or B).

Out - MIDI OUT port (A or B).

The channel assigned to the Common Channel is no longer available for the tracks of the external sequencer. The Common Channel is reserved to special tracks dedicated to the control of effects and other parameters.

ProgramChange and ControlChange data received on the Common Channel select Style, Song, Preset, Effects and other parameters listed in the Appendix.

Options: Off, 1 ... 16.

Chord to Arr.1 / Chord to Arr.2

Enables the parameters dedicated to the control with a MIDI accordion. They are divided into two parts:

Ch - MIDI channel.

In - MIDI IN port (A or B).

Chord to Arr.1 is dedicated to the chords, Chord to Arr.2 is dedicated to the Bass. The accordionist can send notes for the automatic accompaniment from the chord section, from the bass section, or from both sections.

The Common Channel unites to these two channels and their notes contribute to the formation of the chord for the automatic accompaniment.

Options: Off, 1 ... 16.

🕑 Ed	it Midi	P: GR	RAND PIANO
🕒 Co	mmon/arrg.	T :	8 01/01
1 🏼 🔂	Common Ch : 1	in:→® out: @•	 Midi channels
2 🎹 🕀			Configuration
3 🎹 😜	Chord ch. 1 : Off	in:•®	Midi filters
4 🏾 🔂	Chord ch.2 : Off	in:•®	General set
5 🎹 💮			Common/arrg.
6 🛄 🔂			iriidi dump
7 🛄 🔂			Local on
8 🎹 🕀			iriidi loci:

Edit MIDI - Common/Arrangement (Common Channel and arrangement control)

17•6 Reference Guide
(MIDI DUMP [F6])

This option, temporarily disabled, is reserved for a future MIDI Dump implementation.

The operating system currently loaded into your instrument does not include the MIDI Dump function.

LOCAL OFF (F7)

The Local Off function, when selected (shown in negative highlight) disconnects the **P5/GP5** keyboard from the internal sound generator. The keyboard sends data from the Group AMIDI OUT on channel 1. In Local Off mode, the internal sound engine responds only to data received at MIDI IN. The keyboard cannot play the internal **P5/GP5** sounds directly.

Activate Local Off to program Songs on an external sequencer. **P5/GP5** transmits data to the external sequencer, and the sequencer returns the data to the **P5/GP5** internal sound engine.



MIDI LOCK (F8)

When this function is selected (shown in negative highlight), the current MIDI channel configuration and filters of the tracks is locked for all Presets. The individual situations of Presets are overridden.

When the option is not selected, the tracks are reset to the settings of the current Preset.

The MIDI Lock setting is conserved in memory after power down. It is saved to the Setup.

Edit MIDI 17•7

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• 18 Edit Mixer

«Edit Mixer» allows you to control volume, pan, effect send and output assignment for each track.

► Note: Save the changes with STORE PRESET. The Presets memorize the pages whose icon shows the symbol .

VOLUME (F1) 🖃

You can regulate the track volume with the DIAL, the numeric keypad or the cursor buttons.

In edit, each cursor corresponds to a track (the LED near the A ... H letters is on).

Value range: 0 ... 127.

PAN (F2) 🗖

Track position in the stereo panorama. Moving the Pan all to the left or all to the right, you can direct the sound to one output instead of both outputs.

Value range: -31 (all to the left) ... 0 (center) ...+31 (all to the right).







Edit Mixer - Pan (track position in the stereo panoramic)

Edit Mixer

Edit Mixer 18•1

P: GRAND PIANO

RANDOM PAN (F3)

Random changes of the sound position in the stereo panorama. This change renders the sound more realistic.

Value range: 0 (no effects) ... 7 (maximum randomness).

AUDIO OUT (F4)

Routing of the tracks to the audio outputs. The parameter is important only when the tracks are connected to the internal sound generation.

Normally **P5/GP5** sends sounds to both LEFT& RIGHT outputs, but it is possible to send some tracks to a single output (Left or Right) for mono signal reproduction.

The outputs selection also affects the internal amplification.

Options: Left&Right, Left, Right.





P Ed	it Mixer	P: GRAN	D PIANO		
HITLE AU	dio out	Τ:	8 01/01		
L U Mute	NylonGtr	Left+right	Volume		
2		-	Pan		
	SluStrings	Loft-right	Random pan		
R Mutei 1	SIWSUINGS	Lert+right	Audio out		
U P E Mute	SlwStrings	Left+right	Equalizer		
2	-	-			
סגידיע 1	Piano	Left+right			

Edit Mixer - Audio Outputs (track audio outputs)

18•2 Reference Guide

EQUALIZER (F5)

Two band general equalization, corresponding to the Treble/Bass controls of stereo devices.

The graphic representation shows the level and the intersection zone of the two bands.

Low Frequency

The highest limit of the Bass frequencies.

Value range: 100Hz ... 400Hz.

Low gain

Control of the Low frequencies. *Value range: -12dB ... +12dB.*

High Frequency

The lowest limit of the High frequencies. *Value range: 3Hz ... 15Hz.*

High gain

Control of the High frequencies. *Value range: 3Hz ... 15Hz.*



Edit Mixer - Equalizer (High/Low general equalization)

Edit Mixer 18•3

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18•4 Reference Guide

• 19 Edit Song

After recording a Song using either the «Record» method or the «QuickRec» method, it can be edited by entering «Edit Song».

HOW TO ENTER «EDIT SONG»

Select the Song that requires editing.

The name of the Song will appear in the title bar of the display.

Song name

Song: TURNBEAT	J= 126 i. Loc: 1 1			
Preset: SMFPRES	Chord:Off			

Press EDIT SEQ. in the EDIT section to enter «Edit Song». Entering this section the first time opens the main menu (page 00/10). On all successive occasions, the last page selected is recalled.

	page na	me					
			Edito	ors	Loc	ator	
	1.0	TUDN	DEO	т			
₩ EOI ■ Mer	it Song: Nu	TURN	BEH		L: 1	1	
1 2 ()	1 Enase	2	8	10ve			
2 豊 🤥			<u> </u>			Undo	
3 豊 🤂	Copy 3		4	Quantiz	:e	Exec.	undo
4 豊 🤥	🖬 Ins. N	1eas.	6)el. Me	as.		
5 豊 💮			<u> </u>				
6 豊 🕒	2 Velo	ity:	8	Franspo	ose	Edit s	score
7 蹇 🕑	9 Micro	ISCODE	1001	1aster	Trk		
8 2 🕀 💮		P -				Song	name

Edit Song - Main menu

THE EDIT PROCEDURE

- Press EDIT SEQ. to enter «Edit Song». The main menu appears.
- Select the editor that you wish to edit using the DIAL or the cursor buttons.
- 3. Press ENTER to gain access to the editor.
- Select the desired option with the soft buttons.
- Select the parameters with the directional arrows. Modify the parameter with the DIAL.
- 6. Confirm the operation with ENTER.
- Pass to another editor with the buttons A. Otherwise, return to the main menu with ES-CAPE and select another editor.



Edit Song structure

Edit Song 19•1

ESCAPE «EDIT SONG»

To escape from «Edit Song» press ESCAPE (once or twice, depending on the currently selected level). To escape without closing the edit page, press the EDIT SEQ. button. To pass to another edit environment, press the corresponding button in the EDIT section.

UNDO (F2)

When this parameter is selected (shown in negative highlight), the UNDO function is enabled. Undo cancels the last operation or series of operations carried out. This function consumes exactly the same amount of RAM memory as the Song. If there is a shortage of memory in RAM, it is a good idea to deactivate UNDO.

EXEC. UNDO (F3)

Press this soft button to execute the desired Undo operation. If UNDO is enabled, you will be prompted with a request to confirm the operation with ENTER or cancel with ESCAPE.

If UNDO is disabled, pressing F3 activates the following user message:



Press ESCAPE to close the window and repeat the execute operation, this time with UNDO enabled.

EDIT SCORE (F6)

Opens the Score Edit function.

Score Edit is described in detail in the «Score & Edit Score» chapter.

SONG NAME (F8)

Modifies the name of the Song.

Song Nane						
Name:	TURNBEAT					
Title:						
Author:						
Pub:						
2	Caps On	Overwrite				

The method used to insert characters is described in the «Data Entry» chapter. You can move the cursor with the Soft buttons or the DIAL. Insert the characters with the keys of the keyboard.

Name - Name of the Song which appears in the **P5/CP5** file selector. This name does not appear when the disk is read by a computer. Maximum character length: 10.

Title - Full name of the Song.

Author - Name of the composer.

Pub - Song Publisher.

19•2 Reference Guide

Erase

Erase

Cancels the events from a single track or from all tracks.

► Set the parameters and press ENTER to confirm the cancellation.

SOFT BUTTONS F3 ... F8

Use the Soft buttons F1...F8 to select the track from which events will be cancelled. Depending on the type of track selected, the following parameters may or may not appear.

Track (F3) - Single track. Select the track with the Soft buttons A...H.

Master track (F4) - The Master Track records events pertaining to the general controls of the Song (Tempo, Time Signature, selected Preset, selected effects).

Chords track (F5) - Track for the chord symbols inserted in the score.

Music track (F6) - Track for the notes of the score (standard notation).

Lyrics track (F7) - Track for the lyrics of the score.

All tracks (F8) .

畫Edi	it Song:TURNB	EAT		L: 1	1	
🚟 Era	ise events			TRAC	К 1	01/10
1 <u>妻</u> (*) 2妻(*)	EventType (All Note range from	:				
3 ⋣⊙	From locator To locator	- : 1 : 1	1 1	1 1	Track	
4 <u></u> 建⊕ 5 <u></u> 建⊕					Master Chords	r trk s trk
6 2 🕀					Music	trk
7 <u></u> ∰ 8					All trk	ITK





Edit Song 19•3

Erase

畫Edi	it Song: TURI	NBEAT	L: 1	1	
🕮 Era	ise events		MUSI	C TRK	01/10
1 2	From locator	: 1			
2 2 2 🔁 🕒	To locator	: 1			
3 2 🕸 💮				Track	
4 2				Maste	r trk
5 豊 🤥				Chord	s trk
6 2 🕀				Music	trk
7 豊 🚱				Lyric	trk
8 2 🕀 🕀				A11 trk	c

畫Edi	it Song: TURI	NBEAT	L: 1	1	
🕮 Era	ise events		LYRI	C TRK	01/10
1 2 🕸 🚱	From locator	: 1			
2 2 🕸 🚱	TO IOCALOI	- 1			
3 2				Track	
4 2				Maste	r trk
5 2				Chords	s trk
6 2				Music	trk
7 豊 🚱				Lyric	trk
8 2 🕀				A11 trk	:

妻 Edit Song: TURNBEAT しい Erase events ALL				1 RACKS	Ø1/10
1 <u></u> 建⊕ 2 <u></u> 建⊕	From locator To locator	: 1 : 1			
3 <u>妻</u> ⊕ 4妻⊕				Track Master	` trk
- <u>-</u> 5 <u>妻</u> ⊕ 6 妻 ⊛				Chords Music	s trk trk
7 <u>妻</u> ⊙ 8 <u>妻</u> ⊙				Lyric 1 All trk	trk

PARAMETERS

Event type

(Only for tracks which capture note events). Selects the type of event to cancel.

«Duplicate note» eliminates the note with the lowest velocity value when two notes of the same pitch start at the same position.

Options: All, Duplicate note, Note, Pitch Bend, Mono touch, Poly touch, Velocity Off, ProgramChange, ControChange 00...31, ControlChange 64...127.

Note range from... to...

The highest and lowest limits of the note range to cancel. To cancel a single percussive instrument from the Drum track, assign the same value to the "from" and "to" parameters. For example, to cancel the snare (D2), set the parameter as «Note range from D2 to D2».

Assignable values: C-1 ... G9.

From locator... To locator...

Determines the start and end point of the part to cancel. In some cases it is possible to specify the measure, beat and resolution (tick), in others, only the measure.

Assignable values: within the limits of the Song. It is not possible to specify a point before the start or after the end of the Song.

19•4 Reference Guide

Move

Move

Shifts events from one point of the selected track to another.

► Set the parameters and press ENTER to confirm the movement.

PARAMETERS

From locator... To locator...

Determines the start and end point of the part to move. It is possible to specify the measure, beat and resolution (tick).

Assignable values: within the limits of the Song. It is not possible to specify a point before the start or after the end of the Song.

Start locator

Determines the new position of the part that is to be moved.

Assignable values: any point, even after the end point of the Song.

Edi	it Song: TURN	NBEAT		L: 1	1		
🕮 Mor	ve events			TRAC	ж	10	2/10
1 2 (1)	From locator	: 1	1	1			
2 押命	To locator	: 1	1	1			
	Start locator	: 1	1	1			
3 ₩ 💬							
4 2 😳							
5 豊 🥹							
6 2 🕀 🛞							
7 蹇 🤂							
8 2 🕀							

Edit Song 19•5

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Сору

Сору

Copies events from a single track or from all tracks.

► Set the parameters and press ENTER to confirm the copy.

SOFT BUTTONS F3 ... F8

Use the Soft buttons F1...F8 to select the track from which events will be copied. Depending on the type of track selected, the following parameters may or may not appear.

Track (F3) - Single track. Select the track with the Soft buttons A...H.

Master track (F4) - The Master Track records events pertaining to the general controls of the Song (Tempo, Time Signature, selected Preset, selected effects).

Chords track (F5) - Track for the chord symbols inserted in the score.

Music track (F6) - Track for the notes of the score (standard notation).

Lyrics track (F7) - Track for the lyrics of the score.

All tracks (F8) .

豊 Edi Cop	it Song: TURNBEAT	L: 1 TRAC	1 К	1 03/10
1 <u></u> 2 <u></u> 2 <u></u> 2 <u></u> 2 <u></u> 2 <u></u> 2 <u></u> 2 <u></u> 2	Copy mode : Replace Track 1 to track: 1 to Song : SDNG 1 Note range from : C-1 to : G9 From locator :1 To locator :1 Start locator :1 Copy times :1		Tra Mas Cho Mus Lyr:	ck iter trk rds trk ic trk ic trk ic trk trk

₩ Edi	it Song: TURI	NBEAT	L: 1	1	
Cor)y		MAST	ER TRK	03/10
1豊ᠿ	From locator	1			
2 垂④	To locator	:1			
 2.₩#.©	Conuitimes	-1		- ·	
3 ∰ 🚱	oopg aries	.1		Track	
4 2				Maste	r trk
5 豊 🤥				Chords	s trk
6 豊 🕑				Music	trk
7 2 2 3 3				Lyric	trk
8 2 🕀 🛞				All trk	:

Edi	it Song: TUR	NBEAT	L: 1	1	
🚟 Cop	Copy Copy Copy				03/10
1 <u>妻</u> (*) 2妻(*)	Copy to Song From locator To locator	: <mark>SONG 1</mark> - 1			
3豊⊕	Start locator Copy times	- 1 - 1 - 1		Track	
4 豊守		-		Maste	r trk
□ <u>=</u> 6 <u>妻</u> ④				Music	trk
7 豊 🕒				Lyric	trk
8 2 🕸 🚱				A11 trk	

萋	Edi	it Song: TURI	L: 1	1		
<u> </u>	Сор	Ŋ		MUSI	C TRK	03/10
1妻	۲	Copy to Song	SONG 1			
2 2	۲	To locator	-1			
3 豊	۲	Start locator	- 1		Track	
4 豊	۲	copy arres	- 1		Master	[•] trk
5 妻	۲				Chords	s trk
6 🏨	۲				Music	trk
7 妻	۲				Lyric 1	trk
8 妻	۲				A11 trk	

10.6 Defense of Cuide

19•6 Reference Guide

PARAMETERS

Copy mode

Determines the copy mode. «Merge» unites the copied events to those already present at the destination. «Replace» substitutes the events present at the destination with those copied.

Options: Merge, Replace.

From track... to track...

Specifies the source and destination track of the copy. The «From track...» part is selected with the Soft buttons A ... H. The «To track...» part is modified with the DIAL.

Assignable values: any track (1...32).

To Song...

Determines the destination Song for the copy. If the selected Song is non existent, it will be created by the act of confirming the copy command.

Assignable values: any Song (1...16).

Note range from... to...

Determines the highest and lowest limits of the note range to copy. To copy a single percussive instrument from the Drum track, assign the same

萋Edi	it Song: TURI	NBEAT	L: 1	1	
🕮 Cop)y		LYRI	C TRK	03/10
1 <u>妻</u> (*) 2 <u>妻(*</u>)	Copy to Song From locator To locator	: <mark>SONG 1</mark> : 1 : 1			
3 2 🕸 💮	Start locator	- 1		Track	
4 豊 🤄	copy times	- 1		Master	r trk
5 豊 🤥				Chords	s trk
6 2 🕀				Music	trk
7 蹇 🕀				Lyric t	trk
8 2 🕀				A11 trk	

value to the "from" and "to" parameters. For example, to copy the snare (D2), set the parameter as «Note range from D2 to D2».

Assignable values: C-1 ... G9.

From locator... To locator...

Determines the start measure and end measure of the part to copy. Bars and Resolution cannot be specified.

Assignable values: within the limits of the Song. It is not possible to specify a measure after the end of the Song.

Start locator

Determines the new position of the copied part.

Assignable values: any point, even after the end point of the Song.

Copy times

Specifies the number of consecutive copies. Each copy starts exactly where the previous one ends.

Assignable values: 1...998.

妻 Edi Cop	it Song: TURI y	NBEAT	L: 1 ALL T	1 'RACKS	03/10
1 <u></u> 2 登 ()	Copy to Song From locator To locator	: <mark>SONG 1</mark> : 1 : 1			
3 <u>妻</u> ⊕ 4 <u>妻</u> ⊕	Start locator Copy times	- 1 - 1		Track Mastei	° trk
5 <u>妻</u> ⊕ 6 妻⊕				Chords Music	s trk trk
7 <u>妻</u> 8 妻 🕀				Lyric † All trk	trk

Edit Song 19•7

Quantize

Quantize

An auto-corrector of timing errors. Includes triplet and swing quantize values.

► Set the parameters and press ENTER to confirm the quantization.

SOFT BUTTONS F1 AND F2

These select the «Note On Quantize» and «Note Off Quantize» parameters.

Note On Quantize - Quantization of the Note On event.

Note Off Quantize - Quantization of the Note Off event. After a Note On quantization, a Note Off quantization affects the duration of the notes, adapting them to the quantization grid.

萋Ed	it Song: TURNBEAT	L: 1	1	
B No	te on quantize	TRAC	К 1	04/10
1 2	Note on quantize : 1/4		Note	on qnt.
2 2 🕸 🚱	to : G9		Note	off qnt.
3 2 🕸 💮	From locator : 1			
4 豊 🤄	TO IOCALOI I			
5 豊 🕑				
6 2 🕀				
7 豊 🕑				
8 2 🕀				

.

Edi	it Song: TURNBEAT	L: 1	1	
🕮 Not	te off quantize	TRAC	К 1	04/10
1豊)	Note off quantize: 1/4		Note o	n qnt.
2 豊 🚱	To locator : 1		Note o	ff qnt.
3 2 🕸 💮				
4 豊 争				
5 豊 争				
6 2				
7 豊 🤂				
8 2				

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PARAMETERS

Note On quantization

Determines the Note On quantize values.

Value	Quantization
1/4	
1/8	þ
1/12	♪ triplet
1/16	\$
1/24	♪ triplet
1/32	.)
1/48	🕽 triplet
1/64	(1/64)
1/96	(1/64 triplet)
free	no quantization
1/8 BF*	↓) (swing)
1/16 BF*	♪. ♪ (swing)
free	no quantization

* B ... F indicate an adjustment of the swing feel.

Note Off quantization

Determines the Note Off quantize value. Same as Note On.

Note range from... to...

Determines the highest and lowest note range to quantize. To quantize a single percussive instrument of the Drum track, assign the same note to the highest and lowest limit. For example, to quantize the snare (D2), set the parameter to «Note range from D2 to D2».

Assignable values: C-1 ... G9.

From locator... To locator...

Determines the start and end point of the part that requires quantizing. Only measures can be selected.

Assignable values: within the limits of the Song. It is not possible to specify a point after the end of the Song.

Edit Song 19•9

. . . .

.

Insert measure(s)

Inserts a specified number of measures. The part of the Song after the insertion point shifts forward the same number of bars as those inserted. Given that the Time Signature of the inserted measures can differ to the Time Signature of the Song, the Insert Measures parameter permits the creation of a Song with multiple Time Signatures.

► Set the parameters and press ENTER to confirm the insertion.



Measures to insert

Specifies the number of measures to insert. *Assignable values: 1...999.*

Time Signature

Determines the Time Signature of the measures to insert.

Insert from locator

Specifies the measure at which the new measures will be inserted.

Assignable values: from the first measure of the Song, to the first measure after the end measure of the Song (coda insertion).





Insert measures example. Two measures are inserted at measure 3. Measure 3 and all successive measures are moved forward.



19-10 Reference Guide

Delete measure(s)

Cancels a specified number of measures. The measures directly after the point of cancellation shift towards the beginning of the Song and join with the measures preceding the cancellation point.

► Set the parameters and press ENTER to confirm the cancellation.

► Hint: To cancel measures without shifting those after the deletion point, use the Erase events function.



Example of Delete measures. Measures 3 and 4 and cancelled. All the measures shift towards the beginning of the Song.

PARAMETERS

Measures to delete

Specifies the number of measures to delete.

Assignable values: any number that does not exceed the total number of measures in the Song. For example, if the Song is 50 measures long, the maximum value that can be assigned is 50.

Delete from locator

This parameter indicates the first measure of those to be deleted.

Assignable values: within the actual limits of the Song. The parameter is linked to the previous one, which can be modified if the measures between the deletion start point and the end of the Song are less than those shown in «Measures».

₩Edi	it Song: TURNBEAT	L: 1	1	
🕮 Delete neasures		ALL T	RACKS	06/10
1 2 🕀	Measures to del. 🗄 1			
2 2 🕸 🚱	Delete from loc. : 1			
3 🇱 🕑				
4 豊 🤄				
5 2				
6 2 🕀				
7∰⊙				
8 2 🕀				

Edit Song 19•11

Velocity

Velocity

Modifies the key Velocity. This parameter represents the speed with which a note is played, or its intensity. Generally, the greater the velocity the higher the volume. Velocity also affects the filter of many sounds, rendering them brighter with increased velocity.

► Set the parameters and press ENTER to confirm the dynamic changes.

PARAMETERS

Velocity mode

Provides two velocity modes to choose from which affect the way the "Change Velocity" function operates.

Normal - The value indicated in «Velocity change» is added to or subtracted from the key Velocity values.

Fixed - The key Velocities are all set to the value specified in the «Change Velocity» parameter.

Change Velocity

Specifies the amount by which the velocity values can be changed. This depends on the option selected in «Mode».

Note range from... to...

Assigns the upper and lower limits of the notes to be affected. To modify the velocity of a single percussive instrument of the Drum track, assign the same note to the highest and lowest limit. For example, to change the snare (D2) set the parameter to «Note range from D2 to D2».

Assignable values: C-1 ... G9.

From locator... To locator...

Determines the start and end point of the part to be affected. It is possible to specify Measure, Beat and 'tick'.

Assignable values: within the actual limits of the Song. It is not possible to specify a point beyond the end of the Song.

豊 Edi Vei	it Song: TURNBEAT ocity	L: 1 TRAC	1 CK 1 07/10
1 <u></u> 建(*) 2 <u></u> 建(*)	Velocity Mode : Fixed Change Velocity : 1 Note range from : C-1		
3 <u></u> 3 <u></u> 4 <u></u> 妻 ()	to : G9 From locator : 1 : To locator : 1 :	l 1 l 1	
5 <u>妻</u> ⊕ 6 <u>妻</u> ⊕			
7 <u></u> ∰ 8			

19-12 Reference Guide

Transpose

Transposition by semitones.

► Set the parameters and press ENTER to confirm the operation.

Transpose value

Determines the value of the transposition (in semitones).

Note range from... to...

Assigns the upper and lower limits of the notes to be affected. To transpose a single percussive instrument of the Drum track, assign the same note to the highest and lowest limit. For example, to change the snare (D2) set the parameter to «Note range from D2 to D2».

Assignable values: C-1 ... G9.

From locator... To locator...

Determines the start and end point of the part to be affected. It is possible to specify Measure, Beat and 'tick'.

Assignable values: within the actual limits of the Song. It is not possible to specify a point beyond the end of the Song.

퐬	Edi	it Song: TURNE	JEAT		L: 1	1	٦	
22	Tra	inspose			TRAC	ж	1	08/10
1豊	۲	Transpose	:1					
2 妻	۲	to	: C-1 : G9					
3 妻	۲	From locator	1	1	1			
4 豊	۲	TOTOCALOI	- 1	1	1			
5 妻	۲							
6 2	۲							
7 妻	۲							
8 萋	۲							

Edit Song 19•13

Microscope

Microscope

The Microscope allows you to modify every single event recorded in the tracks. The Event List at the center of the display shows all the events recorded

ACCESSING THE EVENT EDIT MODE

- 1. Select the track whose events you wish to see in the Event List.
- Use the ▲/▼ buttons to scroll through the events. The selected notes are played automatically.
- Select the parameter to modify using the cursor buttons .
- 4. Use the DIAL to modify the selected parameter.

EVENTS AND PARAMETERS WHICH CAN BE CHANGED

The «Status» column shows the type of event. One or more parameters can be modified for each event.

Refer to the events table on the following page for an explanation of each event.



19•14 Reference Guide

STATUS	VALUE 1	VALUE 2	VALUE 3	GATE
Note	Note name. [C-1G9]	Key On Velocity). [1127]	Key Off Velocity). [0127]	Note length. Expressed as the Sequencer resolution (q=192). [065535]
Program Change	Program Change message. The PC contained in the tracks and shown in the Microscope has priority over the PC recorded in the Preset. [1128]	Bank Select MSB message. To select the PS/GPS banks, use numbers 116. [1128]	Bank Select LSB message. Not necessary to select the PS/GPS sounds. [1128]	
Control Change	Type of Control Change (or MIDI Controller). Example: CC00 = Bank Select MSB, CC32 = Bank Select LSB, CC01 = Modulation, CC07 = Volume. [1128]	Control Change value.		
Pitchbend	Value of LSB (Least Significant Byte). [0 = Off, 1127 = On]	Value of MSB (Most Significant Byte). Effective value of bending. [063 = down, 64 = neutral, 65127 = up]		
Mono touch	Channel Aftertouch intensity.	vp1		
Poly touch	Note to which Aftertouch is applied. [C-1G9]	Note Aftertouch intensity. [0127]		

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Edit Song 19•15

SHOW... (F2)

Recalls a dialog window where it is possible to select the events that will be displayed in the Event List.

Set the events that you want to mask to OFF.

Show Event						
Note	:	On				
Prog. Change	:	On				
Controller.	:	On				
Pich bend	:	On				
Mono after touch	:	On				
Poly after touch	:	On				

Set the parameters and press ENTER.

INS: (X) (F3)

Inserts the event specified in the "INS. TYPE" function at the current cursor position. To position the inserted event precisely, modify its locator accordingly (the parameters to the left of the Status).

The events are inserted with the following default parameter values:

Status	1V	2V	3V	Gate	
Note:	C4	64	64	128	
P. Ch	1	1	1		
Contr.	1	0			
P.Bend	0	64			
M.Tch	0				
P.Tch	C4	0			

After inserting the desired event, modify its parameters accordingly.

.

INS TYPE... (F4)

Recalls a dialog window where you can select the type of event to insert manually with the «lns(x)» function.

Select insert type
Note
Prog. Change
Controller.
Pich bend
Mono after touch
Poly after touch
Poly after touch

Select the event type and press ENTER.

DELETE (F6)

Cancels the selected event.

CATCH LOCATOR (F7)

Selects the event currently playing, or the event immediately after the current Song position.

GO TO LOC... (F8)

Takes the cursor directly to the first event of the specified locator (measure). The number can be specified with the DIAL.



Specify the locator and press ENTER to confirm.

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Master Track

The Master Track editor allows you to modify the events recorded in the Master track. This track contains events pertaining to the general controls of the Song. The Master Track records changes in Preset, general Volume (Pedal Volume), Effect Changes, Effect Volume, Scale, Tempo changes, initial Time Signature and the Score Key.

The structure of the page is analogous to the Microscope. The events are shown in the Event List at the center of the display.

ACCESSING THE EVENT EDIT MODE

- Use the cursor buttons ▲/▼ to scroll through the events.
- Select the parameter to modify using the cursor buttons
- 3. Use the DIAL to modify the selected parameter.

INITIAL PARAMETERS OF THE SONG

The events that define the Song at the start point can be modified but not deleted. To access and modify the events press F1 («Start param»).

it Song: TURNE	L: 1	1		
stertrack		MAST	ER TRK	10/10
PRST=2	VOLUME	:127	Edit s	tart par
KEY ≑C	TEMPO	:130	Sport	
	10011	IF	191100	· F. I



Edit Song 19•17

Master Track

PRESET - Initial Preset. Sets the initial values of some of the track parameters (Program Change, Volume, Pan, Effects). If the same parameters are also found at the beginning of each track, sound, volume and pan settings are selected and controlled by the events contained in the tracks and not by the initial Preset.

Assignable values: one of the 8 (max) Song Presets..

▶ Note: When loading a MIDI file, normally the Preset settings are ignored, due to the fact that commercially available MIDI files contain initializing events at the start of each track

VOLUME - Overall volume, controlled by the Damper pedal set for continuous control and assigned the Volume function.

KEY - Key for the correct visualization of the score. Alters the score according to the specified key (inserts the correct accidentals), rendering the score easier to read. For example, if the score was captured in the key of C, you can display the score in the key of F# with all the correct accidentals shown in the initial key signature by setting the Key parameter to F#.

TEMPO - Metronome pulse. Can also be set on «Play View» or «Record View» pages.

PROGRAMMABLE EVENTS AND PARAM-ETERS

The «Status» column shows the type of event. One or more parameters can be modified for each event. The table shown opposite lists the events and parameters which can be modified.

STATUS	VALUE
ТЕМРО	Metronomic
	Tempo. If the
	tempo rec option
	is active during
	the recording
	(F3, "Controls
	recording")
	tempo variations
	are recorded.
	[20250]
PRESET	Change of Preset.
VOLUME	volume variation
	the Common
	Chappel) or by
	means of the
	Continuous
	Damper pedal set
	for «Volume».
	Does not record
	volume
	variations
	effected with the
	M.VOL control.
	[0127]
EFF. DEVICE	Selection of a
SEL.	(DSP).
	Corresponds to
	CC18. The table
	of the available
	DSPs is in the
	Appendix.
EFF. IYPE	Type of effect
	assigned to the
	Corresponde to
	COrresponds to
	of the effects
	that can be
	assigned to the
	DSP is in the
	Appendix.
EFF. DEVICE	General Volume
VOLUME	of the selected
	DSP. The effect
	sends for each
	track is regulated
	in the
	microscope by
	means of CC91
	and CC93.

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START PARAMETERS (F1)

Enters the edit of the Song's start parameters. Press F1 again to return to the edit of the successive parameters.

SHOW... (F2)

Recalls a dialog window where it is possible to select the events that will be displayed by the Event List.

Set the events that you want to mask to OFF.

Show Event			
Tempo	:	On	
Preset	:	On	
Volume	1	On	
Eff. Device Sel.	1	On	
Eff. Type	1	On	
Eff. Device Vol.	1	On	
Eff. Vol.	1	On	
Rotary A	1	On	
Rotary B	1	On	
Scale	:	On	
Key Sign	1	On	

Status	Value		
Eff. Type	0		
Eff. Vol	0		
RotaryA	Slw/Fst		
RotaryB	Slw/Fst		
Scale	1		
Key Sign	С		

After inserting the desired event, modify its parameters accordingly.

INS TYPE... (F4)

Recalls a dialog window from which you can select the type of event to insert manually with the «Ins(x)» function.



INS: (X) (F3)

Inserts the specified event type at the cursor position. To position the inserted event precisely, modify its locator (the parameters to the left of the Status).

The events are inserted with the following default parameter values:

Status	Value
Тетро	120
Preset	1
Volume	64
Eff. Dv. Sel	0

Press the \checkmark cursor arrow to bring other events into view.

Select insert type	
Eff. Device Vol.	t
Eff. Vol.	
Rotary A	
Rotary B	
Scale	
Key Sign	л

Select the type of event and press ENTER.

Edit Song 19•19

Master Track

DELETE (F6)

Cancels the selected event.

CATCH LOCATOR (F7)

Selects the event currently playing, or the event immediately after the current Song position.

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GO TO LOC... (F8)

Takes the cursor directly to the first event of the selected measure. The number can be specified with the DIAL.



Specify the required number and confirm with ENTER.

19•20 Reference Guide

• 20 Score & Edit Score

THE SCORE TRACK

The Score track is a "ghost" track that is added to the tracks of a Song. This track allows the insertion and viewing of notes (Music), words (Lyrics) and chord symbols (Chords).

The Score displays a *melody line* and not chords. A track of chords is analyzed, the highest notes are extracted and a melody line is generated.

The score can be viewed on the instrument's display, or projected onto an external monitor by pressing SCORE. To view on an external monitor, **PS/GPS** must be fitted with the Baldwin Audio/Video card. See the chapter entitled «Connections» for an explanation of the connection.

The Score is created in «Edit Song».

THE SCORE BUTTON

Press SCORE to view the notes, lyrics and chord symbols on the display and/or on an external monitor.

Press F8 («Score controls...») to select the viewing options and the video standard. Other viewing options are found in «Edit General».

When a Song containing a Score is in playback, an indicator monitors the position of the score (\neg) .

Press ESCAPE to exit Score.

bu Von Tilzer	Take Me O	lut To Ballga	MP ed. Traditional
6 _3 ₹ -	_с <u> </u>	,c \$ 7 9 1	7 ,) 7 ,
e //	Take	me out	to
the	G7th	G7th 9 9 9 9 game,	C P P take
\$, 7	с Дуу Д	* , 	67th 67th
ne	out to LOC: 1 1	the L	crowd, Score ctrl





Score page - Lyrics 1 mode (lyrics in large type)

Score/Score Edit 20•1

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Score Controls

In the «Score» page, press F8 to open the «Score Control» dialog window.

When finished, press ENTER to confirm or ES-CAPE to cancel.

PARTS OF THE DISPLAYED SCORE

Select the parts of the Score to display with the cursor buttons $\langle | \rangle$

All - Notes, lyrics, chord symbols.

Lyric 1...Lyric4 - Lyrics only across the display, with characters or various dimensions.

Chords - Traditional chord symbols without notes. This option refreshes the display very quickly, which can be useful for quitarists and bassists.

VIDEO CONTROLS

Viewing options for an external monitor.

Echo LCD

ON: the external monitor displays exactly what is shown on the **P5/GP5** display.

OFF: the monitor displays only the Score parts (music, lyrics, chords).

Options: On, Off.

View mode

Selects a color for the lyrics and for the background. This option is valid for the external monitor only. Option 15 displays a background image included with some Songs of the Baldwin library.

Options: 1...16.

Video mode

RGB: the RGB port transmits RGB and Composite Video signals.

CV: the RGB port transmits Composite Video signals. For a correct Composite Video image, this option is recommended.

Options: RGB, CV.

Y shift

Controls the vertical alignment.

Score split

ON: the notes are displayed on a staff.

OFF: the notes are displayed on the treble clef only. Notes that normally occupy the bass clef are shown with the symbol « **B**____ » (bass 8va).

Boore	control
Att Lyrie 1 Lyrie 8	Lunio 3 Lunio 4 Chord
Video o	ontrols
Echo Lod	= Off
View node	- 8
Vadeo mode	= RGR
V shift	- 8
Score split	- 8
Chords on Jurics	- 8
	-



20•2 Reference Guide

Chords on lyrics

If ON, the viewing options Lyric 1 ...Lyric 4, the external monitor shows chord symbols together with lyrics.

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SPECIAL SYMBOLS

At times, the music score will show special symbols.

- The «octave lower» symbol. The displayed note or notes are in reality one octave lower.
- The «note too high» symbol. The note at the position corresponding to the displayed symbol is too high to appear in the staff.
- The «note too low» symbol. The note at the position corresponding to the displayed symbol is too low to appear in the staff. This symbol rarely appears with a standard music staff («Score split» option in the «Score controls" window set to ON).

Score/Score Edit 20•3

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Edit Score

HOW TO ENTER EDIT SCORE

- 1. Press SONG and select a Song.
- Press EDIT SEQ. in the EDIT section to enter «Edit Song».
- 3. Press F5 in the index page of «Edit Song» («Edit Score») to open Edit Score.

If a score does not exist, select the «Get Score» command to create one (*explained afterwards*).

HOW TO EXIT EDIT SCORE

Press ESCAPE to return to «Edit Song». Press ESCAPE once again to return to the «Play View» or «Record View» page.

INSERTING NOTES

To create a Score, notes are withdrawn from a Song track.

1. Press F4 («Get Score»):



- 2. User the DIAL to select the track to transcribe.
- 3. Press ENTER to confirm. Wait a few seconds for the score to be generated.

INSERTING CHORD SYMBOLS

Chord symbols correspond to the MIDI 'Text' event. These are loaded and saved with MIDI files. Chord symbols can be inserted into a new Song using the procedure explained on the next page.





Score Edit - Chord mode (chord symbol edit)

Score Edit - Lyrics mode

20•4 Reference Guide

- 1. Press F5 («Chords») to take the cursor to the chord line (above the staff).
- 2. Press the soft button G («Go to loc...») to go to a specific measure:



Specify the measure with the DIAL then press ENTER to confirm or ESCAPE to cancel.

- Move the insertion point to the previous or next note using the soft buttons D («Next event») and E («Previous event»).
- 4. Each note is ideally subdivided into 1/16ths. In addition to a symbol at the beginning of a note (first 1/16th), you can insert symbols in one of the 1/16ths which follow. Press F8 to open the symbol insertion zone:





The number shown on the left of the insertion zone indicates the current 1/16th. To move the insertion point to one of the other 1/16ths, use the soft buttons H («<<1/16») and F8 («>>1/16»).

To escape and return to the note, press the soft button E («Previous event»). To escape and pass to the next note press the soft button D («Next event»).

 Play the chord below the Split Point. The chord symbol appears, in the following form: CMaj, Dmin, E7th... If you want to indicate a bass extension, or a pedal note, press the function button F («Extension») and play the alternative chord. The bass extension will appear in the following form: CMaj/D, Dmin/G...

Press the soft buttons D («Next event» or E («Previous event») to pass to another event.

- 7. You can modify the selected symbol by playing a different chord.
- You can modify a chord by transforming it, for example, from a major to minor chord to seventh. Press F7 («Root») repeatedly to alternate between the bass of the chord (the root: A, B, C, etc.) and the abbreviation of the chord (min, 7th, dim, aug...).

Emin

The entire symbol is selected. Press F7 («Root»).

Emin

The root note is selected. Press F7 («Root»).

Emin

The chord abbreviation is selected. Press F7 («Root»).

Emin

The entire symbol is selected again.

Rotate the DIAL or play another chord to modify the selected element (the root or abbreviation).

Score/Score Edit 20•5

Edit Score

INSERTING LYRICS

Lyrics corresponds to the MIDI Lyrics event. This type of event is loaded and saved with MIDI files. Lyrics can be inserted into a new Song in the following manner:

- 1. Press F6 («Lyrics») to take the cursor to the lyrics line (below the staff).
- 2. Press soft button G («Go to loc...») to go to a specific measure (bar):



Specify the measure with the DIAL then press ENTER confirm or ESCAPE to cancel.

- Move the insertion point to the previous note or the next note with the soft buttons D («Next event») and E («Previous event»).
- Each note is ideally subdivided into 1/16ths. In addition to syllables at the beginning of the note (first 1/16th), you can insert syllables in one of the 1/16ths which follow. Press F8 to open the syllable insertion zone.



Insertion of the syllable at the fourth 1/16th

The number shown on the left of the insertion zone indicates the current 1/16th. To move the insertion point to one of the other 1/16ths, use the soft buttons H («<<1/16») and F8 («>>1/16»).

To escape and return to the note, press the soft button E («Previous event»). To escape and pass to the next note press the soft button D («Next event»).

- In this operating mode, the keyboard transforms into a source of alphanumeric data (see the «Data Entry» chapter). Write the required syllable using the keys of the keyboard.
- Press soft button F («End line») to terminate the verse. The end of the verse is indicated by the "end phrase" symbol 'l'.

Do not write lines consisting of more than 20 characters. This is to avoid the incorrect syllabization of the words when you are view-ing lyrics in large type. For example, the word 'Ballgame' may syllabize to 'Bal-Igame', or 'Ballg-ame' or other.

 You can modify a selected syllable by rewriting it entirely or partially.

To replace one character with another, remain in Overwrite mode (rectangular cursor). If you are in Insert mode (cursor in the form of a vertical line), press note D#2 («INS/OVER») to pass to Overwrite mode. Move the cursor with the DIAL, then insert the new character.

To insert a character without cancelling another, pass to Insert mode. Press note D#2 («INS/OVER»); the cursor will take the form of a vertical line. Move the cursor with the DIAL, then insert the new character. Press D#2 to return to Overwrite mode.

20•6 Reference Guide

The «Edit Score» page in detail

CHORDS (F5)

Takes the cursor to the Chords line (above the staff).

LYRICS (F6)

Takes the cursor to the Lyrics line (below the staff).

NEXT EVENT (D)

Takes the cursor to the next event (note or pause).

PREV. EVENT (E)

«Previous event». Takes the cursor to the previous event (note or pause).

GO TO LOC... (G)

Takes the cursor to the beginning of the specified measure. Press soft button G to open the dialog window:



Specify the measure with the DIAL. Press ENTER to confirm or ESCAPE to cancel.

>> 1/16 (F8)

Each note greater than a sixteenth is ideally subdivided into sixteenths; this button takes the cursor to the next sixteenth. For example, an eighth is divided into two sixteenths, a quarter into four sixteenths, etc.. The edit takes place in an active zone:

2

To escape and return to the normal edit of the note, press soft button E ("Previous event»). To escape and pass to the next note, press soft button D («Next event»).

<< 1/16 (H)

See above. Takes the cursor to the previous sixteenth

GET SCORE... (F4)

Creates a score from the selected track from which the melody is transcribed. Press F4 to open the dialog window:



Specify the track with the DIAL. Press ENTER to confirm or ESCAPE to cancel.

If the track contains chords, the analyzer withdraws the highest notes, attempting to eliminate notes not related to the melody. A score is obtained with excellent results from a track containing a melody line only.

Score/Score Edit 20•7

EXTENSION (F)

This command allows you to add an alternative bass extension to the chord. Select a chord and press soft button F, then play a complete chord which contains the alternative bass root required to insert.

Emin⁄B

You can modify the extension with the DIAL, or play a different chord.

Play the chords below the Split Point.

ROOT (F7)

This command allows you to modify the root note of a chord and its related abbreviation separately. Select a chord and press F7 repeatedly to place the chord parts in edit, first the root, then the abbreviation, then to return to the edit of the entire chord symbol.

Emin Emin

Emin



You can modify the selected part with the DIAL,

or by playing a different chord.

Play the chords below the Split Point.

END LINE (F)

This command inserts an 'End phrase' symbol ('I') at the end of a verse. In the viewing modes Lyrics 1 ... Lyrics 4, the verses end with the "End phrase" symbol is reached and the next verse starts on a new line.

We recommend that you write lines using not more than 20 characters, to avoid displaying incorrectly syllabised words when the Lyrics 1 option (large types) is used.

This symbol can be cancelled as any other character by selecting the syllable with D («Next event») or E («Previous event»). Select the symbol with the DIAL and cancel the symbol with note F2 (DELETE).

20•8 Reference Guide

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• 21 Edit Style

After recording a User Style, the Style riff can be modified in «Edit Style».

See the chapter entitled *«EDIT Section»* for detailed information on the EDIT section.

► Note: For ROM Styles (SWING...ETHNIC) only the «Copy» function can be used.

ENTERING «EDIT STYLE»

If not already selected, select the Style you wish to modify. The Style name appears in the status bar of the display.

Style name

Style: Obt Std	J= 117 i. Loc: 1 1
Preset: ^GRAND PI	ANO Chd: C

Press EDIT SEQ. in the EDIT section to enter «Edit Style». Entering this section the first time opens the main menu page. On all successive occasions, the last page selected is recalled.

page name				
		Editors		
妻 Ed. 罂 Mer	Style:STYLI	E_ 0 1	00/10	
₽選⊙ ₽ MMC®	1 Erase	12 Move		
	Copy	🛾 🖪 Quantize	Exec. undo	
P (Mwte)	5 Ins. Meas.	🔓 Del. Meas	5.	
	Velocitu	1 8 Transpos	- 2	
4 (Mwte)				
			Style name	

Edit Style - Main menu

EDIT PROCEDURE

- Press EDIT SEQ. to enter «Edit Style». The main menu appears:
- 2. Select the editor that you wish to edit using the DIAL or the cursor buttons.
- 3. Press ENTER to enter the editor.
- Select the desired option with the soft buttons.
- Select the parameters with the cursor buttons and modify their value with the DIAL. Confirm the operation with ENTER.
- Pass to another editor with the J buttons. Otherwise, return to the index with ESCAPE and select another editor.

V	AR 4	VAR 3	VAR 2	VAR 1
M M 7	Ba aj	Ba Maj Min 7th	Ba Maj Min 7th	Basic Intro Fill Ending Maj C C Min C C 7th C

Style structure. Each Style has 4 Variations. Each Variation has 4 Sections (Basic, Fill, Intro, Ending), each consisting of 3 Chords or Riffs (Maj, Min, 7th).

Edit Style 21•1

ESCAPE FROM «EDIT STYLE»

To escape from «Edit Style» press ESCAPE (once or twice, depending on the currently selected level). To escape without closing the edit page, press the ST./SONG button. To pass to another edit environment, press the corresponding button in the EDIT section.

«EMPTY TRACK» INDICATION - NOTES PRESENT IN THE TRACK

The presence of notes in a track is indicated by the seq-play icon:

Ŧ

In play mode, this status icon indicates the presence of notes in at least one riff. If the current riff of the track does not contain notes, the «empty track» message is displayed at the bottom of the page:

-Empty Track-

In record mode, tasks are performed directly on a riff, and the icon indicates the presence of notes in the track and in the riff being recorded.

UNDO (F2)

When this parameter is selected (shown in negative highlight), the UNDO function is enabled. Undo cancels the last operation or series of operations carried out. This function consumes exactly the same amount of RAM memory as the Style. If there is a shortage of memory in RAM, it is a good idea to deactivate UNDO.

EXEC. UNDO (F3)

Press this soft button to execute the desired Undo operation. If UNDO is enabled, you will be prompted with a request to confirm the operation with ENTER or cancel with ESCAPE.

If UNDO is disabled, pressing F3 activates the following user message:



Press ESCAPE to close the window and repeat the execute operation, this time with UNDO enabled.

STYLE NAME (F8)

Changes the name of a Style. This function only applies to USER Styles; the names of the ROM Styles are permanent and cannot be modified.



The method used to insert characters is described in the «Data Entry» chapter. You can move the cursor with the soft buttons or the DIAL. Insert the characters with the keys of the keyboard.

21•2 Reference Guide
Erase

Erase

Cancellation of events.

► Set the parameters and press ENTER to confirm the cancellation.

SOFT BUTTONS F5...F8

Use the Soft buttons F5...F8 to select the part of the Style to cancel the events from. Depending on the part selected, the following parameters may or may not appear.

Track (F5) - Single track, the current riff.

Riff (all tracks) (F6) - An entire riff (all the tracks of the riff).

Var (all riffs) (F7) - An entire Variation (all the riffs of the Variation).

Style (all vars) (F8) - An entire Style (the 4 Variations of the Style).

PARAMETERS

Variation

Selects one of the 4 Variations. Only Variations that contain at least one recorded riff can be selected.

Riff

Selects one of the riffs of the selected Variation. Only existing riffs can be selected. If the Style is empty, the phrase «No Riff» appears.

妻 Ed: Era	it Song:TURNE ase events)eat		L: 1 TRAC	1 K 1	01/10
1 <u></u> 型 型 型 型 型 型 型 型 型 の 3 <u></u> 型 の 3 <u></u> 四 5 <u></u> 3 <u></u> 型 の 3 <u></u> 3 <u></u> 型 の 3 <u></u> 四 5 <u></u> 3 <u></u> 型 の 3 <u></u> 四 5 <u></u> 3 <u></u> 四 5 <u></u> 3 <u></u> 型 の 3 <u></u> 四 5 <u></u> 3 <u></u> 四 5 <u></u> 3 <u></u> 四 5 <u></u> 3 <u></u> 四 5 <u></u> 3 <u></u> 四 5 <u></u> 3 <u></u> 四 5 <u></u> 3 <u></u> 3 <u></u> 四 5 <u></u> 3 <u></u> 四 5 <u></u> 3 <u></u> 3 <u></u> 3 <u></u> 3 <u></u> 3 <u></u> 3 <u></u> 3 <u></u> 3 <u></u> 0 5 <u></u> 3 <u></u> 3 <u></u> 0 5 <u></u> 3 <u></u> 0 5 <u></u> 5 <u></u> 5 <u></u> 0 5 <u></u> 5 <u></u> 0 5 <u></u> 5 <u></u> 5 <u></u> 0 5 <u></u> 5 <u></u> 5 <u></u> 5 <u></u> 5 <u></u> 5 <u></u> 5 <u></u> 0 5 <u></u> 5	EventType : <mark>All</mark> Note range from to From locator To locator	: : 1 : 1	1 1	1 1	Track Master Chords Music Lyric 1 All trk	r trk s trk trk trk





E Ed.	Style:STYLE_01			
🔛 Era	ise events	STYLE	(all var	01/10
₽選⊙ ₿MME®	Erase Style : STYLE_01			
P (Mwte)				
S (Mute)			Track	
A Mute			Riff (a	ill trks)
P (Mute)			Var (a	ll riffs)
R Mute			Style ((all vr.)

Edit Style 21•3

Event type

Determines the type of event to be erased.

«Duplicate note» eliminates the note with the lowest velocity value when two notes of the same pitch start at the same position.

Options: All, Duplicate note, Note, Pitch Bend, Mono touch, Poly touch, Velocity Off, ProgramChange, ControlChange 00...31, ControlChange 64...127.

Note range from... to...

Sets the upper and lower limits of the notes to cancel. To cancel a single percussive instrument of the Drum track, assign the same note to the highest and lowest limit. For example, to cancel the snare (D2) set the parameter to «Note range from D2 to D2».

Assignable values: C-1 ... G9.

From locator... To locator...

Determines the start and end point of the part to cancel. It is possible to specify the measure, beat and resolution.

Assignable values: within the actual limits of the riff. It is not possible to specify a point beyond the end of the riff.

Erase Variation

Selects the Style Variation to cancel [«Var (all riffs)» option].

Erase Style

Selects the Style to cancel [«Style (all Vars)» option].

21•4 Reference Guide

Erase

Move

Shifts events from one point to another within the selected track.

► Set the parameters and press ENTER to confirm the operation.

PARAMETERS

Variation

Selects one of the 4 Style Variations. Only Variations that contain at least one recorded riff can be selected.

Riff

Selects one of the riffs of the current Variation. Only existing riffs can be selected. If the Style is empty the phrase «No Riff» appears.

From locator... To locator...

Sets the start and end points of the part to be moved. The measure, beat and resolution can be specified.

Assignable values: within the actual limits of the riff. It is not possible to specify a point beyond the end of the riff.

Start locator

Sets the new position of the section being moved.

Assignable values: any point within the riff.

Edi	Edit Song: TURNBEAT						
🕮 Move events					ж	1 02/1	а
1豊)	From locator	: 1	1	1			
2 2 🕸 🚱	To locator Start locator	:1 :1	1 1	1 1			
3 🏭 🕒							
4 蹇 🤄							
5 豊 🤥							
6 2 🕀 💮							
7 豊 🕑							
8 2 🕀 🛞							

Edit Style 21•5

Сору

Сору

Copies events from a single tracks or from all the tracks.

► Set the parameters and press ENTER to confirm the operation

SOFT BUTTONS F5...F8

Use the Soft buttons F5...F8 to select the type of track to copy events from. Depending on the type of track selected, the following parameters may or may not appear.

Track (F5) - Single track, the current riff.

Riff (all tracks) (F6) - An entire riff (all the tracks of the riff).

Var (all riffs) (F7) - An entire Variation (all the riffs of the Variation).

Style (all vars) (F8) - An entire Style (the 4 Variations of the Style).

PARAMETERS

Current Style ... to Style ...

Selects the source Style to copy from and the destination Style to copy to.

Assignable values: any USER Style.

From var... to var...

Selects the source and destination Variations for the part to be copied.

Assignable values: 1 ... 4.

萋Edi	it Song: TURNBEAT	L: 1	1	
🕮 Cop	Ŋ	TRAC	К 1	03/10
1 2	Copy mode : Replace			
2 2 🕸 🕒	to Song : SONG 1			
3 🏭 🚱	Note range from : C-1		Track	
4 2	From locator :1		Master	r trk
5 2	To locator :1		Chords	s trk
6 2 🔆	Copy times :1		Music	trk
7 豊 🚱			Lyric 1	trk
8 2 🕀			A11 trk	







21•6 Reference Guide

From riff... to riff...

Selects the source and destination riffs for the part to be copied. For example, it is possible to copy the patterns of a Basic Major riff to a minor Fill riff.

Assignable values: any riff.

Track... to track...

Specifies the source and destination tracks for the copied elements. «From track» shows the track selected using soft buttons A...H. «To track...» can be modified using the DIAL.

Assignable values: any accompaniment track (9...16).

From locator... To locator...

Sets the start and end point of the part to be copied. Only the measure (bar) can be specified.

Assignable values: within the actual limits of the riff..

Start locator

Sets the new position of the copied part.

Assignable values: within the actual limits of the destination riff.

Copy times

Sets the number of consecutive copies. Each copy starts exactly where the previous one ends.

Assignable values: depends of the length of the riff. The copy must not exceed the riff length.

Copy mode

Determines the copy mode. «Merge» unites the copied events to those already present at the destination. «Replace» substitutes the events present at the destination with those copied.

Options: Merge, Replace.

Copy Variation... to Variation...

The source and destination of the copied Variation («Var (all riffs)» option).

Assignable values: 1 ... 4.

To Style...

The destination Style of the copy.

Assignable values: any of the USER Styles.

Copy current Style to Style

Selects the USER location where the entire current Style is to be copied to («Style (all Vars)» option).

Edit Style 21•7

Quantize

Quantize

The Quantize function is an auto-corrector of timing errors. Includes triplet and swing quantize values.

► Set the parameters and press ENTER to confirm the quantize operation.

Riff

Value

1/4

1/8

Selects one of the riffs from the chosen Variation. Only existing riffs can be selected. If the Style is empty, the phrase «No Riff» appears.

Note On quantize

Specifies the Note On quantize values.

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Quantization

SOFT BUTTONS F1...F2

These select the «Note On Quantize» and «Note Off Quantize» parameters.

Note On Quantize - Post-Quantization of the Note On event.

Note Off Quantize - Post-Quantization of the Note Off event. After a Note On quantization, a Note Off quantization affects the duration of the notes, adapting them to a quantization grid.

PARAMETERS

Variation

Selects one of the 4 Variations. Only existing Variations can be selected (those with at least one riff recorded).

퐬	Ed.	Style:STYLE.	_01	
229	Not	te on quantize	TRACH	(DRUM 04/10
₽퐬	۲	Variation	: 1	Note on qnt.
BIM	itë)	Riff	: Basic Maj	Note off qnt.
	įtë)	Note on quantize	: 1/4	
P 2 [Mk	itë)	to	: H0 : C8	
5 (M)	įtë)	From locator	:1	
4 M	itë)	10100000	- 1	
9 (M)	jtë)			
	itë)			

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*B ... F indicate an adjustment of the Swing feel.

Note off quantize TRACK	
	(DRUM 04/10
R 理① Variation : 1 Riff : Basic Maj	Note on qnt. Note off qnt.
Image: State Stat	

♪ ♪ triplet
♪ triplet
۱.
ß
♪ triplet
(1/64)
(1/64 triplet)
no quantization
↓ ∫ (swing)
♪. ♪ (swing)
no quantization

Note Off quantize

Determines the Note Off quantize value. Same as Note On.

Note range from... to...

Sets the highest and lowest note range to quantize. To quantize a single percussive instrument of the Drum track, assign the same note to the highest and lowest limit. For example, to quantize the snare (D2), set the parameter to «Note range from D2 to D2».

Assignable values: C-1 ... G9.

From locator... To locator...

Determines the start and end point of the part that requires quantizing. Only measures can be selected.

Assignable values: within the actual limits of the Riff.

Edit Style 21•9

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. . . .

Insert measure(s)

Inserts a specified number of measures. The part of the Riff that follows the insertion point shifts forward the same number of measures as those inserted. The length of the Riff changes.

► Set the parameters and press ENTER to confirm the insertion.



3

(a)

Insert measures example. Two measures are inserted at

measure 3. Measure 3 and all successive measures are moved

6

(4)

5

(3)

4

(b)

2

(2)

(1)

forward.

PARAMETERS

Variation

Selects one of the 4 Variations. Only existing Variations can be selected (those with at least one recorded Riff).

Riff

Selects one of the riffs from the selected Variation. Only existing riffs can be selected. If the Style is empty, the phrase «No Riff» appears.

Measures to insert

Specifies the number of measures to insert.

Assignable values: depends on the length of the riff (max 16 measures).

Insert from locator

Specifies the measure at which the new measures will be inserted.

Assignable values. from the first measure (bar) of the Riff, to the first measure after the end measure of the Riff (coda insertion).



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Delete measure(s)

Cancels a specified number of measures. The measures directly after the point of cancellation shift towards the beginning of the Style and join with the measures preceding the cancellation point.

► Set the parameters and press ENTER to confirm the cancellation.

► Hint: To cancel measures without shifting those after the deletion point, use the Erase events function.

PARAMETERS

Variation

Selects one of the 4 Variations. Only existing Variations can be selected (those with at least one recorded Riff).

Riff

Selects one of the riffs from the chosen Variation. Only existing riffs can be selected. If the Style is empty, the phrase «No Riff» appears.

Measures to delete

Specifies the number of measures to delete.

Assignable values: a number that does not exceed the length of the Riff. For example, if the Riff is 4 measures long, the maximum assignable value if 4.

Delete from locator

This parameter indicates the first measure of those to be deleted.

Assignable values: within the actual limits of the riff. Dependent on the previous parameter.



Delete measures example. Measure 3 and 4 are cancelled. All the measures shift towards the beginning of the Style.



Edit Style 21•11

Velocity

Velocity

Modifies the key Velocity value. This parameter represents the key-strike velocity, or its intensity. Generally, the greater the velocity the higher the volume. Velocity also affects the filter of many sounds, making them brighter with increased velocity.

► Set the parameters and press ENTER to confirm the dynamic changes.

PARAMETERS

Variation

Selects one of the 4 Variations. Only existing Variations can be selected (those with at least one recorded Riff).

Riff

Selects one of the riffs from the chosen Variation. Only existing riffs can be selected. If the Style is empty, the phrase «No Riff» appears.

萋 Ed.	.Style:STYLE.	_Ø1				
🖼 Vel	locity			TRACK	DRUM	07/10
₽₩₽	Variation Riff	: 1 : Basi	.c Ma	aj		
S (Mute)	Velocity Mode	: Norr	nal			
P2 (Mwtë)	Change velocity	:0				
S (MWEE)	Note range from to	: C-1 : 69				
4 (Mutë)	From locator	: 1	1	1		
S (Mwtë)	To locator	: 1	1	1		
P (Mwtë)						

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Velocity mode

Provides two velocity modes to choose from which affect the way the "Change Velocity" function operates.

Normal - The value indicated in «Velocity change» is added to or subtracted from the Velocity values of the notes.

Fixed - The note Velocities are all set to the value specified in «Velocity change»

Change Velocity

Specifies the amount by which the velocity values can be changed. This depends on the option selected in «Velocity Mode».

Note range from... to...

Sets the upper and lower limits of the notes to be affected. To modify the velocity of a single percussive instrument of the Drum track, assign the same note to the highest and lowest limit. For example, to change the snare (D2) set the parameter to «Note range from D2 to D2».

Assignable values: C-1 ... G9.

From locator... To locator...

Determines the start and end point of the part to be affected. It is possible to specify measure, beat and resolution.

Assignable values: within the actual limits of the Riff.

Transpose

Transposition in semitone steps.

Variation

Selects one of the 4 Variations. Only existing Variations can be selected (those with at least one recorded Riff).

Riff

Selects one of the riffs from the chosen Variation. Only existing riffs can be selected. If the Style is empty, the phrase «No Riff» appears.

Transpose

Determines the value of the transposition (in semitones).

Assignable values: -64 ... +64.

Note range from... to...

Sets the upper and lower limits of the notes to be affected. To transpose a single percussive instrument of the Drum track, assign the same note to the highest and lowest limit. For example, to change the snare (D2) set the parameter to «Note range from D2 to D2».

Assignable values: C-1 ... G9

妻 Ed	it Song: TURNI	BEAT		L: 1	1	٦	
🚟 Tr	anspose			TRAC	к	1	08/10
1 200	Transpose Note range from	: <mark>1</mark> : C-1					
2 理()	to From locator	: 69	1	1			
37200)	To locator	:1	1	1			
*#© 5⊞@							
5 <u>4</u> G 6 ∰ (3)							
 7 <u>妻</u> ⊛							
8 2 🖗 🕀							

From locator... To locator...

Defines the start and end point of the part to be affected. It is possible to specify the measure, beat and resolution.

Assignable values: within the actual limits of the Riff.

Edit Style 21•13

Microscope

Microscope

The Microscope allows you to modify every single event recorded in the tracks. The Event List shown at the center of the display shows all the events recorded.

ACCESS TO THE EVENT EDIT

- 1. Select the track where you want to edit the events in the Event List.
- Use the A/ cursor buttons to scroll through the events. The selected notes are played automatically.
- Select the parameter to be changed using the the cursor buttons.
- 4. Use the DIAL to change the selected parameters.

PROGRAMMABLE EVENTS AND PARAM-ETERS

The «Status» column shows the type of event. One or more parameters can be changed for each event. See the following page for a table of events and their parameters.

SELECT RIFF... (F1)

Selects the riff to edit. Select the variation and the riff in the dialog window:

Select Riff Var : 1 Riff : Basic Maj



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STATUS	VALUE 1	VALUE 2	VALUE 3	GATE
Note	Note name. [C-1G9]	Key On Velocity). [1127]	Key Off Velocity). [0127]	Note length. Expressed as the Sequencer resolution (q=192). [065535]
Program Change	Program Change message. The PC contained in the tracks and shown in the Microscope has priority over the PC recorded in the Preset. [1128]	Bank Select MSB message. To select the PS/GPS banks, use numbers 116. [1128]	Bank Select LSB message. Not necessary to select the PS/GPS sounds. [1128]	
Control Change	Type of Control Change (or MIDI Controller). Example: CC00 = Bank Select MSB, CC32 = Bank Select LSB, CC01 = Modulation, CC07 = Volume. [1128]	Control Change value.		
Pitchbend	Value of LSB (Least Significant Byte). [0 = Off, 1127 = On]	Value of MSB (Most Significant Byte). Effective value of bending. [063 = down, 64 = neutral, 65127 = up]		
Mono touch	Channel Aftertouch intensity. [0127]	vp j		
Poly touch	Note to which Aftertouch is applied. [C-1G9]	Note Aftertouch intensity. [0127]		

Edit Style 21•15

Microscope

SHOW... (F2)

Opens a dialog window where it is possible to select the events that will be displayed in the Event List.

Set the events to mask to «Off».

Show Event						
Note	:	On				
Prog. Change	:	On				
Controller.	:	On				
Pich bend	:	On				
Mono after touch	:	On				
Poly after touch	:	On				

Set the parameters and press ENTER.

INS: (X) (F3)

Inserts the event specified in the "INS. TYPE" function at the current cursor position. To position the inserted event precisely, modify its locator (the parameters to the left of the «Status» column).

The events are inserted with the following default parameter values:

Status	1V	2V	3V	Gate	
Note:	C4	64	64	128	
P. Ch	1	1	1		
Contr.	1	0			
P.Bend	0	64			
M.Tch	0				
P.Tch	C4	0			

After inserting the desired event, modify its parameters accordingly.

.

INS TYPE... (F4)

Opens a dialog window where you can select the type of event to insert manually with the «Ins: (x)» function.

Select the type of event and press ENTER.

DELETE (F6)

Deletes the selected event.

CATCH LOCATOR (F7)

Selects the event currently playing, or the event immediately after the current riff position.

GO TO LOC... (F8)

Takes the cursor directly to the first event in the specified measure. The number can be entered using the DIAL.



Specify the locator and press ENTER to confirm.

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Mask

The Mask function allows you to program the Basic elements of two Variations (Var 2 and 4) in order to automatically obtain the Basic elements of the remaining two Variations (Var 1 and 3).

The Basic Variation 2 generates the Basics of Variations 1 and 2. The Basic Variation 4 generates the Basics of Variations 3 and 4. To obtain the best results, program your Variations with all 6 accompaniment tracks (Acc.1,2,3,4,5,6) as well as Drums and Bass.

The idea is to reduce your Style recording times by recording 2 Variations and exploit the automatic features to create a Style with 4 Variations. Then, using the Arranger Tracks function, mask one or two accompaniment sections in one or two Variation to reduce the instrumental content of the respective accompaniments.

The Bass tracks rest unchanged and cannot be altered.

Program the Intro, Ending and Fill of the 4 Variations to create a complete Style.

PARAMETERS

Mask

Activates the Mask function.

When the Mask parameter is enabled (ON), the Basic Variation 2 automatically generates Basic Variation 1, while Basic Variation 4 generates the Basic Variation 3.

Options: On, Off.

Arranger tracks

Deactivates the individual Arrangement parts (A1...A6) of each Variation.

For example, if you have programmed tracks A1...A6 of Variation 2 and you want to mask A4, A5 and A6 for Variation 1, A2 and A3 for Variation 2, program the first two lines as follows:

V1 = Off/Off/Off/A4/A5/A6 V2 = Off/A2/A3/Off/Off/Off

歴 Ed		
Ma:	Page:10	
₽.		
₿	Mask = On	
₽豊		
₽	Arranger tracks	
5₩	V1= <mark>A.1</mark> /A.2/A.3/A.4/A.5/A.6	
₽豊	V2= A.1/Off /A.3/A.4/A.5/A.6	
₿蹇	V3= A.1/Off/Off/Off/A.5/A.6	Davies as a li
₽豊	V4= Off / Off / A.3 / A.4 / A.5 / A.6	Urum mask

Edit Style 21-17

DRUM MASK (F7/F8)

Opens the «Drum mask» dialog window.

As in the Mask function for the Arrangement tracks, the Drum Mask excludes individual percussive sounds from the Drum tracks of the Variations.

Four keyboards (or drumkits) appear in the dialog window, each representing the Drum track (DR) of the four different variations.

Select the variation with the cursor buttons \P . Play the notes corresponding to the percussion instruments to exclude them from the selected variation.

The excluded notes are denoted by a small black line on white notes and a white line on the black notes.

Play the same note to cancel the line and to play the sound in the selected variation.

Press ENTER to confirm the programming, or ESCAPE to cancel.





Drum track of VAriatoin 1 showing masked Percussive instruments

Mask

21•18 Reference Guide

• 22 Play All Songs

THE PLAY ALL SONGS FUNCTION

The Play All Songs function is a background loading facility which allows you to playback all the Songs and/or MIDI Files contained in a floppy disk and/or hard disk with a single command, without having to load all the data to memory beforehand.

► Note: If the disk or hard disk contains more than one Block, only the Songs contained in the first block will be played while those of other Block are ignored.

Furthermore, if the «Auto Preload» option is enabled, Play All Songs loads a Song together with all associated RAM-Sounds and RAM ~>Sounds to ensure the correct playback.

It is also possible to prepare a "Play all Song" list consisting of Songs and MIDI files, provided that both files types are present on the source device (floppy or hard disk); you can select files from different Blocks.

	* Play A	11 Songs		
	Fl.Disk -	> RAM	Page:00	
1	NONAME AUTOLOAD	List	Floppy disk	
2	1 AUTUMN_L	1 AUTUMN_L	Hard disk	
3	2 MIDNHOUR	2 MIDNHOUR	Auto preload	
4	3 UNDRSKIN	3 UNDRSKIN	Reset list	
5	4 TURNBEAT	4 TURNBEAT 5	SONG	
6		6	SMF	
7		8	Select all	
8	07:30:1996 77KB	07:30:1996 77KB	Play	

Play All Songs (Song or MIDI File playback from disk)

PLAYBACK ALL THE SONGS OR MIDI FILES ON DISK

If you have a **P5/GP5** Songs disk, or have purchased a MIDI File data disk, you can playback all the files with a single command, without having to load them to memory beforehand. Play All Songs plays back up to 16 Songs or MIDI files one after the other.

1. Insert the disk into the disk drive and press PLAY ALL SONGS.

After short disk scanning period, the first Song on the disk starts to play. During playback, the background loading procedure for the second song begins (the message "Preloading Song" appears for an instant).

Playback continues non-stop until all the Songs or MIDI Files on disk have been played. During playback, the Song view page is shown, where you can select a track and set it to key-play in order to play along with the Song. Use the << and >> buttons to advance or rewind the Song at will.

Playback stops automatically when the last Song or MIDI File reaches the end.

 During playback, press PLAY ALL SONGS to enter the Play All Songs display.

Once you have entered the Play All Songs display, you will have access to the available options using the corresponding Soft buttons F1...F8.

 Press STOP at any time during playback to stop the current song and return to the Song view page. This will, however, cancel the Play All Songs operation.

Play All Songs 22-1

Create a list

 If the Play All songs window is not showing, press PLAY ALL SONGS with a disk inserted in the drive, press PLAY ALL SONGS again then press RESET LIST (F4).

Reset List cancels all the Songs from the current list and stops playback instantly.

The Play All Songs window shows the Songs or MIDI files disk directory on the left, and the destination directory on the right, represented by the Play All Songs list.

- If necessary select the source device using the Soft buttons F1 («Floppy disk») and F2 («Hard disk»).
- Select the type of file to include in the list using the soft buttons F5 («SONG») and F6 («SMF», Standard MIDI File).
- 4. Use the cursor buttons to select the Song or MIDI file to include in the list and press EN-TER. The selected file is added to the first available space in the list and the destination frame moves one step forward.

If the disk contains more than one Block, press ESCAPE to exit from the current directory, select another block and press ENTER to gain access.

5. Select other files and press ENTER each time to include them in the list.

► IMPORTANT: If you are working from Floppy disk, do not extract the disk during the file insertion procedure; doing so will provoke the cancellation of the list. 6. If you want to change an inserted file, take the cursor over to the right of the display, select the file that needs replacing, return the cursor over to the left, select the file to insert and press ENTER.

Return the cursor to the right again and select an empty location for the next file on the list. Return the cursor to the left to select the next file and continue as before until your list is complete.

You can fill the list in a single step using the «Select All" function (F7).

7. Press F8 («Play») to start the playback of the Songs in the list.

During playback, the Song View page is shown. You can select a track and set it to key-play in order to play along with the Song. Use the << and >> buttons to advance or rewind the Song at will.

Press STOP only if you want to stop playback, otherwise you will cancel the Play All Songs operation.

DIS	* Play Al	Play All Songs			
Ŀ	F1.Disk -	-> RAM	Page:øø		
1	NONAME	List	Floppy disk		
2	BHNKS		Hard disk		
Ŀ	1 AMARSIUN	1 AMARSIUN			
3	2 ARRIVEDE	2 ARRIVEDE	Auto preload		
4	3 NASTRORO	3 NASTRORO	Reset list		
	4 IOVORREI	4 IOVORREI			
5	5 LACOLLIN	5 LACOLLIN	SONG		
6	6 PENSIERI	6 PENSIERI	SMF		
	7 SIVIAGGI	7 SIVIAGGI	Colort all		
Ľ	8 UNADONNA	8 UNADONNA	Select all		
8	02:16:1995 89KB	02:16:1995 89KB	Play		

Play All Songs display showing a list of 8 Song files

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The Play All Songs functions

FLOPPY DISK (F1)

Selects the floppy disk. The list on the left corresponds to the disk directory showing the files contained in the disk (Block files or Song/SMF files). The files that appear depend on whether the SONG (F5) or SMF (F6) option is selected.

HARD DISK (F2)

Selects the Hard disk (if installed). The list on the left corresponds to the Hard disk directory showing the files contained in the disk (Block files or Song/SMF files). The files that appear depend on whether the SONG (F5) or SMF (F6) option is selected.

AUTO PRELOAD (F3)

When this option is selected (negative highlight), Songs are loaded into memory together with all associated RAM-Sounds and RAM ~>Sounds. If there is not sufficient memory in RAM to accept the associated Sounds, ROM Sounds will be used instead and the Song may playback incorrectly.

If the Auto Preload option is not selected, the Songs associated RAM-Sounds and RAM ~Sounds will not be loaded.

RESET LIST (F4)

Cancels the current list and stops the playback instantly.

SONG (F5)

When this option is selected, the left part of the display shows PS/GPS or WX/SX format Songs only.

SMF (F6)

When this option is selected, the left part of the display shows the MIDI files contained in the disk, identified by the extension '.MID', together with any other sub-directories present (shown with the .<DIR> extension).

SELECT ALL (F7)

Selects all the files shown in the left part of the display and inserts them directly into the list. The list can contain a maximum of 16 files.

If the SMF option is selected, Select All inserts all MIDI files present in the current directory. The list will show the Song names without the .MID extension.

PLAY (F8)

Starts the playback of the Songs contained in the list, after a short period. If the songs shown originate from Midi files, the preloading period takes more time due to the conversion process.

During playback, you can advance or rewind the Song using the << and >> buttons. You can select one or more tracks, set them to key-play and play along with the Song. It is not, however, possible to select the Song-Performances.

Play All Songs 22•3

To stop the playback, press the STOP button.

The instant you start the playback, all Songs currently residing in memory are cancelled, except the one currently playing.

Play All Songs exploits locations 1 and 2 for playback and stand-by of the background loaded files.

If the «Auto Preload» option is selected, a Song will load with its associated RAM Sounds and RAM ~3Sounds contained in the Block housing the Song. If there is not sufficient memory in RAM for the operation, the Song will play incorrectly using ROM-Sounds.

► Hint: When the samples of a Song are loaded, the Auto Preload utilizes the free Sample-RAM, then starts to substitute the samples of the Song in playback with the samples of the new Song. At a certain point, the Song in playback will start to play incorrectly. It is advisable, therefore, to avoid using an excessive amount of samples (not more than half the available Sample-RAM).

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• 23 Edit Disk

This chapter discusses the file handling operations not discussed in the Disk chapter 6 of the User Guide (Erase, Copy, Move, and Utility), the disk options (Refresh disk, Free Memory, Sample RAM, etc.), and provides information regarding the Hard disk.

ERASE, COPY, MOVE AND UTILITY COM-MANDS

Erase, Copy and Move commands are executed with the same procedures as those used for the Load and Save commands. In this chapter, you'll find general information relating to Erase, Copy and Move operations - the user is encouraged to apply the same logic as that applied for Load and Save operations to all similar operations discussed.

Refer to the Disk chapter 6 for detailed information regarding the Load and Save commands.

Utility operations (disk initializing procedures) are an exception and are discussed separately on page 8.

Edit Disk 23•1

Erase

Use the Erase command to cancel files no longer needed from a data storing device (Disk or Hard Disk) or from RAM to make room for other files.

When you pass to the Erase page, you can choose the device to erase data from with the corresponding soft buttons:

- Floppy disk = F1
- Hard Disk = F2
- RAM = F3

The Erase File Selector does not operate between source and destination directories as in the load and save file selector, but on a single directory contained in the device you are cancelling files from.

The example which follows shows how to Erase a single Song from RAM.

1. Press DISK to open the main Erase page.

If the main Erase page is not shown, use the page scroll (

2. Select the ERASE command required from the main page.

3. Select the source device to erase from.

In this case, select the RAM option with soft button F3.

If you are erasing from a floppy disk, insert the disk into the drive and check that the "Floppy Disk" option is selected (soft button F1).

If you are erasing from the Hard Disk, select the "Hard Disk" option with soft button F2.

4. Press ENTER to enter the file selector.





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- 5. If necessary, select the Block containing the file to erase then press ENTER to access the Block.
- 6. Select the file to erase.
- 7. Press ENTER twice to erase the file from the directory.





Edit Disk 23•3

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Сору

Сору

Use the Copy command to copy a file from one location to another within the same device, or from the Hard Disk to floppy (bypassing the RAM) and vice versa. The source file remains intact.

Models without hard disk can copy from floppy to floppy or from RAM to RAM.

To copy a file from one floppy disk to another, first load the file to RAM, then save it to the other floppy.

The example which follows shows how to copy a single Sound file from Floppy disk to Hard Disk, and provides sufficient information which you can apply to all Copy situations.

1. Press DISK to open the main Copy page.

If the main Copy page is not shown, use the page scroll (

- 2. Select the COPY command required from the main page.
- Select the source and destination devices with soft buttons F1, F2 or F3 and directional arrows. In this case, use the 4 button to pass to the source directory and, if necessary, select Floppy Disk (F1).

Then use the button to pass to the destination directory and select the Hard disk (F2) as the destination. Entering the Hard disk for the first time takes some time, depending on the number of files already present. A "Please Wait" message appears during the scanning period.

Selecting «Floppy disk» or «RAM» automatically assigns the same device to source and destination.

4. Press ENTER to enter the file selector.





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- If necessary, select a Block containing the desired file then press ENTER to access the Block.
- 6. Select the File to Copy from the source directory.
- Pass into the destination directory and select the destination.

If necessary, select a Block from the Hard disk and press ENTER to gain access, then select the final destination.

 Press ENTER twice to copy the file to the destination.

Note: It is not possible to copy a file to itself. Attempting to do so prompts the following message:

SOURY!
This file cannot be copied/noved/saved/loaded to the same location !

Press ENTER or ESCAPE to close the window and repeat the operation by copying to a different destination.









Edit Disk 23•5

Move

Use the Move command to shift a file from one location to another within the same device, or from the Hard Disk to floppy (bypassing the RAM) and vice versa. This option cancels the file at the source.

► WARNING - Use the Move function only in cases where the original file is to be cancelled.

Models without Hard disk can move files from within the same floppy or within RAM.

To move a file from one floppy disk to another, first load the file to RAM, then save it to the other floppy.

The example which follows shows how to use the Move operation within RAM (Move Single Sound), and provides sufficient information which you can apply to all Move situations.

1. Press DISK to open the main Move page.

If the main Move page is not shown, use the page scroll (

- 2. Select the MOVE command required from the main page.
- 3. Select the source and destination devices with soft buttons F1, F2 or F3.

In this case, select RAM as the device to work in. Selecting «Floppy disk» or «RAM» automatically assigns the same device to source and destination.

4. Press ENTER to enter the file selector.





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- If necessary, select a Block containing the desired file then press ENTER to access the Block.
- 6. Select the File to Move from the source directory.
- 7. Pass into the destination directory and select the destination.

In this case, use the ▲ Page buttons to scroll through the Sound Groups and the ▲/ → directional arrows to scroll through the individual Sound Group locations.

8. Press ENTER twice to Move the Sound file to the selected destination.

The file at the original location (in this case, 19-7) is cancelled and moved to the new location (in this case, 17-8).

• Note: It is not possible to move a file to itself. Attempting to do so prompts the following message:



Press ENTER or ESCAPE to close the window and repeat the operation by moving to a different destination.









Utility

After pressing DISK, use the page button to pass to the last Disk page: Utility.

This page provides useful functions for disk formatting and servicing.

The UTILITY page options include:

- Format Work Disk (1.62 MB);
- Format Ms-Dos Disk (1.44 MB);
- Format Ms-Dos/Atari (720 KB)
- Change Disk Name

Hard Disk operations

- Format Hard Disk
- Hard Disk Check-Recovery
- Hard Disk Sleep Time

NAVIGATING IN THE UTILITY PAGE

Move around in the Disk pages with the navigational tools which are;



• the **A** page selector buttons:



Execute the Disk commands with the ENTER button or abort with the ESCAPE button:



The cursor is represented by a negative highlight zone which moves vertically and serves to identify which display operation is selected.



Utility page

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FORMAT WORK DISK (1.62 MB)

This operation force-formats a 3.5" HD floppy disk for PS/GPS use.

This extended format procedure prepares the disk with a capacity of 1.62 megabytes (compared with the standard 1.4 of MS-DOS disks). This format cannot be read by computers.

1. Insert a new floppy disk into the drive.

You can also use a formatted disk, provided that you are not interested in conserving its contents.

2. Select «Format work disk (1.62 Mb)».

The following dialog window appears:



3. Press ENTER to start the formatting procedure.

► WARNING: All the Disk initializing procedures cancel the entire contents of a used disk - be absolutely sure that the contents include files that you don't mind losing.

FORMAT MS-DOS DISK (1.44 MB)

This operation formats a 3.5" HD floppy disk in MS-DOS format (capacity: 1.44 megabytes).

This format permits file exchange with computers running MS-DOS, Windows, OS/2, Macintosh, Atari, Amiga, and all computers capable of reading MS-DOS format disks.

The procedure is identical to that described for the «Format work disk (1.62 Mb)» operation.

FORMAT MS-DOS/ATARI DISK (720 KB)

This operation formats a 3.5" DD floppy disk in MS-DOS / Atari ST format (capacity: 720 kilobytes), suitable in particular for MIDI file exchanges.

The procedure is identical to that described for the «Format work disk (1.62 Mb)» operation.

CHANGE DISK NAME

Use this operation to assign a name to a floppy disk. Giving your disks a specific name allows quick recognition of the contents during a search through disks without labels. If you write the disk's name on the index label, you can reduce the search times even further.

PS/GPS assigns a generic code name to disks formatted with the Utility formatting procedures - the name depending on the size.

For example, a 1.62 Mb work disk will be assigned a code name such as the one shown below:



Use the standard name entry procedure to give your disks a name. Confirm the entry with EN-TER or cancel with Escape.

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FORMAT HARD DISK

This operation formats the Hard disk and is used in two cases:

1) as an essential operation after installing the Baldwin Hard disk kit;

2) when a rapid cancellation of the HD contents is required.

- 1. Enter «Edit Disk» and go to the «Utility» page.
- 2. Select the «Format hard disk» function.

The following dialog window appears:

Confirm Format Disk



3. Press ENTER to confirm or ESCAPE to cancel.

As a security measure, a second confirmation request appears (for security reasons):

Confirm Format Hard Disk			
WARNING !!!			
Are you sure you want to format the Hard Disk ?			
F1 to confirm	ESCAPE to abort		

 Press the Soft button F1 (not ENTER) to start the hard-disk format procedure, or ESCAPE to cancel.

Note: A hard disk can be installed with an IDE interface with a capacity not greater than 500 Mb. The installation requires the Baldwin HD kit.

HARD DISK CHECK/RECOVERY

This procedure can restore a damaged Hard Disk to its original status. Damage to the hard disk can be caused by:

- a power failure during a Save operation;
- physical defects of the disk.

If the Hard disk is damaged, attempting to access it prompts a message similar to the following:



Use the following recovery procedure as soon as possible.

- 1. Enter «Edit Disk» and go to the «Utility» page.
- 2. Select «Hard disk check/recovery».

The following dialog window appears:



3. Press ENTER to start the recovery of the data.

Shortly after, another dialog window appears similar to the one below:



In this case, the message shows no errors. In cases where errors exist, make a note of the numbers shown in the dialog window as

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they are useful to provide information for technical assistance.

• Check version - Version of the test program and data recovery.

• **Error found** - Code relating to the error found. "None" appears in cases where no errors are encountered.

Backup copies

At the end of a work session, always remember to copy all newly elaborated data present on Hard disk to floppy disks. Should the Hard disk suffer damage and data loss, you will always be able to recuperate the data from disks.

If you work with floppy disks only, it is a good idea to prepare a second copy of the disk at the end of your work session. To copy data from one disk to another, you must first copy the original data to RAM then save (or copy) to the backup copy disk.

► WARNING - Never turn off the instrument while the Hard disk or disk drive are writing data (Save, Copy, Move, Erase operations).

HARD DISK SLEEP TIME

To avoid hearing the noise caused by the rotation of the hard disk, you can set this parameter to turn the hard disk off after an operation.

Options: Off (always on), 5 sec ... 60 sec.

Edit Disk 23•11

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Additional functions

This section explains the various options found in the main Disk pages, some of which are permanent, others specific to a particular command or disk page.

NEW FL. DISK (F5)

Updates the current directory after changing a disk inserted in the drive, allowing the instrument to recognize the disk change. Pressing the F5 Soft button opens the following dialog window:

R	efreshing Disk	
	Ð	

You can also see the new directory by closing the «Edit Disk» environment with ESCAPE then re-entering «Edit Disk».

FREE MEMORY (F6)

This option displays the amount of memory remaining in the floppy disk, Hard disk, System-RAM, volatile Sample-RAM and in the Backed Sample-RAM.

Free Memory				
Floppy disk	= 465 KB			
Hard disk	= Not present			
System RAM	= 1581 KB			
Backed sample RAM	= Not present			
Volatile sample RAM	1= 2047 KB			

SAMPLE-RAM... (F8)

This option, which appears in all the main Disk pages except Utility, selects the type of Sample-RAM required to access.



Select the type of Sample-RAM with the cursor buttons and press ENTER to confirm.

Once a RAM \checkmark -Sound is loaded into memory, a 'flag' is applied to it to indicate which Sample-RAM contains the sound's associated sample.

When you save the RAM \sim -Sound, the 'flag' is retained in the disk. When you load the Sounds again with the Load All Sound or Load Single Block operations, the RAM \sim -Sounds are directed to the Sample-RAM indicated by the 'flag'.

▶ Note - The samples saved in a Block with successive Save Single Sound operations may be too large to reside in the Backed S-RAM. In this case, the instrument attempts to load all the samples into the Volatile S-RAM. If in this case also the samples are too large for the available memory, the loading operation will be interrupted.

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BLOCK SIZE (F8)

Determines the dimensions of the currently selected Block. The information appears under the directory of the active File Selector.

The dimensions of the same Block residing in RAM and in disk can differ by a few kilobytes, due to the fact that some Setup data in RAM is not saved to disk.

SOUND SEARCH... (F7)

The Sound Search function appears for the following operations:

- · Load Single Sound;
- · Save Single Sound;
- · Erase Single Sound;
- Copy Single Sound::
- · Move Single Sound.

The function recalls the nearest Sound having the string of characters specified in the active zone.

1. Press Soft button F7.

The following dialog window appears:



2. Insert the string of characters that relate to the Sound you are looking for.

2 or 3 letters are sufficient.

3. Press ENTER.

The cursor goes directly to the first Sound found containing the specified characters.

SEARCH NEXT (F8)

This option recalls the next Sound on the search list containing the string of characters specified in the Sound Search option.

This option appears for the following operations:

- · Load Single Sound;
- Save Single Sound;
- · Erase Single Sound;
- · Copy Single Sound;
- · Move Single Sound.

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Appendix

- Sound tables
- Drum tables
- Style tables
- Preset tables
- Effects tables
- MIDI Implementation
- MIDI Controllers
- Glossary
- Index (alphabetical)



ROM-Sounds

	1	2	3	4	5	6	7	8
PIANO g	group							
1	Piano1 ²	PianoMk1 ²	PickPiano ²	PianoStage ²				
2	Piano2 ²	PianoW2 ²	Pianoctave ²					
3	Piano3 ²	E.G.Piano1 ²	E.G.Piano2 ²					
4	HonkyTonk ²	DetPiano ²	Western ²					
5	E.Piano1 ²	ThinRhodx ²	E.Piano4 ²	RhodxFilt ²	E.PianoMk ²	E.PianoX ²		
6	E.Piano2 ²	E.Piano3 ²	E.Piano5 ²	E.PianoSft ²	DetuneE.P. ²	DynE.P. ²		
7	Harpsichor ²	Harpsich2 ²	Harpsich3 ²					
8	Clavinet ²	SynClav ²	WowClav ²					
MALLET	group							
9	Celesta ²	CelestaPlk ²	ToyPiano ²					
10	Glockenspl ²	GlockVibes ²	GlockChoir ²					
11	MusicBox ²	WineGls1 ²	MusicBell ²					
12	Vibraphone ²	Vibes2 ²	SynVibes ²					
13	Marimba ²	Marimba2 ²	Mallet ²					
14	Xylophone ²	Xylophone2 ²	XyloTribal ²					
15	TubularBel ²	SoftBell ²	Oohlalaa ²					
16	Santur ²	BarChimes ²	Climbing ²					
ORGAN	group							
17	Organ1 ²	16'1'Draw ²	Organ1WX ²	OrgTheatre ²	16'1'Vib32			
18	Organ2 ²	16'8'5'Drw ²	JazzOrgan3 ²	Organ3W ²				
19	Organ3 ²	SwOrgan ²	SynOrg1 ²	OrganC3 ²				
20	ChurchOrg1 ²	Church2 ²	Organ3WX ²	Organ1W ²	PipeOrg3 ²			
21	ReedOrgan ²	PipeOrgan ²	Organ4 ²	PipeChiff ²				
22	Musette ²	Accord1 ²	Accord2 ²	Accord3 ²				
23	Harmonica ²	Blusette ²	WestHarmon ²					
24	Bandoneon ²	Cassotto ²	OrganLfo ²					
GUITAR	group							
25	NylonGtr ²	SoloGtr ²	VocalGtr ²	PedalSteel				
26	SteelGtr ²	12StrGtr ²	SteelGtr1 ²	SteelGtr2 ²	Mandolin ²	Mandolin2 ²		
27	JazzGtr1 ²	OctJzGtr ²	Hawaiian ²	JazzGtr2 ²	Pedal Steel			
28	CleanGtr ²	ElGuitar1 ²	ChorusGtr ²	ElGuitar2 ²	Dyn.Clean ²			
29	MutedGtr ²	Muted2 ²	Dyn.Muted ²	MutedWha ²				
30	Overdrive ²	WhaGtr1 ²	5thOverdr ²					
31	DistGtr ²	FuzzGtr ²	HeavyGt ²	LeadDist ²				
32	HarmonxGtr ²	SlowHarmx ²	HarmGtr3 ²					

[GrandPiano^{2W}] *means*: 2 = 2 oscillators per voice. ^W = compatible with WX sounds.

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Tables A•3

	1	2	3	4	5	6	7	8
BASS gr	oup							
33	AcoustcBs1 ²	AcoustcBs2 ²	AcousticBs3 ²	Dyn.AcoBs ²	HarmAcBs ²			
34	FingeredBs ²	Dyn.Fingrd ²	Dyn.Bass1 ²	Dyn.Baxx'2				
35	PickBass ²	Dyn.Bass2 ²	PckBass2 ²	PkBsMute ²	HarmElBs ²			
36	Fretless ²	AcidBass1 ²	Flanged ²					
37	SlapBass1 ²	Dyn.Bass3 ²	SlapSynBs ²					
38	SlapBass2 ²	WXBass ²	StopBass ²	ThumBass ²				
39	SynBass1 ²	SynBass3 ²	TecknoBass ²					
40	SynBass2 ²	SynBass4 ²	RaveBass ²	SynthBass2 ²				
STRING	S group							
41	Violin ²	SlowViolin ²	ViolinOrch ²	Violin 2				
42	Viola ²	BowedViola ²	ViolaPad ²					
43	Cello ²	SlowCello ²	CelloEns ²					
44	Contrabass ²	BowedBass ²	Staccato ²					
45	TremoloStr ²	OctTremolo ²	Plectra ²					
46	Pizzicato ²	OctPizz ²	EchoPizz ²					
47	Harp ²	HarpDelay ²	Spacehar ²					
48	Timpani ²	TimpaniEFX ²	Dyn.Orch I'l ²					
ENSEME	3LE group							
49	Strings ²	StereoStrg ²	StrgGlock ²	DualStrgs ²	Strings 2			
50	SlwStrings ²	StrgOrch ²	St.SlwStrg ²					
51	SynStrg1 ²	SynStrg3 ²	SynStrg5 ²					
52	SynStrg2 ²	SynStrg4 ²	Strings3 ²					
53	Choir ²	VoiceUuh ²	SlowUuh ²					
54	VoiceOohs ²	VoiceAah ²	SlowAah ²					
55	SynVox ²	SkatVoices ²	Vocoder ²					
56	OrchHits ²	Rave ²	Dyn.St.Hit ²	HitsRev ²				
BRASS (group							
57	Trumpet ²	FlugelAttk ²	FlugelHorn ²					
58	Trombone ²	Trombone32	WowTromb2 ²	TrombSwell ²				
59	Tuba ²	ShortTuba ²	WowTuba ²					
60	MutedTrp1 ²	MutedTrp2 ²	Dyn.MtTrp ²					
61	FrenchHorn ²	Dyn.FrHorn ²	TotoHorns ²	FrHrnSwell ²				
62	Brass ²	Brass2 ²	BrassRips ²	BrassFall ²	BrassTrp ²			
63	SynBrass1 ²	SynBras2 ²	SyntHorn ²	SynBrass3 ²				
64	SynBrass2 ²	SlowHorn ²	AttkHorn ²	SynBrass4 ²	SynBrass5 ²			

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REED or		Z	3	4	J	U	1	0
65	Soprano ²	Soprano ²	SoprFilter ²					
66	SoftSax ²	SaxNoise ²	SoftFilt2	AltoSax ²				
67	TenorSax ²	OctaveSax ²	TenFilter ²	Mitoodx				
68	BaritonSax ²	BaritDet ²	BariFilter ²					
69		OboeChiff ²	OhoeFilter ²					
70	EnglisHorn ²	EngHorn22	HornFilter ²					
71	Bassoon ²	Bassoon22	BassoonElt ²					
72	Clarinet ²	ClarSolo ²	ClarFilter ²	LiscioClar ²				
FLUTE o	roup		olarrillor	LISCIDOIDI				
73		HardFlute1 ²	HardFlt2 ²					
74	Flute ²	Dvn.Flute1 ²	DvnHiFlute ²					
75	Recorder ²	HardFlute2 ²	Bubbler ²					
76	PanFlute ²	PanFlute2 ²	Dvn.Pan ²					
77	BottleBlow ²	BottleNois ²	Tube ²					
78	Shakuhachi ²	Shakupad ²	ShakuVoice ²					
79	Whistle ²	Whistle1WX ²	Whistle3WX ²					
80	Ocarina ²	OcarinaPan ²	OcarinaSvn ²					
SYNTH I	EAD group		j					
81	SquareWave ²	Pulse1 ²	Pulse2 ²					
82	SawWave ²	ObxFilter ²	Lyle ²					
83	SynCalliop ²	Azimut ²	SynLead1 ²					
84	ChiffLead ²	Chopper ²	Digital ²					
85	Charang ²	Jump ²	SoundTrk ²					
86	SoloVox ²	FiltRes1 ²	FiltRes2 ²					
87	5thSawWave ²	Decay1 ²	Decay2 ²					
88	BassLead ²	Obx2 ²	Obx3 ²					
SYNTH I	PAD group							
89	Fantasia ²	NewAge ²	PPG ²	Fantasy1 ²				
90	WarmPad	Obx1 ²	AnlgPad ²	Waveaura ²				
91	Polysynth ²	Fantasy2 ²	Fantasy3 ²					
92	SpaceVoice ²	VocBells ²	Angels ²	OcBreath ²				
93	BowedGlass ²	Prophet1 ²	Prophet2 ²					
94	MetalPad ²	Bright2 ²	Analogic ²	Bright3 ²				
95	HaloPad ²	Slave ²	Atmosphere ²					
96	SweepPad ²	Machiner ²	Decay3 ²	Waiting ²	Budweis ²	Tibet ²		

A•6 Appendix

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Tables A•7

1 2 3 4 5 6 7 8 SYN SFX group					· · ·					
SYN SFX group 97 LcRain? Noiseres? BigRoom? Submarin? 98 Soundtrack? MoonWind? SipnEad2? Jets? 99 Crystal? Wind? SynLead2? Jets? 100 Atmosphere? Arp260002 GlockAttm? Smak? 101 Brightness? WithGas? PopUp? OnOff? 102 Goblin? Resonance? NoGravity? Synthex3? 103 EchoDrops? Synthex1? Synthex4? Synthex5? Synthex6? 104 StarTheme? StarTheme? Synthex1? Synthex4? Synthex5? Synthex6? 105 Star? StarTheme? SyntStar? StarTheme3? StarTheme3? Synthex6? 106 BarigOct? EthnicGir? IO Shamisen? Sham? Synthan? 107 Shamisen? Shamisen? Sham? Synthan? IO 108 Kolo² Kanoun? TirClarin? IO Shanai? Bagpipe1 Bag		1	2	3	4	5	6	7	,	8
97 İceRain ² Noiseres ² BigRoom ² Submarin ² 98 Soundtrack ² MoonWind ² Slope ² Ekoendis ² SynRain ² 99 Crystal ² Wind ³ SynLead2 ² Jets ³ 100 Atmosphere ² Arp26000 ³ GlockAltm ³ Smak ² 101 Brightness ³ WilhCas ² PopUp ² OnOff ⁴ 102 Goblin ² Resonance ² NoGravity ² Synthex3 ² Synthex5 ² Synthex6 ² 103 EchoDrops ² Synthex1 ² Synthex4 ² Synthex5 ² Synthex6 ² 104 StarTheme ² PowerBad ³ StarTheme ³ EthnicGir ² 105 Star ² Sitar ² SynShan ² EthnicGir ² 105 Sharislar ² SynSham ² EthnicGir ² Intralint ² 106 Banjo ² ShartKalint ² SaxTumpt ² Intralint ² 107 Shamai ² Banjoloct ¹ Kasatitar ² Sitar ² 110 Bagpipe ^{En s³} Baris	SYN SF	X group								
98 Soundtrack? MoonWind? Sippe? Ekoendls? SynRain? 99 Crystal? Wind? SynLead2? Jets? 100 Atmosphere? Arp260002 GlockAthm? Smak? 101 Brightness? WithGas? PopUp? OnOff? 102 Gobin? Resonance? NoGravity? Synthex32 103 EchoDrops? Synthex12 Synthex2 Synthex42 Synthex52 Synthex62 104 StarTheme? StarTheme? StarTheme?? SynSitar? StarTheme32 SynSitar? 105 Sitar? StarDel? SynSham? SynSham? SynSham? 106 Banjo2 BanjoCct? EthnicGtr2 SynSham? StarDel? StarDel? 107 Shamisen? ShamSitar? SynSham? StarDel? StarDel? StarDel? 108 Kolo² Kanoun? TrpClarin? StarDel? StarDel? StarDel? StarDel? StarDel? StarDel? StarDel? StarDel? <	97	IceRain ²	Noiseres ²	BigRoom ²	Submarin ²					
99 Crystal ² Wind ² SynLead2 ² Jets ² 100 Atmosphere ² Arp26000 ² GlockAthm ² Smak ² 101 Brightness ² WithGas ³ PopUp ² OnOff ² 102 Goblin ² Resonance ² NoGravity ² Synthex3 ² 103 EchoDrops ² Synthex1 ² Synthex4 ² Synthex5 ² 104 StarTheme ² StarTheme ² Synthex4 ² Synthex4 ² Synthex6 ² 104 StarTheme ² SitarDet ¹ SynSitar ² SitarDet ² SynSitar ² 105 Sitar ² SitarDet ² SynSham ² Interestant SynSham ² 106 BanjoOct ² EthnicGtr ² SynSham ² Interestant SynSham ² 108 Kolo ² Kanoun ² TrpClarin ² SynSham ² Interestant 109 Kalimba ² ShrtKalimb ² SaxTrumpl ² Int BagpipeEns ² BrassEns ² 110 Bagpipe ² BagpipeEns ² BrassEns ² DK_STAND.3 ²	98	Soundtrack ²	MoonWind ²	Slope ²	Ekoendls ²	SynRain ²				
100 Atmosphere ² Arp26000 ² GlockAthm ² Smak ² 101 Brighness ² WithGas ² PopUp ² OnOff ² 102 Goblin ² Resonance ² NoGravity ² Synthex3 ³ 103 EchoDrops ³ Synthex1 ² Synthex2 ² Synthex5 ³ Synthex6 ² 104 StarTheme ² Synthex2 ² Synthex3 ³ Synthex6 ² Synthex6 ² 104 StarTheme ² StarTheme ² Synthex2 ² Synthex3 ³ Synthex6 ² 104 StarTheme ² StarTheme2 ³ Synthex3 ³ Synthex6 ² Synthex6 ² 105 Sitar ² SitarDel ² SynSitar ² SynSitar ² Synthex3 ² Synthex3 ³ 106 Barjo ² ShamSitar ² SynSitar ² Synthex1 ⁴ Synthex3 ⁴ Synthex3 ⁴ 107 Shamsitar ² SynSitar ² SynSitar ² Synthex1 ⁴	99	Crystal ²	Wind ²	SynLead2 ²	Jets ²					
101 Brightness ² WithGas ² PopUp ² OnOff ² 102 Goblin ² Resonance ² NoGravity ² Synthex3 ² 103 EchoDrops ³ Synthex1 ² Synthex4 ² Synthex5 ² Synthex6 ² 104 StarTheme ² StarTheme ² PowerBad ² StarTheme ³ Synthex6 ² 104 StarTheme ² StarTheme ² PowerBad ² StarTheme ³ Synthex6 ² 104 StarTheme ² StarTheme ² PowerBad ² StarTheme ³ Synthex6 ² 105 Sitar ² SitarDel ⁴ SynShar ² Image ¹ Image ¹ 106 Banjo ² SharSitar ² SynSham ² Image ¹ Image ¹ 108 Kolo ² Kanoun ² TrpClarin ² Image ¹	100	Atmosphere ²	Arp26000 ²	GlockAthm ²	Smak ²					
102 Goblin? Resonance? NoGravity2 Synthex32 103 EchoDrops2 Synthex12 Synthex22 Synthex42 Synthex52 Synthex62 104 StarTheme2 StarTheme2 PowerBad2 StarTheme3 Synthex62 105 Star2 StarDel? SynStar2 SynStar2 SynStar2 105 Star2 StarDel? SynStar2 SynStar2 SynStar2 106 Banjo2 BanjoCt2 EthnicGtr2 SynStar2 SynStar2 107 Shamsen? ShamSitar2 SynSham2 SynStar2 SynStar2 108 Koto2 Kanoun2 TrpClarin2 SynStar2 SynStar2 SynStar2 110 Bagpipe2 BagpipeEnss BassEns2 SynStar2 SynStar2 SynStar2 111 FiddleBell? McKar2 DK_STAND.12 DK_STAND.22 DK_STAND.27 DK_ROM2WX2 114 Agogo2 DK_ROVM2 DK_WS2 DK_ROM2WX2 SynStar2 113 TinkeBell?	101	Brightness ²	WithGas ²	PopUp ²	OnOff ²					
103 EchoDrops ² Synthex1 ² Synthex4 ² Synthex5 ² Synthex6 ² 104 StarTheme ² StarTheme2 ² PowerBad ² StarTheme3 ² 105 Sitar ² SitarDet ² SynSitar ² StarTheme3 ² 105 Sitar ² SitarDet ² SynSitar ² SynSitar ² 106 Banjo ² BanjoOct ² EthnicGtr ² 107 Shamsitar ² SynSham ² 108 Koto ² Kanoun ² TrpClarin ² 108 Koto ² Kanoun ² TrpClarin ² 109 Kalimba ² ShrtKalimb ² SaxTrumpt ² 110 Bagpipe ² BagpipeEns ² BrassEns ² 111 Fiddle ² Hukin ² KokoWS ² VoiceSpect ² ² 26RCUSSIVE group DK_STAND.1 ² DK_STAND.2 ² DK_STO.MW ² DK_SCD.MW ²	102	Goblin ²	Resonance ²	NoGravity ²	Synthex32					
104 StarTheme2 StarTheme22 PowerBad2 StarTheme32 ETHNIC group	103	EchoDrops ²	Synthex1 ²	Synthex22	Synthex42	Synthex52	Synthex6 ²			
ETHNIC group 105 Sitar ² SitarDet ² SynSitar ² 106 Banjo ² BanjoOcl ² EthnicGtr ² 107 Shamisen ² ShamSitar ² SynSham ² 108 Koto ² Kanoun ² TrpClarin ² 109 Kalimba ² ShrtKalimb ² SaxTrumpt ² 110 Bagpipe ² BagpipeEns ² BrassEns ² 111 Fiddle ² Hukin ² FiddleBell ² 112 Shanal ² BacktoWS ² VoiceSpect ² 2ERCUSSIVE group Mk_STAND.1 ² DK_STAND.2 ² DK_STO.2WX ² 113 TinkleBell ² DK_STAND.1 ² DK_STAND.2 ² DK_ROOMIW ² DK_OMZW ² 114 Agogo ² DK_ROOM ² DK_STAND.2 ² DK_STO.2WX ² Its 113 TinkleBell ² DK_STAND.1 ² DK_STAND.2 ² DK_ROOMIW ² DK_OMZWX ² 114 Agogo ² DK_ROOM ² DK_STO.1WX ² DK_OMZOWZWX ² Its 115 SteelDrums ³ DK_POWER ² <td>104</td> <td>StarTheme²</td> <td>StarTheme2²</td> <td>PowerBad²</td> <td>StarTheme3²</td> <td></td> <td></td> <td></td> <td></td> <td></td>	104	StarTheme ²	StarTheme2 ²	PowerBad ²	StarTheme3 ²					
105 Sitar ² SitarOet ² SynSitar ² 106 Banjo ² BanjoOct ² EthnicGtr ² 107 Shamisen ² ShamSitar ² SynSham ² 108 Koto ² Kanoun ² TrpClarin ² 109 Kalimba ² ShrtKalimb ² SaxTrumpt ² 100 Bagpipe ² BagpipeEns ² BrassEns ² 111 Fiddle ² Hukin ² FiddleBell ² 112 Shanai ² BacktoWS ² VoiceSpect ² 2 Stellorums ² DK_STAND.1 ² DK_STAND.3 ² DK_STD.2WX ² 113 TinkleBell ² DK_STAND.1 ² DK_STD.1WX ² DK_ROOM2VX ² 114 Agogo ² DK_ROOM ² DK_STD.1WX ² DK_ROOM2VX ² 115 SteelDrums ² DK_POWER ² DK_POWER ¹ DKPOWER2VX ² 116 Woodblock ² DK_LECT. ² DK_HOUSE ¹ DKHOUSE2WX ² 117 Taiko ² DK_AIZ2 ² DK_HOUSE ¹ DKHOUSE ² 117 Taiko ² DK_ORCH ²	ETHNIC	group								
106 Banjo ² BanjoCt ² EthnicGtr ² 107 Shamisen ² ShamSitar ² SynSham ² 108 Koto ² Kanoun ² TrpClarin ² 109 Kalimba ² ShrtKalimb ² SaxTrumpt ² 110 Bagpipe ² BagpipeEns ² BrassEns ² 111 Fiddle ² Hukin ² FiddleBell ⁹ 112 Shanai ² BacktoWS ² VoiceSpect ² 2 Secure VoiceSpect ² 2 RCUSSIVE group 113 TinkleBell ² DK_STAND.1 ² DK_STAND.2 ³ DK_STD.2WX ² 113 TinkleBell ² DK_ROWR ² DK_STO.2WX ² III 114 Agogo ² DK_ROWR ² DK_STD.1WX ² DK_ROOM2WX ² 115 SteelDrums ² DK_DELECT. ² DK_DANCE ² DK_POWER2WX ² 116 Woodblock ² DK_HOUSE ² DK_HOUSE1WX ² DKHOUSE2WX ² 117 Taiko ² DK_MIAZI ² DK_JAZZI ² DK_JAZZI ² 118	105	Sitar ²	SitarDet ²	SynSitar ²						
107 Shamislar ² SynSham ² 108 Kolo ² Kanoun ² TrpClarin ² 109 Kalimba ² ShrtKalimb ² SaxTrumpl ² 110 Bagpipe ² BagpipeEns ² BrassEns ² 111 Fiddle ² Hukin ² FiddleBell ² 112 Shanai ² BacktoWS ² VoiceSpect ² ² ERCUSSIVE group TinkleBell ² DK_STAND. ² DK_STAND. ² DK_STAND. ² 113 TinkleBell ² DK_STAND. ² DK_STAND. ² DK_STO.2WX ² 114 Agogo ² DK_ROOM ² DK_WS ² DK_ROOM2WX ² 115 SteelDrums ² DK_POWER ² DK_STD.1WX ² DK_ROOM2WX ² 116 Woodblock ² DK_LELCT. ² DK_DANCE ² DK_ELECT1WX ² DKHOUSE2WX ² 117 Tako ² DK_AIZZ ¹² DK_JAZZ ¹² DK_JAZZ ¹² DK_JAZZ ¹ 118 Melo.Tom1 ¹² DK_MIZZ ¹¹ DK_MI ² DK_BRUSHV ² 119 SynthDrum ² DK_BRUSH ² DK_MI ² DK_BRUSHV ² 120 ReverseCyn ² DK_ORCH ² DK/M ² </td <td>106</td> <td>Banjo²</td> <td>BanjoOct²</td> <td>EthnicGtr²</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td>	106	Banjo ²	BanjoOct ²	EthnicGtr ²						
108Koto²Kanoun²TrpClarin²109Kalimba²ShrtKalimb²SaxTrumpt²110Bagpipe²BagpipeEns²BrassEns²111Fiddle²Hukin²FiddleBell²112Shanai²BacktoWS²VoiceSpect²PERCUSSIVE groupI13TinkleBell²DK_STAND.1²DK_STAND.2²114Agogo²DK_STAND.1²DK_STAND.2²DK_STAND.3²115SteelDrums²DK_POWER²DK_STD.1WX²DK_POWER?WX²116Woodblock²DK_ELECT.2DK_DANCE²DK_ELECT2WX²117Taiko²DK_HOUSE²DK_TECHNO²DK_HOUSE1WX²118Melo.Tom1²DK_JAZZ1²DK_JAZZ2²DK_JAZZ_WX²119SynthDrum²DK_BRUSH²DK_ORCH_WX²3FX groupSteashore²TicKTack²Drop²121GtFretNois²Gtr.WhaWha ² GtrNoise²122BreathNois²Zapp²KeyClick²123Seashore²TicKTack²Drop²124Bird²Scratch1²Water²125Telephone1²Telephone2Door²126Helicopter²SynPerc3²Clackson²127Applause²HeartBeat²PickScrape²128GunShol²Explosion²Bomb²	107	Shamisen ²	ShamSitar ²	SynSham ²						
109 Kalimba² ShrtKalimb² SaxTrumpt² 110 Bagpipe² BagpipeEns² BrassEns² 111 Fiddle² Hukin² FiddleBell² 112 Shanai² BacktoWS² VoiceSpect² PERCUSSIVE group	108	Koto ²	Kanoun ²	TrpClarin ²						
110Bagpipe?BagpipeEns?BrassEns?111Fiddle?Hukin?FiddleBell?112Shanai?BacktoWS?VoiceSpect?PERCUSSIVE groupDK_STAND.1?DK_STAND.2?DK_STD.2WX?113TinkleBell?DK_STAND.1?DK_STAND.2?DK_STD.2WX?114Agogo?DK_ROOM?DK_WS?DK_ROOM1WX?DK_ROOM2WX?115SteelDrums?DK_POWER2DK_STD.1WX?DK_POWER2WX?116Woodblock?DK_ELECT.?DK_DANCE?DK_ELECT1WX?DKELECT2WX?117Taiko?DK_HOUSE?DK_TECHNO?DK_HOUSE2WX?118Melo.Tom1?DK_JAZZ1?DK_JAZZ2?DK_JAZZ2WX?119SynthDrum?DK_BRUSH?DK_ORCH_WX?120ReverseCym?DK_ORCH?DK_ORCH_WX?121GtFretNois?Gtr.WhaWha 1? GtrNoise?122BreathNois?Zapp?KeyClick?123Seashore?TickTack?Drop?124Bird?Scratch1?Water?125Telephone12*Telephone22*Door?126Helicopter?SynPerc32*Clackson2127Applause?HeartBeat?PickScrape2128GunShot?Explosion?Bomb?	109	Kalimba ²	ShrtKalimb ²	SaxTrumpt ²						
111Fiddle²Hukin²FiddleBell²112Shanai²BacktoWS²VoiceSpect²PERCUSSIVE group113TinkleBell²DK_STAND.1²DK_STAND.2²DK_STD.2WX²114Agogo²DK_ROOM²DK_WS²DK_ROOM1WX²DK_ROOM2WX²115SteelDrums²DK_POWER²DK_STD.1WX²DK_ROOM2WX²116Woodblock²DK_ELECT.²DK_DANCE²DK_ELECT1WX²DKELECT2WX²117Taiko²DK_HOUSE²DK_TECHNO²DK_HOUSE1WX²DKHOUSE2WX²118Melo.Tom1²DK_JAZZ1²DK_JAZZ2²DK_JAZZ_WX²119SynthDrum²DK_BRUSH²DK_SY77²DK_ORCH_WX²3FX groupIGIFretNois²GIr.WhaWha / ² GtrNoise²122BreathNois²Zapp²KeyClick²123Seashore²TickTack²Drop²124Bird²Scratch1²Water²125Telephone1²Telephone2²Door²126Helicopter²SynPerc3²Clackson²128GunShol²Explosion²Bomb²	110	Bagpipe ²	BagpipeEns ²	BrassEns ²						
112Shanai?BacktoWS²VoiceSpect?PERCUSSIVE group113TinkleBell?DK_STAND.12DK_STAND.22DK_STAND.32DK_STD.2WX2114Agogo²DK_ROOM2DK_WS²DK_ROOM1WX2DK_ROOM2WX2115SteelDrums²DK_POWER2DK_STD.1WX2DK_POWER2WX2116Woodblock²DK_ELECT.2DK_DANCE2DK_ELECT1WX2DKELECT2WX2117Taiko²DK_HOUSE2DK_TECHNO2DK_HOUSE1WX2DKHOUSE2WX2118Melo.Tom12DK_JAZZ12DK_JAZZ22DK_JAZZ2WX2119SynthDrum2DK_BRUSH2DK_M12DK_BRUSHWX2120ReverseCym2DK_ORCH2DK_SY772DK_ORCH_WX23FX groupI11121GtFretNois2Gtr.WhaWha ' 2 GtrNoise2122BreathNois2Zapp2KeyClick2123Seashore2TickTack2Drop2124Bird2Scratch12Water2125Telephone12Telephone22Door2126Helicopter2SynPerc32Clackson2127Applause2HeartBeat2PickScrape2128GunShot2Explosion2Bomb2	111	Fiddle ²	Hukin ²	FiddleBell ²						
PERCUSSIVE group 113 TinkleBell ² DK_STAND.1 ² DK_STAND.2 ² DK_STAND.3 ² DK_STD.2WX ² 114 Agogo ² DK_ROOM ² DK_WS ² DK_ROOM1WX ² DK_ROOM2WX ² 115 SteelDrums ² DK_POWER ² DK_STD.1WX ² DK_POWER1WX ² DKPOWER2WX ² 116 Woodblock ² DK_ELECT. ² DK_DANCE ² DK_ELECT1WX ² DKELECT2WX ² 117 Taiko ² DK_HOUSE ² DK_TECHNO ² DK_HOUSE1WX ² DKHOUSE2WX ² 118 Melo.Tom1 ² DK_JAZZ1 ² DK_JAZZ2 ⁴ DK_JAZZ DK_JAZZ 119 SynthDrum ² DK_BRUSH ² DK_M1 ² DK_BRUSHWX ² 120 ReverseCym ² DK_ORCH ² DK_SY77 ² DK_ORCH_WX ² SFX group	112	Shanai ²	BacktoWS ²	VoiceSpect ²						
113TinkleBell2DK_STAND.12DK_STAND.22DK_STAND.32DK_STD.2WX2114Agogo2DK_ROOM2DK_WS2DK_ROOM1WX2DK_ROOM2WX2115SteelDrums2DK_POWER2DK_STD.1WX2DKPOWER2WX2116Woodblock2DK_ELECT.2DK_DANCE2DK_ELECT1WX2117Taiko2DK_HOUSE2DK_TECHNO2DKHOUSE1WX2118Melo.Tom12DK_JAZZ12DK_JAZZ22DK_JAZZ_WX2119SynthDrum2DK_BRUSH2DK_M12DK_BRUSHWX2120ReverseCym2DK_ORCH2DK_SY772DK_ORCH_WX2121GtFretNois2Gtr.WhaWha ' 2 GtrNoise2I123Seashore2TickTack2Drop2124Bird2Scratch12Water2125Telephone12Telephone22Door2126Helicopter2SynPerc32Clackson2127Applause2HeartBeat2PickScrape2128GunShol2Explosion2Bomb2	PERCUS	SSIVE group		·						
114Agogo2DK_ROOM2DK_WS2DK_ROOM1WX2DK_ROOM2WX2115SteelDrums2DK_POWER2DK_STD.1WX2DKPOWER1WX2DKPOWER2WX2116Woodblock2DK_ELECT.2DK_DANCE2DK_ELECT1WX2DKPOWER2WX2117Taiko2DK_HOUSE2DK_TECHNO2DK_HOUSE1WX2DKHOUSE2WX2118Melo.Tom12DK_JAZZ12DK_JAZZ22DK_JAZZ22DK_JAZZ_WX2119SynthDrum2DK_BRUSH2DK_M12DK_BRUSHWX2120ReverseCym2DK_ORCH2DK_SY772DK_ORCH_WX23FX group	113	TinkleBell ²	DK_STAND.1 ²	DK_STAND.2 ²	DK_STAND.32	DK_STD.2WX ²				
115SteelDrums²DK_POWER²DK_STD.1WX²DK_POWER1W/²DKPOWER2WX²116Woodblock²DK_ELECT.?DK_DANCE²DK_ELECT1WX²DKELECT2WX²117Taiko²DK_HOUSE²DK_TECHNO²DK_HOUSE1WX²DKHOUSE2WX²118Melo.Tom1²DK_JAZZ1²DK_JAZZ2²DK_JAZZ_WX²119SynthDrum²DK_BRUSH²DK_M1²DK_BRUSHWX²120ReverseCym²DK_ORCH²DK_SY77²DK_ORCH_WX²3FX group5FX group5FX group5FX5FX121GtFretNois²Gtr.WhaWha ' ² GtrNoise²122122BreathNois²Zapp²KeyClick²123Seashore²TickTack²Drop²124Bird²Scratch1²Water²125Telephone1²Telephone2²Door²126Helicopter²SynPerc3²Clackson²127Applause²HeartBeat²PickScrape²128GunShot²Explosion²Bomb²	114	Agogo ²	DK_ROOM ²	DK_WS ²	DK_ROOM1WX ²	DK_ROOM2W>	(²			
116Woodblock2DK_ELECT.2DK_DANCE2DK_ELECT1WX2DKELECT2WX2117Taiko2DK_HOUSE2DK_TECHNO2DK_HOUSE1WX2DKHOUSE2WX2118Melo.Tom12DK_JAZZ12DK_JAZZ2DK_JAZZ_WX2119SynthDrum2DK_BRUSH2DK_M12DK_BRUSHWX2120ReverseCym2DK_ORCH2DK_SY772DK_ORCH_WX23FX group	115	SteelDrums ²	DK_POWER ²	DK_STD.1WX ²	DK_POWER1WX2	DKPOWER2WX	K ²			
117Taiko²DK_HOUSE²DK_TECHNO²DK_HOUSE1WX²DKHOUSE2WX²118Melo.Tom1²DK_JAZZ1²DK_JAZZ2²DK_JAZZ_WX²119SynthDrum²DK_BRUSH²DK_M1²DK_BRUSHWX²120ReverseCym²DK_ORCH²DK_SY77²DK_ORCH_WX²3FX group5FX group121GtFretNois²Gtr.WhaWha ' ² GtrNoise²122BreathNois²Zapp²KeyClick²123Seashore²TickTack²Drop²124Bird²Scratch1²Water²125Telephone1²Telephone2²Door²126Helicopter²SynPerc3²Clackson²127Applause²HeartBeat²PickScrape²128GunShot²Explosion²Bomb²	116	Woodblock ²	DK_ELECT. ²	DK_DANCE ²	DK_ELECT1WX ²	DKELECT2WX	2			
118Melo. Tom12DK_JAZZ12DK_JAZZ22DK_JAZZ_WX2119SynthDrum2DK_BRUSH2DK_M12DK_BRUSHWX2120ReverseCym2DK_ORCH2DK_SY772DK_ORCH_WX23FX group5FXGtFretNois2Gtr.WhaWha ' 2 GtrNoise2121GtFretNois2Zapp2KeyClick2123Seashore2TickTack2Drop2124Bird2Scratch12Water2125Telephone12Telephone22Door2126Helicopter2SynPerc32Clackson2127Applause2HeartBeat2PickScrape2128GunShot2Explosion2Bomb2	117	Taiko ²	DK_HOUSE ²	DK_TECHNO ²	DK_HOUSE1WX ²	DKHOUSE2WX	(2			
119SynthDrum²DK_BRUSH²DK_M1²DK_BRUSHWX²120ReverseCym²DK_ORCH²DK_SY77²DK_ORCH_WX²SFX groupI21GtFretNois²Gtr.WhaWha ' ² GtrNoise²122BreathNois²Zapp²KeyClick²123Seashore²TickTack²Drop²124Bird²Scratch1²Water²125Telephone1²Telephone2²Door²126Helicopter²SynPerc3²Clackson²127Applause²HeartBeat²PickScrape²128GunShot²Explosion²Bomb²	118	Melo.Tom1 ²	DK_JAZZ1 ²	DK_JAZZ2 ²	DK_JAZZ_WX2					
120 ReverseCym² DK_ORCH² DK_SY77² DK_ORCH_WX² SFX group I21 GtFretNois² Gtr.WhaWha / ² GtrNoise² 122 BreathNois² Zapp² KeyClick² 123 Seashore² TickTack² Drop² 124 Bird² Scratch1² Water² 125 Telephone1² Telephone2² Door² 126 Helicopter² SynPerc3² Clackson² 127 Applause² HeartBeat² PickScrape² 128 GunShot² Explosion² Bomb²	119	SynthDrum ²	DK_BRUSH ²	DK_M1 ²	DK_BRUSHWX2					
SFX group 121 GtFretNois ² Gtr.WhaWha ' ² GtrNoise ² 122 BreathNois ² Zapp ² KeyClick ² 123 Seashore ² TickTack ² Drop ² 124 Bird ² Scratch1 ² Water ² 125 Telephone1 ² Telephone2 ² Door ² 126 Helicopter ² SynPerc3 ² Clackson ² 127 Applause ² HeartBeat ² PickScrape ² 128 GunShol ² Explosion ² Bomb ²	120	ReverseCym ²	DK_ORCH ²	DK_SY77 ²	DK_ORCH_WX2					
121GtFretNois²Gtr. WhaWha ² GtrNoise²122BreathNois²Zapp²KeyClick²123Seashore²TickTack²Drop²124Bird²Scratch1²Water²125Telephone1²Telephone2²Door²126Helicopter²SynPerc3²Clackson²127Applause²HeartBeat²PickScrape²128GunShot²Explosion²Bomb²	SFX grou	up								
122BreathNois²Zapp²KeyClick²123Seashore²TickTack²Drop²124Bird²Scratch1²Water²125Telephone1²Telephone2²Door²126Helicopter²SynPerc3²Clackson²127Applause²HeartBeat²PickScrape²128GunShot²Explosion²Bomb²	121	GtFretNois ²	Gtr.WhaWha '	² GtrNoise ²						
123Seashore2TickTack2Drop2124Bird2Scratch12Water2125Telephone12Telephone22Door2126Helicopter2SynPerc32Clackson2127Applause2HeartBeat2PickScrape2128GunShot2Explosion2Bomb2	122	BreathNois ²	Zapp ²	KeyClick ²						
124Bird²Scratch1²Water²125Telephone1²Telephone2²Door²126Helicopter²SynPerc3²Clackson²127Applause²HeartBeat²PickScrape²128GunShot²Explosion²Bomb²	123	Seashore ²	TickTack ²	Drop ²						
125 Telephone1 ² Telephone2 ² Door ² 126 Helicopter ² SynPerc3 ² Clackson ² 127 Applause ² HeartBeat ² PickScrape ² 128 GunShot ² Explosion ² Bomb ²	124	Bird ²	Scratch1 ²	Water ²						
126 Helicopter ² SynPerc3 ² Clackson ² 127 Applause ² HeartBeat ² PickScrape ² 128 GunShot ² Explosion ² Bomb ²	125	Telephone1 ²	Telephone2 ²	Door ²						
127 Applause ² HeartBeat ² PickScrape ² 128 GunShot ² Explosion ² Bomb ²	126	Helicopter ²	SynPerc3 ²	Clackson ²						
128 GunShot ² Explosion ² Bomb ²	127	Applause ²	HeartBeat ²	PickScrape ²						
	128	GunShot ²	Explosion ²	Bomb ²						

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97	BDHOUSE1 ²	BDHOUSE2 ²	BDELECT1 ²	BDJAZZ ²	BDROOM1 ²	BDSTD1 ²	BDSTD2 ²	BDSTD3 ²
98	BDTEKNO ²	BDORCH ²	BDPOWER ²					
99	RIMSHOT1 ²	RIMSHOT22	HOUSERIM ²	STICK ²				
100	SDELECT ²	DYNSDJAZZ ²	SDJAZZ2 ²	SDJAZZ3 ²	SDORCH ²	SDROOM1 ²	SDROOM2 ²	SDSTD1 ²
101	SDSTD2 ²	SDSTD3 ²	SDSTD4 ²	HOUSSD1 ²	HOUSESD2 ²			
102	HOUSECLAP ²							
103	$ROLLSNARE^2$	BRUSREV ²	BRUSRIG ²	BRUSHSLP ²	BRUSHTAP ²			
104	TOMELEC ²	TOMHIGH ²	TOMJAZZ ²	TOMROOM ²		TOMLOW ²	TIMPANI ²	OPSURDO2 ²
105	HHCL01L ²	HHCL01S ²	HHOPEN1 ²	HHPEDAL ²	HHTGHT1 ²	HHTGHT2 ²	HOUSEHH ²	HHCLO2 ²
106	HHOPEN2 ²							
107	CRASHORC ²	CRASH ²	HOUSERIDE ²	RIDECUP ²	RIDECYM ²	SPLASH ²	CHINA ²	SMASH ²
108	TAMBOURINE ²	TAMBSLP ²	COWBELL ²	VIBRASLAP ²	HOUSECOWB ²			
109	BONGOHISL ²	CONGALSLAP	² BONGOLOW ²	CONGAHSLAP	² CONGALSLAP ²	CONGAHIGH ²	$CONGALOW^2$	HOUSETCON ²
110	TIMBALES ²	TIMBLOW ²	AGOGO ²	CABASA ²	CABASAL ²	MARACAS ²	WHISTLE ²	MUTBELL ²
111	GUIROLONG ²	GUIROSHORT ²	CLAVES ²	WOODBLOCK ²	QUICAHIGH ²	QUICALOW ²	TRIANLONG ²	TRIANSHORT ²
112	SHAKER ²	JNGLEBELL ²	WINDCHIMES ²	CASTANETS ²	MTSURDO ²	OPSURDO1 ²	DARBKHIGH ²	DARBKLOW ²
113	FINGERSNAP ²	DROP ²	NOISE2 ²	WATER ²	DOOR ²	KITCHEN ²	LOGDRUM ²	CLAKSON ²
114	VOICES1 ²	VOICES2 ²	VOICES3 ²	VOXHHCL ²	VOXTAP ²	VOXTIP ²	DOLLYVOX ²	BABYVOX ²
115	FINGBELL ²	ZAPP ²	SCRATCH1 ²	SCRATCH2 ²	TOMBRUSH ²		SQCLICK ²	
116	NOISEPERC ²	RASPYRIDE ²						
117								
118								
119								
120								
121	WhaWha1 ²	WhaWha2 ²	WhaWha3 ²	WhaWha4 ²				
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WINSILE IN-15	WHISTI E 110-15	MARACAS 110-14	CABASA 110-12	AGOGO 110-11	AGOGO 110-11	TIMBLOW 110-10	TIMBALES 110-9	CONGALOW 109-15	CONGAHIGH 109-14	CONGAHSLAP 109-12	BONGOLOW 109-11	CONGASLAP 109-10	RIDECYM 107-13	VIBRASLAP 108-12	CRASH 107-10	COWBELL 108-11	SPLASH 107-14	TAMBSLP 108-10	RIDECUP 107-12	CHINA 107-15	RIDECYM 107-13	TOMHIGH 104-10	CRASH 107-10	TOMHIGH 104-10	TOMLOW 104-14	HHOPEN2 106-9	TOMLOW 104-14	HHPEDAL 105-12	TOMLOW 104-14	HHCL01S 105-10	TOMLOW 104-14	SDSTD4 101-11	HOUSECLAP 102-9	SDSTD1 100-16	RIMSHOT1 00.0	BUSIU2 97-15	MUTBELL 110-16	HOUSERIM 99-11	SQCLICK 115-15	STICK 99-12	SCRATCH1 115-11	SCRATCH2 115-12	GunShot 128-1	ZAPP 115-10	FINGERSNAP 113-9	ROLLSNARE 103-9	UK_STANUT TIS-21
/		× .	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	TOMROOM 104-12	٨	TOMROOM 104-12	TOMROOM 104-12	^	TOMROOM 104-12	^	TOMROOM 104-12	HHTGHT1 105-13	TOMROOM 104-12	SDROOM2 100-15	^	SDROOM1 100-14		BURUOMI 97-13	^	^	^	^	^	^	^	^	^	^	
/		× .	~	^	^	^	^	^	^	^	^	^	^	^	^	^	^	٨	^	^	^	^	^	^	~	^	^	^	^	HHTGHT1 105-13	^	SDSTD3 101-10	^	SDROOM2 100-15		BUELECTI 97-TI	^	^	^	^	^	٨	^	^	^	^	UN_POWER 110-2-1
/		× .	~	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	ReverseCym 120-1	^	TOMELEC 104-9	^	TOMELEC 104-9	TOMELEC 104-9	HHOPEN1 105-11	TOMELEC 104-9	^	TOMELEC 104-9	^	TOMELEC 104-9	SDROOM1 100-14	^	SDELECT 100-9		BUELECTI 97-TI	^	^	^	^	^	^	^	^	^	^	DN_ELECT. 110-2-1
,		VOXHHCI 114-12	~	^	^	^	^	HOUSETCON 109-16	HOUSETCON 109-16	HOUSETCON 109-16	A	^	^	^	^	HOUSECOWB 108-13	^	^	^	^	^	HOUSETCON 109-16	HOUSERIDE 107-11	HOUSETCON 109-16	HOUSETCON 109-16	HOUSERIDE 107-11	HOUSETCON 109-16	HOUSEHH 105-15	HOUSETCON 109-16	HOUSEHH 105-15	HOUSETCON 109-16	HOUSESD2 101-13	^		HOUSE HOUSE	BUHOUSEZ 97-10	^	^	^	^	^	^	^	^	^	^	
,	× ,		~	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	TOMJAZZ 104-11	^	TOMJAZZ 104-11	TOMJAZZ 104-11	HHOPEN1 105-11	TOMJAZZ 104-11	^	TOMJAZZ 104-11	HHTGHT1 105-13	TOMJAZZ 104-11	SDSTD3 101-10	^	SDJAZZ3 100-12	21-14 77HCM9	~ ~ ~ ~	^	^	^	^	^	^	^	^	^	^	1-7-011 7745

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^	~	^	^	^	^	^	^	^	^	^	^	CRASHORCH 107-9	^	^	^	^	^	TIMPANI 104-15	TIMPANI 104-15	TIMPANI 104-15	TIMPANI 104-15	TIMPANI 104-15	TIMPANI 104-15	TIMPANI 104-15	TIMPANI 104-15	TIMPANI 104-15	TIMPANI 104-15	TIMPANI 104-15	TIMPANI 104-15	TIMPANI 104-15	SDORCH 100-13	CASTANETS 112-12	SDORCH 100-13	BDORCH 98-10	BDSTD3 97-16	^	^	^	^	RIDECYM 107-13	HHOPEN2 106-9	HHPEDAL 105-12	HHTGHT1 105-13	^	UK_UKCH. 120-2-1
^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	~	^	•	^	<u>^</u> .	^	^	^	^	^	HHCLO2 105-16	^	SDSTD3 101-10	^ 000101 101 11	SDSTD4 101-11	^	BDSTD3 97-16	^	^	^	^	^	^	^	^	^	//////////////////////////////////////
FINGERSNAP 113-9	CHINA 107-15	VIBRASLAP 108-12	CRASH 107-10	TOMROOM 104-12	SPLASH 107-14	TOMROOM 104-12	TOMROOM 104-12	RIDECUP 107-12	SDSTD1 100-16	RIDECYM 107-13	BDSTD1 97-14	HOUSCLAP 102-9	HHOPEN2 106-9	WOODBLOCK 111-12	HHPEDAL 105-12	TOMJAZZ 104-11	HHCLO1S 105-10	TOMJAZZ 104-11	TOMJAZZ 104-11	BRUSHTAP 103-13	DYNSDJAZZ 100-10	BRUSRIG 103-11	BDJAZZ 97-12	RIMSHOT2 99-10	COWBELL 108-11	^	TAMBSLP 108-10	^	CABASA 110-12	TOMHIGH 104-10	TOMHIGH 104-10	SDSTD3 101-10	SDROOM2 100-15	BDPOWER 98-11											UK_WS 114-3-1
^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	•	^	<u>^</u> .	^	^	^	^	^	HHTGHT1 105-13	^	SDSTD3 101-10	<	SNROOM2 100-15	BDROOM1 97-13	BDELECT1 97-11	^	^	^	^	^	^	^	^	^	
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^	VOXHHCL 114-12	^	^	^	SDJAZZ2 100-11	DYNSDJAZZ 100-10	HOUSETCON 109-16	HOUSETCON 109-16	HOUSETCON 109-16	^	^	^	^	^	HOUSECOWB 108-13	^	^	^	^	ReverseCym 120-1	HOUSETCON 109-16	HHOPEN2 106-9	HOUSETCON 109-16	HOUSETCON 109-16	HOUSERIDE 107-11	HOUSETCON 109-16	HHTGHT1 105-13	HOUSETCON 109-16	HHCLO2 105-16	HOUSETCON 109-16	HOUSESD2 101-13	^	HOUSSD1 101-12	HOUSERIM 99-11	BDJAZZ 97-12	BDTEKNO 98-9	^	^	^	^	^	^	^	^		^	DK_TECHNO 117-3-1
^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	٨	^	^	^	^	^	TOMJAZZ 104-11	^	TOMJAZZ 104-11	TOMJAZZ 104-11	HHOPEN1 105-11	TOMJAZZ 104-11	^	TOMJAZZ 104-11	HHTGHT1 105-13	TOMJAZZ 104-11	DYNSDJAZZ 100-10	^	SDJAZZ3 100-12	RIMSHOT2 99-10	BDJAZZ 97-12	<u>,</u>	^	^	^	^	^	^	^	^	^	^	DK_JAZZ2 118-3-1
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^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	HHOPEN1 105-11	^	^	^	HHTGHT1 105-13	^	SDJAZZ3 100-12	^	SDORCH 100-13	RIMSHOT1 99-9	BDSTD2 97-15	BDSTD1 97-14	^	^	^	^	^	^	^	^	^	^	DK_STAND.3 113-4-1
~	VOXHHCL 114-12	^	^	^	TIMBALES 110-9	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	TOMROOM 104-12	^	TOMROOM 104-12	TOMROOM 104-12	^	TOMROOM 104-12	^	TOMROOM 104-12	^	TOMROOM 104-12	SCSTS3 101-10	^	SDSTD2 101-9	^	^	<	BABYVOX 114-16	RIMSHOT1 99-9	^	^	^	SCRATCH1 115-12	KITCHEN 113-14	^	ZAPP 115-10	ZAPP 115-10	DK_ROOM1WX 114-4-1

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		EMPTY 128-16	RASPYRIDE 116-10 RARVVOY 114-16	DOOR 113-13	CLAKSON 113-16	VOXTIP 114-13	VOICES1 114-9	WATER 113-12	DROP 113-10	DARBKHIGH 112-15	^	BARCHIMES 16-2	CELESTA 9-1	FINGERSNAP 113-9	^	^	^	^	^	^	OUIINGEOING 113-2	
		EMPTY 128-16	RASPYRIDE 116-10	DOOR 113-13	CLAKSON 113-16	VOXIAP 114-13 VOXTIP 114-14	VOICES1 114-9	WATER 113-12	DROP 113-10	DARBKHIGH 112-15	^	BARCHIMES 16-2	CELESTA 9-1	<pre>< </pre>	^	^	^	^	^	^		
		EMPTY 128-16	RASPYRIDE 116-10 RARVVIOX 114-16	DOOR 113-13	CLAKSON 113-16	VOXTAP 114-13 VOXTIP 114-14	VOICES1 114-9	WATER 113-12	DROP 113-10	DARBKHIGH 112-15	^	BARCHIMES 16-2	CELESTA 9-1	 CARASAI 110-13 	^	^	^	^	^	^		CI IIROI ONG 113-9
		EMPTY 128-16	RASPYRIDE 116-10	DOOR 113-13	CLAKSON 113-16	VOXIAP 114-13 VOXTIP 114-14	VOICES1 114-9	WATER 113-12	DROP 113-10	DARBKHIGH 112-15	^	BARCHIMES 16-2	CELESTA 9-1	FINGERSNAP 113-9	^	^	^	^	^	^		
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		EMPTY 128-16	RASPYRIDE 116-10 BARVVIOX 114-16	DOOR 113-13	CLAKSON 113-16	VOXTAP 114-13 VOXTIP 114-14	VOICES1 114-9	WATER 113-12	DROP 113-10	DARBKHIGH 112-15	^	BARCHIMES 16-2	CELESTA 9-1	<pre>< </pre>	^	^	^	^	^	^	<	

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^	VOXHHCL 114-12	^	^	^	TIMBALES 110-9	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	TOMROOM 104-12	^	TOMROOM 104-12	TOMROOM 104-12	^	TOMROOM 104-12	^	TOMROOM 104-12	^	TOMROOM 104-12	SDSTD3 101-10	^	SDROOM2 110-15	^	BDELECT1 97-11	BDSTD1 97-11	BABYVOX 114-16	RIMSHOT1 99-9	•	^	^	SCRATCH1 115-12	KITCHEN 113-14	^	ZAPP 115-10	DK_POWER1WX 115-4-1 ZAPP 115-10
^	VOXHHCL 114-12	^	^	^	TIMBALES 110-9	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	TOMHIGH 104-10	^	TOMHIGH 104-10	^	^	^	^	SDROOM2 110-15	^	SDROOM2 110-15	^	BDELECT1 97-11	BDSTD1 97-11	BABYVOX 114-16	RIMSHOT1 99-9	^	^	^	SCRATCH1 115-12	KITCHEN 113-14	^	ZAPP 115-10	DK_ELECT1WX 116-4-1 ZAPP 115-10
^	VOXHHCL 114-12	^	^	COWBELL 108-11	TIMBALES 110-9	^	HOUSETCON 109-16	HOUSETCON 109-16	HOUSETCON 109-16	^	^	^	^	^	^	^	^	^	^	^	HOUSETCON 109-16	^	HOUSETCON 109-16	HOUSETCON 109-16	HOUSERIDE 107-11	HOUSETCON 109-16	HOUSEHH 105-15	HOUSETCON 109-16	HOUSEHH 105-15	HOUSETCON 109-16	SDSTD2 101-9	^	HOUSSD1 101-12	HOUSERIM 99-11	BDHOUSE 97-9	^	BABYVOX 114-16	RIMSHOT1 99-9	^	^	^	SCRATCH1 115-12	KITCHEN 113-14	^	ZAPP 115-10	DK_HOUSE1WX 117-4-1 ZAPP 115-10
^	VOXHHCL 114-12	^	^	^	TIMBALES 110-9	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	SDJAZZ3 100-12	^	SDJAZZ2 100-11	^	BDJAZZ 97-12	^	BABYVOX 114-16	RIMSHOT1 99-9	•	^	^	SCRATCH1 115-12	KITCHEN 113-14	^	ZAPP 115-10	DK_JAZZWX 118-4-1 ZAPP 115-10
^	VOXHHCL 114-12	^	^	^	TIMBALES 110-9	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	BRUSHREV 103-10	BRUSHSLAP	BRUSHTAP 103-13	^	BDSTD2 97-15	^	BABYVOX 114-16	RIMSHOT1 99-9	•	^	^	SCRATCH1 115-12	KITCHEN 113-14	^	ZAPP 115-10	DK_BRUSHWX 119-4-1 ZAPP 115-10
^	VOXHHCL 114-12	^	^	^	TIMBALES 110-9	^	^	^	^	^	^	^	^	^	^	^	^	TIMPANI 48-1	TIMPANI 48-1	TIMPANI 48-1	TIMPANI 48-1	TIMPANI 48-1	TIMPANI 48-1	TIMPANI 48-1	TIMPANI 48-1	TIMPANI 48-1	TIMPANI 48-1	TIMPANI 48-1	TIMPANI 48-1	TIMPANI 48-1	SDJAZZ3 100-12	FINGERSNAP 113-8	SDJAZZ3 100-12	^	TIMPANI 48-1	^	BABYVOX 114-16	RIMSHOT1 99-9	BDELECT1 97-11	^	RIDECYMB 107-13	HHOPEN2 106-9	HHCLO1L 105-9	HHCL01S 105-10	ZAPP 115-10	DK_ORCHWX 120-4-1 ZAPP 115-10

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71	ğ	3	67	3	55	04	2	62		8	ç	ло	57	1	ដ		53	70	7 3	5	D-	48	ť	77	45		4 3	1	41	40		8	сю N	8	35 J	ę	3 J	<u>3</u>		29	07	20	26		1
 VOXHHCL 114-12 	70	^	^	36 TIMBALES 110-9	^	^	^	^	^	^	^	^	^	^	^	54 	^	^	^	TOMROOM 104-12	^	TOMROOM 104-12	TOMROOM 104-12	4	TOMROOM 104-12	^	TOMROOM 104-12	^	TOMROOM 104-12	SDSTD3 101-10	~	SDSTD2 101-9	~ /	. ^	BABYVUX 114-16	RIMSHOLT 99-9	~	^	30	SCRATCH1 115-12	KITCHEN 113-14	~	ZAPP 115-10	25 ZAPP 115-10	DK_STAND2WX 113-5-1
<pre>VUXHHCL 114-12 </pre>	^	^	^	TIMBALES 110-9	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	TOMROOM 104-12	٨	^	TOMROOM 104-12	^	TOMROOM 104-12	^	^	^	^	SDROOM2 110-15	^	SDSTD3 101-10			BABYVUX 114-16	RIMSHUTT 99-9	^	^	^	SCRATCH1 115-12	KITCHEN 113-14	^	ZAPP 115-10	ZAPP 115-10	DK_ROOM2WX 114-5-1
VUXHHCL 114-12	^	^	^	TIMBALES 110-9	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	TOMROOM 104-12	^	TOMROOM 104-12	TOMROOM 104-12	^	TOMROOM 104-12	^	TOMROOM 104-12	^	TOMROOM 104-12	SDELECT 100-9	^	SDROOM1 100-14			BABYVUX 114-16	RIMSHUTT 99-9	^	^	^	SCRATCH1 115-12	KITCHEN 113-14	^	ZAPP 115-10	ZAPP 115-10	DK_POWER2WX 115-5-1
VUXHHCL 114-12	^	^	^	TIMBALES 110-9	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	^	TOMHIGH 104-10	^	TOMHIGH 104-10	HOUSEHH 105-15	TOMHIGH 104-10	HOUSEHH 105-15	TOMHIGH 104-10	SDSTD3 101-10	^	~ /	2 BDELECTI 37-11		BABYVUX 114-16	RIMSHUTT 99-9	^	^	^	SCRATCH1 115-12	KITCHEN 113-14	^	ZAPP 115-10	ZAPP 115-10	DK_ELECT2WX 116-5-1
<	^	^	^	TIMBALES 110-9	^	HOUSETCON 109-16	^	^	^	^	^	^	^	^	^	^	^	^	TOMHIGH 104-10	SDJAZZ3 100-12	^	SDSTD2 101-9			BABYVUX 114-16	RIMSHUTT 99-9	^	^	^	SCRATCH1 115-12	KITCHEN 113-14	^	ZAPP 115-10	ZAPP 115-10	DK_HOUSE2WX 117-5-1										
RIDECYM 107-13	RIDECYM 107-13	RIDECYM 107-13	RIDECYM 107-13	RIDECYM 107-13	RIDECYM 107-13	RIDECYM 107-13	RIDECYM 107-13	RIDECYM 107-13	RIDECYM 107-13	RIDECYM 107-13		RIDECYM 107-13		RIDECYM 107-13	RIDECTM 107-13		BIDECYM 107-13	RIDECYM 107-13	RIDECYM 107-13	RIDECYM 107-13	RIDECYM 107-13	RIDECYM 107-13	DK_RIDE IT 118-5-1																						

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Styles

<u>CC00</u>	PC	Style †
SWIN	G	
32	1	Swing
	2	Mid Swing
	3	Slow Swing
	4	Big Band 1
	5	Big Band 2
	6	Dixieland
	7	Broadway
	8	Foxtrot
COUN	ITRY	
32	9	Blues
	10	Slow Blues
	11	Gospel
	12	Western
	13	Bluegrass1
	14	Bluegrass2
	15	Country
	16	March USA
ROCK	(
32	. 17	Open Rock
	18	Metal Rock
	10	Hard Rock
	20	Slow Rock
	20	Soft Rock
	21	Boogie W
	22	Shuffle D
	23	LovolyPock
	Z4 ,	LOVEINKOCK
22	25	Funky Fun
JZ	20	FunkyFloot
	20	
	21	Funky FUP
	20	
	29	
	3U 21	Funky Sout
	31	Fulliky SUUI
DANC	32	гипкузwing
DAINC	, E	Hannabarra
32	33	HeavyDance
	34	DISCO HIT
	35	Dance Pop
	36	Down Beat
	37	Disco Pop
	38	Disco Fun
	39	Techno
	40	House

CC00	РС	Style †
POP		
32	41	Open Disco
	42	70' Disco
	43	80' Disco
	44	Soul B.B.
	45	SynthDance
	46	Rap
	47	Euro Pop
	48	Party Pop
8 BEA	T	
32	49	8bt Std
	50	8bt Ballad
	51	8bt Folk
	52	8bt Hit
	53	8bt Medium
	54	8bt Funky
	55	8bt Modern
	56	8bt Swing
16 BE	AT	5
32	57	16bt Std
	58	16bt Ballad
	59	16bt Folk
	60	16bt Pop
	61	16bt Funky
	62	16bt Hit
	63	16btMedium
	64	16bt Swing
LATIN	11	
32	65	Bossa Nova
	66	Samba
	67	Cha Cha
	68	Rhumba 1
	69	Tango
	70	Bolero T.
	71	Rhumba 2
	72	Beguine
LATIN	12	
32	73	Mambo
	74	Salsa
	75	Merengue
	76	Meneito
	77	Cumbia
	78	Gipsy
	79	Guaracha
	80	Calypso

CC00	PC	Style †
WORI	LD	
32	81	Slow Waltz
	82	Wien Waltz
	83	Waltz
	84	Romagna
	85	Mazurka
	86	Folk 2_4
	87	Polka 6_8
	88	ItalyMarch
ETHN	IC	
32	89	Paso Doble
	90	Germ.Polka
	91	Tarantella
	92	Bajon
	93	HullyGully
	94	Twist
	95	Charleston
	96	Reggae
USER	1	
44	1	
	2	
	3	
	4	
	5	
	6	
	7	
	8	
USER	2	
44	9	
	10	
	11	
	12	
	13	
	14	
	15	
	16	
USER	3	
44	17	
	18	
	19	
	20	
	21	
	22	
	23	
	24	

CC00	PC	Style †
USER	4	
44	25	
	26	
	27	
	28	
	29	
	30	
	31	
	32	
CC00	PC	Song †
56	1	
	2	
	3	
	4	
	5	
	6	
	7	
	8	
57	9	
	10	
	11	
	12	
	13	
	14	
	15	

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† On MIDI Common channel only

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CC00	PC	Presets †
Group	o 1	
48	1	GrandPiano
	2	St.E.Piano
	3	NightSax
	4	SlowToFast
	5	St.Guitar
	6	GaryOnVibe
	7	MileStone
	8	Duet
Group	2	
48	9	OscarClub
	10	Elektric
	11	WinSoprano
	12	ToneWheel
	13	W.E.inL.A.
	14	TooFunky
	15	Toto_IV
	16	Mr.Pad
Group	3	
48	17	BigStrings
	18	E.W.Brass
	19	BlockBand
	20	Dr.Lead
	21	HeavyFuzz
	22	PolyMatrix
	23	Church
	24	InToDeep
Group	o 4	
48	25	H.T.Barrel
	26	SilkyStrg
	27	St.Horns
	28	HI.Weather
	29	PizzaXprs
	30	BrassMatch
	31	Coupled
	32	Antarctica

CC00	PC	Presets †
Group	o 5	
48	33	E.G.Piano
	34	OntheRhodx
	35	E.L.P.
	36	Jazzzz
	37	Accordion
	38	Carribean
	39	Choir
	40	ChinaTea
Group	06	
48	41	EineKleine
	42	ChromaBell
	43	FanfareUSA
	44	EndTitles
	45	SlavetoGTR
	46	TheTemple
	47	Tutti
	48	Shine You
Group	o 7	
48	49	Drawbars 1
	50	Drawbars 2
	51	Drawbars 3
	52	Drawbars 4
	53	Drawbars 5
	54	Drawbars 6
	55	Drawbars 7
	56	Drawbars 8
Group	08	
48	57	
	58	
	59	
	60	
	61	
	62	
	63	
	64	

0010	10	
	0=E 1=E	ff1 (Reverbs GrpA) ff1 (Reverbs GrpB)
48	1	Hall 1
	2	Hall 2
	3	Hall 3
	4	Warm Hall
	5	Long Hall
	6	St. Concert
	7	Chamber
	8	Studio Room 1
	9	Studio Room 2
	10	Studio Room 3
	11	Club Room 1
	12	Club Room2
	13	Club Room3
	14	Vocal
	15	Metal Vocal
	16	Plate 1
	17	Plate 2
	18	Church
	19	Mountains
	20	Falling
	21	Early 1
	22	Early 2
	23	Early 3
	24	Stereo

CC16	PC D	OSP Effects †
	64=E 65=E	Eff2 (Mod. GrpA) Eff2 (Mod. GrpB)
48	1	Mono Delay 1
	2	Mono Delay 2
	3	Stereo Delay 1
	4	Stereo Delay 2
	5	Multitap Delay 1
	6	Multitap Delay 2
	7	Ping Pong
	8	Pan Mix
	9	Chorus 1
	10	Chorus 2
	11	Ensemble 1
	12	Ensemble 2
	13	Phaser 1
	14	Phaser 2
	15	Flanger 1
	16	Flanger 2
	17	Chorus Delay 1
	18	Chorus Delay 2
	19	Flanger Delay 1
	20	Flanger Delay 2
	21	Dubbing
	22	Distortion
	23	Distortion Delay
	24	Pitch Shifter 1
	25	Pitch Shifter 2
	26	Shift Delay
	27	Rotary 1
	28	Rotary 2
	29	EQ Jazz
	30	EQ Pops
	31	EQ Rock
	32	FO Classic

† On MIDI Common channel only

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	Notes	Aux Messages	System Real Time	System Common	System Exclusive	Program Change	
Mode 1 OMNI Mode 3 OMNI	† These messages	Active sensing All Sound Off Reset All Contr. Local ON OFF All Note Off	Clock Commands	Song Position Song Select Tune	6	True number	
ON - POLY OFF - POLY	s travel on the Common of	00000	0 0	000	х	0-127 ****	
Mode 2 OMNI ON - MONO Mode 4 OMNI OFF - MONO	hannel only		0 0	000	X	0-127	Cntrl 50 (ONE SHOT): 0,1,2† Fill Equal-Minus-Plus 8† Intro 16† End 24.27† Variations 0-1-2-3 40† Key start 61† Rotary 1 slow/fast 62† Rotary 2 slow/fast 64.51 66,67† Tempo inc. dec. 68,69† Preset inc. dec. 68,69† Preset inc. dec. Cntrl 51 ON [0.63] OFF[64,127] 0,1.2† Fill Equal-Minus-Plus 61† Rotary 1 (OFF=slow) 62† Rotary 2 (Off=slow)
	o: YES x: NO		Start, Stop Continue			0-127	

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Manufacturer: Ge	neralmusic S.p.A.	Mod	l: Pianovelle PS/GPS2500 Digital Piano	Version: 1.00 9/1/96
FUNCTION		Transmitted	Recognised	Remarks
Basic Channel	Default Changed	1-16 1-16	1-16 1-16	2 MIDI IN; 2 THRU; 2 MIDI OUT EXTRA COMMON/CHORD CH.
Mode	Default Messages Altered	Multimode X X	Multimode X X	
Note Number	True voice	0-127 *****	0-127	true voice depends on selected sound
Velocity	Note ON Note OFF	0 0	0 0	
After Touch	Key's Ch's	X	0 0	
Pitch Bender		0	0	
Control Change		 0.32 Bank change 1 Modulation 4 Modulation 6.38 Data Entry 7 Volume 10 Pan 11 Expression Contr. 11.1 Expression Contr. 11.1 Expression Contr. 11.1 Expression Contr. 10.64 Damper Pedal 64 Sustain (Sostemute 67 Soft pedal 91 Reverb depth 93 Chorus depth 98,99 NRPN 100,101 RPN 	0.32 Bank change 1 Modulation 4 Foot controller 6,38 Data Entry 7 Volume 10 Pan 11 Expression Controller 16,48† Effects volume 18,50† Tuning control 64 Damper Pedal 65 Sustain (Sostenuto) 66 Sustain (Sostenuto) 67 Release time 72 Attack time 73 Release time 74 Filter 1 cut-off freq. 91 Chorus depth (send) 92,99 NRPN 100,101 RPN	Bank change recognised on common channel, only in reception: Bank P.change 32-43† 0-95 Internal styles. 44-47† 0-31 User Styles 44-47† 0-31 Programmable Presets 56-61† 0-7 Songs 64† 0-7 Song-Presets

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RECOGNIZED CONTROL CHANGE MES-SAGES (MIDI CONTROLLERS)

A ControlChange message activates a Controlller, determined by the first ControlChange value.

The ControlChange consists of three parts:

- *status byte* (status) determines the status of the ControlChange message.
- data byte 1 (value 1) MIDI Controller activated by the ControlChange message. This is the number by which the ControlChanges are identified in the following tables.
- *data byte 2* (value 2) value of the activated MIDI Controller.

CONTROL CHANGE ON TRACKS

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CC00,32	Bank change.
CC01	Modulation.
CC04	Foot Controller.
CC06,38	Data Entry.
CC07	Main Volume.
CC10	Pan (panorama).
CC11	Expression.
CC16,48†	Effects selection
CC17,49†	Effects volume
CC18,50†	General Purpose (Oriental control)
CC32	BankSelect LSB.
CC50	One Shot control
CC51	On/Off control
CC64	Damper pedal.
CC66	Sostenuto (sustain) pedal.
CC67	Soft pedal.
CC71	Resonance.
CC72	Attack Time.
CC73	Release Time.
CC74	Filter Cutoff Frequency.
CC91	Effect 1 send (E1, reverb depth).
CC93	Effect 2 send (E2, modulation depth).
CC96	Data increment.
CC97	Data decrement.
CC98,99	NRPN
CC100-101	RPN

t = travels on MiIDI Common channel only

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Glossary

After Touch: MIDI message normally activated by applying pressure after a note on event. The **P5/GP5** keyboard does not generate this message but the relative events can be manually inserted in the Microscope function in Edit Song, and the instrument recognizes the message via MIDI. Can be used to control modulation or volume in an external MIDI device.

Block. Organization of data similar to computer directories or folders. The Block corresponds to the entire contents of the instrument's RAM. A floppy disk can contain several Blocks.

Bypass: To ignore, "go around". 'Effect bypass' refers to the deactivation of the effects. The EFFECTS OFF LED is on, the sounds bypass the four DSPs and is emitted without reverbs or modulations.

Common Channel: A programmed MIDI channel to, (1) simulate the **P5/GP5** keyboard on a connected Master Keyboard, (2) send control messages (Bank change, Preset change, Style change, Effect change...) from a **P5/GP5**-Series instrument to another instrument of the same series.

Control Change: See MIDI Controllers.

Controllers: Controlling devices (Pedals), which control the values of various Control Change messages.

Cutoff Frequency: Central Frequency of the intervention band of a Filter. Around the vicinity of the Cutoff Frequency, the action of a Filter gradually becomes less marked, creating a "bell" in the audio band.

Data Entry: Groups of controls used to inert or specify data and for editing. The Data Entry controls include: Dial, cursor buttons, Enter & Escape and the Keyboard (name writing).

Destination: Refers to all that to which a MIDI message generated by a Track can be directed. **PS/GPS** can direct MIDI messages to

the internal Sound Generation, to MIDI Out and to the Sequencer.

Dial: The Data Entry wheel located under the Display, active for Tempo changes in normal playing conditions.

Directory: "Catalogue" of the contents of a floppy disk, the hard disk or RAM.

Disk Drive: Device that "reads" a floppy disk. The **P5/GP5** disk drive reads 3.5" HD and DD disks. Recognizes the following formats: **P5/ GP5** (1.6 Mb), Ms-Dos (1.44 Mb), Ms-Dos/Atari ST (720 kb).

Display: The 1/4 VGA monitor incorporated in the front panel of **P5/GP5**. Permits you view parameters, score and lyrics as well as all information relating to the instrument's operation

Drum Kit: Refers to the layout of the percussive sounds across the keyboard. A Drum Kit permits you to use a single Track for all the drum sounds. Each note of the scale corresponds to a percussive instrument sound. The

PS/GPS ROM Drum Kits are in banks 2,3,4 and 5 of the Percussive Group. Each Preset can contain a user-programmed RAM Drum kit created in «Edit Sound/Sound Patch».

Dry: commonly used expression related to a sound not processed by the DSPs.

DSP: (Digital Signal Processor). The effects processor - **PS/GPS** includes 4 DSPs: two reverbs and two modulations or chorus/delay. **Dynamic:** See Velocity.

Edit: Modify. A section of the operating system capable of modifying the instrument's parameters. Each button of the EDIT section gains access to an edit environment.

Envelope: Term that represents (graphically) the change in the characteristics and quality of a Sound with time. In Edit Sound, it is possible to modify the Attack, Decay and Release envelopes.

Filter: A device used to modify a sound by intervening on the harmonic content. **P5/GP5**

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can have up to 6 filters per sound. In «Edit Sound», it is possible to modify the filter's cutoff frequency and resonance.

Flash ROM: Up-dateable ROM ("Read only memory") which contains the instrument's operating system and the factory-programmed data which cannot be destroyed, other than by updating the contents with data contained in special OS disks.

Floppy Disk: A magnetic Data support, protected by a plastic container, in which **P5/GP5** data can be memorized. The data handling operations are in «Edit Disk».

Footswitch: A "physical" switch-action controlling device. *The* **P5/GP5** pedal group consists of 3 function assignable pedals. Two are switch action pedals while the third (Damper) can be programmed to operate as a switch action or continuous pedal.

Hard disk: Data storage device capable of high access speeds and available for **P5/GP5** as an optional accessory.

Headphones: Stereo listening devices used for private listening.

Loop: Cyclic repetition. A function found in «Edit Song» used to repeat a specified number of measures (bars). Also the essential requisite for all Style patterns (riffs) which are short repeating sequences.

Master Keyboard: A controlling device (keyboard). Usually, a MK is a generator of MIDI events, incapable of generating Sounds. It is connected to the MIDI IN of an Expander, or another MIDI compatible musical instrument. **P5/GP5** can operate as an advanced Master Keyboard, with functions such as Split, Merge and programmable controls.

Menu: List of items. A menu always appears in the right part of the display showing a list of items to select with the function buttons. In Edit General, Edit Song and Edit Style, a Main menu is available with elements to select with the cursor buttons (or Dial) + Enter.

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Merge: See MIDI Merge.

Microscope: A page in «Edit Song» or «Edit Style» where every recorded MIDI event can be individually modified in terms of position as well as value.

MIDI: (Musical Instrument Digital Interface). A system of communication between different digital musical instruments. MIDI is based on the connection via three types of ports: IN, OUT, THRU. The MIDI system renders all electronic digital instruments completely programmable at a distance (e.g. from a computer).

MIDI data provides the receiving instrument with all information necessary to produce sounds.

MIDI Common: See Common channel.

MIDI Controllers: MIDI messages which transmit information relating to performance parameters (Modulation, Main Volume, Damper Pedal...).

MIDI Merge: The fusion of MIDI events originating from the keyboard or MIDI IN and transmitted together with MIDI OUT data after being processed by the **P5/GP5** tracks. Without MIDI Merge, MIDI IN data are directed to the internal sound engine and to MIDI THRU, not to MIDI OUT.

MIOS: (Musical Instrument Operating System). Refers to the **PS/GPS** Operating System, the program that makes the instrument work. MIOS is resident in FLASH ROM which can be updated with newer versions of the operating system via floppy disks.

Modulation: Dynamic modification over time. Activated by an appropriately programmed pedal. **Multitasking:** The operating system's ability of running several different operating modes at the same time.

Oscillator: The fundamental element that produces the sound. **P5/GP5** utilizes one or two oscillators per polyphonic voice, reads a Waveform which then modifies with the Sound Edit parameters.

Pan: Abbreviation for Panorama. The Pan is the position of the Sound between the Stereo

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audio channels.

Pedal: A switch or continuous physical controlling device which can be assigned a controlling function (start/stop, fill, modulation, damper, etc.). *The PS/GPS* group of three pedals consists of two switch action pedals and one which can be programmed to operate as a switch or continuous control pedal (Damper).

Preset: A configuration of tracks used to recall a sound combination for the keyboard (Programmable Preset), a sound combination for the accompaniments (Style-Preset) and a sound combination for the Songs (Song-Preset).

Physical Controllers: On-board Sound controlling devices (Pedals, Sliders, etc.). *See also* Controllers.

Physical Model: A DSP effect specially developed for the Grand Piano Preset and based on Physical Model technology. Applied to the Damper Pedal to obtain a full-bodied Piano sound, typical of acoustic pianos which produce a sympathetic strings resonance when all the dampers are raised from the strings.

Pitch: Intonation, frequency.

Pitch Bend: Dynamic modification of the pitch. Activated by an appropriately programmed pedal, or a MIDI message.

Playback: The term that describes the Sequencer's capability of reproducing a Song. **Preload:** "Background" Song loading while the Sequencer is playing another Song.

Program Change: A MIDI Message used to change a Sound, Performance, Style or Song. Frequently used in combination with the BankSelect (ControlChange 00) message.

Quantize: Correction of imperfect timing errors committed during Song and Style recordings (including Rhythm patterns).

RAM: (Random Access Memory). A type of Memory which can be updated with new data. **P5/GP5** can be fitted with three types of RAM: System-RAM, Volatile Sample-RAM, batterybacked Sample-RAM. RAM memory does not retain data after turning off, unless backed by a special battery.

RGB: (Red, Green, Blue) The signal emitted by the output of the same name and generated by **P5/GP5** for the purpose of projecting the display images and Song lyrics to an external monitor (a colour computer or domestic TV).

ROM: (Read Only Memory). A part of the **P5**/ **GP5** memory which cannot be modified, and in which factory programmed data is conserved, including the Operating System MIOS. In **P5**/ **GP5**, the ROM is a flash-ROM, up-dateable with OS-disks containing later versions of the operating system. ROM memory is not cancelled when the instrument is switched off.

Sample: Refers to a portion of the sound recorded in numeric form. The combination of several samples along the music scale is called a multi-sample. In **P5/CP5** multi-samples are called Waveforms which constitute the principal element of the Sound.

Scart: The connector through which a domestic TV or colour computer monitor can receive the **P5/GP5** display data, including the Lyrics and Music Score of the **P5/GP5** Songs.

Score: The **P5/GP5** function which permits you to see the Lyrics and Music Score across the display. **P5/GP5** can also transmit the data to an externally connected domestic TV or color computer monitor, both fitted with the SCART connector.

Search: The function found in Edit Disk (Single Sound operations) which permits you to look for a Sound in a long list by specifying two or more letters that are contained in the Sounds name.

Sequencer: A system of recording MIDI data. The Sequencer permits you to record a polyphonic song sound by sound, and reproduce the song after applying eventual corrections. The quality of a sequencer recording is maintained and does not decay, even after many recordings and modifications. The Sequencer does not record sounds, it records MIDI data (events).

P5/GP5 incorporates a powerful 32-track sequencer with extensive edit functions.

Song: A piece of music, recorded or reproduced (played back) by the Sequencer.

Sound: In **P5/GP5**, the Sound is the basic sonoric material, based on samples elaborated by envelopes and filters. The Sounds, assigned to Tracks, make up the Presets.

Sound Patch: A Sound consisting of several other sounds. The Sound Patch can assign two different sounds separated by a dynamic threshold, or a different sound to each key of the keyboard (in this case called a Drumkit).

Source: A provider of MIDI events that can be directed to the **PS/GPS** Tracks. In **PS/GPS**, the sources of MIDI events are; the keyboard (local), the MIDI In and the Sequencer.

Track: A single timbre part of a Preset or single instrumental part of a Song or Style. Each Track is individually programmable for the assigned Sound, volume settings, pan, MIDI channel, etc..

Transpose: The change in pitch of a note with respect to a standard value.

Tweak: A term that describes the slight modification of one or more of a Sound's parameters. You can tweak a sound in real time, for example, using the programmable pedals to which the Edit Sound parameters have been assigned (Filter, Attack, Release, etc.).

User Interface: All that which appears within the Display. The means with which the user communicates with the musical instrument that is, the availability of information relating to the status of the data - and in general with all computers. The **PS/GPS** User Interface is a graphic system of superimposable windows containing parameters in graphical and text form.

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User: Generally, this term indicates all that can be programmed by the operator.

Velocity: MIDI message always coupled to the activation of a note. Velocity controls the sound's intensity, proportionally to the velocity with which the keys are struck.

Wet: commonly used expression related to a sound processed by the DSPs.

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