



Classic Keys

MASTER MENU

3

The Master Menu

The Master menu contains functions that affect the overall operation of Classic Keys. For example, changing the Master Tune will change the tuning of all the presets, not just the one currently displayed. The Master Menu contains the two digital effects processors, since they are programmed globally for all presets.

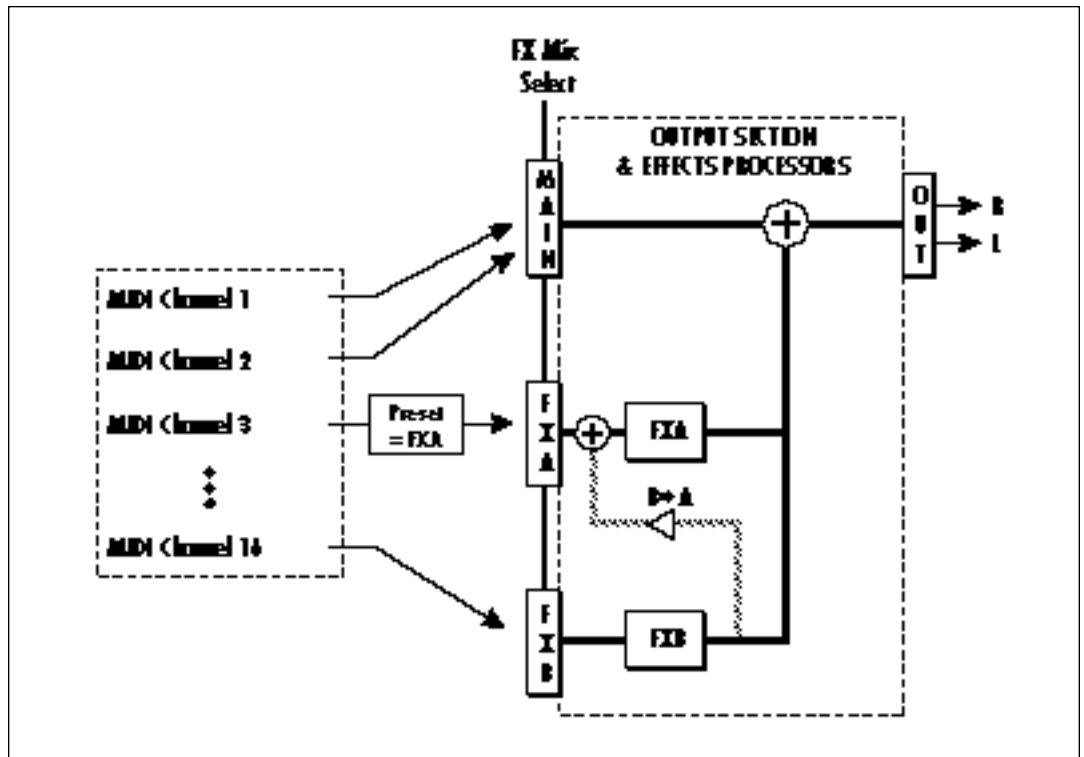
TO ENABLE THE MASTER MENU
Press the Master key, lighting the LED. The current screen will be the one most recently selected since powering up Classic Keys. The cursor will appear underneath the first character of the screen heading on the top line.

TO SELECT A NEW SCREEN
Press the cursor key repeatedly (or hold the cursor key while turning the data entry control) until the cursor is underneath the screen title heading. Rotate the data entry control to select another screen.

TO MODIFY A PARAMETER
Press the cursor key repeatedly (or hold the cursor key while turning the data entry control) until the cursor is underneath the parameter value. Rotate the data entry control to change the value.

TO RETURN TO PRESET SELECT MODE
Press the Master key, turning off the LED.





FX MIX SELECT

This function selects which bus in the output section will be used for each MIDI channel. You can route each MIDI channel through the FxA or FxB processors or directly to the Main outputs (no effects). An additional selection called Preset (Prst), allows the selection to be made in the preset (FX Mix Select). Thus effects can be selected according to MIDI channel or by preset.

FX MIX SELECT
channel 01: FxA

EFFECT A

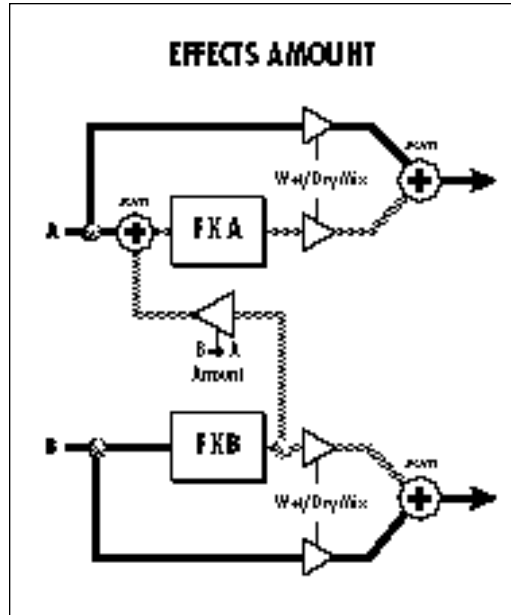
This function allows you to select the type of effect for effect bus A and contains the parameters associated with each effect. See the Effects chapter for detailed information on each effect.

FXA: Hal l l
Decay Ti me 140

EFFECT B

This function allows you to select the type of effect for effect bus B and contains the parameters associated with each effect. See the Effects chapter for detailed information on each effect.

FXB: StereoChorus
Lfo Rate 050



FX AMOUNT

This function allows you to adjust the ratio of wet (processed) to dry (unprocessed) signal coming out of each effect processor. A setting of 100% would indicate that all of the signal is being processed by the effect. The B->A parameter allows you to adjust the amount of effect B that will be fed through the A effect. If B->A is set above 100%, the word "Only" is displayed and the B amount changes to "Off". This disconnects effect B from the outputs and routes ALL of effect B through effect A.

FX AMOUNT A: 50%
B->A: 0% B: 75%

MASTER TUNE

Master Tune adjusts the overall tuning of all presets so that Classic Keys can be tuned to other instruments. The master tuning range is ± 1 semitone in 1/64th semitone increments. A master tune setting of "00" would indicate that Classic Keys is perfectly tuned to concert pitch (A=440 Hz).

MASTER TUNE
+63

TRANPOSE

This function transposes the key of Classic Keys in half-step intervals. The transpose range is ± 12 semitones or one octave.

TRANPOSE
+12 semi tones

GLOBAL BEND

This function sets the range of the pitch wheel only when it is routed to control pitch. The maximum pitch bend range is ± 12 semitones. This function only affects presets which have their individual pitch bend range set to global.

GLOBAL BEND
+/- 12 semi tones

TO USE THE B->A ONLY ROUTING FEATURE, THE FX MIX SELECT MUST BE SET TO "B"

WARNING! WHEN TRANSFERRING SYSEX DATA FROM ONE CLASSIC KEYS TO ANOTHER, THE ID NUMBERS OF BOTH UNITS MUST MATCH

UNLESS YOU ARE USING MULTIPLE CLASSIC KEYS UNITS IT IS BEST TO LEAVE THE ID NUMBER SET TO 00.

GLOBAL VELOCITY CURVE

Incoming velocity data can be modified by a velocity curve in order to provide different types of dynamics in response to your playing or to better adapt to a MIDI controller. This function allows you to select one of the four velocity curves or leave the velocity data unaltered (off). Global velocity curve only affects presets which have their individual velocity curve set to global. For more information on the velocity curves, see page 58.

GLOBAL VEL CURVE
4

MIDI MODE

This function selects one of the four MIDI modes and the MIDI system exclusive ID number.

Omni mode

Classic Keys responds to note information on all MIDI channels and plays the preset currently displayed in the main screen.

Poly mode

Classic Keys only responds to note information received on the currently selected MIDI channel (on the preset selection screen) and plays that channel's associated preset.

Multi mode

Classic Keys responds to data on any combination of MIDI channels and plays the specific preset associated with each of the MIDI channels.

Mono mode

Classic Keys responds to data on any combination of MIDI channels but plays each channel monophonically. If a new note on a channel is played before the last

note is released, the envelopes will not be retriggered (legato). Mono mode is particularly useful with alternate controllers such as MIDI guitars, etc.

ID number

This function allows an external programming unit to distinguish between multiple Classic Keys units. In the case of multiple Classic Keys units, each Classic Keys should have a different ID number.

Note: E-mu products Proteus, Proteus FX, Vintage Keys and Classic Keys all use product code 04 to maintain preset compatibility. If you are using more than one of these units in your MIDI setup, set each unit to a separate ID to differentiate each unit.

MIDI MODE **ID**
Omni **00**

MIDI MODE CHANGE

This function selects whether or not MIDI mode change commands are accepted or ignored when received over MIDI (see MIDI Mode).

MIDI MODE CHANGE
Disabled

MIDI OVERFLOW

When on, if you play more notes than Classic Keys has channels (32), the additional note data will be directed out the MIDI Out port to a second Classic Keys or other MIDI device. MIDI Overflow can be turned On or Off.

MIDI OVERFLOW
Off

MIDI ENABLE

When in MIDI Multi mode, this function lets you turn each MIDI channel On or Off. This is useful when you have other MIDI devices connected and do not want Classic Keys to respond to the MIDI channels reserved for the other devices. MIDI Enable only operates in Multi Mode.

MIDI ENABLE
channel : 01 On

BANK/PRESET CHANGE

This function allows Classic Keys to utilize or ignore incoming MIDI program change commands for each channel. Since MIDI can only select presets 000-127, this function also allows you to select which bank of 128 presets will be accessed via incoming program change commands. Another option, "Map," routes incoming program changes to the MIDI program -> preset mapping function. See page 29.

BANK/PRST CHANGE
channel 01: Off

— **PROGRAM CHANGES IGNORED
ON MIDI CHANNEL 1**

BANK/PRST CHANGE
channel 02: Bank1

— **PROGRAM CHANGES ROUTED TO
PRESET BANK 1 ON MIDI CHANNEL 2**

BANK/PRST CHANGE
channel 03: Map

— **PROGRAM CHANGES ROUTED
THROUGH THE PROGRAM ->PRESET
MAP ON MIDI CHANNEL 3**

SOME OF THE STANDARD
MIDI CONTROLLER
NUMBERS ARE LISTED
BELOW:

- 1 MODULATION WHEEL
OR LEVER
- 2 BREATH CONTROLLER
- 3 PRESSURE: REV 1 DX7
- 4 FOOT PEDAL
- 5 PORTAMENTO TIME
- 6 DATA ENTRY
- 7 VOLUME
- 8 BALANCE
- 9 UNDEFINED
- 10 PAN

MIDI CONTROLLER ASSIGN

Classic Keys allows you to assign up to four realtime control sources from your MIDI controller. These control sources could be modulation wheels, data sliders or whatever. In this screen, you set up which controllers will be received by Classic Keys. What effect the controller will have is programmed separately for each preset. MIDI controllers are each assigned a letter, A-D. Each controller letter can be assigned to a MIDI realtime controller from 01-31. Note: If controller numbers 7 or 10 are selected, they will override the standard MIDI volume and pan control routings.

For more information on MIDI controllers, see "MIDI Realtime Controls" in chapter 5, Preset Programming.

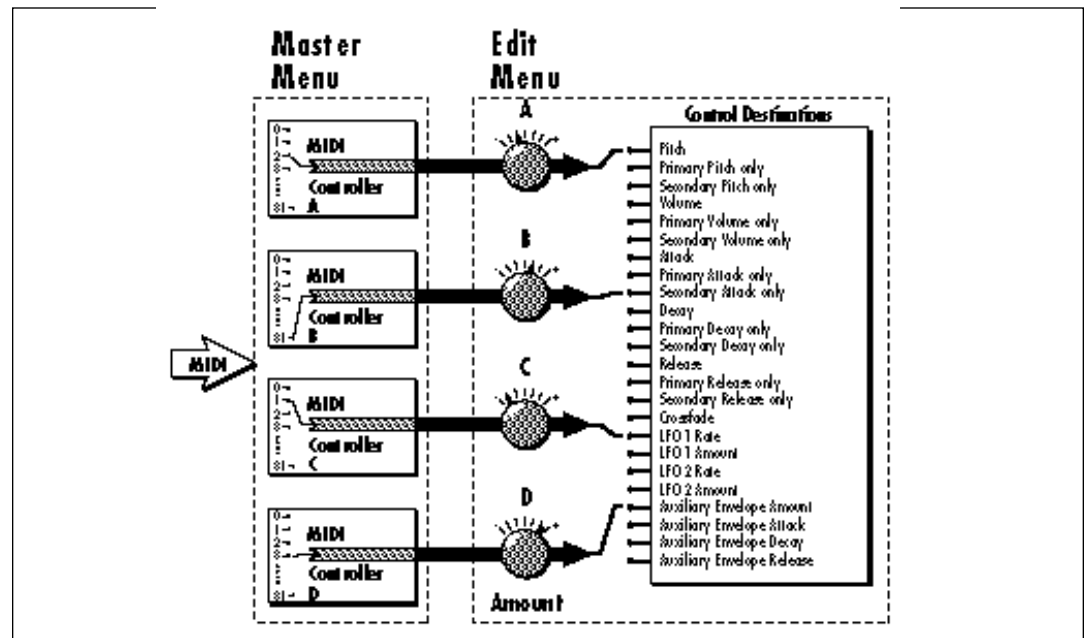
CONTROLLER #
A: 01 B: 02

Next Screen:

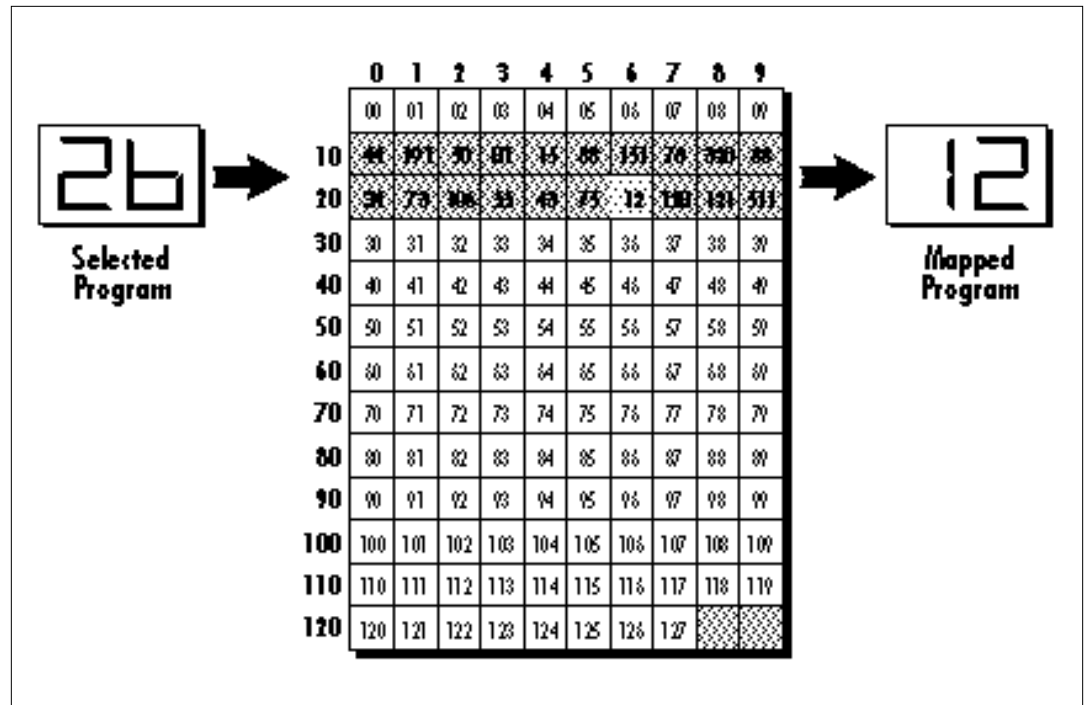
CONTROLLER #
C: 03 D: 04

SOME OF THE STANDARD
MIDI SWITCH NUMBERS
ARE LISTED BELOW.

- 64 SUSTAIN SWITCH
(ON/OFF)
- 65 PORTAMENTO SWITCH
(ON/OFF)
- 66 SOSTENUTO
(CHORD HOLD,
ON/OFF)
- 67 SOFT PEDAL (ON/OFF)
- 69 HOLD PEDAL 2
(ON/OFF)



The MIDI controller A-B-C-D must have both a source (0-31) and a control destination assigned.



This chart shows how MIDI preset changes can be re-mapped. In this example, program changes 10-29 have been re-mapped. All other programs will be selected normally.

MIDI FOOTSWITCH ASSIGN

Like the MIDI Controllers, 3 MIDI footswitches can be assigned to MIDI footswitch numbers. Footswitches can be assigned numbers from 64-79. Destinations for the footswitch controllers are programmed in the Edit menu.

FOOTSWITCH #		
1: 64	2: 65	3: 66

PROGRAM -> PRESET MAP

Incoming MIDI program changes can be remapped to a different numbered preset. This is a handy feature when you want a specific preset number sent from the master synth to call up another specific preset number on Classic Keys. For example, the Program Change Map could be set to call up preset 012³ whenever Classic Keys receives program change number 26. Any preset can be mapped to any incoming MIDI program change number.

MAP PROGRAM 026> 012 ³ org: Jag Sub5
--

IF THE PROGRAM ->
PRESET MAP DOES NOT
SEEM TO WORK, MAKE
SURE THAT THE BANK/
PRESET CHANGE
FUNCTION IS SET TO
"MAP" (PAGE 27)

APPLICATION: THE USER KEY TUNING CAN BE USED TO TUNE INDIVIDUAL PERCUSSION INSTRUMENTS.

THE PRESET, VOLUME, AND PAN INFORMATION FOR ALL 16 CHANNELS IS INCLUDED WHEN THE MASTER SETTINGS ARE TRANSMITTED OR RECEIVED.

SEND MIDI DATA

This function transmits MIDI System Exclusive data to the MIDI Out port. MIDI data can either be sent to a computer/sequencer or to another Classic Keys. Using the cursor key and the data entry control, select the type of MIDI data you wish to transmit. The choices are:

Effect Settings

Transmits all the current effects parameters except mix select (for the 16 MIDI channels).

Master Settings

Transmits all parameters in the Master menu except effects, tuning table, program/preset map and viewing angle.

Program/Preset Map

Transmits only the program/preset map.

Tuning Table

Transmits only the user tuning table.

Factory Presets

Transmits all the factory presets.

User Presets

Transmits all the user presets.

Any Individual Preset

Transmits only the selected preset.

SEND MIDI DATA
040³ ai r: Angel Vox

The Enter LED will be flashing. Press the Enter button to confirm the operation.

WARNING! WHEN TRANSFERRING SYSEX DATA FROM ONE CLASSIC KEYS TO ANOTHER, THE ID NUMBERS OF BOTH UNITS MUST MATCH.

TO TRANSMIT MIDI DATA TO A SEQUENCER

1. SET UP SEQUENCER TO RECEIVE SYSTEM EXCLUSIVE DATA.
2. START SEQUENCER RECORDING, THEN SEND PRESET DATA.

TO RECEIVE MIDI DATA FROM A SEQUENCER

1. SIMPLY PLAY BACK THE SEQUENCE INTO CLASSIC KEYS

USER KEY TUNING

In addition to standard twelve tone equal temperament, Classic Keys contains four additional preset tuning tables (Just C, Vallotti, 19 tone, and Gamelan) and one user definable tuning. User Key Tuning allows you to alter the parameters of the user definable tuning stored in memory. The initial frequency of every key can be individually tuned, facilitating the creation of microtonal scales. Using the cursor key and the data entry control, select the key name, the MIDI key number and the fine tuning. The key name is variable from C-2 to G8. MIDI key number is variable from 0 to 127. The fine tuning is variable from 00 to 63 in increments of 1/64 of a semitone (approx. 1.56 cents). For each preset, the specific tuning table is selected in the Edit menu.

USER KEY TUNING
Key: C1 036-00

VIEWING ANGLE

This function allows you to change the viewing angle of the display so that it may be easily read from either above or below. The angle is adjustable from +7 to -8. Positive values will make the display easier to read when viewed from above. Negative values make the display easier to read from below.

VIEWING ANGLE
+7