MASTER EDIT MENU

MASTER EDIT MENU

The Master menu contains functions that affect the overall operation of the Proteus. For example, changing the Master Tune will change the tuning of all the presets, not just the one currently displayed. **All changes made in the Master Edit menu *(with the exception of Local Control)* are remembered when the power is turned off.**

TO ENABLE THE MASTER EDIT MENU

Press the Master button, lighting the LED. The current screen will be the one most recently selected since powering up the Proteus. The cursor will appear underneath the first character of the screen heading on line one.

TO SELECT A NEW SCREEN

Press either cursor key repeatedly (or hold the cursor key) until the cursor is underneath the screen title heading. (You may also press the Enter button to return the cursor to "Home" position.) Rotate the data entry control or use the increment/decrement buttons to select another screen.

TO MODIFY A PARAMETER

Press either cursor key repeatedly (or hold the cursor key) until the cursor is underneath the parameter value. Rotate the data entry control or use the increment/decrement buttons to change the value.

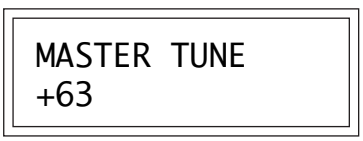
TO RETURN TO PRESET SELECT MODE

Press the Master Edit button, turning off the LED.

MASTER EDIT FUNCTIONS

MASTER TUNE

Master Tune adjusts the overall tuning of all presets so that Proteus 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 the Proteus is perfectly tuned to concert pitch (A=440 Hz).



MASTER EDIT MENU

TRANSPOSE

This function transposes the key of the Proteus keyboard in half-step intervals. The transpose range is ±12 semitones or one octave. Transpose only transposes notes played from the keyboard and sent out over MIDI. It does not transpose incoming MIDI data. This screen performs the same function as the front panel transpose button and changes made from the front panel will be reflected in this display.

```
TRANSPOSE
+00 semitones
```

GLOBAL BEND

■ *"Global" means that a parameter can apply to all presets. Presets may use a specially defined value instead of the global value.*

This function sets the range of the pitch wheel (the left, spring-loaded wheel) *only* when it is routed to control pitch (in the Preset Edit menu). 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 semitones
```

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 64.*

```
GLOBAL VEL CURVE
4
```

MASTER EDIT MENU

GLOBAL PRESSURE AMOUNT

Keyboard pressure or aftertouch is the pressure applied after the key is initially pressed. What keyboard pressure actually controls is programmed separately for each preset (in the Preset Edit menu). Global Pressure Amount allows you to apply an overall scaling to the pressure amount programmed in each preset. Pressure has maximum effect when the value is set to 127.

```
GLOBAL PRESS AMT
127
```

MIDI MODE

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

■ ***Omni mode*** - Proteus responds to note information on all MIDI channels and plays the preset currently displayed in the main screen.

■ ***Poly mode*** - Proteus 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*** - Proteus responds to data on any combination of MIDI channels and plays the specific preset associated with each of the MIDI channels. This function is duplicated with the front panel Multi button.

■ ***Mono mode*** - Proteus responds to data on any combination of MIDI channels but plays each channel monophonically. If a new note 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, wind controllers, etc.

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

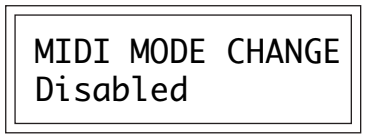
▼ *Warning: Presets will not be transferred between two Proteus' unless the ID numbers of both units match.*

```
MIDI MODE    ID
Poly         00
```

MASTER EDIT MENU

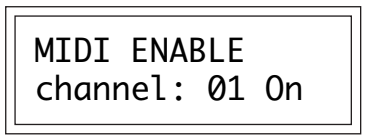
MIDI MODE CHANGE

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



MIDI ENABLE

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



LOCAL CONTROL

When on, the Proteus keyboard controls the internal sound generators and sends out MIDI data about which keys are being played. Turning Local Control Off, disconnects the internal sound generators from the keyboard but Proteus still sends and receives MIDI data. Local Control is often turned Off when recording into a MIDI sequencer (set sequencer to Echo Thru). Local Control is always turned On at power-up.

MASTER EDIT MENU

RECEIVE PROGRAM CHANGE

MIDI also carries program (preset) change information from one synthesizer to another. When Receive Program Change is turned On, program change messages are received over the MIDI line. When turned Off, all program change messages are ignored.

SEND PROGRAM CHANGE

When Send Program Change is turned On, program change messages are transmitted over the MIDI line to other devices. When turned Off, the program change messages are not transmitted.

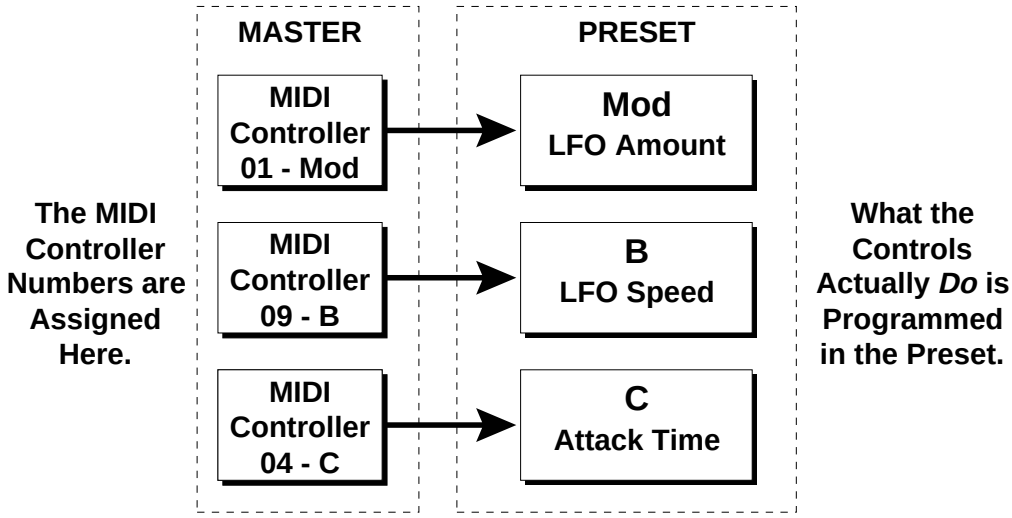
■ *With Send Program Change Off, preset change commands will not be sent from Quick Keys, Multi-Map selections or individual preset changes.*

SEND CONTROLLERS

Continuous Controller data from the Pitch Wheel, Modulation Wheel and Pressure is also transmitted over MIDI. When Send Controllers is turned On, continuous controller messages are transmitted over the MIDI cable to other devices. When turned Off, continuous controller messages are not transmitted.

■ *MIDI program changes are only sent as a result of key presses (numeric and inc/dec buttons), and not through data entry knob selection.*

MASTER EDIT MENU



MIDI CONTROLLER ASSIGN

■ *The MIDI spec allows up to 128 controllers per channel. This feature lets you to connect four of them any way you want.*

The Proteus Master Performance System allows you to assign up to four realtime controllers. A controller could be the modulation wheel, the footpedal or a realtime controller from another MIDI keyboard. **In this screen, you select the continuous controller numbers that Proteus will transmit and receive.** What effect the controller will have is programmed separately for each preset. The first controller is dedicated to the Proteus Modulation Wheel (right wheel). If controller 001 is selected for the Modulation Wheel then Proteus will transmit the Modulation Wheel data on controller 001 (Incoming MIDI data on controller 001 will also be received and will have the same effects as moving the wheel). The other three controllers are assigned a letter B-D. The Mod. wheel can be assigned a MIDI realtime controller number from 0-120. Each controller letter can be assigned to a MIDI realtime controller number from 01-31.

■ *If controller numbers 7 or 10 are selected, they will override the standard MIDI volume and pan control routings and Proteus will not respond to MIDI Volume and Pan changes. For more information, see MIDI Realtime Controls on page 66.*

```
CONTROLLER #
MOD:001 B:02
```

Next Screen:

```
CONTROLLER #
C:03    D:04
```

MASTER EDIT MENU

PEDAL CONTROL

This screen allows you to dedicate the footpedal as a volume control for the current preset or to assign it to Controller B to be used as a general purpose controller. When the footpedal is assigned to Controller B, the data will also be transmitted over MIDI (on the realtime control channel selected for Controller B in the previous screen).

■ *When the pedal is assigned to Volume, the pedal data is also transmitted over MIDI continuous controller channel 7.*

```
PEDAL CONTROL
Volume
```

MIDI FOOTSWITCH ASSIGN

Like the MIDI Controllers, 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 Preset Edit menu. The Local footswitch number will be ***transmitted*** over MIDI when Proteus's footswitch is depressed. Additionally, MIDI footswitch data received on the specified controller number will be routed to the Local destination as programmed in the Preset Edit menu.

```
FOOTSWITCH #
Local:64
```

- Transmitted *and* Received over MIDI

Footswitch numbers 2 and 3 set the footswitch numbers that will be ***received*** by Proteus from an external MIDI controller (such as another MIDI keyboard).

```
FOOTSWITCH #
2:65  3:66
```

- Received over MIDI

MASTER EDIT MENU

EFFECTS TRANSITION

Sometimes when the type of effect is changed, an audible "ping" may be heard. This function allows you to select whether or not the audio is temporarily muted when switching presets (effects). Only the effect buss whose effect is changed will be muted.

```
FX Transition
Mute
```

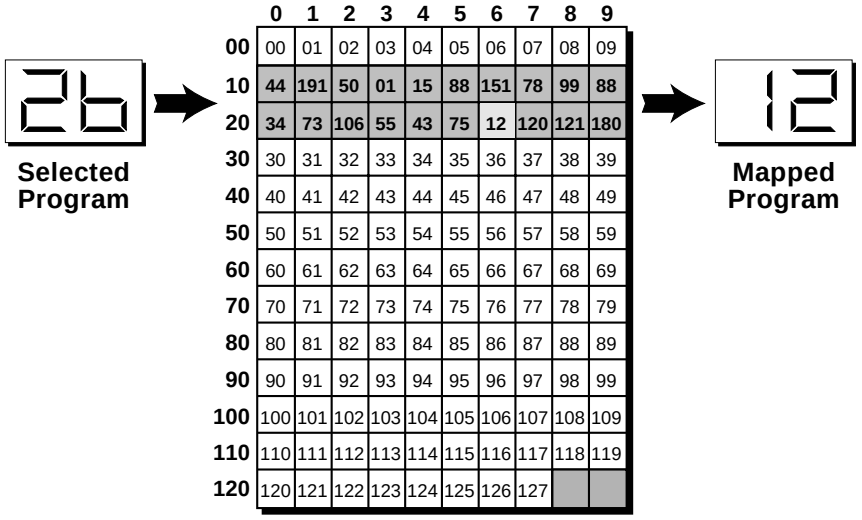
MIDI PROGRAM -> PRESET

■ *MIDI Program -> Preset maps are selected as part of a Performance Map (see page 54).*

Incoming MIDI program changes can be translated into a different numbered preset. This is a handy feature when you want a specific preset number sent from a MIDI controller to be linked with a specific preset on the Proteus. Simply selecting a preset on the MIDI controller can automatically call up the proper Proteus preset. Any of the presets in Proteus can be mapped to any incoming MIDI program change number. **This feature allows you to call up the presets 128-299, which are not normally accessible over MIDI.** There are four MIDI Program -> Preset maps in the Proteus.

■ *Note: On some synthesizers Preset 00 is called Preset 01 with a corresponding difference through all the numbers.*

```
MIDI PROG>PRESET
#4:  026 -> 012
```



	0	1	2	3	4	5	6	7	8	9
00	00	01	02	03	04	05	06	07	08	09
10	**44**	**191**	**50**	**01**	**15**	**88**	**151**	**78**	**99**	**88**
20	**34**	**73**	**106**	**55**	**43**	**75**	**12**	**120**	**121**	**180**
30	30	31	32	33	34	35	36	37	38	39
40	40	41	42	43	44	45	46	47	48	49
50	50	51	52	53	54	55	56	57	58	59
60	60	61	62	63	64	65	66	67	68	69
70	70	71	72	73	74	75	76	77	78	79
80	80	81	82	83	84	85	86	87	88	89
90	90	91	92	93	94	95	96	97	98	99
100	100	101	102	103	104	105	106	107	108	109
110	110	111	112	113	114	115	116	117	118	119
120	120	121	122	123	124	125	126	127		

This chart shows how MIDI preset changes can be re-mapped. In this example, program changes 10-29 (darkened area) have been re-mapped. All other programs will be selected normally. An incoming program change of 26 is re-mapped through the table above to select program 12.

MASTER EDIT MENU

SEND MIDI DATA

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

▼ *Warning: When transferring SysEx data from one Proteus to another, the ID numbers of both units must match.*

- **Master Settings:** Transmits all parameters in the Master menu except tuning table, program/preset map, remote, calibrations and viewing angle.
- **Program/ Preset Map:** Transmits only the program/preset maps.
- **Tuning Table:** Transmits only the user tuning table.
- **Performance Maps:** Transmits all the performance maps.
- **All Card Presets:** Transmits all the memory card presets.
- **All ROM Presets:** Transmits all the ROM (factory) presets.
- **All RAM Presets:** Transmits all the RAM (user) presets.
- **Any Individual Preset:** Transmits only the selected preset.

▼ *Warning: When transferring preset banks back and forth from the Proteus to a computer, the data should be recorded as you would a regular sequence. Sending the data in one huge chunk will choke the Proteus.*

After selecting the type of data, the Enter LED will be flashing. Press the Enter button to confirm the operation. To receive MIDI data, simply send the MIDI data into Proteus from another Proteus or your sequencer.

▼ *When reloading MIDI data, the ID number of the data and the Proteus must both match.*

■ To Record MIDI Data into a Sequencer or another Proteus

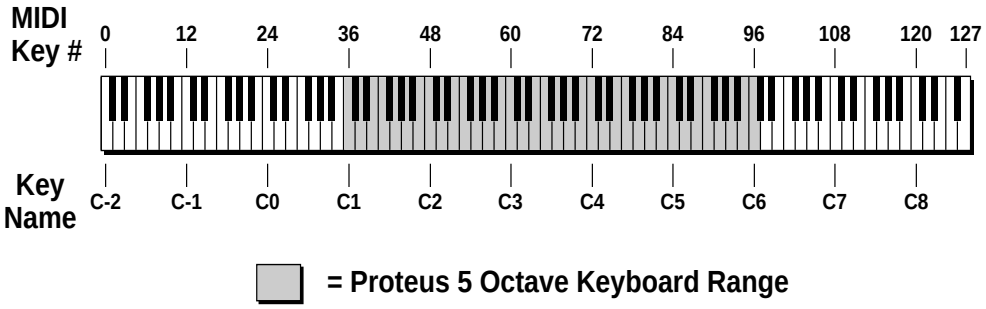
1. Connect MIDI Out of the Proteus to the MIDI In of the receiving device.
2. Set up the Sequencer to receive MIDI System Exclusive data.
3. Place Sequencer into Record Mode, then Send MIDI Data.

■ To Receive MIDI Data from a Sequencer or another Proteus

1. Connect MIDI Out of the sending device to the MIDI In of Proteus.
2. Simply play back the sequence into Proteus.
   (If you are sending from another Proteus, just Send MIDI Data.)

MASTER EDIT MENU

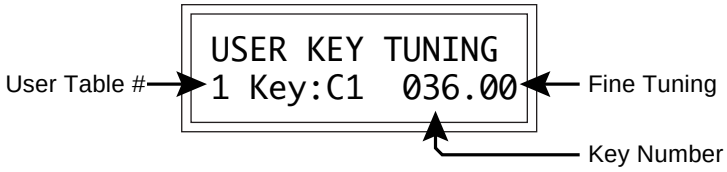
MIDI Keyboard Range



USER KEY TUNINGS

Application:
The user key tuning can be used to tune individual percussion sounds.

In addition to standard twelve tone equal temperament, the Proteus contains four preset tuning tables (Just C, Vallotti, 19-tone, and Gamalan) and ***four additional user-definable tuning tables***. User Key Tunings allow you to alter the parameters of the four user-definable tunings stored in memory. The initial frequency of each and every key can be individually tuned, facilitating the creation of non-standard 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 up (approx. 1.56 cents). For each preset, the specific tuning table is selected in the Preset Edit menu.



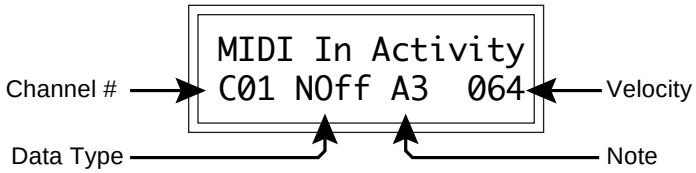
VIEWING ANGLE

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.

MASTER EDIT MENU

MIDI IN ACTIVITY

This function allows you to monitor incoming MIDI data which may prove helpful in solving MIDI interconnection problems. The lower line reads out MIDI data which was last received. Most MIDI messages are displayed, including MIDI Clocks, SysEx and Active Sensing messages.



STARTUP MESSAGE

This feature allows you to program your own startup message which will appear whenever the keyboard is first turned on. Messages can be up to 15 characters long.

CALIBRATION

The calibration function allows you to recalibrate the pressure, pedal, pitch wheel and modulation wheel. User calibration is desirable for a number of reasons. You may want to recalibrate the pressure to your personal taste or you may own a pedal which doesn't seem to work correctly. Simply recalibrate the pedal function and you're back in business. Over time analog components used in the pitch and mod. wheel circuitry may drift. The calibration function allows you to correct the problem yourself and save a service call.

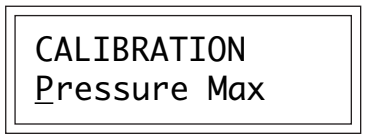
MASTER EDIT MENU

To Calibrate Pressure:

1) Press either cursor button to move the cursor to the lower line of the display. The enter LED will be flashing.

2) Press a key on the keyboard slightly down to set the minimum amount of pressure. Set the minimum pressure hard enough so that no pressure modulation will be applied with normal playing. When you have the proper amount of minimum pressure, press enter.

3) Press the increment button to change the display to pressure max.



4) Press a key on the keyboard down hard to set the maximum amount of pressure. Set this amount for the hardest you expect to press on the keyboard. When you have the proper amount of maximum pressure, press enter.

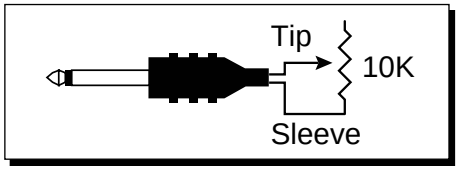
5) Press either cursor button to move the cursor back to the upper line of the display to quit.

To Calibrate the Pedal:

1) Move the cursor to the lower line of the display. Use the data entry control or the inc/dec buttons to select "Pedal Min".

2) Plug in a control pedal (E-mu part number SW 323 or equivalent) to the rear panel jack and move it to its up position (Off). Press enter.

3) Use the data entry control or the inc/dec buttons to select "Pedal Max". Depress the pedal to its lowermost position (On), then press enter.



The control pedal should be internally wired as shown above.

MASTER EDIT MENU

To Calibrate the Modulation Wheel:

1) Move the cursor to the lower line of the display. Use the data entry control or the inc/dec buttons to select "Mod Min".

2) Rotate the modulation wheel all the way back toward you. Press enter.

3) Use the data entry control or the inc/dec buttons to select "Mod Max". Rotate the modulation wheel fully forward away from you. Press enter.

To Calibrate the Pitch Wheel:

1) Move the cursor to the lower line of the display. Use the data entry control or the inc/dec buttons to select "Pitch Center". Press enter.

2) Use the data entry control or the inc/dec buttons to select "Pitch Min". Move the pitch wheel all the way back toward you and while holding it in this position, press enter.

3) Use the data entry control or the inc/dec buttons to select "Pitch Max". Move the pitch wheel fully forward away from you and while holding it in this position, press enter.