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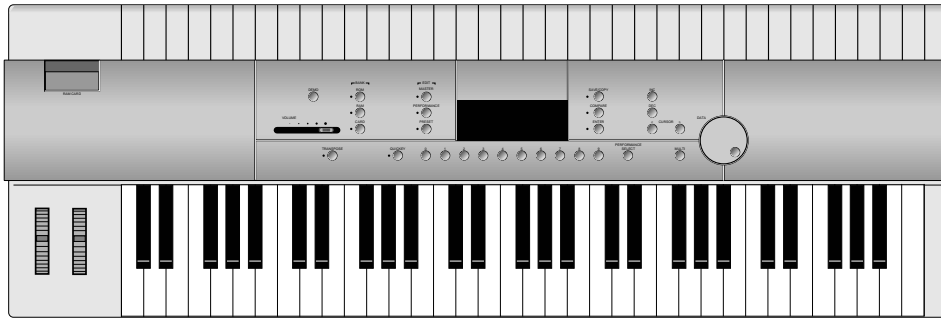
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INTRODUCTION

INTRODUCTION



What is the Proteus Master Performance System?

The Proteus Master Performance System is first and foremost a keyboard instrument with natural instrument sound. This is because its sounds are based on actual digital recordings of “real” instruments. In this way Proteus is very similar to a sampling instrument, except that we have done the sampling for you. The Proteus comes loaded with four megabytes of the highest quality 16 bit samples, selected from the Emulator III sound library. Everything you need to play and compose in a wide range of contemporary styles. You simply plug in and play.

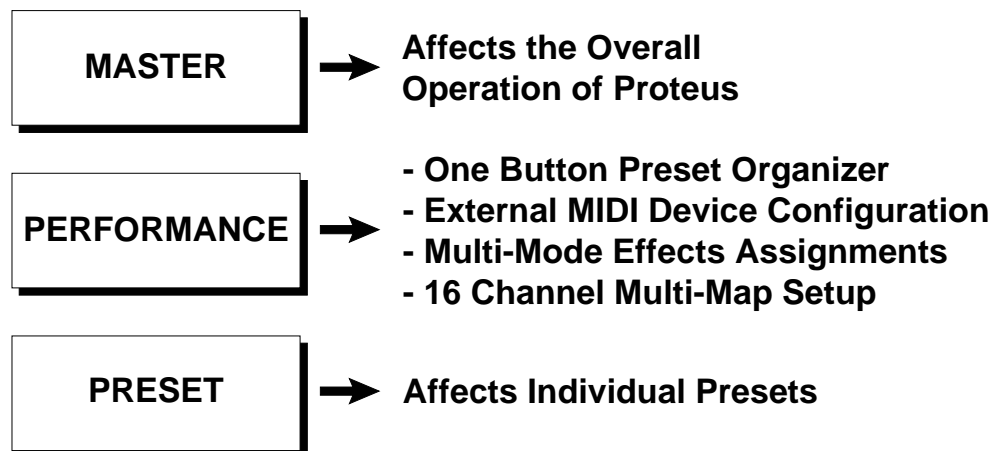
But this is only the beginning. Proteus allows you to take sounds apart and reassemble them into entirely new sounds by combining parts of one sound with another. There's no shortage of sounds either. Proteus contains 100 permanent preset sounds and 100 user-changeable sounds on board. In addition, RAM cards hold another 100 user presets each so you can build a custom library of your favorite sounds. After you have created your sound, you can add reverb or a full range of other studio quality effects using two separate effects at once.

Master Performance System describes Proteus' powerful master controller capabilities. You can manage your entire MIDI setup by means of the velocity and pressure-sensitive keyboard, which can be split into four sections. A powerful Performance Mode allows you to reconfigure your other MIDI instruments during a live performance. Other features include user-definable alternate tunings and of course, an extensive MIDI implementation.

Proteus also features 32 voice polyphony with layering capabilities (up to 8 sounds on each key) and the ability to respond multi-timbrally to all 16 MIDI channels. It is ideally suited for multitrack sequencing and composing using a MIDI sequencer.

THE PROTEUS SYSTEM

The Proteus can be divided into 3 main sections:



■ The **MASTER** section affects the overall operation of Proteus, such as overall tuning or the MIDI Mode. Functions in the Master section stay the same when you change presets.

■ The **PERFORMANCE** section allows you to program overall setups or *Maps* which you may want to associate with a particular song or song set. There are 5 Performance Maps in the Proteus and you can store another 5 Performance Maps on the RAM Card.

Each Performance Map includes:

- A group of 10 *Quick Key* assignments allow you to call up any preset with one button press.
- MIDI receive parameters: Volume, Pan, Preset and Program Change On/Off, for all 16 MIDI channels.
- Multi-mode Effects Assignments for all 16 MIDI channels: Effect Type and Amount.
- Up to 5 MIDI commands may be sent out to your other gear including: Program Change, Song Select, Song Start, Song Stop, Volume, Pan, *plus* one user-definable MIDI command up to 320 bytes long.

■ The **PRESET** section contains the parameters which make up the actual sounds or *Presets*. Parameters such as: the type of instrument, or the tuning of each instrument are found in the Preset section.

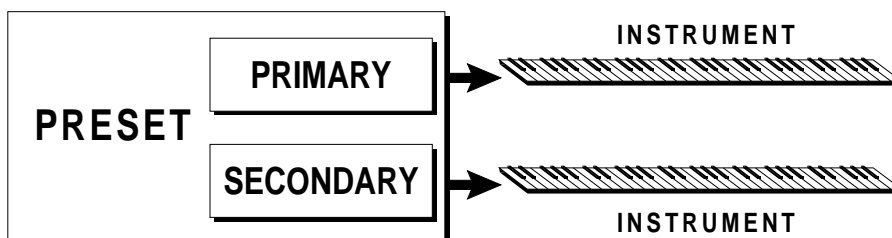
■ MORE INFO

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▼ Learn the Basic Operation of Proteus before you move on to the Performance Maps.

THE PRESET

A Preset is organized as shown in the diagram below.



● The *Preset* is a complete set of all program parameters for a complete Proteus sound. There are 300 preset locations in the Proteus arranged into 3 banks: ROM, RAM, and Card banks.

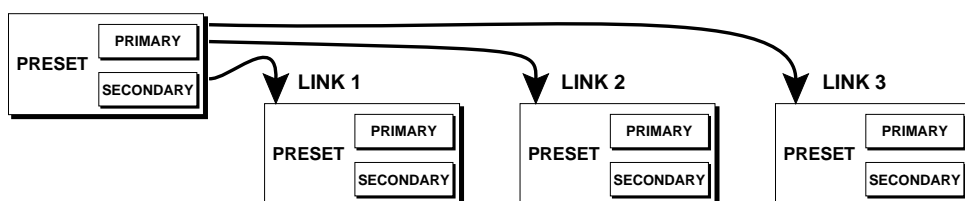
- 100 ROM Presets - Unalterable factory presets
- 100 RAM User Presets - Presets may be changed or modified
- 100 RAM Card Presets - Presets may be changed or modified

The RAM Card is a convenient way to transfer presets in and out of the instrument.

● Each preset consists of one or two instruments. An instrument is a complete set of samples which cover the entire keyboard range. An instrument can be assigned to each of the *Primary* and *Secondary* layers of the preset.

● The primary and secondary layers are essentially two complete sounds stacked or placed adjacent to each other, and can be switched or crossfaded together in various ways.

● Up to four presets may be assigned to the keyboard at any time. Presets may also be *Linked* to create massive stacked sounds.

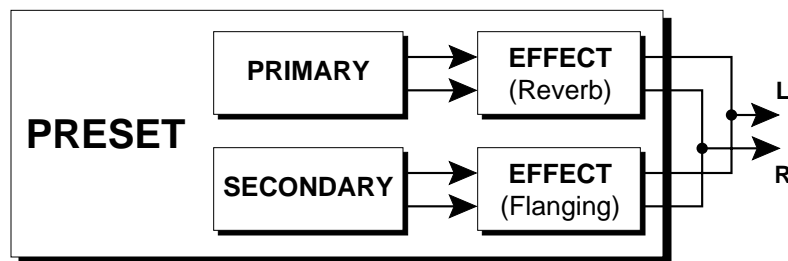


EFFECTS ROUTING

Proteus contains **two** digital effects sections which can be used to apply Reverb, Flanging, Delay and other effects to the final sound. An effect can either be programmed to be a part of the preset, or can be assigned to an *Effects Buss* so that multiple presets can share effects.

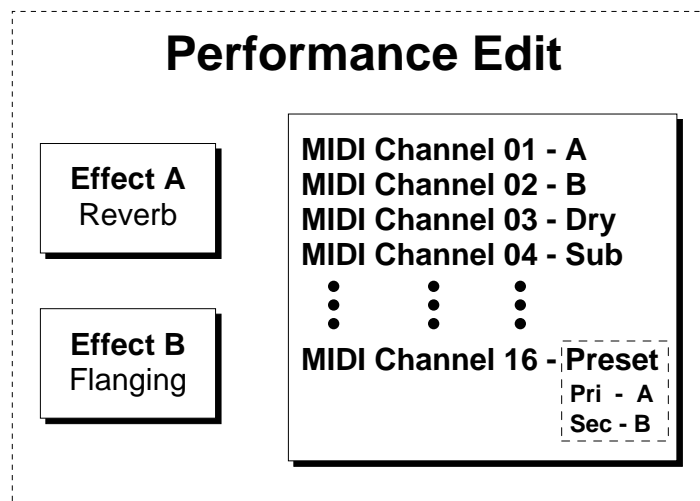
● When using a single preset, the *Effect* is programmed as a part of the *Preset*.

■ **MORE INFO**
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EFFECTS ROUTING FOR A SINGLE PRESET

● When using multiple presets the *Effect Buss* assignment (A, B, Sub, Dry or Preset) is programmed in the *Performance Edit menu* by MIDI channel. Preset allows the primary and secondary buss selections in the preset to be used. In multiple preset mode (multimode) the *actual effects and their parameters*, are selected in the *Performance Edit* menu.



EFFECTS ROUTING FOR MULTIPLE PRESETS