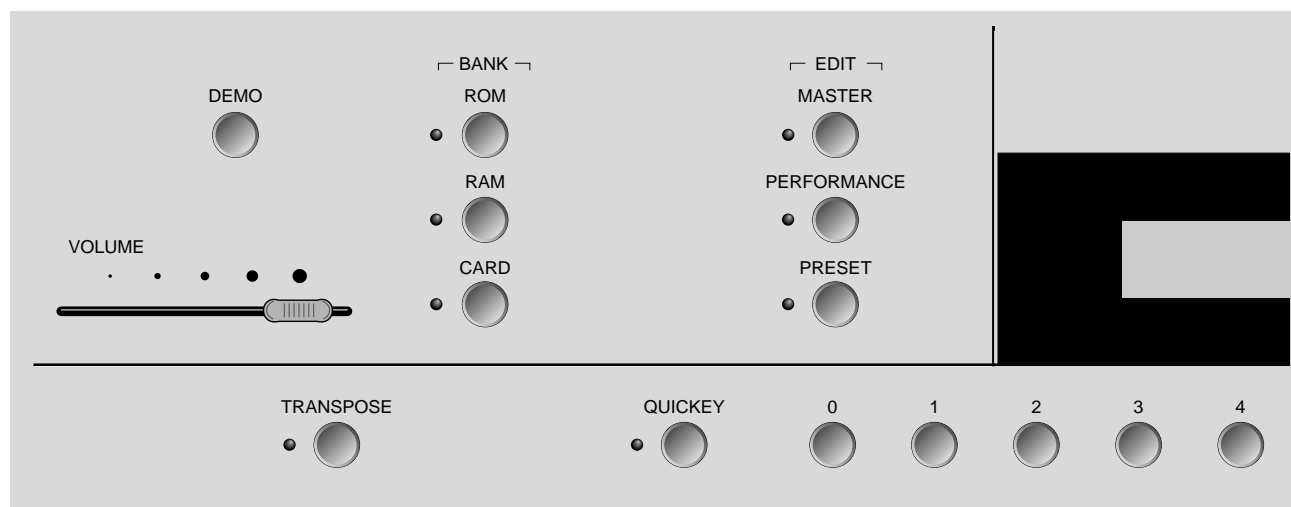


BASIC OPERATION



■ **Volume** - Functions as the master volume control for all audio outputs. Note: For maximum dynamic range, set this control at full level.

■ **Demo** - Initiates the demo sequence. The sequence can be halted by pressing any front panel button. If a card containing a demo sequence is inserted, the sequence on the card will play.

■ **ROM/RAM/Card Bank** - Selects a bank of 100 presets as the active bank.

■ **Master Edit** - Contains parameters that affect the entire machine, not just certain presets. An illuminated LED to the left of the button indicates that you are in the *Master* menu.

■ **Performance Edit** - Allows you to edit the Performance parameters such as: Quick Key assignments, Effects settings, and Programmable MIDI commands. An illuminated LED to the left of the button indicates that you are in the *Performance Edit* menu.

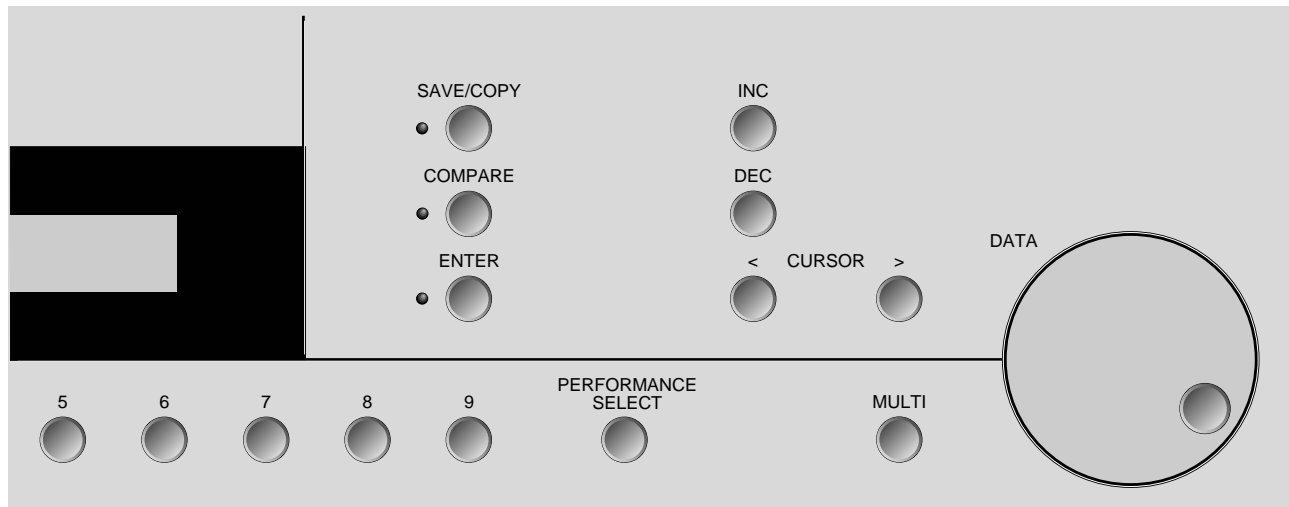
■ **Preset Edit** - Allows you to edit the parameters of a Preset. An illuminated LED to the left of the button indicates that you are in the *Preset Edit* menu.

■ **Transpose** - Transposes the key of the instrument in half-step intervals. While the Transpose button is held down, a transposition is specified by pressing a keyboard key relative to middle C up to +/- 12 semitones. The LED will be lit to indicate that a transposition is in effect. Numeric keys can also be used to select transpositions. Press middle C while holding the Transpose button to return to normal tuning. Transpose does not affect notes received over MIDI.

■ **Quick Key** - Turns the Quick Key function On or Off. Quick Key allows single button preset changes by pressing one of the preset select buttons 0-9. *See Performance Edit.*

■ **Numeric Buttons 0-9** - Are used to enter Preset numbers within a bank, select Quick Key assignments when Quick Keys are enabled, or select a Performance Map using the Performance Select button.

■ **Performance Select** - Selects Performances 0-9. Hold the button down and press one of the numeric keys to select a new Performance Map.



■ **Multi** - Activates the Multi-Map in the current Performance Map including effect routings and assignments. Multi allows Proteus to receive MIDI data on multiple channels. When Multi is Off, the MIDI mode (other than Multi) last specified in the Master menu is used.

■ **Save/Copy Button** - Allows you to:

- **Save a Preset to a RAM or Card location when in Preset Edit Mode.**
Press Copy/Save from within the Preset Edit menu. Select the new location and press Enter.
- **Save a Performance Map to a RAM or Card location when in Performance Edit Mode.**
Press Copy/Save from within the Performance Edit menu. Select the new location and press Enter.
- **Copy a Bank of 100 Presets to the RAM or Card when not in an Edit Mode.**
Press Copy/Save from the main menu. Select the desired bank copy function and press Enter.
- **Copy effects parameters back and forth between a Preset and a Performance Map.**
Press Copy/Save from within any effects menu. Select the new location and press Enter (see page 107).
- **Copy a Quick Key to another location (see page 44).**
Press Copy/Save from the Quick Key preset select screen. Select the desired destination and press Enter.

■ **Compare** - Selects between the edited and un-edited version of a preset while in Preset Edit Mode. The LED lights to indicate that the original un-edited version is currently selected and no further changes can be made until Compare is turned Off.

■ **Enter** - Used to initiate some operations within the Proteus. The red LED above the Enter button flashes to let you know that the Proteus is waiting for your response. Enter also functions as a “Home” button, normally returning the cursor to the upper left corner of the display (or the lower left in the main screen).

■ **Inc / Dec Buttons** - These two buttons increment or decrement the value of the currently selected parameter by one each time they are pressed.

■ **Cursor** - These two buttons move the cursor in either direction to the next parameter on the display. (The cursor is a little flashing line underneath one of the parameters in the display.) Press one of the cursor buttons repeatedly until the cursor is underneath the desired parameter.

■ **Data Entry Control** - Used to change parameter values. The control increments or decrements the current value one unit with each click.

BASIC OPERATION

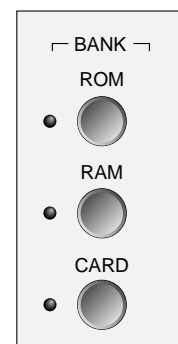
PRESET SELECTION

The preset selection screen is shown below. This screen appears when the Proteus is first powered-up and when the Master, Performance Edit, and Preset Edit menus are all Off.



Presets are organized into 3 banks:

0-99	ROM Presets
100-199	RAM Presets
200-299	Card Presets



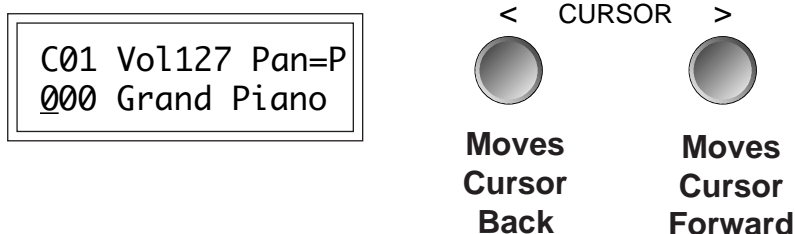
There are several ways in which presets may be selected.

- By rotating the data entry control, presets will be scrolled consecutively from 0-199 (0-299 with a memory card installed) when the cursor is underneath the preset number.
- The Increment/Decrement buttons increment or decrement the preset by one with each press when the cursor is underneath the preset number. If either button is held, the presets will rapidly scroll in the selected direction (inc=up, dec=down).
- When not in Quick Key mode, presets within one of the three banks may be selected by entering the desired preset number using the numeric keys (0-9). Presets may be selected by entering a three digit number. To quickly jump to another bank, simply press the desired bank button. The preset will be immediately selected.
- When Quick Key mode is turned on (and the Quick Key LED is lit), any preset may be selected by pressing a single numeric key (0-9). *For more information on Quick Key, see page 44.*
- Presets may be changed via a MIDI program change (if enabled).

BASIC OPERATION

MOVING THE CURSOR

The *Cursor* is the little flashing line in the display which is used to identify which parameter is being modified. The Cursor keys are used to move the *Cursor* around in the display.



To modify a parameter, press either the left or right cursor control repeatedly (or hold down the button) until the cursor is underneath the desired parameter, then use the data knob, increment/decrement buttons or numeric keys to change the number.

ENTER

The Enter button is used to confirm some selections (such as saving a preset) and also functions as a "home" button to return the cursor to the upper left corner of the display (in the preset selection screen, home is the lower line). The Enter LED flashes to indicate that Proteus is waiting for your response.

INCREMENT/DECREMENT AND DATA ENTRY KNOB

The increment/decrement buttons and data entry knob allow you to change value over the cursor. The increment/decrement buttons are handy in that they allow you to fine tune the value since they add or subtract one from the number with each pressing. If the increment/decrement buttons are held, they switch to a *fast* mode.

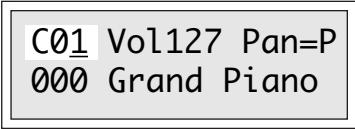
BASIC OPERATION

■ The main screen shows the Preset, Volume and Pan information for all 16 MIDI channels. As the MIDI channel is changed, the preset name, volume and pan positions will also change.

■ The Volume Slider on the front panel is the master volume control and overrides the channel volume control.

MIDI CHANNEL SELECTION


The channel number shown in the upper left corner of the main screen is the channel on which the keyboard will transmit data to other MIDI modules and the channel on which Proteus will receive when in Poly mode (the Basic Channel). Press either of the cursor buttons repeatedly until the cursor is underneath the MIDI Channel number. Rotate the data entry control (or use the inc/dec buttons) to select channels 1-16.



C01 Vol127 Pan=P
000 Grand Piano

CHANNEL VOLUME

Channel volume controls how loudly the preset will play. When in Multiple preset mode (Multimode) it sets the volume of each of the MIDI channels. Press either of the cursor buttons repeatedly until the cursor is underneath the volume parameter. Rotate the data entry control (or use the inc/dec buttons) to set the volume level from 0 to 127. This is the same parameter as MIDI volume control #7, and changes made over MIDI will show in the display.



C01 Vol127 Pan=P
000 Grand Piano

CHANNEL PAN

Press either of the cursor buttons repeatedly until the cursor is underneath the pan parameter. Rotate the data entry control (or use the inc/dec buttons) to set the pan from -7 to +7 or "P". When "P" is selected, the pan value specified in the preset is used. This is the same parameter as MIDI pan control #10, and changes made over MIDI will show in the display.



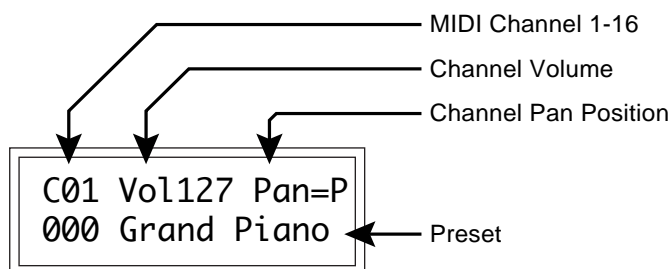
C01 Vol127 Pan=P
000 Grand Piano

BASIC OPERATION

MULTI-TIMBRAL OPERATION

Multi-timbral operation means that the Proteus can play more than one preset at the same time. To access multiple presets on different MIDI channels simultaneously, follow these instructions.

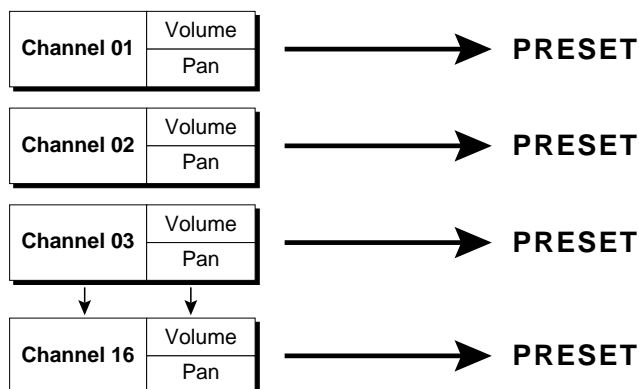
1. Press the **Multi** button. The main screen will change to reflect the multi-map screen. As the MIDI channel is changed, the display will change to show the Volume, Pan and Preset associated with the displayed channel.



2. Press either cursor button repeatedly until the cursor is underneath the desired parameter value (MIDI channel number, volume, pan position and preset).

3. Decide which MIDI channels you wish the Proteus to receive, and turn all other channels OFF using the MIDI Enable function in the Master Edit menu (page 30). **Up to 16 MIDI channels can be used simultaneously!**

4. Proteus will now respond multi-timbrally on the MIDI channels you have specified. The volume and pan position parameters can be adjusted over MIDI (for each MIDI channel) or using the cursor and data entry control in the multi-mode parameter screen shown above.



Each of the 16 MIDI channels can be assigned to play a specific preset in the Proteus.

■ When you are in multi mode, the keyboard will play the preset and channel showing in the window.

■ If your Proteus is not responding properly over MIDI or plays the wrong preset, make sure that Proteus and your MIDI controller are set to the same MIDI channel and that the MIDI Volume is turned up. See MIDI Realtime Controls on page 66.

■ The Multi button also functions as a "Panic" button by turning all notes off when it is pressed.

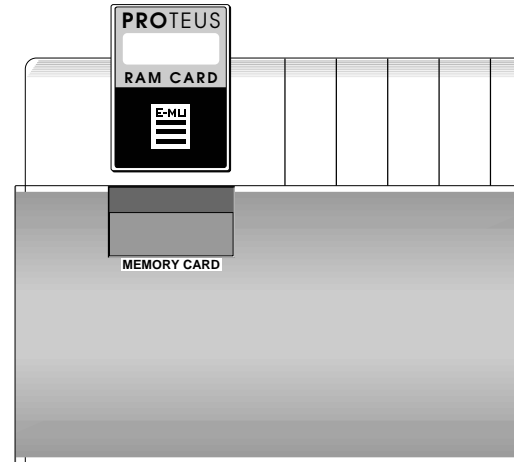
■ Channel Pan should normally be set to "P" unless realtime control of panning is desired. This will allow the pan settings programmed for each preset to be used. If "0" is shown in the display, the preset will play in mono.

BASIC OPERATION

■ RAM Cards can be used to store your own presets and maps. ROM cards contain prerecorded presets and sequences. You cannot save data to a ROM card.

MEMORY CARD

The memory card is a convenient method for saving and transferring Presets and Performance Maps. Insert the card firmly in the slot with the label up as shown. A RAM card stores 100 presets and 5 performance maps. Preset locations 200-299, and Performance Maps 5-9 are located on the RAM Card.



RAM cards may be write protected by moving the little switch on top of the card to the Protect position. If you try to save data to a card that is write protected, the display reads:

Sorry..This card
is protected...

If an un-initialized card is inserted into the Proteus , the display reads:

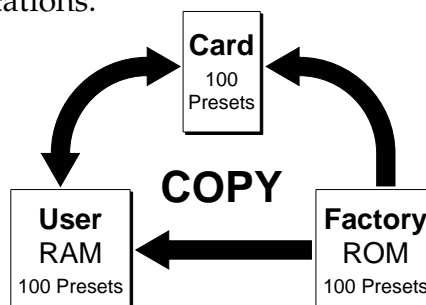
Not an E-mu card
Use it anyway?

▼ If the RAM Card is defective, the error message, "Cannot read card" will appear.

Press Enter to initialize the RAM card (this erases the card).

COPY BANK

The Save/Copy button performs several functions depending in which module (Master, Preset Edit, Performance) you are using. When in the preset select mode the Save/Copy button allows you to copy an entire bank of 100 presets from ROM to RAM, ROM to Card, RAM to Card, or Card to RAM locations.



▼ **WARNING:** Copying a bank of presets erases the existing presets in those 100 locations. Make sure that the destination bank does not contain presets that you wanted to keep.