PRESET EDIT MENU

PRESET EDIT MENU

The preset edit menu contains functions that can be modified by the user and then saved as preset information in one of the user presets. For example, the LFO speed or other parameter can be edited, then the preset can be saved to a user location (100-199 Internal RAM, 200-299 RAM Card).

TO ENABLE THE PRESET EDIT MENU

Press the Preset Edit key, lighting the LED. The current screen will be the one most recently selected since powering up the machine. The cursor will appear underneath the first character of the screen heading on line one.

■ *While the Preset Edit menu is activated, incoming MIDI preset changes are ignored. This is a quick and easy way to temporarily turn MIDI Preset Change OFF.*

TO SELECT A NEW SCREEN

Press the left or right cursor key repeatedly until the cursor is underneath the screen heading (or press Enter). Rotate the data entry control or use the increment/decrement keys to select the screen.

TO MODIFY A PARAMETER

Press the left or right cursor key repeatedly until the cursor is underneath the desired parameter. Rotate the data entry control, use the increment/decrement keys or use the numeric keys to change the parameter.

TO SAVE A PRESET

While in the Preset Edit menu, press the Save/Copy button. Use the data entry knob or the increment/decrement buttons to select the new preset location. Press Enter to store the preset.

▼ *Warning: If you select another preset or turn off power, changes made in the Preset Edit menu will be lost unless the preset is saved using the Save/Copy function .*

TO RETURN TO PRESET SELECT MODE

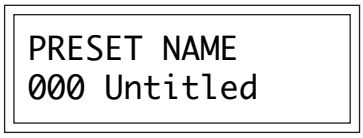
Press the Preset Edit button, turning off the LED.

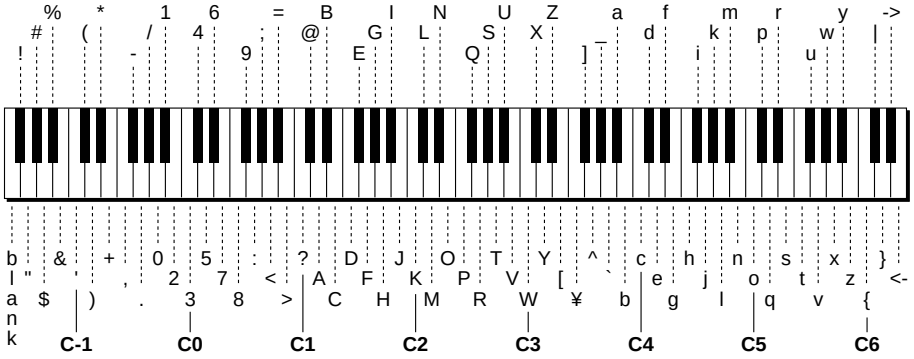
PRESET EDIT MENU

PRESET EDIT FUNCTIONS

PRESET NAME

Preset Name allows you to name each of the user presets with a name of up to 12 characters. Position the cursor under the character location and use the data entry control to change the character. The keyboard can also be used to select characters. The charts below show the keyboard character assignment.





	C	C#	D	D#	E	F	F#	G	G#	A	A#	B	Pitch
-2						blank	!	"	#	$	%	&	
-1	'	(	)	*	+	,	-	.	/	0	1	2	
0	3	4	5	6	7	8	9	:	;	<	=	>	
1	?	@	A	B	C	D	E	F	G	H	I	J	
2	K	L	M	N	O	P	Q	R	S	T	U	V	
3	W	X	Y	Z	[	¥	]	^	_	`	a	b	
4	c	d	e	f	g	h	i	j	k	l	m	n	
5	o	p	q	r	s	t	u	v	w	x	y	z	
6	{	|	}	→	←								

Octave No.

PRESET EDIT MENU

PRIMARY INSTRUMENT

This function allows you to select which of the available instrument sounds (or none) will be placed on the primary layer of the current user preset.

```
INSTRUMENT pri
I002 Piano Pad
```

■ *Simply changing the instrument creates an entirely new sound while retaining all other parameters of the preset.*

SECONDARY INSTRUMENT

This function allows you to select which of the available instrument sounds (or none) will be placed on the secondary layer of the current user preset.

```
INSTRUMENT sec
I001 Piano
```

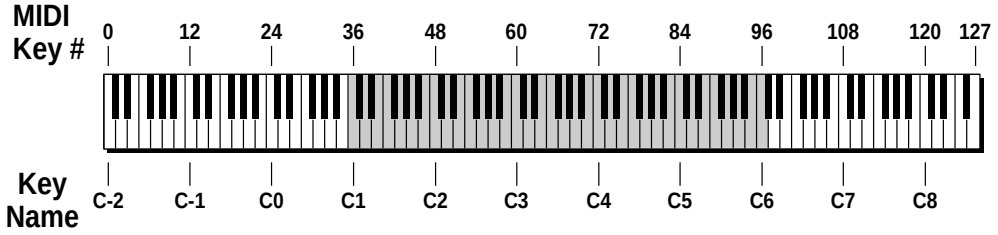
PRESET KEY RANGE

Key range sets the maximum keyboard range of both primary and secondary instruments. This sets the keyboard range for the entire preset and will further limit the primary and secondary keyboard ranges. The key range can be set anywhere from C-2 to G8.

```
KEY RANGE
C-2 -> G8
```

■ *Any value that is a key number can be set by playing the desired key.*

MIDI Keyboard Range



= Proteus 5 Octave Keyboard Range

PRESET EDIT MENU

PRIMARY KEY RANGE

This sets the keyboard range of the primary instrument. This is useful for creating positional crossfades and keyboard splits between the primary and secondary layers. The key range can be set anywhere from C-2 to G8.

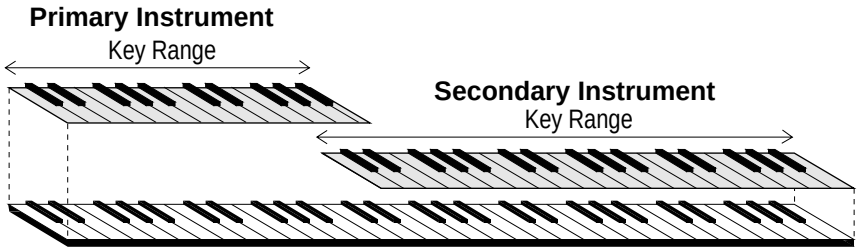
■ *Preset Key Range will further limit both the primary and secondary instruments.*

```
KEY RANGE pri
C-2 -> G8
```

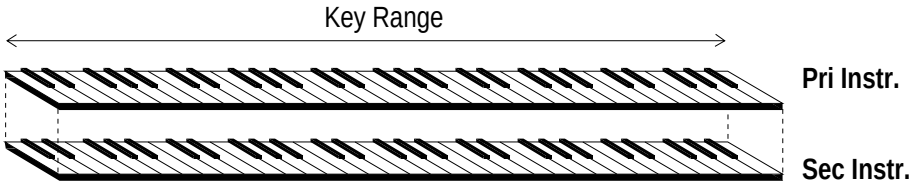
SECONDARY KEY RANGE

This sets the keyboard range of the secondary instrument. The key range can be set anywhere from C-2 to G8.

```
KEY RANGE sec
C-2 -> G8
```



This diagram shows how a "split" keyboard can be programmed using the primary and secondary instruments.



This diagram shows how instruments can be layered or "stacked" using the primary and secondary instruments.

PRESET EDIT MENU

VOLUME

Volume sets the amplitude of the primary and secondary instruments. This function also allows you to compensate for the relative volume differences between instruments.

■ *There are three volume controls on the Proteus.*

1. Front Panel Volume
2. Channel Volume
3. Instrument Volume

```
VOLUME
pri:127  sec:64
```

PAN

Pan allows you to independently set the initial pan position of the primary and secondary instruments. A value of -7 pans the instrument hard left and a value of +7 pans the instrument hard right. This pan setting is only valid if “P”, for preset pan, is selected in the main display.

```
PAN
pri:-7  sec:+7
```

COARSE TUNING

This function allows you to change the tuning of the primary and secondary instruments in semitone intervals. The coarse tuning range is -36 to +36 semitones. A coarse tuning setting of "00" would indicate that the instrument is tuned to concert pitch (A=440 Hz).

```
TUNING coarse
pri:+00  sec:+00
```

FINE TUNING

This function allows you to change the tuning of the primary and secondary instruments in 1/64 semitone intervals (approx. 1.56 cents). The fine tuning range is ± 1 semitone.

```
TUNING fine
pri:+00  sec:+00
```

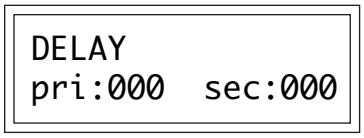
PRESET EDIT MENU

DOUBLE + DETUNE

Double + Detune thickens the sound by doubling the sound and then detuning it. This screen allows you select the amount from a range of 1 to 15 or turn the effect Off. When on, the number of output channels used by an instrument will be doubled.

DELAY

Delay varies the time between when a MIDI Note On message is received and the onset of a note. The delay time is adjustable from 0 to 13 seconds (000-127).



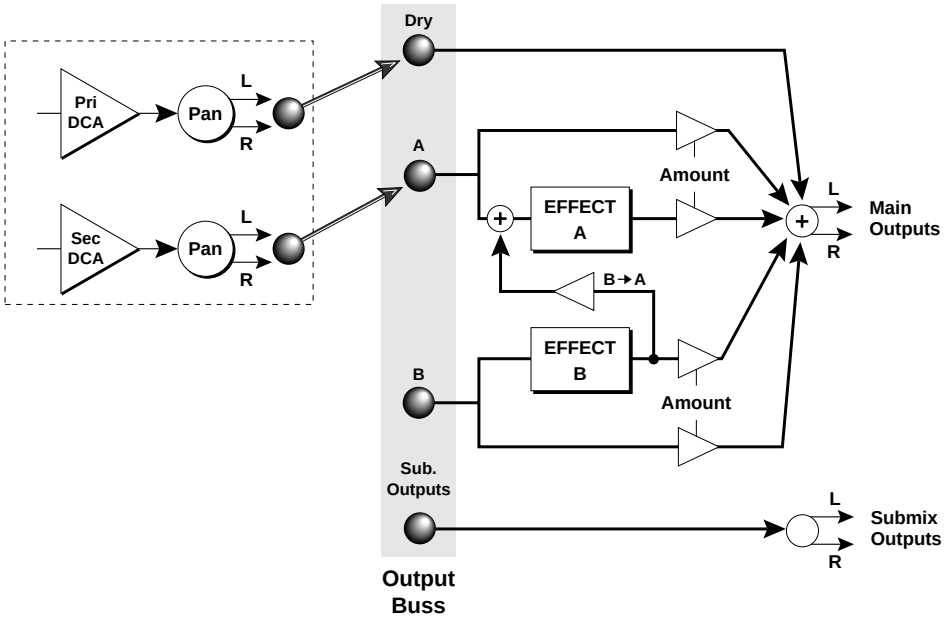
SOLO MODE

Solo mode switches an instrument into monophonic (no chords) mode. If a new note is played while another is being held, the pitch will change but the envelope generator will not restart the attack.This allows a legato or slurred playing style. Solo mode works well with guitar and wind controllers.

SOUND START

This sets the point along its length where a sound begins playing when you hit a key. A setting of 000 plays a sound from the beginning, higher values move the sample start point toward the end of the sound.

PRESET EDIT MENU



Block diagram of the Proteus effects section. The effect pathways are stereo.

EFFECTS

This function allows you to select one of the two available effects busses for each instrument, have the instrument remain dry (no effects) or to route the instrument to the submix outputs. The type of effects used and their amounts are selected in the next two screens.

```
EFFECTS
pri:Dry   sec:A
```

EFFECT A

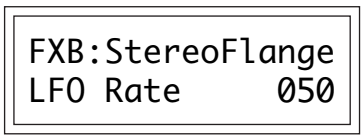
This function allows you to select which effect is assigned to effect buss A. The A effects consist of several types of stereo reverb, two kinds of stereo delay, stereo flanger, stereo chorus, stereo echo and stereo phaser.

```
FXA:Hall 2
Decay Time:  200
```

PRESET EDIT MENU

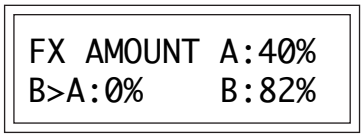
EFFECT B

This function allows you to select which effect is assigned to effect buss B. The B effects include: stereo flanger, stereo chorus, stereo digital delay, stereo fuzz and ring modulator.



EFFECTS AMOUNT

This function allows you to adjust the percentage of wet and dry signals (processed and unprocessed) with 100% being only processed signal. Additionally, the B->A parameter allows you to adjust the amount of the B effect which is fed through the A effect device. If B>A is set one value above 100%, "Only" is displayed and the B amount changes to Off. This disconnects effect B from the main outputs and routes all of the effect B signal through effect A.

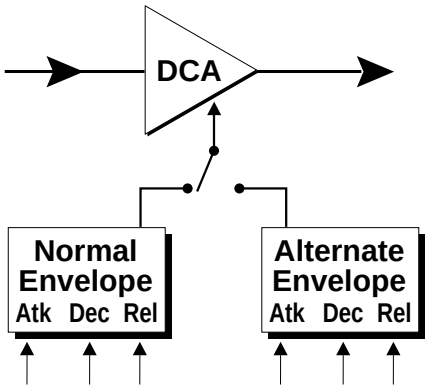


FOR DETAILED EXPLANATIONS OF EACH EFFECT, SEE THE EFFECTS CHAPTER IN THIS MANUAL.

REVERSE SOUND

When reverse sound is turned On, the instrument sample will be played backwards. When an instrument is reversed, any loops in the sound will be ignored, which means that the sound will not sustain indefinitely.

PRESET EDIT MENU



ALTERNATE ENVELOPE ON/OFF

Each instrument has its own factory preset AHDSR volume envelope which is normally employed. Turn the alternate envelope On if you wish to alter the factory preset volume envelope.

```
ALT ENVELOPE
pri:Off  sec:On
```

PRIMARY and SECONDARY ALTERNATE ENVELOPE

This function allows you to adjust the alternate volume envelope parameters for the primary and secondary instruments. The parameters are Attack time, Hold time, Decay time, Sustain level, Release time and are adjustable from 00 to 99.

■ *See page 139 for the envelope time charts.*

```
P: A  H  D  S  R
  00 00 00 99 16
```

```
S: A  H  D  S  R
00 00 00 99 16
```

PRESET EDIT MENU

CROSSFADE MODE

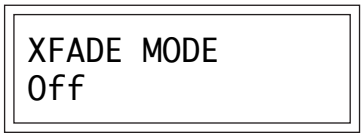
Crossfade is the relative loudness of the primary and secondary instruments. Crossfade mode selects how the relative loudness is controlled.

■ ***Off:*** When Off is selected, none of the crossfade parameters will have any effect and both instruments will be fully On.

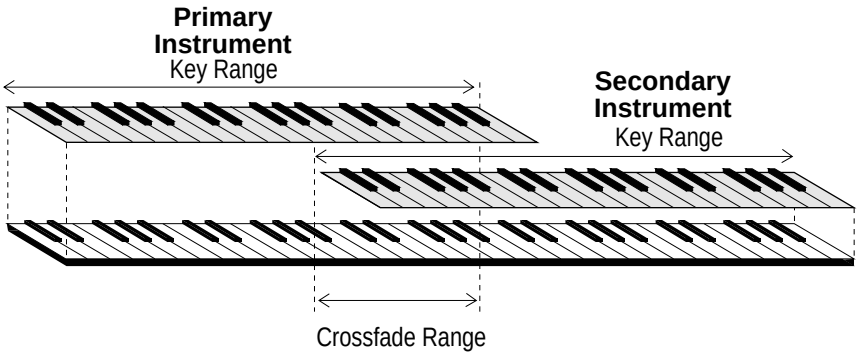
■ ***Crossfade:*** When crossfade is selected, a control input is used to fade between the primary and secondary. Any modulation source may be used as an input (velocity, wheel, etc.) The modulation source is programmed in the key/velocity or realtime modulation screens.

■ ***Cross-switch:*** When cross-switch mode is selected, you get only one layer at a time. The other layer is selected if the key position or velocity crosses a certain threshold or if a footswitch controlling cross-switch is activated. The switch occurs only at the start of the note; no further switching takes place while the key is held down. If key position or velocity is routed to cross-switch, the threshold is the *switch point*. **To enable the Cross-switch function, you must assign *Crossfade* to a modulation source in the Realtime or Velocity Modulation screen.** Realtime controllers do not have any effect when routed to cross-switch.

■ *For more information, see Cross-Switch Point on page 94.*



■ *To use the keyboard for crossfade, set the balance to 64 and key center to the split point.*



By overlapping the primary and secondary instruments, you can crossfade or cross-switch between the two layers.

PRESET EDIT MENU

CROSSFADE DIRECTION

This function determines the polarity of the crossfade or cross-switch. The direction is either primary → secondary, or secondary → primary. The primary instrument is louder when the control source is below the crossfade balance point.

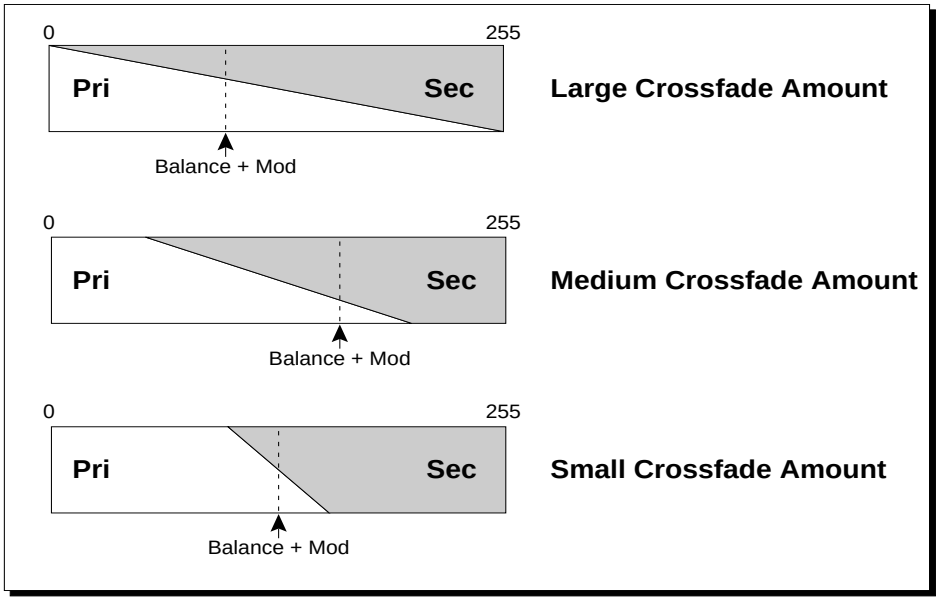
```
XFADE DIRECTION
Pri -> Sec
```

CROSSFADE BALANCE

The crossfade balance parameter determines the initial balance between the primary and secondary layers. Higher values shift the volume to the secondary instrument. **Modulation subtracts from the primary volume and adds to the secondary volume.** When crossfade modulation and balance equal 64, the two instruments are equal.

■ *A Crossfade Balance setting of 000 would be appropriate with a source such as a modulation wheel or footpedal which only change the value in a positive direction.*

```
XFADE BALANCE
064
```



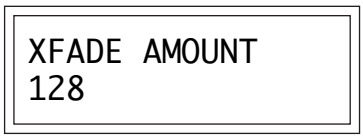
*Modulation and Crossfade Balance are **added** together to determine the mixture of primary and secondary instruments. Higher values increase the secondary volume.*

▼ *Crossfade must be assigned to a modulation source in the Realtime or Velocity modulation screens.*

PRESET EDIT MENU

CROSSFADE AMOUNT

The crossfade amount parameter determines the range over which crossfading will occur. Crossfade amount is variable from 000 to 255. The larger the value, the more modulation will be required to effect a complete crossfade.



CROSS-SWITCH POINT

The cross-switch point parameter determines the point at which cross-switching will occur when key position or velocity is controlling cross-switch.

■ *To enable the Cross-switch function, you must assign* ***Cross-fade*** *to a modulation source in the Realtime or Velocity Modulation screen.*

LFO 1 - SHAPE and AMOUNT

This screen controls the waveshape and amount of Low Frequency Oscillator 1. The LFO can be used to produce vibrato (when routed to pitch), or tremolo (when routed to volume). The five LFO waveshapes are: Triangle, Sine, Square, Sawtooth, and Random. The amount can be varied from -128 to +127. Negative values will produce inverted waveshapes.