

"BEATS - "

[ENTER] (Press ENTER to go to next prompt.)

"VOICES - "

[ENTER] (Press ENTER to exit prompts). Exit routine.
RECORD light goes off.

(START) Starts sequence with edited (changed) tempo.

Comment: The most obvious use of the EDIT mode is recording at a slower tempo (e.g. 60), then going to the EDIT mode to speed up the playback. Only the tempo will change--not pitch--unlike a tape recorder.

When playing back any sequence, when you press START, the playback tempo will be determined by the most recent value you entered for tempo when prompted by the display in the RECORD or EDIT modes. If you record at a given tempo, and do not edit (change) that tempo, then recording and playback will be at the same tempo.

The RATE knob works only on playback. Playback tempo is electronically "centered," or given the value you entered on the keypad. If you move the RATE knob, the tempo will be edited and jump to the tempo determined by the RATE knob. So it makes sense to leave the RATE knob physically centered at the "5" position, so you can make a smooth change, rather than a jump in tempo.

While it is certainly possible to edit BEATS and VOICES while in the EDIT mode, this should be done thoughtfully. For instance if you record six voices and edit the VOICES prompt to play back only three, the Memorymoog Plus will follow your instructions explicitly. The instrument cannot possibly anticipate WHICH notes you consider important musically, and the results may be musically unpredictable. Also, if you edit BEATS from a sequence featuring an odd number to playback with an even number, or vice versa, the looping of sequences may be timed peculiarly. New musical uses may be discovered, but the player is advised that editing of BEATS and VOICES for playback be done with awareness of possibly unusual results.

If you choose, you can allocate fewer than 6 voices for a poly sequence and play the remaining voices from the keyboard while the sequence plays. When you leave only 1 voice for the keyboard, it is advisable to press the MONO switch FOUND TO THE LEFT OF THE SYSTEM CONTROLLER SECTION (light ON).

THIS ENDS THE "RECORD/PLAY A POLYPHONIC SEQUENCE" TUTORIAL.

RECORD (REAL TIME)/PLAY A MONOPHONIC SEQUENCE: A TUTORIAL

The monophonic sequencer works with an external monophonic synthesizer. This instrument should be connected to the Memorymoog Plus as follows:

CONNECTING AN EXTERNAL SYNTHESIZER

--Connect Memorymoog Plus V-GATE or S-TRIG output to external synthesizer trigger or gate input.

--Connect Memorymoog Plus CONTROL VOLT output to the oscillator control input of the external synth.

--Put KB OUT switch on Memorymoog Plus ON. (Must be on to drive external synthesizer).

--Depress lowest note (or zero volt key) on the external keyboard. Hit the lowest key on the Memorymoog Plus and tune the R (range) trimmer to zero beats. Hit the highest note on the Memorymoog Plus and tune the S (scale) trimmer to zero beats. Repeat low/high note tuning until satisfactory.

RECORDING THE MONO SEQUENCE

MAKE SURE THE KB OUT LIGHT IS ON FOR ALL PROGRAMS THAT YOU WISH TO USE IN A MONO SEQUENCE. ONLY WHEN THIS LIGHT IS ON CAN AN EXTERNAL INSTRUMENT BE HEARD. TO STORE A PROGRAM WITH THIS LIGHT ON, SEE PAGE 19 OF YOUR OWNER'S MANUAL.

- (MONO) Enable mono sequencer; MONO light ON.
- (RECORD) Go to record mode; RECORD light ON.
- (1...6) Select a storage location for your sequence.
- (START) Starts prompts.
- "TEMPO - " TEMPO prompt displayed in window. Enter tempo in M.M. markings from 60-240 on the SYSTEM CONTROLLER keypad.
- [ENTER] Enters tempo currently displayed.
- "BEATS - " BEATS prompt in display window. Enter the number of beats per measure you desire. Choose from these possibilities: 1,2,3,4,6,8 and enter on the SYSTEM CONTROLLER keypad.
- [ENTER] Enters number shown in display for beats per measure.
- "START - " Display prompts you to press START.
- (START) As before, you get a "measure for nothing" countdown in the display.
- (PLAY MONO SEQUENCE ON MEMORYMOOG PLUS KEYBOARD.)
- (STOP) Hit stop at end of the last measure to stop (also the "loop" point). WE suggest you use footswitch connected to START/STOP jack

on SEQUENCER/MIDI rear panel plate.

PLAYING BACK THE SEQUENCE:

MAKE SURE THE KB OUT LIGHT IS ON.

(RECORD) Leave RECORD mode (light OFF).

(START) Start playback.

PLAYING A MONO SEQUENCE: GENERAL RULES

KB OUT SWITCH ON MEMORYMOOG PLUS MUST BE ON.

1. Must be in SEQUENCE mode. [C], [C], [ENTER] if not.
2. SEQUENCE light must be ON. (SEQUENCE) if not.
3. MONO light must be ON. (MONO) if not.
4. RECORD light must be OFF. (RECORD) if not.
5. Desired sequence location must be selected (1) . . . (6).
6. (START) to begin playback.
7. The RATE knob will affect tempo only if moved, as above.

THIS ENDS THE "RECORD/PLAYBACK MONO SEQUENCE" TUTORIAL.

RECORDING POLY, THEN MONO FOR SIMULTANEOUS PLAYBACK

(Record poly sequence; see above.)

(Connect external synth to SYNTHESIZER OUT jacks.)

Press KB OUT (Light must be ON).

(MONO)* *(Light must be OFF).

(1--6) (Press location number of poly sequence.)

(MONO) (Light must be ON).

(RECORD) Prepare to record mono sequence.

(1--6) Press location number of the mono sequence. This location does not have to have the same number as the poly sequence has.

(START) Display prompts.

"TEMPO - "
[ENTER] (Accepts current value).

"BEATS - "
[ENTER] (Accepts current value).

"START"
(START) Play mono sequence on Memorymoog Plus keyboard while listening to poly sequence.

(STOP) Hit stop when finished.

Comment: You "default" through the prompts, TEMPO, BEATS, by hitting [ENTER], [ENTER]. (NOTE: When you playback a poly and mono sequence simultaneously, the values for the prompts for the poly sequence will be adopted by the mono sequence, so the sequences will stay in sync.) The mono prompts can be programmed if you plan to play the mono sequence by itself, that is, not simultaneously with a poly sequence. But regardless of the prompt values of a mono sequence, it will adopt the prompt values of the poly sequence if you play the two simultaneously.

Poly and mono sequences may be recorded simultaneously, just as you can play both polyphonically--with the Memorymoog Plus--and monophonically--driving an external instrument--simultaneously. You must place each sequencer into RECORD mode, and specify a location for each sequence. Always set up the poly sequence first, then mono. Because going to poly mode clears the playback/record status.

PLAYBACK POLY AND MONO SIMULTANEOUSLY

(RECORD)* *(Light must be OFF.)

(MONO)* *(Light must be OFF to be in poly mode).

(1--6) Storage location of desired poly sequence.

(MONO) (Light must be ON to enable mono sequence selection.)

(1--6) Storage location of desired mono sequence. Poly and mono sequence numbers do not have to be the same.

(START) Combined sequences will repeat indefinitely. During playback of a combined poly/mono sequence, the MONO light will flash.

PROGRAM ADVANCES DURING A SEQUENCE;

TONE COLOR ON-THE-FLY: A TUTORIAL

Program advances are used normally with the Memorymoog Plus to step to new programs by pressing a footswitch. It is possible to include such program advances within a sequence; to make part of the sequence sound one tone color and another part an entirely different sound. This specification of Program advances is done during a special "one-time" playback of the sequence during which you press the "A" (Advance) button, or step on a footswitch connected to the PROGRAM ADVANCE jack on the rear panel.

Program advances stored within a sequence are nothing more than that. Just an indication of when "an advance" is to take place. It is up to the performer to specify WHICH program chain is to be used, and you must also program WHICH programs are in that chain AND IN WHAT ORDER. These are the same program chains used in normal playing, so it is suggested that some chains be dedicated to sequencer use (6-9?), and others for ordinary Program advance use when not in the sequencer mode. Otherwise, changes you make in Program chains while in sequencer mode will affect the other "MOOG" mode.

Let's assume you now have a poly sequence stored in location 1.

Let's see how to use a Program chain of your choice to create Program advances during a sequence:

- [D] Enables entry of a Program chain number.
- [7] "7" is the number (selected from possible 0 to 9) of the program chain that contains the sounds you want to use in this sequence, loaded in the proper order.
- [ENTER] Enters your selection (7); display shows first program in the chain.
- (SEQUENCE)* *(Light must be ON).
- (1) Call up sequence in location 1.
- (EDIT) Goes to EDIT mode.
- (START) Sequence 1 will play back one time. During this playback, press the A (advance) button at the time(s) a Program chain advance (change of sound) is required. With each advance, you will progress to the next sound in program chain number 7 (in this case).
- [D] (Exits this routine.)