TO PLAYBACK A SEQUENCE WITH PROGRAM CHAIN ADVANCES:

[D]	"P" for "play" in display; (if not, [D] again).
[7]	Specifies Program chain number 7.
[ENTER]	(Resets Program chain 7 to its beginning).
(SEQUENCE)	Enable sequence mode.
(1--6)	Call up (one) sequence location from 1-6.
(RECORD light OFF).	
(START)	Sequence 1 plays with Program advances you requested in the order you (previously) specified for the Program Chain selected (7). If you don't know how to load a Program chain, see below:

(LOADING A PROGRAM CHAIN: PROCEDURE)

[C], [8]	This entry reveals the status of system security that prevents unauthorized tampering with program chains. Check the display; if you see:

"DISABLED" -- enter the factory-supplied code 0000 (or your 4 digit code if you have changed it) and [ENTER].

"ENABLED" -- [ENTER], [ENTER] and continue:

[D]	"P" for "play" in display (do not want this mode).
[D]	"L" for "load" (leave "L" in display).
[7]	Specific chain number you wish to put into some order. (Choices from 0 to 9).
[ENTER]	
[xx]	Enter, using the keypad the number ("xx") of the first program you want to load into the program chain.
[ENTER]	Records that number (the number in the display.)
[A]	(Hit the A button, to advance to next chain location.)
[xx]	Enter the number of the second program you want to appear in the chain.

[ENTER] Enters that number.

[A] Advance in chain.

REPEAT PROCEDURE TO LIMIT OF 20 PROGRAMS PER PROGRAM CHAIN. Automatic spillover to next higher-numbered program chain will occur. (Can use fewer than 20 programs of course). For final program, no need to [A] to advance.

[D] This step tells the computer where the chain is to end.

IF YOU MAKE AN ERROR LOADING A CHAIN OR WISH TO REPLACE A PROGRAM, SEE YOU OWNER'S MANUAL, PAGE 21.

Comment: It is important to understand how a Program advance occurs within a sequence. Using the routine in this tutorial, you store only advances, NOT calls for specific sounds. For instance, if you have certain sounds in Program Chain 7 that make sense with a sequence, and you now tell that sequence to use Program Chain 8 instead, the Memorymoog Plus will dutifully start at the first Program of Chain 8 and advance when told to. The sounds produced will depend on those found in Chain 8, in whatever order they happen to be.

Also, be aware that you must mechanically enter the desired Program chain you want before playing a sequence. Sequences do not "remember" which Program chain you have in mind. If you tell the Memorymoog Plus to play a sequence without specifying a program chain, it will do so WITHOUT supplying program advances you may have programmed. YOU MUST PRESS [D], ENTER THE PROGRAM CHAIN NUMBER, AND PRESS [ENTER] BEFORE STARTING A SEQUENCE IF YOU WISH TO HAVE PROGRAM ADVANCES DURING THE SEQUENCE.

In short, the Program advances within a sequence are simply advances, not stored program numbers, or linkages to a specific Program chain. They make sense if you set up the appropriate Program Chain and order programs within it. Then you must specify that Program chain before playing the sequence if you want program advances during the sequence.

In fact, you can set up several advances within a sequence and experiment with the programs within the specified program chain afterward. The times that an advance occurs remain, but the specific program the instrument advances TO is up to you.

THIS ENDS THE "PROGRAM ADVANCES DURING THE SEQUENCE; TONE-COLOR ON-THE-FLY" TUTORIAL.

MERGE--GROUPING SEQUENCES: A TUTORIAL

Once you have created several sequences you may wish to "merge" them into a song or composition. It is possible to specify which sequences will be used, their order (numbers may be repeated), and the number of times a sequence "loops," or repeats.

You can create three merges and store them in SEQ/MERGE locations 1-3.

An important facet of creating a merge is specifying the Program chain number that will account for Program advances during the merge. If you run out of Program chain space (20 positions), you will simply spill over into the next higher numbered Program chain. That is, if your merge uses 36 Program advances and you start on chain 7, you will fill all 20 locations of chain 7 and fill 16 of chain 8.

Unlike sequences, however, a merge DOES remember which Program chain to call up. In fact, this is the first piece of information you must specify when making a merge. Since you may spill over into a higher chain, in cases where you might use all three merge locations (1-3), we suggest you use chains 5, 7, and 9 to allow spillover to the next higher chains 6, 8, and 10 respectively. Let's look at the basic format for creating a polyphonic merge:

THE POLYPHONIC MERGE --

(SEQUENCE mode)

(MONO light OFF)

(MERGE)	MERGE light ON; (SEQUENCE light OFF.)
(1)	Merge location 1 selected (1-3 available).
(RECORD)	Record mode.
(START)	Begins prompts.
"PRGCHN"	Display asks for Program chain number.
[7]	Program chain 7 is selected.
[ENTER]	Enters number in display (7).
"SEQ"	Asks for number of sequence you want played first.
[1]	Sequence number 1 selected to appear first.
[ENTER]	Enters number in display (1)
"LOOPS"	Asks how many times you want the sequence just specified to repeat, or loop (max=9).
[2]	(Play it twice).
[ENTER]	Enters number in display (2).
"SEQ"	Asks which sequence is to be played next.

[4]	Selects sequence number 4 to be played next.
[ENTER]	Enters number in display (4).
"Loops"	Asks how many times to play sequence just specified.
[3]	(Play 3 times).
[ENTER]	Enters number in display (3).

THE "SEQ--LOOPS" cycle may be repeated 20 times. Obviously sequence numbers can be repeated (in any order). The maximum number that can be entered for "LOOPS" is 9. When you complete this cycle to your satisfaction, then:

(STOP)	Display reads "END".
(RECORD)	Disable Record mode (light OFF) so you can playback.

THE MONOPHONIC MERGE

If you want the mono merge to synchronize with the poly merge, take care to enter the numbers for "SEQ" and "LOOPS" in mono merge that you did in poly merge. The entry procedure is almost exactly the same as above. For MONO MERGE:

(MONO)	Put MONO light ON.
(MERGE)	Merge mode enabled.
(RECORD)	Record mode enabled.
(1--3)	Select mono Merge location (same as poly merge if synchronization is desired).
(START)	Prompts "SEQ" and "LOOPS" as in poly merge above. Respond by entering number(s) on keypad and [ENTER].
(STOP)	Display reads "END."
(RECORD)	(Turn Record light off).

TO VERIFY PLAYBACK OF POLY/MONO MERGE

⟨START⟩	As a visual aid, during playback of a poly/mono merge, the MONO light will toggle (alternate) ON and OFF. When it is on, the light of the mono sequence location currently playing will be on. When MONO light is off, this is the poly mode; the poly sequence currently playing will come on. By observing the MONO light, you can tell which poly, and which mono sequence is playing at the moment. The sequence mode also exhibits this type of display.

THIS ENDS THE "MERGE--GROUPING SEQUENCES" TUTORIAL.

STEP MODE POLY RECORD/PLAYBACK: A TUTORIAL

In this mode you may enter notes/chords one-at-a-time into the sequencer memory to create a sequence:

Place the switch on the back panel to the STEP position, and connect a footswitch to CLOCK IN. (Or press the STEP switch when told to press footswitch).

Connect CLICK OUT to your amplifier.

Access the "SEQUENCE" mode: [C], [C], [ENTER].

⟨BE SURE MONO LIGHT IS OFF. IF NOT, ⟨MONO⟩.

⟨RECORD⟩	Enables Record mode.
⟨1--6⟩	Selects a sequence locaation.
⟨START⟩	(Prompts)
"TEMPO xx"	"xx" value displayed may be any value or character, depending on any previous recordings done. As you use the keypad to key in the new value, verify by watching the display.
[0], [0]	Press zero twice; a zero TEMPO value puts the instrument into the STEP mode. It is not necessary to enter 00 for tempo unless you are using the A button in lieu of the footswitch.
[ENTER] EEE "BEATS"	Your choice here determines the number of clicks you will hear per measure. In general, select the highest number available for duple time (8), or triple time (6), since