this value can be edited later to a lower
beat rate, thereby speeding up the passage.
If you enter "4," there will be four clicks
per measure; if "8," there will be eight.
(Eight clicks per measure).

[8]

[ENTER]

"VOICES"   Enter the number from 1-6 you would like
                            to use.

[6]   Six voices to be used.

[ENTER]

"START"

(START)

                    THE FOLLOWING IS THE GENERAL ENTRY PROCEDURE:

DEPRESS AND HOLD FIRST CHORD/NOTE.

"MEAS 1"

DEPRESS FOOTSWITCH (OR (STEP)).

RELEASE FIRST CHORD/NOTE.

DEPRESS FOOTSWITCH (OR (STEP)).

REPEAT PROCEDURE FOR NEXT CHORD/NOTE.

Comment: If you repeat the general entry procedure four times, you
produce a single bar of 4/4 with eighth notes sounding on the beats,
separated by eighth rests--"8 beats" as you programmed in the tutorial.
In this case, the CLICK OUT coincides with eighth notes.
     Does this mean you can enter an event for each eighth note slot?
Yes and no. Yes, if you don't play the same event (chord or note) twice
consecutively. If you simply depress the footswitch (or (EDIT)) once
for each event, the second of two identical chords will NOT be
articulated. That is, IF YOU DO THE FOLLOWING PROCEDURE USING THE SAME
CHORD:

                        (SAME CHORD PROTOCOL)

    1.   Play/hold (SAME) chord.

    2.   Depress footswitch or (EDIT).

    3.   Repeat steps 1-2, eight times.

THEN YOU WILL CREATE A WHOLE NOTE (COMPLETE MEASURE) OF THAT CHORD (8 eighth notes); you will not create eight separately articulated chords. Only when you "leave a space" by depressing the footswitch (or (EDIT)) with NOTHING played on the keyboard do you assure that the next event will receive a new trigger, creating a new articulation.

On the other hand, if a chord is DIFFERENT from its predecessor, articulation will occur as a natural function of the "voice reassignment" Memorymoog Plus keying scheme. THAT IS, IF YOU FOLLOW THIS ROUTINE, USING DIFFERENT CHORDS:

                    (DIFFERENT CHORD PROTOCOL)

1. Play/hold (DIFFERENT) chord.

2. Depress footswitch or (EDIT).

3. Repeat steps 1-2, eight times.

YOU WILL CREATE EIGHT EIGHTH-NOTE CHORDS--A FULL MEASURE WHEN "BEATS 8" IS SELECTED.

To create eighth-note measures using a repeated chord, program with "BEATS 8" and edit to "BEATS 4" for playback. This effectively doubles the tempo, without actually altering the "TEMPO" prompt value. (Technically, the instrument will indicate that TWO measures will be required.

(STOP)   Defines end of sequence.

"END"

REMOVE FOOTSWITCH FROM CLOCK IN INPUT. (CLOCK IN jack must not be in use if internal clock is to be used to playback sequence).

(EDIT)   Go to Edit mode in order to enter a playback
                        TEMPO value.

(RECORD)   Prepare to record edits.

(START)   Prompts.

"TEMPO 00"   Current TEMPO value.

ENTER YOUR TEMPO VALUE ON THE KEYPAD, e.g.:

[1], [5], [0]   (150)

[ENTER]   Enters your value.

"BEATS 8"   Current value. Enter 4 to provide playback
                        that is twice as fast as value of 8.

[4]

[ENTER]	Enters your value.
"VOICES 6"	Current number of voices allocated to sequencer.
[ENTER]	Enters current value.
"START"	
(START)	Starts sequence playback.
(STOP)	Stops sequence playback.

TO CHANGE TEMPO OR OTHER PROMPT VALUES, RETURN TO THE EDIT MODE:

(EDIT)

(RECORD)

(START)

AND FOLLOW PROTOCOL AS ABOVE.

THIS ENDS THE "STEP MODE POLY RECORD/PLAYBACK" TUTORIAL.

STEP MODE MONO RECORD/PLAYBACK: A TUTORIAL

ASSUME THAT POLY SEQUENCE HAS BEEN ENTERED USING STEP MODE.

LEAVE FOOTSWITCH IN CLOCK IN JACK ON BACK.

(MONO)	Light ON.
(RECORD)	Enable record mode.
(1--6)	Select a location number.
(START)	(Prompts for TEMPO and BEATS as above. [ENTER], [ENTER].
"START"	
(START)	As you depress the footswitch, the polyphonic sequence just recorded will be played back (stepped one event per footswitch depression). At the same time, a monophonic stepped-sequence can be recorded. Enter a mono sequence for the same number of measures as the poly sequence.

(STOP)	(When finished.)
(RECORD)	Disable Record mode.
(START)	Step through sequence with footswitch. To use internal clock to playback sequence(s), see above.
(STOP)	
"END"	

THIS ENDS THE "STEP MODE MONO RECORD/PLAYBACK" TUTORIAL.

VOICE ALLOCATION: SOME SUGGESTIONS

When you are prompted to enter a value for VOICES, you may choose less than 6 and have voices available to play on the keyboard in conjunction with a sequence.

When you allocate 5 voices to the sequencer and only 1 voice to the keyboard, WHEN YOU ARE READY TO PLAY (AND ONLY IN PLAY MODE) put the MONO switch (upper left control panel) of the Memorymoog Plus ON. This prevents "losing" notes due to what would normally (without using sequencer) be a polyphonic "note robbing" scheme.

TRANSPOSING A POLY SEQUENCE USING THE KEYBOARD

A poly sequence will be transposed by a mono sequence when the MONO light in the MODULATION/SEQUENCER section is ON, and the HOLD light is ON. This is useful if you would like to repeat blues changes, for instance. Play the poly riff in one key. Program the mono sequence to feature I, IV, and V scale degree changes at appropriate timing.

Transposition from the keyboard is possible as well. The MONO light in the SEQUENCER section should be OFF. Put the HOLD light ON after sequence has been called up. Assume that middle C is "zero," or no transposition. Play any interval above/below middle C to cause poly sequence to be transposed. Obviously you do not play the keyboard polyphonically in this mode! In some cases, if you go from using a mono sequence as the transposer, to using the keyboard as the transposer, you will have to toggle HOLD OFF then ON to have the function operate.

MAKING A MONOPHONIC SEQUENCE USING
(ALL) THE MEMORYMOOG PLUS OSCILLATORS:
A TUTORIAL

It is possible to create a monophonic sequence using all of the Memorymoog oscillators for a powerful monophonic sound. Ordinarily, you might use a poly sequence location on the Memorymoog Plus and CHOOSE to allocate only one voice card by entering the number "1" when prompted for "VOICES," After doing this, you could play monophonically and

create a monophonic sequence that uses only one voice card--limiting you to three oscillators that may sound simultaneously.

To get the powerful sound of many oscillators do the following different procedure:

[MONO] ON
Make sure the MONO switch keyboard mode switch is ON. This is NOT the MONO switch in the SEQUENCER section, but the one to the far left of the control panel.

(MONO)
Light OFF. This IS the one in the SEQUENCER section. Polyphonic mode selected when light is OFF.

(1)
Select a sequence location (1-6).

(RECORD)
Light ON. Enable record mode.

(MONO)
Light ON. Monophonic mode selected.

(5)
Select a sequence location (1-6).

(RECORD)
Light ON. Enable record mode.

(START)
Displays prompts:

"TEMPO"
Enter tempo number on SYSTEM CONTROLLER keypad.

"BEATS"
Enter beats number on SYSTEM CONTROLLER keypad.

"VOICES"
Enter "6" on SYSTEM CONTROLLER keypad, because the intention is to use as many voice cards as possible (6) to provide a massed oscillator sound.

(START)
Countdown starts and you may play sequence.

(PLAY YOUR SEQUENCE, MONOPHONICALLY)

(STOP).

TO PLAY IT BACK . . .

SELECT A MONOPHONIC PROGRAM--MONO LIGHT TO LEFT MUST BE ON.

(RECORD)
Light OFF. Leave record mode, enter playback mode.

(MONO)
Light OFF, MONO switch in SEQUENCER section. Poly mode enabled.

(1)
Select SAME number selected for poly mode