

above.

- (MONO) Light ON, MONO switch in SEQUENCER section. Mono mode enabled.
- (5) Select SAME number selected for mono mode above.
- (START) (Memorymoog Plus plays mono line).

Comment:

The number of oscillators used equals the number of VOICE cards specified in the prompt, multiplied by the number of oscillators the program selected calls for. If you use a mono program that uses three oscillators to make sound and specify 6 voices during the prompts, the mono line will use all 18 Memorymoog Plus oscillators.

(END OF TUTORIAL)

TIDBITS

Take note that, with the exception of the procedure outlined in the previous tutorial, a mono sequence will be heard only if an external instrument is connected to the Memorymoog Plus properly, AND only when the KD OUT light is ON. When playing poly and mono sequences together in a merge, take care to reprogram the poly programs to have this light ON if you want to enable the external instrument during a sequence or merge.

SEQUENCER JACKS ON REAR PANEL

START/STOP -- Starts/stops sequencer. A footswitch inserted here acts in lieu of the START/STOP switch on the front panel.

CLOCK IN -- Accepts external clock, such as a clock track recorded on audio tape in the recording studio, or the clock output of a drum machine. This jack works in conjunction with the STEP/LOW/MED/HIGH switch. In the step mode a rising edge advances the clock one step. The other (rate) positions are used to interface to a variety of external devices such as drum machines that may have different clock rates.

CLOCK DISABLE -- Stops yo' clock! Stops the Memorymoog Plus sequencer clock without resetting it to the beginning of a sequence.

CLICK OUT -- Provides an audible click when monitored to assist when you are recording sequences. Clicks are synchronous to beats per measure as programmed by performer.

CLOCK OUT -- Provides a square wave output synchronous with the internal

clock. May be recorded on a single track of a multitrack tape recorder to provide a master clock for synchronizing many sequences performed on the Memorymoog Plus. May be used to drive a drum machine, sequencer, etc.

MIDI CONNECTORS ON REAR PANEL

MIDI IN -- Input for MIDI. Connect the MIDI output of another instrument to this connector if you want the Memorymoog Plus to be slaved to the other instrument.

MIDI THRU -- A simple bypass that provides another version of any signal applied to MIDI IN. This connector allows you to "chain" several instruments without causing a slowdown of keyboard keying information.

MIDI OUT -- Provides Memorymoog Plus keyboard and Program number information to the external world. Connect this output to the MIDI input of an instrument to make the other instrument play the same notes you play on the Memorymoog Plus.

SAVING/LOADING SEQUENCES--CASSETTE TAPE

Sequence/merge data is retained in the Memorymoog Plus memory even when the instrument is turned off. But the need arises to store the MANY sequences and merges that you create; this library can be created using a cassette tape recorder. By now you are probably familiar with this type operation; if not, review page 22 of your owner's manual. The specific procedure for loading sequence data is:

LOADING SEQUENCER DATA

[C], [2], [ENTER] Cassette Load routine.

"B IF SEQ" Press B if you are loading sequencer data. If you wish to load Programs, press anything else on the SYSTEM CONTROLLER.

[B] Tells computer you wish to load sequences. Possible error messages are:

"NO DATA" Indicates you may have started routine before reaching the high-pitched starting cue on the tape. Rewind, play forward listening for cue (take EAR plug out). Stop on cue and start procedure again.

"VOL LOW" Volume too low on tape recorder. Increase volume and try again.

"ERROR" Tape volume may be too high, or there may be a fault in the tape. Try lower volume and/or visually inspect the tape for damage.

A SUCCESSFUL LOAD WILL DISPLAY "LOADED"

SAVING SEQUENCES TO CASSETTE TAPE

[C], [1], [ENTER]

Save routine.

"SAVED"

Indicates successful save to tape.

TO VERIFY THE SAVE:

REWIND TAPE

[C], [3], [ENTER]

Verify routine.

START TAPE

"VERIFIED"

Verifies that a save took place.

"ERROR"

Indicates a problem.

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