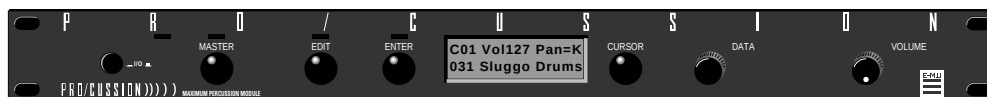


INTRODUCTION



What is *PROCUSSION*?

Procussion is a multi-timbral percussion instrument whose sounds are based on actual digital recordings of “real” instruments. With Procussion, you can instantly have hundreds of different drum and percussion instruments at the tip of your drumstick.

Procussion begins with sound. Four megabytes of the highest quality 16 bit percussion samples selected from the Emulator III sound library and stored on ROM (Read Only Memory) for instant access.

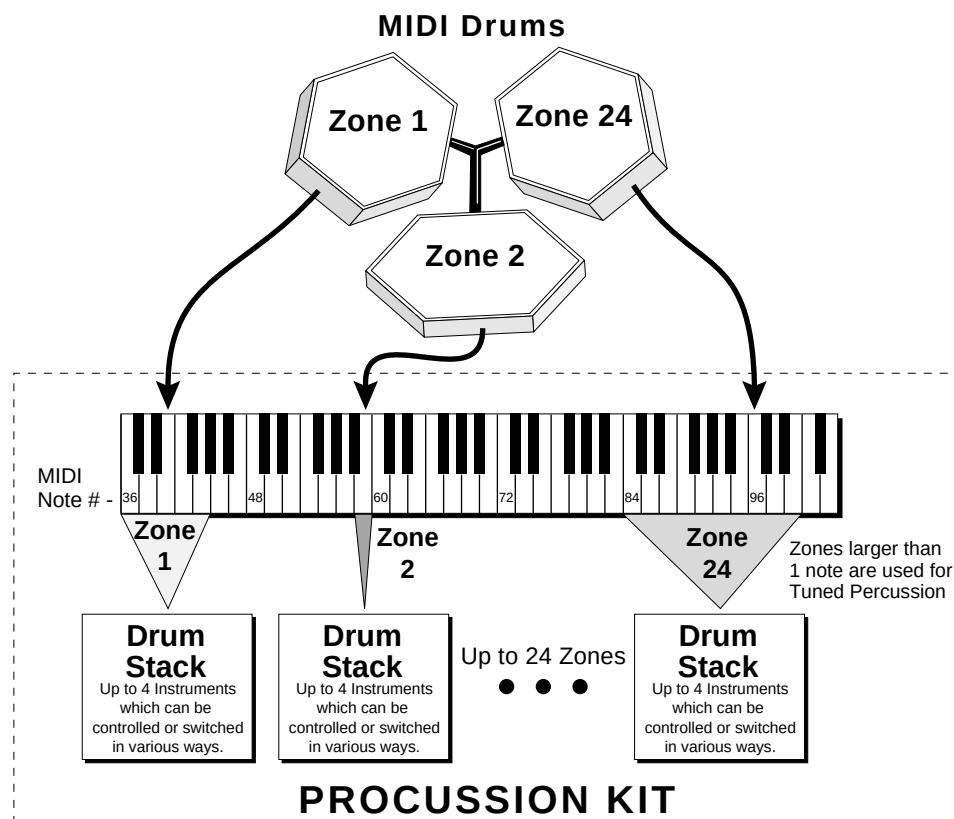
But this is only the beginning. Procussion gives you the ability to literally take these sounds apart and re-assemble them into an almost limitless number of entirely new percussion sounds, combining parts of one instrument with another or with any of a selection of digital waveforms also stored on ROM. The extensive cross-switching functions allow a high degree of musical expression not normally attainable from sampled percussion instruments. The 16 bit samples are arranged into 128 kit locations, 64 of which are user-programmable.

Procussion also features 32 voice polyphony allowing you to take full advantage of its layering capabilities (up to 8 sounds on each key or drum pad) and its ability to respond multi-timbrally to all 16 MIDI channels makes it ideally suited for multitrack sequencing and composing using a MIDI sequencer.

Other features include 3 stereo outputs for individually processing sounds (also configurable as 6 polyphonic submixes with fully programmable panning), integral sends and returns to allow the addition of external effects units without the need for a separate mixer, and of course, an extensive MIDI implementation.

PROCUSSION INTRO

Procussion is organized as shown in the simplified diagram below.



A number of sampled percussion instruments are mapped across a keyboard or set of drum pads. Each instrument has many individual attributes such as tuning, volume, pan, etc.

The *Kit* is a complete set of all program parameters for a set of up to 24 Procussion drum *Stacks*. There are 128 kit locations in the Procussion.

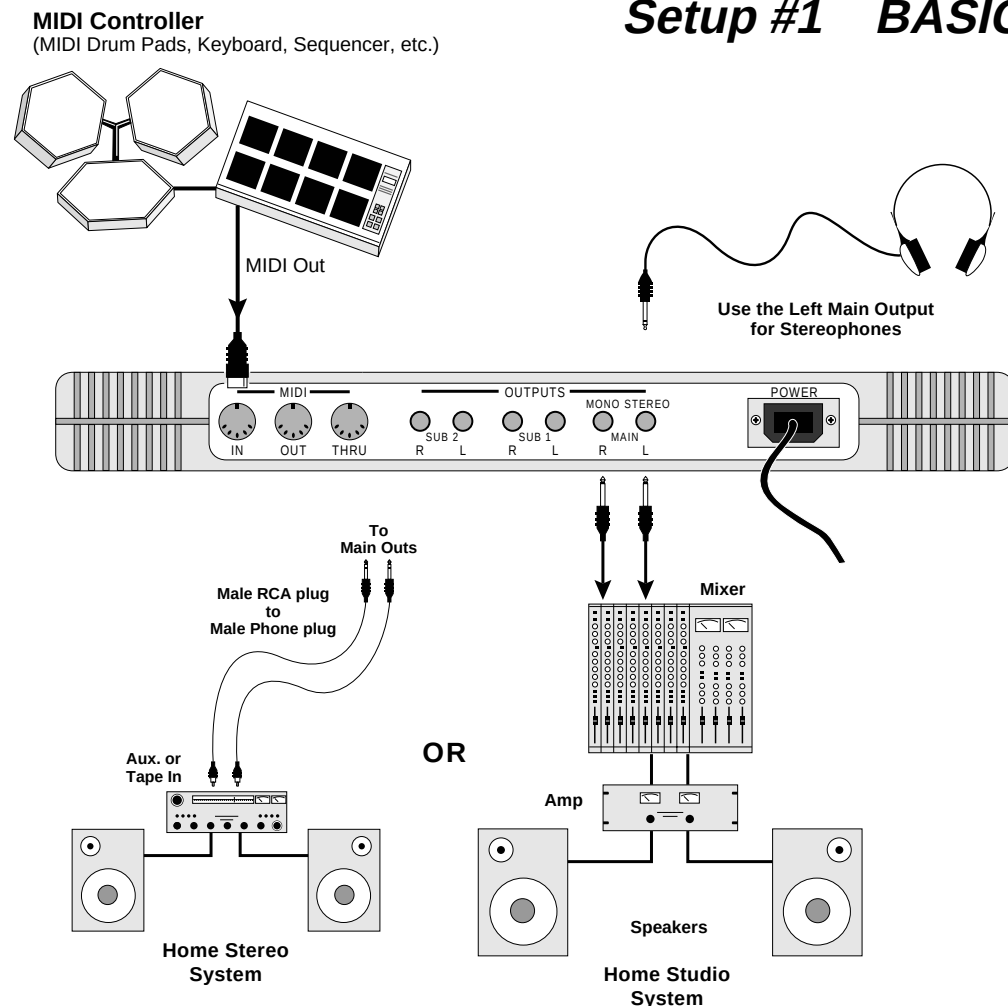
Kits 0-63 are unalterable factory kits; Kits 64-127 are user kits which can be changed.

Stacks, which can be made of up to 4 percussion *Instruments*, are assigned to MIDI key ranges called *Zones*. Up to 24 zones may be assigned in one kit.

The instruments in a stack can be modulated in many ways or switched on and off depending on various parameters such as velocity (how hard a drum is played) or perhaps the position of the high hat pedal, sticking speed, etc.

CONNECTION INSTRUCTIONS

Setup #1 BASIC PAD SETUP



■ If Procussion does not seem to be responding correctly, make sure that both Procussion and your MIDI Controller are set to the same MIDI channel.

This diagram shows a typical equipment setup for the Procussion.

MIDI In - Procussion is controlled by MIDI messages received at the MIDI In connector. Connect the MIDI In of the Procussion to the MIDI Out connector of a MIDI controller such as a MIDI keyboard, MIDI Drum Pads or MIDI sequencer.

Outputs - Procussion is a high quality, stereo audio device. In order to reproduce its wide dynamic range and frequency response, use a high quality amplification and speaker system such as a keyboard amplifier or home stereo system. A stereo setup is highly desirable because of the added realism of stereophonic sound. Headphones can be used if an amplifier and speaker system is not available. Plug stereo headphones into the Left Main output jack. The Right Main output jack serves as a mono output when the left jack is not plugged in.

QUICK SETUP

Using the *PROCUSSION* with a MIDI Keyboard

These instructions will get you up and running in the shortest amount of time. Connect Procussion to your sound system and MIDI keyboard as shown on the following page and turn everything on.

SET LEVELS

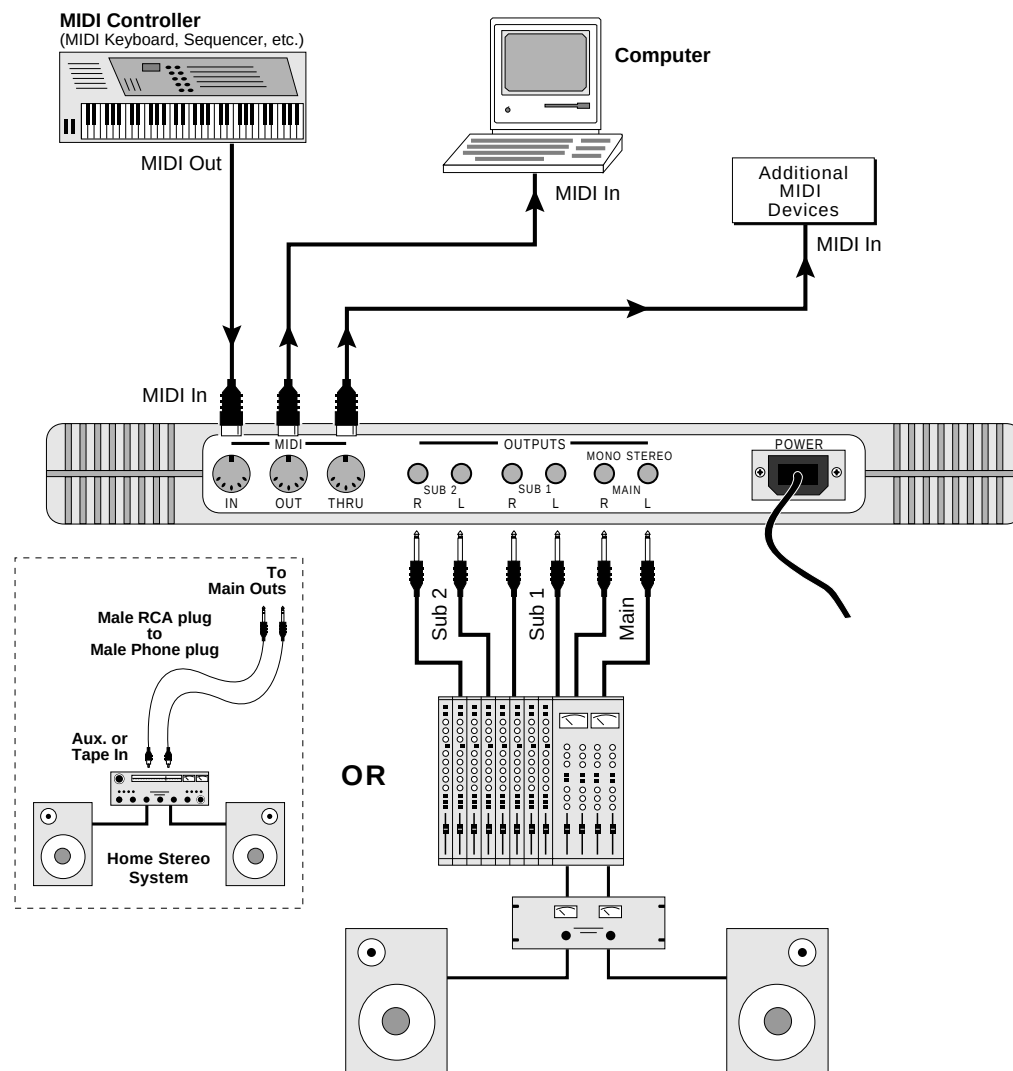
- 1) Turn the Procussion's volume control to minimum.
- 2) Press the **Master** button on Procussion.
- 3) Turn the **Data** knob clockwise to the very last screen which reads, "DEMO SEQUENCE".
- 4) Press the **Cursor** button to move the flashing cursor to the bottom line in the display.
- 5) Press **Enter** to start the demo sequence, then slowly turn up the volume control to a comfortable listening level. You may have to adjust the volume of your sound system. Press **Enter** again to stop the demo.

PROCUSSION SETUP

The Zone Map function re-maps every kit in Procussion to fit your MIDI keyboard. This is much easier than having to modify each individual kit.

- 1) Press the **Master** button on Procussion.
- 2) Turn the **Data** knob to the screen which reads, "ZONE MAPS".
- 3) Verify that the bottom line of the display reads "Kit". If the display reads something other than "Kit", press the **Cursor** button to move the flashing cursor to the bottom line in the display, then press it again so that the flashing cursor line is underneath the word in the lower line. Turn the data knob until it does read "Kit".
- 4) Press the Master button to return to the main screen.
- 5) Play your MIDI keyboard. You should now be hearing sound. If not, verify that the MIDI light on Procussion flashes as the keys are played. If it doesn't flash, check the MIDI connection.
- 6) Turn the data knob clockwise to select another kit. Remember, Procussion has 128 different kits! Have fun.

Setup #2 KEYBOARD SETUP



MIDI In - Procussion is controlled by MIDI messages received at the MIDI In connector. Any MIDI controller such as a MIDI keyboard, MIDI drum pads or a computer can be connected.

MIDI Out - The MIDI Out jack is normally used to transmit program data to a computer or other device.

MIDI Thru - MIDI Thru transmits an exact copy of the messages received at the MIDI In jack to additional MIDI devices.

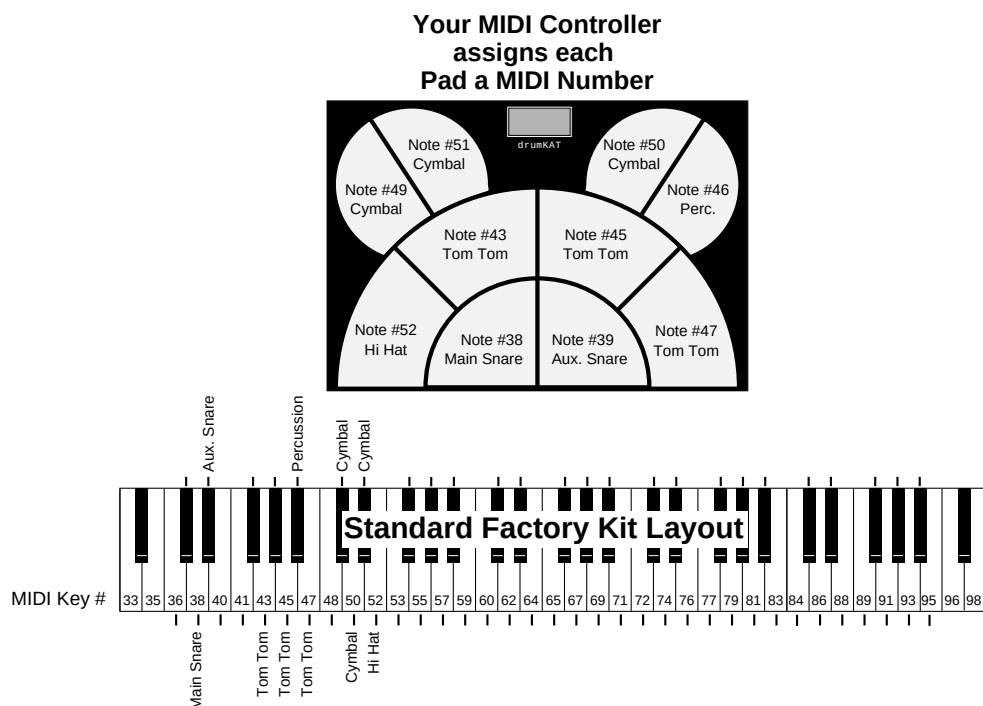
Outputs - Procussion has three sets of programmable stereo outputs; Main, Sub 1, and Sub 2. Specific sounds can be routed to one of these stereo pairs in order to be further processed or mixed separately.

QUICK SETUP

Using the *PROCUSSION* with Drum Pads

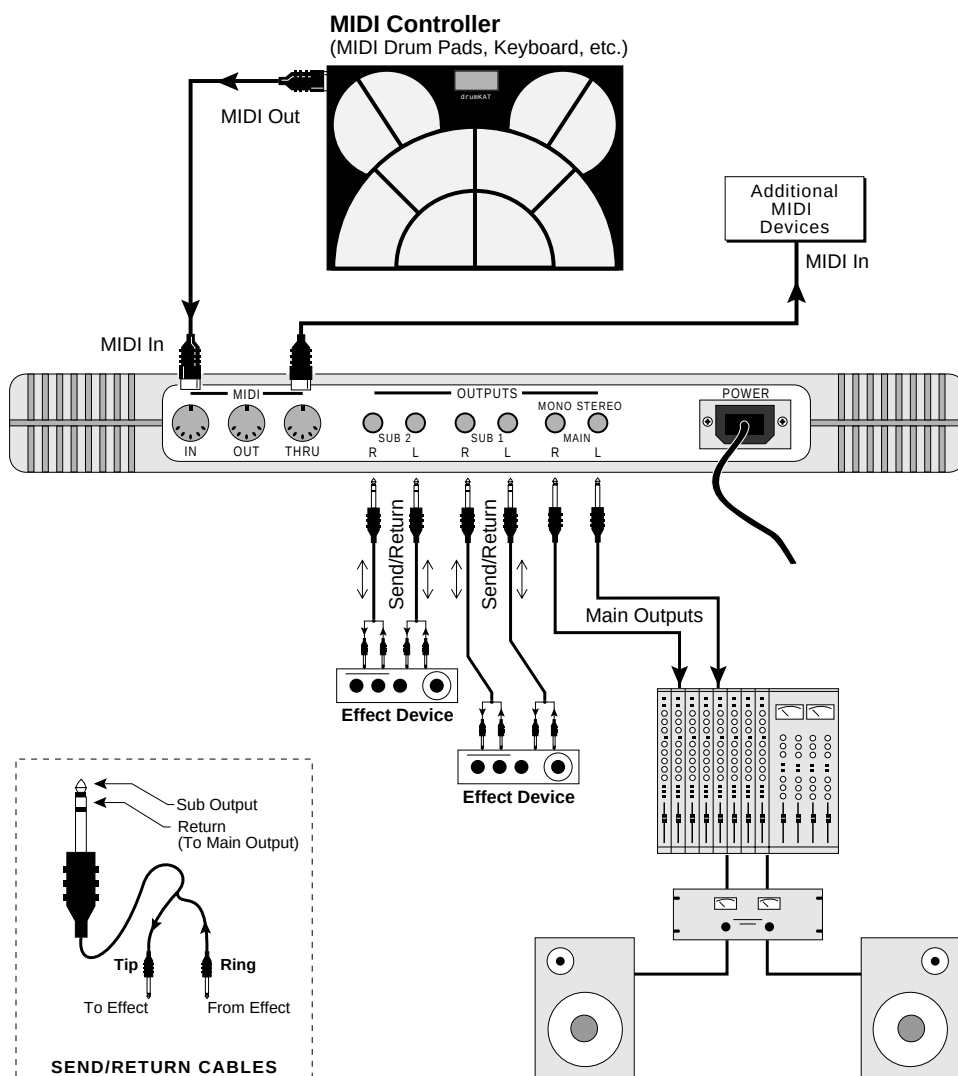
These instructions will get you up and running in the shortest amount of time. Connect Procussion to your sound system and MIDI drum pads as shown on the facing page (or on page 7) and turn everything on.

- 1) Play your MIDI drum pads and verify that the MIDI light on Procussion flashes as the pads are played. If not, check the MIDI connection.
- 2) Set Procussion to Kit 000, "Ampitheater" (or any of the kits marked with an asterisk in the kit listing).
- 3) Assign each pad of your MIDI drum pad controller to a MIDI note number using the Standard Factory Kit Layout on page 91. Set the MIDI pads up however you like, but be sure to save your layout to the pad controller when you have finished.
- 4) Turn the data knob on Procussion clockwise to select another kit. Since you used one of the Standard Kits as your model, most other Procussion factory kits (marked *) will follow the same pad layout.



Use the Standard Factory Kit Layout to assign your Drum Pads so that most of the Procussion Factory Kits will match up with your pad assignments.

SETUP #3 LIVE PERFORMANCE SETUP

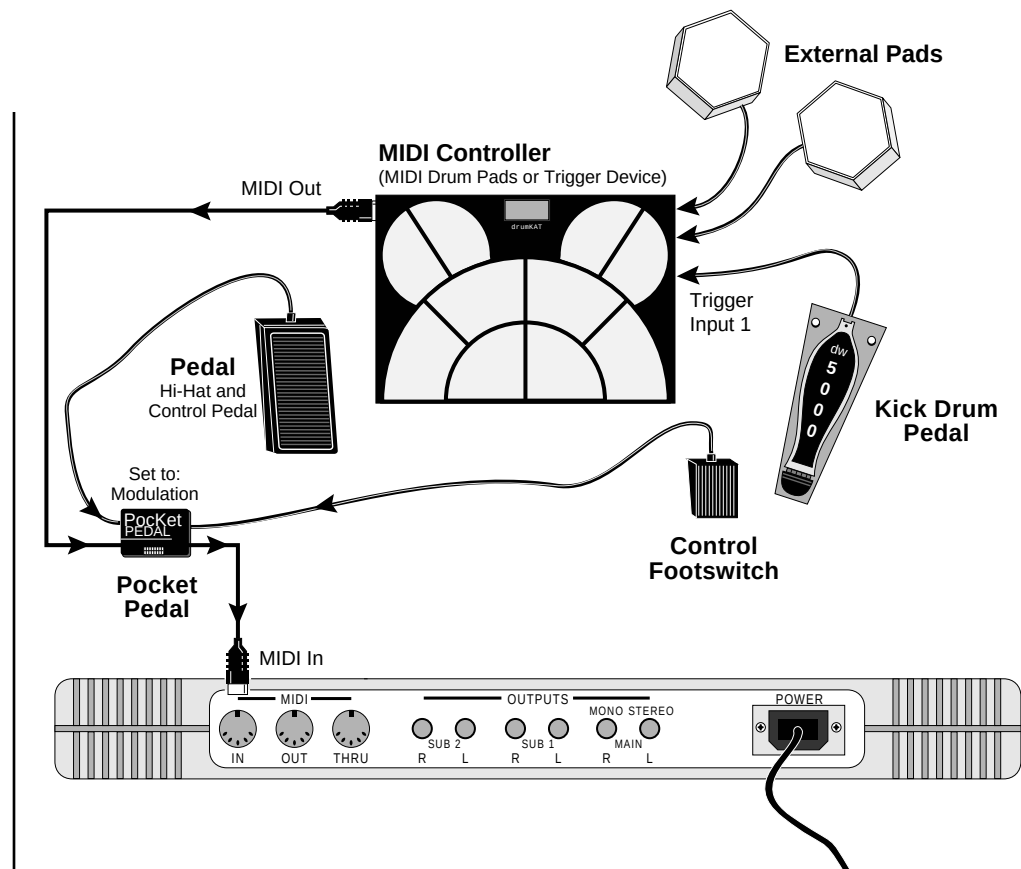


MIDI In - Procussion is controlled by MIDI messages received at the MIDI In connector. Connect the MIDI In of Procussion to the MIDI Out connector of a MIDI controller such as a MIDI percussion controller, or MIDI keyboard.

MIDI Thru - The MIDI Thru jack is used to connect additional MIDI devices onto the MIDI chain. MIDI Thru transmits an exact copy of the messages received at the MIDI In jack.

Outputs - Each of the Sub 1 and Sub 2 output jacks on the Procussion are stereo jacks. The tip of each jack (accessed when a standard phone plug is inserted) connects to the left or right output of that group. If a stereo plug is inserted, the Ring of the stereo plug serves as a signal Return which sums into the Main outputs. See page 13 for additional details.

SETUP #4 FULL ELECTRONIC DRUMKIT



■ Make sure that the velocity response is correctly calibrated on your MIDI Drum Pads.

▼ When using the Anatek Pocket Pedal, the first pedal movement determines the pedal's polarity.

Down 1st = Normal
Up 1st = Reversed

■ The Hi-Hat Pedal corresponds to MIDI key number 52 in the Standard Factory Kit Layouts.

The diagram above shows how to connect the Procussion as a full electronic drum kit containing: a Kick Drum Pedal, Hi-Hat Pedal, MIDI Drum Controller (with 2 external pads) and a Control Footswitch.

Kick Drum Pedal In - In this example, a spring-loaded trigger pedal by Drum Workshop is used. Connect the output of the pedal to Trigger #1 of your MIDI drum pads.

Hi-Hat Pedal In - A standard electronic music voltage pedal functions as a combination Hi-Hat/Control Pedal. In this example, an Anatek Pocket Pedal is used to merge the pedal into the MIDI data. Connect the Footswitch and CV Pedal to the inputs of the Pocket Pedal as shown in the example above. See your dealer about obtaining a suitable control pedal.

MIDI - Connect MIDI Out from your MIDI drum pads to MIDI In of the Pocket Pedal. Connect MIDI Out of the Pocket Pedal to MIDI In of Procussion.

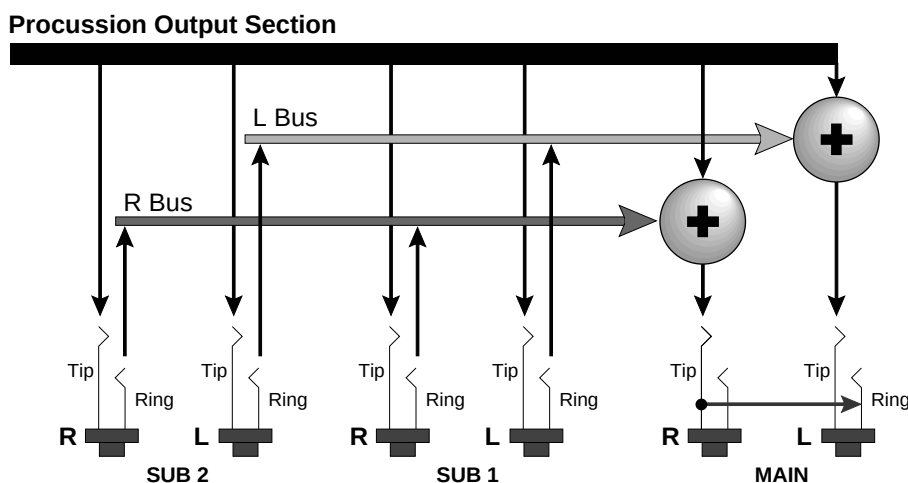
Outputs - Connect the audio outputs to your other equipment as shown in setup procedures 1, 2, and 3.

SUBMIX OUTPUTS

If a stereo plug is inserted into a Sub jack, the Ring of the stereo plug serves as a signal Return which sums into the Main outputs.

Therefore, the Sub 1 and Sub 2 jacks can serve as effect sends and returns in order to further process selected instruments and then return them to the main mix.

The diagram below shows the Sub 1 and Sub 2 jacks being used as send/returns in order to further process selected Procussion instruments without using the effects bus on the mixing board. In a pinch, the effect returns could also be used to sum additional instruments into the main outputs of the Procussion.



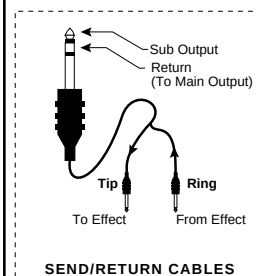
The Sub 1 and Sub 2 jacks can be used as effect returns to the Main Outputs.

POWER UP!

The power switch is located on the left side of the front panel. The Procussion and its MIDI controller may be turned on in any order. When power is applied, the liquid crystal display will light, indicating that the Procussion is operating.

You may have noticed that there is no 110/220 Volt power selector switch on the Procussion.

Procussion automatically switches itself for 110 or 220 Volt operation.



■ Use Send/Return cables as shown above to access the Submix Return points.

