EDIT MENU

EDIT MENU

The edit menu contains functions that can be modified by the user and then saved as kit information in one of the user kits. For example, the tuning or other parameter can be edited, then the kit can be saved to a user location (64-127).

While the Edit menu is activated, incoming MIDI kit changes are ignored. This is a quick and easy way to temporarily turn MIDI Program Change OFF.

WARNING!

Changes made in the Edit menu will be forever lost unless the kit is "saved" using the Save Kit function (page 69) before changing the kit.

TO ENABLE THE EDIT MENU

Press the Edit button, lighting the LED. The current screen will be the one most recently selected since powering up the machine. The cursor will appear underneath the first character of the screen heading on line one.

TO SELECT A NEW SCREEN

Press the cursor key repeatedly (or hold the cursor key while turning the data entry control) until the cursor is underneath the parameter value. (You may also press the Enter button to return the cursor to “Home” position.) Rotate the data entry control to select the screen.

TO MODIFY A PARAMETER

Press the cursor key repeatedly (or hold the cursor key while turning the data entry control) until the cursor is underneath the parameter value. Rotate the data entry control to change the value.

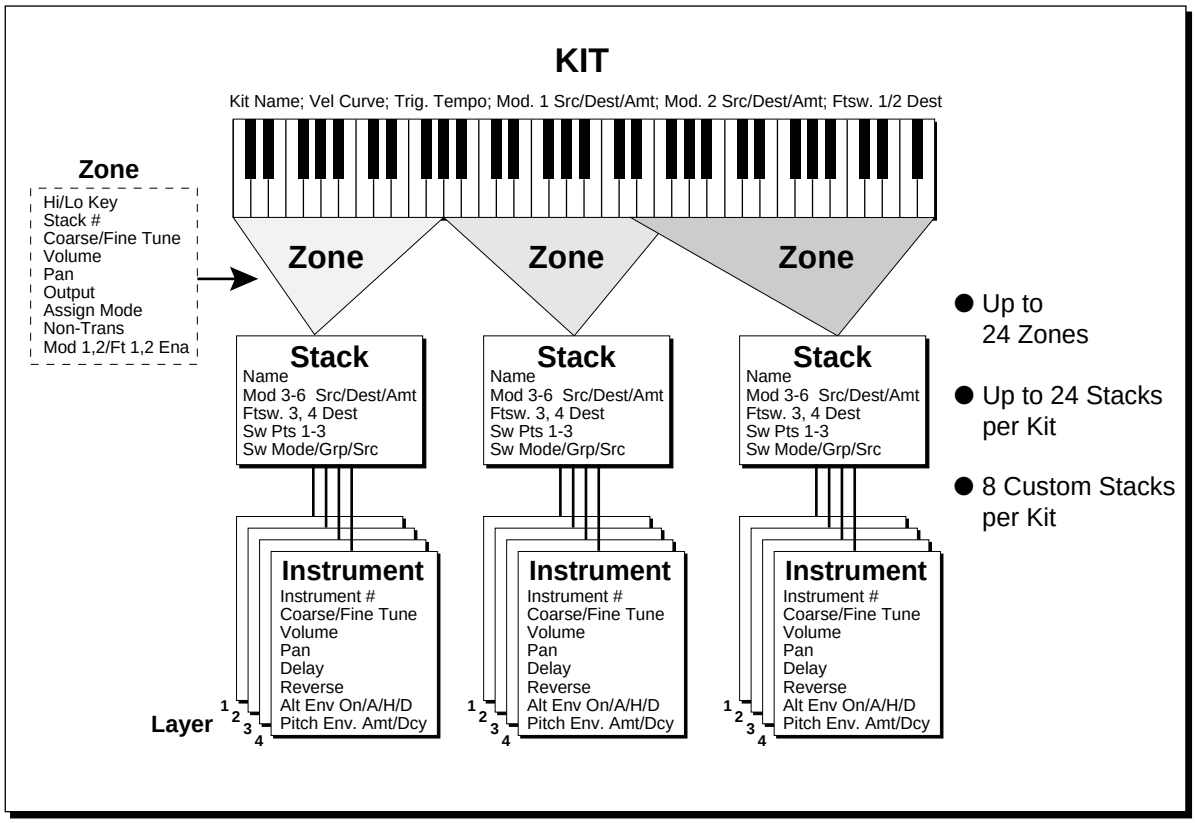
Note: In many cases, such as selecting Key Ranges, and Zones, the value may be changed from your MIDI controller by simply playing the proper key or drum pad. For example, to select a particular Zone, you would simply play the key or drum pad to which the Zone is assigned.

TO RETURN TO KIT SELECT MODE

Press the Edit button, turning off the LED.

EDIT MENU

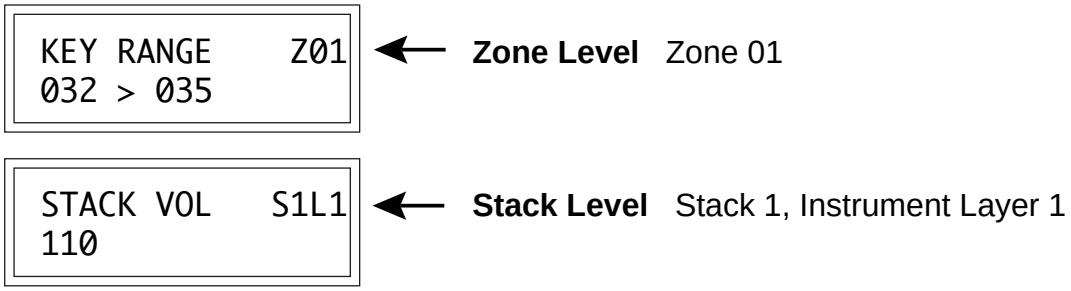
PROCUSSION BLOCK DIAGRAM



The Procussion is organized as shown in the diagram above.

A Procussion kit can be organized into four levels:
1) Kit - Parameters which affect the entire kit.
2) Zone - Parameters affecting the key assignment range.
3) Stack - A composite percussion sound.
4) Instrument - An individual instrument.

The Edit menu encompasses all levels of the kit. The display reveals information about which level you are currently editing.

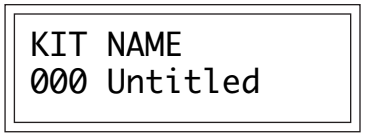


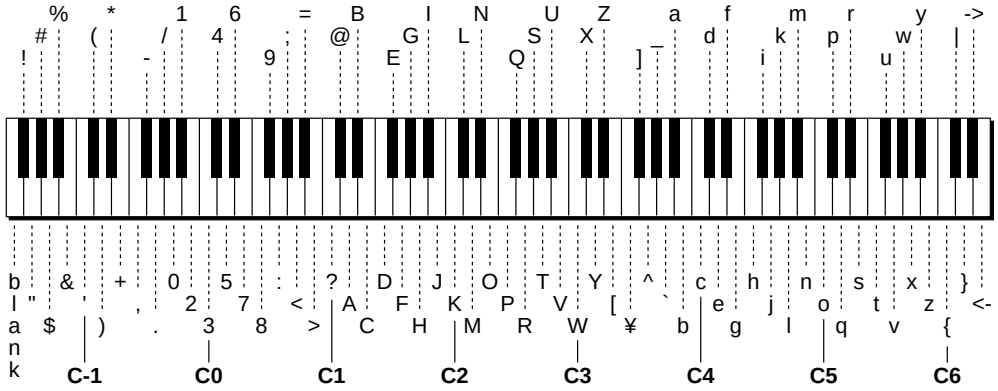
EDIT MENU

EDIT KIT FUNCTIONS

KIT NAME

Kit Name allows you to name each of the user kits with a name of up to 12 characters. Position the cursor under the character location and use the data entry control to change the character. The keyboard can also be used to select characters. The charts below show the keyboard character assignment.





	C	C#	D	D#	E	F	F#	G	G#	A	A#	B	Pitch
-2						blank	!	"	#	$	%	&	
-1	'	(	)	*	+	,	-	.	/	0	1	2	
0	3	4	5	6	7	8	9	:	;	<	=	>	
1	?	@	A	B	C	D	E	F	G	H	I	J	
2	K	L	M	N	O	P	Q	R	S	T	U	V	
3	W	X	Y	Z	[	¥	]	^	_	`	a	b	
4	c	d	e	f	g	h	i	j	k	l	m	n	
5	o	p	q	r	s	t	u	v	w	x	y	z	
6	{	|	}	→	←								

Octave No.

EDIT MENU

STACK SELECT

■ *Zones can be easily selected by playing the MIDI note number assigned to that zone.*

This function allows you to select which of the available instrument sounds (or none) will be placed in each zone of the current user kit.

```
STACK SELECT Z01
S002 Robert
```

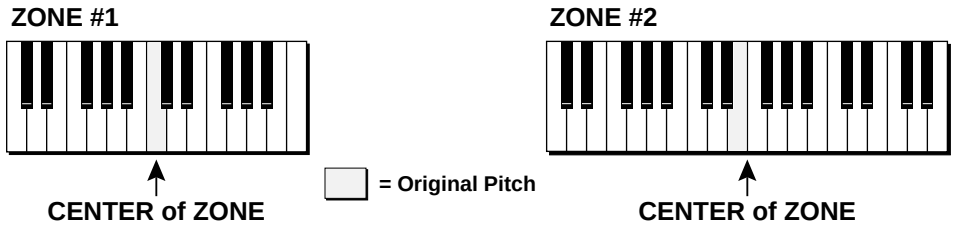
KEY RANGE

■ *The Key Range can be selected by simply playing the MIDI note numbers when the cursor is under the key numbers on the display.*

This function allows you to assign each of the 24 zones to a range of MIDI keys. Zones may overlap, but only 2 zones may be assigned to the same key. If more than two zones are assigned, only the lowest numbered two zones will play. The original pitch of the stack will always be assigned to the exact center of the key range. If there are an even number of keys in the range, then the original pitch will be placed on the lower of the two center keys.

```
KEY RANGE    Z01
036 -> 039
```

▼ *If the Key Range function does not seem to be working properly, make sure the Zone Map function in the Master menu is set to Kit. You may be re-mapping the key assignments.*



*Zone #1 has an **Odd** number of keys in its range (25), so the original pitch of the stack falls exactly on the center of the zone. Zone #2 has an **Even** number of keys in its range (34) and the center of the zone is a key boundary, therefore the original pitch falls on the next lower key.*

ZONE TUNING

■ *Most factory stacks have been tuned to C.*

This function allows you to change the overall tuning of the selected zone. Coarse tuning is in semitone intervals with a range of ±48 semitones. Fine tuning is in 1/64 semitone intervals (approx. 1.56 cents) with a range of ± 1 semitone.

```
TUNING       Z01
CRSE+00  FINE+00
```

EDIT MENU

ZONE VOLUME AND PAN

Volume sets the overall amplitude of the selected zone. This function also allows you compensate for the relative volume differences between stacks.

```
VOLUME  PAN  Z01
127     =Stack
```

Zone Pan allows you to set the initial pan position for each zone in the kit. A value of -7 pans the zone hard left and a value of +7 pans the zone hard right. This pan setting overrides the pan settings made at the stack level unless the screen is set to Pan = Stack. The pan setting made here is only valid if "K", for kit pan, is selected in the main display.

```
VOLUME  PAN  Z01
127     -7
```

The Pan Setting on the Main Screen Overrides Zone Pan!

```
C01 VOL127 PAN=K
071  Conga
```

← Pan in Main Screen must be set to **KIT** for Zone pan to have any effect.

NONTRANSPOSE

Nontranspose mode allows a stack to play throughout its assigned keyboard range, but at its original pitch only - there will be no transposition. Nontranspose mode can be turned On or Off for each zone.

■ *Assign a non-transposed sound and play several keys at once for phasing/flanging effects.*

When the Procussion is used with a MIDI keyboard you might want to play several keys at once for a thicker sound. Turning Nontranspose mode **On** would let all the notes play at the same pitch.

```
NONTRANSPOSE Z01
Off
```

EDIT MENU

ASSIGNMENT MODE

There are a total of 32 output channels on the Procussion. The assignment mode affects note polyphony and interaction. Using assignment mode, each zone can be programmed to be polyphonic, with a certain number of available channels, or can be made monophonic with special assignments.

■ *If you don't want to use the assignment modes, set the zone to Poly (32).*

```
ASSIGNMENT   Z01
Poly (32)
```

The various assignment modes are described below.

POLY (32) Notes are played polyphonically, with dynamic channel assignment, using all 32 channels.

POLY (8) Notes are played polyphonically, with dynamic channel assignment, but using no more than 8 channels at a time.

POLY (4) Notes are played polyphonically, with dynamic channel assignment, but using no more than 4 channels at a time.

MONO Any layer in the zone interrupts itself or any other layer, but does not affect other zones.

■ *Layer Mono 1 + 2 assignment modes are designed to be used in combination with Switch Mode.*

LAYER MONO 1 Any layer in the stack interrupts itself, but does not affect other layers or other zones.

LAYER MONO 2 Any layer in the zone interrupts any other layer, but does not affect its own layer or other zones.

EXCLUSIVE 1-8 The zone's stack is assigned to one of the 8 exclusive "channels". Notes in any zone in the kit will interrupt each other if they are assigned to the same exclusive channel.

For example, playing a fast roll on a ride cymbal in ***Poly (32)*** mode will assign a new channel on each strike which might tend to "muddy" the sound or use up too many output channels. One solution might be to use ***Poly (4)*** mode, which only allows the cymbal to use 4 channels.

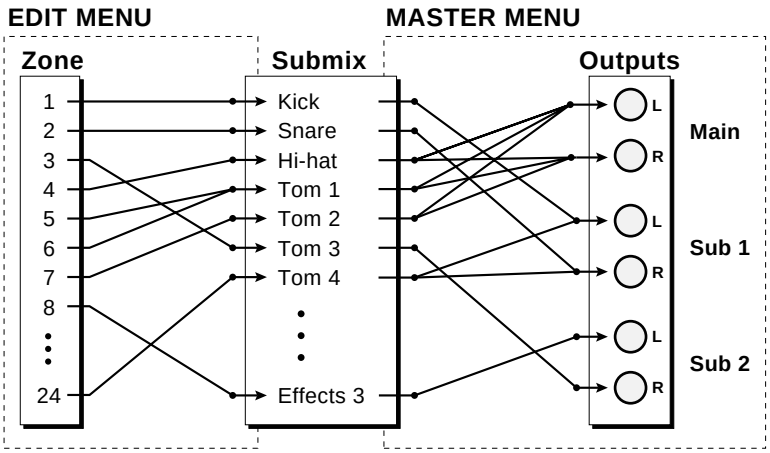
You also might want the closed High Hat to cut off the open High Hat. In this case, you would assign the High Hats a ***Mono*** assignment.

EDIT MENU

If you had a cymbal crash on one drum pad and a choked cymbal on another, you might assign both zones to ***Exclusive 1*** (or any of the other exclusive channels) so that hitting the choke pad would cut off the crash.

ZONE SUBMIX

This function allows you to assign each zone to one of the 16 submix busses. The submix busses are routed to an output jack in the Master menu. For more information on Submixes, see pages 23 and 46.

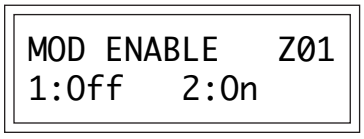


The Submix buss makes it easy to keep track of your output assignments.

MODULATION ENABLE

This function allows the Modulation 1 and 2 routings to be turned On or Off for each zone in the kit. (Modulation 1 and 2 affect the entire kit.)

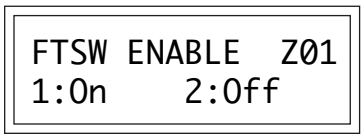
For example, suppose you are using Modulation 1 to route Velocity-to-Volume, but you want your snare drum to be at a constant level. Simply turn Mod 1 **Off** for the snare drum zone.



EDIT MENU

FOOTSWITCH ENABLE

This function allows the Footswitch 1 and 2 routings to be turned On or Off for each zone in the kit. (Footswitches 1 and 2 affect the entire kit.) For example, suppose you want Footswitch 1 to reverse zone 1 *only*. Simply turn FTSW 1 **Off** for all zones except zone 1.

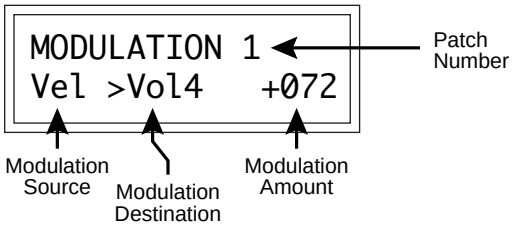


MODULATION PATCH 1 AND 2

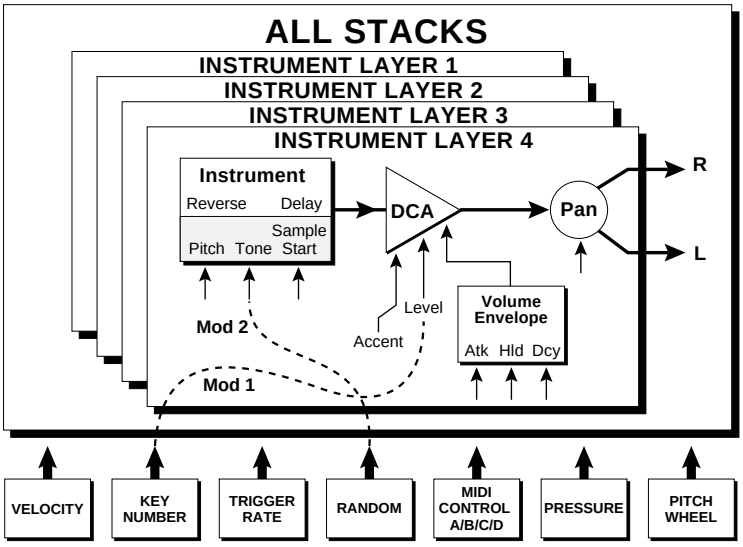
■ *If the Modulation Patches do not seem to be working, check to make sure that the Modulation Enable is turned On for the Zone.*

These functions allow you to route modulation sources to any of the modulation destinations and affect **all** zones in the kit, although they may be turned On or Off for each zone. For each of the two modulation patches, there is a *Modulation Source*, a *Modulation Destination*, and an *Amount* parameter which is variable from -128 to +127. **Place the cursor under the appropriate parameter and change the patch number, modulation source, modulation destination, or the amount using the data entry control.** If a parameter is not labeled with a layer number, it affects all.

Modulation Sources:
Velocity
Key Number
Trigger Tempo
Random
MIDI Control A/B/C/D
Pressure
Pitch Wheel



Destinations:
Pitch, Pitch 1/2/3/4
Volume, Volume 1/2/3/4
Accent, Accent 1/2/3/4
Attack, Attack 1/2/3/4
Hold, Hold 1/2/3/4
Decay, Decay 1/2/3/4
Pitch Env. Amount
Pitch Env. Amt 1/2/3/4
Pitch Env. Decay
Pitch Env. Dcy 1/2/3/4
Pan, Pan 1/2/3/4
Tone, Tone 1/2/3/4
Sample Start
Sample Start 1/2/3/4
LFO Rate, LFO Amount



EDIT MENU

FOOTSWITCH CONTROL

This function allows you to route the two kit level footswitches (1 and 2) to any of the footswitch destinations. These two "patchcords" affect all zones in the kit, although they may be turned On or Off for each zone. The footswitches can be routed to switch: Sustain (Layers 1/2/3/4 or All), Alternate Volume Envelope (Layers 1/2/3/4 or All), Reverse Sound (Layers 1/2/3/4 or All), or may trigger a Note-on event on any of the zones 1-8.

```
FOOTSWITCH
1 > Note-on Z8
```

■ *The Alternate Envelope must be initially turned **Off** in order for the footswitch to turn it **On**.*

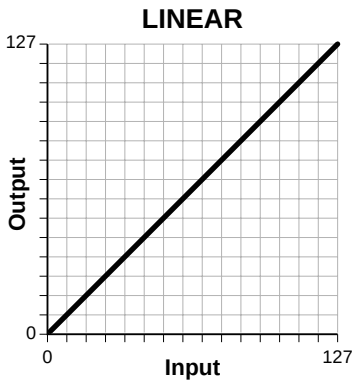
■ *If the Footswitches do not seem to be working, check to make sure that the Footswitch Enable is turned On for the Zone.*

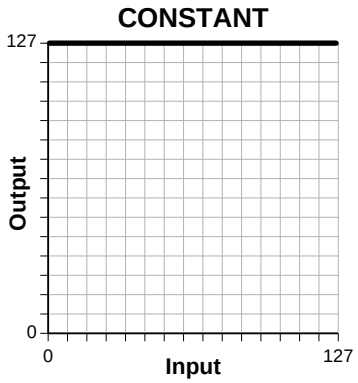
■ *Use a footswitch as a kick drum pedal by triggering a Note-on event.*

VELOCITY CURVE

Incoming velocity data can be modified by a velocity curve in order to provide different types of dynamics in response to your playing or better adapt to your MIDI controller. Velocity curves affect the entire kit. This function allows you select one of the 8 velocity curves, leave the data unaltered (Linear), or have the velocity scaled to full level (Constant). This velocity curve selection is only valid if the Global Velocity Curve in the Master menu is set to "Kit".

```
VELOCITY CURVE
Linear
```

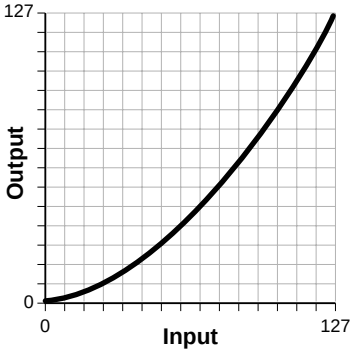




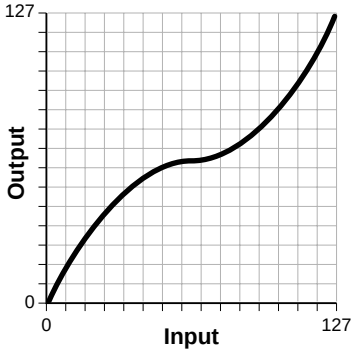
EDIT MENU

VELOCITY CURVES

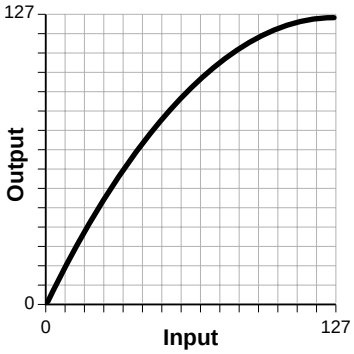
CURVE 1



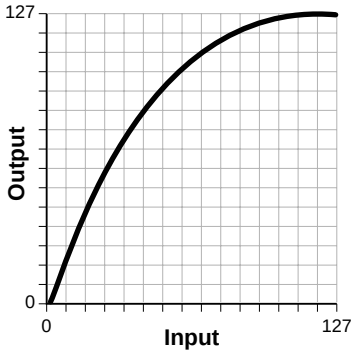
CURVE 2



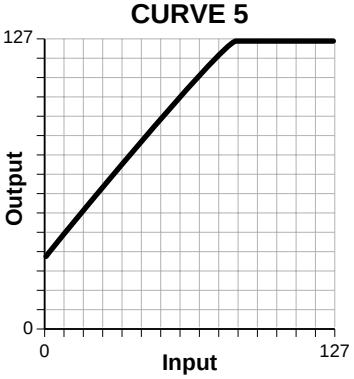
CURVE 3



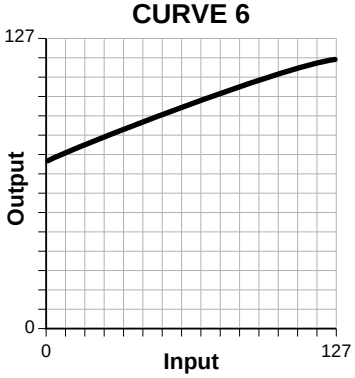
CURVE 4



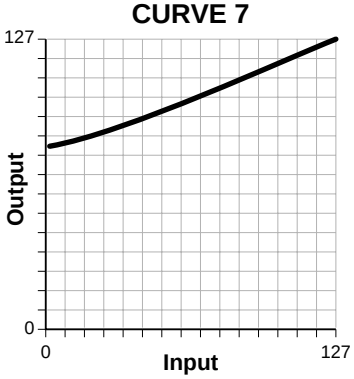
CURVE 5



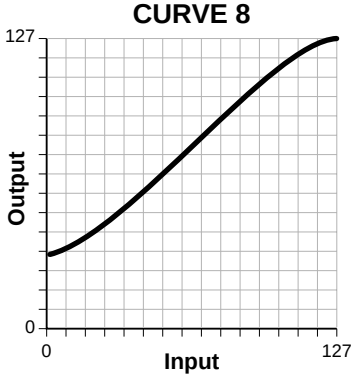
CURVE 6



CURVE 7



CURVE 8

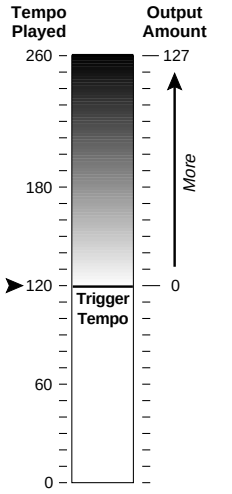


EDIT MENU

TRIGGER TEMPO

Trigger Tempo is a function which generates a control signal based on the tempo of your playing. When your playing tempo exceeds the selected Trigger Tempo, the amount of the control signal begins to increase from zero. This control signal can be used either to switch between drums in a stack or as a general controller which can affect virtually any parameter (see pages 64 + 67). For example, Trigger Tempo could be routed to raise the pitch as you play faster. Any tempo from 20 BPM (Beats-Per-Minute) to 260 BPM can be programmed. This Trigger Tempo setting is only valid if the Global Trigger Tempo set in the Master menu is set to "Per Kit".

```
TRIGGER TEMPO
120 BPM
```

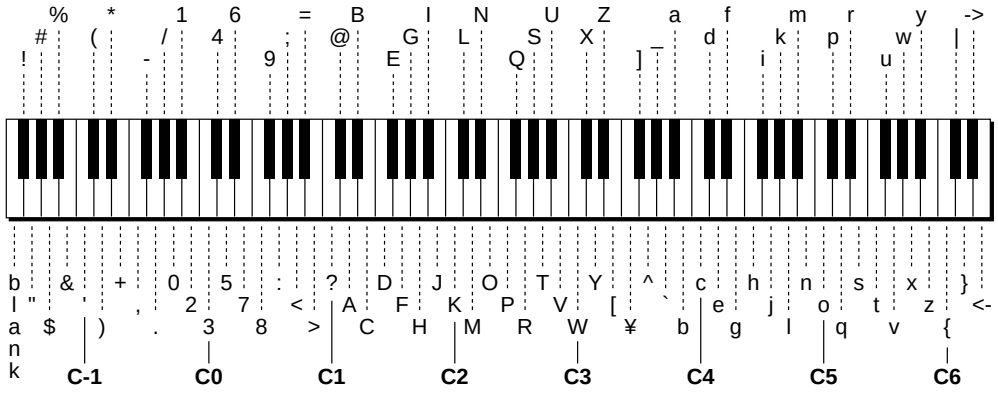


■ *When the tempo of your playing exceeds the selected Trigger Tempo, the amount of the control signal increases from zero.*

STACK NAME

Stack Name allows you to name each of the 8 custom stacks (for each kit) with a name of up to 12 characters. Position the cursor under the character location and use the data entry control to change the character. A MIDI keyboard can also be used to select characters. The chart below shows the keyboard character assignment.

```
STACK NAME    S1
S001 Boss Bass
```

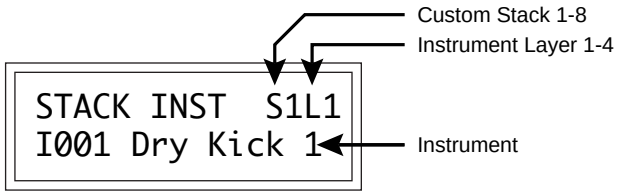


EDIT MENU

STACK INSTRUMENTS

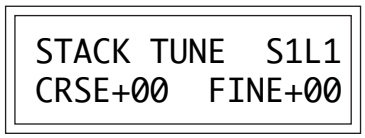
This function allows you to select one of the available instrument sounds for each layer in the 8 custom stacks.

■ *There are 8 custom stacks for **each** kit in the Procussion.*



STACK TUNE

This function allows you to change the coarse and fine tuning of each layer in the 8 custom stacks. The coarse tuning range is ±48 semitones (8 octaves) in semitone steps. The fine tuning range is ±1 semitone in 1/64 semitone steps (approx. 1.56 cents).



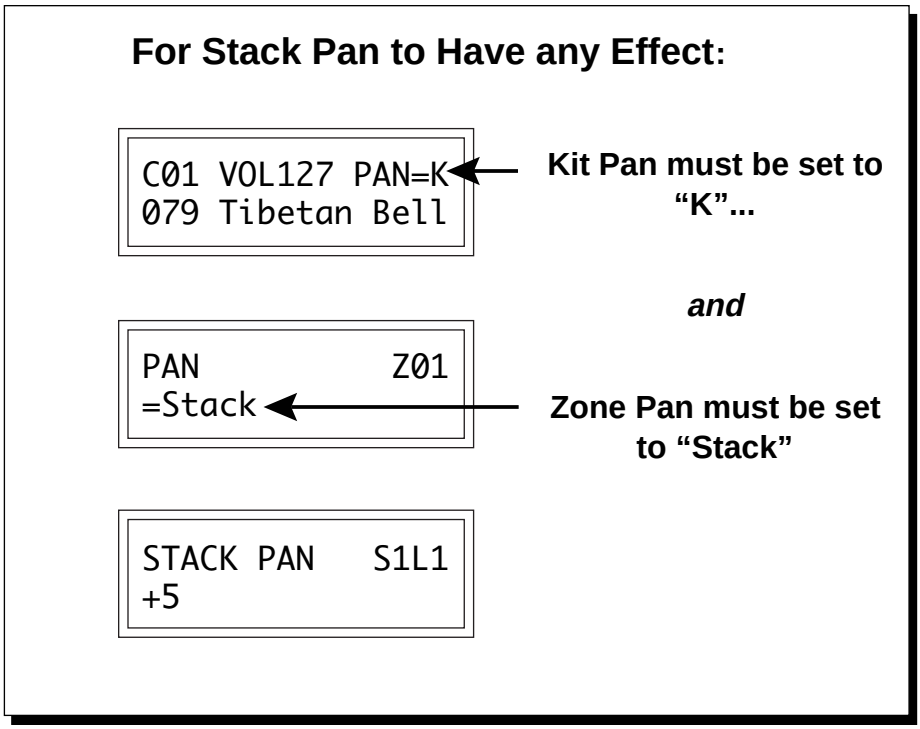
STACK VOLUME

Stack Volume sets the amplitude of each layer in the 8 custom stacks. This function allows you to blend the four instrument layers or compensate for the relative volume differences between instruments.

STACK PAN

Stack Pan allows you to independently set the initial pan position of each layer in the 8 custom stacks. A value of -7 pans the zone hard left and a value of +7 pans the zone hard right. The pan setting made here is only valid if “Stack” is selected in the zone pan setting and if “K”, for kit pan, is selected in the main display.

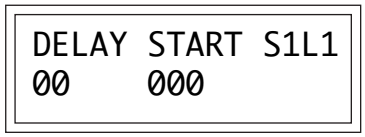
EDIT MENU



DELAY/SOUND START

Delay varies the time between MIDI Note-on reception and the onset of the sound for each layer in the 8 custom stacks. The delay time is adjustable from 0-13 seconds (0-63).

Sound Start allows you to set where in the sample the instrument begins playing. A setting of 000 plays the instrument from the beginning; higher values move the sound start point toward the end of the sound.



The Delay parameter is very useful in producing echo type effects and the Sound Start parameter can be used to remove the attack portion of the sound for "Procussion Synthesis" or to "fine tune" when modulating the Sound Start parameter with velocity or any other modulation source.

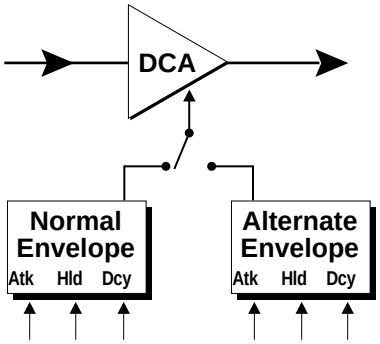
EDIT MENU

REVERSE

When reverse is turned On, the instrument will be played backwards. Reverse can be turned On or Off for each layer in the 8 custom stacks.

ALTERNATE ENVELOPE

Each instrument layer in the stack has its own preset **A**ttack/**H**old/**D**ecay volume envelope which is normally employed. If a programmable volume envelope is desired, the alternate envelope is used. This screen allows you to turn the alternate envelope On or Off and set the Attack, Hold and Decay parameters for each layer in the 8 custom stacks.



PITCH ENVELOPE

The Pitch Envelope is a "decay only" envelope which can control the pitch of an instrument. This screen allows you to turn the pitch envelope On or Off, and set the Decay and Amount parameters for each layer in the 8 custom stacks. Larger decay values increase the decay time. Similarly, larger amount values will increase the amount of pitch modulation. A positive envelope amount setting will sweep the pitch downward and a negative setting will sweep the pitch upward.