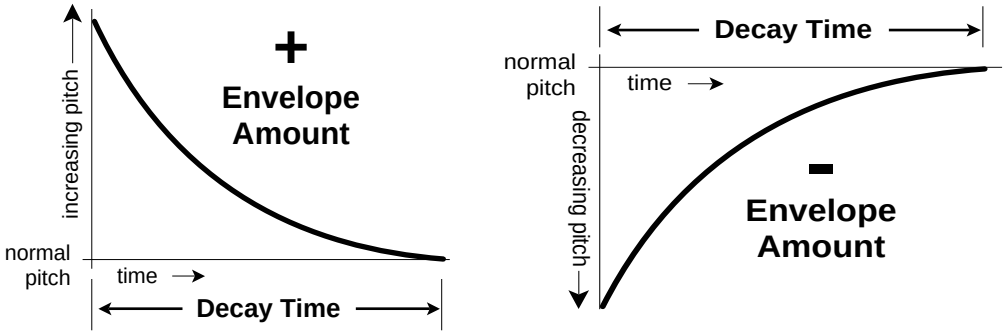
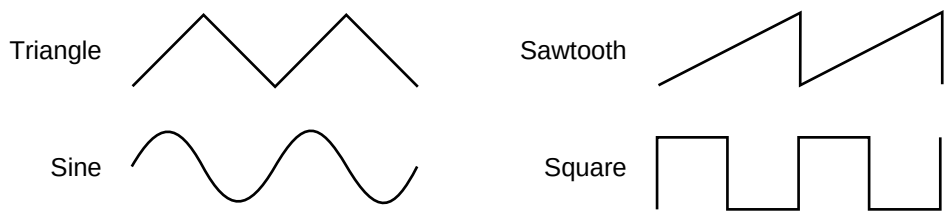
EDIT MENU



A positive envelope amount setting will sweep the pitch downward and a negative setting will sweep the pitch upward.

LOW FREQUENCY OSCILLATOR

This screen controls the Waveshape, Rate, Amount and Destination of the LFO. There is one LFO per stack which can be routed to the *Pitch* of layers 1, 2, 3, 4 or all, or *Volume* of layers 1, 2, 3, 4 or all. (If a parameter is not labeled 1, 2, 3, or 4 it affects all.) The LFO can be used to produce vibrato (when routed to pitch), or tremolo (when routed to control volume). The four LFO waveshapes are: Triangle, Sine, Sawtooth, and Square. The amount can be varied from -128 to +127. Negative values will produce inverted waveshapes.

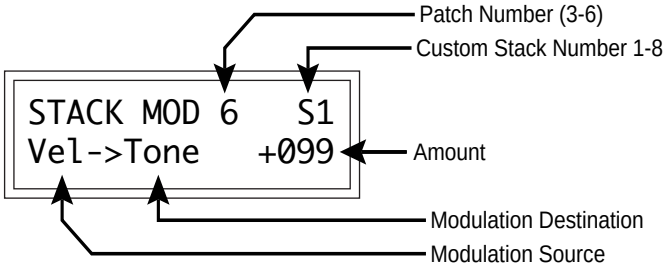


■ *Since the LFO always starts from the beginning of its cycle at the start of a note, it can be used as an extra envelope generator when set to a slow rate.*

EDIT MENU

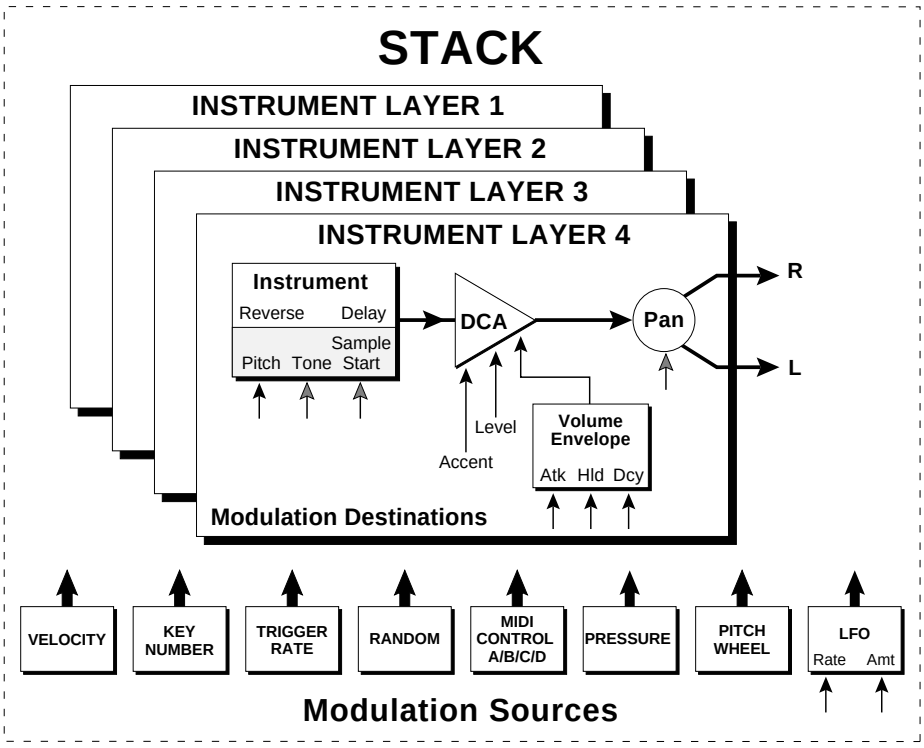
STACK MODULATION CONTROL

These functions allow you to route modulation sources to any of the destinations in the eight custom stacks. Up to 4 simultaneous patches may be programmed (3-6). For each of the modulation patches, there is a *Modulation Source*, a *Modulation Destination*, and an *Amount* parameter. The amount parameter is variable from -128 to +127. **Place the cursor under the appropriate parameter and change the *Patch Number, User Stack Number, Modulation Source, Modulation Destination,* and the *Amount* using the data entry control.** If a modulation destination is not labeled with a layer number, it affects all layers.



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

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

STACK FOOTSWITCH 3 AND 4

This function allows you to route the two stack level footswitches (3 and 4) to any of the footswitch destinations for each of the 8 custom stacks. 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), or Reverse Sound (Layers 1/2/3/4 or All).

```
STACK FTSW 3  S1
->Reverse1
```

■ *There are 8 Custom Stacks for **each** Kit.*

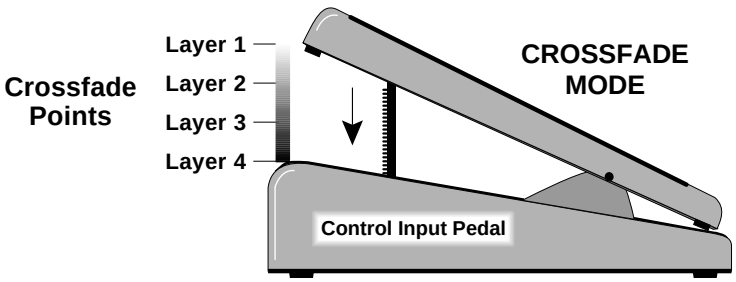
SWITCH MODE

The Super-Switch feature allows a control input (velocity, a control pedal, trigger rate, etc.) to determine which stack layer(s) will be heard. This function selects the switch mode for each of the 8 custom stacks.

```
SWITCH MODE   S1
Threshold
```

OFF All layers within the stack are played at their programmed volumes. The control input is ignored.

CROSSFADE The control input determines the relative volumes of the layers. As the control input is increased, layer 1 will crossfade into layer 2, layer 2 will crossfade into layer 3, then layer 3 will crossfade into layer 4. Unassigned layers will not be included in the level calculation.

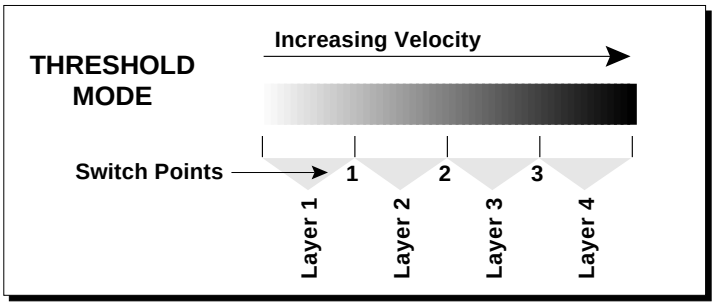


In this example, a control pedal feeds the control input. When the pedal is fully up, only layer 1 will play. As the pedal is moved down, layer 2 will be faded in as layer 1 is faded out. Next, layer 3 will fade in as layer 2 is faded out. Finally, layer 4 will fade in as layer 3 is faded out.

■ *Note that other modulation sources (Velocity, Trigger Rate, Random, etc.) besides a pedal may be used to control switch mode. Velocity is commonly used to switch between different layers as the drum pad is struck harder.*

EDIT MENU

THRESHOLD If the control input is between 0 and switch point 1, then layer 1 will be played. If the control input is between switch points 1 and 2, then layer 2 will be played. Likewise for layers 3 and 4.



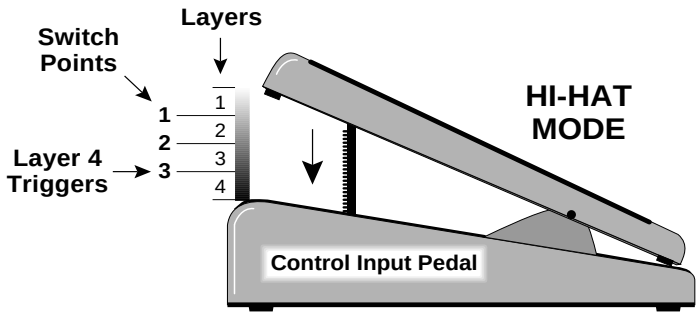
In this example velocity feeds the control input. When the velocity value is below the first switch point, only layer 1 will play. When the velocity value is between switch points 1 and 2, only layer 2 will be played. When the velocity value is between switch points 2 and 3, only layer 3 will be played. When the velocity exceeds switch point 3, only layer 4 will play.

HI-HAT This mode is similar to Threshold mode in the first 3 layers, but simulates an actual Hi-Hat pedal in that layer 4 is only triggered when the control input crosses points 2 and 3 and is equal or greater than switch point 3. The control source must be controller A, B, C, or D.

▼ *Only ONE hi-hat zone is allowed per kit (low-number priority). If other zones are set to hi-hat mode, they will simply behave as if in threshold mode.*

■ *Instruments 45-54 are particularly useful with Hi-Hat mode. Use Mono assignment mode for the most realistic effect.*

▼ *Only controller A, B, C or D can be used as the control source when in hi-hat mode. If another source is selected, it will revert to threshold mode behavior.*



ALTERNATE 1 If the control input is ***less*** than switch point 1, then layer 1 will be played. Otherwise, a layer will be selected in a cyclical manner.

ALTERNATE 2 If the control input is ***greater*** than switch point 1, then layer 1 will be played. Otherwise, a layer will be selected in a cyclical manner.

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RANDOM 1 If the control input is ***less*** than switch point 1, then layer 1 will be played. Otherwise, a layer will be selected at random.

RANDOM 2 If the control input is ***greater*** than switch point 1, then layer 1 will be played. Otherwise, a layer will be selected at random.

SWITCH GROUP

This function operates together with Switch Mode and selects either 4-way switching (1/2/3/4) or 2-way switching (1+2/3+4) for each of the 8 custom stacks. If a given stack does not have an instrument assigned, it will not be used. Only the first switch point is used in 2-way switching. In 2-way switching, layers 1 and 2 will play when the switch source is below switch point 1. When the switch source exceeds switch point 1, layers 3 and 4 will play.

SWITCH SOURCE

This function selects the control input for switch mode. The control input can be:

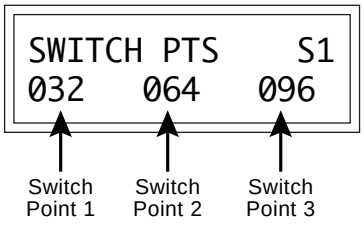
	Layer switches depending on:
Velocity ----------	How hard a pad or key is played.
Trigger Rate ----------	How fast a pad or key is played.
Random Number ------	A random number.
Controller A/B/C/D ---	The position of a MIDI controller.
Footswitch 1/2/3/4 -----	The position of a footswitch.

The footswitches generate a value of 127 when depressed.

EDIT MENU

SWITCH POINTS

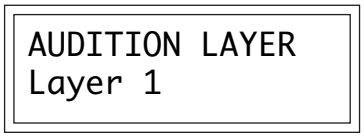
This function selects the control input switch points used in *Switch Mode* (for each of the 8 custom stacks).



AUDITION LAYER

When Audition Layer is turned on, only the selected layer will be heard. This function is useful when editing a specific layer in a stack.

▼ *Remember to turn Audition Layer Off when you are finished auditioning.*



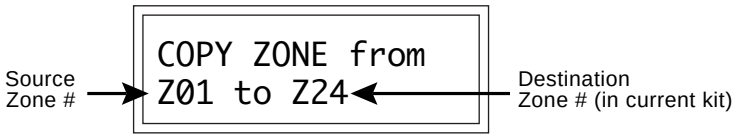
COPY ZONE

This function allows you to copy a zone from any kit, and place it in any zone location of the currently selected kit.

To Copy a Zone:

1) First select the kit containing the zone you want to copy. **Move the cursor to the bottom line, select the kit and press the Enter button.**

2) Next, select the source and destination zones, and confirm by pressing the Enter button. The source zone is from the kit you selected in the previous step. The destination zone is always in the current kit.



EDIT MENU

COPY STACK

This function allows you to copy a stack from any kit, and place it in any of the 8 custom stack locations of the currently selected kit.

To Copy a Stack:

1) First select either the user kit containing the stack you want to copy or select "Factory Stacks". **Move the cursor to the bottom line, select the kit (or Factory Stacks) and press the Enter button.**

▼ *In order to modify a factory stack, it must first be copied to a custom stack location.*

2) **Next, select the stack you wish to copy, and confirm by pressing the Enter button.** The selected stack is from the kit you selected in the previous step.

3) **Select the destination stack, and confirm by pressing the Enter button.** The destination stack is always in the current kit.

SAVE KIT

Changes made to a kit in the Edit menu are not made permanent until the Kit is ***Saved***. To save a kit, move the cursor to the bottom line and select the location for the new kit with the data entry control. The Enter LED will be flashing. Pressing the Enter button will confirm the operation. Any user kit (64-127) can be selected using the data entry control. Writing to a user kit erases the existing kit in that location. Make sure that the destination preset does not contain information that you wanted to keep.

To Save a Kit:

1. Select the new location.
2. Press Enter.