

# *Setup*

## **Unpacking**

This section thoroughly describes how to set up your new Proteus 2000 for use. Setup includes unpacking instructions and how to connect the Proteus 2000 cables.

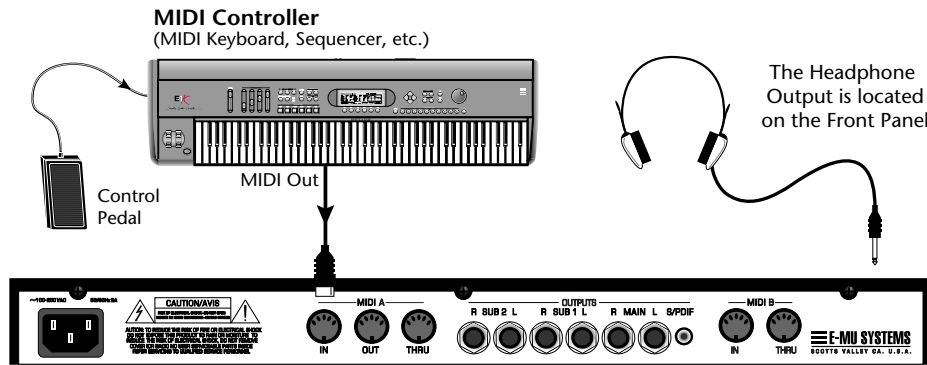
Carefully remove Proteus 2000 from the packaging material. Take care to save the packing materials in case you need to transport the unit. Check to make sure all components are included and in good condition. If there are missing or damaged components, contact E-mu Systems immediately for replacement or repair.


The Proteus 2000 box should include the following components:

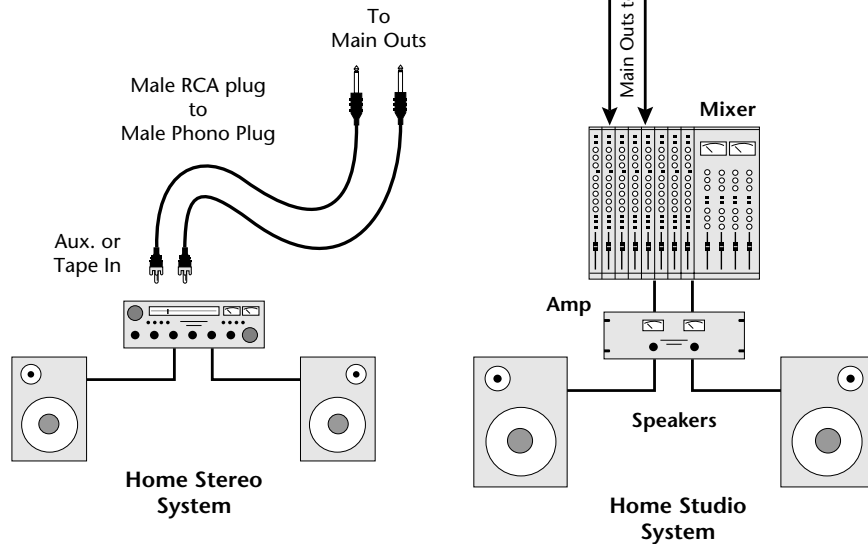
- Proteus 2000 unit
- Power cable
- Rack mounting ears
- This Operation Manual

# Connection Instructions

## Basic Setup



 If Proteus 2000 does not seem to be responding correctly, make sure that both Proteus 2000 and your MIDI controller are set to the same MIDI channel.



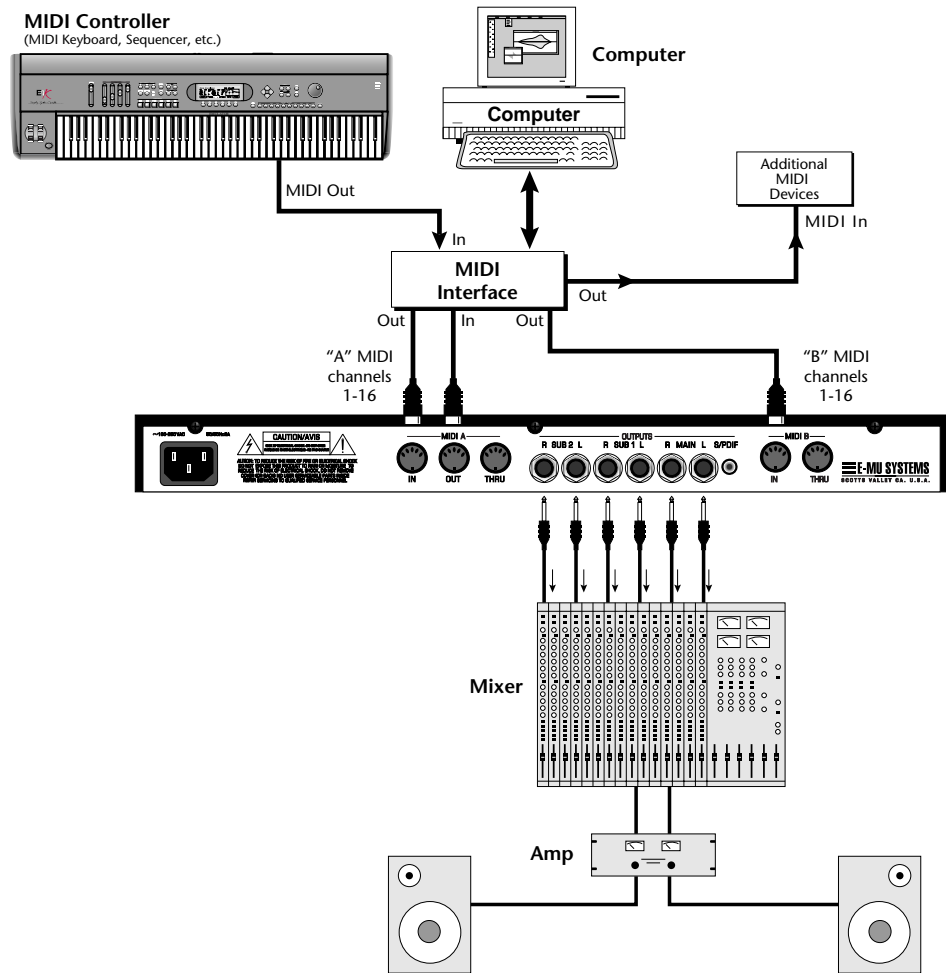
### MIDI In

Proteus 2000 is controlled by MIDI messages received at the MIDI A jack. Normally you will connect MIDI Out of a controller such as a MIDI keyboard, MIDI wind controller or MIDI guitar controller to the MIDI A jack of Proteus 2000.

### Outputs

Proteus 2000 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 headphone jack located on the left side of the front panel. The Right Main output jack serves as a mono output when the Left Main plug is not plugged in. The Left Main output jack is a stereo jack carrying both channels. The S/PDIF output duplicates the function of the main output.

Studio Setup



**MIDI In**

In this setup, Proteus 2000 is controlled by MIDI messages, received at both MIDI A and MIDI B inputs, which are routed by the MIDI interface. Each MIDI input handles 16 MIDI channels for a total of 32 channels. The MIDI interfaces allow any MIDI controller, such as a MIDI keyboard or a computer, to control the module.

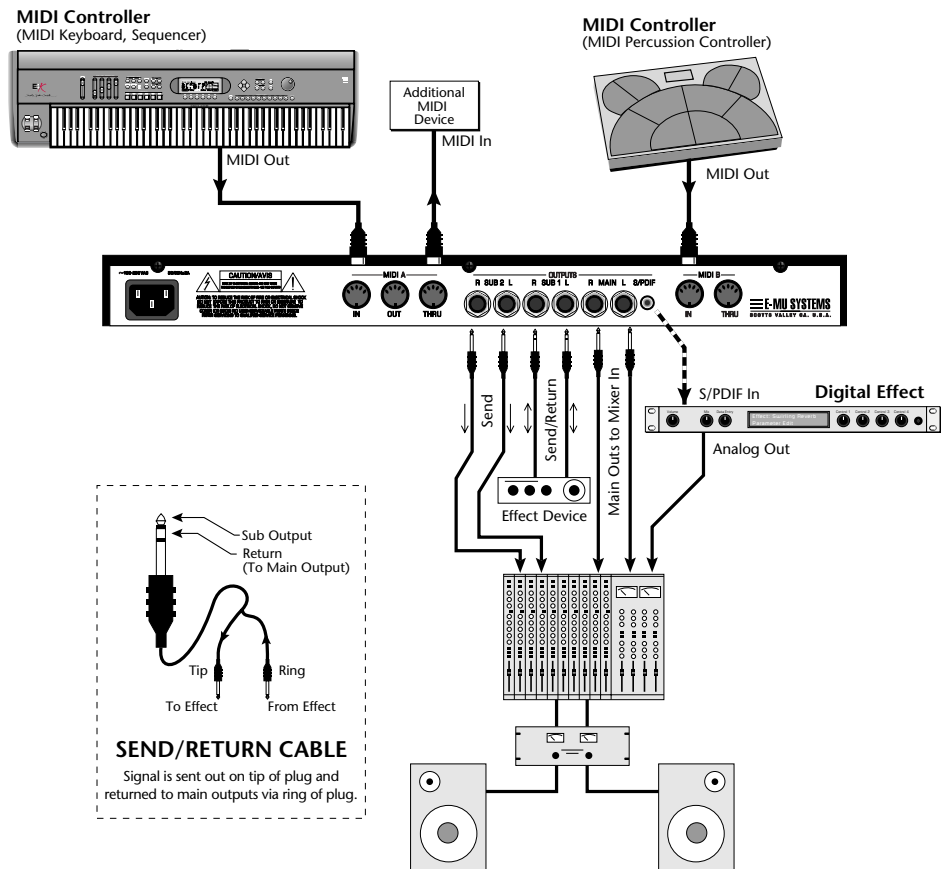
**MIDI Out**

The MIDI Out jack transmits program data to a computer or other device.

**Outputs**

Three sets of programmable stereo outputs (Main, Sub 1, and Sub 2) are provided. The internal effects are available only on the Main outputs. Specific presets (or MIDI channels) can be routed to one of these stereo pairs in order to be processed further or mixed separately. The S/PDIF output duplicates the function of the main output.

Performance Setup



**MIDI In**

Proteus 2000 is controlled by MIDI messages received at either MIDI input. In a live performance situation, you might want to use two MIDI controllers as shown above. Connect MIDI outputs of your MIDI controllers such as a MIDI keyboard, MIDI drum pads or a MIDI sequencer to MIDI Inputs A and B of Proteus 2000.

**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 respective MIDI In jack (A or B).

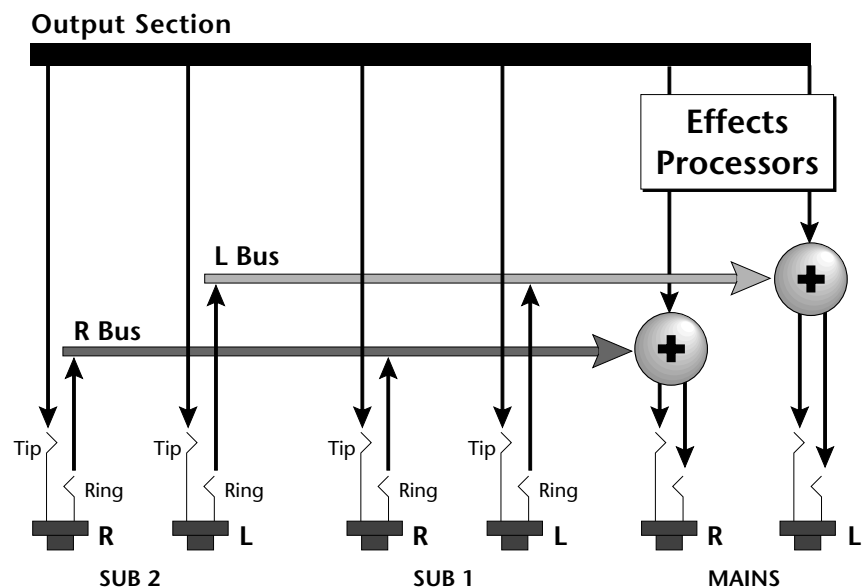
**Outputs**

The Sub 1 and Sub 2 output jacks 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. The S/PDIF output duplicates the function of the main output.

If you insert a stereo plug into one of the Sub Outputs, the ring of the 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.**

You can use the Sub 1 and Sub 2 jacks as send/returns in order to further process selected Proteus 2000 presets without using the effects bus on the mixing board. In a pinch, the effect returns can be used to sum additional instruments into the main outputs. It's like having an extra line mixer when you need more inputs!



You can use the Sub 1 and Sub 2 jacks as effect returns to the Main Outputs.  
Note that the Effects Processors are only routed to the Main Outputs.

### *Power Up!*

The power switch is located on the right side of the front panel. You can turn on the Proteus 2000 and its MIDI controller in any order. When power is applied the liquid crystal display will light, indicating that Proteus 2000 is operating. You may have noticed that there is no 110/220 Volt power selector switch on Proteus 2000.

**Proteus 2000 automatically switches itself to the proper line voltage.**

## Instant Gratification

### *Playing Demo Sequences*

This section presents step-by-step instructions for the most fundamental operations to get you up and making sounds quickly.

Proteus 2000 has several factory demonstration sequences that let you hear what this incredible machine can do. The actual number of demo sequences depends on which ROM sounds sets are installed. You can play these demo sequences by accessing the Demo Sequence page.



#### ► To Play a Demo Sequence

1. Press and hold the **Master** and **Edit** buttons at the same time to enter the Demo Sequence page. The screen shown above appears.
2. Select a sequence using the data entry control. The Enter LED will be flashing.
3. Press the Enter button to begin playing the selected sequence. The screen shown below appears.



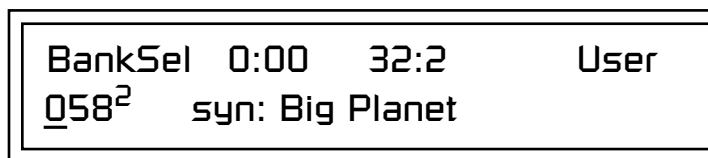
4. Press the Enter button again to stop playing the sequence.
5. When a demo sequence plays to the end, the next demo will automatically begin playing. The screen will display the new demo name.
6. With the sequence stopped, press either the Master, Edit or Multi button to Exit the demo sequence mode.

### *Auditioning Presets*

The front panel audition button allows you to hear any preset in Proteus 2000 without even hooking up a MIDI keyboard! When the Audition button is pressed, the LED next to the button will illuminate and a short "Riff" (programmed as part of the preset) will play. The Riff is latched on and plays continuously until the button is pressed again. Presets can be changed while Audition is latched on.

The top line of the display changes to show the MIDI Bank Select controller values needed to select the preset being auditioned. This is an extremely handy feature when sequencing.

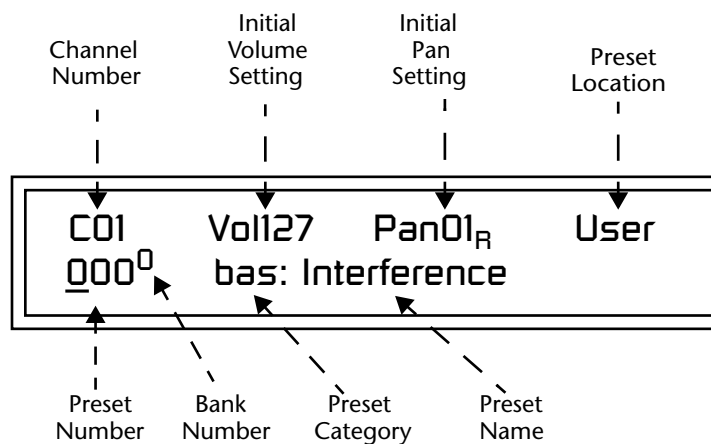
*Selecting and Quick  
Editing Presets*



► **To Audition a Preset**

1. Select a preset by turning the data entry control while the cursor is anywhere on the lower line. The preset number field (shown above) is the normal position of the cursor and pressing the Enter button will return the cursor to this position.
2. Press the Audition button on the front panel. The Audition LED will illuminate and a short riff will play the selected preset.
3. Continue to select and audition presets.
4. Press the Audition button again to turn Audition mode off. The LED will extinguish.

The first thing you'll do with the Proteus 2000 is select and play the factory provided presets. Proteus 2000 comes standard with 12 banks containing 128 presets each.



The first four banks are USER locations that can be overwritten and used to store your own presets. The presets that come stored in the USER presets are duplicated in banks 4-7 of the "CMPSR" ROM bank, so feel free to overwrite them with your own presets. You won't be losing anything.


The *ROM Card* identifier is shown in the top right of the display. The preset is identified in the bottom line of the main screen (the screen that appears when you first power up the unit).

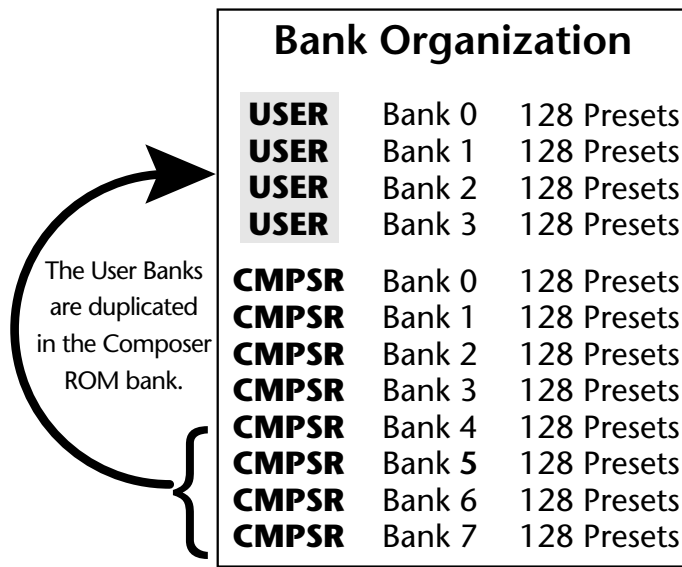
Each bank of 128 presets is identified by a superscripted *Bank Number* to the right of the preset number. The bank numbers reset to 0 at the start of each ROM card you have installed. So with the composer ROM installed, the USER banks will go from 0-3, then start over from 0-7 for the CMPSR banks.

To the right of the preset number and bank is the preset *Category* name followed by the *Preset Name*.

### ► To Change the Preset

1. Place the cursor under the first character in the Preset Number field. This is the “Home” position which is selected instantly when you press the Home/Enter button. Pressing either of the two cursor buttons repeatedly also gets you there.
2. Turn the Data Entry Control knob on the front panel to select a new preset number. If you turn the knob slowly, the presets advance one number for each “click” of the knob. If you spin the knob quickly, the numbers advance much faster (more than one number per click).
3. Play the keyboard (or press the Audition button) and listen to the sounds made by your Proteus 2000!
4. **TURN THE FOUR KNOBS** on the front panel and note how they change the sound of each preset! The button to the left of the knobs changes the knob’s function. Don’t worry about ruining the sound, the values are automatically reset as soon as you select a new preset.

 You can select presets from the Preset Number, Bank Number, Preset Category or Preset Name fields.



The four User Banks can hold 512 custom presets. Feel free to overwrite these since the factory user presets are duplicated in nonvolatile ROM.