

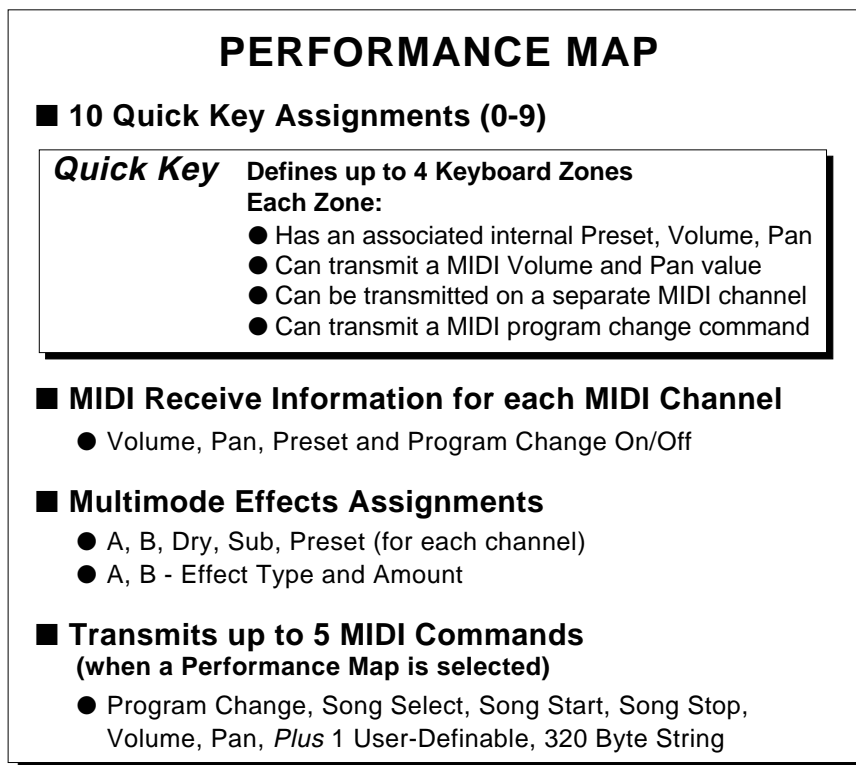
PERFORMANCE EDIT MENU

PERFORMANCE EDIT MENU

WHAT ARE PERFORMANCE MAPS?

A Performance Map is a set of parameters which can be used to configure the Proteus and your other MIDI gear which you may want to associate with a particular song or song set. There are five Performance Maps in Proteus (0-4) and you can store another five Performance Maps on the RAM Card (5-9).

This chart shows the contents of a single Performance Map.



▼ *Selecting a Quick Key will change the current Multi-Map Presets to the Preset settings programmed for that Quick Key.*

DEFINITIONS

ZONES - A zone is simply a keyboard range which you can define. A zone can be any size from 1 to 127 keys wide. There are four possible Zones which can overlap (for layering) or lie adjacent to each other (for split keyboards).

MULTIMODE - Allows the Proteus to receive on 16 MIDI channels simultaneously.

MULTIMAPS - A Multimap defines the **Preset** and its associated **Volume** and **Pan** position for each of the 16 MIDI channels for multitimbral sequencing. Each Performance Map can store one Multimap.

PERFORMANCE EDIT MENU

■ **Performance Maps** are selected when the Performance Select button is RELEASED.

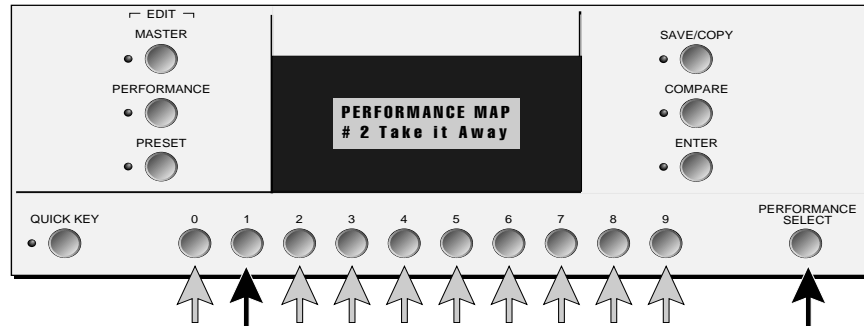
■ **Quick Key-Preset Assignment Shortcut**
Assigns a preset to zone #1. Erases zones 2-4.

1. Turn Quick Key On.
2. Select the preset you wish to assign with the Data Entry knob.
3. Hold down the Enter button and press the desired Quick Key.
4. The display will confirm the operation, "Quick Key #0-9, OK".

▼ **Warning:** Quick Keys are not saved until the current Performance Map is saved (see page 45).

KEY0 Z1 C-2 ->G8
000 Grand Piano

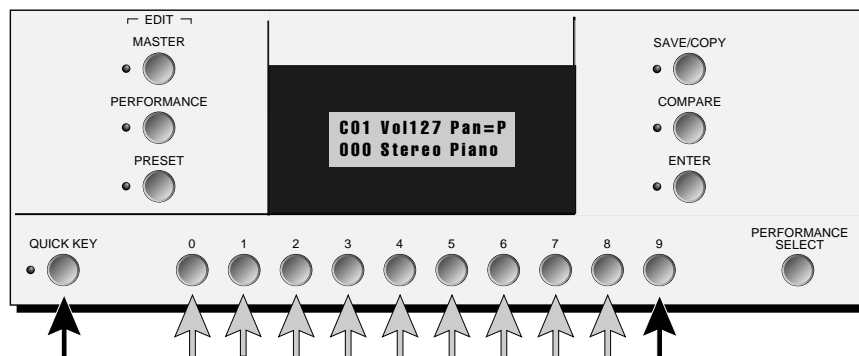
TO SELECT A PERFORMANCE MAP



- 1) Press and Hold
- 2) Select Performance Number (0-9)
- 3) Release Select Button

QUICK KEYS

When the Quick Key function is enabled and the LED is lit, selected presets can be accessed by pressing a single button (0-9). The Data Entry knob and the inc/dec buttons can still be used to select programs when in Quick Key mode.



- 1) Turn Quick Key On
- 2) Select Quick Key (0-9)

QUICK KEY COPY

1. Press the Performance Edit button.
2. Find the Quick Key Select screen and choose the Quick Key to copy *From*.
3. Press SAVE/COPY.
4. Choose the Quick Key to copy *To* and press Enter.

PERFORMANCE EDIT MENU

The Performance Edit menu contains functions that allow you to program your own Performance Maps and Quick Keys.

TO SELECT A PERFORMANCE MAP

Press and hold the Performance Select button. The current Performance Map will be shown in the display. Pressing one of the numeric buttons while holding Performance Select selects a new Performance Map. The selection is executed when the Performance Select button is *released*.

TO ENABLE THE PERFORMANCE EDIT MENU

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

TO SELECT A NEW SCREEN

Press either cursor key repeatedly (or hold the cursor key) until the cursor is underneath the screen heading. (You may also press the Enter button to return the cursor to "Home" position.) Rotate the data entry control or use the increment/decrement buttons to select another screen.

TO MODIFY A PARAMETER

Press either cursor key repeatedly (or hold the cursor key) until the cursor is underneath the parameter value. The data entry control, the increment/decrement buttons or the numeric keys can be used to change the value.

TO SAVE A PERFORMANCE MAP

While in the Performance Edit menu, press the Save/Copy button. Use the data entry knob, the increment/decrement buttons or the numeric keys to select the map location (0-4 Internal, 5-9 RAM Card), then press Enter.

TO COPY A PERFORMANCE MAP

Select the Performance Map you want to copy. Press Performance Edit, then Save/Copy. Select the new map location (0-4 Internal, 5-9 RAM Card), then press Enter.

TO RETURN TO PRESET SELECT MODE

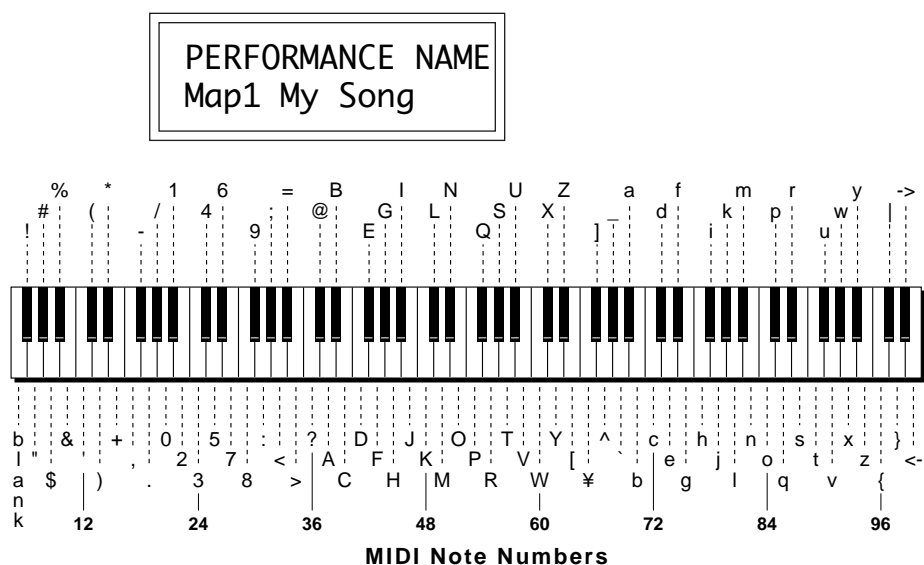
Press the Performance Edit button, turning off the LED.

▼ *Changes made to the performance map will be lost when the power is turned off unless the map has been saved.*

▼ *If you are in the Quick Key select screen (see previous page) the Quick Key will be copied instead of the Performance Map.*

PERFORMANCE NAME

Performance Name allows you to name each of the performance maps with a name of up to 10 characters. Position the cursor under the character location and use the keyboard, data entry control or increment/decrement buttons to change the character. The chart below shows the keyboard character assignment.



■ An easy way to assign a preset to Zone 1 of a Quick Key **without** going into the Performance Edit module...

1. Turn Quick Key On
2. Select the Preset you wish to assign.
3. Press and hold the Enter button, then press the Quick Key button you want.
4. **REMEMBER TO SAVE THE PERFORMANCE MAP!**

QUICK KEY KEYBOARD ZONE ASSIGNMENTS

For each Quick Key in a Performance Map, you may define up to four zones (keyboard ranges) across the keyboard, each containing a different Proteus preset. Zones may overlap for stacking presets or lie adjacent to one another to create split keyboards. **Place the cursor under the appropriate parameter and change the Quick Key Number, Zone Number, Keyboard Range and the Preset using the data entry control, inc/dec buttons or numeric keys.** As the Quick Key or Zone is changed, the display will change to show the Key Range and Preset associated with the displayed Quick Key or Zone.

