

PRK-FD MIDI SEQUENCER MANUAL



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The MIDI Sequencer

Many of the functions of the PRK-FD's MIDI Sequencer are used together with those of the normal PRK-FD. Before working with the Sequencer, you should already be familiar with the basic operations of the PRK-FD.

When using the PPG PRK-FD MIDI Sequencer, there are a few hints which will help you to quickly learn how to recognize each of the different functions. For instance, some keys allow you access to more than one function. Each time a dash is shown in the left side of the LED display, the Sequencer asks whether or not you want to select the current function displayed. Enter "1" for 'yes', or press the selected key again to go on to the next function.

When a dash appears in the right side of the display, the MIDI Sequencer is waiting for input; either a two-, three- or four-digit number. In these cases, both digits of the two-digit number are shown together in the display, while each of the digits of the three- and four-digit numbers flash briefly in the display when you enter them.

Functions when the Sequence is Stopped

Several of the Sequencer's functions can only be accessed when the sequence is not running. These include the "Copy" and "Cut" functions under the "U" key, the "Copy" and "Freeze/Unfreeze" functions under the "ON/OFF" key, and the "Init. without Tracktable" and "Master/Slave Assignment" functions under the "PARAM. RESET" key.

The Lay-Out of this Manual

Because of the MIDI Sequencer's many different functions, we recommend that you thoroughly read this short User's Manual. It is made up of three sections:

The first section contains easy-to-follow tutorials on creating both sequences and completed songs, designed so you can start working immediately with the Sequencer. Also contained in this section is information on the disk commands used for 'Saving' and 'Loading' both Sequences and Songs.

The second section explains in detail all of the functions of the Sequencer that were run through in the tutorials. It contains specific information on the range of input values, limits, and possible uses. Also, the corresponding graphic from the Flow Chart (see below) is displayed and magnified for better reference.

The third section consists of the Sequencer's Flow Chart, which is meant to be used as a quick reference tool when learning and working with the Sequencer. Also included is a Sequence Track sheet, which can be photocopied for use in writing down Track, Sequence and Song information for easier reference.

The lay-out of the PRK-FD's MIDI Sequencer User's Manual has been made user-friendly, with easy-to-understand graphic illustrations and explanations in plain English. The included tutorials will help you to learn how to use the MIDI Sequencer while you play.

Each page of this manual is defined into sections: the "Quick Reference Column" (the outer margin of the page), and a text column.

The "Quick Reference Columns" feature graphics to help you quickly identify the different functions of the Sequencer, and states the title of the section (please see below for definition of the graphics). The text columns hold specific information about the Sequencer's functions, as well as graphics from the Flow Chart.

The "Quick Reference Graphics" are the icons displayed in the outer margins of this manual and in the Flow Chart. The definition of each of these graphics is as follows:

The moving arrow, pressing down on a key, instructs you to either press a key or number in the keypad; the name or number of the key is shown below, along with the number of times it should be pressed.

The box shows what appears in the LED display. Sequencer status, disk information and sequence/song data are some examples of what is displayed here.

The exclamation marks signify a "Note" to the current function. Important information concerning a function is explained here (not to be overlooked).

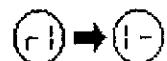
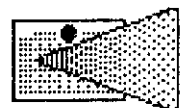
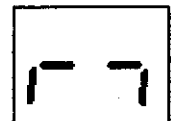
This icon shows that a description of a function has been taken from the Flow Chart, magnified and placed in the manual for reference.

The name (or abbreviation) of a button in the keypad, inside a box, indicates that the key named must be pressed to advance to the next step.

The symbols inside a circle represents what is shown in the LED display of the PRK-FD, and the arrows take you through the various steps of a function, guiding you to the next input or result.

Working with the User's Manual

The Quick Reference Graphics



Section One

Connecting the Sequencer to Different Components

In combination with the arrangements on the new PRK-FD Demo Disk, we recommend that it be connected to other components as follows:

Connect the "MIDI IN" of the Wave 2.3 to the "MIDI OUT 2" of the PRK-FD.

Connect the "MIDI OUT 1" of the PRK-FD to the "MIDI IN" of any synthesizer or sound module (MIDI output 1 on the PRK-FD sends the metronome-click).

When you connect only the Wave 2.3, you must use "MIDI OUT 1" of the PRK-FD (otherwise you won't be able to hear the metronome-click)

The MIDI Arrangements

The MIDI arrangements, loaded into the working memory by pressing "STORE", "3" and then "LOAD", are organized as follows:

Arrangement "A 00" - MIDI OUT 1, MIDI Channel 1

Arrangement "A 01" - MIDI OUT 2, MIDI Channel 1

Arrangements "A 02" to "A 08" - All MIDI OUT 2, MIDI Channels 2 - 8

Arrangements "2" to "8" are important when the Wave 2.3 is in "MONO" mode (MIDI 17)

With the new Version 6 software, the Wave 2.3 is automatically assigned to send and receive data on MIDI Channel 1 (poly-mode).

Note: The MIDI Metronome-Click is only sent through the PRK-FD's MIDI OUT 1.

Preparing to Use the MIDI Sequencer

If you have not created any arrangements up to now, we recommend that you use the Update file included on your new PRK-FD Demo Disk to create some for your equipment. For the first sequence, make use of the different arrangements we have supplied.

As you know, it's possible to set up eight different zones with only a single Arrangement. A big advantage is that the MIDI Sequencer records all that is transmitted to it. So you are able to trigger all the voices of a synth simultaneously for a more powerful sound.

But it is possible that one zone sends the keyboard information, while the other seven zones send only Pitch Wheel information. In this case, you will fill the sequencer memory very quickly without noticing it.

To avoid this problem, we recommend again that you use the new Updates included on the new PRK-FD Demo Disk as the basic material for your new Arrangements (all of the parameter settings are pre-set to "00"). Only the data that you purposely insert will be used.

By having a master keyboard combined with a MIDI Sequencer, you will have more artistic control in creating sequences. You will quickly realize that the small display is more effective than having to remember a bunch of complex computer commands and tedious procedures.

Why combine the PRK-FD Master Keyboard with a powerful MIDI Sequencer?

You can quickly use different Arrangements to set up your instruments rather than have to connect and disconnect different cables every time. This saves time that is better spent playing, instead of untangling knots in your cables.

You can change the arrangement of your sequence while the sequence is running or stopped, giving you fast access to new sounds and to record them on different tracks.

The PRK-FD's MIDI Sequencer is a Real-Time sequencer, so that the Editing is only possible to a certain degree. Therefore, the Sequencer is equipped with 100 tracks, to give you enough room to record all the data on different tracks. Although it is possible to put all your information on a single track, you have all 100 with which you can control all the aspects of a sequence.

All of the features of the Sequencer are track-related, meaning that functions such as Program Change, Sustain or the Pitch Wheel information can be recorded on separate tracks. In this way, you would be able to record only the Pitch Wheel information on a single track, and be able to change it later without any problem.

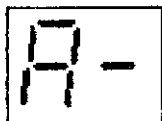
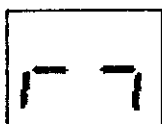
You can have up to three different songs on a single disk, made of up to 64 sequences (or also up to 64 of the same sequence, but each with a distinct style), up to a total of 50 000 MIDI events. In the Song Mode, you have exact control over speed variations within a sequence, as well as being able to adjust the song's overall speed.

The Sequencer has a resolution of 512 parts per beat.

As soon as you are in the Sequence Mode, all the keys in the keypad take on a new meaning. The functions which you use the most are the easiest to access. So now try your first sequence.

The Concept of
the MIDI
Sequencer

Recording the First Sequence



In the following short tutorial, we will show you how to create a sequence using the basic functions of the MIDI Sequencer. Remember that "F1" is the "Escape" key, and that "0" and "1" are used to stop and start a sequence. We recommend that you be familiar with the operation of the PRK-FD itself before going on to this section (we assume that you have already made all connections and booted-up the included new software). If you are, then go on and create your first sequence.

To access the Sequencer, do the following:

The PRK-FD's "Ready" symbol is shown in the LED display.

Press "F1" once in the keypad.

Press "0" twice in the keypad.

Press "1" once in the keypad.

Now the Sequencer "Ready" symbol is shown in the LED display.

Press "VELOCITY SELECT" in the keypad to call up an Arrangement for your set-up.

The Arrangement symbol appears in the display.

Enter the two-digit number of the Arrangement (between 00 and 59) you want to use (see "Connecting The Sequencer..." for the Arrangement file numbers).

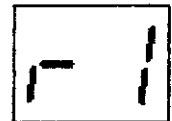
Press "LOAD" to enter the new Arrangement into the PRK-FD.



Now press "PARAM. RESET" once to access the Initialize (Start) Recording mode.



The symbol for the Initialize function appears in the display.

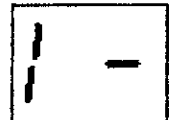


If you have accidentally pressed "PARAM. RESET" too many times, keep pressing until the above symbol appears again.

Press "1" to enter the Initialize function.



Now the input symbol for the "Initialize" function appears in the display.



Enter the number "0016" in the keypad. This is the number of clicks that make up the length of your sequence in this example (from 0004 to 9999 clicks).



Now the Sequencer "Ready" symbol appears in the display, and the "KEYB. MODE" LED is lit. This indicates that the sequencer is ready to record, and begins when the first MIDI information is sent to the sequencer.



Press "8" once in the keypad and you will hear the metronome, sounded as the highest note on the PRK-FD keyboard.



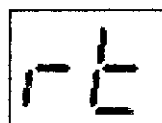
Now, play a short melody on the PRK-FD. You'll notice that the sequence runs in a circle and keeps recording.

Note: When you are recording a sequence, the "PARAMETER" LED will flash in time to the metronome, giving you a four beat count-in to the beginning of the sequence.





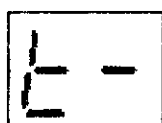
Press "6" once in the keypad if you want to use Time Correct function on what you just played.



The symbol for Time Correction appears in the LED display.



Press "1" to select the Time Correct function.



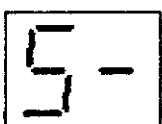
Now the symbol for Track Selection appears, asking you to choose which track you want to use the Time Correct function on.



Enter "01", the number of the track you recorded (it's the first track of a newly recorded sequence).



Press "LOAD" to complete the selection of the track.



Now the symbol for Number of Steps (per Beat) appears, asking you to select the Time Correction value you want to use.



The number you select for the Time Correction value (from 00 to 15) equals the beats per metronome click that the selected recorded track is corrected to. "00" is the default (no correction), and is used to remove any Time Correction.

For example: if you enter "4", your track will be quantized to four notes per metronome click. You will immediately hear the result when the Time Correction you selected appears in the LED display.



Press "LOAD" to accept the Time Correction.

To record on another track, first press "KEYB. MODE" once in the keypad.

Now the symbol for Track Selection appears, asking you to select which track you want to record on.

Enter "02" to access Track #2.

Press "LOAD" to select Track #2.

Press "STORE" and the "KEYB. MODE" LED is lit. This indicates that the sequencer is ready to record Track #2.

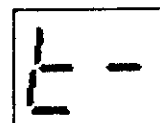
If you press "STORE" a second time, the "KEYB. MODE" LED goes out. This indicates that the sequencer is no longer recording on the selected track. In this mode, you can play along with the recorded tracks without recording what you play.

To change your Arrangement (and your selection of sounds), press "VELOCITY SELECT" once. The Arrangement Select symbol appears again in the display.

Enter the number "02" in the keypad for a different Arrangement. Then press "LOAD" to load the Arrangement into the PRK-FD, and now you can play the new sounds.

Press "KEYB. MODE" to select a new track to record on, and the Track Select symbol appears. Enter the number "03" to select Track #3, and press "STORE" to start recording on the new track.

After running through the above tutorial a few times, you should be able to record a sequence without any problem.



New
Arrangements
and Recording
Further Tracks

Saving and Loading a Sequence



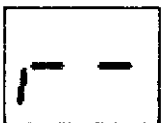
F1



0



1



001-999



All of the sequences that you create can be saved onto disk for future use. These sequences can then be altered, erased, re-recorded, formed into songs, etc. Remember that you can only use High Density (96 TPI), double sided disks, the same as your System Disk (please see the Preface for more information). Otherwise, you will not be able to save sequencer data onto disk.

To Save a Sequence onto Disk, do the following:

Press "F1" in the keypad.

Press "0" until the "Save to Disk" symbol appears in the display.

The "Save to Disk" symbol appears in the display.

Press "1" to enter the Save function.

Press "0" until the input symbol for the "Save" function appears.

Press "1" and the input symbol for this function appears.

Now enter the three-digit file number (from 001 to 999) you want to save the sequence as. Each number briefly appears in the display. After you enter the last digit, the sequence is saved onto disk.

Note: When you plan to use the 'saved' sequences in a song, it is best to save them with a file number between "01" and "99". We recommend that you use only the numbers "01" to "64" for easy reference.

To Load a Sequence from Disk, do the following:

Press "F1" in the keypad.

Press "Ø" until the "Load from Disk" symbol appears in the display.

The "Load from Disk" symbol appears in the display.

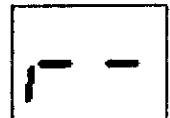
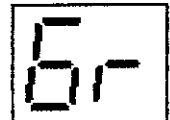
Press "1" to enter the "Load" function.

Press "Ø" until this symbol appears in the display.

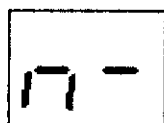
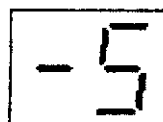
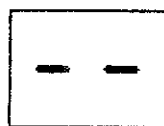
Press "1" and the input symbol for this function appears.

Now enter the three-digit file number (from 001 to 999) of the sequence you want to load into the Sequencer memory. Each number briefly appears in the display. After you enter the last digit, the sequence is loaded into the Sequencer memory.

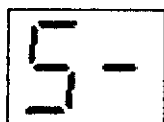
Loading a
Sequence from
Disk



Creating A Song



00,01,02



00-99



LOAD

All of the Sequences that you have saved on to disk can be joined together to form songs in the Song mode (to save sequences on to disk, consult your Owner's Manual). Up to 64 different sequences can be used to create a song, but all of the sequences have to be on one disk. Also, you can save three songs on to a single disk, each made of up to 50 000 Events. To create a song, please follow this short tutorial:

The PRK-FD's "Ready" symbol is shown in the display (if not, press "F1" to escape the current selected function).

Press "F1" to access the Song mode.

The symbol for the Song mode appears in the display. This asks if you want to create a song.

Press "1" in the keypad to enter the Song mode.

Now the "Song Number" symbol appears in the display.

Enter a file number (either 00, 01 or 02) for your song.

Now the symbol for Sequence Select appears in the display. This asks you for the number of the sequence you want to hear first in your song.

Enter the number of the first sequence in your song (a number from 00 to 99).

Press "LOAD" to complete the selection of the sequence.

The symbol for Loop selection appears in the display, asking how many times you want the selected sequence to play.

Enter a number from "01" to "99" to select the number of Loops.

Now the symbol for the Speed selection appears in the display.

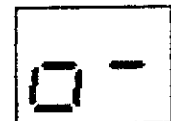
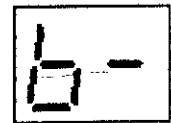
Enter the speed you want for the sequence, from 011 to 512 Beats Per Minute (BPM). Each digit appears briefly in the LED display.

Note: If you have entered a wrong number for the speed, press "F1" and re-enter the correct value.

After you have entered the speed, the Speed change (offset) symbol appears in the display. This allows you to speed up or slow down a sequence in BPM.

Enter a number from 00 to 99 for the Speed change.

If you want to speed up the sequence, enter a number from 01 to 49. The actual increase in speed is double the value entered. For example, if you enter a value of "20", the speed of the sequence increases by 40 BPM (20 x 2 = 40 BPM).



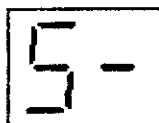


If you want to slow down the sequence, enter a number from 51 to 99. The actual decrease in speed is determined by subtracting 50 from the number entered, and then doubling the result. For example, if you enter 90 for the Speed Change, the speed of the sequence decreases by 80 BPM ($90 - 50 = 40$, and $40 \times 2 = 80$ BPM).

"00" and "50" are the default values (no change) for the Speed change function (enter one of these values if you don't want a change).



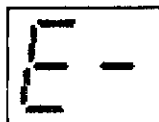
Press "LOAD" to execute the Speed change.



Now the Sequence Select symbol appears again in the display, asking for the number of the sequence you want to hear next in your song. Repeat the previous steps to load the remaining sequences of your song (remember that you can have a up to 64 different sequences per song).



Press "F1" in the keypad if you want to stop creating a song.



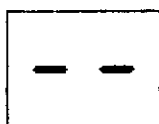
The Song End symbol appears in the LED display. You are able to save your work to disk one of two ways; as a complete or incomplete song.



Press "1" if you want to assign a MIDI End-point to your song.



Press "0" if you want to save what you have created and finish it at another time.



The PRK-FD's "Ready" symbol is shown again in the display.



Note: Next time you call up a song, you can step through the different sequences to see exactly the order you entered them in, along with all the Song parameters (i.e. Loops, Speed, Offset).

The songs you create can be saved onto disk, to be recalled at a later time. You can save a song that is unfinished and complete it when you want. Please see the PRK-FD Owner's Manual for more details on "Saving to Disk". Do the following:

Press "STORE" in the keypad to enter the function.

Press "3" to select the function.

Press "DUMP" to store the song onto disk.

After you have created a song and saved it onto disk, you are able to load it into the Sequencer memory and play it. Also, you can edit the construction of the song after loading it (as described in "Creating a Song"). Do the following:

Enter the Sequencer mode (by pressing "F1", "0", "0" and then "1").

Press "7" in the keypad, and the "UNIT B" LED is illuminated.

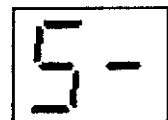
Press "LOAD" to access the Song Selection.

The Song Selection symbol appears in the display.

Saving a Song



Playing a Song





Enter the file number (either 00, 01 or 02) of the Song you want to hear.

The Song data is now loaded from disk into the Sequencer memory.



Press "1" in the keypad to start the song from the beginning.



Press "0" to stop and return to the beginning of the song (this will not affect the length of your song).



You can also press "2" to stop at a specific point during the playback of the song.



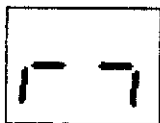
Now, if you press "1", you will restart the song from the point you stopped at when you pressed "2" (this will not affect the length of your song).

Using the "Go To a (specific) Beat" Function

You can also use the "Go To a (specific) Beat Number" function to playback a song (the same function as noted earlier in this manual). It allows you to start at a certain point in the song without having to wait through the entire playback.

Section Two

Initialize (Start) Recording



When you want to start recording ("Initialize") a new sequence, use the "PARAM. RESET" button in the PRK-FD's keypad. With this, you can define the length of the new sequence. Do the following:

Press "PARAM. RESET" once. This gives you access to the "Initialize (Start) Recording" mode.

The symbol for the "Initialize" function now appears in the display.

If you have accidentally pressed the "PR" key too many times, keep pressing the key until the above symbol appears again in the display.

Press "1" to enter into the "Initialize" function.

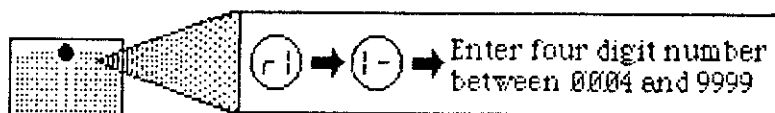
Now the input symbol appears in the display.

Enter a number from 0004 to 9999 to determine the length of the sequence. Each number you enter will briefly appear in the right side of the LED display.

After the last number has been inserted, the Sequencer symbol returns in the LED display, and the length is set.

Note: Now the "KEYB. MODE" LED is lit, which indicates that the Sequencer is ready to record. Recording begins when the first MIDI information is sent to the sequencer.

After you initialize a new sequence, the first track that you record



If you don't know how long your Sequence will be, you are able to record the Sequence with an Undefined Length. Do the following:

Press "PARAM. RESET" once. This gives you access to the "Initialize (Start) Recording" mode.

The symbol for the "Initialize" function now appears in the display.

If you have accidentally pressed the "PR" key too many times, keep pressing the key until the above symbol appears again in the display.

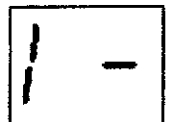
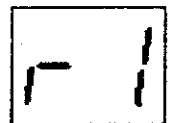
Press "1" to enter into the "Initialize" function.

Now the input symbol appears in the display.

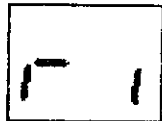
Enter in a number which will give you more time than you require (e.g. 2000) for your Sequence length.

Press "2" in the keypad to stop the sequence when you wish to set its length. The length of this first track, after you've pressed "2", will determine the length of all the following tracks of the Sequence.

Sequence
with an
Undefined
Length



Initialize without Tracktable



When you Initialize a track without the Tracktable, you effectively erase all the note information of a sequence, while keeping the Time Correction and Delay data. Do the following:

Press "PARAM. RESET" two times. This gives you access to the Initialize without Tracktable function.

The Initialize without Tracktable symbol now appears in the display.

If you have accidentally pressed the "PARAM. RESET" key too many times, keep pressing until the above sybol appears again in the display.

Press "1" to enter the Initialize without Tracktable function.

Enter a number from 0004 and 9999 to determine the length of the sequence. Each number will briefly appear in the right side of the LED display.

Note: You can enter any number from 0004 to 9999 when you use this function, as the Tracktable data affects the entire sequence, independant of the length.

After the last number has been entered, the Sequencer "Ready" symbol returns in the LED display, and the length has been set.

Note: Now the "KEYB. MODE" LED is lit, which indicates that the Sequencer is ready to record. Recording begins when the first MIDI information is sent to the Sequencer.

When you use the "Initialize Tracktable" function, you erase all the Time Correction and Delay data of a sequence, while keeping the note information. This can be used when you want to add different effects to a copy of a sequence. Do the following:

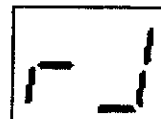
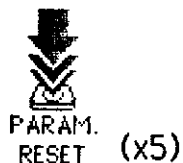
Press "PARAM. RESET" five times. This gives you access to the "Initialize Tracktable" function.

The "Initialize Tracktable" symbol now appears in the display.

If you have accidentally pressed the "PARAM. RESET" key too many times, keep pressing until the above symbol appears again in the display.

Press "1" to initialize the tracktable of the sequence.

Initialize
Tracktable



The Metronome



The Metronome, or the Click, comes from the output of the synthesizer hooked to MIDI output 1. It represents the value you select for the Speed (in Beats Per Minute), and can be easily switched on and off. Do the following:

Press "8" in the keypad after you have initialized a sequence. You now hear the metronome sounded as the highest note on the PRK-FD keyboard.



Press "8" again in the keypad, and the metronome is silent.

Selecting Metronome Sounds

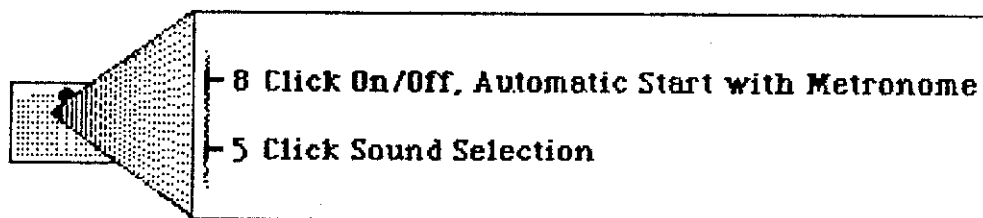
Also, you are able to select any note (or combination of notes) for the metronome by playing the notes on the PRK-FD, without having to worry about how fast or slow you play them. These notes can be programmed with Velocity in reference of a certain measure. Do the following:



Press "5" once in the keypad and then play any number and combination of single notes on the PRK-FD keyboard, without having to worry about what tempo you play at.



Press "5" again in the keypad to hear the metronome you have programmed. If you played chords, you will hear the individual notes played back monophonically.



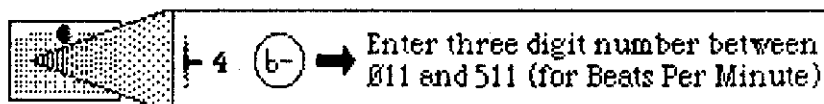
The Speed in the PRK-FD MIDI Sequencer is set in Beats Per Minute (BPM), and can be adjusted at any time during a sequence. With this function, you can record a difficult sequence at a slow speed and play it back at a faster setting. Do the following:

Press "4" in the keypad. This gives you access to the Speed function.

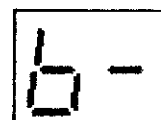
The input symbol for the Speed function now appears in the display.

Enter a number from 011 to 512 to determine the speed of the sequence in BPM. Each number you enter will briefly appear in the right side of the LED display.

Note: If you save the sequence on to disk, the speed you last selected is saved along with the sequence data (refer to Saving a Sequence).



Setting The Speed



Starting and Stopping



After you have initialized a sequence (and recorded the first track), you are able to Start and Stop the sequence using "1" and "0" in the keypad. Do the following:

Press "1" in the keypad to start the sequence, in both playback and record modes (except when you have newly initialized a sequence. Then the recording begins when the first MIDI information is sent to the sequencer).



Press "0" to stop and return to the beginning of the sequence (this will not affect the length of your recording).



Press "2" to stop at specific point during the playback of the sequence.



Now, if you press "1", you will restart the sequence from the point you stopped at when you pressed "2".



Note: Pressing "2" as mentioned above does not adjust the sequence length as it does when you have a newly initialized sequence.



Press "2" in the keypad to stop a newly initialized sequence, as well as set its length. When you start recording the first track of a sequence, play your sequence and then stop the recording of the first track when you wish. This also sets the length of the following tracks of your sequence.



2 Stop and Restart from Point Stopped at /
Determine Length of New Initialized Sequence

When you are working on a particular part of a sequence, you may find it helpful to use the "Go To a (specific) Beat Number" function. This allows you to start at a certain point in the sequence without having to wait through the entire playback. This way, you don't have to wait if you only wish to listen to (or edit) a part close to the end of a long sequence. Do the following:

Press "3" once in the keypad. This gives you access to the "Go To a (specific) Beat Number".

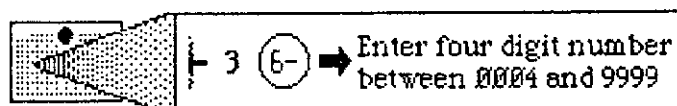
The "Go To a (specific) Beat Number" input symbol now appears in the display.

Enter the Beat number (between 0004 and 9999) you wish to "Go To" to determine the starting point of the sequence. Each number you enter will briefly appear in the right side of the LED display.

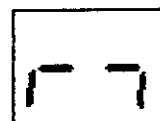
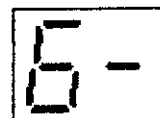
After the last number has been inserted, the Sequencer symbol returns in the LED display. Now the sequence's starting point is set.

Press "1" in the keypad to start the sequence at the chosen beat. The next time you press "1", the sequence will start from the beginning.

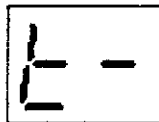
Note: The last "Go To" point is remembered, and can be recalled by pressing "9" in the keypad.



Go To a
Beat Number



Track Selection



There are 100 tracks available to work with in the MIDI Sequencer, which you select by pressing "KEYB. MODE" in the keypad. To select a track, do the following:

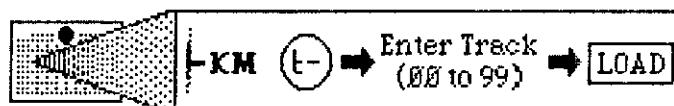
Press "KEYB. MODE" in the keypad. This gives you access to the "Track Selection".

The symbol for "Track Selection" now appears in the display.

Enter the track number (00 to 99) to select the track you wish to work with. The number of the track you entered appears in the LED display.

If you have accidentally entered the wrong track number, re-enter the correct two-digit track number in the display.

Press "LOAD" to complete the selection of the track.



The "Arrangement Selection" is used to gain access to your connected MIDI instruments while the sequence is running. Do the following:

Press "VELOCITY SELECT" in the keypad. This gives you access to the "Arrangement Selection".

The input symbol for "Arrangement Selection" now appears in the display.

Enter a number from 00 to 59 to select the arrangement you wish to work with. The number of the arrangement you entered appears in the LED display.

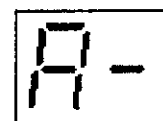
If you have accidentally entered the wrong arrangement number, re-enter the correct two-digit arrangement number in the display.

Press "LOAD" to complete the function to select the arrangement.

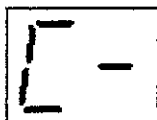
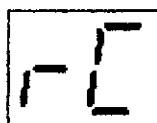
Note: Remember that in order to work with the instruments connected to the PRK-FD MIDI Sequencer, you must first make an arrangement. Otherwise, you will not be able to work with the sequencer as fast as you desire (as we stated in the Preface).



Arrangement Selection



Copy A Sequence



After you have recorded a sequence, and wish to copy it to create a longer sequence, use the "Copy A Sequence" function. With this, you can record a short basic sequence, and then multiply it to create a longer sequence. Do the following:

Press "U" once in the keypad. This gives you access to the "Copy A Sequence" (if you press it a second time, you gain access to the "Cut" function. To access the "Copy" function, press "U" once again).

The symbol for "Copy A Sequence" now appears in the display.

Press "1" to select the "Copy" function.

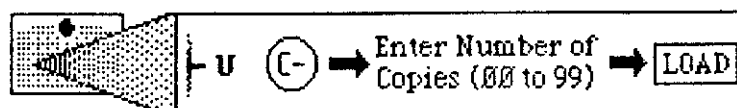
Now the input symbol for this function appears in the display.

Enter the number of times (01 to 99) you wish to copy the sequence in addition to the original sequence (e.g. if you want to add two copies of the sequence to your original, enter "02", for ten extra copies enter "10", etc.). The number of the copies you entered appears in the LED display.

If you have accidentally entered the wrong number of copies, re-enter the correct two-digit number of copies in the display.

Press "LOAD" to execute the copy of the sequence.

Note: If you have entered in a large number of copies, the procedure will take a few seconds. When the Sequencer symbol appears in the display, the copy function is completed.



This function is used to "Cut" the ending of a recorded sequence, from 01 to 99 beats. You can cut a sequence as often as you like, though the maximum number of beats you are able to cut in an operation is 99. Do the following:

Press "U" twice in the keypad. This gives you access to the "Cut Sequence" function (if you press it a second time, you gain access to the "Copy" function. To access the Cut function, press "U" once again).

The symbol for "Cut Sequence" now appears in the display.

Press "1" to select the "Cut" function.

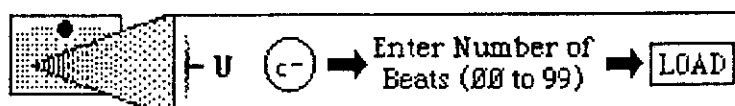
Now the input symbol for this function appears in the display.

Enter the number of beats (01 to 99) you wish to cut from the end of the sequence. The number of beats you want to cut appears in the LED display. If you are not sure as to how much you should cut from a sequence, cut a small amount each time until you have cut the desired amount.

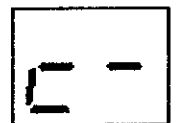
If you have accidentally entered the wrong number of beats, re-enter the correct two-digit number of beats in the display.

Press "LOAD" to execute the cutting of the sequence.

Note: Once you have cut a number of beats from a sequence, the data is totally lost in the wastelands of Siberia. We recommend that you save your sequence onto disk before using this function (refer to Saving a Sequence).



Cut a Sequence

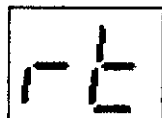


The Time Correction



The "Time Correction" (quantization) allows you to select the number of notes that are played per metronome click. Do the following:

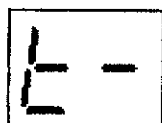
Press "6" once in the keypad. This gives you access to the "Time Correction" (if you press it a second time, you gain access to the "Delay" function. To access the "Time Correction", press "6" once again).



The symbol for "Time Correction" now appears in the display.



Press "1" to select the "Time Correction".



Now the input symbol for "Track Selection" appears in the display.

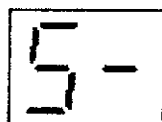


Enter the track number (00 to 99) to select the track you wish to correct. The number of the track you entered appears in the LED display.

If you have accidentally entered the wrong track number, don't worry. Enter the correct two-digit track number in the display.



Press "LOAD" to complete the function to select the track.



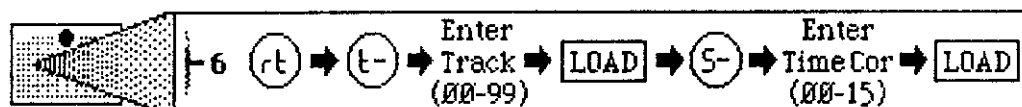
Now the input symbol for "Number of Steps" (per Beat) appears in the LED display.

Enter a number from 00 to 15 to select the Time Correction you wish to use. The number you enter equals the beats per metronome click that the selected recorded track is corrected to (e.g. if you enter "3", your recorded track will be quantized to three notes per metronome click). You immediately hear the result when the Time Correction you selected appears in the LED display.

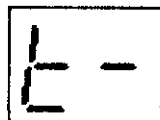
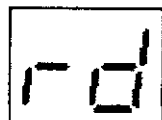
If you have accidentally selected the wrong Time Correction, re-enter the right Time Correction in the display.

Note: The value of "00" is the default (no correction), and is used to remove any Time Correction.

Press "LOAD" to accept the Time Correction.



The Delay Function



The "Delay" function allows you to give any track a different MIDI delay. With this, you can compensate for MIDI "time lag" or create complex effects. Do the following:

Press "6" twice in the keypad. This gives you access to the "Delay" function (if you press it again, you gain access to the "Time Correction". To access the "Delay", press "6" once again).

The symbol for "Delay" now appears in the display.

Press "1" to select the "Delay" function.

Now the input symbol for "Track Selection" appears in the display.

Enter the track number (00 to 99) to select the track you wish to delay. The number of the track you entered appears in the LED display.

If you have accidentally entered the wrong track number, re-enter the correct two-digit track number in the display.

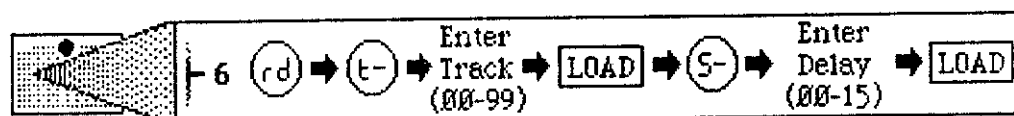
Press "LOAD" to execute the selection of the track.

Enter a number from 00 to 99 to select the delay (you wish to work with). The delay's maximum value is equal to a little less than half of a metronome beat.

You immediately hear the effect after entering the value in the display, and you can listen to it as long as you like.

Note: If you want to use a very long delay as an effect, it is good to record a sequence at a low speed. The delay you select appears in the LED display.

Press "LOAD" to accept the delay.



Copy a Track

This function allows you to copy all the data of one single track of a sequence to another track. When using the "Copy a Track" function, all data is copied except the Delay and Time Correct information. It is not possible to combine several tracks onto a single track. Also, if you copy a track onto an already recorded track, all the data of the track you are copying to is lost.

This function is used when you want a different instrument/sound bank to play the original (copied) track, and to use different Delay and Time Correction to create effects. Each of the MIDI Channel assignments are copied to the new track, but you can also enter a new, single channel assignment for all of the new track's event information. Do the following:

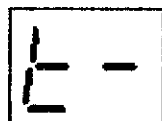

(x6) ON/OFF



The symbol for "Copy Track" now appears in the display.



Press "1" to select the Copy Track function.



Now the symbol for Track Selection appears in the display.



Enter the track number (00 to 99) to select the track you wish to copy. The number of the track you entered appears in the LED display.

If you have accidentally entered the wrong track number, re-enter the correct two-digit track number in the display.



Press "LOAD" to complete selection of the track.

Now the symbol for Track Selection again appears in the display.

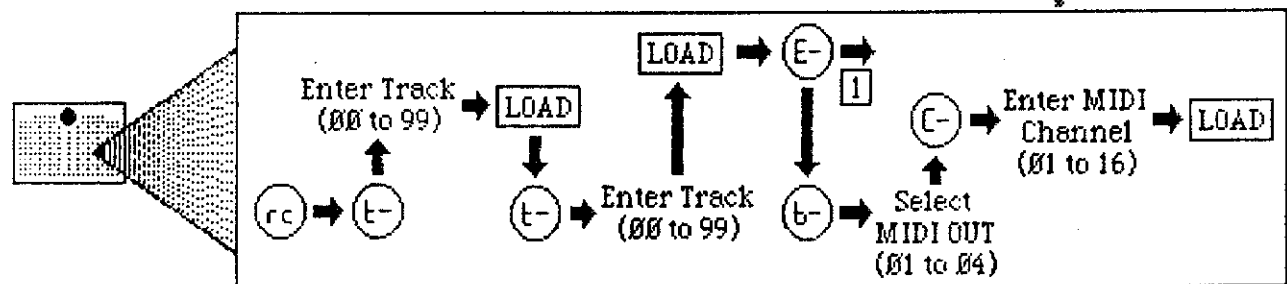
Enter the track number (00 to 99) to select a new track where you wish to place the copy. The number of the track you entered appears in the LED display.

If you have accidentally entered the wrong track number, re-enter the correct two-digit track number in the display.

Press "LOAD" to complete the selection of the track position you want to copy to.

Now a symbol in the display gives you two options: either to enter "1" or "0".

If you enter "1" in the keypad, the sequencer executes the copy function and returns you to the Sequencer Display, and exits the "Copy a Track" function.



Copy A Track



If you enter enter "0" in the keypad, you are able to select another MIDI output and/or another MIDI channel. This way, you can assign another instrument to play the copied track.



Now the input symbol for MIDI bus (output) selection appears.



Enter a two-digit number from 01 to 04 to select the MIDI bus (output). If you only want to change the MIDI Channel, enter the original MIDI bus.

If you have accidentally entered the wrong output number, re-enter the correct two-digit output number in the display.



Press "LOAD" to complete the selection of the MIDI output.



Now the input symbol for MIDI channel selection appears.



Enter a two-digit number from 01 to 16 to select the MIDI channel.

If you have accidentally entered the wrong channel number, re-enter the correct two-digit channel number in the display.



Press "LOAD" to execute the selection of the MIDI channel.

When you make a mistake (we all make mistakes), and you don't want to erase the whole track, use the "Erase Single Notes" function. You can only erase single notes when the sequencer is running; it is best to use this function at a slow speed. Do the following:

Press "PARAM. RESET" four times in the keypad. This gives you access to the "Erase Single Notes" function (if you miss it, keep pressing "PARAM. RESET" until the "Erase Single Notes" symbol appears).

The symbol for "Erase Single Notes" now appears in the display.

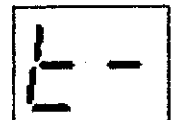
Press "1" to select the "Erase Single Notes" function.

Now the input symbol for Track Selection appears in the display.

Enter the track number (00 to 99) to select the track that you wish to partially erase. The number of the track you entered appears in the LED display.

If you have accidentally entered the wrong track number, re-enter the correct two-digit track number in the display.

Erasing Single Notes





Press "LOAD" to complete selection of the track. Now the track you've chosen is ready to be partially erased. In this case, the display still shows the track number.



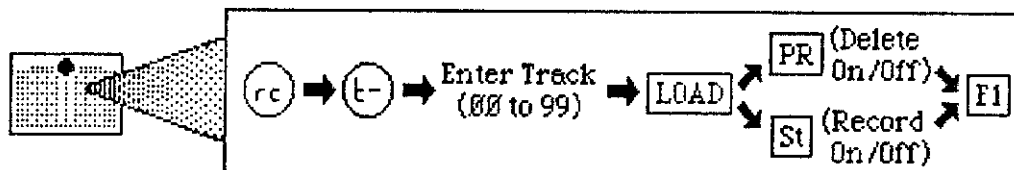
Press "PARAM. RESET" one time in the keypad at the point you wish to start erasing at.



Press "PARAM. RESET" once again at the point you wish to stop erasing at. When the sequence returns to the passage you erased, you will hear that the notes that existed have been erased.



Note: When the "KEYB. MODE" LED is lit, you are also able to record notes onto the track you have selected. This allows you to quickly edit a track without having to leave this function (pressing "STORE" in the keypad enables or disables recording).



If you wish to erase an entire track of a sequence, you should use the "Delete Track" function. This will totally erase the single track, leaving you with an empty, new track. Do the following:

Press "PARAM. RESET" three times in the keypad. This gives you access to the "Delete Track" function (if you miss it, keep pressing "PARAM. RESET" until the Delete Track symbol appears).

The symbol for Delete Track now appears in the display.

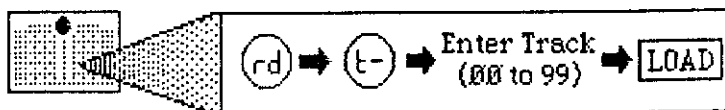
Press "1" to select the "Delete Track" function.

Now the input symbol for Track Selection appears in the display.

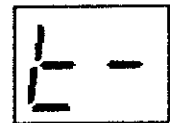
Enter the track number (00 to 99) to select the track that you wish to totally erase. The number of the track you entered appears in the LED display.

If you have accidentally entered the wrong track number, re-enter the correct two-digit track number in the display.

Press "LOAD" to delete the track.



Delete A Track

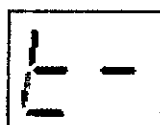
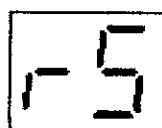


The Pre-Mix Functions

The Solo Function



(x4) ON/OFF



00-
99



LOAD

The Pre-Mix Functions are made up of the Solo, Disable and Enable functions, as well as the Return to Last Set-Up and Enable All Tracks functions. They allow you to create and work with the recorded tracks of a sequence, cutting and adding tracks from different mixes.

The Solo function allows you to select a single track of a sequence to listen to without having to mute each of the unwanted tracks. While soloing a track, you can listen for mistakes that you might've missed otherwise and edit a track with greater precision. Do the following:

Press "ON/OFF" four times in the keypad. This gives you access to the Solo Track function (if you miss it, keep pressing "ON/OFF" until the Solo Track symbol appears).

The symbol for Solo Track now appears in the display.

Press "1" to select the Solo Track function.

Now the symbol for Track Selection appears in the display.

Enter the track number (00 to 99) to select the track you wish to solo. The number of the track you entered appears in the LED display.

If you have accidentally entered the wrong track number, don't worry. Enter the correct two-digit track number in the display.

Press "LOAD" to complete selection of the track. Now you will only hear the track you've chosen to solo.



The "Omni Mode" returns the mix to the set-up you had created before you entered the "Solo Mode" (original playback from solo mode). Do the following:

Press "ON/OFF" five times in the keypad (if you miss it, keep pressing "ON/OFF" until the "Omni Mode" symbol appears again).

The symbol for "Omni Mode" now appears in the display.

Press "1" to execute the "Omni Mode" function. Now you hear again the set-up you had before you executed the solo function.

The "Disable" function allows you to mute a single track of a sequence. While muting a track, you can listen to and work with the sequence without having to hear a distracting track. Do the following:

Press "ON/OFF" once in the keypad. This gives you access to the "Disable Track" function (if you miss it, keep pressing "ON/OFF" until the "Disable Track" symbol appears).

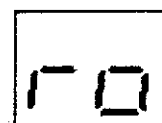
The symbol for "Disable Track" now appears in the display.

Press "1" to select the "Disable" function.

Return to
Original
Set-Up



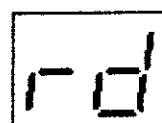
ON/OFF (x5)



The Disable
Function



ON/OFF



Disable Track

Now the symbol for Track Selection appears in the display.

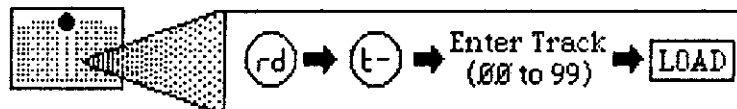


Enter the track number (00 to 99) to select the track you wish to disable. The number of the track you entered appears in the LED display.



If you have accidentally entered the wrong track number, re-enter the correct two-digit track number in the display.

Press "LOAD" to complete selection of the track. Now the track you've chosen to disable disappears from the mix.

**The Enable Function**

(x2) ON/OFF

The Enable function allows you to return a single, Disabled track of a sequence without having to return every muted track (which is done the Enable All Tracks function). Do the following:

Press "ON/OFF" twice in the keypad. This gives you access to the Enable Track function (if you miss it, keep pressing "ON/OFF" until the Enable Track symbol appears).



The symbol for Enable Track now appears in the display.



Press "1" to select the Enable Track function.

Now the symbol for Track Selection appears in the display.

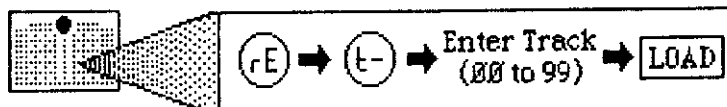


Enter the track number (00 to 99) to select the track you wish to Enable. The number of the track you entered appears in the LED display.



If you have accidentally entered the wrong track number, re-enter the correct two-digit track number in the display.

Press "LOAD" to complete selection of the track. Now the track you've chosen to enable returns to the mix.



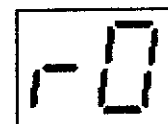
The Omni-Track Function is similar to the Enable function, except that it allows you to return all the Disabled (muted) tracks of a sequence with one command. Do the following:

Press "ON/OFF" three times in the keypad. This gives you access to the Enable All function (if you miss it, keep pressing "ON/OFF" until the Enable All symbol appears).

Enable All Tracks



The symbol for Enable All now appears in the display.



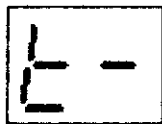
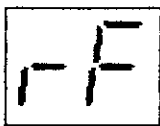
Press "1" to select the Enable All function. Now all the previously disabled (muted) tracks return to the mix.



Freeze and Unfreeze a Track



(x7) ON/OFF



In order to reduce the amount of data that is recorded in the Sequencer's memory, you are able to "Freeze" and "Unfreeze" the tracks of a sequence.

When you "Freeze" a track of a sequence, the Time Correction data is frozen, and cannot be changed back to the original (Time Cor"00"). Do the following:

Press "ON/OFF" seven times in the keypad to access the "Freeze" function.

The symbol for the "Freeze" function appears in the display.

If you have accidentally pressed the "ON/OFF" key too many times, keep pressing until the symbol appears again in the display.

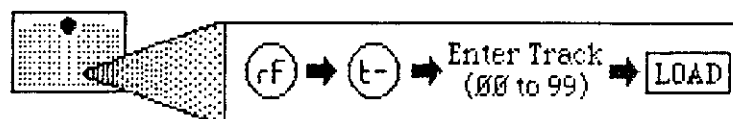
Press "1" to enter the "Freeze" function.

Now the symbol for Track Selection appears in the display. This asks you which track you want to "Freeze".

Enter the track number (00 to 99) to select the track you wish to "Freeze". The number of the track you entered appears in the LED display.

Press "LOAD" to "Freeze" the selected track.

We recommend that you freeze tracks which have been edited with Time Correction (e.g. drum tracks, bass lines, etc.).



If you want to work again with a track that has been 'frozen', you must "Unfreeze" the selected track. This way, you will be able to record more information on to the selected track, and edit the new data with the Time Correction. Please note that you will be unable to return the original recorded data edited with Time Correction "00" from a previously 'frozen' track. Do the following:

Press "ON/OFF" eight times in the keypad to access the "Unfreeze" function.

The symbol for the "Unfreeze" function appears in the display.

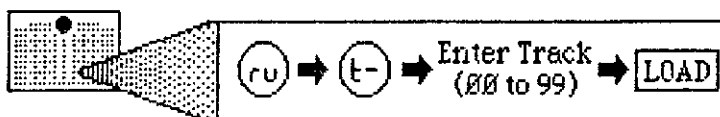
If you have accidentally pressed the "ON/OFF" key too many times, keep pressing until the symbol appears again in the display.

Press "1" to enter the "Unfreeze" function.

Now the symbol for Track Selection appears in the display. This asks you which track you want to "Unfreeze".

Enter the track number (00 to 99) to select the track you wish to "Unfreeze". The number of the track you entered appears in the LED display.

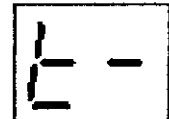
Press "LOAD" to "Unfreeze" the previously 'frozen' track. Now you are able to play and record on the track, and change the Time Correction.



Unfreeze a
Track



ON/OFF (x8)

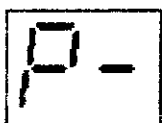
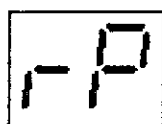


00-99



LOAD

Sound Program Change



The "Sound Program Change" allows you to select another sound program from a connected component. You are only able to program a sound program change while the sequence is running. Also, make sure that the sequencer is recording (with the "KEYB. MODE" LED is lit), otherwise the program change will not be recorded. Do the following:

Note: First, we recommend that you select a certain track (one that is easily remembered, like track "00" or "99")

Press "P" once in the keypad. This gives you access to the "Sound Program Change" (if you press it a second time, you gain access to the "Wheel Position Setting". To access the "Sound Program Change", press "P" once again).

The symbol for "Sound Program Change" now appears in the display.

Press "1" to select the function.

Now the input symbol for the "Sound Program Change" appears in the display.

Enter the sound program number (01 to 99) you wish to store in the sequence.

If you have accidentally entered the wrong sound program number, re-enter the correct two-digit number in the display.

Press "LOAD" to complete the selection of the sound program

Now the input symbol for MIDI OUT selection appears in the display.

Enter the number of the MIDI OUT (01 to 04) that the instrument you want to select is connected to.

If you have accidentally entered the wrong MIDI OUT number, re-enter the correct two-digit number in the display.

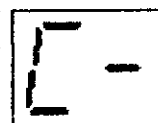
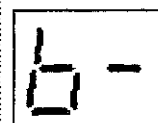
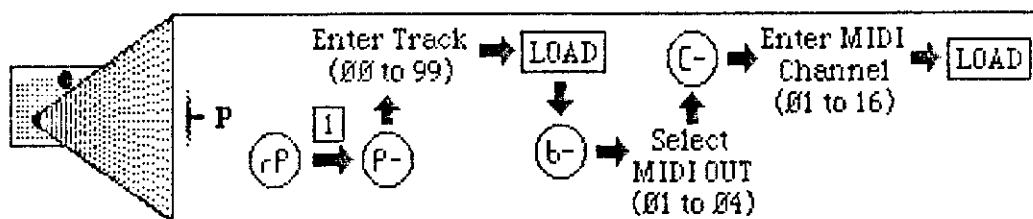
Press "LOAD" to complete the selection of the MIDI OUT.

Now the input symbol for MIDI Channel selection appears in the display.

Enter the number of the MIDI Channel (01 to 16) that the instrument you want to select is set to.

Note: At this moment, you decide at what point you want the program change to occur in the sequence. As the program change takes a moment (depending on the selected component), it is a good idea to execute the function just before you want it to occur.

Press "LOAD" to execute the change.



Recording Pitch- and Mod-Wheel Information

While the sequence is running, you are able to record both Pitch- and Mod-Wheel information along with the sequence data. However, if you record all the movements of the wheels, the sequencer memory will be filled after only a couple of moves. Because of this, we suggest that you record the wheel information exactly at the point you require the effect, using this function.

When recording Pitch-Wheel data with this function, you can program a pitch change without having the usual 'glide' when using the wheel (you can record just the selected position and not the movement of the wheel). With the Mod-Wheel, you can program effects such as parameter settings and sound bank changes, while the sequence is running. Do the following:



Start your sequence and press "P" twice in the keypad to access the function to record the Wheel Position.

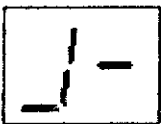


The symbol for recording Wheel Position now appears in the display.

If you have accidentally pressed the "P" key too many times, keep pressing until the above symbol appears again in the display.



Press "1" to enter the Wheel Position function.



The "READY" symbol for this function appears in the LED display just after you pressed "1".

Now check the position of the Pitch- or Mod-Wheel, and make sure that it is at the position for the desired effect. At this time, the Sequencer is not recording.



Note: Remember that only this position will be recorded by the sequencer, as well as any movements that occur while recording the Wheel Position.

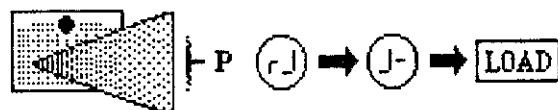
Press "LOAD" at the point you want to start recording the wheel information. As soon as you press "LOAD", the "KEYB. MODE" LED turns on, showing you that the sequencer is recording.



Press "STORE" at the moment you want to stop recording the wheel information.



Note: Stop the recording of the wheel information immediately after you have accomplished the effect you wanted. Otherwise, you will fill the Sequencer memory up with hundreds of meaningless events.



The Slave Assignment



When you use the "Slave Assignment" function, you set the Sequencer to be slaved to an external MIDI clock. This function can be used when you want to drive the PRK-FD's MIDI Sequencer from another MIDI sequencer's or device's clock. Do the following:

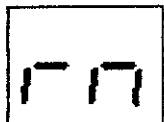
Press "PARAM. RESET" six times. This gives you access to the "Slave Assignment" function.

The "Slave Assignment" symbol now appears in the display.

If you have accidentally pressed the "PARAM. RESET" key too many times, keep pressing until the above symbol appears again in the display.

Press "1" to set the PRK-FD's Sequencer as a slave to external midi clock.

The Master Assignment



When you use the "Master Assignment" function, you set the Sequencer to be the master MIDI clock of your system. This function can be used when you want to drive other MIDI sequencers or devices from the PRK-FD's MIDI Sequencer clock. Do the following:

Press "PARAM. RESET" seven times. This gives you access to the "Master Assignment" function.

The "Master Assignment" symbol now appears in the display.

If you have accidentally pressed the "PARAM. RESET" key too many times, keep pressing until the above symbol appears again in the display.

Press "1" to set the PRK-FD's Sequencer as the master MIDI clock.

Please note the PRK-FD's MIDI Sequencer is automatically set as the "Master" clock when you "boot-up" the Sequencer with a system disk Version 2 or later.

