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SEQUENCES V4

To make full use of the new V4/Sequencer, please save all program and sequence data to cassette or disc.

- 1 Erase all sequence data by entering sequence mode 00-09 followed by "RECM 8". On entering "RECM 8" the display flashes "????". Complete the erasure procedure by typing in "8" again.
- 2 We can now preset the length of a sequence in advance, without the need for a guideline sequence required by 'RECM 1' by following the simple procedure below.
 - a Decide on the number of bars/beats required for the arrangement.
Eg. 4 bars in 4/4 time = 16 beats. Therefore enter "LOOPS 16".
Any number between 0 and 64 may be entered.
2 bars 4/4 = LOOPS 08
2 bars 3/4 = LOOPS 06
4 bars 4/4 = LOOPS 16, etc
 - b The preset sequence length function is completed by entering "RECM 4". A zero is now displayed behind "LOOPS", "RECM", "CH 1".
- 3 We now have to make a choice of timecorrection defined in V4 as "TMC".

TMC 0 = No time correction
1 = Crotchet
2 = Quaver
3 = Triplet
4 = Semi Quaver
8 = Demi-Semi Quaver

Eg. "TMC 2"

- 4 A new feature of V4 is the numeric display of tempo or speed, SP. The desired tempo may be selected in the usual way, ie. second panel, rate/sequence control, or by typing in a two digit number 00 to 99.

SP BPM
 20 = 99
 30 = 109
 40 = 120
 45 = 128
 50 = 133
 60 = 146

Eg. "SP 20".

- 5 POLY OR MONO?

Having followed all of the above instructions, the final choice has to be made before recording can start. Do we wish to play polyphonically or monophonically?

Recording a monophonic line

- a Choose a suitable sound program and group, eg. PROG20, GROUP A.
- b Enter a '1' behind "CH 1".
- c Push "RUN/STOP".
- d Enter '1'. Four beats count in is heard. Playing may then commence for the duration of the sequence. The sequencer will stop automatically at the end of the preset number of bars/beats. It is no longer necessary to hit "RUN/STOP" at the end of recording. Channel 1 will now display "0".

Simply by entering "RUN/STOP 1" the sequence will be played back.

- e Further monophonic lines may be recorded on successive tracks, ie. 2 to 8 and may feature either the GROUP A sound or GROUP B sound regardless of the A/B channel assignment used in the past.
 ie. GROUP A Sounds use Channels 1, 3, 5 and 7.
 GROUP B Sounds use Channels 2, 4, 6 and 8.

Thus it is possible to record a sequence using one track of the sequencer featuring the GROUP A sound and seven tracks featuring the GROUP B sound and vice versa!

Recording Polyphonically

V4 may have expanded the possibilities of the sequencer function wise, but it has not expanded the note capacity, ie. 1000 notes!

If we plan our sequences economically we may find we have enough memory for a whole song, where 'SEQ 00' serves as the intro/bridge 'SEQ 01' as the verse, 'SEQ 02' as the verse, etc.

To record polyphonically

- a Preset sequence length in usual manner.
- b Calculate the maximum number of notes played simultaneously.
- c Set the desired number of channels to record mode by inserting '1' behind each channel, eg. 1 to 6.
- d Choose a sensible tempo, eg. "SP 20".
- e Enter a suitable level of time correction, eg. "TMC2".
- f Choose either the GROUP A or GROUP B sound before recording as this sound will be heard on replay.

REMEMBER! THE GROUP SOUND YOU HEAR WHILST RECORDING IS THE SOUND HEARD ON REPLAY.

- g Enter "RUN/STOP 1". A count in of 4 beats is heard after which recording begins and playing may commence. The sequencer will stop automatically at the preset end of sequence.

Sequences may be edited in the usual fashion. If there are spare tracks/channels available, eg. 7 and 8, these may be used for melody or harmony lines for the previously recorded polyphonic sequence.

6 Song Experiments

Having created four different sequences, eg. 00, 01, 02, 03, we can choose one of them to store the overall tempo or speed, eg. "SP 40", and a maximum number of times the sequence(s) may be heard, eg. "LOOPS 16" or "LOOPS 99", infinitely. This is done by entering "RECM 9".

Therefore, SEQ 00, as the introduction, has the tempo and overall length of a possible 'song' stored. It must be made clear that all changes in SEQ NO. or PROG NO. are manual and are only programmable with the aid of the PPG Waveterm.

7 Play it!

- a Enter "SEQ 00".
- b "RUN/STOP 1".

- c While "SEQ 00" is playing enter "SEQ 01". "SEQ 01" may be only four bars long and may have to play through four times to produce a verse.
- d Get the idea? On reaching the fourth time of playing "SEQ 01" enter "SEQ 02" which might be our chorus.
- e While our 'chorus' is playing, type ahead "SEQ 01" to return to our 'verse'. Easy! All sequences can now run into each other in sync and what's more they can be saved on cassette to build up a library of 'songs'.

8 Clever Stuff Wave 2.2 Style

Our 'songs' are able to feature changes in melody and rhythm and overall tempo, but what about changes in sound. Well, provided they all feature the same wavetable several sound programs may be used throughout the length of our song, being punched in at the desired moment to highlight a middle 8, or solo, without any delays or resorting to tape sync or 'drop ins'!

9 Total Recall?

A mix down of a particular single sequence is achieved by entering a '6' behind each desired sequencer channel, followed by "RECM 2" and "RUN/STOP 1", and the MULTIPLE FUNCTION PANEL in SECOND PANEL mode. ALL movements of the assigned controls are recorded into the sequence tracks, thus providing changes in dynamics or colour and timbre if the correct record modes are selected!

10 V4 Sequencer Tempo / Speed

20 = 99 bpm
 30 = 109 bpm
 40 = 120 bpm
 50 = 133 bpm
 60 = 146 bpm

This is a pre release 'help sheet' to a new English Manual.