



SD-1 32 Voice Addendum

Welcome!

Congratulations, and thank-you for your purchase of the ENSONIQ SD-1 32 Voice Music Production Synthesizer. The SD-1 32 Voice keyboard offers 32 voice polyphony, which increases the amount of available voices that can be played at once, offers greater flexibility in stacking sounds and creating presets, allows you to create finer detailed and more elaborate sequences, and improves voicings.

In addition to added polyphony, included in the SD-1 32 voice keyboard is another fine complement; expanded sequence memory. You can create longer sequences with the SD-1's 75,000 note sequence memory! The information in this document supplements the SD-1 Musician's Manual and describes additional features that make this a truly remarkable instrument.

32 Voice Polyphony

The SD-1 32 Voice Music Production Synthesizer now has 32 voice polyphony, which is mentioned in the Musician's Manual in several locations:

Section 7 — Programming the SD-1 Change

The second paragraph under "Voices and Polyphony" on page 2 should read: The SD-1 has a total of 32 voices that are dynamically assigned among the different sounds that you play. How many voices a sound uses on each key depends on the program. Many sounds use only one voice — for these sounds you can play 32 notes before "voice stealing" occurs. On programs that use 2 voices, you can play 16 notes before any voices are stolen. Three voices, 10 notes, and so on. Up to six voices can be active in one program.

Section 8 — Voice Programming Change

The second to last paragraph under "MODE (ENV 3) — Voice Triggering/Stealing Notes" on page 34 should show 32 voices, not 21.

Section 13 — Sequencer Applications

The first paragraph on page 4, and at the top of page 5 should show 32 voices instead of 21.

Expanded Sequence Memory

The SD-1 32 Voice Music Production Synthesizer includes the 75,000 note sequence memory expander, therefore the SQX-70 is not an available option, as listed in *Section 1 — Getting Started*. This also affects documentation in *Section 11 — Storage Functions* as follows:

The second to last bullet point listed under “To Make a Backup Copy of a Disk” on page 6 should read:

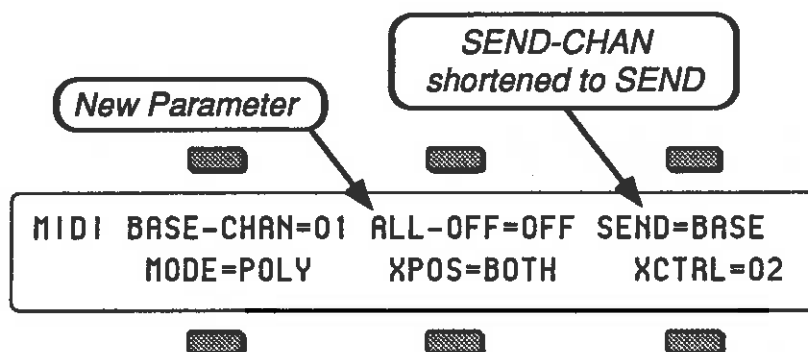
- The Copy disk procedure requires about three disk swaps with the standard SD-1 32 Voice memory configuration.

As documented on page 21, the SD-1 32 Voice can receive any MIDI System Exclusive message up to 288k bytes and save it to disk.

As noted on page 23, the maximum amount of Sys-Ex data that can be received is 576 blocks for a standard SD-1 32 voice keyboard.

Changes to the MIDI Control page

A new parameter has been added to the MIDI Control page found on page 6 of *Section 6 — System Control*:



ALL-OFF — All Notes Off message enable

The All Notes Off message enable switch controls how the system will react to MIDI All Notes Off messages received on *any* MIDI channel.

- OFF— in this setting, the SD-1 will ignore any All Notes Off messages that are received (this is the default setting).
- ON—in this setting, the SD-1 will shut down all currently sounding internal voices unless the MIDI In Mode parameter is set to OMNI, in which case the message is ignored.

Sustain Pedal Changes

In *Section 3 — Performance Parameters* on page 9, the following information should be added:

Sustain Pedal Off events are always transmitted via MIDI (except if track status is set to LOCAL) whenever the Sustain Pedal Enable switch setting on the track is changed. This is done to ensure that external devices are not left with the sustain pedal controller “stuck” in the held down state.

Loading Single Sequence Files into a Selected Bank Location

In *Section 11 — Storage Functions* on page 11, the following information about 1-SEQ/SONG files should be added:

An optional way to load single sequences has been added to the Load File procedure. After selecting the single sequence file to be loaded and selecting *YES* on the Load File page, you are shown a prompt page that allows you to select the sequence bank location into which the sequence file will be loaded. The default value is the first available location, and you may accept this choice or you may select a different location by using one of two methods. Pressing a bank button will temporarily show the corresponding sequence bank page, and while the bank button is held, you may select the destination Location using the soft buttons. If your selection is a -BLANK- location, the display will revert to the prompt page with the new location selected. You may also directly select the location number using the data entry controls.

New Message in Audition Mode

In *Section 5 — Sequencer Basics* on page 29, the following information about Audition Mode should be added:

When ineligible buttons are pressed while in Audition mode, a message appears to show that it is necessary to decide which version of the most recently recorded track is to be kept *before* the desired action can be performed. The message appears momentarily and then the display changes back to the Play/Keep page.

Shortcut to Find the Bank Name and Number for Track Sounds

To display the sound bank set name and number (RM00, CRT6, INT4, etc.) for the programs assigned to a track, use one of the following procedures:

For Sequence tracks (added to Section 5, page 30):

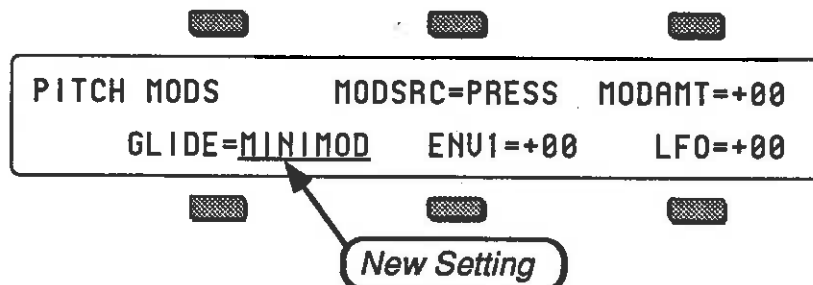
- Press and hold either *Tracks 1-6* or *Tracks 7-12* and then press and release *Sounds*. The display will show the sound bank location where each track program resides.
- Release the track select button and the track names will be redisplayed.

For Preset tracks (added to Section 2, page 10):

- Press and hold *Presets* and then press and release *Sounds*. The display will show the sound bank location where each track program resides.
- Release the *Presets* button and the track names will be redisplayed.

Changes to the Pitch Mods page

A new setting has been added to the Glide parameter on the Pitch Mods page (located at *Section 8 — Voice Programming* page 17):



Refer to the description of the Glide mode parameter on the Pitch Mod page, and add this new setting to the end of the list.

- **MINIMOD** — Similar to LEGATO mode, except new keys do not retrigger the voice(s) if older keys are still held down. Here, the pitch glides to the new note, but the key down velocity is not applied to the voice and the envelopes and waves are not retriggered.

Swing Quantization

THE SD-1 32 Voice allows you to quantize to "SWING" time. In other words, when you select this quantization feature, every other quantize point is delayed. This technique creates a very live sounding sequence. The amount of time that the notes will delay is programmable. This should be added to page 12 of *Section 12 — Sequencer Edit Functions*. To use this feature:

- Make sure the track you want to quantize is selected.
- Press **Edit Track**, then select **QUANTIZE**. The display shows:

- After selecting the note value and the range to which the track is to be quantized,
- Press the **SWING** button. This takes you to the Quantize Swing display:

- On this page you can set the swing percentage from 50 (closest to straight quantization) to 74 (a tick before the next higher note value) using the Data Entry slider. A setting of 66 is equivalent to setting the quantization to triplets. To engage this function, press ***ON***.
- If you do not want to use the swing quantize feature, press ***OFF***. This returns you to the previous display.
- On the Quantize display, the Swing button shows the current status. If **SWING=OFF** quantization will be straight. If **SWING=ON**, you will be quantizing in swing time.
- Press ***YES*** to execute the **QUANTIZE** command (or press ***NO*** to cancel). After editing, the SD-1 returns with the Play/Keep page where you can audition the results of the edit before deciding whether to keep it or not.