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## FUNCTION BUTTONS

### FUNCTION

### TRANSCOPE

This function transposes the keyboard in half-step intervals  $\pm$  one octave.

*Applications:* Use one key's fingerings in a different key. Modulate to a different key without having to use different fingerings.

1. Press and hold **TRANSCOPE** ; its LED will flash. The display says:

Transpose  
Play a Key

If the keyboard has already been transposed, the **TRANSCOPE LED** will be steadily lit. If you press and hold **TRANSCOPE** , not only will its LED flash, but the display will show the amount of transposition referenced to C2 (see **GENERAL INSTRUCTIONS 6**), the second C from the left-hand side of the keyboard. For example, if the Emax II is one whole-step sharp, the display says:

Transpose +D  
Play a Key

2. **To Transpose:** Continue to press **TRANSCOPE** and press a key between C1 and C3. The display shows which keyboard key you have selected for the transposition ratio (compared to C2).
3. **To Retain the Transposition:** Release **TRANSCOPE** (its LED stays lit to remind you that the Emax II is transposed).
4. **To Cancel the Transposition:** Press and hold **TRANSCOPE**, press C2, then release **TRANSCOPE** (its LED should now be off).

Note: Transpose transposes the key number rather than the voice assignment. This means that selecting the current voice and any other use of the keyboard will show the transposed key number. In short, you should turn off transpose before selecting or modifying any voices. The note sent over MIDI is post-transposition. Notes from the sequencer or MIDI are also transposed.

*Application:* Use transpose to easily reach "hidden" voices that lie beyond the ends of the physical keyboard.

## FUNCTION BUTTONS

### FUNCTION

### DRIVE SELECT

This function selects which storage device will be used when loading or saving. The Emax II, in addition to its floppy disk drive, may have an internal hard disk or up to seven external SCSI devices (hard disks, etc.) may be attached to the SCSI port located on the back panel. **Drive Select**, selects which storage device will be used.

1. Press **DRIVE SELECT**. The display says:

SCSI 0: Floppy

Use the data slider to scroll through the SCSI numbers (0-7). If you have a formatted hard disk connected, the display will show the name of the hard drive and the amount of memory remaining.

Simply select the desired drive and press **ENTER** to select a particular drive.

### FUNCTION

### LOAD BANK

**A disk stores presets, voices, and sequences. Load Bank loads all data on the disk into the Emax II.**

When the machine is first turned on, a sound bank is not automatically loaded. Any time you want a bank of new sounds, you must use Load Bank to transfer disk data into the Emax II.

1. Insert the disk to be loaded into the drive (if applicable).
2. Press **LOAD BANK**. The display says:

**Hard Disk**

Load Bank  
XX Bank Name

**Floppy Disk**

Load All Presets  
And Sequences

...where "XX" is the bank number and "Name of Bank" is the name of the bank.

Note: The "Name of Bank" is simply the current preset at the time that the bank was saved. The **ENTER** light will flash.

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3. Use the data slider or the increment/decrement buttons to select the bank to be loaded, then press **ENTER**. In the case of a floppy disk, simply press **ENTER**. The display now says:



Loading Bank...  
XX Name of Bank

After several seconds, the disk will be loaded and the display will show the current preset. If there is a problem with a floppy disk, the **ENTER** light will flash and the display will say...



Read Error

Press **ENTER** to give it another try. Otherwise, try a different disk.

4. To choose a different preset, enter its number with the keypad (see **GENERAL INSTRUCTIONS 1**, "Selecting the Current Preset").

5. To choose which current preset will be active when you load a bank, select the desired preset just before saving the bank to disk (see **PRESET MANAGEMENT 2**, "Save All"). The Emax II will default to that preset whenever you load the bank.

## FUNCTION

## ENTER DATA

**ENTER** is something that Emax II, rather than you, activates. Just as you can activate a module to tell Emax II something you want to do, Emax can activate this module to tell you something it wants you to do.

Sometimes the display will ask you for data (i.e., such as keying in a number to indicate a parameter you want to change). A flashing **ENTER** LED means that either data is needed to be entered, or another step is involved in completing a function. Under these conditions, Emax II is in a "holding pattern" where you must enter the desired data, or de-activate the module, before Emax II can move on to other functions (however, you can still play the keyboard).

After keying in the data, press **ENTER** to send the data into Emax II's computer. If the **ENTER** LED is lit steadily, pressing **ENTER** is optional. Usually this exits you from the function, and returns you to the module identifier so that you can go directly to another function within the module.

