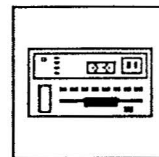


APPENDIXES

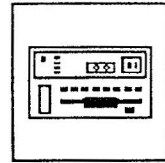
User Parameters, Ideas, Hints, Etc. Etc. Etc.



Appendix A

Loading User Voices Only

Disk 1



Loading User Voices Only

Our main concern while creating these user voices was also to make complete sets of registrations in order to give ideas and to show some of the possibilities in combining the newly created user voices with the existing voices of your Electone.

We also realized that not everyone may want to use the registrations contained on tracks (Song. No.) 1 through 6 and that some individuals might prefer to use the new voices in conjunction with registrations already created.

Therefore the same user voices found with registrations in tracks 1 through 6 will also be found in tracks 7 through 12 but this time without registrations, thus allowing you to load the user voices in your Electone without erasing the existing registration.

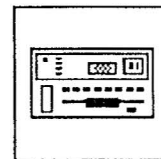
Directions:

- A) Load a registration of your own, from a disk or a ram cartridge.
- B) Insert the disk #1 from *TURBO UPGRADE* and use "Song Select" to choose the desired group of user voices.
- C) Press "Normal Play" and wait until you hear the "chord", indicating than only user voices have been loaded.

After the loading of user voices has been completed, press the button "Upper Orchestra" in the ensemble section (make sure all the others are in the off position); next press the button labeled "1" in the Upper Orchestra section and select voice #91 in the Sub Data Control panel. Once again, the selection of voice #91 must be done following these steps:

- A) Press the button "Upper Orchestra" in the ensemble section.
- B) Press the button labeled "1" in the Upper Orchestra section.
- C) Press the numbers "9" and "1" in the Sub Data Control panel.
- D) Press "ENTER".

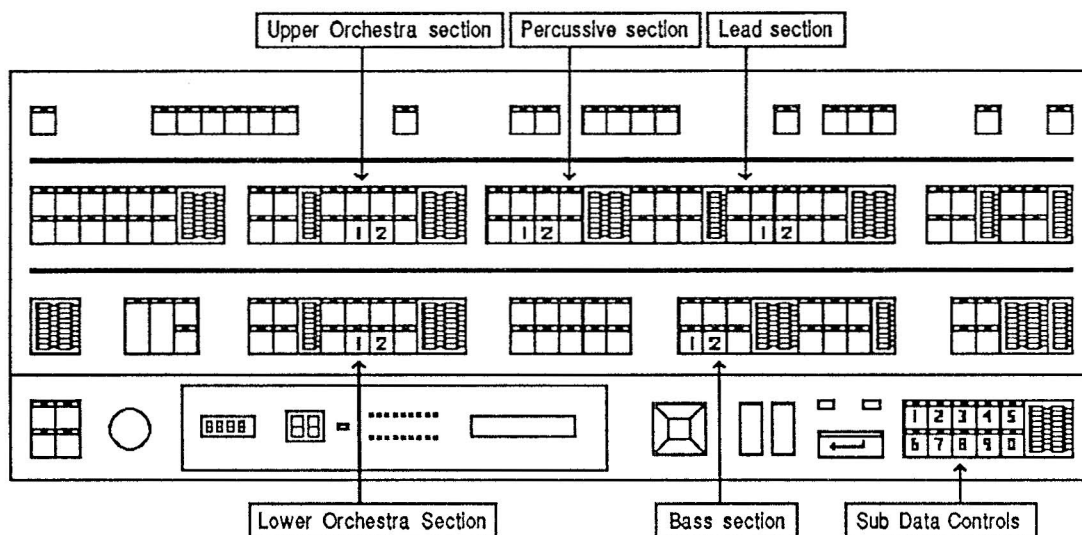
The same procedure should be followed if you wish to access a user voice from the Lower Orchestra, Percussive, Lead or Bass section. Observe that the LCD screen will only show the name of "USER 1"; please refer to the charts of user voices in Part III to locate the desired voice.



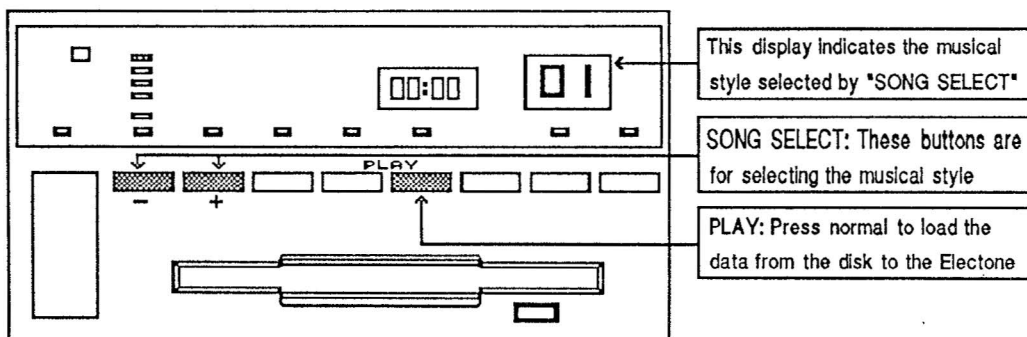
Loading User Voices Only

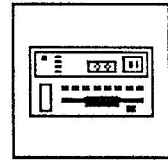
In the Upper/Lower Orchestra and Percussive, user voices 1 through 8 correspond with voices #91 through #98. In the Lead and Bass section, user voices 1 through 6 correspond with voices #55 through #60.

HX-1 AND CHX-1 PANEL



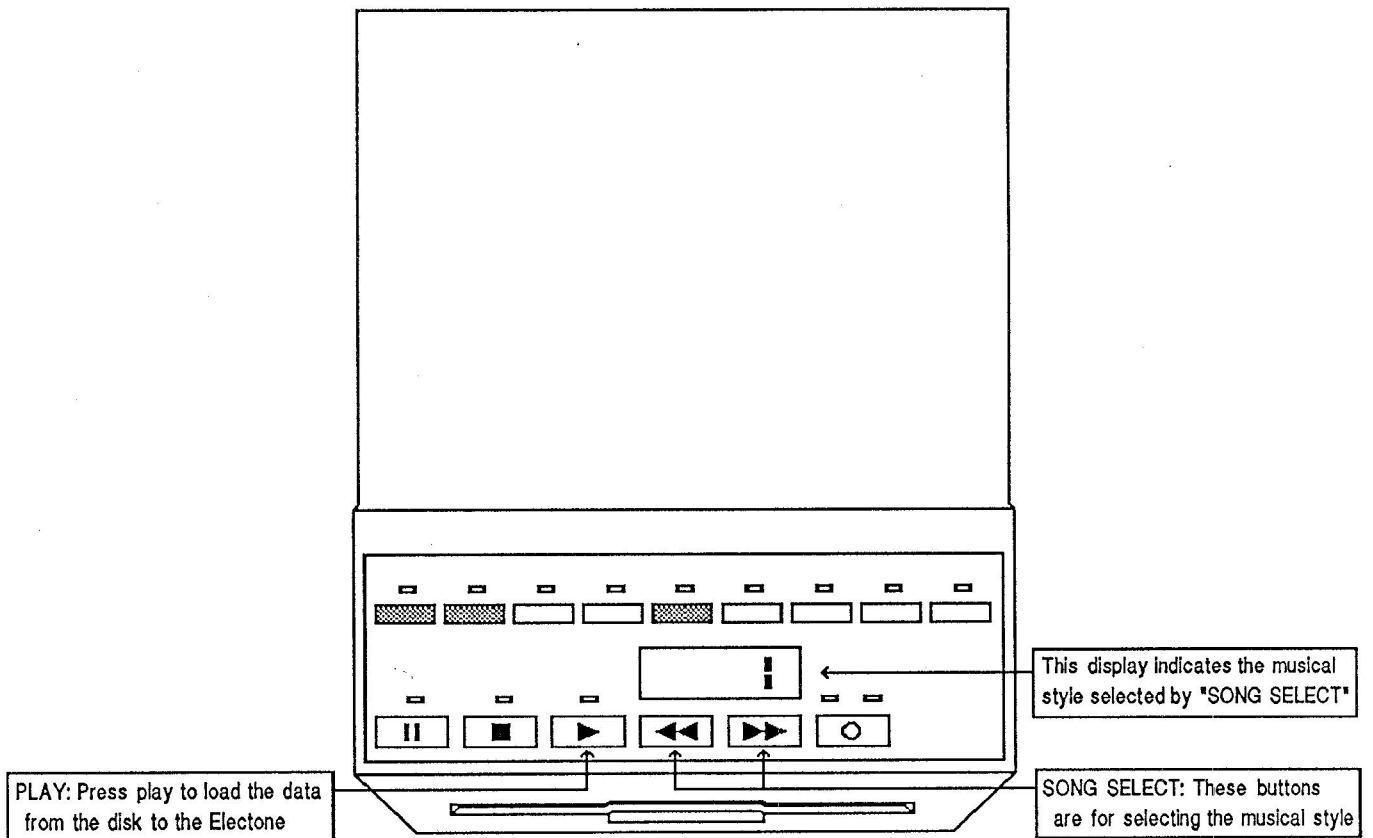
MDR-2 FRONT PANEL

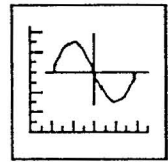




Loading User Voices Only

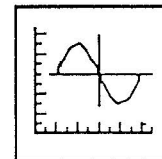
MDR-3





Appendix B

Delay, Phaser and Flanger Custom Settings



Delay, Phaser and Flanger Custom Settings

Upon creating some of the new user voices, we found it necessary to customize the normal settings of the parameters in the Delay, Phaser and Flanger effects. These effects have been changed from their normal usage, to generate vibrato and tremolo effects to certain voices. If you intend to load the user voices only, without registrations, you will have to modify the settings of these effects in order to hear the voices in the proper way.

In the case of the "Electronic Organ" and "Theatre Organ" user voices, the Flanger and the Delay provide the tremolo. The Phaser was modified to affect some of the voices used for the cosmic registrations.

The following instructions will take you step by step through the procedures needed to modify the parameters of the Delay that were used to create the Tibia tremolo effect in the "Theatre Organ" registrations.

1) Press the Delay button. If the Delay was "on"(LED lighted), you must press the button twice; once to turn it off and one more time to turn it back on.

The display screen will read:

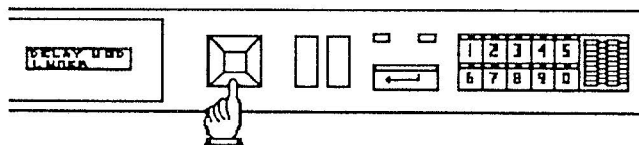
DELAY U ORC.
2.PRESET

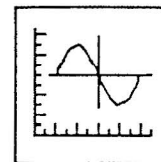
If the display reads:

DELAY U ORC.
1. USER

proceed to step #3; otherwise continue with step #2

2) While the display was reading "DELAY U ORC. 2 . PRESET" , press the *down arrow* button once for the screen to read "DELAY U ORC. 1 . USER"





Delay, Phaser and Flanger Custom Settings

3) When the display shows "DELAY U ORC. 1. USER" press enter and the screen will now read:

```

DELAY  USER
COPY ?  Y/N
  
```

Notice that there is a thin line (the cursor) under the letter **N**. At this point we have two choices; we could copy the parameters of a preset Delay by pressing the "Yes" button and <Enter>, or just press <Enter> to make our own.

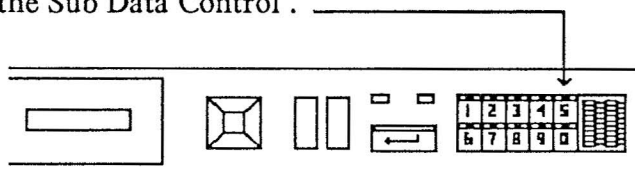
4) Let's press <Enter>, since we are creating our own Delay and do not wish to copy the parameters of a preset Delay. The screen will display:

```

DELAY  U ORC.
1. DELAY TIME  XX
  
```

("XX" represents an existing number with a range of 0 to 100.)

5) Press number "5" on the Sub Data Control .



6) Press <Enter>. We have modified the first parameter called "Delay Time". Now let's change the remaining six parameters.

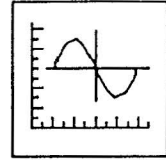
7) Using the *down arrow* button, press it once so the screen displays the next parameter called "Depth". The screen will display the following message:

```

DELAY  U ORC.
2. DEPTH  XX
  
```

8) Press the numbers "4" and "0" on the Sub Data Control. Press <Enter>

9) Repeat steps 7 and 8 to change the remainig five parameters to the following settings.



Delay, Phaser and Flanger Custom Settings

10) Change "Frequency" to setting 63

DELAY	U ORC.
3. FREQUENCY	63

11) Change "Feedback" to setting 35

DELAY	U ORC.
4. FEEDBACK	35

12) Change "Direct Level" to setting 20

DELAY	U ORC.
5. DIRECT LEVEL	20

13) Change "Delay Level" to setting 100

DELAY	U ORC.
6. DELAY LEVEL	100

14) Change "Mod. Wave" to setting 1

DELAY	U ORC.
7. MOD. WAVE	1

After the last setting, Mod. Wave, all the changes on the Delay parameters have been completed; to try your newly created effect follow the next steps:

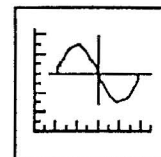
- 1) Make sure all the "Ensemble" buttons are in the off position (lights off).
- 2) Make sure the Delay button is off (light off).
- 3) Set the volume on the Upper Combi section (set it to mid point).
- 4) Press the button labeled "Upper Combi" (light on).
- 5) Press one of the four buttons on the Upper Combi section.
- 6) Press the Delay button (light on).
- 7) Play something to hear your new Delay effect.

In the next page you will find the parameter settings for Delay, Phaser and Flanger.

Refer to the instructions on the preceding page (B-2).

Feel free to experiment with the settings; for example: Try changing "Feedback" from number 35 to 99 or "Frequency" from number 63 to 33.

Remember that in order to route any voice through any effect you must first touch the button containing the voice, followed by pressing the desired effect. Only one effect can be used per voice, but the same voice can have another effect providing that it is located in a different section. For example, "Strings 2" in the "Upper Orchestra" can be routed through Delay, while the same "Strings 2" in the "Lower Orchestra" can be put through Celeste.



Delay, Phaser and Flanger Custom Settings

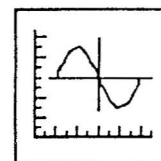
Of the six effects located on the upper part of the front panel, the Phaser, Flanger, Delay and Wah, can be customized (users); the Celeste and Symphonic have two modes each and can not be modified.

DELAY SETTINGS USED FOR THEATRE ORGAN USER VOICES

1. DELAY TIME	0
2. DEPTH	30
3. FREQUENCY	64
4. FEEDBACK	35
5. DIRECT LEVEL	20
6. DELAY LEVEL	99
7. MOD. WAVE	1

DELAY SETTINGS USED FOR ELECTRONIC ORGAN USER VOICES

1. DELAY TIME	5
2. DEPTH	40
3. FREQUENCY	63
4. FEEDBACK	35
5. DIRECT LEVEL	20
6. DELAY LEVEL	100
7. MOD. WAVE	1



Delay, Phaser and Flanger Custom Settings

FLANGER SETTINGS USED FOR THEATRE ORGAN USER VOICES

1 . DELAY TIME	75
2 . DEPTH	10
3 . FREQUENCY	54
4 . FEEDBACK	10
5 . DIRECT LEVEL	30
6 . DELAY LEVEL	90

FLANGER SETTINGS USED FOR ELECTRONIC ORGAN USER VOICES

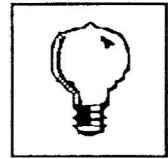
1 . DELAY TIME	45
2 . DEPTH	30
3 . FREQUENCY	64
4 . FEEDBACK	30
5 . DIRECT LEVEL	30
6 . DELAY LEVEL	60

PHASER SETTINGS USED FOR SOME OF THE COSMIC USER VOICES

1 . STAGE	3
2 . FREQUENCY	2
3 . DEPTH	88
4 . FEEDBACK	84

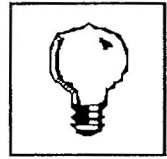
Study also the Phaser settings created on the Theatre Organ and the Potpourri registrations.

NOTE: The Phaser custom settings are not essential to the Theater organ or Cosmic user voices, but the Delay and Flanger custom settings are very important to the Electronic Organ and Theatre Organ user voices!



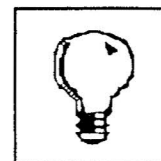
Appendix C

Ideas and Hints



Appendix C

Ideas and Hints



Ideas and Hints

The most powerful tool you have to work with, other than your Yamaha Electone is your imagination.

I can not stress enough the importance of the role that your imagination must play with the use of these user voices with registrations.

Try to listen to all kinds of musical styles, especially orchestral material. Don't just hear the musical melodies but listen to the instruments that are being played. Is it a Violin, or a Flute or perhaps a Trumpet...?

How about tempos?... Is there always a rhythm played by percussion instruments?... or do the bass, chords and melody sometimes stand by themselves?

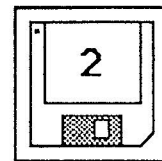
If you read all these paragraphs carefully from the beginning, you'll see that we already gave enough ideas to last you a lifetime.

Feel free to modify these presets and save your work onto another disk so as to keep the original *TURBO UPGRADE* disk intact for future reference.

When this project began, this section was included to give you ideas as to what to do with all the user voices with registrations, as well as our best attempt to describe each sound.

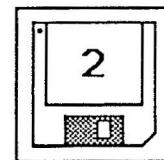
As the time neared to write about these creations, it became clear that "a "sound" is worth a thousand words". Hence, we decided to include a second disk called Sampler. This disk, as we mentioned, will tell you more than we could ever write.

So load your sampler, if you have not done so already, and let your imagination take over.



Appendix D

Sampler and Custom User Reset



Disk 2

Sampler and Custom User Reset

THE SAMPLER DISK

The Sampler Disk is just what the name implies: Musical samples utilizing user voices with registrations found on disk 1 on tracks (Song Select) 1 through 6.

These Samples are not complete songs but are musical demos. This gives you an idea of not only how the user voices with registrations sound but how they can be used in particular styles of music.

THE CUSTOM USER RESET

of disk 2

Located on track (Song Select) #7, is one of the most requested tools of both the novice and the professional player.

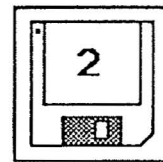
Custom Disk Reset automatically "resets" the Electone with totally customized settings. Your Electone has six different modes of Reverb, Delay has six modes plus a user, each of the FM voices (144) has its own vibrato whos delay-speed and depth can be modified. These parameters are just examples of the many variables that make your Electone so versatile. Yamaha has chosen a general setting for each of this variables.

TURBO UPGRADE Custom User Reset disk provides you with an alternate choice of pre-programmed parameters from where to begin building your song and registrations.

CUSTOM USER RESET CONTENTS

The following parameters have been set to affect all 16 presets.

- A) Reverb has been set to mode 4 and its level at maximum.
- B) Reverb has been set to affect all rhythms and keyboard percussion.
- C) Combi tremolo (fast tremolo) has been set to 64.
- D) Automatic Base Chord has been set to F.C. (Finger Chord).
- E) Celeste and Symphonic have been set to mode 1.
- F) Left foot switch has been set to "Rhythm Stop".
- G) Right foot switch has been set to "Registration Shift".



Sampler and Custom User Reset

H) All FM voices that call for a vibrato have been individually customized in the areas of vibrato delay, speed and depth to be more accurate to the instrument that they represent.

I) Delay has been set to mode 4

J) Phaser has been set to mode 3

K) Flanger has been set to mode 3

L) Lead Glide has been set to 70

M) All sections Volumes have been set to a specific amount.

In summary, these parameter settings have been very useful to Craig Knudsen and Héctor Olivera as a template for building a song or set of registrations from the beginning.

Take into consideration that while preparing a song many factors will play a role in causing some parameters to be edited further. For example: Upon building a preset that will try to simulate the Pipe Organ in Notre Dame Cathedral, you may choose to keep the reverb at maximum; on the other hand, while preparing a preset that will simulate a small Jazz ensemble, you may want to lower the Reverb level..

We hope you enjoy and find the contents of this guide useful.