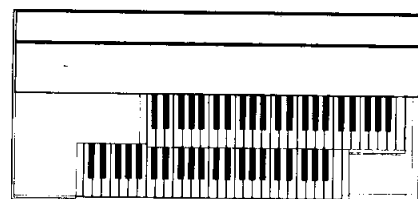


8 Rhythm Pattern Programming and Rhythm Sequence Programming



The Electone also includes powerful Rhythm Program functions: the Rhythm Pattern Programmer and the Rhythm Sequence Programmer. The Rhythm Pattern Programmer allows you to record your own original rhythm patterns using the high-quality percussion sounds of the Electone. The Rhythm Sequence Programmer lets you connect your original rhythm patterns together with the Preset rhythm patterns to create complete rhythm tracks, which you can automatically play back during your performance.

Outline of Rhythm Programming Operation

The following is a brief outline of the steps necessary in programming your own rhythm patterns and rhythm sequences. Once you work through the detailed instructions in the following sections and learn how to operate the Rhythm Program functions, you can use this outline as a guide or reminder.

- 1) Press the RHYTHM PATTERN button to call up the Rhythm Pattern Programmer and select the Rhythm Program pages.
- 2) Make Beat, Quantize, and Metronome settings.
- 3) Select the Edit page to record percussion sounds and program the pattern.
- 4) (Optional) Select the Accompaniment page to determine which accompaniment pattern will be used with your newly created rhythm.
- 5) Save your new rhythm pattern to memory.
- 6) Press the RHYTHM SEQUENCE button to call up the Rhythm Sequence Programmer for connecting rhythm patterns together in sequence to create songs.
- 7) Save your new rhythm sequences to the Sequence buttons.
- 8) (Optional) Finally, save all the User rhythm data you've created in the above steps to disk.

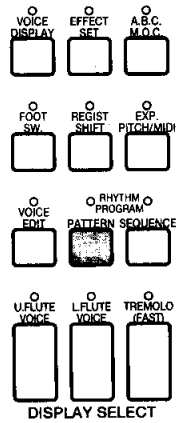
Rhythm Pattern Programming

The Rhythm Pattern Programmer works with the Keyboard Percussion feature to let you use any of 75 different percussion sounds in creating your own rhythm patterns. Up to 16 separate rhythm "tracks" are provided in a single pattern for each instrument part, and up to 40 patterns — eight User numbers, each with five variations — can be memorized.

Programming Rhythm Patterns

To call up the Rhythm Pattern Programmer function and select the Rhythm Program pages:

1. Press and hold down the RHYTHM PATTERN button in the DISPLAY SELECT section. The LED of the button lights and the display prompts you to select a rhythm pattern.



Note: Pressing the RHYTHM PATTERN button here also automatically stops the rhythm patterns and rhythm sequences.

Note: Use of the playback and recording functions on the Music Disk Recorder automatically cancels the Rhythm Programming/Rhythm Sequencing operations.

PATTERN

Select a Rhythm!!

2. While holding down the RHYTHM PATTERN button, select a preset rhythm pattern to be copied to the Rhythm Pattern Programmer. Releasing the RHYTHM PATTERN button without selecting a rhythm loads a blank pattern to the Programmer.

Copying a preset rhythm lets you make changes to an existing rhythm pattern, saving you time if you want to program a rhythm that is similar to an existing preset pattern. Two measures of the selected rhythm pattern will be copied to the Rhythm Pattern Programmer.

Loading a blank rhythm pattern allows you to create your own rhythm pattern from scratch.

COPYING A PATTERN FROM THE RHYTHM MENUS:

You can also copy a specific rhythm pattern from among the choices in a Rhythm Menu. To do this, press the desired panel Rhythm button, then select the desired pattern with the Data Control buttons — BEFORE calling up the Rhythm Pattern Programmer and performing steps #1 and #2 above. The specified rhythm will be copied once you execute steps #1 and #2. (The same procedure can be used with the FILL IN and INTRO. ENDING buttons for copying Fill In and Ending patterns.)

Note: When preset rhythm patterns are copied to the Rhythm Programmer, the copied patterns may differ in volume from the original patterns.

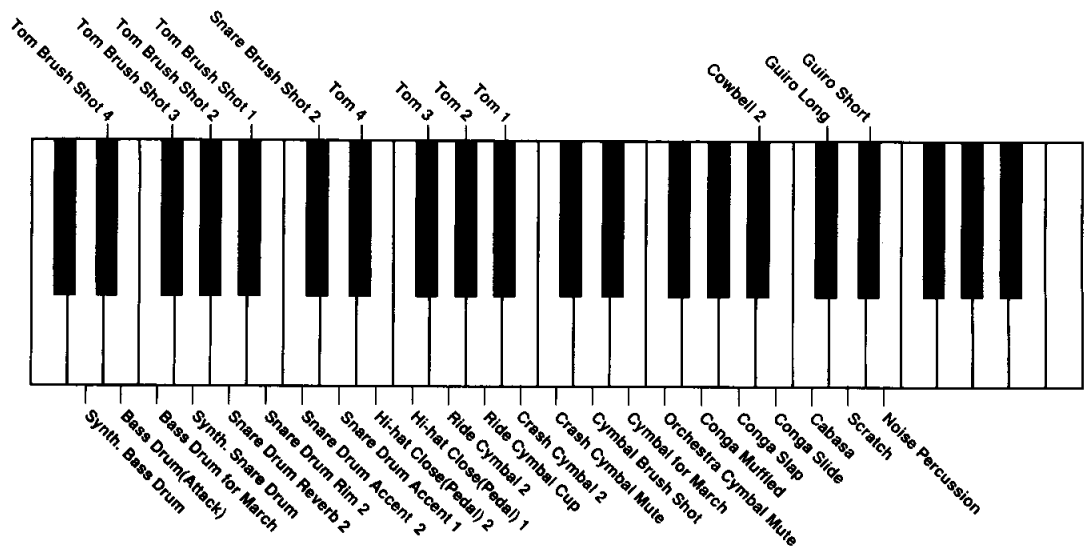
Rhythm Programming Percussion Sounds

— Upper and Lower Keyboard

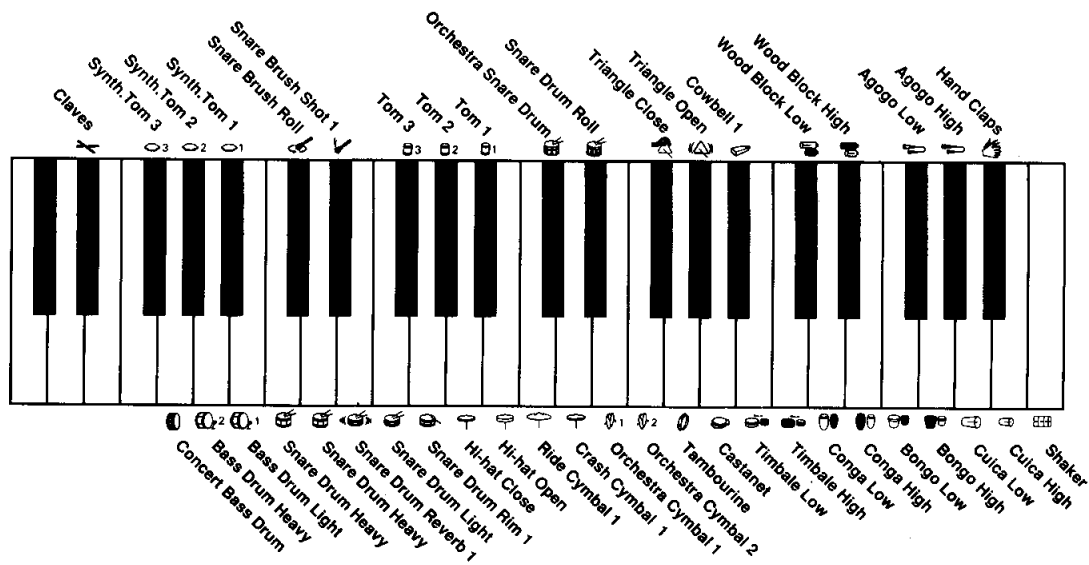
The Rhythm Programmer has a total of 75 different percussion sounds that are assigned to the keys of the Upper and Lower keyboards, as shown in the following chart.

Note: Percussion sounds on the Lower keyboard are the same as in Keyboard Percussion. The sounds of the Upper keyboard can be used only in Rhythm Pattern Programming.

Upper Keyboard



Lower Keyboard



Step Write and Real Time Write Operation

There are two different methods you can use to program rhythm patterns: Step Write and Real Time Write. Step Write allows you to enter percussion sounds as individual note values. As a method, it is very similar to writing down the notes on a sheet of music paper; each note is entered one at a time, and though you can hear each individual note entered, you cannot actually hear the pattern playing as you create it. Real Time Write on the other hand, is similar to using a multitrack tape recorder; you can hear previously recorded parts of the pattern as you record new parts on top.

Each method has its own advantages and uses. Step Write is good for precision and for entering percussion sounds whose note placement and rhythmic value has been determined, such as a bass drum that plays every beat in a measure. Real Time Write is best for capturing the "feel" of a rhythm, because it allows you to actually play the pattern as you are creating it. Which method you use depends partly on the type of rhythm you intend to create and partly on your own personal preference. You can even switch between the two methods in editing to create a single rhythm pattern by the use of both methods. This would come in handy, for example, in programming the basic beats of a rhythm with Step Write, then using Real Time Write to add percussion accents and embellishments.

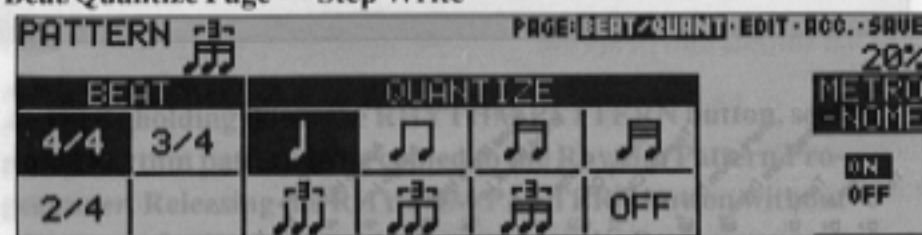
Selecting Step Write or Real Time Write Operation

Step Write and Real Time Write can be selected from either the Beat/Quantize page or the Edit page. Which mode of operation is selected depends on the play status of the rhythm pattern. If the rhythm is stopped, Step Write is automatically selected. If the rhythm is playing, Real Time Write is selected. Simply press the START button in the Rhythm section on the panel to start or stop the rhythm pattern and switch between the two modes.

Using the Beat/Quantize Page

The Beat/Quantize page is automatically displayed when calling up the Rhythm Pattern Programmer. It is used in both Step Write and Real Time Write for selecting the basic timing settings of the pattern.

Beat/Quantize Page — Step Write



1 Beat

Determines the time signature used for the rhythm pattern. Available time signatures are 2/4, 3/4 and 4/4.

2 Quantize

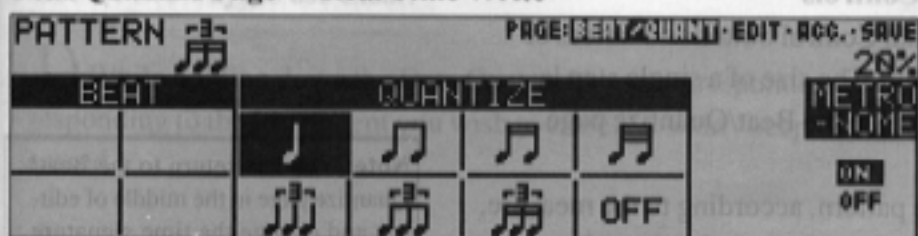
Determines the resolution of the Step Write function. Step Write operations involve advancing in "steps" along regularly spaced points in a measure and Quantize lets you set how many points there will be in the measure. In Step Write, since you can only enter notes to those points, the more points there are in a measure, the more leeway you have in entering notes.

Quantize values are shown in the LCD as note values and represent fractions of a measure; thus, the eighth note (♩) means that there will be eight points or divisions in the measure. The default setting is a quarter note.

3 Metronome

(The Metronome is used only in Real Time Write. See Real Time Write below.)

Beat/Quantize Page — Real Time Write



1 Metronome

Turns the metronome click on or off. When set to ON, the metronome sounds on each beat of the measure (for example, three times per measure in 3/4 time) to serve as a rhythmic guide when programming patterns. The metronome can be turned on or off while a rhythm pattern is playing. The metronome is automatically set to ON when a blank pattern has been selected, and is set to OFF when an existing pattern is copied.

2 Quantize

This function is generally the same as that in Step Write operation. Used with Real Time Write, however, it allows you to automatically "correct" the timing of the notes you enter, according to the specified Quantize resolution.

Note: Beat can only be changed in Real Time Write when the rhythm pattern is stopped.

Entering Percussion Sounds to a Rhythm Pattern

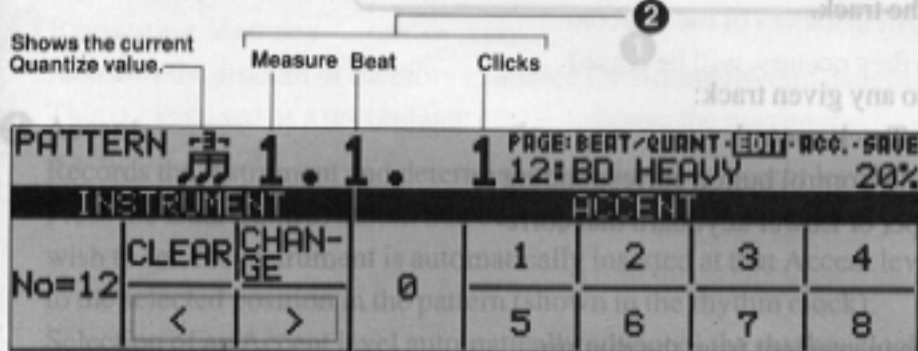
Percussion sounds can be entered by either Step Write or Real Time Write from the Edit page. (Sounds can also be entered in the Beat/Quantize page by Real Time Write.) As with the Beat/Quantize page above, the Step Write version of the Edit page is selected when the rhythm pattern is stopped, and Real Time Write is selected when the pattern is running.

Editing with Step Write

To enter sounds with Step Write:

1. Select the Edit page with the Page Select buttons, then use the step forward and step reverse controls to advance or reverse the rhythm clock to the point at which you wish to enter the percussion sound.

Edit Page — Step Write



Shows the current Quantize value.

Measure Beat

Clicks

1

1 Step Forward and Step Reverse Controls

Each press of the corresponding Data Control buttons advances or reverses the rhythm clock by one step. The size of a single step is determined by the Quantize value, set in the Beat/Quantize page.

2 Rhythm Clock

Displays the current position in the pattern, according to the measure, beat, and number of clicks. A click is the smallest division of a pattern, and one beat is made up of 24 clicks.

Note: You can return to the Beat/Quantize page in the middle of editing and change the time signature and/or the Quantize value.

2. Select the percussion sound you wish to enter.

There are two ways to select percussion sounds in the Step Write mode:

Press the key on the Upper or Lower keyboard that corresponds to the sound. The instrument name automatically appears at the top right of the LCD when the key is pressed. The selected instrument is automatically assigned to an available empty rhythm track.

or

Use the leftmost Data Control buttons under the instrument number to step through the available sixteen rhythm tracks. The name of the instrument currently assigned to the selected track is displayed at the top right of the LCD. (Since this method allows you to select only from among the assigned instruments, use the Change function described with the LCD below to change instrument assignments.)

PATTERN 1.1.1		PAGE: BEAT/QUANT		EDIT: ACC. SAVE		
12:BD HEAVY		20%				
INSTRUMENT		ACCENT				
No=12	CLEAR	0	1	2	3	4
	CHAN-GE		5	6	7	8
<	>					

① ③ ②

1 Rhythm Track

Selects from among the sixteen rhythm tracks and displays the instrument number currently assigned to the track.

2 Change

To change the instrument assigned to any given track:

- 1) Select the track using the Rhythm Track control.
- 2) Simultaneously hold down the Data Control button corresponding to Change and press the key on the Upper or Lower keyboard that corresponds to the instrument.

3 Clear

The Clear function is used to erase an instrument from the rhythm pattern. All instances of the selected instrument, irrespective of which tracks they occupy, will be erased from the pattern.

There are two ways to use Clear:

1) While holding down the Data Control button corresponding to Clear, press the key on the keyboard corresponding to the instrument you wish to erase. (A short "beep" sound indicates that the instrument has been erased.)

You can erase all of the sounds on all recorded tracks of the pattern by holding down the Data Control button corresponding to Clear and simultaneously pressing the lowest key (C1) on the Lower keyboard. Be careful not to do this inadvertently since all sounds will be instantly and permanently erased.

2) Press, then release the Data Control button corresponding to Clear. The following display appears, prompting confirmation of the operation:

PATTERN 1.1. 1		PAGE: BERT/QUANT		EDIT: ACC. SAVE	
INSTRUMENT		12:BD HEAVY		20%	
No=12	CLEAR	12:BD HEAVY Clear Are You Sure ?		3	4
	<	[OK] [Cancel]		7	8



1) Select OK with any of these buttons to clear all data. A "completed" message momentarily appears on the LCD.

2) Select Cancel with any of these buttons to abort the operation and return to the original Edit display.

3. Use the Accent section of the Edit page to enter the sound to the selected point.

PATTERN 1.1. 1		PAGE: BERT/QUANT		EDIT: ACC. SAVE	
INSTRUMENT		ACCENT			
No=12	CLEAR	CHAN-GE	0	1	2
	<	>		3	4
				5	6
				7	8

Note: You can record up to sixteen different instrument sounds in a single rhythm pattern, with each instrument occupying one of the sixteen available tracks. The Rhythm Pattern Programmer has polyphonic capacity for playing up to eight sounds simultaneously.

Instruments can only be entered if there are empty tracks remaining. If all sixteen tracks have been used, no subsequently selected instruments can be heard or recorded.

Remaining Memory

Indicates the amount of memory available for loading rhythm patterns. Expressed as a percentage: 100% indicates the maximum.

1 Accent

Records the instrument and determines its volume or Accent level. Press the Data Control button that corresponds to the Accent level you wish to set; the instrument is automatically inserted at that Accent level to the selected position in the pattern (shown in the rhythm clock). Selection of an Accent level automatically advances the rhythm clock by one step, according to the current Quantize resolution value.

Editing with Real Time Write

To enter sounds with Real Time Write:

1. Select the Beat/Quantize page or Edit page with the Page Select buttons, then start the rhythm pattern by pressing the START button.

2. While the rhythm pattern is running, play the percussion sounds from the Upper and/or Lower keyboards.

Listen to the metronome click as you play the sounds, using it as a guide to keep in time and tempo. The pattern will automatically repeat (or "loop") every two measures.

Each instrument sound is recorded and automatically assigned to a separate track as you play it. All events of a single sound are assigned to the same track; for example, if you alternately play a hi hat sound with a snare drum, all notes of the hi hat will be recorded to one track and all notes of the snare drum to another track.

Note: All of the instrument and track recording limitations described in Step Write apply to Real Time Write as well. (See note in Editing with Step White, step #3, p.90.)

3. When you've finished entering instruments to the pattern, stop it by pressing the START button again, or by selecting the Accompaniment or Save pages.

Edit Page — Real Time Write

PATTERN REAL TIME WRITE		PAGE: BEAT/QUANT · EDIT · ACC · SAVE	
INSTRUMENT		ACCENT	
CLEAR			20%

Clear

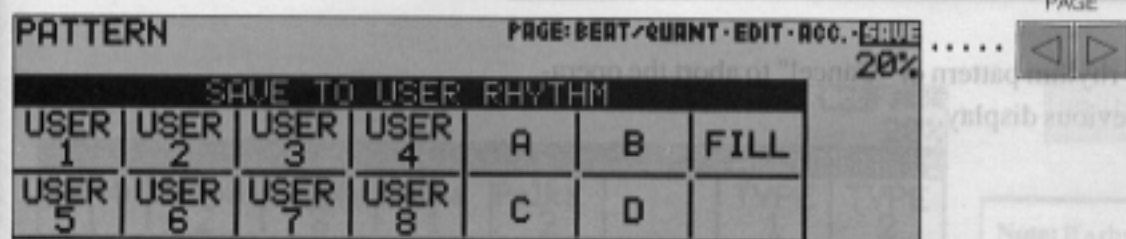
As in Step Write, the Clear function is used to erase an instrument from the rhythm pattern. However, the method of operation is slightly different. Hold down the Data Control button that corresponds to Clear in the display, and simultaneously press the key on the keyboard corresponding to the instrument you wish to erase. All instances of the selected instrument, irrespective of which tracks they occupy, will be erased from the pattern.

You can erase all of the sounds on all recorded tracks of the pattern by selecting Clear and pressing the lowest key (C1) on the Lower keyboard. Be careful not to do this inadvertently since all sounds will be instantly and permanently erased.

Saving Rhythm Patterns

To save a newly created rhythm pattern to a User pattern number:

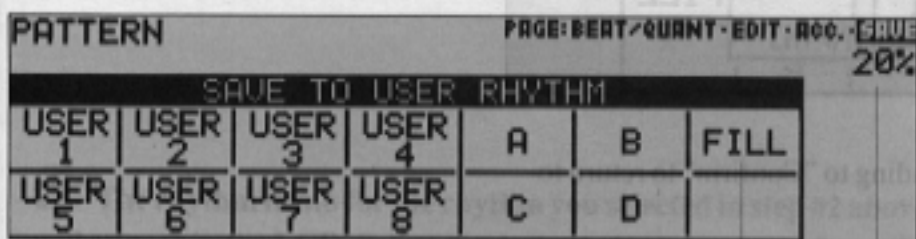
1. Select the Save page with the Page Select buttons.



The current rhythm pattern, if playing, will automatically be stopped when this page is selected.

2. Using the appropriate Data Control buttons, select both the User number and variation type to which you wish to save the newly created rhythm pattern.

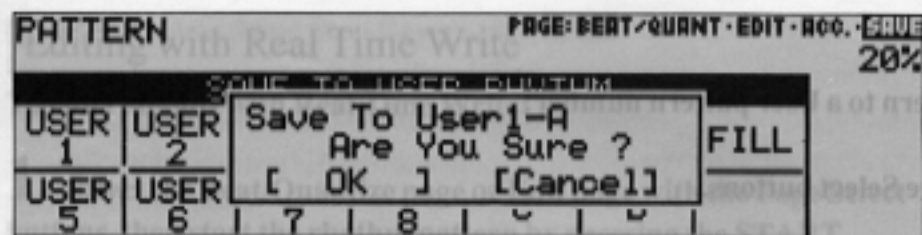
Keep in mind that you cannot save a rhythm pattern by selecting only a User number; you must also select a variation type — A, B, C, D, or FILL (Fill In). Including the Fill In patterns, up to 40 different rhythm patterns (8 User numbers × 5 variations) can be saved.



- 1 User Numbers
- 2 Variations
- 3 Fill In
- 4 Remaining Memory

Indicates the amount of memory available for storing rhythm patterns. This is expressed as a percentage: 100% indicates the maximum amount of memory available, and 0% indicates that there is no more memory available.

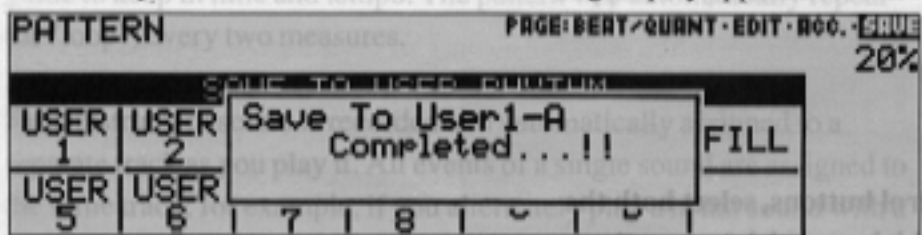
Once you have selected a User number and type, the following display will appear, prompting confirmation of the operation.



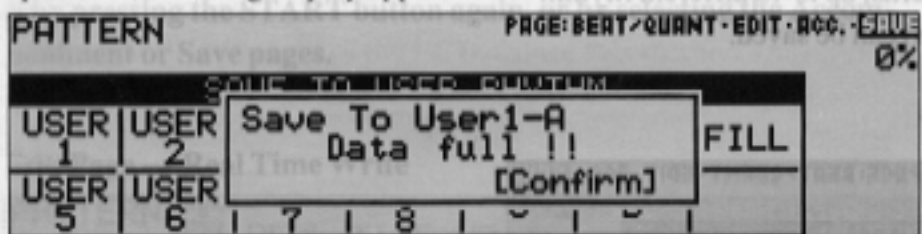
Select "OK" to save the rhythm pattern or "Cancel" to abort the operation and return to the previous display.

2. While the rhythm pattern is running, press the **DATA CONTROL** buttons from the Upper and/or Lower keyboard.

When the pattern has been saved, the following display appears:



When the pattern cannot be saved because of lack of available memory space, the following display appears:



Press the Data Control button corresponding to "Confirm" to return to the original Save display.

You should periodically save your rhythm pattern as you are making it and check the amount of remaining memory. If the rhythm pattern currently being edited cannot be saved because of a lack of memory space, erase some of the less necessary percussion sounds with the **CLEAR** function, and try saving the pattern again.

Note: The Power On Reset function (see page 55) can be to delete all User rhythm patterns from memory.

Selecting Accompaniment Patterns

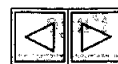
This function of the Rhythm Pattern Programmer allows you use one of the Electone's Accompaniment patterns with your original rhythm pattern. You can select the Accompaniment pattern that best matches the rhythm pattern that you have created.

To select an appropriate Accompaniment pattern for your newly created rhythm pattern:

1. Select the Accompaniment (ACC.) page with the Page Select buttons.

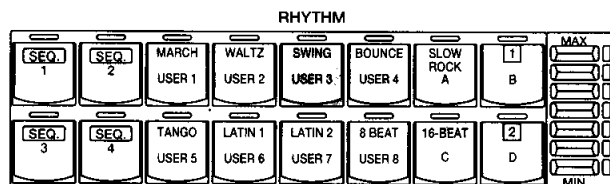
PATTERN						PAGE: BEAT/QUANT · EDIT · ACC · SAVE	
MARCH						ACCOMPANIMENT	
March 1	March 2	March 3	Polka 1	Polka 2		TYPE 1	TYPE 2
Country1	Country2	Broadway	Baroque			TYPE 3	TYPE 4

PAGE



Note: If a rhythm pattern is started in the Accompaniment page, the Accompaniment will also be heard. However, both the rhythm pattern and the Accompaniment will automatically be stopped when you leave the page.

2. Press the button corresponding to the desired rhythm type in the Rhythm section on the panel.



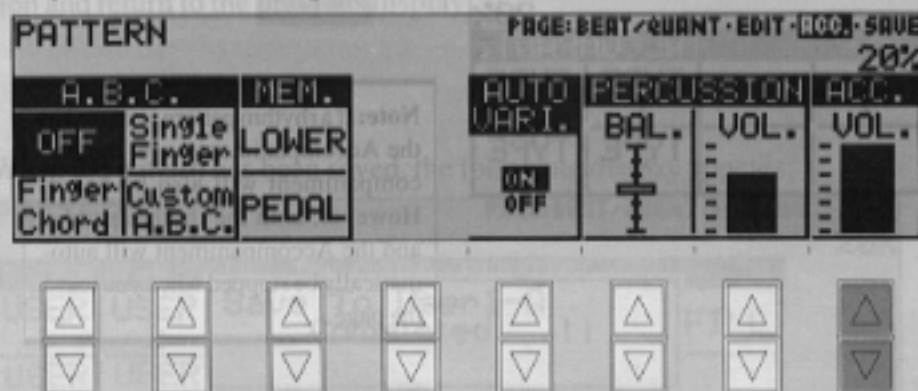
3. The rhythm menu for the rhythm you selected in step #2 above will appear in the LCD. Select the desired rhythm pattern from the menu with the Data Control buttons.

PATTERN						PAGE: BEAT/QUANT · EDIT · ACC · SAVE	
SWING						ACCOMPANIMENT	
Swing 1	Swing 2	Swing 3	Swing 4	Swing 5	Swing 6	TYPE 1	TYPE 2
Jazz Ballad	Dixieland1	Dixieland2				TYPE 3	TYPE 4

4. You can also call up the Rhythm Condition page from the above display and set the Accompaniment volume.

To do this, press the same Data Control button as you did in step #3 above in selecting a rhythm pattern, and adjust the Accompaniment volume with the appropriate Data Control buttons.

Rhythm Condition Page

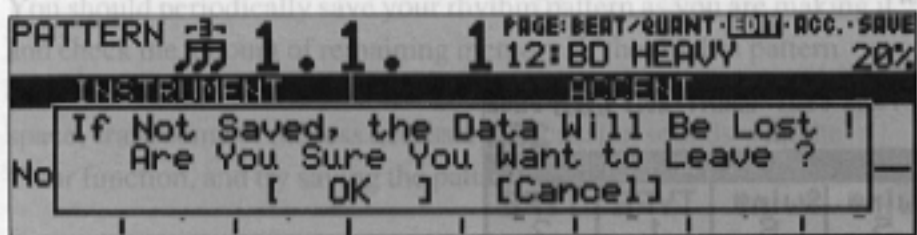


Leaving the Rhythm Pattern Programming Functions

You can exit the Rhythm Pattern Programmer from any of its display pages. To do this:

1. Press the RHYTHM PATTERN button in the DISPLAY SELECT section once again.

If a rhythm pattern is playing, it will automatically be stopped. The following display will appear, prompting confirmation of the operation.



Note: If you leave the Rhythm Pattern Programmer without having edited any patterns, this display will not appear.

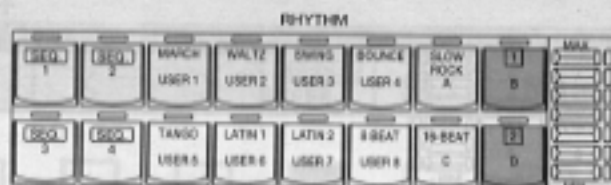
2. Select "OK" to leave the Rhythm Pattern Programmer, or "Cancel" to abort the operation and return to the previous display.

This function of the Rhythm Pattern Programmer allows you use one of the Electone's Accompaniment patterns with your original rhythm pattern. You can select the Accompaniment pattern that best matches the rhythm pattern that you have created.

Playing User Rhythm Patterns

The User rhythm patterns you have created in the Rhythm Pattern Programmer can be selected and played from the panel Rhythm controls. To do this:

1. Press one of the Dotted buttons in the Rhythm section.



2. Select the USER page with the Page Select buttons.

The LCD display shows the 'USER 1-A' page. At the top, it says 'RHYTHM USER 1-A' and 'PAGE: 1-2-3-4-5-6-7-8-9-10-USER'. Below this is a table with columns for 'USER RHYTHM' and 'ACCOMPANI.'. The 'USER RHYTHM' section has two rows of buttons for USER 1-8 and variation types A, B, C, D. The 'ACCOMPANI.' section has two columns for TYPE 1-4.

USER RHYTHM				ACCOMPANI.			
USER 1	USER 2	USER 3	USER 4	A	B	TYPE 1	TYPE 2
USER 5	USER 6	USER 7	USER 8	C	D	TYPE 3	TYPE 4

3. Select the desired User rhythm pattern from the LCD display by using the Data Control buttons.

The LCD display shows the 'USER 2-B' page. It has the same layout as the previous page, but the 'USER 2' and 'B' buttons are highlighted. The page title is 'RHYTHM USER 2-B' and 'PAGE: 1-2-3-4-5-6-7-8-9-10-USER'.

USER RHYTHM				ACCOMPANI.			
USER 1	USER 2	USER 3	USER 4	A	B	TYPE 1	TYPE 2
USER 5	USER 6	USER 7	USER 8	C	D	TYPE 3	TYPE 4



Be sure to select both a User number and a variation type (A, B, C, or D).

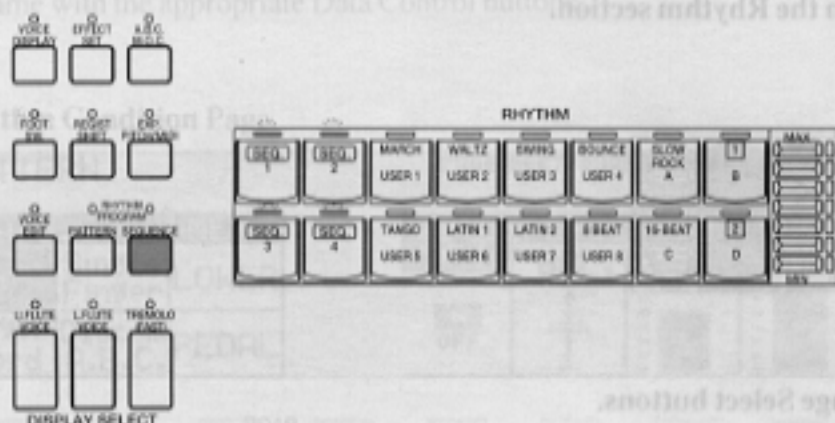
PLAYING USER FILL IN PATTERNS: You can play User Fill In patterns by selecting the desired User number and pressing the FILL IN button in the Rhythm section on the panel.

Programming Rhythm Sequences

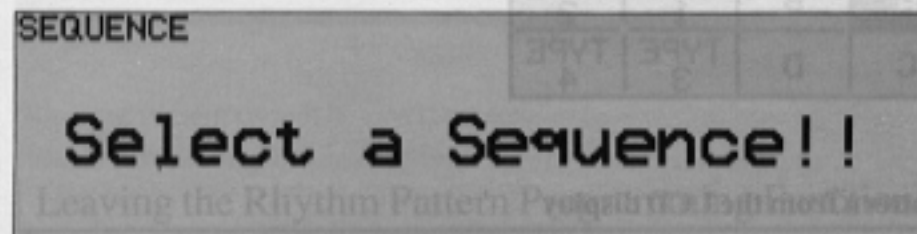
With the Rhythm Sequence Programmer, you can connect any of the Electone's existing rhythm patterns and the rhythm patterns of your own creation together to make complete rhythm compositions. You can save four rhythm compositions to the Sequence buttons on the panel for future recall.

To call up the Rhythm Sequence Programmer function:

1. Press the RHYTHM SEQUENCE button in the DISPLAY SELECT section.



The LEDs of the numbered Sequence buttons in the Rhythm section on the panel will flash and the following display will prompt you to select a sequence number.



2. Press one of the Sequence buttons to call up the Rhythm Sequence display.



In this display, different rhythm patterns (both Preset rhythm patterns and User rhythm patterns that you created with the Rhythm Pattern Programmer) can be entered in sequence along the pattern row in the middle of the display. Entered patterns are shown in boxes, while the numbers in the row above indicate the position.

The three-character code inside each box indicates the type and number of the rhythm pattern. The preset rhythm patterns of the Electone are indicated by a two-digit number (i.e., [05] or [16]). User patterns are indicated by the "U" prefix as well as a letter suffix representing the type — A, B, C, D, and F (Fill In). Examples of these include [U3C] and [U8F]. The preset patterns also may have a letter suffix: "I" indicates Intro, "F" indicates Fill In, and "E" indicates Ending (i.e., [01I], [20F], and [16E]).

Note: When you select one of the sequences in this step, any editing done to that sequence is instantly and automatically saved. This means that if you select a sequence that is already programmed, any editing you do will permanently change the sequence and the original sequence cannot be recovered.

Note: Any rhythm pattern currently playing will automatically be stopped when you call up the Rhythm Sequence Programmer function. Also, use of the Music Disk Recorder functions automatically cancels Rhythm Sequence operations.

To program a rhythm sequence:

1. Select the type of rhythm pattern you wish to enter, Preset or User.



2. Select the desired rhythm pattern by pressing the appropriate button in the Rhythm Select section, then select SET in the display to enter the pattern. (Refer to the Rhythm Pattern Number Table below for a list of the rhythm patterns and their number assignments.)



1) Press one of the rhythm buttons...



2) ...then select SET.

When PRESET is selected in step #1 above, the Rhythm Select buttons are used to select the Preset rhythm names printed at the top. When USER is selected, however, these buttons function according to the User numbers and letters printed at the bottom. Select the User pattern by pressing one of the numbered buttons (1 - 8), then a lettered button (A, B, C, or D) or FILL (for User Fill In).

Note: A maximum of 120 patterns can be entered to a single sequence.

Rhythm Pattern Number Table

01	March 1	18	Bolero	35	Slow Rock 3	52	8 Beat 3
02	March 2	19	Swing 1	36	Tango 1	53	8 Beat 4
03	March 3	20	Swing 2	37	Tango 2	54	8 Beat 5
04	Polka 1	21	Swing 3	38	Tango 3	55	Dance Pop 1
05	Polka 2	22	Swing 4	39	Cha-cha	56	Dance Pop 2
06	Country 1	23	Swing 5	40	Rhumba	57	Dance Pop 3
07	Country 2	24	Swing 6	41	Beguine	58	Dance Pop 4
08	Broadway	25	Jazz Ballad	42	Mambo	59	16 Beat 1
09	Baroque	26	Dixieland 1	43	Salsa	60	16 Beat 2
10	Waltz 1	27	Dixieland 2	44	Samba 1	61	16 Beat 3
11	Waltz 2	28	Bounce 1	45	Samba 2	62	16 Beat 4
12	Waltz 3	29	Bounce 2	46	Samba 3	63	16 Beat 5
13	Waltz 4	30	Bounce 3	47	Bossanova 1	64	16 Beat Funk 1
14	Waltz 5	31	Reggae 1	48	Bossanova 2	65	16 Beat Funk 2
15	Jazz Waltz 1	32	Reggae 2	49	Bossanova 3	66	16 Beat Funk 3
16	Jazz Waltz 2	33	Slow Rock 1	50	8 Beat 1		
17	Jazz Waltz 3	34	Slow Rock 2	51	8 Beat 2		

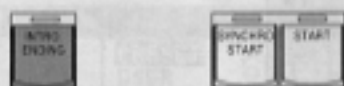
Fill-in/ Intro./Ending

01F	March 1 Fill-in
01I	March 1 Intro.
01E	March 1 Ending

User

U1A	User 1- A
U1B	User 1- B
U1C	User 1- C
U1D	User 1- D
U1F	User 1- Fill-in

3. If you wish to enter a Fill In, Intro, or Ending pattern, hold down the appropriate rhythm control button on the panel (INTRO, ENDING or FILL IN) and simultaneously press the Data Control button corresponding to SET.



1) While holding down INTRO, ENDING or FILL IN...

SEQUENCE		[1Bar] March1		INTRO	
No.	1	5	10	15	
PAT.	01F	01I	01E	01F	01E
	↑				
	POSITION		DATA		
K<	<	>	PRESET USER	SET	INS. DEL. CLEAR



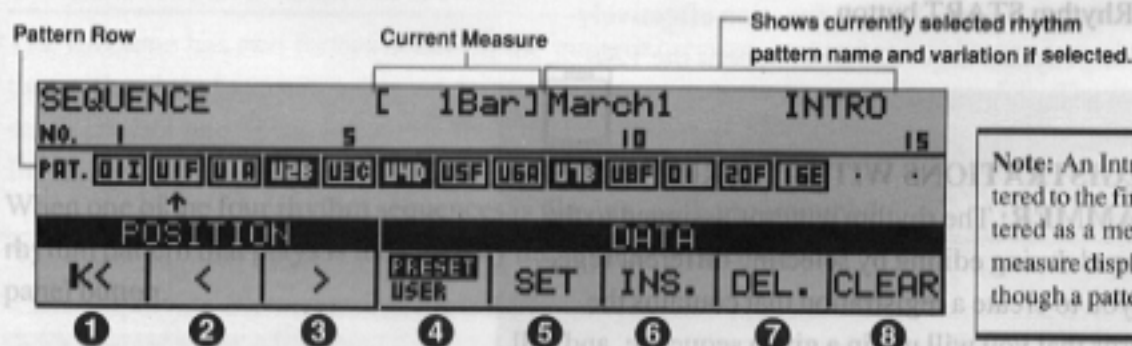
2) ...press SET.

ABOUT ENTERING INTRO AND ENDING PATTERNS:

Pressing the INTRO. ENDING button when at the first position in the pattern row automatically enters an Intro pattern there. Pressing the INTRO. ENDING button at any other position in the row enters an Ending pattern.

Note: Any existing pattern data that follows an Ending pattern is automatically deleted.

- Use the cursor controls to move the cursor along the pattern row in the display and select the position at which patterns will be entered. Then use the data controls to enter and delete pattern numbers in the pattern row.



Note: An Intro or Fill In pattern entered to the first position is not registered as a measure, and the current measure display shows "1- Bar," even though a pattern has been entered.

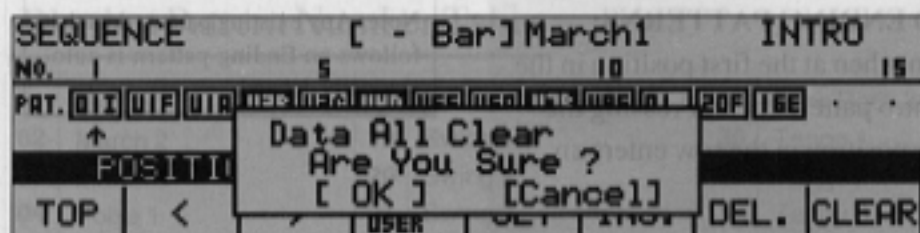
Cursor Controls

- ll< -- Moves the cursor to the first position.
- < -- Moves the cursor one measure to the left.
- > -- Moves the cursor one measure to the right.

The Coarse button can also be used with the cursor controls to move the cursor several steps at a time.

Data Controls

- Preset/User**
Determines the type of rhythm pattern, Preset or User. (See step #1 above.)
- Set**
For initially entering a pattern number to an empty position in the pattern row, or for replacing a pattern at the cursor position. (See steps #2 and #3 above.)
- Insert**
For inserting a pattern number at the current cursor position. The new pattern is entered to the cursor position and all other patterns to the right of the cursor are moved to accommodate the new number. The operation is the same as for Set (see steps #2 and #3 above).
- Delete**
For deleting a pattern number at the current cursor position.
- Clear**
For erasing all patterns entered to the selected sequence. After selecting Clear, the following display appears:



Select "OK" to clear the currently selected rhythm sequence, or "Cancel" to abort the operation and return to the previous display.

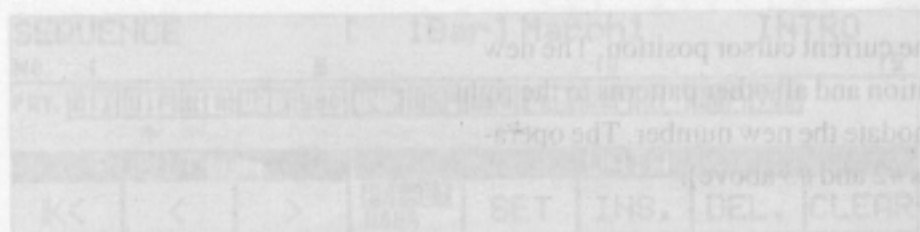
You can play the rhythm sequence at any time during the editing process by moving the cursor to the point at which you wish to begin playback and pressing the Rhythm START button.

ABOUT USING REGISTRATIONS WITH THE RHYTHM SEQUENCE PROGRAMMER: The rhythm patterns assigned to the sequence can be changed during editing by selecting different registrations. This allows you to create a registration that contains the specific rhythm patterns that you will use in a given sequence, and call up that registration when editing the sequence. The type of Accompaniment used with the rhythm patterns also depends on the selected registration.

Leaving the Rhythm Sequence Function

To exit the Rhythm Sequence Programmer:

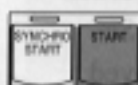
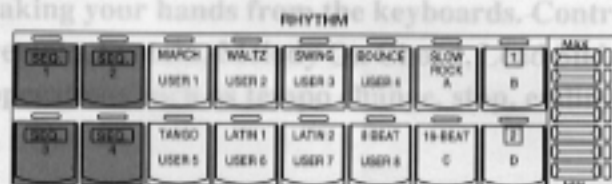
Press the RHYTHM SEQUENCE button in the DISPLAY SELECT section once again. (The LED of the button will turn off.)



Playing Rhythm Sequences

To play any of the rhythm sequences you have created:

Press the appropriate Sequence button on the panel, then press the rhythm START button.



Footswitch Control

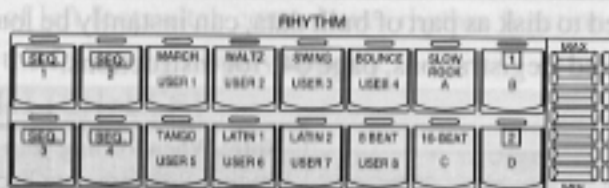
The Electone has two footswitches on the main console. The right footswitch is used for the Registration Shift function. The left footswitch is used to control one of the following functions: Intro/End, Synchrono Start, Fill In, and Rhythm Stop.

When one of the four rhythm sequences is playing, each programmed rhythm pattern that plays is indicated by the lit LED on the Rhythm panel button.

When a Preset rhythm pattern is playing, the current pattern button's LED is lit:



When a User rhythm pattern is playing, the LEDs of the two pattern buttons (User number and type) are lit:



Playing All Sequences In Order

You can also have up to all four rhythm sequences automatically play in order, one after the other. To do this:

One of the three Rhythm Control functions can be selected. Pressing

1. Press the desired Sequence buttons, making sure that their LEDs are all lit.

Functions as an off/on switch for the rhythm pattern.

2. Ending

Switches

stopped

3. Fill In

Switches the rhythm to the Fill In pattern.



2. Press the START button.



The rhythm sequences start from the lowest number and play in order automatically to the highest number. (For example, if you press Sequence buttons 4, 2 and 1 in that order, the sequences will be played back in their numeric order: 1, 2, then 4.) This function effectively allows you to make a long rhythm sequence that exceeds the 120-pattern memory limit of a single sequence.

Saving Rhythm Pattern and Rhythm Sequence Data to Disk

Once you have created your own rhythm patterns and rhythm sequences, you'll want to save them to disk. Doing so allows you to free up memory in the Electone for creating additional rhythm patterns and sequences. Also, the User rhythm patterns and sequences you've saved to disk can be loaded back to the Electone any time.

Rhythm Pattern and Rhythm Sequence data is included in the bulk data that is saved when you record registrations to disk. Refer to the section Recording Registrations, page 63, for instructions.

Recalling Rhythm Pattern and Rhythm Sequence Data from Disk

The Rhythm Pattern and Rhythm Sequence data saved to disk as part of bulk data, can instantly be loaded back to the Electone. Refer to the section Recalling Recorded Registrations, page 64, for instructions.

Note: When loading your original Rhythm Program data back to the Electone, be sure to stop the rhythm pattern if it is playing. Loading cannot be executed when a rhythm pattern is running.