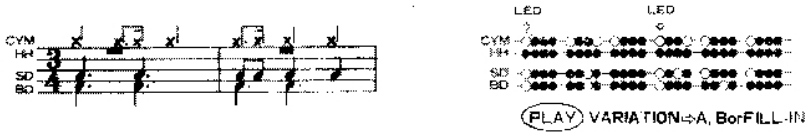
OTHER EXAMPLES

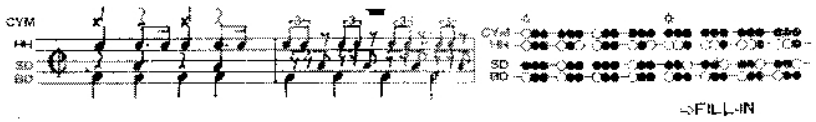
E.19
JAZZ WALTZ
𝄵 2



(PLAY) VARIATION⇔A, BorFILL-IN

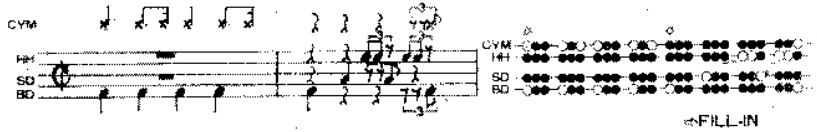
12 STEP POSITIONS ARE USEFUL TO EXPRESS TRIPLET FEELING OF 4 BEAT JAZZ.
IN THIS CASE, PLEASE TRANSLATE THE PATTERNS WRITTEN ON SCORE SUCH AS 𝅘𝅥𝅮𝅘𝅥𝅮𝅘𝅥𝅮 TO 𝅘𝅥𝅮𝅘𝅥𝅮

E.20
SWING



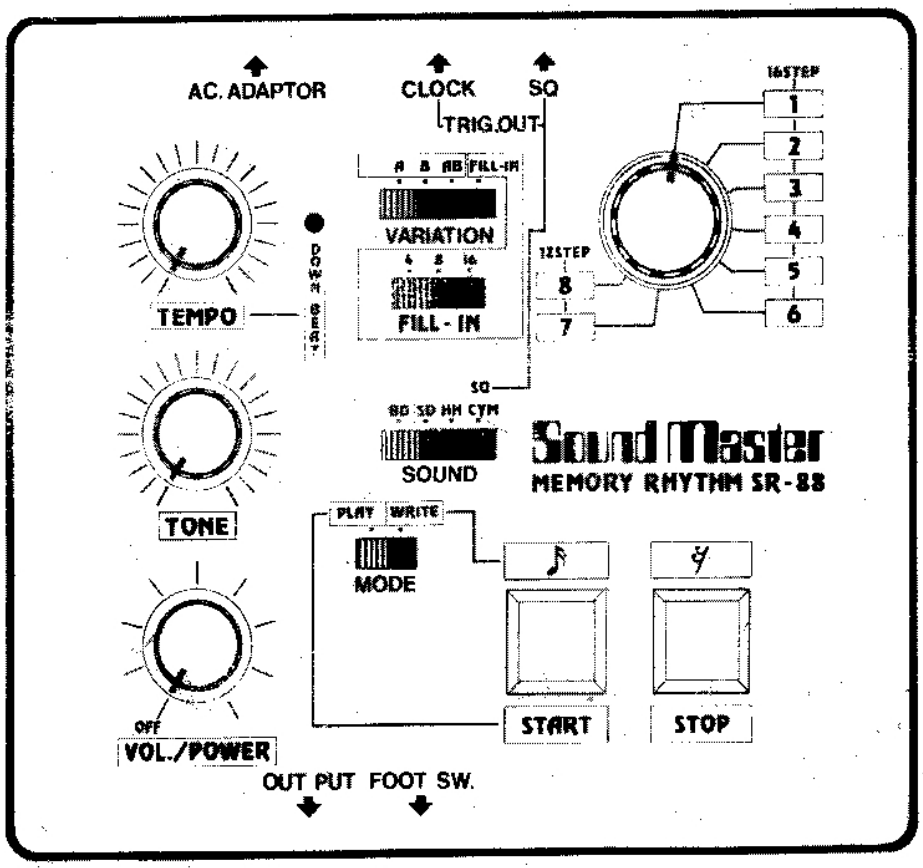
⇔FILL-IN

E.21
JAZZ



⇔FILL-IN

OPERATING MANUAL



Connecting and Control Description

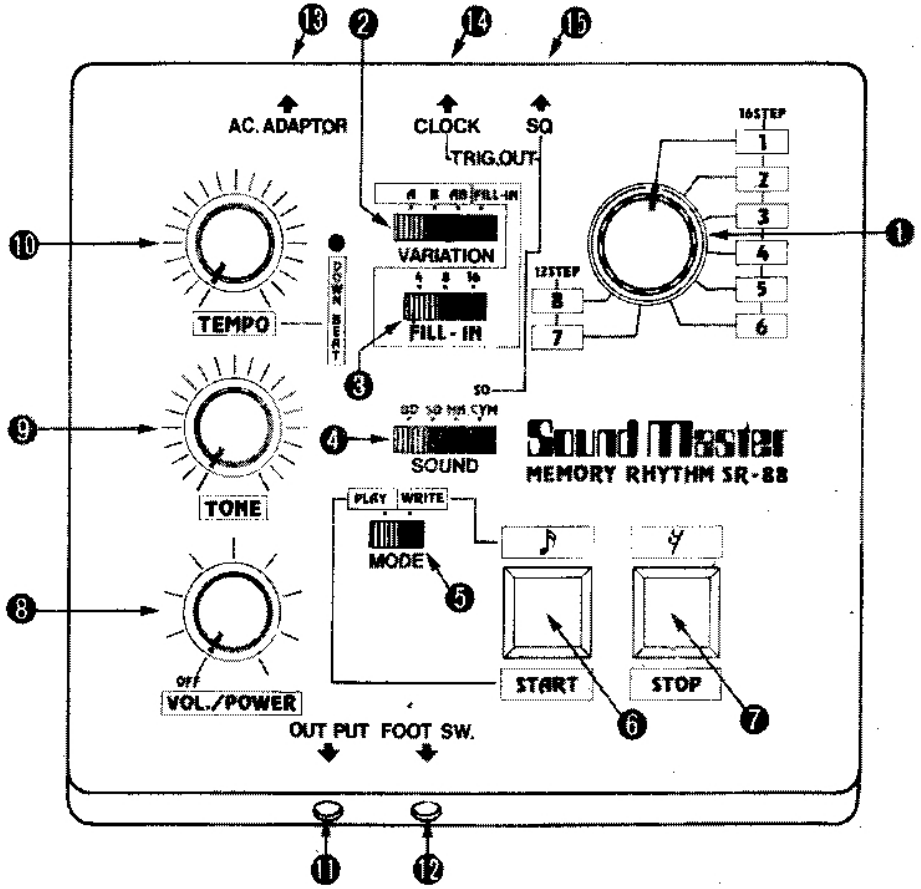
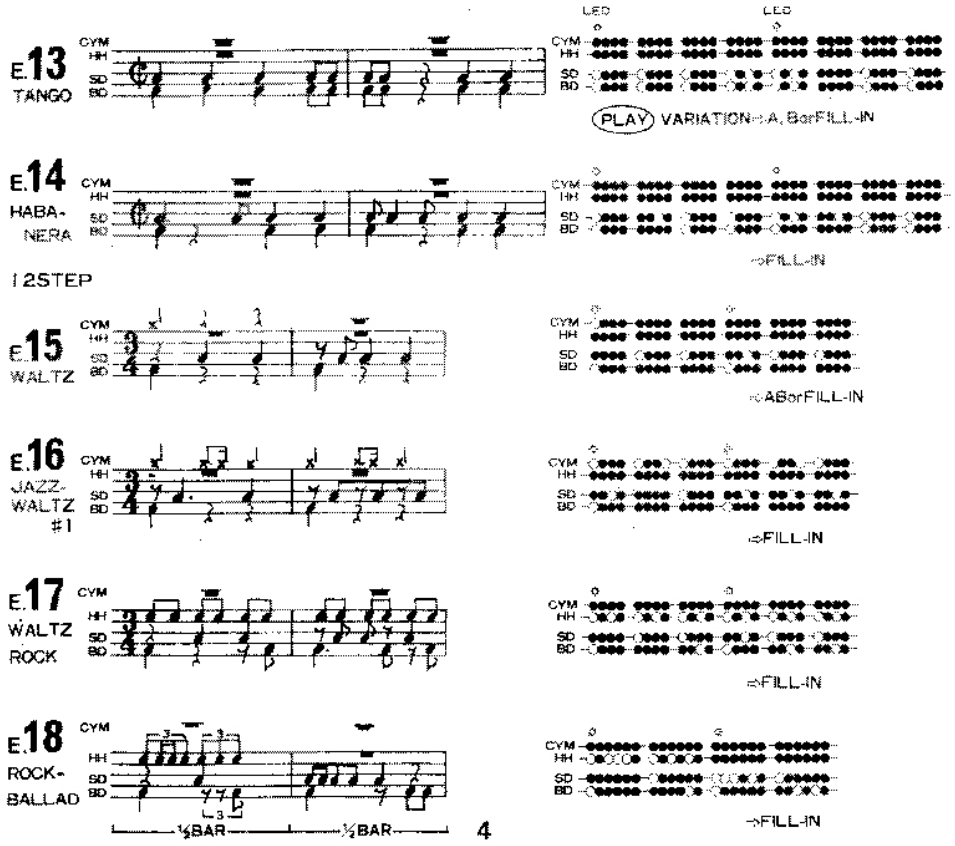
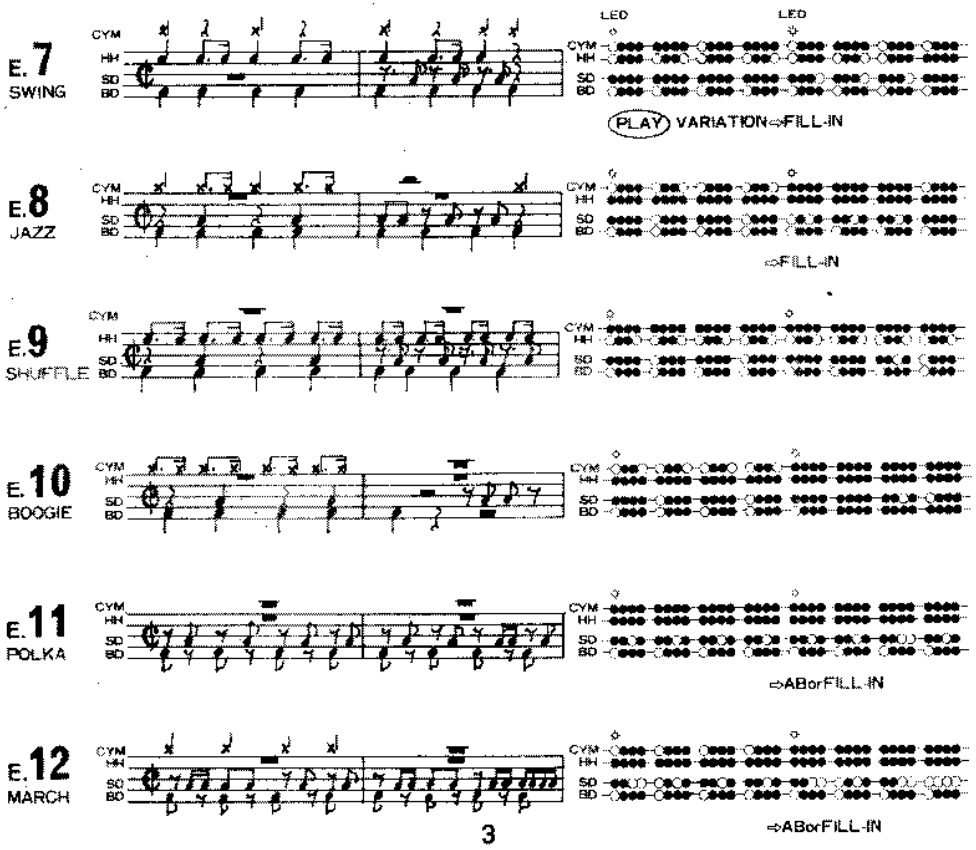


fig. 1

OTHER EXAMPLES



OTHER EXAMPLES



How to input memory of rhythm patterns (WRITE) See fig. 2.

1. Stop rhythm if it is on.
2. Set RHYTHM SELECTOR (1) at the position you want to input a memory. Each position from 1 to 8 has a content of 2 bars (32 steps).
3. Set VARIATION SELECTOR (2) at the position A, B or AB. For 1 bar type rhythm pattern, use A and B positions. Then you can have two different patterns in each selector. For 2 bar type rhythm, use AB position. If you want to add a fill-in pattern, put the main rhythm pattern into A and the fill-in pattern into B.
4. Select sound which you are going to input with SOUND SELECTOR (4).
5. Switch MODE SELECTOR SWITCH (5) to "WRITE" position. LED will light on to indicate that you are at the first step of the bar.
6. Write rhythm patterns with MANUAL KEYS (6) and (7). One touch of START KEY (6) is equal to 𝅘𝅥𝅯 and STOP KEY (7) to 𝄾. 1 bar being devided into 16 steps, so 1 step means one touch of the key and shown as 𝅘𝅥𝅯 or 𝄾. Therefore such a score written as ♩ 𝅘𝅥𝅯 is considered as 𝅘𝅥𝅯𝄾𝄾𝄾𝄾𝄾𝄾𝄾.

Ex. CYM HH SD BD

(If you want to try, please refer to Page 5.)

Positions 1 to 6 of RHYTHM SELECTOR are for 4/4 time tunes and 7 and 8 are for either 3/4, 6/8 time tune or 4/4 Time Jazz. Although 4/4 Time Jazz is sorted in a 4/4 time tune, it has such a triad feeling as (𝅘𝅥𝅯𝅘𝅥𝅯𝅘𝅥𝅯𝅘𝅥𝅯), so it is better to put such 4/4 Time Jazz into 12 step positions (7) or (8) so that it could express "triad" accent for ad-lib.

Ex. SD BD CYM BD

Old data will be erased automatically by putting new data over on it. As you go on putting new data, you hear the sound which are already in. This way, you can check the contents of inputted data all the time. When you make a mistake and put wrong data, you can put it again from the first step of the bar, checking LED light.

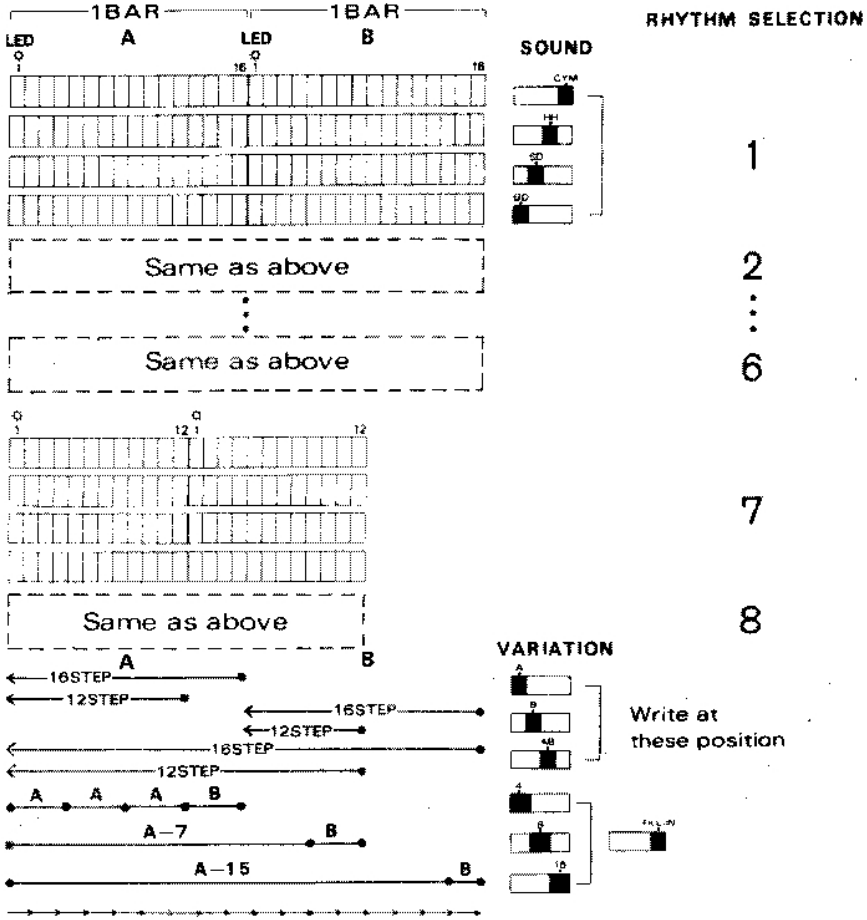
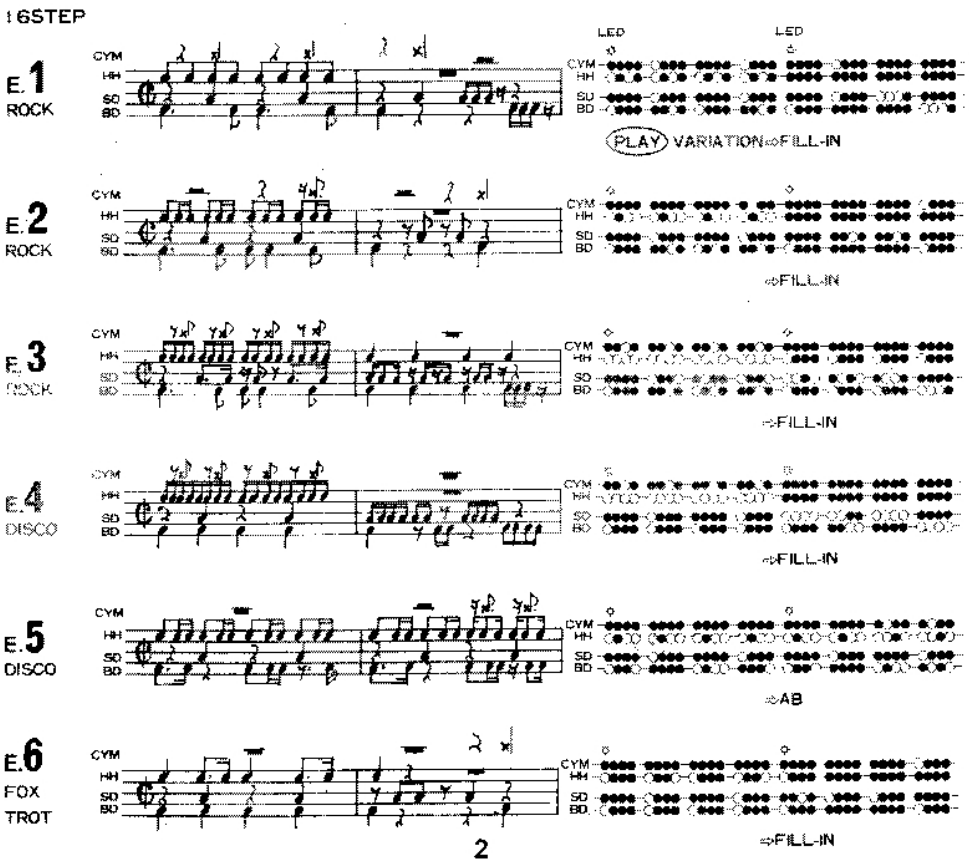
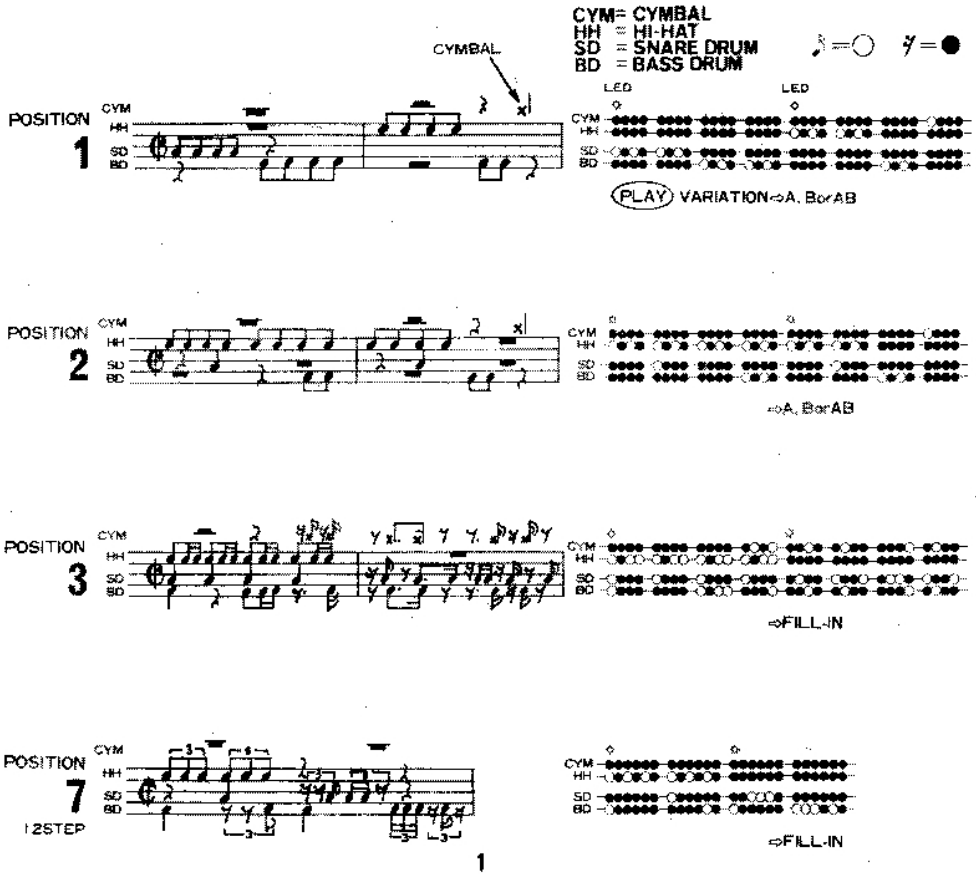


fig. 2

OTHER EXAMPLES



PRE-SET RHYTHMS



All switches and controls on the panel are printed with two different colors, white & orange, that indicates to which mode each control operates; PLAY or WRITE. Those which operate in PLAY mode are indicated in white color and those which operate in WRITE mode are in orange color. Then, those which operate in both modes are indicated with white letterings in orange color.

(1) RHYTHM SELECTOR	PLAY WRITE	: 6 positions (1–6) for 4/4 time tunes, 2 positions (7–8) for 3/4, 6/8 time and 4/4 Jazz tunes.
(2) VARIATION SELECTOR	PLAY WRITE	: 3 positions, A, B and AB, plus extra position to FILL-IN.
(3) FILL-IN SELECTOR	PLAY	: Switch to select fill-in cycle.
(4) SOUND SELECTOR	WRITE	: Bass Drum, Snare Drum, Hi-Hat and Cymbal.
(5) MODE SELECTOR	PLAY WRITE	: Selector switch to PLAY or to WRITE (memory).
(6) (7) MANUAL KEY	PLAY WRITE	: At PLAY Mode, they work as START and STOP, and at WRITE mode, they operate as ♪ and ♩.
(8) VOLUME SWITCH	PLAY WRITE	: Volume control and Power switch.
(9) TONE CONTROL	PLAY WRITE	: Control of high frequency of tone.
(10) TEMPO CONTROL		: Control of rhythm tempo.
(11) OUTPUT JACK	PLAY	: Output to connect to amplifier. Also this works as power switch which is wired in series with VOLUME/POWER SW. (8).
(12) FOOT SWITCH JACK	PLAY	: Jack for foot switch which works at START/STOP control in replace for Manual KEYS (6) (7). So, START/STOP function of MANUAL KEYS (6) (7) does not work when the foot switch plug is connected into jack. Use our FC-1 foot switch or same push-on/push-off type switch.
(13) AC ADAPTOR JACK		: Jack for AC adaptor. Use our adaptor ACA-2 (6V) exclusively. See description of BATTERY ACCESS.
(14) TRIGGER OUTPUT (CLOCK)	PLAY	: Output for the pulse to drive other instruments for synchronized operation.
(15) TRIGGER OUTPUT (SQ)	PLAY WRITE	:

How to play the rhythm (PLAY)

1. Switch the MODE SELECTOR SWITCH (5) on to PLAY position.
2. MANUAL KEYS (6) (7) are now working as START and STOP Keys. Touch on START key, then rhythm starts.
3. Adjust tempo with TEMPO CONTROL (10).
4. Adjust tone with TONE CONTROL (9).
5. Select the rhythm pattern with VARIATION SELECTOR (2) among A, B or AB and FILL-IN positions.
6. At FILL-IN section, there are 3 differnt cycles, 4, 8 and 16. Fill-in pattern appears at each position in every 4, 8 and 16 bars respecgively.

BATTERY ACCESS: Use four (4) U-3, 1.5V Flash-Light batteries in series. These batteries provide back-up voltage to keep the memorized data besides the usual circuits. Therefore, memory IC is supplied from these batteries even when the unit is operated by AC adaptor. Replace batteries when aggravation of sound or disorder of rhythm occurs, or if the unit is not used over one year. Memorized data stay only for three minutes when the batteries are disconnected.
To replace batteries, open the bottom rid of the unit by loosening 2 screws marked ➡.
But make it sure that the VOLUME/POWER SW. (8) is off.

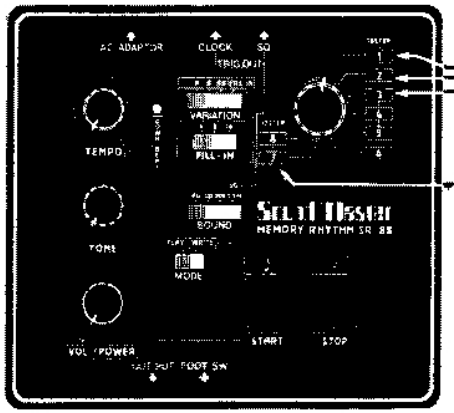
TRIGGER OUTPUT

Clock: To bring out one pulse per one step.

S Q : To bring out the pulse which is written in the cymbal address. Cymbal is not operated in this case because it is switched to SQ output automatically when the plug is connected into SQ jack.

Both trigger pulse are 5V 8mS positive and upward type, therefore, please insert the suitable interface in order to connect to other instruments which are operated with different kind of pulse.

SAMPLE RHYTHMS & WRITING EXAMPLES



Sample rhythms are pre-set in these positions.
Explanations of how to write these rhythms are in the next page.(➡ PAGE 1)

Sound Master
MEMORY RHYTHM SR-88