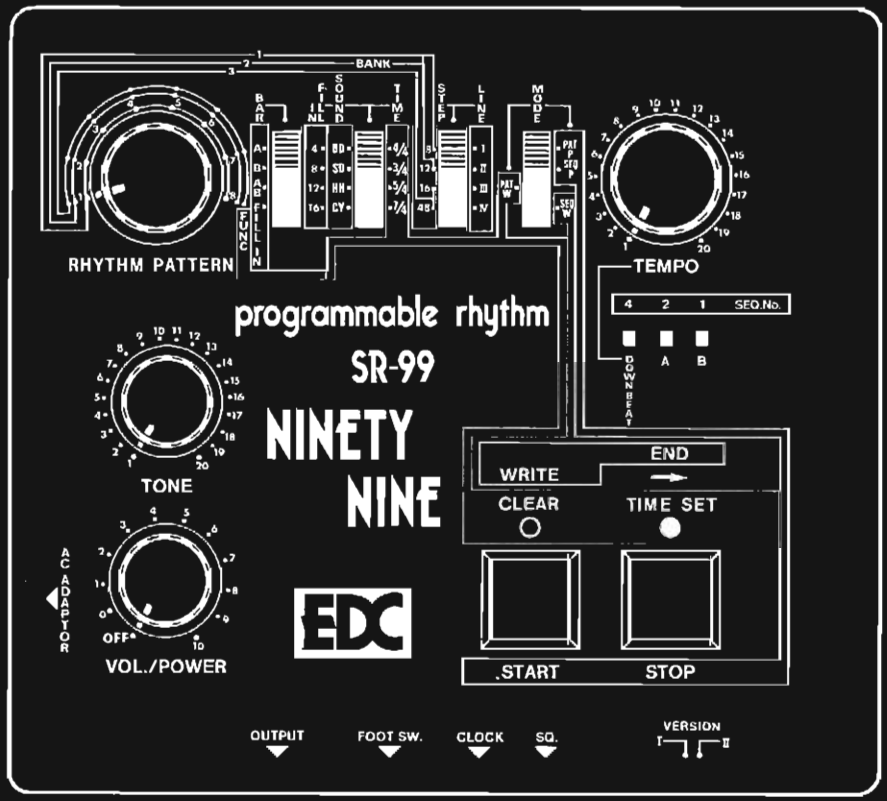
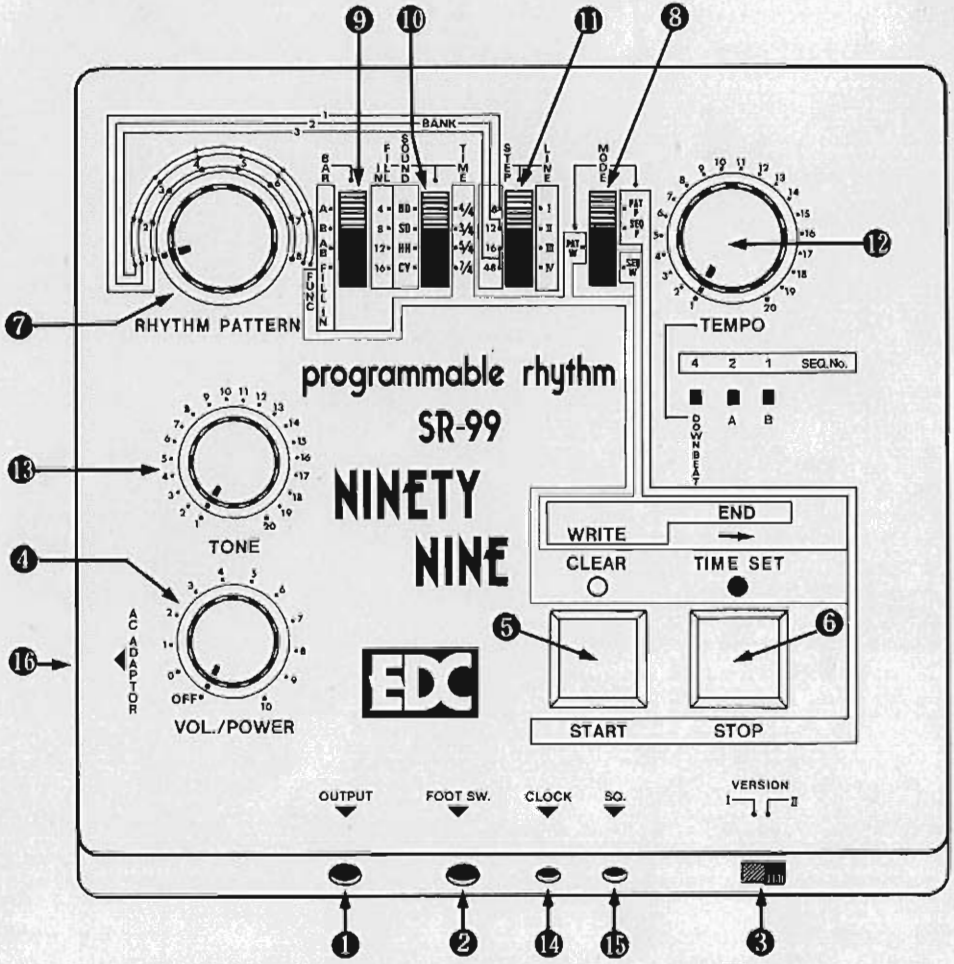
OPERATING INSTRUCTIONS for SR-99



A PRODUCT OF **Electro Dynamics Corporation**

CONNECTING AND CONTROL DESCRIPTION



VERSION I.

In Version I, the SR99 offers 8 channels of programmable rhythm information. Each channel has 2 bars, "A" and "B" with up to 48 steps in each bar. There are more facilities of clearing of pre-programmed data, setting of time and also a rhythm sequencing facility available. With POWER SUPPLY (4) off, switch to VERSION 1 using selector switch (3).

How to write Rhythm patterns. (Function Mode → Pattern Write Mode)

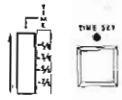
1) Switch the unit on (4) and connect output to amplifier.

2) Set BAR selector (9) to FUNC. position.

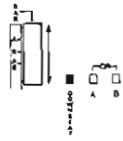
3) Set MODE selector (8) to PAT. W. (Pattern Write) position.
With the MODE (8) set at PAT. W. the manual keys (5) and (6) now operate as CLEAR MEMORY CHANNEL and TIME SET Keys.

4) Push the CLEAR key (5) to clear memory channel.

5) Set TIME selector (10) to a position suitable for the rhythm about to be programmed and push TIME SET key (6) to set the timing. You need not push it when the time of rhythm which you are going to input is same as the rhythm of pre-memorized.



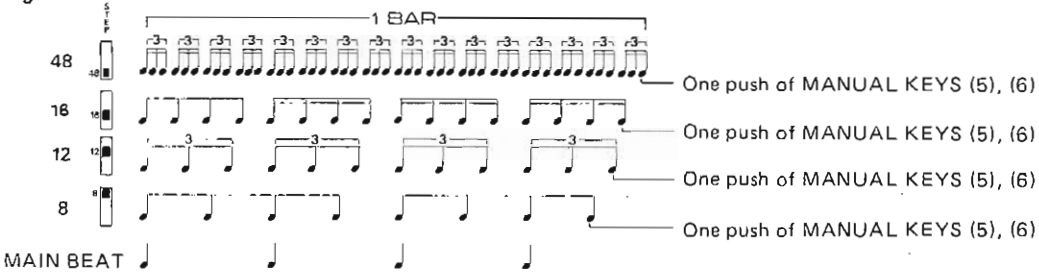
6) Set BAR selector (9) to position "A", "B" or "AB". Now mode is changed from Function Mode to Pattern Write Mode. The yellow and green LED's will show which bar is ready for use. For a two bar type rhythm, use "AB" position. To use a fill-in pattern, programme the main rhythm into "A" and the fill-in to "B".
The red LED will illuminate to indicate the first beat of the bar. The yellow or green LED will also illuminate to show which bar ("A" or "B" etc.) is ready for use.



7) Turn the RHYTHM PATTERN selector (7) to any memory channel from one to eight.

8) Set STEP selector (11) to determine the number of beats in any one bar. See Fig. 1.(examples Manual may be helpful.)

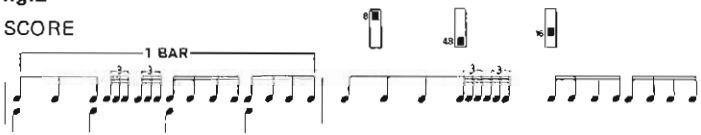
fig. 1



This selector can be changed at any time whilst programming. See Fig. 2.

fig.2

SCORE



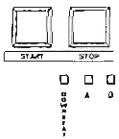
9) Set SOUND selector (10) to the instrument required. (Programme one at a time in any order of preference).

10) Check that red LED is on, indicating the beginning of the bar, (as mentioned in Para. 2)). If so, the unit is now ready for rhythm pattern entry.

11) Proceed by uisng the manual keys (5) and (6). One push on (5) programmes one beat and one push on (6) programmes one rest. Continue with any assortment until the red LED illuminates again, indicating the start of the next bar. Select the next instrument and follow procedure until all bars and chennels required have been filled. Should an error be made in programming, switch back to PAT. W. and continue writing programme from start of bar (red LED).

How to play rhythm pattern (Pattern Play Mode).

1) Switch the MODE selector (8) to PAT. P. (Pattern Play) position.

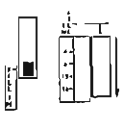


2) Manual keys (5) and (6) now operate as START and STOP keys. When the rhythm is being played, the red LED flashes at every first beat of the bar and the yellow and green LED's illuminate indicating which bar ("A" or "B") is in use.

3) TEMPO control (12). Adjust until desired tempo is acheived.

4) TONE control (13). Adjust until desired tone is acheived.

5) Select the rhythm pattern cycle with BAR selector (9) to "A", "B", "AB" or FILL-IN position.



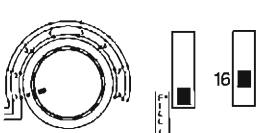
6) At FILL-IN position, any fill-in programmed into bar "B" will automatically play after 3, 7, 11 or 15 bars of bar "A" depending on the location of the FILL-IN switch.

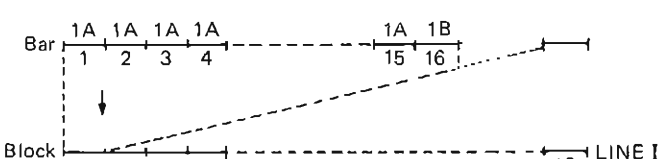
SEQUENCE FACILITIES.

There are 4 lines of sequencing available, each line has 16 memories. The eight channels on the RHYTHM PATTERN selector (7) can be transferred and memorised into one block allowing up to 256 bars of continuous rhythm, by using RHYTHM PATTERN selector (7) with BAR selector (9) and FILL-IN selector (10). See Fig. 3.

fig.3

at the setting of

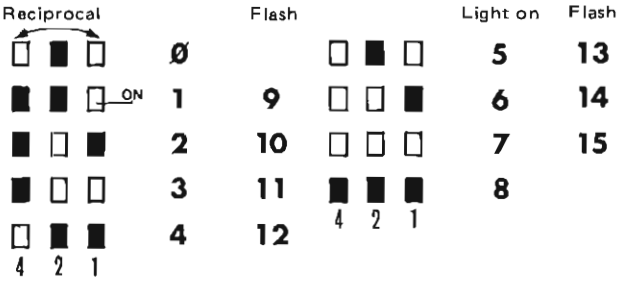




How to programme sequence pattern.

1) Stop the rhythm.
2) Switch the MODE selector (8) to SEQ. W. (Sequence Write) position. The red and green LED's will flash alternately, indicating that the first part of the block is ready to memorise the sequence programme.
3) Select any line for sequencing with LINE selector (11).
4) Set the RHYTHM PATTERN selector (7) to the channel for the first part of the sequence programme. Set the BAR selector (9) and FILL-IN selector (10) to determine the type of rhythm for programming. The unit is now ready for sequence pattern entry.
5) Push the WRITE key (5), beige display, once and this will set memory one. (LED's will illuminate as shown in Fig. 4.) Proceed by selecting any assortment of channels using the RHYTHM PATTERN selector (7), BAR selector (9) and FILL-IN selector (10), and push WRITE key (5) once for each channel chosen until required sequence is complete.
6) To seal the sequence. It is not necessary to use all 16 memories. However, on the last memory, hold down the WRITE key (5) (for instance, 16 in Fig. 4.) and then press END key (6). Release both keys and the sequence is now sealed and ready to play. The 4 lines of sequencing available can be selected using LINE switch (11).

fig.



How to play Sequence Programme.

1) Switch MODE selector (8) to SEQ. P. (Sequence Play) position.
2) The manual keys (5) and (6) now operate as START and STOP keys. When the rhythm is being played, the red LED flashes at every first beat of the bar and the yellow and green LED's illuminate indicating which bar ("A" or "B") is in use.
3) Should an adjustment need to be made in sequencing the programme. It is not necessary to programme the complete sequence again. Stop the rhythm. Switch the MODE selector (8) to SEQ. W. position. Manual key (6) will now operate as a space key, and for every single push it will follow the LED pattern (in Fig. 4.) without affecting the sequence programmed. When the part of the block requiring adjustment is located, select the rhythm pattern with RHYTHM PATTERN selector (7), BAR selector (9) and FILL-in selector (10), push the WRITE Key (5) once, switch MODE selector (8) back to SEQ. P. The programme is again ready for play.

VERSION II.

Version II has no connection with Version I. Version II has 3 main banks, still offering Bar "A" and "B", programmable into 16 steps. All 3 banks work independently and played back on the corresponding LINE (11) number. BANK 1 has two uses, the first has factory pre-set rhythms available, and the second, it can also be programmable. BANK 2 is only programmable. BANK 3 is only programmable, but also plays back on LINE 4. These facilities offer up to 24 different rhythm patterns.

How to use Version II.

1) It is very important the POWER SWITCH (4) is turned off when the VERSION selector is used.
2) Switch the VERSION selector (3) to II.
3) Before the POWER SWITCH (4) is turned on, the factory pre-sets will be pre-set to BANK 1 by holding down both MANUAL keys (5) and (6) and turning the POWER switch (4) on when MODE selector (8) is at PAT. W. position.
4) Switch LINE selector (11) to LINE 1 (BANK 1). The RHYTHM PATTERN selector (7) will play a different rhythm on channels 1 to 8, bar "A", "B" or both.
5) Should BANK 1 be requried for programming, use CLEAR procedure on Page 1. one channel at a time. Use above procedure to recall pre-sets.
6) The sequncing of each LINE is the same principle as Page 3.
7) While LINE 4 will have the same rhythms as set on BANK 3 (LINE 3) the sequence can be set in a different order.

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

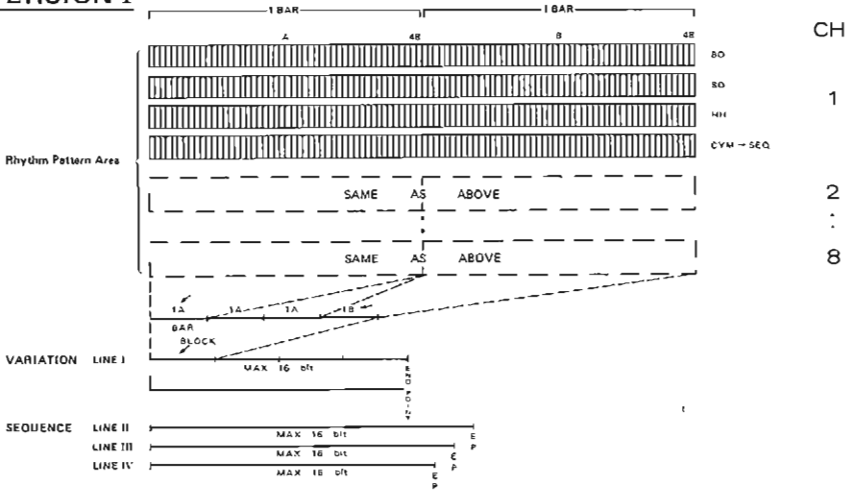
Clock: To bring out one pulse per one step.

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.

SCHEMATIC STRUCTURE OF SR99

VERSION I



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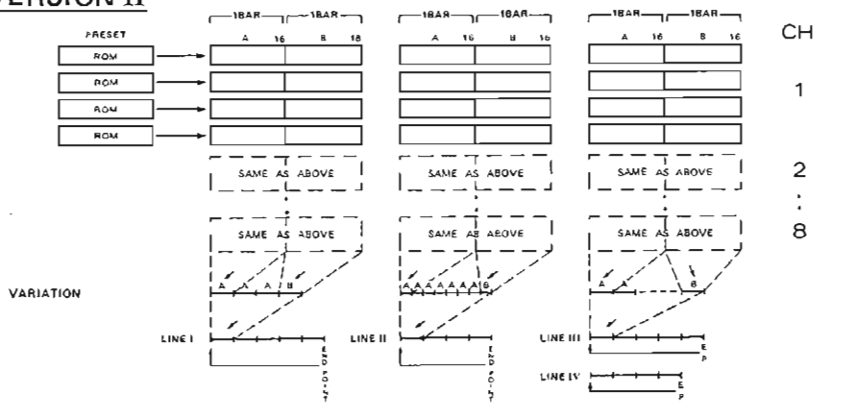

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