

MASTER MENU

The Master menu contains functions that affect the overall operation of Vintage Keys. For example, changing the Master Tune will change the tuning of all the presets, not just the one currently displayed.

To enable the Master menu

Press the Master key, lighting the LED. The current screen will be the one most recently selected since powering up Vintage Keys. The cursor will appear underneath the first character of the screen heading on line one.

To select a new screen

Press the cursor key repeatedly (or hold the cursor key while turning the data entry control) until the cursor is underneath the screen title heading. Rotate the data entry control to select another screen.

To modify a parameter

Press the cursor key repeatedly (or hold the cursor key while turning the data entry control) until the cursor is underneath the parameter value. Rotate the data entry control to change the value.

To return to Preset Select mode

Press the Master key, turning off the LED.

MASTER MENU FUNCTIONS

• Master Tune

Master Tune adjusts the overall tuning of all presets so that Vintage Keys can be tuned to other instruments. The master tuning range is ± 1 semitone in 1/64th semitone increments. A master tune setting of "00" would indicate that the Vintage Keys is perfectly tuned to concert pitch (A=440 Hz).



MASTER TUNE
+63

- ***Transpose***

This function transposes the key of Vintage Keys in half-step intervals. The transpose range is ± 12 semitones or one octave.

TRANPOSE
+12 semitones

- ***Global Bend***

This function sets the range of the pitch wheel *only* when it is routed to control pitch. The maximum pitch bend range is ± 12 semitones. This function only affects presets which have their individual pitch bend range set to global.

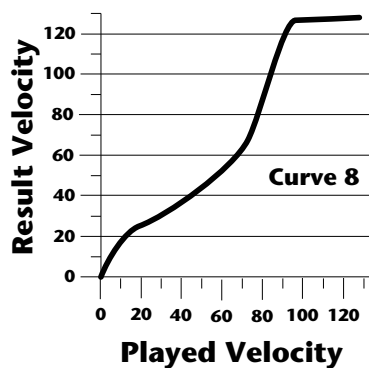
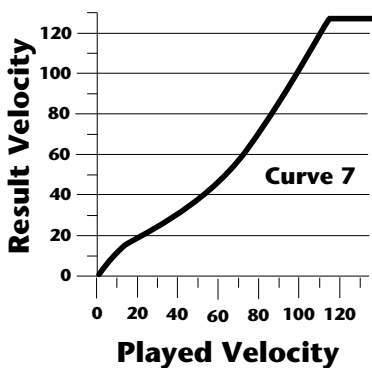
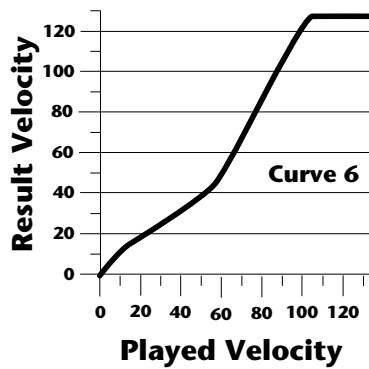
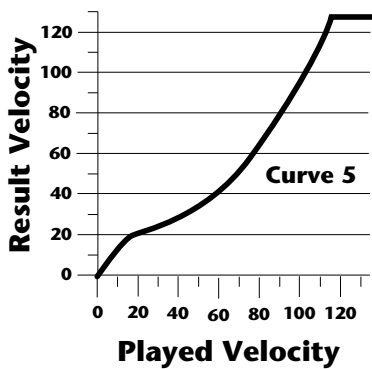
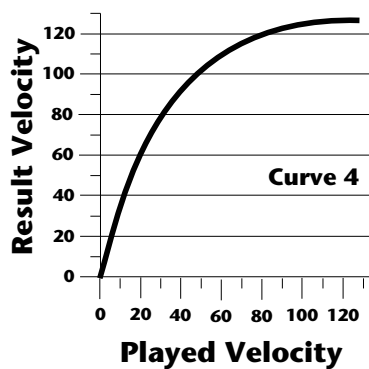
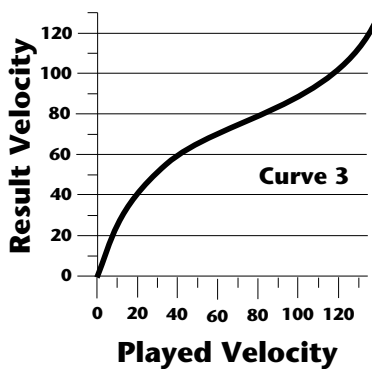
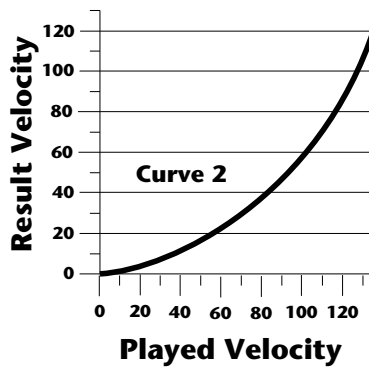
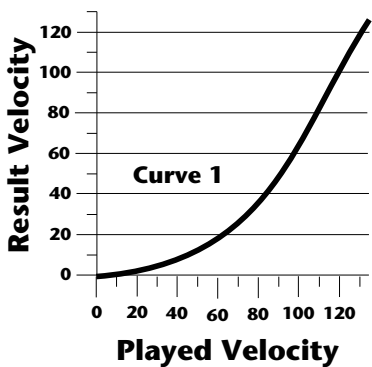
GLOBAL BEND
+/- 12 semitones

- ***Global Velocity Curve***

Incoming velocity data can be modified by a velocity curve in order to provide different types of dynamics in response to your playing or to better adapt to a MIDI controller. This function allows you to select one of eight global velocity curves or leave the velocity data unaltered (off). Global velocity curve only affects presets which have their individual velocity curve set to global.

GLOBAL VEL CURVE
8

GLOBAL VELOCITY CURVES



••• This function is useful when sequencing because it allows you route specific MIDI channels to the Submix outputs. From there they can be externally processed with reverb or other effects.

• Mix Output

This function allows you override the output assignments made in each preset and instead assign the outputs according to MIDI channel. This also allows you to change the output assignment of the factory presets. For each of the 16 MIDI channels, you can select the Main, Sub 1, or Sub 2 outputs, or “P”. When “P” is selected, the output assignment selected in the preset is used. If no plugs are inserted into the sub outputs, the audio will be automatically directed to the main outputs.

MIX OUTPUT channel 01:P

• MIDI Mode

This function selects one of the four MIDI modes and the MIDI system exclusive ID number.

Omni mode

Vintage Keys responds to note information on all MIDI channels and plays the preset currently displayed in the main screen.

Poly mode

Vintage Keys only responds to note information received on the currently selected MIDI channel (on the preset selection screen) and plays that channel’s associated preset.

Multi mode

Vintage Keys responds to data on any combination of MIDI channels and plays the specific preset associated with each of the MIDI channels.

Mono mode

Vintage Keys responds to data on any combination of MIDI channels but plays each channel monophonically. If a new note on a channel is played before the last note is released, the envelopes will not be retriggered (legato). Mono mode is particularly useful with alternate controllers such as MIDI guitars, etc.

ID number

This function allows an external programming unit to distinguish between multiple Vintage Keys units. In the case of multiple Vintage Keys units, each unit should have a different ID number.

MIDI MODE	ID
Omni	00

▼ Warning: Presets will not be transferred between two Vintage Keys units unless the ID numbers of both units match.

- **MIDI Mode Change**

This function selects whether or not MIDI mode change commands are accepted or ignored when received over MIDI (see MIDI Mode).

MIDI MODE CHANGE
Disabled

- **MIDI Overflow**

When on, if you play more notes than Vintage Keys has channels (32), the additional note data will be directed out the MIDI Out port to a second Vintage Keys or other MIDI device, thus doubling the number of available channels. MIDI Overflow can be turned On or Off.

MIDI OVERFLOW
Off

- **MIDI Enable**

When in MIDI Multi mode, this function lets you turn each MIDI channel On or Off. This is useful when you have other MIDI devices connected and do not want the Vintage Keys to respond to the MIDI channels reserved for the other devices. MIDI Enable only operates in Multi Mode.

MIDI ENABLE
channel:01 On

- **Preset Change**

This function lets the Vintage Keys utilize or ignore incoming MIDI preset change commands for each channel. Note that MIDI can only select presets 000-127. Presets 128-511 can either be selected manually or over MIDI using the mapping function “MIDI PROGRAM → PRE-SET”.

PRESET CHANGE
channel:01 On

••• **A few of the standardized MIDI Controller numbers are listed below.**

- 1 - Modulation Wheel or Lever
- 2 - Breath Controller
- 3 - Aftertouch: Rev 1 DX7
- 4 - Foot Pedal
- 5 - Portamento Time
- 6 - Data Entry
- 7 - Volume
- 8 - Balance
- 9 - Undefined
- 10 - Pan
- 11 - Expression

••• **A few of the standardized MIDI switch numbers are listed below.**

- 64 - Sustain Switch (on/off)
- 65 - Portamento (on/off)
- 66 - Sostenuato (on/off)
- 67 - Soft Pedal (on/off)
- 69 - Hold Pedal 2 (on/off)

• **MIDI Controller Assign**

Vintage Keys allows you to assign up to four realtime control sources from your MIDI controller. These control sources could be modulation wheels, data sliders or whatever. In this screen, you set up which controllers will be received by the Vintage Keys. What effect the controller will have is programmed separately for each preset. The Vintage Keys MIDI controllers are each assigned a letter, A-D. Each controller letter can be assigned to a MIDI realtime controller from 01-31. Note: If controller numbers 7 or 10 are selected, they will override the standard MIDI volume and pan control routings. For more information, see MIDI Realtime Controls in the Programming Basics section.

CONTROLLER #	CONTROLLER #
A:01 B:02	C:03 D:04

• **MIDI Footswitch Assign**

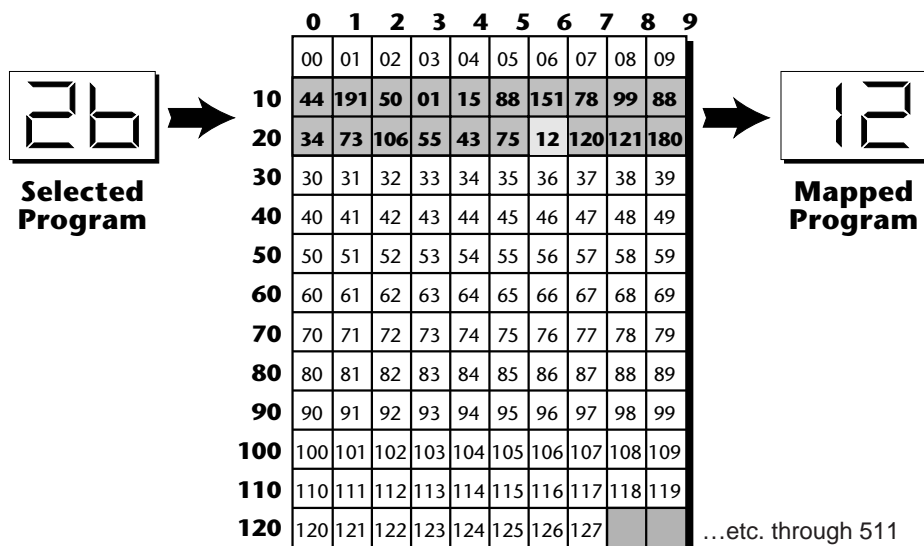
Like the MIDI Controllers, 3 MIDI footswitches can be assigned to MIDI footswitch numbers. Footswitches can be assigned numbers from 64-79. Destinations for the footswitch controllers are programmed in the Edit menu.

FOOTSWITCH #
1:64 2:65 3:66

• **MIDI Program → Preset**

Incoming MIDI program changes can be “mapped” to call a different numbered preset. This is a handy feature when you want a specific preset number sent from the master synth to be linked with a specific preset on Vintage Keys. For example, the Program → Preset Map could be set to call up preset 12 whenever Vintage Keys receives program change number 26. Any of the presets in Vintage Keys can be mapped to any incoming MIDI program change number. This feature also allows you to call up the presets 128-511, which are not normally accessible over MIDI.

MIDI PROG>PRESET
026 > 012



This chart shows how MIDI preset changes can be re-mapped. In this example, program changes 10-29 have been re-mapped. All other programs will be selected normally.

• Send MIDI Data

This function will send MIDI System Exclusive data to the MIDI Out port of Vintage Keys. The MIDI data can either be sent to a computer/sequencer or to another Vintage Keys. Using the cursor key and the data entry control, select the type of MIDI data you wish to transmit. The choices are:

Master Settings

Transmits all parameters in the Master menu except tuning table, program/preset map and viewing angle.

Program/ Preset Map

Transmits only the program/preset map.

Tuning Table

Transmits only the user tuning table.

Factory Presets

Transmits all the factory ROM presets.

User Presets

Transmits all the user presets.

Any Individual Preset

Transmits only the selected preset.

The Enter LED will be flashing. Press the Enter button to confirm the operation. To receive MIDI data, simply send the MIDI data into Vintage Keys from another Vintage Keys or your sequencer.

SEND MIDI DATA
000 Stereo Piano

To Record MIDI Data into a Sequencer:

1. Setup sequencer to receive system exclusive data.
2. Place sequencer into record mode, then Send Preset Data.

To Receive MIDI Data from a Sequencer:

1. Simply play back the sequence into Vintage Keys.

▼ **Warning:** Send data as you would a regular sequence. Sending data in one huge chunk may clog the Vintage Keys input buffer.

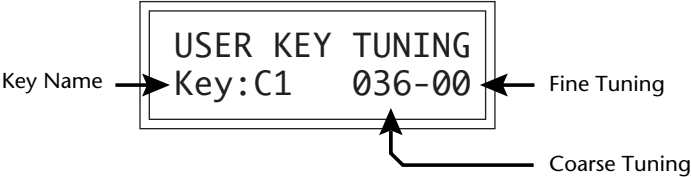
••• The Preset, Volume, and Pan information for all 16 channels is included when the Master settings are transmitted or received.

▼ **Warning:** When transferring SysEx data from one Vintage Keys to another, the ID numbers of both units must match.

••• **Application:** The user key tuning can be used to tune individual percussion instruments.

• **User Key Tuning**

In addition to standard twelve tone equal temperament, Vintage Keys contains four additional preset tuning tables (Just C, Vallotti, 19 tone, and Gamelan) and one user definable tuning. User Key Tuning allows you to alter the parameters of the user definable tuning stored in memory. The initial frequency of every key can be individually tuned, facilitating the creation of microtonal scales. Using the cursor key and the data entry control, select the key name, the MIDI key number and the fine tuning. The key name is variable from C-2 to G8. MIDI key number is variable from 0 to 127. The fine tuning is variable from 00 to 63 in increments of 1/64 of a semitone (approx. 1.56 cents). For each preset, the specific tuning table is selected in the Edit menu.



• **Viewing Angle**

This function allows you to change the viewing angle of the display so that it may be easily read from either above or below. The angle is adjustable from +7 to -8. Positive values will make the display easier to read when viewed from above. Negative values make the display easier to read from below.

