

Poly Evolver Keyboard Manual Addendum

The latest version of the Poly Evolver Keyboard operating system adds an item, *PotMode*, to the Global parameters that is not documented in the manual. (See page 18 of the Operation Manual for more information about the Global parameters.)

PotMode: Relative (default), Passthru, Jump – On the latest version of the Poly Evolver Keyboard, many of the 78 front panel controls are potentiometers or “pots.” The pots are identifiable by their lined knobs. There are three pot modes to determine how the synth reacts when the related parameters are edited.

When set to Relative, changes are relative to the stored setting. In Relative mode, the full value range is not available until either the minimum or maximum value *and* the respective lower or upper limit of the pot’s travel is reached.

For example, the Resonance parameter has a value range of 0 to 127. Let’s say the physical position of the Resonance pot is the equivalent of a value of 100. If you switch to a program that has a stored Resonance setting of 63 and turn the pot all the way up, it will only go to 90. To get to the maximum value of 127, you first have to turn down until the value is at the other extreme *and* the pot is at the limit of its travel (in this case, 0 and fully counter-clockwise, respectively).

In Passthru mode, turning the pot has no effect until after the edited value equals the preset value (that is, until the edited value “passes through” the stored value).

Jump mode uses an absolute value based upon the position of the pot when edited: turn a pot and the value jumps immediately from the stored value to the edited value.

Program Changes in Combo Mode

When in Combo mode, individual combo parts can now receive program changes via MIDI.

To change combos via MIDI, send program change messages to the Poly Evolver on MIDI channel 1.

To change a combo part's program, send program change messages on that part's MIDI channel.

Note: If a combo part is assigned to channel 1, you will not be able to send program changes to that part, as changes sent on channel 1 will change the combo and not that part's program.

For more information about Combos, see *Combo Parameters* on page 44 of the Operation Manual.