

# Poly Evolver Keyboard Pot Conversion Instructions

Converting a Poly Evolver Keyboard is easy. The new panel boards are a direct replacement for the previous panel boards. No soldering or other special skills are needed.

## What is Supplied

- 1 Left panel board
- 1 Middle panel board
- 1 Right panel board
- 2 Multi-wire panel board connectors

## What You Will Need

- Phillips screwdriver (#2 recommended)

## Important Note

Converting your Poly Evolver should not affect your stored programs, but it's always a good idea to back them up before doing any kind of work on your synth. You can use the Poly Evolver Editor software or a program capable of receiving, saving, and transmitting MIDI system exclusive (aka "SysEx") data, such as SysEx Librarian or MIDI-OX, both of which are available from their developers as free downloads.

## Open the Poly Evolver

1. Remove the knobs.
2. Remove the four screws from the front panel and open the top panel on its piano hinge.

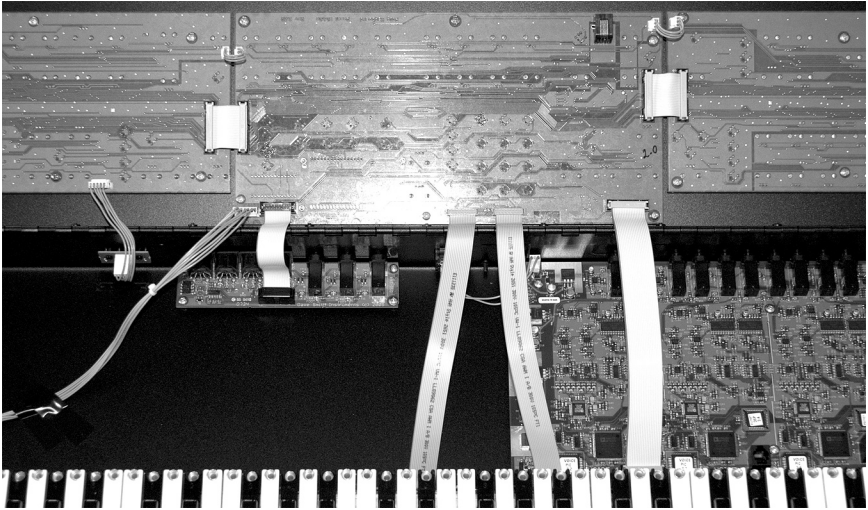
## Remove the Panel Boards

3. There are six cables that connect the front panel boards to other boards and components. Disconnect the cables from the panel boards.
4. Remove the two short ribbon cables and the short multi-wire cable between the panel boards and set them aside. You'll need the two ribbon cables to reassemble your Poly Evolver.
5. Remove the board screws.
6. You can now lift out the panel boards.

## Install the New Panel Boards

7. Put the new panel boards in place and secure them with the board screws. Check to make sure that none of the buttons are binding in their panel holes.
8. Re-install the two short ribbon cables between the panel boards.

9. Install the two short multi-wire connectors included with this kit between the panel boards.
10. Reconnect the various cables using the photo as a reference.



### **Re-assemble the Poly Evolver**

11. Close the top panel and power up to make sure everything is functioning properly.
12. Screw the top panel in place.
13. Re-install the knobs.

### **Finishing Up: Calibrate the Pitch and Mod Wheels**

14. Turn the mod wheel all the way off (down), and while also holding the pitch wheel off, hold down Reset and press 4 on the keypad.
15. Return the pitch wheel to center, and hold Reset and press 5 on the keypad.
16. Move the Mod wheel all the way on (up), and while also holding the pitch wheel all the way on, hold Reset and press 6 on the keypad.

**Please note:** There is no visual feedback that the calibration is occurring and the numbers—4, 5, and 6—will be entered just as if you are changing programs. This is normal. If, after calibrating, the synth seems not to be tuned to concert pitch, calibrate the wheels again.

# 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.” 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. 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.

## 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.