

will hear any changes you have made once you play a new note. So it's a good idea to get into the habit of playing and releasing notes on the keyboard in a repetitive fashion when trying to hear the changes you are making to a sound.

Let's try getting a feel for parametric editing by trying out an example. Select the SQ-1 ROM sound #03, "Bassoon." Play a few notes to get an idea of what the sound is like.

The first thing let's do is brighten it up a bit using the filter (don't worry if you don't understand what the filter does—we'll cover it later. For now, the only thing we're concerned with is getting an understanding of how to make changes to a sound using the parametric editing facilities of the SQ-1).

The first thing we'll need to do is determine which of the three SQ-1 voices are being used, and select one for editing. This is accomplished by pressing the 'Edit Sounds' button (labelled simply 'Edit') located directly to the right of the display window. Pressing this button should take you to the first page of the 'Edit Voice' menu (each of the programming buttons in the SQ-1 takes you to a 'menu' of choices, and each of these menus has a number of separate 'pages', each of which list at least a couple of selection options). Anyway, you should be seeing the following in the display window:

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EditVoice=ONE
ON  OFF  OFF.
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If you see something other than this in the display, press the "Wave" button again (to scroll through the menu's pages). You may need to press it a few times, but eventually you will arrive at this display. This is the first page of the 'Edit Voice' menu, and it is here that you select a voice for editing. The upper line of the display is showing that one voice is currently selected for editing (as opposed to 'ALL' voices—the other possible setting). The lower line is showing that the current sound uses only voice 1—voices 2 and 3 are turned off. Let's try making a couple of changes.

First we must make sure that voice 1 is selected for editing (if you select a voice that is muted and attempt to edit it, the SQ-1 will tell you "SORRY! Current voice is muted." and return you to the Edit Voice page). Select voice 1 by using the left/right arrow buttons to scroll until the word 'ON' in the display begins flashing. If you scroll too far, or in the wrong direction, don't worry—simply scroll the other direction (still using the left/right arrow buttons) until the word 'ON' starts flashing. At this point, voice 1 is selected for editing. Note that this method of scrolling to get to the parameter that you want is used consistently throughout the SQ-1—whenever you want to select a parameter for editing, you will use this method (with a couple of minor variations which we'll get into later). So now we're ready to go to work on the filter.

To select the filter parameter, we'll use the same method we used for selecting voice 1 as the current edit voice. To do this, press the button labeled "FILTER" (this button also doubles as the Bank 4 select button). If the display of the SQ-1 is now showing "FC1 Cutoff=064, Envelope2= +23," you're home free. If not, you can scroll to this page of the filter section using the left/right arrow buttons, or simply by repeatedly hitting the 'Filter' (bank 4) button to scroll to this page.

Make sure that the 'FC1 Cutoff=' parameter is selected. This is indicated by the number '064' flashing in the display—note that

'FC1 Cutoff' is the parameter we've selected, and the value for this parameter is 064. Since the value is what we can change (not the parameter itself) we can tell that this (or any) particular parameter is selected for editing when its corresponding value is flashing.

You can now make changes to the sound's overall brightness by adjusting the data slider and Yes/No buttons; move the data slider—you should see the number next to 'FC1 Cutoff=' changing, getting larger as you move the slider up, and smaller as you move the slider down. Set the slider so the number reads "40." A little difficult, isn't it? It's a bit easy to overshoot or undershoot the number you're trying to hit. But that's what the up/down arrow buttons are for. Press the 'Yes(up)' arrow button once. Your number should now be "41." Press the 'No(down)' arrow button twice. The number should now be "39." So you see, the 'Yes/No' arrow buttons are best used for fine tuning, where the data slider is more useful for making larger changes. Listen to the sound as you make changes (you will hear changes to the filter setting in real time as you hold a note, which isn't the case with all parameters). Notice that higher settings for FC1 Cutoff make the sound brighter, while lower settings make the sound darker. For now, set the value for 'FC1 Cutoff=' to '127'. RC030826

The method used here, namely that of selecting a voice for editing, then selecting a parameter, and making changes to that parameter's current value, is the method used whenever you wish to make changes to a voice (or to any editable parameter in the SQ-1, for that matter). Let's reinforce this idea by making a couple of other changes, first, to the octave of the 'Bassoon' sound.

Select the 'Pitch' menu by pressing the button labeled (logically enough) 'Pitch' (this button also doubles as the Bank 1 select button). Note that voice 1 remains selected as long as another voice hasn't been selected, so we needn't return to the 'Edit Voice' menu to re-select voice 1.

We're now looking for the page that shows 'Oct=0, Semi=0, Fine=0'—if you're not already there, you can get there by repeatedly pressing the 'Pitch' button, or by scrolling using the left/right arrow buttons. Since we're out to change the octave of the sound, we need to make sure that 'Oct=0' is selected—indicated by the '0' following 'Oct=' flashing. You can now use the data slider and the Yes/No arrow buttons in the same way that you used them when we were on the filter page and set the octave to 'OCT=2'. Notice that the sound is now two octaves higher in pitch than it was before we started. The range for the octave control is four octaves in either direction—a total of nine octaves available for any given key on the keyboard. For now, set it back to 'Oct=+0', and let's make another change.

Notice the fairly subtle vibrato that creeps into the sound as you hold a key down? Vibrato is the domain of LFO's, and that's what we're going to change next. So select the LFO menu by pressing the button labeled (you guessed it!) LFO. The first thing we'll play with is the LFO level control. Scroll to the page showing 'Level=28, Dlay=53, Mod=WHEEL', and make sure that the level parameter is selected (the number '28' should be flashing). Using the data slider and Yes/No buttons to raise this value will increase the level (depth) of the LFO effect, while lowering this value will decrease the LFO's effect. For now, set this value to '00'. Now select the 'Mod=' para-

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