Prophet~5 and Prophet~10 help Files:

MIDI Setup

Bank Panel

Librarian

Program Genetics

MIDI WINDOW MENU

Here you can access all functions that will enable the editor to communicate with the Prophet~5 and sync the data by receiving all banks.

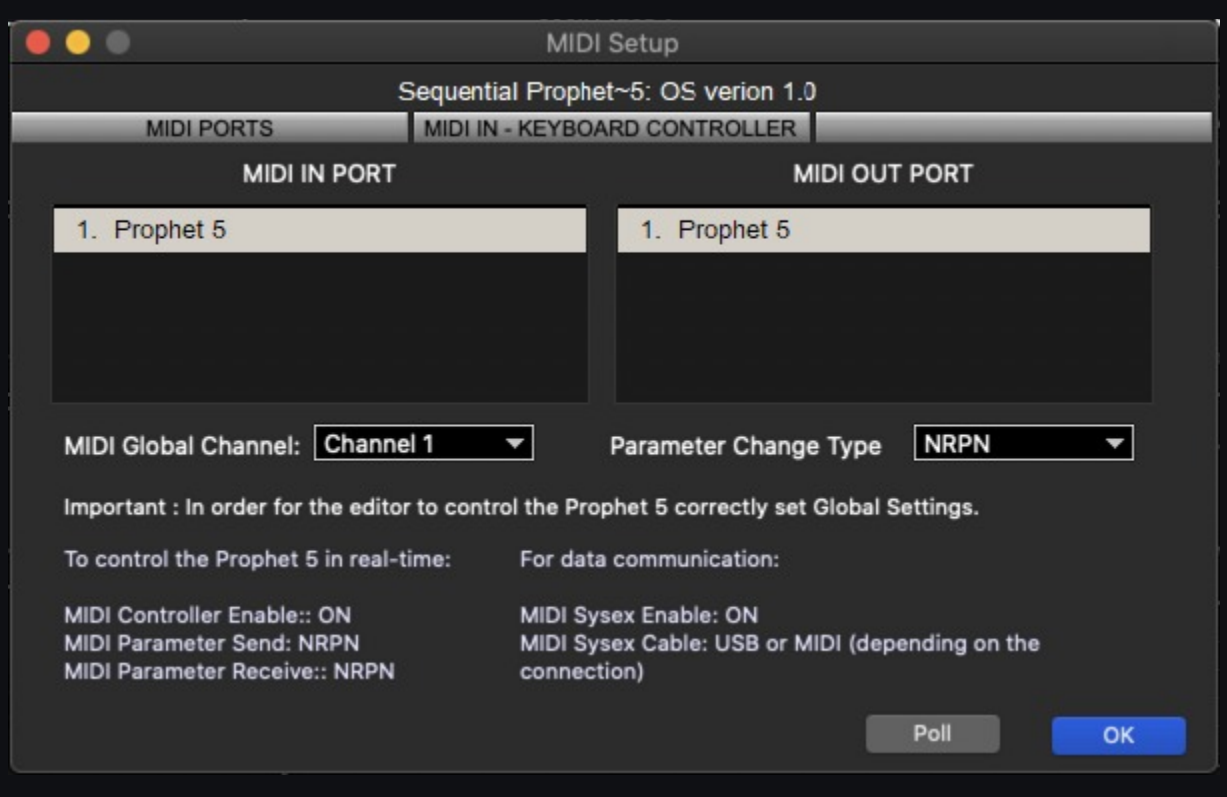
In the **MIDI Setup** you can configure which MIDI ports should be used to communicate with Prophet~5.

Global Settings panel lets you view all Prophet~5 Globals.

MIDI SETUP

The MIDI setup window (**Cntr+M**) can be found under the MIDI window menu. In the MIDI Setup window, select the MIDI IN and OUT ports to which the Prophet~5 is connected and set the MIDI Channel to match the MIDI channel on the Prophet~5.

Once the proper ports and MIDI channel are selected, you should see the current Prophet~5 software version at the top of the MIDI Setup window as shown. This confirms that SoundEditor is communicating with the Sequential Prophet~5.



To establish a proper MIDI communication. Make sure that the Global Parameters are set MANUALLY (not through the computer) on Prophet~5 as follows.

To control the Prophet 5 in real-time:

MIDI Controller Enable:: ON

MIDI Parameter Send: NRPN

MIDI Parameter Receive:: NRPN

For data communication:

MIDI Sysex : USB or MIDI (depending on the connection)

MIDI OUT: USB or MIDI (depending on the connection)

GLOBAL SETTINGS

The Prophet~5 Globals (**Cntr+G**) can also be found under the MIDI window menu. Please note that some settings that are necessary for maintaining a proper MIDI communication are disabled and cannot be changed directly for the editor.

Important. Changes made by the editor are not saved automatically on Prophet~5.

To write global settings changes you need to enter and exit Globals mode directly on the Prophet~5 panel.

Bank Panel

BANK PANEL VIEW

The Banks Panel view lets you see all User and Factory program banks where you can select Programs for editing or audition.

Clicking on **USER** or **FACTORY** buttons displays a corresponding set of program banks.

Here you can copy and paste programs between the banks or move programs around by dragging them to new locations.

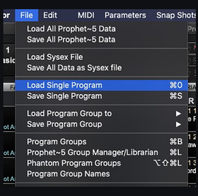
Press the Shift key to enable dragging.

When you right-click on a selected program you will be presented with the pop-up menu.

In the Bank View you can copy and paste only one program at a time. To copy and paste multiple programs use the **Program Bank Manager / Librarian** window.

Pasted, renamed, loaded and initialized programs will be automatically written to the Prophet-5 at the selected Bank/Program location.

If you like to load saved single programs only to the edit buffer only, then use the **Load Single Program** function located under the window File menu.



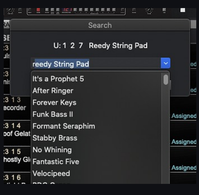
PROGRAM SELECTION BY CATEGORY

Clicking on the CATEGORY button let you view and select programs organized in categories. You can browse through categorized programs by clicking category buttons.

If you wish to rename categories then right-click on the button you want to rename and type a new name.

SEARCH TOOL

The SEARCH button (**CNTR+F)** brings up the Program Search where you can search for programs in all Prophet-5 banks.



FILE WINDOW MENU

The **File** Window Menu gives you option of few simple functions to save and load programs.

The **Save All Prophet-5 Data** save all 5 USER banks with the file extension .ph_5.

Save Single Program (**CNTR+S**) function saves currently edited program.

Load Single Program (**CNTR+O**) function loads a saved program to the editor and sends it automatically to the synth's edit buffer for audition. Programs loaded that way are not written to program banks. If you wish to write loaded program then use the **Write** function located under the Edit window menu.

Save Program Bank function lets you save a selected bank. In the Save Bank file dialog you can specify the file extension. The default is .p5_b but you can also select .syx for SysEx files. The bank data is always saved as formatted raw sysex data. The file extension .p5_b is to help with easy file recognition and can be changed to .syx.

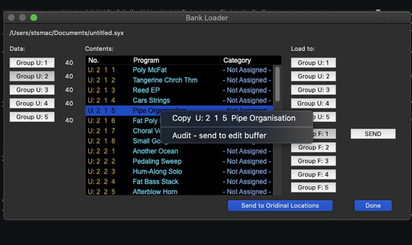
Load Program Bank to lets you load the program bank to pre-selected location.

Save All Data as Sysex file saves all 5 USER banks as .syx file.

Load Sysex File Loads any .syx file that contains a valid Prophet-5 data.

BANK LOADER

When loading any files that contain more than one program, for example bank files or All Data files, you will be presented with the **Bank Loader** window.



In the **Bank Loader** window you can preview the content of the load bank before sending it to Prophet-5.

Right-clicking on the selected program in the list gives you an option to copy multiple programs.

You can also audit the program without writing it to the Prophet-5.

The Send to **Original Location** button loads banks to the same bank locations where they were saved from.

The **Bank Loader** gives you a flexibility to restore banks to different locations by selecting Load To buttons.

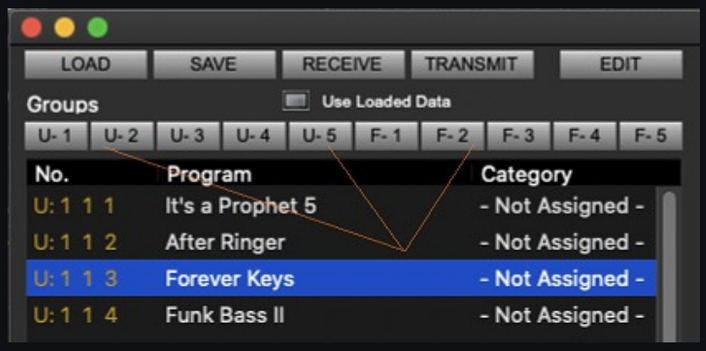
Librarian

Program Bank Manager-Librarian

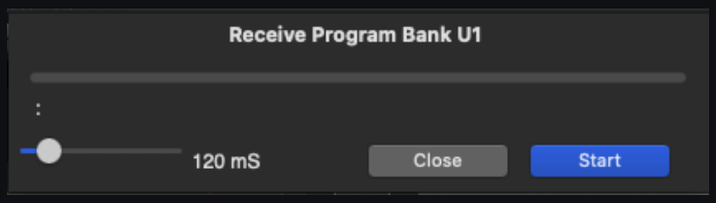
The **Program Bank Manager Librarian** (**Cntr+L**) opens in a separate window by selecting from the File menu or clicking on the LIBRARY button in the **Bank Panel** view.

On the left side you can see the listing of all patches that are currently available in Prophet~5

Clicking on any of the bank tabs at the top will reveal selected USER or FACTORY bank.



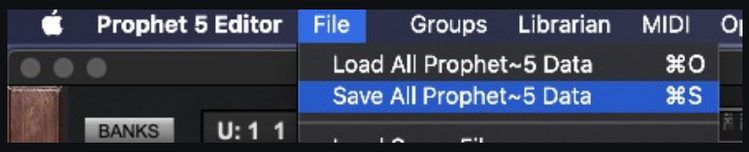
If for any reason you wish to confirm that Librarian is showing a correct list of patches that are currently in the Prophet~5 then click the receive button and you will have an option to download the currently selected bank from Prophet~5. Just click start to begin the download from the synth.



Here you have also an opportunity to save the current bank on your computer or to load the bank that you have saved. As with all computer files it is a good habit to save your files often and to develop your own system of saving and identifying your work.

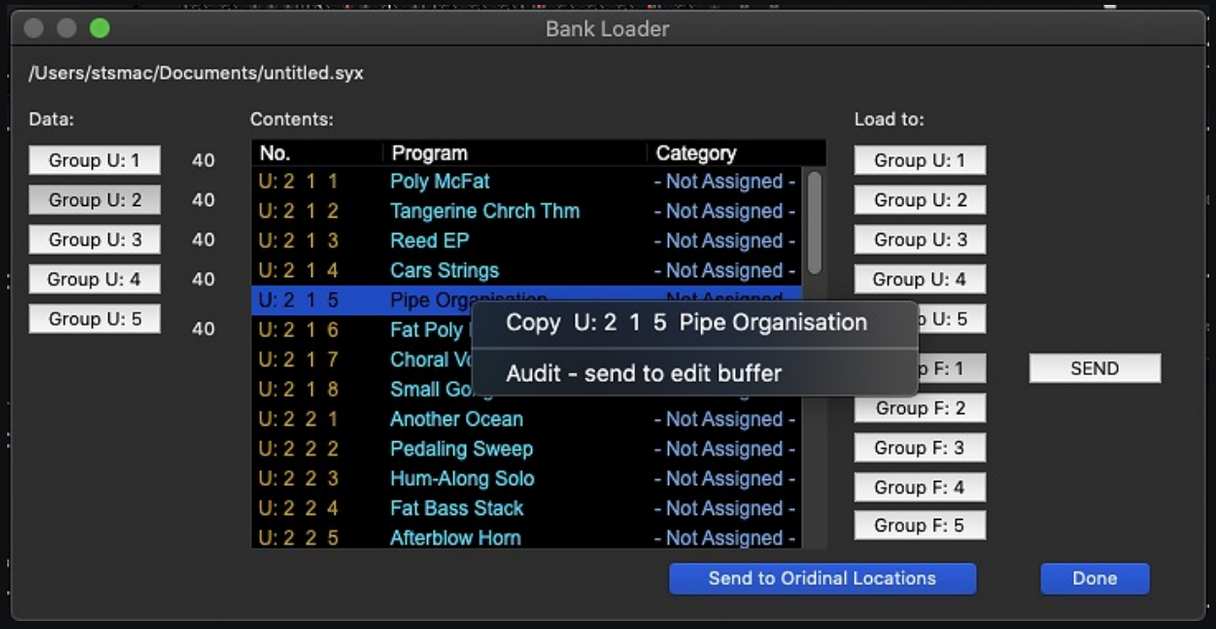
You may wish to save all user banks before you start editing and writing new programs.

The **Save All Prophet~5 Data** (**Cntr+S**) function is available from the File window menu. This function saves all USER banks to a single file with the file extension .ph_5.



BANK LOADER

When loading any files that contain more than one program, for example bank files or All Data files, you will be presented with the **Bank Loader** window.



In then **Bank Loader** window you can preview the content of the load bank before sending it to Prophet~5.

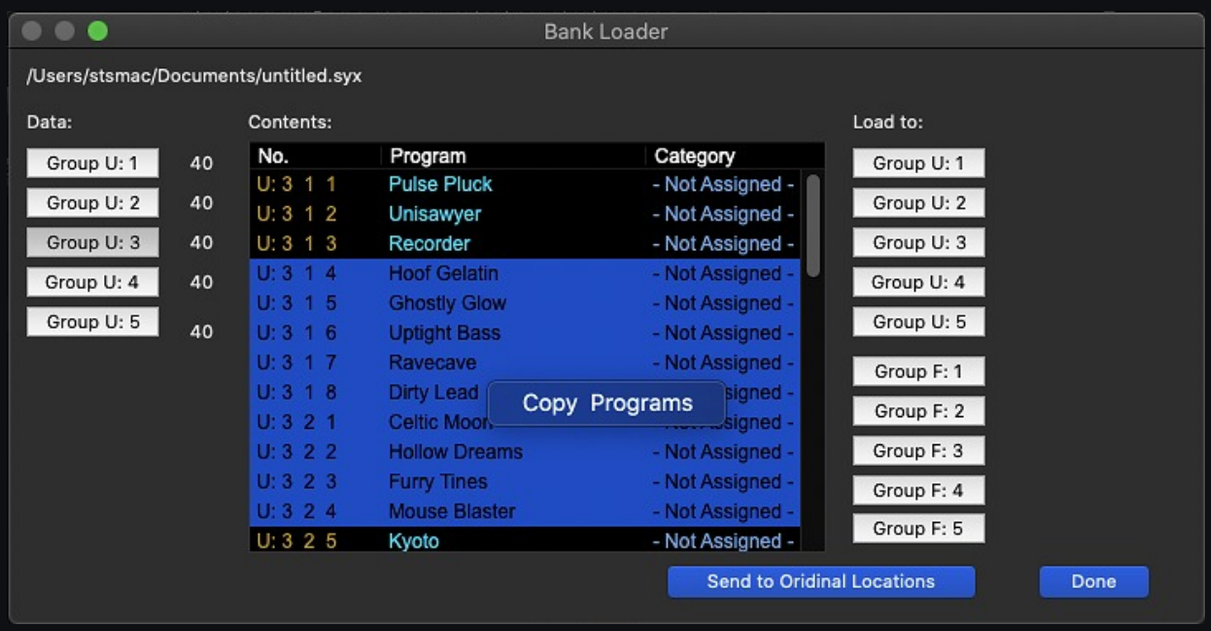
Right-clicking on the selected program in the list gives you an option to copy multiple programs.

You can also audit the program without writing it to the Prophet~5.

The Send to **Original Location** button loads banks to the same bank locations where they were saved.

The **Bank Loader** gives you a flexibility to restore banks to different locations by selecting Load To buttons.

If you wish to restore some or all factory program then you can do so by selecting **Load Factory Programs** function which is available from the **File** window menu.



One of the important functions of the librarian to provide the ability to check and to audit programs without committing them to the synth and writing them to the synth's banks.

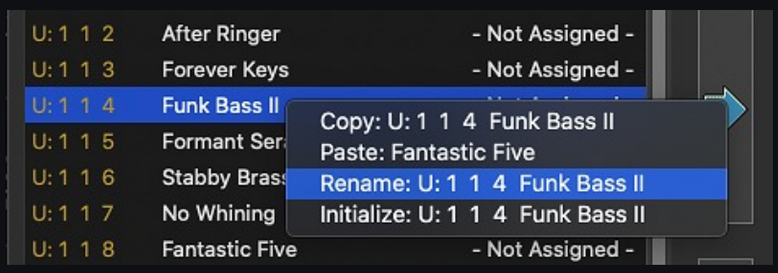
Normally, when you select a program from the bank list, the editor sends MIDI bank/program change commands and you can see that programs on the Prophet~5 change accordingly. At the same time, the editor requests selected program from the synth in order to keep the data in sync.

With **Use Loaded Data** option enabled, the editor does not switch banks and programs on the synth. Instead, the selected program is send to the synth's edit buffer. Whenever you select a program directly on the synth or via MIDI while using the editor then a selected program is loaded from the internal synth's memory to the edit buffer. The edit buffer serves as a medium for programs being edited and played.

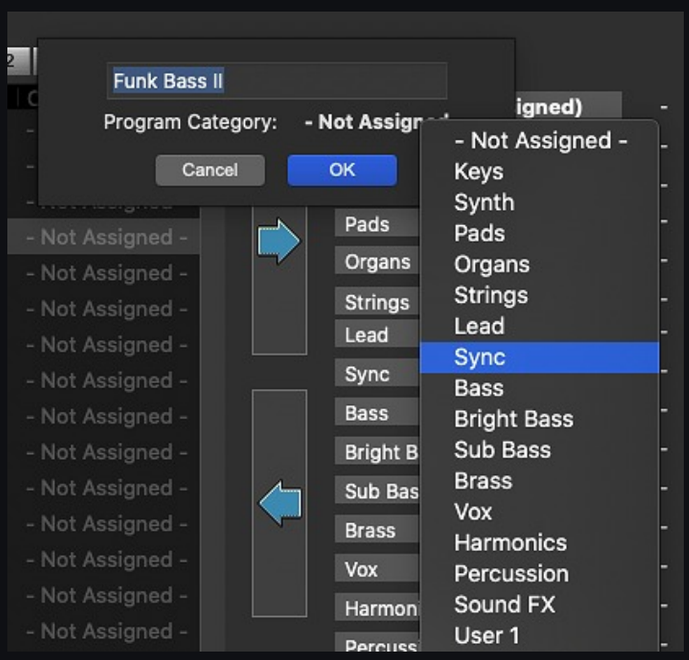
By using the **Use Loaded Data** function you can send programs to be audited without committing them to the Prophet~5. You may also notice that bank and program numbers do not switch on the synth but the programs are changing Prophet~5 panel controls.

When you right-click on the selected program in the bank list you will be presented with the basic functions like copy, paste, initialize and rename.

Note: When you use all of these functions form the right-click pop-up menu the program will be automatically written to the corresponding locations in Prophet~5 internal program banks.

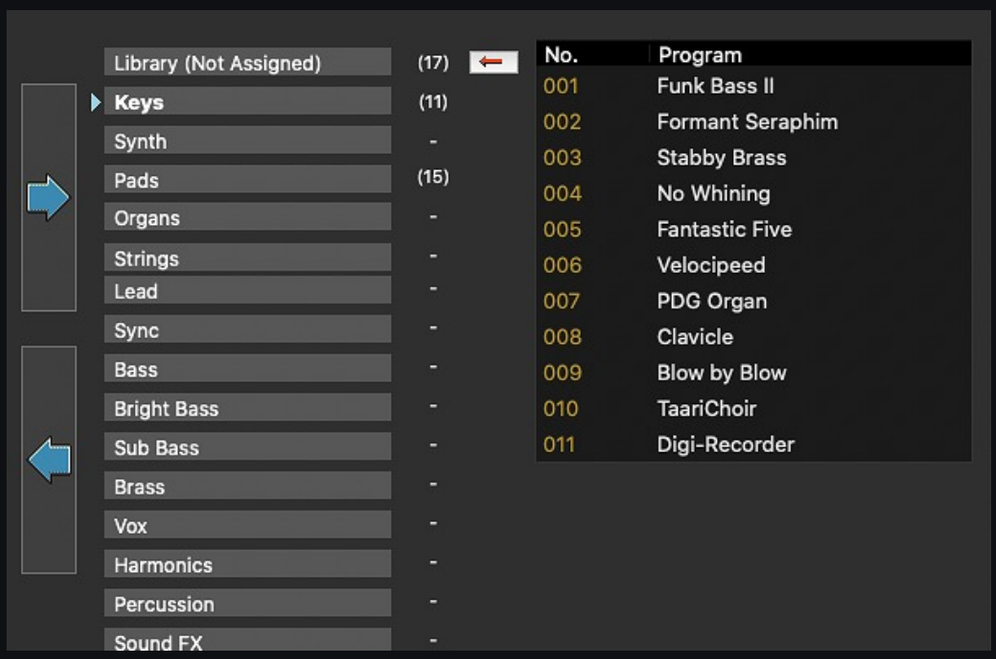


If you wish to make a program name change then ouble-click on the list and in the name change dialog type new name and select category.



At any time, if you like to do some editing on the currently selected program then click on the EDIT button and you will be immediately returned to the Prophet~5 editor. If you wish to commit the edited program to the Prophet~5 then select Write Program under the Edit window menu.

The space on the right side of the librarian window is where you can organize individual or groups of patches, collect them and reorder.



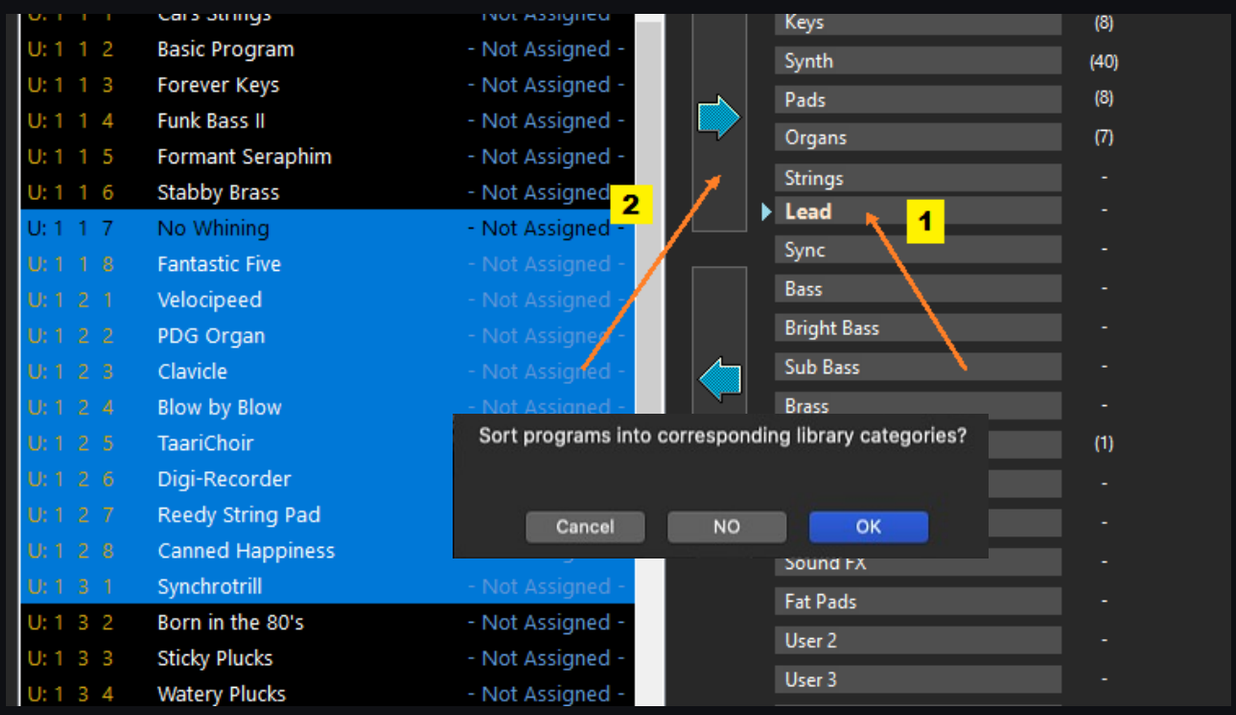
You can select programs on the left side and move them over simply by clicking on the top arrow button.

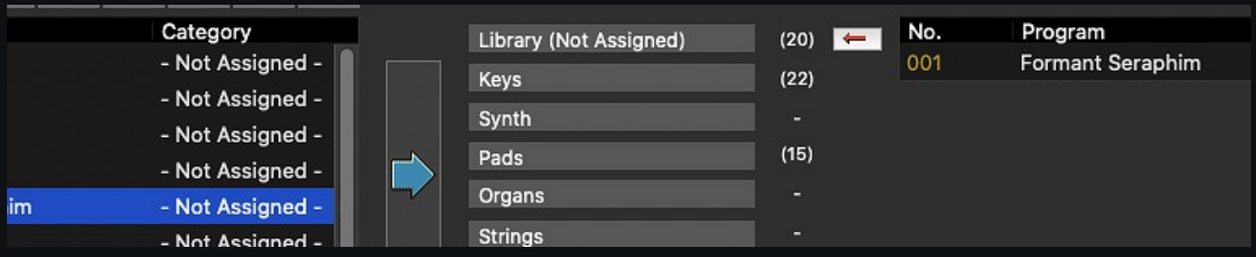
You can select single patches or multiple by shift-clicking.

When coping programs to the library you will have an option to either copy programs to pre-selected category [1] by choosing NO in the dialog or to sort them to their own categories.

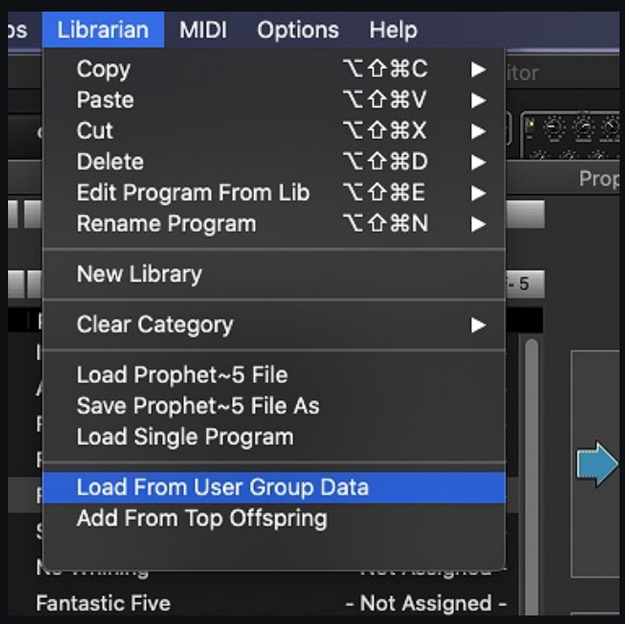
Here you can also drag programs over to the librarian section and drop them to categories that you choose.

You can select single patches, multiple patches by using Shift key or individual non-contiguous patches by using Command key on Mac or Control key on PC.



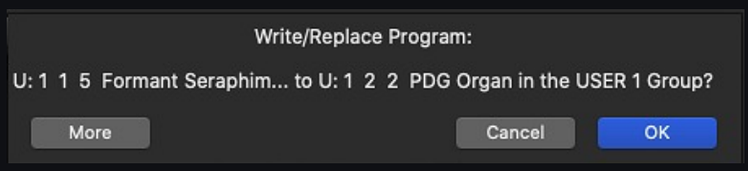


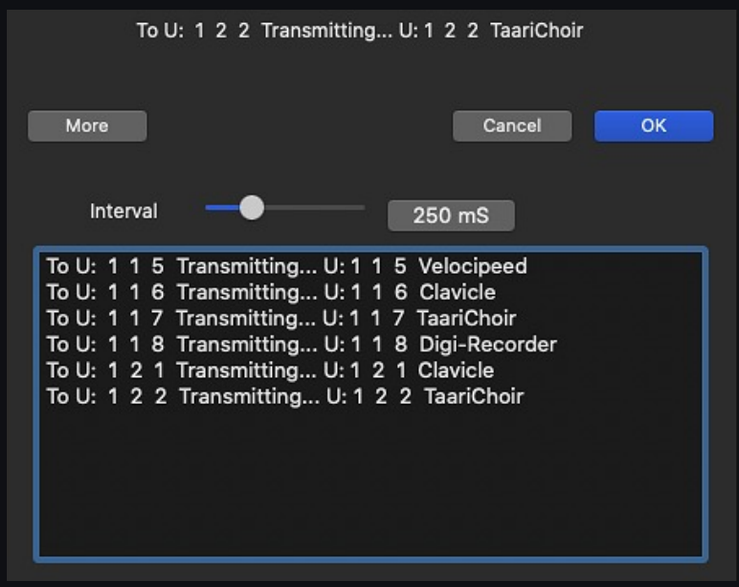
Whenever you move programs to a certain category the category info will be assigned and saved in the program.



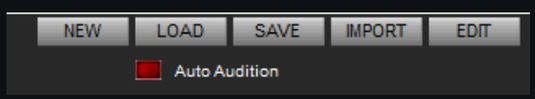
Once you have moved a collection of patches to the right side of the librarian you have a few options. You can select some or all and move them back to the bank on the left side. You can copy and paste, drag and drop from one side to another, or use the left pointing arrow button. This process is very effective for reorganizing programs.

When moving programs back to the banks, you need to select the destination first. Then you need to confirm if you want to replace programs in the bank.

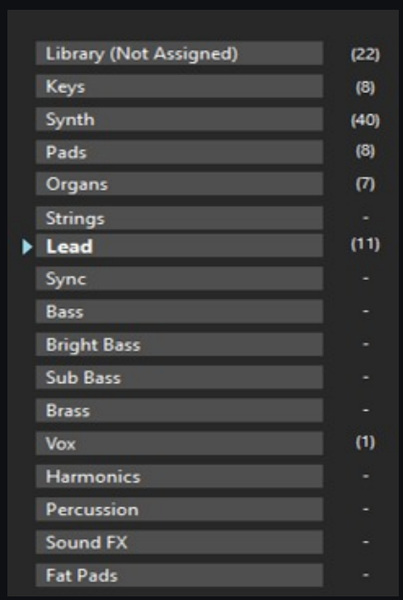




Once you select **OK**, selected program will be committed and written to the Prophet~5. By clicking on the **More** button you can see the process and adjust the time interval between programs sent. It is recommended to have at least 100 mS delay when sending multiple programs.



When **Auto Audition** button is checked any program on which you click in the library will be automatically transferred to the Prophet~5 edit buffer for review or editing.



You can use the list pf categories the canter column to browse though different categories.

You also have same options to save a collection of your programs to a hard drive and similarly you can open up previously saved sets of patches to the librarian. **IMPORT** will allow you to add patches from Prophet~5 .syx files. **NEW** will allow you to start with the new blank space.

There are some additional functions available from the Librarian window menu like for example:

Load from User Banks Data that copies all programs from currently selected bank and optionally sorts them corresponding categories.

Program Genetics

Program Genetics

Genetics allows the user to quickly build new sounds from two existing ones in a similar fashion to breeding. Parameters of each of the two sources (parents) are combined using three different functions to generate a new bank of resultant sounds (kids). The four functions are:

Mix: each parameter of each child is randomly chosen from either a parameter from the mother or father source. For example if the mother's cutoff frequency was 10 and the father's was 88; the children's values would only be 10 or 88.

Morph: the value of each parameter is linearly interpolated from one parent to the other. The first child is identical to the mother, the last child is identical to the father. All others are weighted towards each parent depending on their placement within the list. The middle child is exactly ½ mother and ½ father.

Mutate: the value of each parameter of each child is randomly chosen from within the range between each parent's parameter. For example if the mother's cutoff frequency was 10 and the father's was 88; the children's values would be between 10 and 88....50, 25, 88, 70, 63 ...etc.

Random: Parent independent patch generation. Parameters are generated by random values in the parameter minimum and maximum range.

The easiest way to audition the results is to play notes using computer keys and click on each child to hear it. If the sound is pleasing, simply drag and drop it in a sound bank. Then save the bank. Typically only 5% to 10% of the children are pleasing however use of genetics is certainly the easiest and fastest way to generate new sounds. Experimentation by using vastly different parents and similar parents creates nice results. You can also interbreed children too.

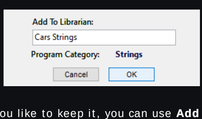
Important: The text names are also morphed thus the strange children's names. This is normal.

Experimentation using vastly different parents or similar parents creates the most interesting results. You can also 'interbreed' the child patches, too. In addition, you can set fi lters to excluded parameters that will not take a part in the generation of new offspring. Experiment and have fun

PROGRAM MORPHER

Similarly to the Morph function in the Program Genetic, patches are created by linearly interpolate parameters from a selected program from the list on the left to a selected programs from the list on the right.

At the center there is the mouse X-Y pad that you can use to dynamically change some additional parameters allowing to quickly produce more variations.



Whenever you like what you hear and you like to keep it, you can use **Add to Lib button,** rename it, change category and the current program will be added to the Librarian.

Use the **WRITE** button to save it directly to Prophet~5 banks.