RHODES CHROMA (s10H

USING THE INTERFACE - - -

When you turn on the synthesiser for the first time, you will be in
omni-on mode for receive (all channels) and channel 1 for transmit -
See next page for factory default settings
When you select a transmit or receive channel, this will be stored in
memory and will be remembered for when you subsequently turn on the
synth - (omni on/off is also stored)

If you want to put the machine back to the factory default settings
at any time, then switch the synth on whilst holding the red push
button pressed - hold for a couple of seconds then release.

MODE CHANGE PUSH BUTTON

Pressing the button enters program mode. This enables you to program
in such things as receive / transmit channel number information etc.
Once you have entered program mode, the interface will stay in that
mode until top C on the remote keyboard is pressed, and until that time,
any key pressed on the remote keyboard will change a parameter.

MIDI SWITCH

For most purposes this switch can be left permanently in the on (down)
position. This is the MIDI position, but if you wish to use the computer
interface socket on the back of the Chroma, you must turn this switch
off to disable the MIDI interface.

SENT	RECEIVED
notes on	notes on
notes off	notes off
velocity	velocity
program change	program change
pitchbend (lever 2)	pitchbend (lever 2)
mod wheel (lever 1 - pull)	mod wheel (as lever 1 - pull)
cotroller 4 (lever 1 - push)	controller 4 (as lever 1 - push)
sustain (footsw 2)	sustain (footsw 2)
	MIDI volume

C   Receive channel 1 [Bottom C] MIDI note number 36
Db   "   "   2
D   "   "   3
Eb   "   "   4
E   "   "   5
F   "   "   6
Gb   "   "   7
G   "   "   8   Selecting a receive channel
Ab   "   "   9   will automatically put the
A   "   "   10   MIDI into omni off mode.
Bb   "   "   11   That is, it will receive on
B   "   "   12   the selected channel only.
C   "   "   13
Db   "   "   14
D   "   "   15
Eb   "   "   16
E   Omni on mode (default)
F   Transmit channel 1 (default)
Gb   "   "   2   The transmit channel can be
G   "   "   3   changed independently of the
Ab   "   "   4   of the receive channel, and
A   "   "   5   can be set even during omni
Bb   "   "   6   on mode.
B   "   "   7
C   "   "   8 [Middle C] MIDI note number 60
Db   "   "   9
D   "   "   10
Eb   "   "   11
E   "   "   12
F   "   "   13
Gb   "   "   14
G   "   "   15
Ab   "   "   16
A   dump current program
Bb   dump all programs
B   not used - -
C   not used - -
Db   not used - -
D   not used - -
Eb   program change off
E   "   "   ON (default)
F   p.bend & mod wheel off
Gb   p.bend ON (default)
G   mod wheel ON (default)
Ab   controller Y - ignored (see page 3 re controller Y)
A   "   - vcf
Bb   "   - *** (default)
B   controller X - ignored (see page 3 re controller X)
C   "   - vcf (default)
Db   "   - ***
D   aftertouch   - ignored
Eb   "   - modulation (default)
E   "   - p.bend (up only)
F   "   - vcf
Gb   "   - *** (*** = not used on this synth)
G   velocity   - ignored (default)
Ab   "   - vcf
A   "   - vca
Bb   MIDI volume   - ignored
B   "   - vca (default)
C   ENTER key - Press and release. [Top C] MIDI note no. 96

NOTES

1) Controller X can be any MIDI controller.
   After pressing the red push button twice to enter SET-UP mode,
   operate the required MIDI controller before pressing the C or
   Db key that will assign it to VCF or resonance.
   If you do not operate a controller before pressing the C or
   Db key, then controller X will respond to MIDI controller
   16 - that is General purpose controller 1 (10 hexadecimal)

2) Controller Y can be any MIDI controller.
   After pressing the red push button twice to enter SET-UP mode,
   operate the required MIDI controller before pressing the A or
   Bb key that will assign it to VCF or resonance.
   If you do not operate a controller before pressing the A or
   Bb key, then controller Y will respond to MIDI controller
   17 - that is General purpose controller 2 (11 hexadecimal)

3) Controller X/Y will take priority over other control messages,
   so if controller X/Y is the mod wheel, mod wheel messages will
   operate whatever controller X/Y is currently assigned to,
   instead of operating modulation.

4) Transmit/Receive channel and omni-on setting will return you
   directly to playing mode, all other keys will let you stay in
   SET-UP mode until you press the ENTER key (Top C)

5) The ENTER key (Top C) also resets all controllers to their
   default values - off in most cases - on for volume - centre
   for pitch bender.

6) After pressing the red push button twice to enter set-up mode,
   the first assignment that you make for any given source (after-
   touch for example) will cancel all other destinations currently
   assigned to that source - if you want to make multiple assign-
   ments, you will have to do this in the same set-up session, in
   other words, before you press top C.
    - For example - irrespective of what aftertouch was previously
   assigned to, pressing F (and release) will assign it to VCF only
   - to make aftertouch also bend pitch, you will have to press E
   (and release) before pressing the top C which will ENTER the
   information and store it in n.v. memory.
   OTHER SET-UPS WILL REMAIN UNALTERED UNLESS SPECIFICALLY CHANGED

7) Control change commands recognised - (numbers in decimal)
   121 reset all controllers   01 modulation wheel
   123 all notes off   07 Main volume
   124 omni mode off (always poly)   64 sustain pedal
   125 omni mode on (always poly)   94 select transpose mode
   126 (mono mode) = all notes off   95 select set-up mode
   127 (poly mode) = all notes off
   nnn Controller X (user defined where nnn = any controller)
   nnn Controller Y (user defined where nnn = any controller)
   N.B.- Controller X default = 16 : Controller Y default = 17

8) Other commands recognised - (numbers in hexadecimal)
   8nH notes off   9nH notes on & velocity
   BnH control change (see above)   CnH program change
   DnH channel pressure (aftertouch) EnH pitch-bend change
                    FEH active sensing

MIDI CONTROL OF RED PUSH BUTTON

The red push button can be "pressed" via MIDI as MIDI switch number
95 (5Fh) for regular program mode or 94 (5Eh) for transpose mode.
The selection of the push button is enough, it doesn't matter if it
is being turned on or off.
In hexadecimal BX - 5F - 00 = program mode
In hexadecimal BX - 5E - 00 = transpose mode
Where X is the current MIDI channel.
[n.b. whilst in program/transpose modes the MIDI is in omni on mode]

MIDI CONNECTORS - -

MIDI IN should be connected to a MIDI OUT or a MIDI THRU
similarly MIDI OUT should be connected only to a MIDI IN
and a MIDI THRU should also be connected only to a MIDI IN.

MIDI OUT is the signal from the synthesiser (or drum machine etc.)
that is to be sent to another instrument. MIDI IN is a received
signal that contains MIDI information from another synth, and MIDI
THRU is an exact copy of information arriving at the MIDI IN socket.
This allows several instruments to be connected together.

If you want to wire your own MIDI cables the following information
may be useful.
1) Although a 5 pin connector is used, only two connections plus an
earth connection are required.
2) If you look at the din plug from the wiring side you will see
that the pins are numbered. From left to right (or clockwise) these
are 1 - 4 - 2 - 5 - 3.
3) The pins numbered 1 & 3 are not used.
4) The screen (earth) is connected to pin 2 (centre pin)
5) Pin 4 of one plug should be connected to pin 4 of the other
6) Pin 5 of one plug should be connected to pin 5 of the other
7) You should now have a working MIDI lead
8)   It is preferable to label one end of the cable MIDI IN & the
other end MIDI OUT, to avoid confusion.

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