

Technics 'ow it's done (mix 'n' match Styles)

Most Tech' keyboards have 20 Custom memories, (with their special features), three memories for A, B, & C, plus Easy Composer, and Sound Arranger. Firstly the use of **Sound Arranger**, this is the easiest 'tweak' that can be used on any *preset style*, and consists of allowing the user to "revoice the style parts," press the **Sound Arranger on/off button** and "hey presto" the style is revoiced, this can now be used for your song, and will be saved unless you change it, (*Sound Arranger Button On/off button lit*), or if you want to see what sounds actually make up the style part press the set button first, this will now shows the 'actual sounds used for all the style parts.' These can then all be alerted to suit yourself, for example using press the Style button for – Latin & World - Bossanova, then press the (Set button) highlight the Bass (part normally) Mellow Ac Bass and press (**Bass**) button from the voice section and choose Jazz E Bass, the results this Bass voiced in now used. The process can be repeated until you are satisfied with the results and for all the Style parts in a similar manner. You can save them to disk for later use.

Easy Composer

This allows you to mix style parts from preset styles, press Program Menu – Composer - Easy Composer, you are now in EASY EDIT, in memory A, you can select which memory you wish to use at this point. Now you are presented with all the style parts (*Drums being split into three sub parts*), Bass, and Accomp 1-5. Each section has a style type (8 Beat) and a number of style elements (1 to...), these can be freely mixed, so lets say leave all the parts as setup to 8 Beat and start by selecting Bass, set it to March/Polka, press stop/start and listen to the style, then press SET and **the new Bass pattern will play**. This is very briefly how it works, make all the other part alterations, as you want them to be, in a similar way. Note I recommend that at the outset, whatever style you start with you copy to all four variations at and then change the other variations afterwards. Also Note that you can not make intros, Fills, or ending with this function. Don't Forget the effect of the changes only happen after pressing the SET button. And save your work to disk.

Mix 'n' Match

So now we are going to use memories A, B, or C again, and for this exercise and do a proper mix 'n' match. Firstly select you basic style to be used say Program Menu – Composer – Pattern Copy–GROUP – BALLROOM – RHYTHM (twice) - Quick Foxtrot (OK) into Memory A, **COMPLETE!** (*Message appears*) now our style is residing there! Next we decide what parts to change by *pressing edit*, say pattern Vari 1 (ok), Note there are numerous options here, but press exit, exit, to get back to **pattern copy screen**, this time select from, GROUP – and change it to Movie & Show and select **VARI 1 – PATTERN** (OK), but this time press the *page button and go page 2/2*, now use the **part** button and highlight Bass part, use the button under the TO A-VARI1 PATTERN, and change it to copy (it will show all parts as (**Movie & Show** as Space Epic), and press (OK). Now you have modified the style's Bass part from Quick Foxtrot's (*Bass part*) to MOVIE & SHOW - Space Epic's (*new Bass part*). All the parts can be changed in the same way! And you can even select any preset styles, or disk style in Memory A (to C). You can even use bits from easy composer which should, be in another Composer Memory (B or C), and copy the part you want to use into you modified style. **Finally don't forget to save it to disk.**