

PL88 PATCH LIBRARY MANUAL

Firmware Version 4.05

WELCOME

Thank you for purchasing a PL88 Synthesizer Memory Module!

CONNECTIONS

Connect the PL88 as follows:

USB POWER

If using the USB cord for power, connect to an appropriate USB compliant (5V) power source. This could be a USB powerbank for cordless operation.

POWER

If using the standard power port, connect to a 9V, center-positive adapter.

MIDI

You will need 2 standard MIDI cables.

- Connect the PL88 Synth OUT port to your synthesizer's MIDI IN port.
- Connect the PL88 Synth IN port to your synthesizer's MIDI OUT port.

Remember: OUT to IN, IN to OUT.

EXTERNAL MIDI

The PL88 MIDI OUT and IN port now take the place of your synthesizer's MIDI OUT and IN ports. Connect these to outside MIDI devices as necessary.

Remember: OUT to IN, IN to OUT

SYSTEM CHECKS

Find your synthesizer model in the Appendix and make sure your synthesizer is ready to send and received MIDI sysex data, and that memory protection is turned off.

POWER

The PL88 will turn on when power is applied at either power connection. To turn the PL88 off, disconnect the power source.

MIDI PASSTHROUGH

When powered on, the PL88 will pass all MIDI messages received on the MIDI IN port on to the synthesizer's MIDI IN port. All messages from the synthesizer's MIDI OUT port will be passed through to the MIDI OUT port on the PL88. When the PL88 is loading or saving a patch, this passthrough is disabled while the patch is being loaded or saved.

MIDI Note On messages from the connected synthesizer can be remapped from their default range to 0-127 for compatibility with other equipment. This is principally useful with the Yamaha DX7 keyboards. See the Velocity Compensation Setting section for instructions.

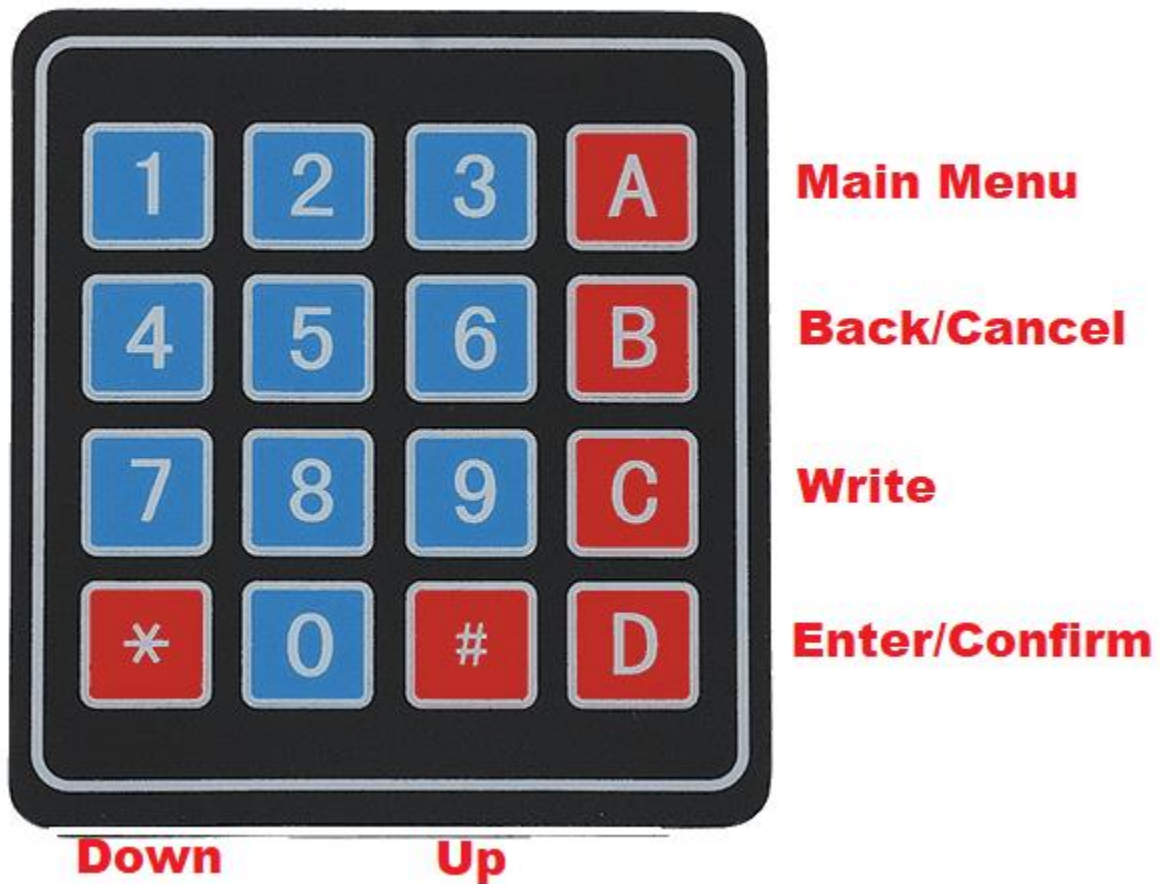
KEYPAD

While some modes of operation will assign different functions to the keypad, in general, the keypad buttons are used as follows:

- **A** – Access the Main Menu
- **B** – Cancel an operation
- **C** – Initiate a Write operation to save data to the PL88 Patch Library
- **D** – Enter/Yes/Confirm an operation
- Numeric keys – Enter values or select options

*, # keys – Increase or decrease values or option selections

0-9 Numeric Entry



MAIN MENU

The PL88 starts in Main Menu Mode. You can return to the Main Menu at any time by pressing A. There are 9 main modes, which you can access by entering the number with the keypad, or pressing the *,# keys. Then press D(Enter) to enter that Mode.

These modes are:

0. **SYNT** (Synth) – Change the synth library you are working with.
1. **PRST** (Preset) – Load a preset to the synthesizer.
2. **USER** (User) – Load or save a patch to one of the PL88's 10,000 available user memory slots.
3. <UNUSED>
4. **ARPG** (Arpeggiator) – Use an arpeggiator with your synthesizer.
5. <UNUSED>
6. <UNUSED>
7. **SETT** (Settings) – Adjust PL88 settings.
8. <UNUSED>
9. **FAVO** (Favorites) – Load and save patches to your Favorites.

To select a mode, use the numeric keys then press D (Enter) to enter that mode

0 – SYNTH MODE

Press A (Main Menu), 0 (Synth Mode), D (Enter) to enter Synth Mode.

Here you can select the synthesizer library you want to work with.

Use the *, # keys to scroll through the available libraries:

- **CSCZ** – Casio CZ Series. Choosing this synthesizer will enable extra features for Casio synths. Please see the CZPL Patch Library Manual for details.
- **J800** – Roland JD-800
- **KGM1** – Korg M1
- **RD50** – Roland D-50 / D-550 / D-05
- **SY77** – Yamaha SY77
- **YDX7** – Yamaha DX7 (and compatibles such as Korg Volca FM)
- **USR0** through **USR9**. These libraries can be used to store patches and settings for other synthesizers.

Press Enter to select the library. The display displays SYNT again.

1 – PRESET MODE

Press A (Main Menu), 1 (Preset Mode), D (Enter) to enter Preset Mode.

Here you can load one of the built in preset patches for your synth.

SELECT A PRESET

Use the numeric keypad or the #, * keys to enter the number of the preset you want to load. The display flashes slowly, indicating that the preset you have selected has not yet been loaded.

LOAD A PRESET

1. In the Appendix, find your Synth model and make sure it is ready to receive patch data.
2. Once you have entered the desired preset, press the D (Enter) button to load the patch to the synth. Your synth should indicate that MIDI data is being received.
3. The display shows “WAIT” while the data is being transferred.
4. When transmission is complete, the display stops flashing, indicating that the selected patch has been loaded to the Synth.

2 – USER PATCH MODE

Press A (Main Menu), 2 (User Patch Mode), D (Enter) to enter User Patch Mode.

Here you can load or save patches to one of the 10,000 memory slots available for each synthesizer model.

LOAD A USER PATCH

1. In the Appendix, find your Synth model and make sure it is ready to receive patch data.
2. Use the numeric keypad or the *, # keys to enter the number of the slot containing the patch you want to load. The display will display the slot number, and if the slot contains data, the : symbol.
3. Once you have entered the desired patch, press the D button to load the patch to the synth.
4. The display shows “WAIT” while the patch data is being transferred.
5. The display stops flashing, indicating that the selected patch has been loaded.

SAVE A USER PATCH

1. Use the numeric keypad or the *, # keys to enter the number of the where you want to save the patch data. The display will display the slot number, and if the slot contains data, the : symbol.
2. Press C to confirm your selection. The display will blink quickly.
3. Press the D (Enter) button.
5. The display flashes “LSTN”, indicating that the PL88 is listening for data from the synth.
6. In the Appendix, find your Synth model and make sure it is ready to send patch data.
7. Send the data from your synth. The PL88 display flashes “DATA”, indicating that it is receiving data.
8. When data transfer is complete, the PL88 display flashes “RCVD”, indicating that data has been transferred successfully. Press D to complete the save operation.

9 – FAVORITES MODE

Press A (Main Menu), 9 (Favorites Mode), D (Enter) to enter Favorites Mode.

You can save the address of any PRESET or USER patch that you have stored here, and recall it quickly. Much like buttons on a car radio, this lets you send patches to multiple synth models from one place. The PL88 has space for 1000 favorites.

SAVE A FAVORITE

1. Navigate to the Preset or User Patch that you want to store as a favorite using the PRESET and USER modes described in this manual.
2. Enter Favorites Mode:
 - a. Press A for the Main Menu.
 - b. Press 9, then D (Enter) to enter Favorites mode.
3. Enter the number where you want to store the patch address:
 - a. Use the numeric or #,* keys to enter the favorite storage location.
 - b. The ":" will appear if a favorite address already contains a favorite. If the ":" does not appear, the favorite location is empty.
4. Press C to Write. The display will flash quickly.
 - a. Press D to write the preset to the favorite address.
 - b. If you made a mistake, press B to cancel.

RECALL A FAVORITE

1. Enter Favorites Mode:
 - a. Press A for the Main Menu.
 - b. Press 9, then D (Enter) to enter Favorites mode.
2. Enter the number of the favorite you want to recall:
 - a. Use the numeric or #,* keys to enter the favorite storage location.
 - b. The ":" will appear if a favorite address contains a favorite. If the ":" does not appear, the favorite location is empty.
3. Press D to Recall and send the favorite to your synthesizer(s).
 - a. WAIT appears and the patch is sent to your synthesizer.

Note that favorites store only the address (Synthesizer-PRESET/USER-Number) of patches. They do not store the patch itself. If you delete a patch, or change it, the favorite will be deleted or changed as well.

4 – ARPEGGIATOR MODE

Press A (Main Menu), 4 (Arpeggiator Mode), D (Enter) to enter Arpeggiator Mode.

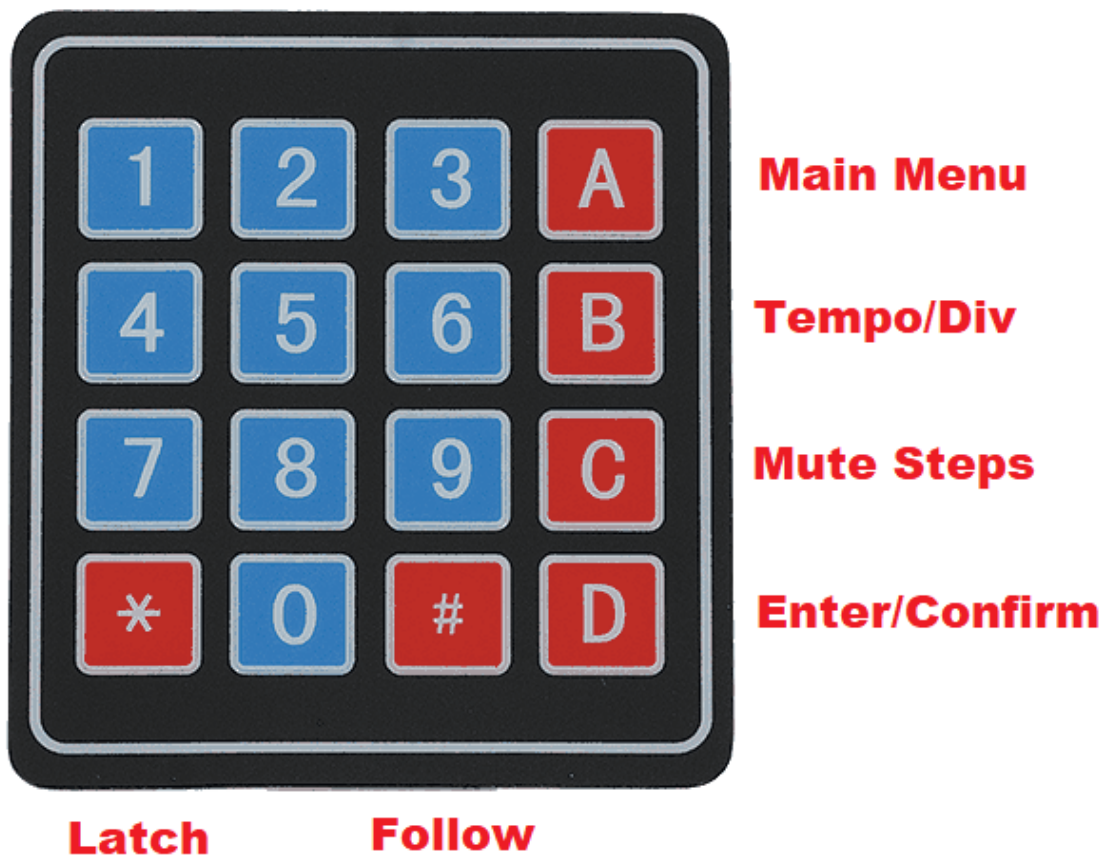
Arpeggiator Mode adds a powerful arpeggiator to your synthesizer.

In arpeggiator mode, the keypad functions are:

1-4 Octave

6-9 Pattern

5 Pause 0 Rest



The PL88 arpeggiator offers 4 patterns:

- Up
- Down
- Up/Down
- Random

And can play these patterns across 1 to 4 octaves.

To start, enter ARPG mode by pressing the A (Main Menu) key, then 4., then D (Enter/Confirm).

The display will show Up 4, indicating the current arpeggiator pattern is Up, covering 4 octaves.

Hold down one or more keys on the synthesizer. You should hear these notes being played in a pattern

NOTE ORDER

The order that notes are played depends on the order in which you play them on the keyboard. Even a difference of a fraction of a second will be picked up. This allows you to vary the pattern quite widely – pressing C,E,G will produce a purely rising set of tones, while pressing G,E,C will play a descending pattern, but then jump up an octave and play the descending pattern again, etc.

CHANGING OCTAVES

Numeric keys 1-4 select the span of the arpeggio to be played, from 1 to 4 octaves. Changes are applied immediately.

CHANGING PATTERNS

Numeric keys 6-9 select from the available patterns:

- 6 – Up
- 7 – Down
- 8 – Up/Down
- 9 – Random

LATCH MODE

Pressing the * key activates the Latch feature. After you press *, you can remove your hand from the keyboard and the arpeggio will keep playing. The colon will be displayed, for example, **Up: 4** to indicate the arpeggio is latched in Up, 4-octave mode.

LATCH MODE: RETRIGGER

When the LATCH setting (See Settings) is Ltrt, the arpeggiator behaves like most synths' HOLD mode. When you play a new cluster of notes, the arpeggiator changes to use those notes instead of the ones currently playing.

LATCH MODE: SEQUENCE

When the LATCH setting is LtSq, you can continue to add notes to the pattern by playing them on the keyboard.

The pattern has a maximum length of 64 notes. You can also enter a rest into the pattern by pressing the 0 key on the numeric keypad.

Press * again to Unlatch. Note that this will immediately “forget” any pattern that was playing.

ENTERING A SEQUENCE

You can use Latch mode as a simple monophonic 64 step sequencer:

1. Enter Latch mode by pressing the * key.
2. Select 1-octave mode by pressing 1.
3. Select Up mode by pressing 6.
4. Pause the arpeggiator by pressing 5. The display flashes.
5. Enter your sequence by using the keyboard for notes and the 0 key on the PL88 for rests.
6. Unpause the arpeggiator by pressing 5. Your sequence plays.
7. You can now press the # (Follow) key if you want to transpose your sequence based on key input.
8. Press * to unlatch and erase the sequence.

FOLLOW MODE

From latch mode, you can lock the current pattern and enter Follow mode, where the arpeggiator will transpose the currently playing pattern based on key input from the synthesizer.

First enter latch mode by pressing the * key. Enter follow mode by pressing the # key. The display adds an F to indicate the arpeggiator is in follow mode, for example **Up:F4**. Pressing keys on the synthesizer now transposes the currently playing pattern. For example, if the pattern as originally entered was C-E-G, pressing a D key will change the pattern to D-F#-A.

Press # to exit Follow mode.

PAUSE/RESTART

To pause or restart a latched pattern, press the 5 key on the keypad. The display flashes when the pattern is paused and lights steadily when the pattern is playing.

STEP MUTE / STEP REPEAT / GATE LENGTH

By default, the arpeggio plays every note in the pattern once, and plays notes with a long gate time. You can:

- Mute pattern steps
- Change the note gate length
- Change the number of times each pattern step is repeated

STEP MUTE

Press the C key to enter Pattern Step Mute.

The display changes to show the first 4 steps in the pattern along the top row, and the last 4 steps in the bottom row:



Press the numeric 1-8 keys to mute or unmute the steps. Here steps 2 and 7 have been muted:



STEP MUTE INVERT

Press the * key to invert the step mute pattern. Steps that were muted are unmuted, and unmuted steps become muted. Press * to return to the original pattern.

STEP MUTE OVERRIDE

Press the # key to override the step mutes. All steps will play. The display shows a solid line in the center to indicate that the override is active:



Press # to remove the override.

GATE LENGTH / STEP REPEAT

Press the C key again to enter Step Repeat / Gate Length. The “:” is displayed to indicate that you are in Gate Length / Step Repeat.

The display changes to show the Gate Length at the top, and the Step Repeat setting at the bottom:



Here the Gate Length is 4 (the maximum), as shown by the 4 bars at the top, and the Step Repeat is 1 (the minimum), as shown by the 1 bar at the bottom.

The numeric keypad keys 1-4 will set the Gate Length, with 1 being the shortest and 4 being the longest.

The numeric keypad keys 6-9 will set the number of repeats, with 6 being 1 repeat and 9 being 4 repeats.



Here the Gate Length has been set to 1 (the minimum), and the Step Repeat is 2.

Press the D key to return to the main arpeggiator mode.

TEMPO / DIV / VELOCITY

Press B to adjust the tempo, note division or velocity, as follows:

INTERNAL CLOCK

When using the internal clock, the tempo can be adjusted from 20-500 BPM, using either the numeric keypad or the #/* buttons to adjust. Press B to exit.

EXTERNAL CLOCK

When using an external clock signal, the divisor can be set to one of 8 options using the numeric keypad buttons 1-8. Options are:

1. Whole Note
2. Half Note
3. Quarter Note
4. 8th Note
5. Triplets
6. 16th Note
7. Sextuplets
8. 32nd Note

VELOCITY

Press B again to change the Velocity of the arpeggiator notes. Use the #, * buttons to increment or decrement the velocity values that are sent.

Press D to exit to the main arpeggiator mode.

7 – SETTINGS MODE

In settings mode you can move through the available settings using the #/* keys. Press D (Enter) to adjust the settings for:

- MODL (Casio CZ Model) - **CASIO CZ Synthesizer Only**
- CLOC (Arpeggiator Internal/External Clock)
- ATRG (Arpeggiator Internal/External Trigger)
- CHAN (MIDI Channel)
- SPLT (Keyboard Split Point)
- LATC (Arpeggiator Latch Mode)
- MOUT (MIDI Out Mode)
- BNCH (External Bank/Program Change Enable/Disable) - **CASIO CZ Synthesizer Only**
- VELO (Velocity Compensation)
- BFDL (Buffer Delay)
- FSDL (F7 Delay)
- LCMS (Local On/Off Message Enable/Disable)

MODEL (MODL)

CASIO CZ Synthesizer Only

Please see the CZPL Patch Library manual for further information on setting the CZ model.

INTERNAL/EXTERNAL CLOCK (CLOC)

The arpeggiator normally runs from an internal clock, but can be changed to listen for incoming MIDI Start/Stop/Song Position Reset and Clock messages on the MIDI IN port.

Midi Clock/Start/Stop messages are echoed out on the MIDI Out port.

The current clock location (INTL or EXTL) is shown. To switch between states, use the #/* keys. Press D to confirm.

ARPEGGIATOR TRIGGER SOURCE (ATRG)

The notes that trigger the arpeggiator can come from either the synthesizer, or a MIDI controller that is connected to the PL88 MIDI IN port.

- INTG – the arpeggiator notes are triggered by the keyboard. Notes that come from an external MIDI controller are passed through and played as normal.
- EXTG – the arpeggiator notes are triggered by the external controller, if the channel of the incoming note matches the channel set in the CHAN setting, below. Notes that are played on the synthesizer keyboard are played normally.

To switch between states, use the #/* keys. Press D to exit.

This allows you to essentially play 2 parts, an arpeggiated part and a lead part, at the same time.

MIDI CHANNEL (CHAN)

This should be set to the same MIDI channel that you have your synthesizer set to respond to. If there is a mismatch the arpeggiator will not function when triggered externally, and Casio patches will not load correctly.

Use the numeric keypad to enter the channel you want to use. Press D (Enter) to confirm.

KEYBOARD SPLIT POINT (SPLT)

You can split the keyboard such that the arpeggiator “listens” for notes only on the bottom half of the synth keyboard, and ignores notes played on the upper half. This lets you play an arpeggiated part with the left hand and a solo/lead part with the right.

The split point is applicable when using the arpeggiator with the synth’s built in keyboard, and when using one of the split MIDI OUT modes (see below).

The display shows the current cutoff note. To change the cutoff note, press a note on the keyboard. Notes to the left of this note will trigger the arpeggiator, while notes to the right will be played unchanged.

ARPEGGIATOR LATCH MODE (LTCH)

This setting affects the way the Arpeggiator Latch function works:

- Ltrt – Latch Retrigger- this mimics the behavior of most other arpeggiators with a HOLD function. A group of notes will continue playing until a new group of notes is entered.
- LtSq – Latch Sequence – this allows you to add notes one by one to the arpeggiator, up to a maximum of 64 steps. This is similar to the Roland Jupiter 4 arpeggiator. See the Arpeggiator section for details.

To switch between states, use the #/* keys. Press D to exit.

MIDI OUT MODE (MOUT)

This setting affects the way the synth sends notes played on its keyboard out via MIDI. These settings let you split the keyboard such that some notes are sent out via MIDI, and those notes are not played on the synth. This lets you play an external sound source on one side of the keyboard, and the synthesizer using the other.

- OAll – All notes played on the built in keyboard will be sent out via MIDI out.
- OLow – Only Notes played below the Keyboard Split point (see SPLT, above) will be sent via MIDI out. Notes played below the split point will NOT be sounded on the synth.
- OHig – Only Notes played above the Keyboard Split point (see SPLT, above) will be sent via MIDI out. Notes played above the split point will NOT be sounded on the synth.

To switch between states, use the #/* keys. Press D to exit.

EXTERNAL BANK/PROGRAM CHANGE (BNCH)

CASIO CZ Synthesizer Only

Please see the PL88 Casio CZ manual for further information on this feature.

VELOCITY COMPENSATION (VELO)

Some synthesizer models do not transmit note velocity all the way up to 127. The PL88 can compensate for this by remapping the note velocities it receives.

The display shows the current top velocity. Any velocities that are received at or above this value will be transmitted as 127, while velocities below are remapped accordingly.

LOWER numbers result in HIGHER velocities being sent out. So, if you want no remapping at all, set the value to 127, whereas if you want a very “light” touch on the keyboard to result in high velocities, set the number to a number of 90 or below. This will result in the outgoing velocities being substantially “amplified”.

Use the #/* keys to adjust this value. Press D (Enter) to confirm.

BUFFER DELAY (BFDL)

If you experience problems with your synthesizer receiving data from the PL88, try adjusting this value. This is the amount of delay between buffers. The default value is 25 milliseconds, and it can be adjusted between 10-255 milliseconds.

Use the #/* keys to adjust this value. Press D (Enter) to confirm.

F7 DELAY (BFDL)

If you experience problems with your synthesizer receiving data from the PL88, try adjusting this value. This is the amount of delay between individual patches in a bank. The default value is 25 milliseconds, and it can be adjusted between 10-255 milliseconds.

Use the #/* keys to adjust this value. Press D (Enter) to confirm.

LOCAL ON/OFF MESSAGE (LCMS)

By default, the PL88 will turn Local Control on your synthesizer off when entering Arpeggiator mode. This is so the arpeggiator can function properly. When you exit arpeggiator mode, Local Control is turned back on.

You may wish to keep Local Control off on your synthesizer, rather than having the PL88 switch for you. To do so, change this setting to LMDS (Local Message Disable). To switch it back on again, set it to LMEN (Local Mode Enable).

Use the #/* keys to adjust this value. Press D (Enter) to confirm.

CASIO CZ Synthesizer Only

This setting should always be LCEN. The Casio has no way to turn local control on or off manually, so relies on the PL88 to do so.

SD CARD

The SD card is standard FAT32 format, and can be read by any computer. It contains the following folders:

CONFIG

Contains:

- CONFIG file with the PL88 settings. This file should not be removed or edited.
- Models.txt. A text file containing the directory names of the synthesizer models.

FAVORITE

Each file contains the address of the favorite stored in that location. These files should not be removed or edited.

MODELS

There is one folder for each synthesizer model in the PL88 library. Each folder contains sub-folders:

PRESET

Contains the SysEx files corresponding to the presets on the device for this synthesizer. Presets are numbered 0000 to 9999.

SNAP

CASIO CZ Synthesizer Only

Stores the SysEx files corresponding to the banks stored on the device. Banks are numbered 0000 to 0999.

USER

Contains the SysEx files corresponding to the user patches on the device for this synthesizer. Patches are numbered 0000 to 9999.

CHANGING MODEL NAMES / ADDING MODELS

You can change any of the synthesizer model names that are shown in the PL88, and add your own folders for additional model support.

CHANGING AN EXISTING MODEL NAME

1. Rename the folder for the model that you want to rename. ALL NAMES MUST BE EXACTLY 4 CHARACTERS LONG, ALL CAPS, WITH NO SPECIAL SYMBOLS.
2. Open the “models.txt” file and rename the folder there as well. THIS NAME MUST EXACTLY MATCH THE FOLDER NAME.

ADDING A NEW MODEL

1. Add a new folder to the MODELS folder, and create 2 sub folders:
 - PRESET
 - USER
2. Rename the new folder to the model name you want to use. ALL NAMES MUST BE EXACTLY 4 CHARACTERS LONG, ALL CAPS, WITH NO SPECIAL SYMBOLS.
3. Open the “models.txt” file and add your new model name. THIS NAME MUST EXACTLY MATCH THE NEW FOLDER NAME.

ADDING PRESETS

You may use your computer to add new presets to any of the PRESET folders. The preset names must be numeric, from 0000.syx to 9999.syx.

Free assistance is available in converting large libraries of files to use this numeric format, along with a reference sheet similar to the one provided for the factory presets. Please contact us!

TROUBLESHOOTING

PATCHES DO NOT LOAD

- Make sure the PL88 Synth OUT port is connected to the synth MIDI IN port.
- Make sure the PL88 Synth IN port is connected to the synth MIDI OUT port.
- **CASIO CZ Synthesizer Only** – Please see additional troubleshooting tips in the PL88 Casio CZ manual.
- Follow all of the “system checks” items for your synthesizer each time the synth is powered on.
- Try adjusting the Buffer Delay and F7 Delay settings to a higher number to give your synthesizer more time to process incoming data.

APPENDIX A – SYNTH SETUP AND PROCEDURES

This appendix contains procedures for sending and receiving SysEx patches from the PL88 to your specific synthesizer model.

CASIO CZ Synthesizer Only

Please consult the PL88 Casio CZ Manual for setup instructions for your Casio.

GENERAL (UNSPECIFIED MODEL)

If your synthesizer is not listed below, you will need to consult your owner's manual for guidance.

SYSTEM CHECKS

You will need to:

1. Turn Memory Protection OFF, if applicable..
2. Enable MIDI System Exclusive messages.
3. In many cases, you will need to switch your synthesizer to MIDI Channel 1.

LOADING DATA

Many synthesizers are always listening for SysEx messages, so loading patches is just a matter of selecting them on the PL88 and pressing D(Enter).

If not, search your owner's manual for Bulk Load to see what you need to do to prepare your synth for data transfer.

Then, select the Preset or User bank that you want to load on the PL88, and press D(Enter) to send the patch or bank to your synthesizer.

SAVING DATA

Search your owner's manual for "Bulk Dump" for information on how to initiate a SysEx dump. Once you have that information:

1. Select User Mode:
 - a. Press A, then 2 (USER), then D(Enter)
 - b. Select the location to save the patch using the numeric keypad or the #, * keys.
 - c. Press C – the display flashes quickly.
 - d. Press D – LSTN flashes on the display. The PL88 is listening for incoming data.
 - e. **Perform a bulk dump from your synthesizer according to the instructions.**
 - f. When the PL88 is receiving data you will see "DATA" flash on the display.
 - g. When the synth has finished sending data you will see "RCVD" on the display.
 - h. Press D(Enter) to finish the save operation.

ROLAND D-50 AND COMPATIBLES

SYSTEM CHECKS

1. Press Function, then FUNC.
2. Turn Protect OFF.
3. Press Function, then MIDI.
4. Turn Excl ON.

LOADING DATA

1. Select one of the User Banks on the D-50 to load data to.
2. Press Function.
3. Hold SHIFT and press B.Load. The display shows BulkLoad.0 Sure?.
4. Press Enter.
5. Select the patches you want to upload from the PL88 and press D (Enter). The patches are sent to the D-50

SAVING DATA

1. Select User Mode:
 - a. Press A, then 2 (USER), then D(Enter)
 - b. Select the location to save the patch using the numeric keypad.
 - c. Press C – the display flashes quickly.
 - d. Press D – LSTN flashes on the display. The PL88 is listening for incoming data.
2. Select the Bank that you want to send from the D-50.
3. Press Function.
4. Hold SHIFT and press B. Dump. The display reads BulkDump.0 Sure?
5. Press ENTER
 - a. The PL88 display will alternate between RCVD and DATA, indicating that the PL88 is receiving the patch data.
 - b. When the PL88 display flashes RCVD steadily, press the D (Enter) button to complete the save operation.

YAMAHA DX7 AND COMPATIBLES

SYSTEM CHECKS

DX7

1. Press the Memory Protect (Internal) button.
2. Use the Data entry controls to switch Memory Protect Internal to OFF.
3. Press the FUNCTION button.
4. Press 8. The display reads MIDI CH. Change this to 1 using the data entry slider or YES button.
5. Press 8. The display reads SYS INFO. Change this to SYS INFO AVAIL with the YES button.

Note that this must be done each time the synth is powered on.

DX7 II

1. Press Edit.
2. Press 14.
3. Use the <> keys to select INT.
4. Use the Data Entry keys to switch Memory Protect INT to OFF.

Note that this must be done each time the synth is powered on.

LOADING DATA

No specific action is required on the synthesizer. Just select the Preset or User bank that you want to load on the PL88, and press D(Enter) to send the patch or bank to your synthesizer.

SAVING DATA

6. Select User Mode:
 - a. Press A, then 2 (USER), then D(Enter)
 - b. Select the location to save the patch using the numeric keypad.
 - c. Press C – the display flashes quickly.
 - d. Press D – LSTN flashes on the display. The PL88 is listening for incoming data.

SAVE AN INDIVIDUAL PATCH

- DX7:
 - a. Press FUNCTION.
 - b. Press 8. The display should read SYS INFO AVAIL.
 - c. Press INTERNAL.
 - d. Press the voice number for the patch you wish to send.
 - e. The PL88 display will alternate between RCVD and DATA, indicating that the PL88 is receiving the patch data.
 - f. When the PL88 display flashes RCVD steadily, press the D (Enter) button to complete the save operation.
- DX7 II:
 - a. Press EDIT
 - b. Press 32 until the display shows MIDI out Voice

- c. Select Edit Buf with the <> keys. The display should read "Transmit edit buffer data?"
- d. Press Yes
- e. Press Yes again to confirm
- f. The PL88 display will alternate between RCVD and DATA, indicating that the PL88 is receiving the patch data.
- g. When the PL88 display flashes RCVD steadily, press the D (Enter) button to complete the save operation.

SAVE AN ENTIRE BANK

- DX7:
 - a. Press FUNCTION.
 - b. Press 8. The display should read SYS INFO AVAIL.
 - c. Press 8 again. The display should read MIDI TRANSMIT ?
 - d. Press YES.
 - e. The PL88 display will alternate between RCVD and DATA, indicating that the PL88 is receiving the patch data.
 - f. When the PL88 display flashes RCVD steadily, press the D (Enter) button to complete the save operation.
- DX7 II:
 - a. Press EDIT
 - b. Press 32 until the display shows MIDI out Voice
 - c. Select 1-32 or 33-64 with the <> keys. The display should read "Transmit 1-32(33-64) data?"
 - d. Press Yes.
 - e. Press Yes again to confirm.
 - f. The PL88 display will alternate between RCVD and DATA, indicating that the PL88 is receiving the patch data.
 - g. When the PL88 display flashes RCVD steadily, press the D (Enter) button to complete the save operation.