

Preferences

Cut, Copy, and Paste

The user may use these standard edit functions to move Keys within and between Keyboard windows. Since each Key has both a relative designation (cents, ratio, interval) as well as an absolute one (Hertz, pitch), this item controls which should be used when moving Keys around.

Reference Tuning Lock

Each Keyboard contains a Reference Key from which the tuning of the other Keys may be described in cents, ratio, or interval. This preference item controls whether reference relations should be maintained when tuning the reference Key. If the lock is on, tuning the Reference Key will cause the tuning of all other Keys in the Keyboard to change in order to maintain their interval relation to the Reference. If the lock is off, the Reference Key may be tuned independently of the other Keys in the Keyboard.

Keyboard Synthpatch Allocation

Whenever a Key is played there must be an appropriate Synthpatch allocated in

the DSP to perform the synthesis. There are two allocation methods available: automatic and manual.

In automatic mode, Synthpatches are allocated dynamically as needed until there is no more capacity in the DSP. If you have too many sounding Keys, you may find that subsequent Key strokes will not sound. Dampening already sounding keys will allow new Keys to be played.

In manual allocation, a given number of Synthpatches are put aside in advance. Synthpatches are then assigned from this pool as needed. If a new one is requested and all are in use, the longest sounding synthpatch is preempted for

the new request. The user may request a specific number of manually allocated Synthpatches.

It should be kept in mind that when a score is played, it's Instruments must allocate synthpatches for the performance. If the user has already manually allocated a given number of Synthpatches for the Keyboards and there are not enough remaining DSP resources for the score performance, the allocation mode will be changed to automatic and the user may try again to open the score. If the score requires all available DSP resources for the performance, no Synthpatches will be available for Keyboard use until the score is closed.