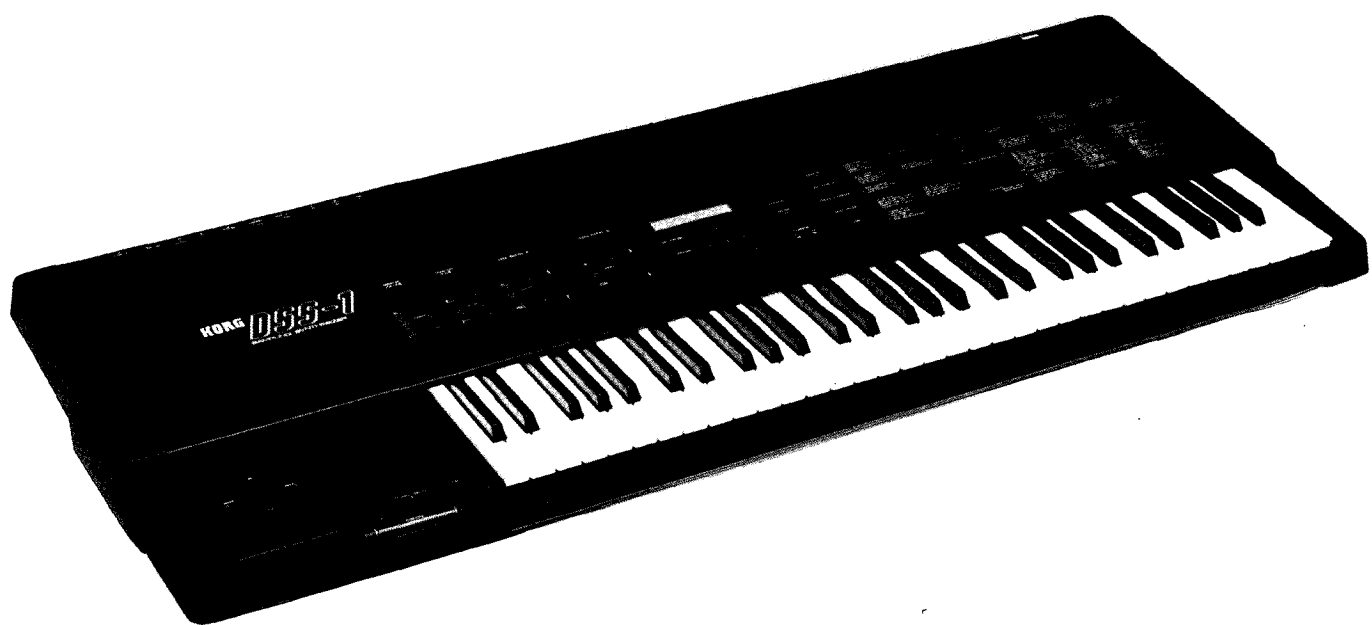


# DSS-1

**DIGITAL SAMPLING  
SYNTHESIZER  
OWNER'S MANUAL**



**KORG®**

*Congratulations and thank you for choosing the KORG DSS-1 Digital Samplin Synthesizer. Please read this manual carefully to obtain optimum performance and help assure long term reliability.*

## **BASIC PRECAUTIONS**

### **■ Place of use:**

Avoid using this unit exposed to the following conditions.

- Direct sunlight
- High temperature and humidity
- Dust or sand
- Vibrations

Also, to assure proper floppy disk operation, use this unit on a level surface.

### **■ Power Supply**

Use only with the rated AC voltage. If you need to use this unit in areas having different power specifications, please consult your KORG dealer and use the correct converter or transformer as necessary.

### **■ Interference with Electrical Appliances**

This unit uses microprocessor circuitry that may cause interference with nearby radio and TV receivers. If problems occur, use at a greater distance from the radio or TV.

### **■ Saving Data**

Data in the DSS-1's memory includes program parameter data and sound data that disappears when the DSS-1's power is turned off. Therefore, be sure to save this data to floppy disc before turning off the power.

### **■ Handle Gently**

Switches, knobs and other controls are designed to operate with a normal touch. Excessive force will lead to damage and malfunction.

### **■ Transport**

This unit uses a 3.5 inch floppy disk drive. To protect the drive heads, remove any disc from the drive and insert the head protection sheet before moving, shipping, or otherwise transporting this unit.

### **■ Cleaning**

To avoid harming the finish, use only a soft dry cloth to wipe the exterior. Never use benzene or other volatile cleaners or solvents. Never use polishes or cleaning compounds.

### **■ Owner's Manual**

Keep this owner's manual to refer to as you use this equipment.

# CONTENTS

## FEATURES & FUNCTIONS

- 1. Front Panel 4
- 2. Rear Panel 4
- 3. Disk Drive & Floppy Disks 6

## BEFORE PERFORMANCE

- 1. Basic Setup 12
- 2. Basic Operation 14

## MAKING SOUNDS

- 1. Concepts... How the DSS-1 Wrks 20

## SAMPLE MODE

- 1. Initial Operation 32
- 2. About Each of the Functions 32

## CREATE WAVEFORM MODE

- 1. Functions within this Mode 60

## EDIT SAMPLE MODE

- 1. Function within this Mode 74

## MULTISOUND MODE

- 1. Functions in the MULTISOUND Mode 120

## PROGRAM PARAMETER MODE

- 1. Functions in this Mode 168

## SYSTEM MODE

- 1. Functions within the SYSTEM Mode 178

## DISK UTILITIES

- 1. Functions within the disk utilities 208

## MIDI MODE

- 1. Functions within the MIDI Mode 232

# FEATURES & FUNCTIONS

## 1. Front Panel

### ■ MASTER VOLUME

Volume control for synthesizer's sound output.

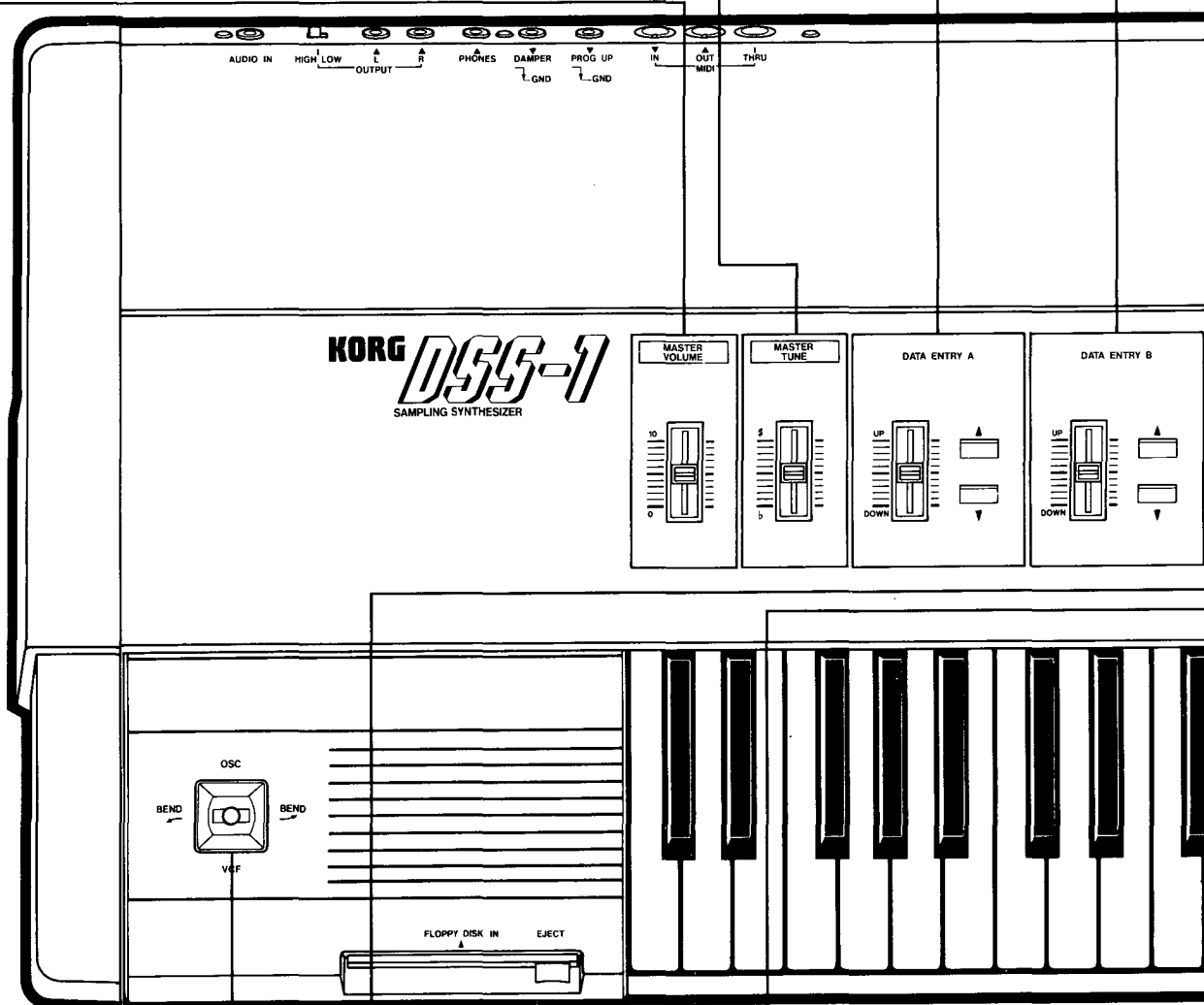
### ■ MASTER TUNE

Used for tuning the DSS-1 to match the pitch of other instruments. Pitch may be adjusted over a range of about  $\pm 50$  cents.

### ■ DATA ENTRY A

### ■ DATA ENTRY B

These sliders are used to adjust the values of parameters, to make selections from menus, and other control and entry purposes. After making rough adjustment with the slider itself, use the up/down arrow keys ( $\blacktriangle$ / $\blacktriangledown$ ) to make fine adjustments.



### ■ JOYSTICK

For real-time control of pitch bends, vibrato, filter modulation, and other effects while playing.

### ■ DELETE/CANCEL KEY

Used to cancel or delete sampling operation, sample names, program names and so on. Also used to cancel errors occurring during disk access.

### ■ COMPARE KEY

Used only in the multi-sound mode to restore the original value after changing a value.

**■ LCD**

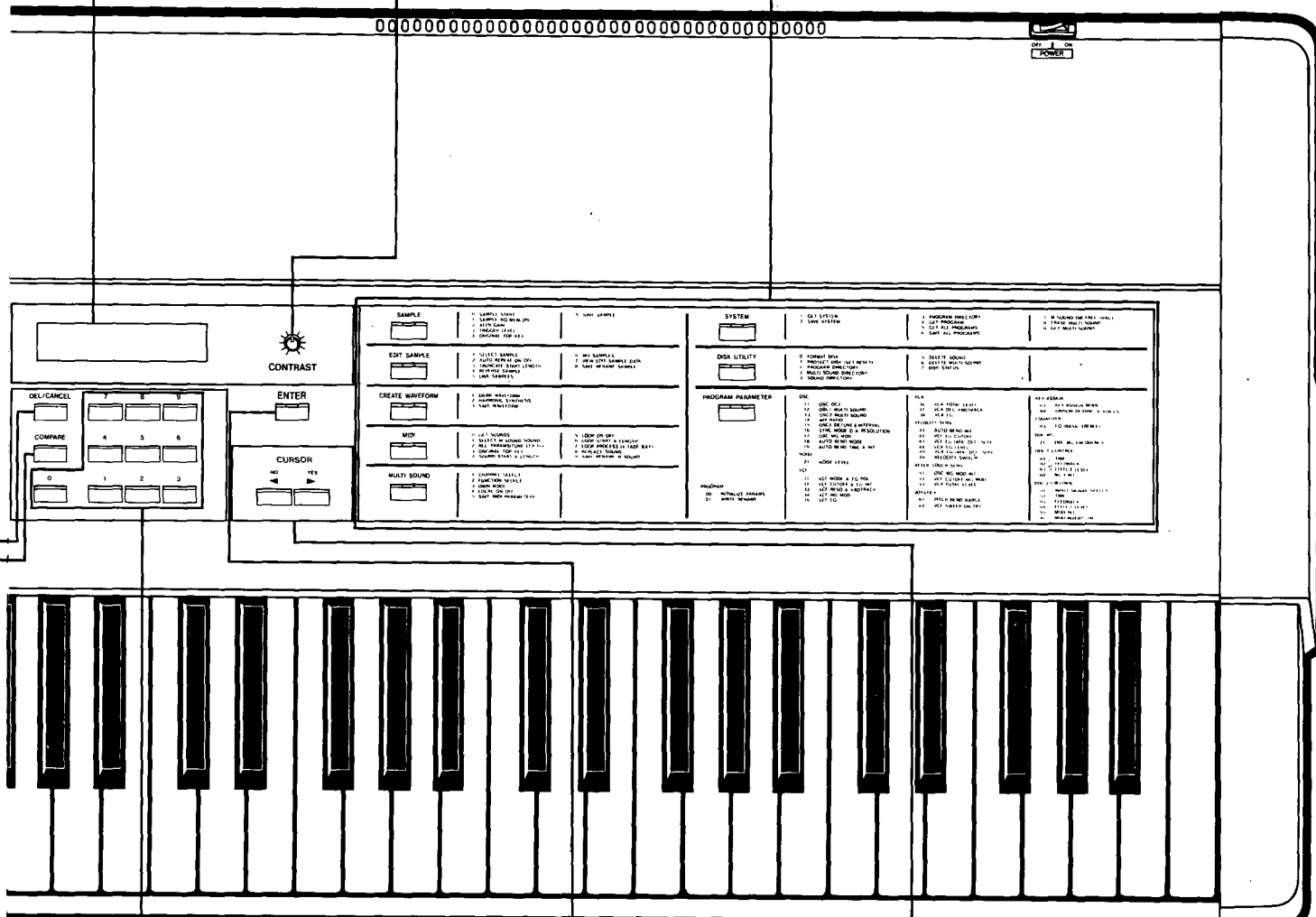
This liquid crystal display shows data and messages from the DSS-1.

**■ CONTRAST CONTROL**

Turn this knob to adjust the LCD for maximum legibility. If you can not see anything on the display, try turning this knob clockwise.

**■ MODE SELECT KEY FUNCTION MAP**

Use the keys in this section to select the operating mode. If a key's LED is illuminated then that mode has been selected. If none of the mode key LEDs are illuminated, then the DSS-1 is operating in the PLAY mode. The functions available within each mode are shown in the function list to the right of each of the mode keys.



**■ 10-KEY PAD**

These ten keys, numbered from 0 to 9, are used to select program numbers, and to select functions within particular modes.

**■ ENTER KEY**

Used to input data and to begin disk access. Also used for "Key transpose" in the play mode.

**■ CURSOR & YES/NO KEYS**

Used to move the cursor (the short underline that indicates your current position) in the LCD readout and to respond to messages from the DSS-1.

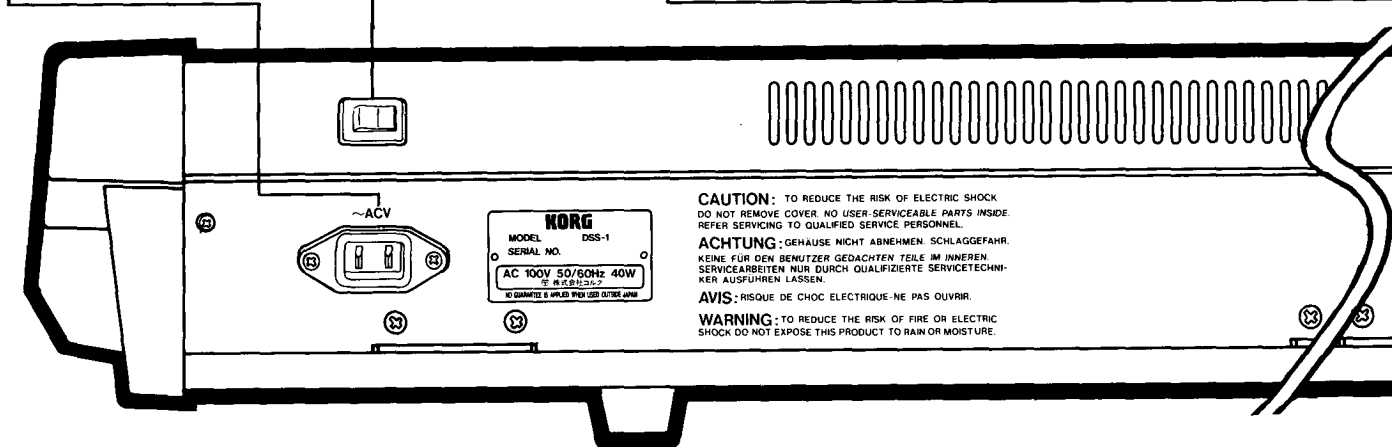
# 2. Real Panel

■ **AC CORD SOCKET**  
Connect the supplied AC power cord to this socket.

■ **POWER SWITCH**  
Turn DSS-1 power on and off.

■ **MIDI CONNECTORS**  
**IN, OUT, THRU**  
For connection to other MIDI equipment.

■ **PROGRAM UP JACK**  
For connection of a foot switch to advance the program (patch) number one step at a time.



**CAUTION:** TO REDUCE THE RISK OF ELECTRIC SHOCK DO NOT REMOVE COVER. NO USER-SERVICEABLE PARTS INSIDE. REFER SERVICING TO QUALIFIED SERVICE PERSONNEL.

**ACHTUNG:** GEHAUSE NICHT ABNEHMEN. SCHLÄGGEFAHR. KEINE FÜR DEN BENUTZER GEDACHTEN TEILE IM INNEREN. SERVICEARBEITEN NUR DURCH QUALIFIZIERTE SERVICE TECHNIKER AUSFÜHREN LASSEN.

**AVIS:** RISQUE DE CHOC ELECTRIQUE-NE PAS OUVRIR.

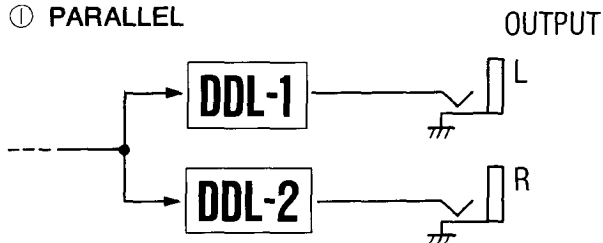
**WARNING:** TO REDUCE THE RISK OF FIRE OR ELECTRIC SHOCK DO NOT EXPOSE THIS PRODUCT TO RAIN OR MOISTURE.

## ■ About the OUTPUT jacks.

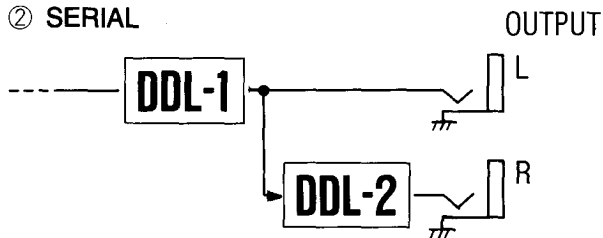
★ The audio output stage of the DSS-1 is equipped with two digital delay lines, DDDL1 going to the LEFT output jack and DDL2 going to the RIGHT jack. Depending on the connection and the kind of output that you want, the delays can be set for serial or parallel operation as shown in the charts here.

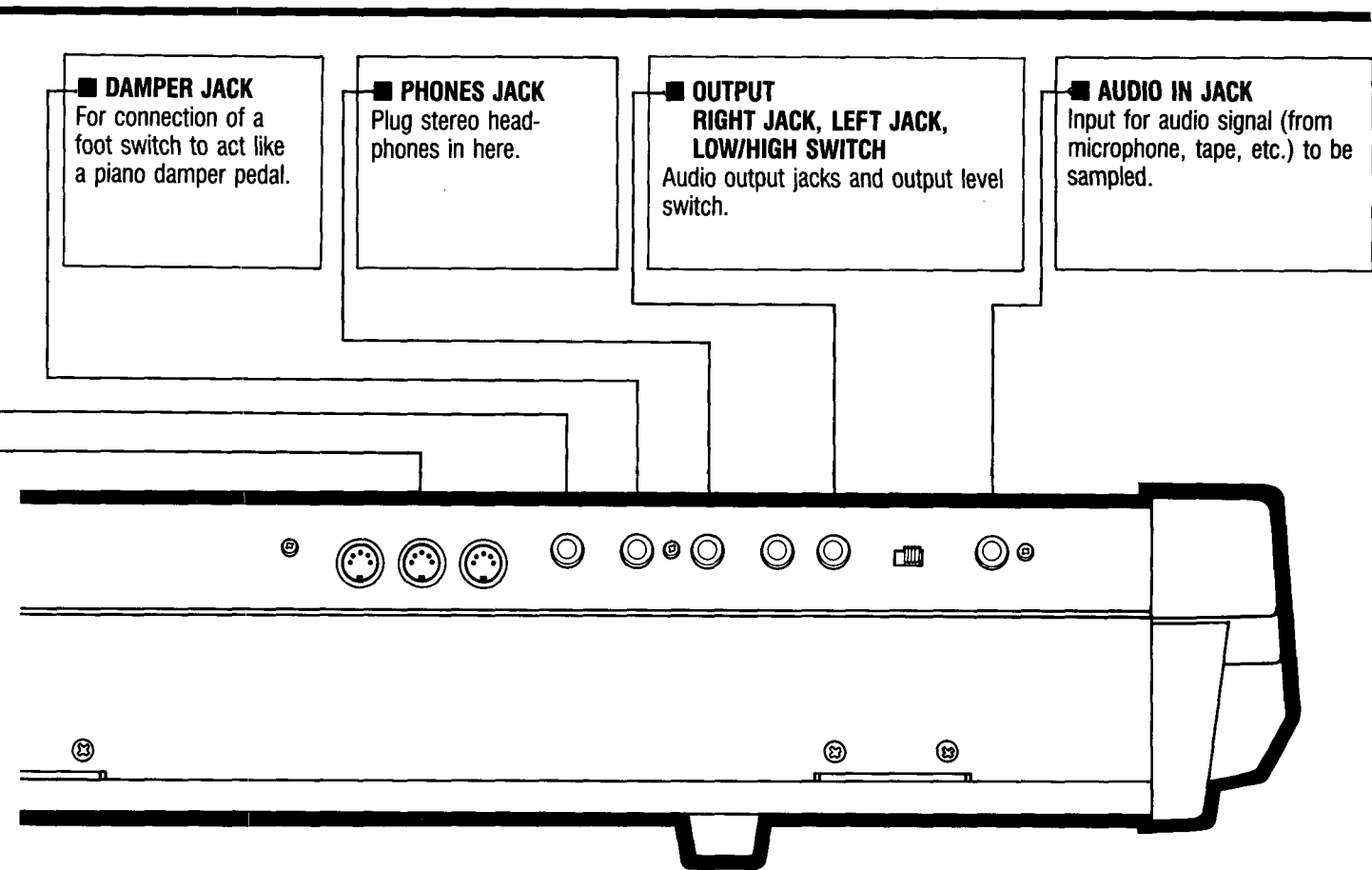
If you use both jacks then you get parallel delay which is recommended for stereo chorus and other stereo reproduction effects. However, if you need monaural output, then you can connect to just the RIGHT jack. This switches internally to a serial connection from DDL-1 to DDL-2, combining their effects. (If you use only the left jack, then you get the effect of DDL-2 only.)

### ① PARALLEL



### ② SERIAL



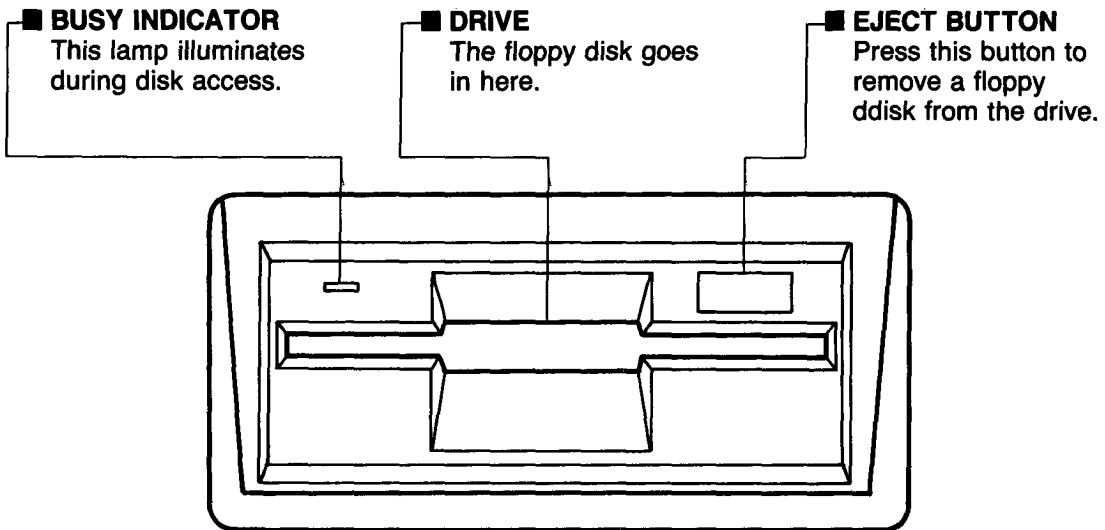


★ The LOW/HIGH switch selects the output level for both the LEFT and RIGHT output jacks. There is a 1:10 ratio between the LOW and HIGH position voltages.  
 Output impedance does not change with switch position. It remains fixed at 10 kohms whether you select LOW or HIGH output level.

|                        | Switch Position |               |
|------------------------|-----------------|---------------|
|                        | LOW             | HIGH          |
| Maximum output voltage | About 0.8 V p-p | About 8 V p-p |

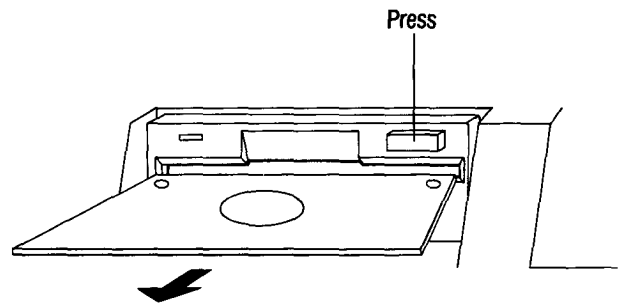
# 3. Disk Drive & Floppy Disks

## 1 DISK DRIVE

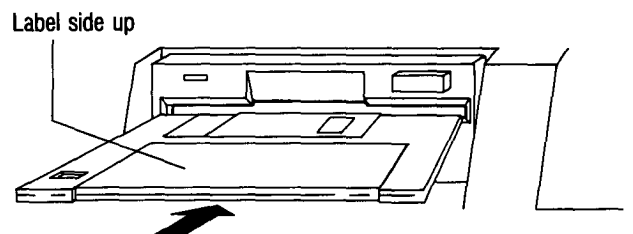


### ■ Inserting a floppy disk

- ① Press the eject button and remove the head protection sheet (inserted when transporting the DSS-1).



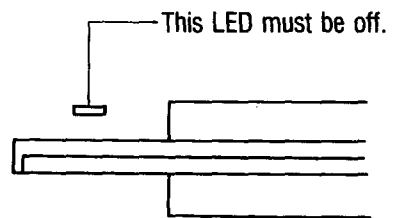
- ② Hold the disk with your thumb on top of the label and insert into the drive. Push in until you hear a click that indicates that the disk is fully inserted.



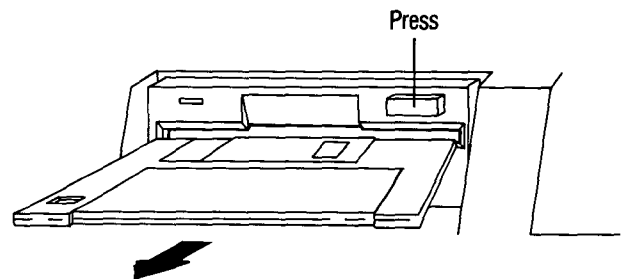


## ■ Removing a floppy disk

① Make sure that the busy indicator lamp is off.



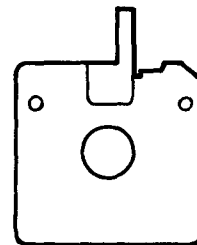
② Press the eject button and remove the disk.



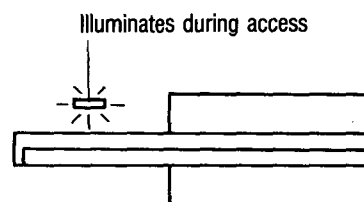
## ■ Precautions when using the Disk Drive

★ Please save the head protection sheet that was in the disk drive. Always remove any disk and put this sheet in the drive before transporting the DSS-1. Store the protection sheet in a clean environment and give it the same care that you would your floppy disks. A dirty protection sheet will harm the drive and damage any floppy disks used thereafter.

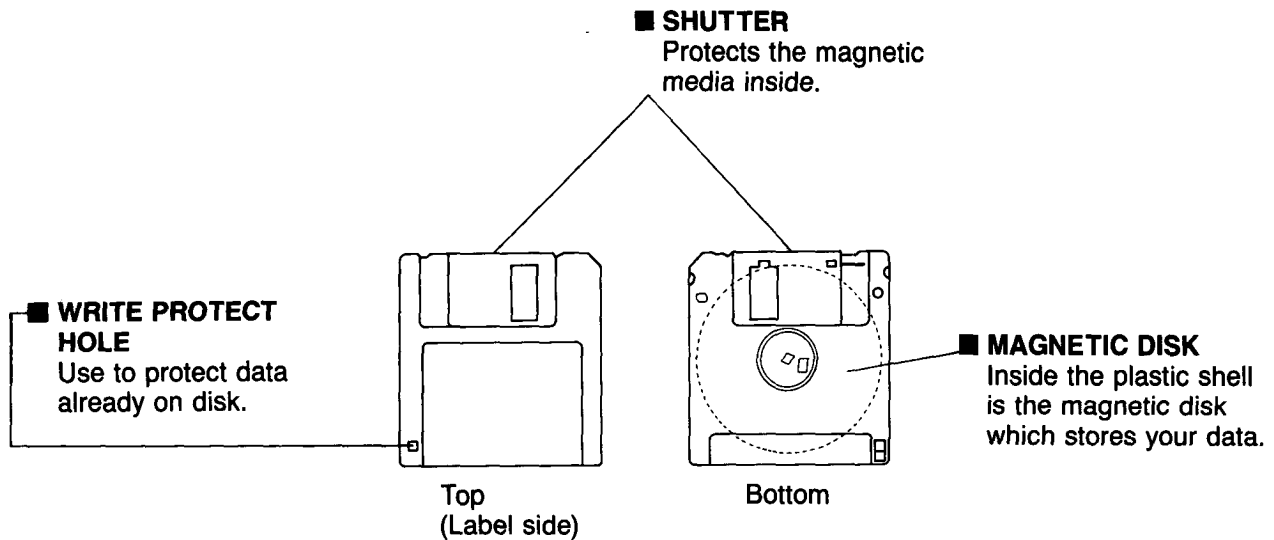
### Head Protection sheet



★ The busy indicator lamp comes on when the head is moving over the disk surface to read or write data. Never remove (eject) a disk or turn off the power while the busy indicator is illuminated. To do so may damage the disk and cause loss of valuable data that is on the disk.



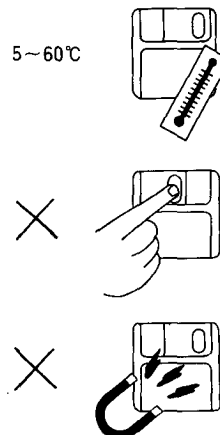
## 2 FLOPPY DISKS



### ■ Care of Floppy Disks

- Do not use or store your disks where they will be exposed to high temperature, high humidity, direct sunlight, dust or dirt.
- Do not open the shutter. To do so exposes the magnetic disk to harmful dust, dirt, and scratches which may prevent correct reading and writing of data.
- Keep away from any source of magnetism including TV sets, speakers, transformers, telephones, and magnets. Magnetic fields will corrupt or erase you data on the disk.
- Never transport the DSS-1 while a disk is in the drive. The head will bounce against the disk, damaging the magnetic disk surface and the head itself. This will cause loss of your data and make the disk unusable.
- Never place anything on top of a floppy disk. The disk may become deformed and unusable.

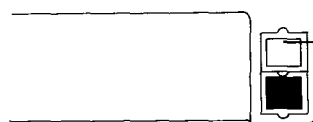
5~60°C



### ■ About the WRITE PROTECT HOLE

- The kind of floppy disk used in the DSS-1 has a "write protect hole" which, when open, prevents you from erasing or changing disk data. Move the tab to open or close the hole as necessary to prevent accidental data loss or to allow changes to be made. Refer to the diagrams here. Be sure that the tab is fully to one side or the other. (It gives a click as it goes into place.)

#### ★ Write Unable position



Move the tab down so the hole is open to prevent writing of new data or erasure of old data.

#### ★ Write Enable position



Move the tab up so that it closes the hole.

---

■ **Which disks to buy.**

- The DSS-1 uses "3.5-inch double sided, double density, double track micro-floppy disks. When you buy more disks, check for a label that says: MF2DD, DOUBLE SIDED, DOUBLE DENSITY, DOUBLE TRACK 135TPI. (TPI means tracks per inch.)

- Before using a newly purchased disk you must format it by following the procedure called F0 FORMAT DISK which is detailed in a later section of this manual.

**Typical label of type of disks usable in the DSS-1**

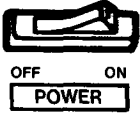
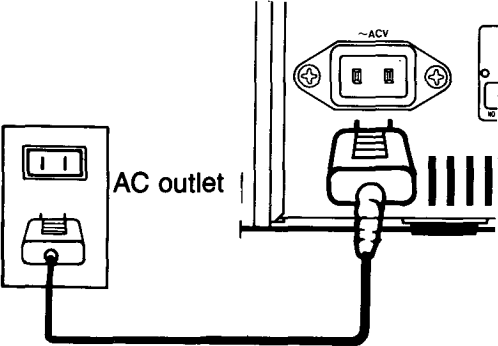
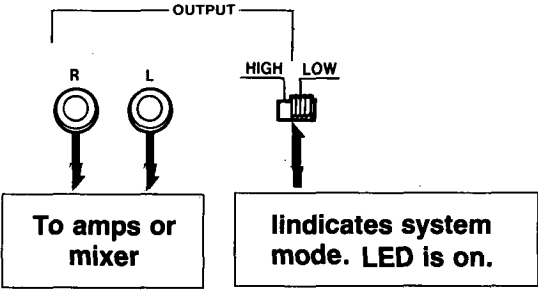
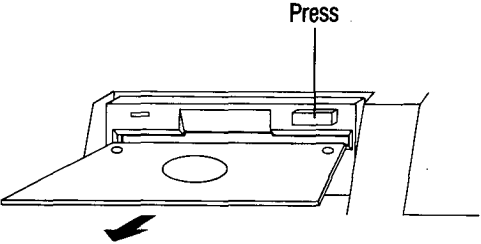
**MF2DD**

- DOUBLE SIDED
- DOUBLE DENSITY
- DOUBLE TRACK 135TP I

# BEFORE PERFORMANCE

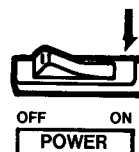
## 1. Basic Setup

■ Set up the DSS-1 as described below to enable paly.

| Procedure  | Controls/Indicators  |
|--|--|
| <p>① Make sure that the power is turned off on the DSS-1 and all other equipment including amps and mixing consoles.</p>                                   | <p>OFF</p>  |
| <p>② Use the supplied AC cord to connect the DSS-1 to an AC outlet.</p>  |             |
| <p>③ Connect the DSS-1 to amps, mixing console, or other equipment, setting the LOW/HIGH switch as appropriate.</p>  |            |
| <p>④ Press the EJECT button on the DSS-1's disk drive and remove the head protection sheet which has been inserted to prevent damage during transport.</p> |            |

⑤ Turn down the volume all the way on the DSS-1 as well as on the connected amps, mixing consoles, and other equipment. Then turn on the power on the DSS-1 and other equipment.

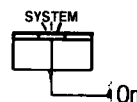
★ The display will appear as shown here. After about seven seconds it will change as the DSS-1 enters the SYSTEM MODE.



\*\*\* KORG DSS-1 \*\*\*  
SAMPLING SYNTHESIZER



\*\*\* SYSTEM MODE \*\*\*  
Select (1-9):\_



# 2. Basic Operation

**1** This lets you select sound patches from the disk and play them.

■ The internal memory of the DSS-1 can hold up to 32 sound patch programs at once. During play, you select from among these 32 sounds, changing from one to another as you like.

Before play, you must load a set of 32 sound patch programs from disk into memory. Each of these sets is called a "system."

■ One floppy disk can hold four "systems" of 32 sounds each. (That means that you can have  $4 \times 32 = 128$  patches per disk.)

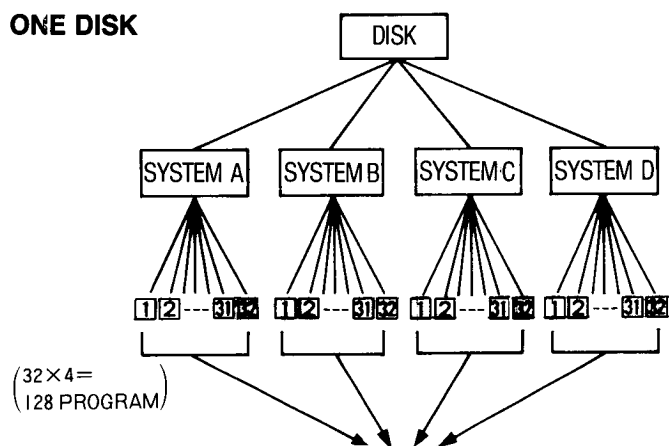
To load data from disk to internal memory, you must choose which one of these four systems to load.

■ "GET SYSTEM" is the name of the procedure that you use to select and load one of these four systems from a particular disk to internal memory.

"PROGRAM SELECT" is the name of the procedure used to select and use one of the 32 sound patch programs from the system that is currently in memory.

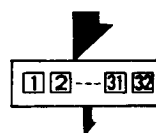
■ Therefore, to play a sound that is on disk, you first choose the disk, then you choose a system and get it (load it) from disk to internal memory. Finally you select a program from among the 32 in the loaded system.

## ONE DISK



**GET SYSTEM:** Lets you choose one of the four systems on a disk and load it to memory.

## DSS-1 MEMORY:



**PROGRAM SELECT:** Lets you select one of the 32 patches (tone color programs) from memory.

**2 Modes used for GET SYSTEM and PROGRAM SELECT**

■ The GET SYSTEM procedure can be performed when the DSS-1 is in the SYSTEM mode. When the SYSTEM mode is selected, the SYSTEM key LED illuminates.

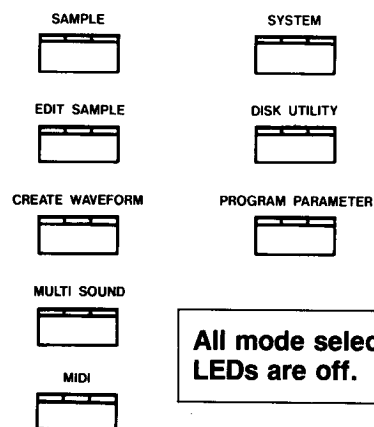
(When the DSS-1 power is turned on, the SYSTEM mode is selected automatically as the default mode.)

■ The PROGRAM SELECT procedure is performed in the PLAY mode. The DSS-1 is in the PLAY mode when none of the mode selector key LEDs are on. To switch to the play mode, press the mode selector key which is currently selected, so that its LED goes out. (The play mode is selected when the eight modes listed on the front panel are all cancelled.)

● When SYSTEM mode is selected.

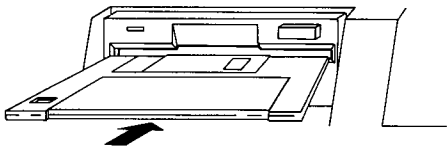



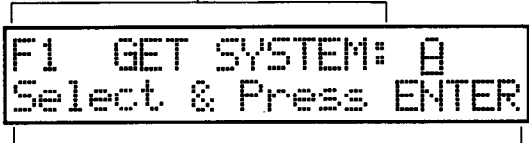



● When play mode is selected.



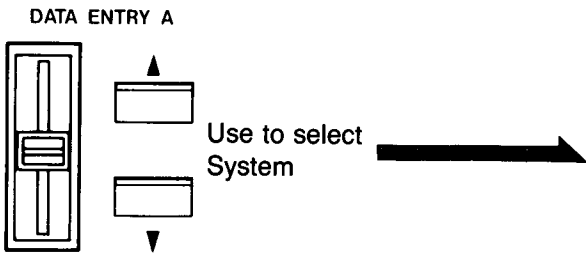
### 3 Get System & Program Select Procedures

■ Let's now try getting a system off the supplied disk and then selecting a program to use for playing the keyboard. First prepare to begin as described in the Basic Setup section. Then follow the steps below.

| Operation  | Operation of DSS-1  |
|--|---|
| <p>① Insert the disk in the drive.</p>    |   |
| <p>② Confirm that the SYSTEM mode is selected. Check to see that the SYSTEM mode key LED is illuminated.</p>   | <p>When in the SYSTEM Mode.</p>   |
| <p>③ To select the GET SYSTEM function, press the number 1 key on the 10-key pad.</p> <p>Press  </p> | <ul style="list-style-type: none"> <li>The display confirms the GET SYSTEM function and asks you to select from one of the four systems on the disk.</li> </ul> <p>Indicates GET SYSTEM function.</p>  <p> Flashing ← Prompts you to select a system</p> |



- ④ There are four systems per disk. These are named A, B, C, and D. Use the DATA ENTRY A slider to select one of these systems.



Currently selected system.

```
F1 GET SYSTEM: A
Select & Press ENTER
```

- ⑤ After selecting a system press the ENTER key. Press to input selection.



- You are now asked to confirm your selection.

System that you chose.

```
F1 GET SYSTEM: B
Are You Sure? (Y/N)_
```

Prompt.

- ⑥ Press the YES key to confirm your choice.



- This makes the DSS-1 proceed to load your selected system from the disk to the internal memory. This takes a while to complete.

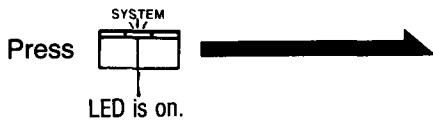
```
F1 Loading...
Please Wait a Minute
```

After loading, it confirms completion.

Shows the names of loaded system.

```
F1 SYS:A Completed
Select (1-9):_
```

- ⑦ To allow selection of a particular patch or “program”, you need to go to the PLAY mode. This requires pressing the SYSTEM key to cancel the SYSTEM mode and extinguish its LED.



- Cancels SYSTEM mode and switches DSS-1 to PLAY mode.

When SYSTEM mode is cancelled.

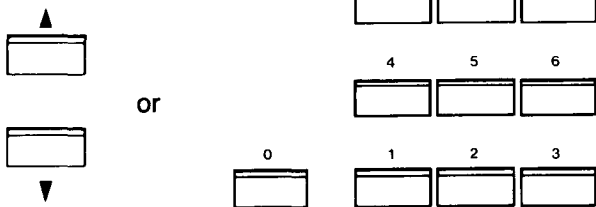


Display for PLAY mode.

SYSA P01: ABCDEFGH

- ⑧ There are several ways to select a program. You can use the up/down arrow keys (marked with triangles) by the DATA ENTRY A or B sliders. Or you can use the 10-key pad to enter a two digit number between 01 and 32 (inclusive).

Use these up/down arrow keys.  
Or use the ten number keys (0~9).



Use to select Program

The loaded system (A, B, C, or D)

The selected program number.

The selected program name.

SYSA P01: ABCDEFGH

- ⑨ To get a program from a different system, press the SYSTEM mode key to return to the SYSTEM mode. Then proceed from step ② above.

(If the sound you want is on a different disk, first go back to the SYSTEM mode, eject the current disk, and insert the desired disk.)

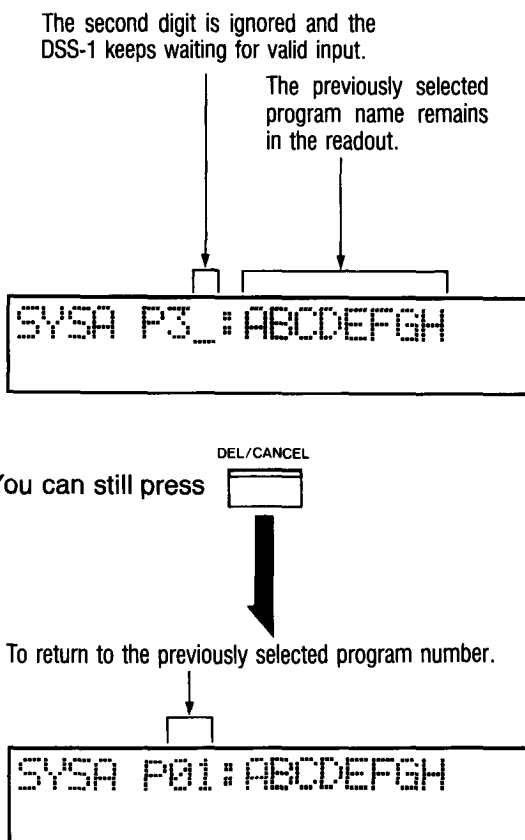
- When using the ten number keys (10-key pad) to select a program, be sure to always enter the number as two digits. That is, program numbers one through nine must be specified as 01, 02, 03, and so on.

**Example:** To select program number three.



If you input an “illegal” number such as 00 or 34, then the DSS-1 ignores the second digit and keeps waiting until you enter a second digit that is a valid program number. In this case you can return to the previously selected program number by pressing the DELETE/CANCEL key.

**Example:** If you try to select number 34.



- It takes about half a second after selecting a program until that patch can actually be played.

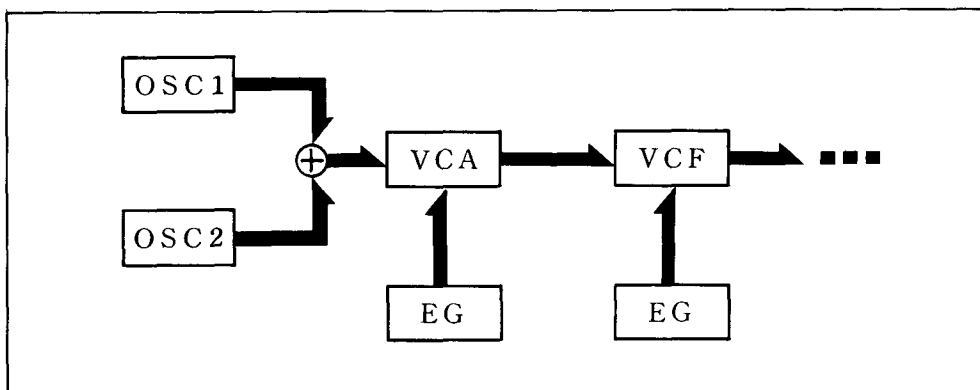
# MAKING SOUNDS

## 1. Concepts—How the DSS-1 Works

- In this section we will cover several features of the DSS-1 that will help you understand how to use this instrument creatively and effectively.

**FEATRE 1: Unlike conventional subtractive synthesizers, the DSS-1 lets you create the original or basic waveform itself. This dramatically broadens your sonic possibilities.**

★ The essence of the DSS-1 synthesizer system.



The oscillators, OSC1, and OSC2 are the sources of the basic signal. In a conventional synthesizer the oscillator output signal waveforms are fixed and can not be changed. However, in the DSS-1 you can make any waveform that you like and use it as the oscillator output.

★ To make an oscillator waveform, you go through some or all of the steps below.

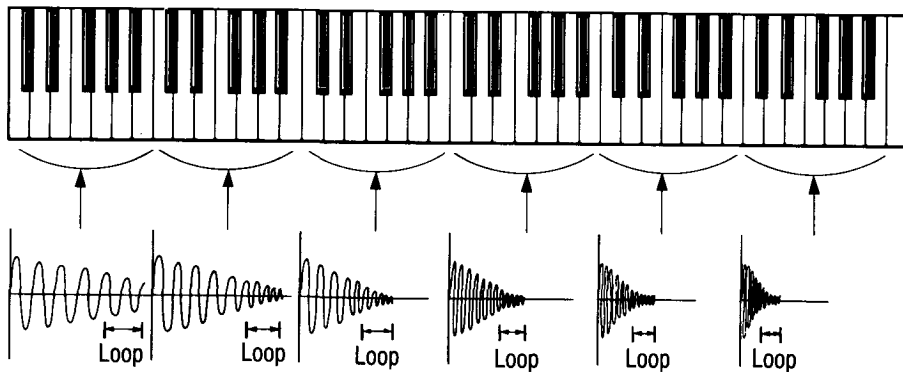
1 You obtain the “raw” waveform by one of the following three methods and then save it to disk.

- A Sampling.
- B Additive harmonic synthesis.
- C “Drawing” the waveform by hand.

2 You edit the raw waveform using the five methods listed here (if necessary+ .

- A Truncate.
- B Link.
- C Reverse.
- D Mix.
- E View/Edit Sample Data.

3 You allocate variations on the waveform to different “split” portions of the keyboard. These are looped as necessary.



**Completion of one oscillator waveform.**

★ We refer to each of the raw waveforms as a “sound” (or a sample or simply a waveform).

★ We refer to a complete oscillator waveform as a “multisound” because it may be made up of several sounds.

★ Let's go into more detail about how you put together an oscillator waveform or "multisound".

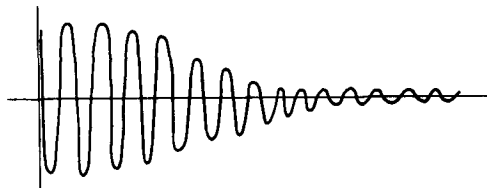
1 You can get a sound by one of three methods:

A Sampling.

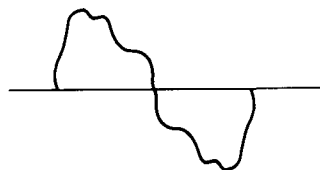
B Harmonic synthesis by adding sine waves up to the 128th harmonic.

C "Drawing" the waveform on the LCD display.

- In the sampling method (A), the DSS-1 makes a short digital recording (storing the data in memory) of a real sound that you supply by using a microphone, playing a tape, etc. Sampling is useful for reproducing complex sounds that change rapidly in harmonic content, an example being the initial attack of a piano note.



- In the additive synthesis method (B), You adjust the level of each of 128 harmonics and store it in memory. This method works well for many naturally occurring waveforms.



- The "hand drawing" method (C) lets you use the edit slider to "draw" one full wave cycle. This lets you obtain more complex harmonics than are possible using the combinations of sine waves (in method B).

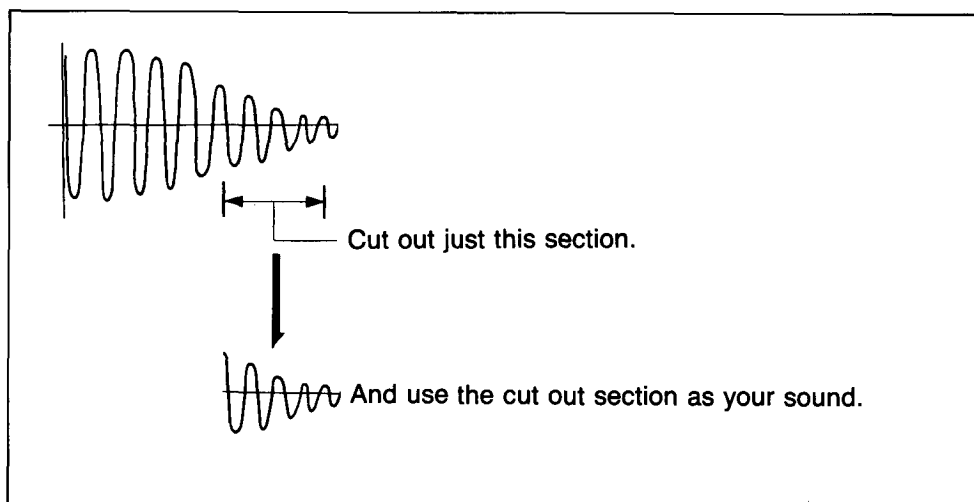


2 After obtaining a sound by one of the three methods just described, you can edit it with the five special "tools" listed here.

- A Truncate.
- B Reverse.
- C Link.
- D Mix.
- E View/Edit Sample Data.

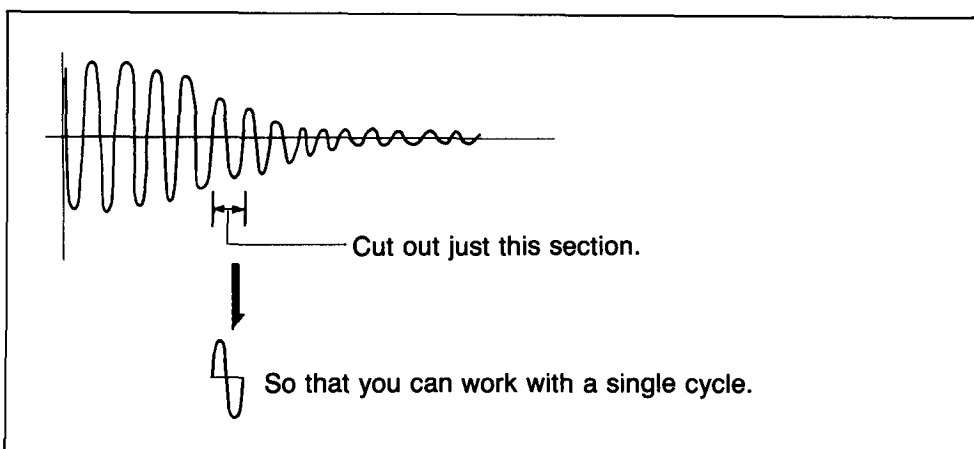
● The truncate editing method A, is usually used with sampled sounds. It lets you take just a part of a waveform for use.

For example:

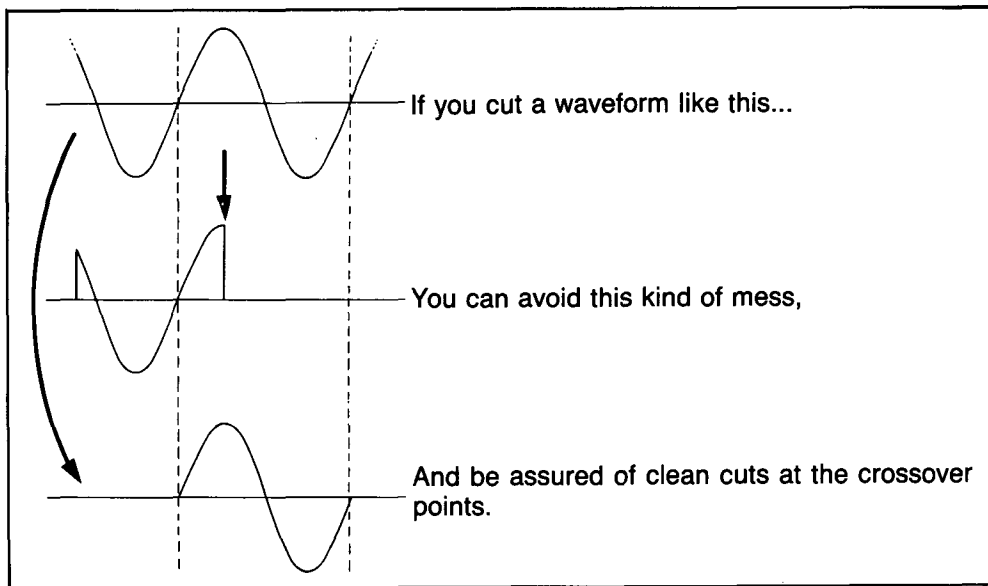


Truncation is a way of getting a single full cycle from a sampled waveform. Both the additive synthesis and hand drawing methods of obtaining sounds (B and C in 1 above) give you just a single full cycle to start with.

For example:



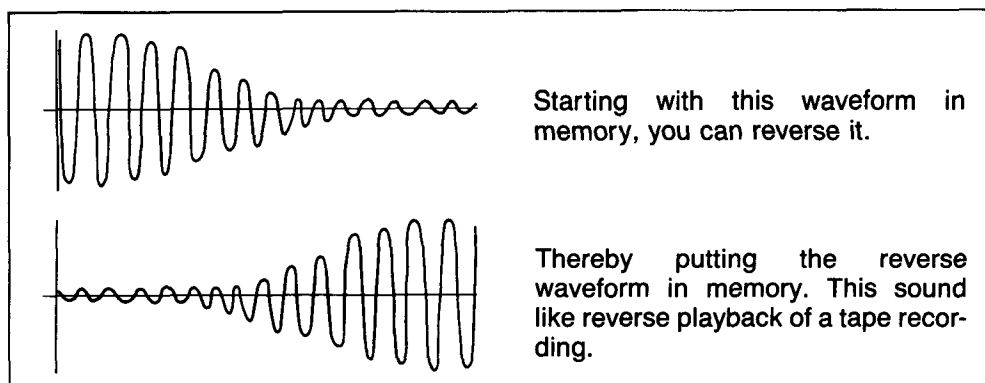
When truncating a sampled sound you can have the DSS-1 automatically find the zero-cross point, thereby helping to assure a complete single wave cycle, this function is called "auto zero cross search". A clean full cycle like this is needed for smooth crossover when linking or looping waveforms.



Since truncation throws out the unwanted portions of the waveform it also saves you storage space in memory and on disk.

- You may also reverse the waveform to obtain interesting effects with sampled sounds. This reverse method (B) has an effect like tape played backward.

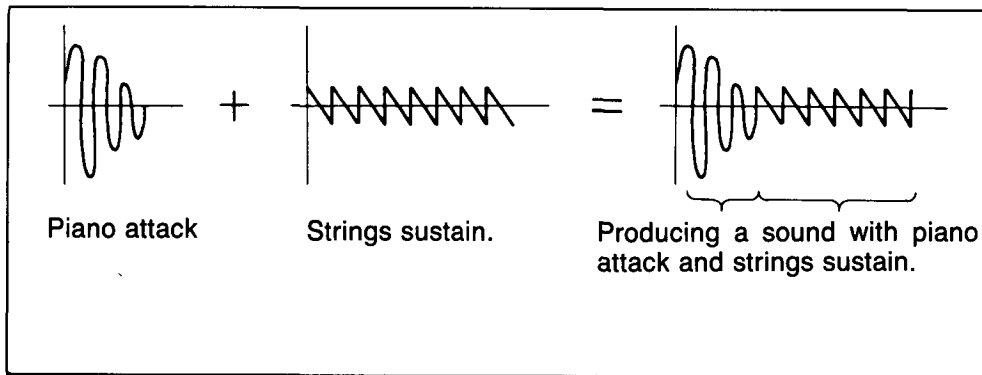
For example:





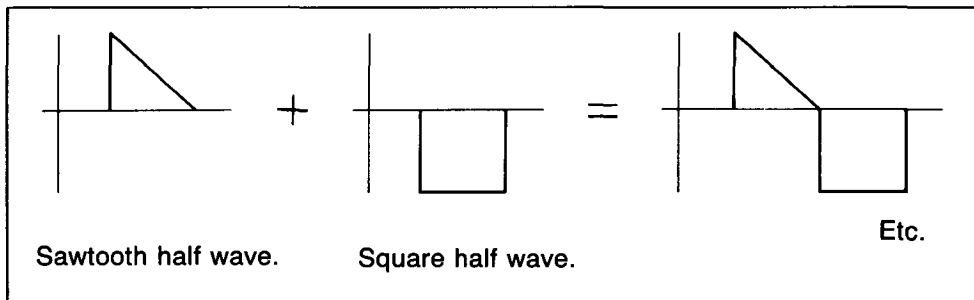
- You can also link C two sounds together.

For example:



You can also link single cycles created by additive synthesis or hand drawing. (You can link repeated to make longer waveforms.)

For example:

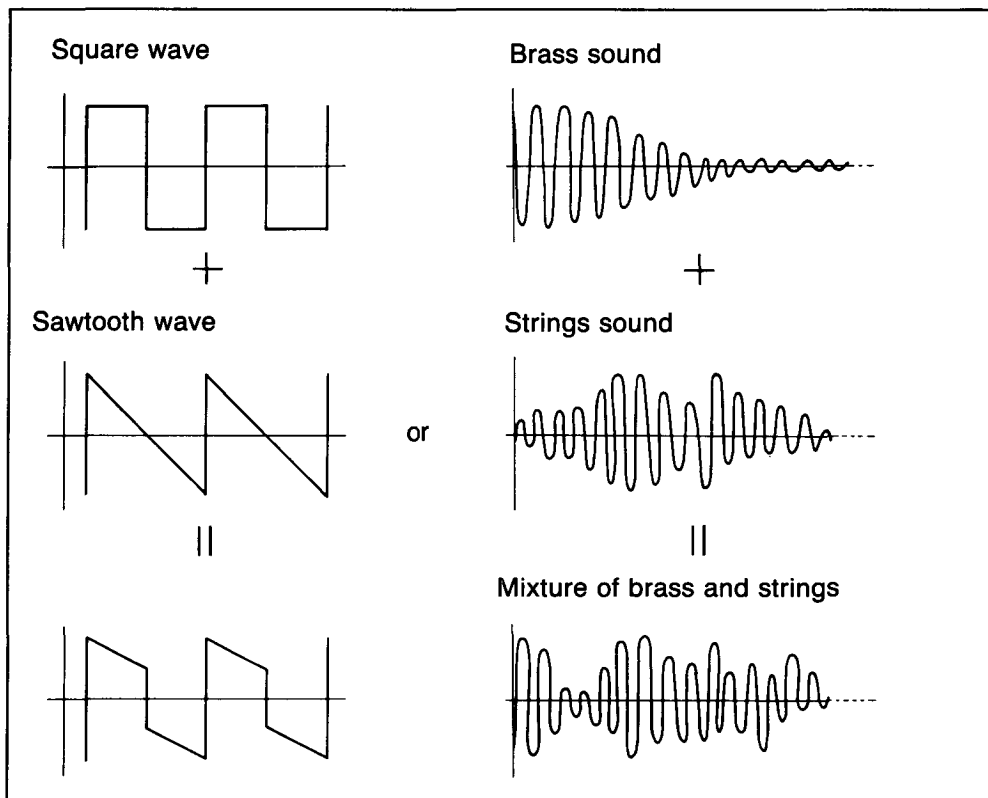


A "splice cross-fade" function allows you to make the unnatural timbre change at the crossover less noticeable.

An "auto level adjust" function minimizes volume differences between linked sounds.

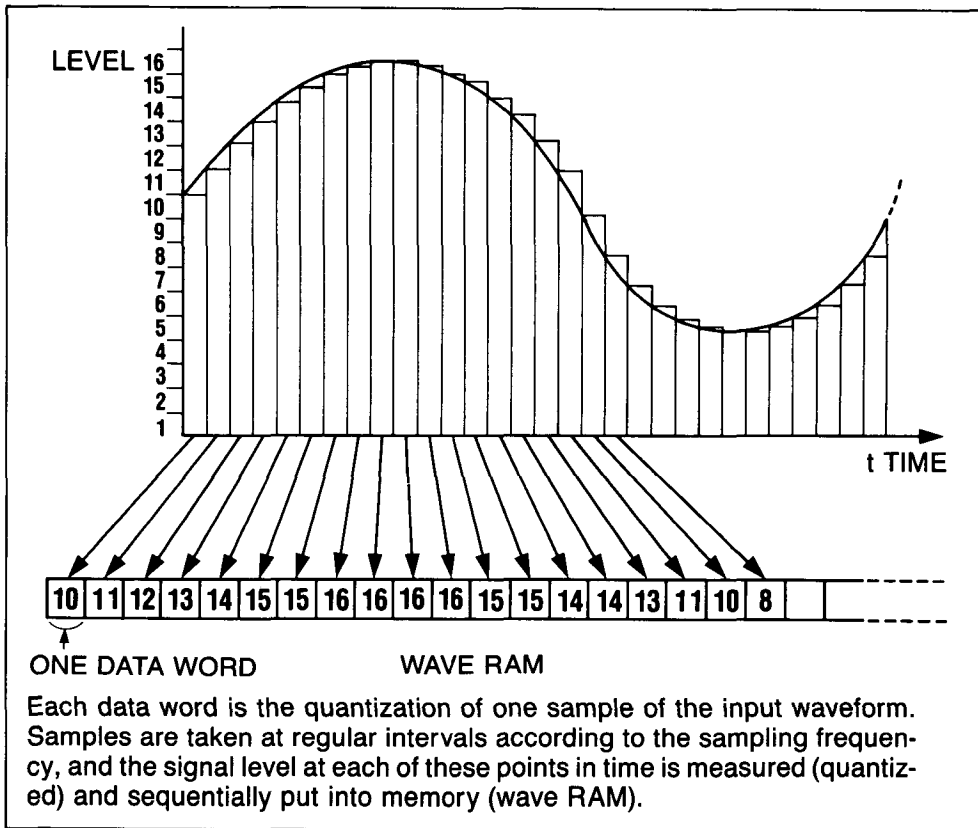
- The mixing method 'D' has an effect like mixing two sounds on a mixing console. These don't have to be samples. You can mix two single wave cycles. You can adjust the ratio of the sounds in the mix and you can detune them in relation to each other.

For example:



- The view/edit sample method (E) lets you look into the “wave RAM” where the sounds are stored. You can look at one “word” of data at a time and adjust its value as necessary. (RAM stands for “random access memory”.)

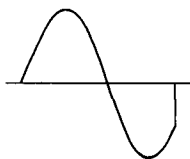
Suppose we have the waveform shown here:



When using the “view/edit sample data” function, you are shown the value of one data word at a time and allowed to edit that value by moving an edit slider, etc. In this way you can modify the waveform to suit your needs.

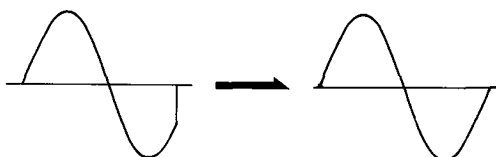
For example:

Suppose you want to loop this waveform.

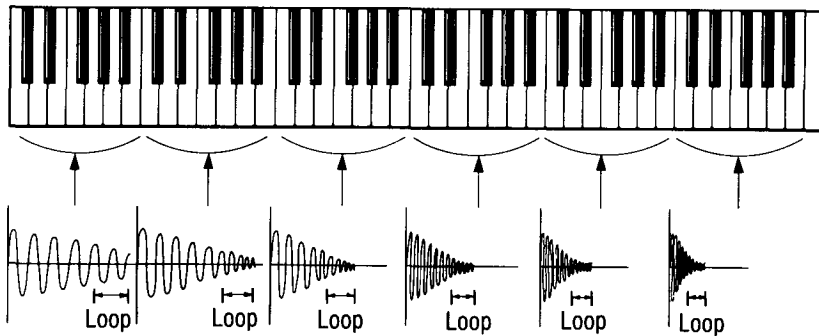


The tail on this waveform ends early, so you will not get a natural crossover when you loop it.

However, you can use the view/edit sample data function to adjust the waveform and assure a smooth crossover in the loop.



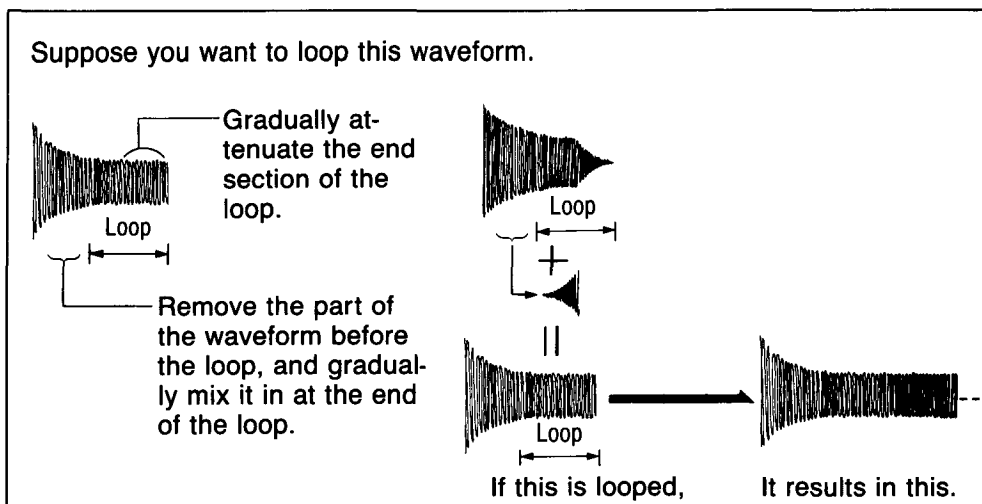
- ③ You can split the keyboard at up to sixteen points and assign one sound to each section, thereby producing a complete “multisound.”



- This procedure is necessary when using sampling as your original sound source. The more splits you use (with a different sample for each), the more natural the resulting sound will be.
- When your original sound source is a single cycle as obtained by harmonic synthesis or hand drawing, then this procedure is not necessary. The DSSF-1 will automatically adjust and loop the waveform to cover the entire keyboard. However, this procedure does become necessary if you edit the waveform.
- When looping a waveform, the “auto zero cross search” function can be used to make the connection and assure a smooth crossover. You can also use the “cross-fade” and “back-and-forth” functions to enhance a loop. “Cross-fade” helps eliminate unnatural effects from a loop. “Back-and-forth” is used to intentionally produce special effects.

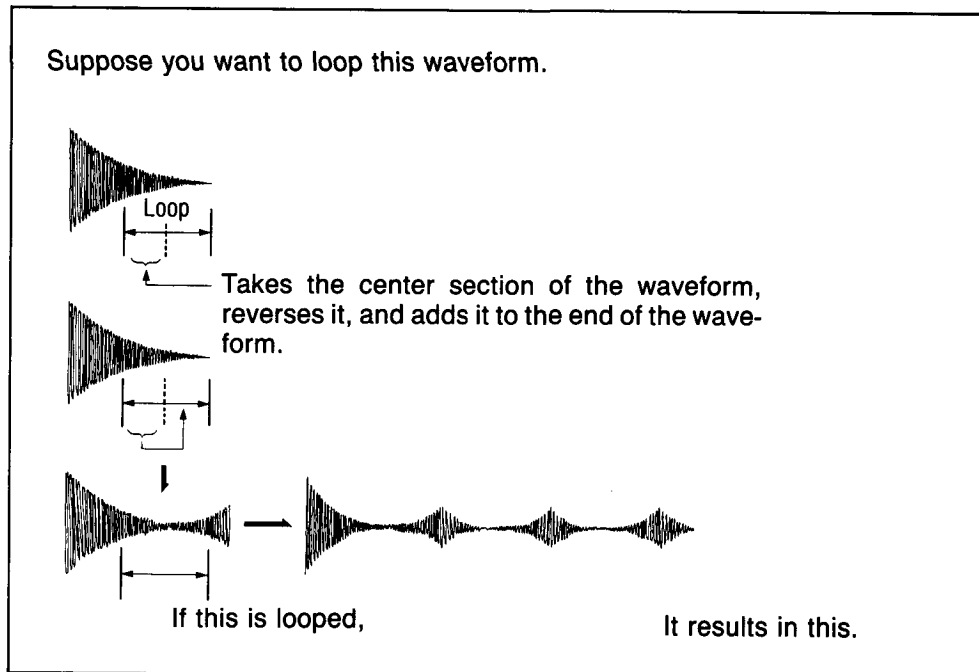
## Cross-Fade

For example:



## Back-and-Forth

For example: Suppose you want to loop this waveform.



- Since the pitch, timbre, and volume can be adjusted for each of the three keyboard split points, you can avoid unnatural transitions between different section of the keyboard.

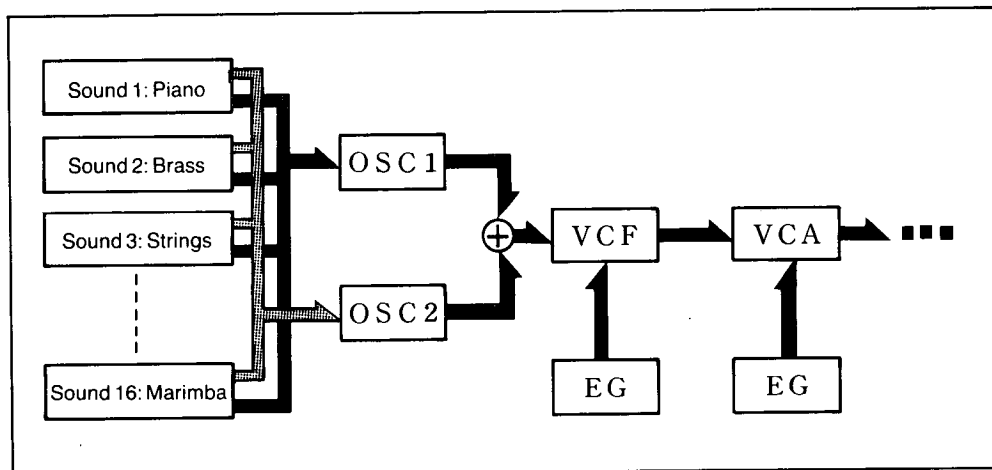
After creating your sounds as described here, you then use the VCF, and VCA sections to further process the sound.

In this way, the DSS-1 not only acts like a sampling keyboard, giving you the ability to reproduce real sounds, it also works as a powerful synthesizer, dramatically broadening your options for creating new and better sounds.

## FEATURE 2:

**Conventional sampling keyboards take as long as a minute or more to load data from disk in order to change completely from one sound to another (from piano to strings, for example). The DSS-1 lets you make this kind of change with the same ease as using a regular synthesizer. You just select another program number.**

- ★ Using the methods described above, you can create up to 16 waveforms or multisounds in memory at once. These are each accessible via OSC1 and OSC2 as waveforms numbered from 1 to 16, much as in the KORG DW-800. Each of the two oscillators can supply one of the 16 waveforms.



So after you have set up your sounds you can use the DSS-1 with the ease and speed of a synth like the DW-8000.

The DSS-1 can hold up to 32 program or patches in internal memory. Each of these is created by choosing waveforms from OSC1 and OSC2, then adjusting the VCF, VCA, EG, and other parameters, and then storing all this data in memory.

Therefore, you can completely change your sound by simply selecting a different program number. You don't have to load data from disks.

---

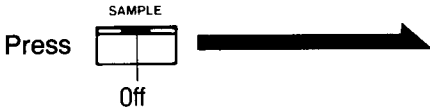
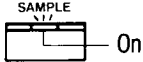


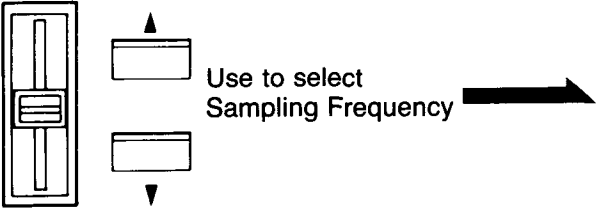



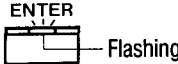
★ In brief, in order to store a number of different sounds in memory, you first use the methods described earlier (under featre 1) to create your sound sources (multisounds), then you repeatedly use multisound mode F9 to save as many of these to disk as you need. Then you use system mode F9 to load (get) as many of these as you need to memory.

★ In the DSS-1 we refer to a set of 16 waveforms and 32 programs as one "system". To preserve or store one of these systems we use system mode F2 which is the save system function. Four systems, called A, B, C, and D, can be saved per single disk.

# SAMPLE MODE

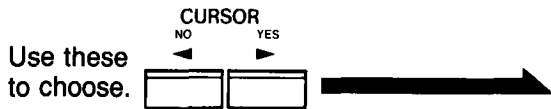
## 1. Initial Operation

### 1 Initial Operation

| Operation   | Operation of DSS-1  |
|---|---|
| <p>① Press the SAMPLE key to select the SAMPLE mode.</p>                         | <ul style="list-style-type: none"> <li>This selects the sampling mode and prompts you to select a sampling frequency.</li> </ul> <p>Sample mode display.</p>  <p>Prompt for sampling frequency.</p>   <p>Indicates current sampling frequency (defaults to 32 kHz when power is turned on).</p> |
| <p>② Use DATA ENTRY A to select a sampling frequency.</p> <p>DATA ENTRY A</p>  | <ul style="list-style-type: none"> <li>The display shows the selected sampling frequency.</li> </ul>  <p>(Example indicates 32 kHz sampling rate.)</p>  |
| <p>③ Press the ENTER key to finalize your choice.</p>                          | <ul style="list-style-type: none"> <li>You are now prompted for the total time for the recording.</li> </ul>    |



④ Use the CURSOR keys to move the cursor (the underline in the display) to your choice.



● Cursor moves to your choice.

```
Select TOTAL TIME
4.0 or 8.0 (Sec)
```

(8.0 seconds is chosen in this example.)

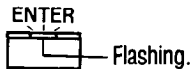
⑤ Press the ENTER key to finalize your choice.



● Next "F1 SAMPLE NO./MEM. DIV" is selected.

● At the same time this puts you in the "memory division select" condition.

```
F1  SMPL-NO.  MEM.DIV
      01         01
```



⑥ Perform memory division settin.  
(See section on "F1 SAMPLE NO./MEM. DIV.")

# F1 SAMPLE NO./MEM. DIV.

## 1 Sample number and memory division function.

■ Setting the memory division and setting the sample number are different operations though they appear in the same initial prompt. Follow the directions below.

### A. Memory division setting

■ This takes the total sample area of memory as determined by the total time setting and divides it up into blocks which are assigned to the keyboard.

■ You have five choices. You can divide memory into 16, 8, 4, 2, or 1 (no division) blocks.

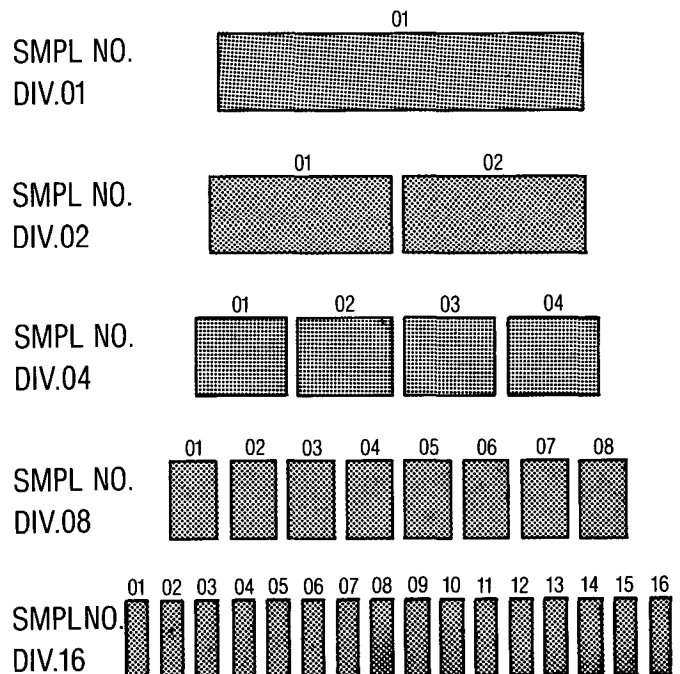
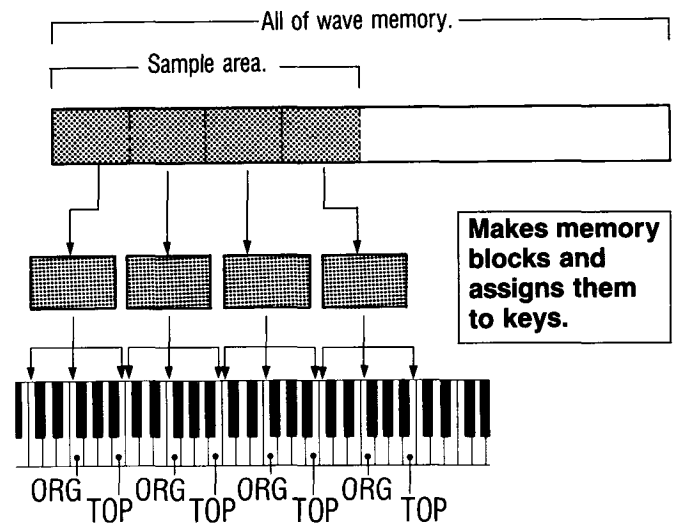
As soon as you make your choice, the DSS-1 makes memory blocks and gives each of them a sample number.

The sampling time for each of these blocks is the total time divided by your choice of memory division.

### A. The function of memory division setting.

### B. The function of sample number setting.

Example: Total time set to HALF and memory division set to 4.



■ After the memory division has been selected and the memory blocks have been made, all the blocks must be assigned to the keyboard.

- Auto-assign.
- Manual assign.

This can be done automatically or manually. With the "Auto-assign" method, the DSS-1 assigns each block to a particular predetermined key. With the "manual assign method, you decide the key to which to assign each of the blocks.

■ The auto-assign method results in the assignments shown in this chart.

### Auto-Assign

(Each memory block's "TR/NT" is set to TR.)

| SAMPLE NO. |     | 01 | 02  | 03  | 04  | 05 | 06  | 07  | 08  | 09 | 10  | 11  | 12 | 13 | 14  | 15  | 16 |
|------------|-----|----|-----|-----|-----|----|-----|-----|-----|----|-----|-----|----|----|-----|-----|----|
| DIV.       |     |    |     |     |     |    |     |     |     |    |     |     |    |    |     |     |    |
| 01         | ORG | C3 |     |     |     |    |     |     |     |    |     |     |    |    |     |     |    |
|            | TOP | F3 |     |     |     |    |     |     |     |    |     |     |    |    |     |     |    |
| 02         | ORG | C3 | C5  |     |     |    |     |     |     |    |     |     |    |    |     |     |    |
|            | TOP | F3 | F5  |     |     |    |     |     |     |    |     |     |    |    |     |     |    |
| 04         | ORG | C3 | C4  | C5  | C6  |    |     |     |     |    |     |     |    |    |     |     |    |
|            | TOP | F3 | F4  | F5  | F6  |    |     |     |     |    |     |     |    |    |     |     |    |
| 08         | ORG | C3 | F#3 | C4  | F#4 | C5 | F#5 | C6  | F#6 |    |     |     |    |    |     |     |    |
|            | TOP | E3 | A#3 | E4  | A#4 | E5 | A#5 | E6  | A#6 |    |     |     |    |    |     |     |    |
| 16         | ORG | C3 | D#3 | F#3 | A3  | C4 | D#4 | F#4 | A4  | C5 | D#5 | F#5 | A5 | C6 | D#6 | F#6 | A6 |
|            | TOP | D3 | F3  | G#3 | B3  | D4 | F4  | G#4 | B4  | D5 | F5  | G#5 | B5 | D6 | F6  | G#6 | B6 |

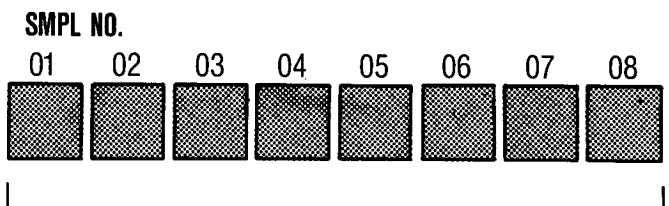
■ In the manual mode, you assign the blocks beginning with the smaller sample number, assigning them from the low notes upward.

**NOTE:**  
With "manual assign" as well, the situation is different from the "ordinary key assign" in that you can not change the TR/NT. (It is fixed at TR.)

### B. Sample number function

■ From among the memory block (created by the memory division setting) select which the sample number of the block that will be used for F0 SAMPLE START and F4 ORIGINAL/TOP KEY.

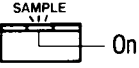

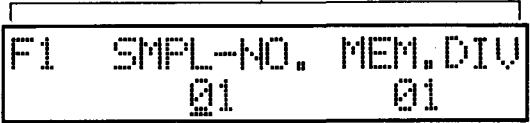

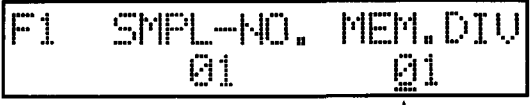
(Example: Memory division at 8.)



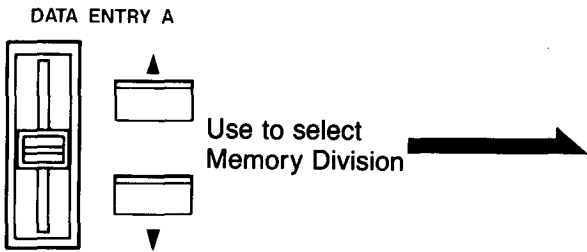
Select memory block for F0 SAMPLE START and F4 ORIGINAL/TOP KEY.

2 Sample number and memory division function procedures.

A. Memory division setting/how to change.

| Operation  | Operation of DSS-1  |
|--|---|
| <p>① Confirm that the SAMPLE mode is selected and that you can select a function.</p>  | <ul style="list-style-type: none"> <li>When in the sample mode.</li> </ul>  <ul style="list-style-type: none"> <li>Check the section on conditions for function selection (See page .)</li> </ul>  |
| <p>① Press key number 1 in the 10-key pad. This selects the sample number/memory division function.</p> <p>Press </p> | <ul style="list-style-type: none"> <li>You are shown the currently selected sample number and memory division. (These default to sample number 01 and memory division 01 when the power is turned on.)</li> </ul> <p>Shows sample number and memory division setting.</p>  <p>Sample number.    Number of memory divisions.</p> |
| <p>② Press the YES cursor key to move the cursor to the memory division side of the display.</p> <p>Press </p>        | <ul style="list-style-type: none"> <li>The cursor moves to enable setting of memory division.</li> </ul>  <p>Shows the cursor.</p>  |

③ Use DATA ENTRY A to select the memory division.



- Shows current value and waits for further input.

```
F1  SMPL-NO.  MEM.DIV
      01          08
```

Current memory division setting, at 8 in this example.

ENTER  
 Flashing, ready for input.

( If the initial setting does not appear as 01, it will revert to 01 as soon as you operate DATA ENTRY A. )

④ Press ENTER to finalize your decision.



- Memory division setting is now completed.
- Next you are asked whether or not you want automatic assignment of memory blocks.

```
F1  SMPL-KEY ASSIGN
      AUTO SET ? (Y/N)_
```

Prompt.

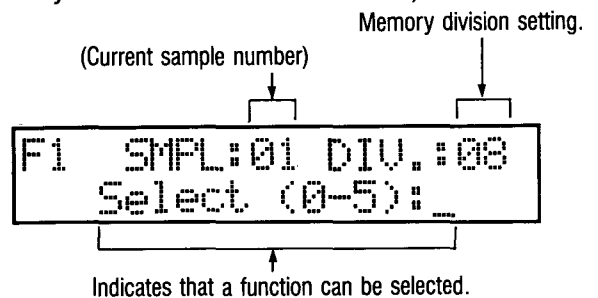
- ⑤ Press the YES or NO key to reply.  
 ★ Press the YES key if you desire automatic assignment.



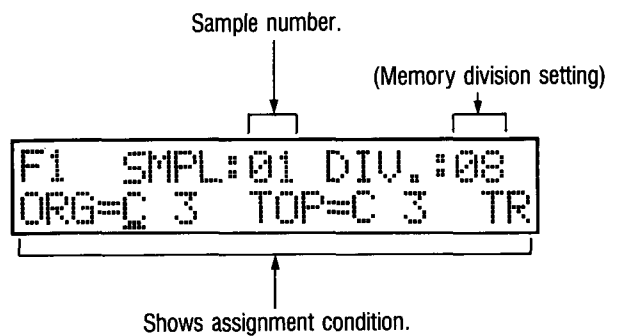
- ★ If you do not want the memory blocks to be assigned automatically then press the NO key.



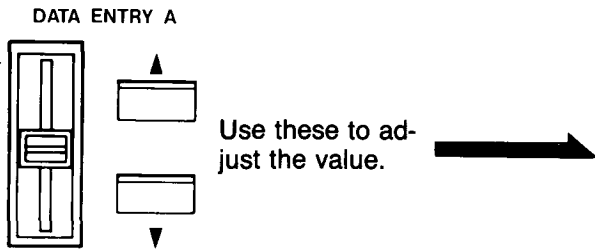
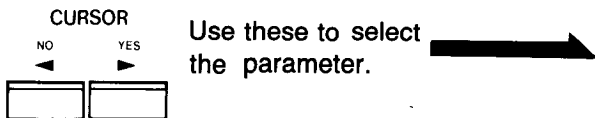
- All memory blocks are assigned automatically (as detailed in the previous section on the auto assign function).
- This ends the sample number/memory division function procedures. (So you are back to the condition where you can select other functions.)



- This allows you to assign the blocks manually.
- From among the unassigned memory blocks the one with the smallest sample number is selected first and you are prompted for an assignment. The ENTER key's LED flashes as it waits for your input.



⑥ Use the cursor keys to move the cursor to the parameter (original key or top key) that you wish to adjust. Use DATA ENTRY A to adjust the value.



```
F1 SMPL:01 DIV.:08
ORG=C 3 TOP=C 3 TR
```

(Example shows selection of top key parameter.)

```
F1 SMPL:01 DIV.:08
ORG=C 3 TOP=C 4 TR
```

(Example shows top key value set to C4.)

⑦ Press ENTER to finalize your setting.



- That completes assignment of that memory block.
- If unassigned memory blocks remain, then you will be asked whether to continue to assign them.

Prompt.

```
F1 Continue ? (Y/N)
ORG=C 3 TOP=C 4 TR
```

- If there are no unassigned memory blocks then the sample number/memory division function is completed and you are returned to the function selection menu.

⑧ Use the YES and NO keys to reply.

★ To continue to assign memory blocks, press YES.



★ To stop manual assignment of remaining unassigned memory blocks, press NO.



- This takes you back to the situation in step ⑤. Proceed from step ⑥ to assign the next memory block.

- This discontinues manual assignment of memory blocks.
- This ends the sample number/memory division function and returns you to the function selection menu.

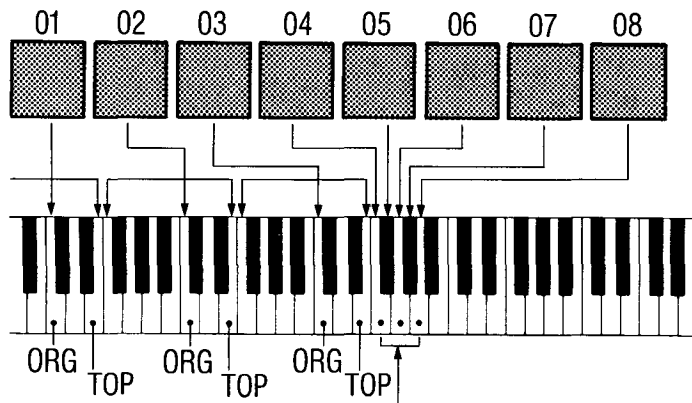
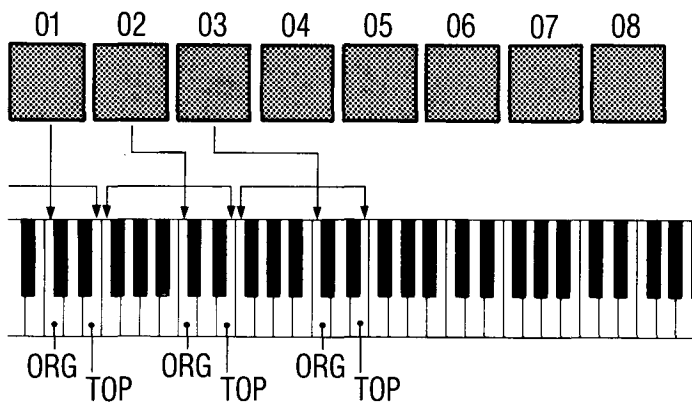
```
F1  SMPL:01 DIV.:08  
Select (0-5):_
```

Function selection menu.



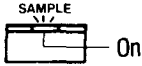

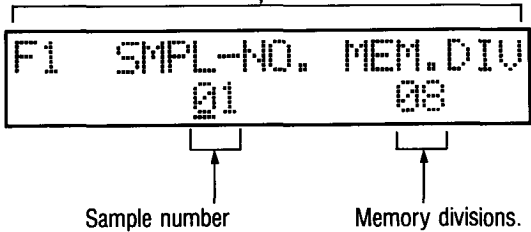
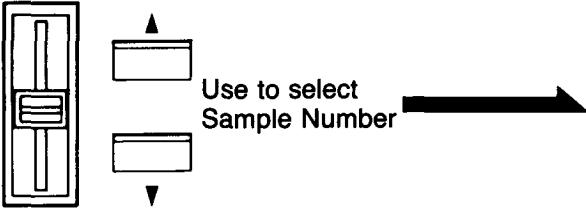

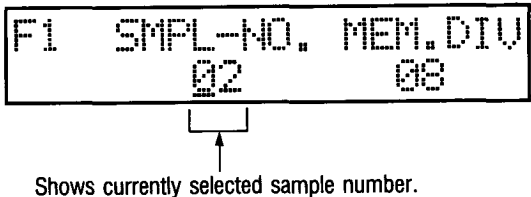
- If memory blocks are left over after interrupting manual assignment, then the DSS-1 automatically assigns them in semitone steps to the keys immediately above the "top key" assignment of the last assigned memory block.

Example: Suppose you interrupted the procedure after assigning memory blocks up through sample number 3.



Sample number 3 is assigned to E, so sample numbers 4, 5, 6, 7, and 8 will be assigned to keys F, F#, G, G#, and A, respectively. (A side effect of this is that the original key and top key will be identical.)

**B. Selecting the sample number.**

| Operation  | Operation of DSS-1   |
|--|--|
| <p>① Check to see that the sample mode is selected and that you can select a function.</p>   | <ul style="list-style-type: none"> <li>● The SAMPLE key LED lamp should be illuminated.</li> </ul>  <ul style="list-style-type: none"> <li>● Check the section on function selection conditions. (See page .)</li> </ul> |
| <p>① Press the number 1 key in the 10-key pad. This selects the sample number/memory division function.</p> <p>Press </p>   | <ul style="list-style-type: none"> <li>● You see a display of the current sample number and memory division number.</li> </ul> <p>Shows current sample number and number of memory divisions.</p>                      |
| <p>② Confirm that cursor is under the sample number. (If it isn't then use the cursor keys to move it there.) Use DATA ENTRY A to select the sample number.</p> <p>DATA ENTRY A</p>  <p>Use to select Sample Number </p> |  <p>Shows currently selected sample number.</p>  |

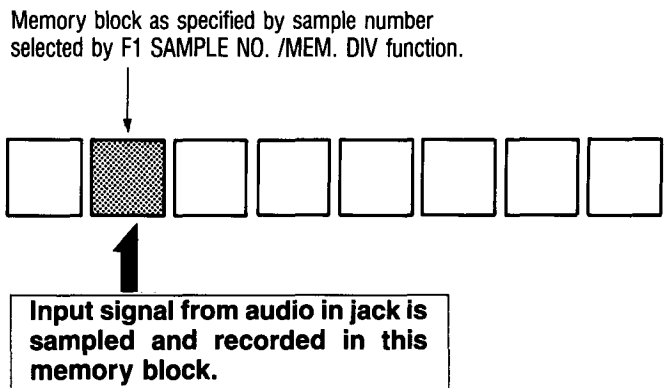
# 1. About Each of the Functions \_\_\_\_\_

## FO SAMPLE START

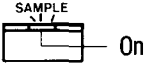

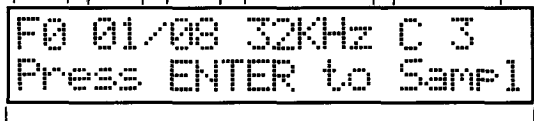


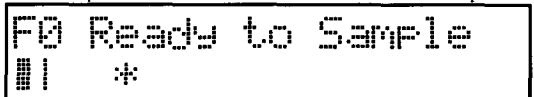
### 1 About the sample start function

- Samples the signal from the AUDIO IN jack and stores that sample in the memory block with the sample number specified by the F1 SAMPLE NO. /MEM DIV. function.
- You can sample repeatedly as many times as you like. Each sample will replace the previous one in the selected memory block. This makes it easy to keep trying until you get satisfactory results.
- Input signal level is shown on the peak hold bar graph meter while sampling. this allows you to adjust the input to obtain an appropriate signal level.
- You can monitor the input signal via the regular audio outputs, so you can hear what it sounds like.

(Example: Using a memory division of 8.)



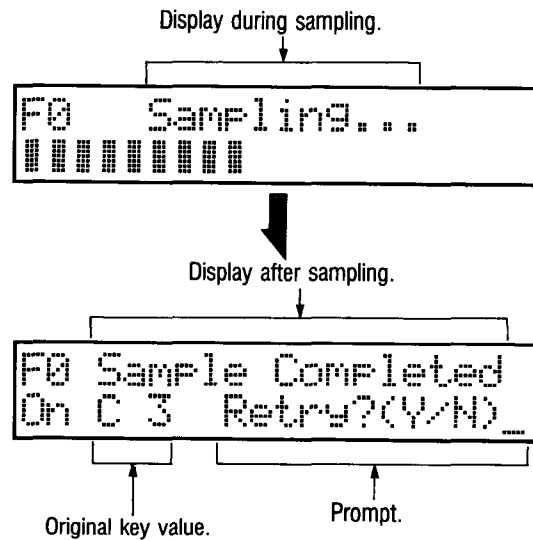
2 Sample start function.

| Operation   | Operation of DSS-1   |
|---|--|
| <p>① Confirm that the SAMPLE mode is selected and you are able to select a function.</p>  | <ul style="list-style-type: none"> <li>● Indicates SAMPLE mode.</li> </ul>  <ul style="list-style-type: none"> <li>● The display prompts for you to choose a function. (See section on conditions of function selection, Page .)</li> </ul>   |
| <p>① Press the number 1 key in the 10-key pad. This selects the sample start function.</p> <p>Press </p>   | <ul style="list-style-type: none"> <li>● The DSS-1 stands by sample start.</li> </ul> <p>Indicates sample start function.</p> <p>Sample number.</p> <p>Memory division.</p> <p>Sampling frequency.</p> <p>Original key.</p>  <p>ENTER</p>  <p>Flashing, waiting for sample start.</p> |
| <p>② Confirm the sample number, memory division, sampling frequency, and original key. Then press ENTER when you wish to finalize these settings and go ahead with sampling.</p> <p>Press </p> | <ul style="list-style-type: none"> <li>● Display while waiting for audio input signal.</li> </ul> <p>Shows that DSS-1 is ready to sample.</p>  <p>Indicates trigger level (threshold).</p> <p>Indicates input signal level.</p>  |

③ Input the sound that you wish to sample.

● The DSS-1 begins sampling when the input signal level exceeds the trigger level. It automatically stops sampling at the end of the selected sampling time.

● Then it asks if you wish to try over again.

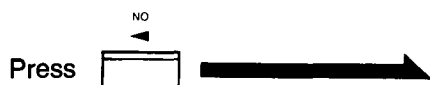


④ Press the YES or NO key to reply.

★ Play the keyboard and listen to your sampled sound. If you want to try again, press the YES key.

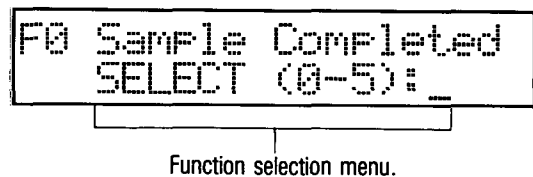


★ Play the keyboard and listen to your sampled sound. If you are satisfied with the sound and do not wish to try again, then press the NO key.



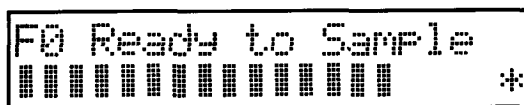
● Pressing YES takes you back to where the DSS-1 is standing by for sample start. Continue from step 2 above.

● This ends the sample start function and returns you to the functions selection menu.


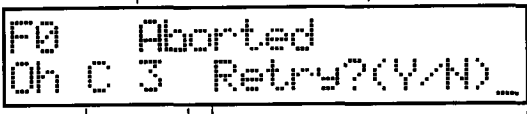


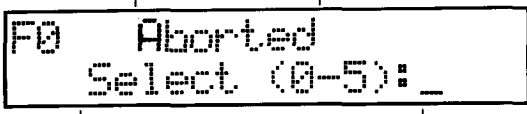


■ In step ② you can get stuck if the trigger level is so high that the input signal can not reach it. If this seems to be happening, press the DELETE/CANCEL key to abort the function.

② Example of display when the input signal does not reach the trigger level.



↑ Input signal level indication.  
↑ Trigger level indication.

| Operation   | Operation of DSS-1   |
|---|--|
| <p>i) Press the DEL/CANCEL key.</p> <p>Press  →</p>   | <ul style="list-style-type: none"> <li>This aborts the operation so the DSS-1 stops waiting for the input signal to exceed the trigger level. It then asks you whether you wish to try the sampling start function again.</li> </ul> <p>Indicates the operation was aborted.</p>  <p>Original key.      Prompt.</p>  |
| <p>ii) Reply by pressing the YES or NO key.</p> <p>★ Press YES if you wish to try again.</p> <p>Press  →</p> <p>★ Press NO if you want to quit the sampling start function.</p> <p>Press  →</p> | <ul style="list-style-type: none"> <li>Pressing YES takes you back to where the DSS-1 is standing by for sample start. Continue from step ② above.</li> <li>Stops sampling.</li> <li>This ends the sample start function and returns you to the function selection menu.</li> </ul> <p>Indicates that function was aborted.</p>  <p>Function selection menu.</p> |



## F2 ATTN/GAIN

### 1 The attenuation/gain function

■ This is used to control input signal level so that it is suitable for sampling.

■ You set the levels for two parameters: gain and attenuation.

“Gain” is the amount of amplification applied to the signal. You can set it from 0dB (no amplification) to 40dB of gain, in steps of 10dB.

“Attenuation” is the amount that the signal is reduced. You can attenuate the signal in steps of 2dB, over a range of 0dB (no attenuation) to -10dB.

The gain setting combines with this attenuation setting to give you overall control over signal level in 2dB steps over a range of -10dB to 40dB.

The procedure is therefore to adjust the gain first, since it provides rough adjustment in 10dB steps. Then “fine tune” your setting by adjusting the attenuation, since this is adjustable in 2dB steps.

■ When using this function, you can see the actual input signal level on the peak hold bar graph meter display. So their actual effect on the input signal level.

If the input signal level exceeds the suitable level and caused clipping, the display shows the clipped portion by a dark block.

■ Furthermore, the audio signal is sent to the DSS-1's outputs, so you can monitor it by ear as well.

| Available gain values       |
|-----------------------------|
| 0dB, 10dB, 20dB, 30dB, 40dB |

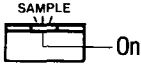


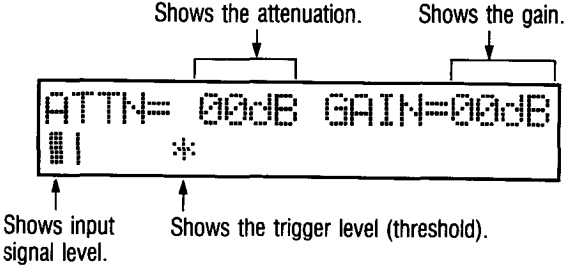
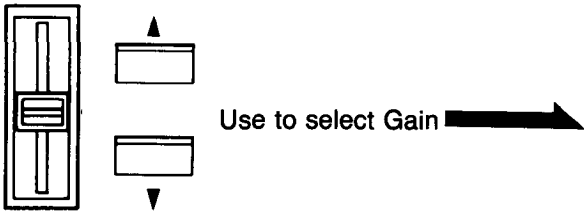
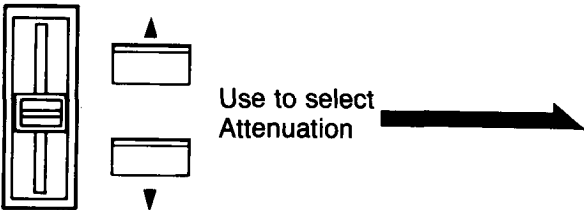
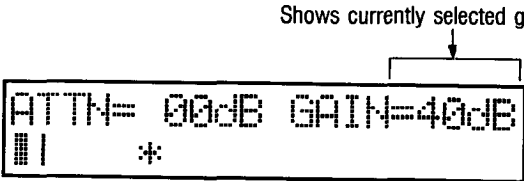
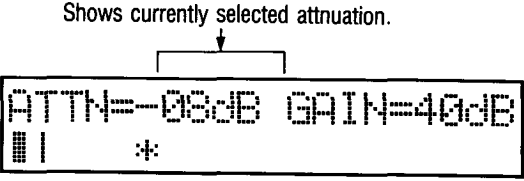
| Available attenuation values       |
|------------------------------------|
| 0dB, -2dB, -4dB, -6dB, -8dB, -10dB |



Indicates clipping.



2 Procedures for setting attenuation and gain.

| Operation  | Operation of DSS-1   |
|--|--|
| <p>① Select the SAMPLE mode and confirm that you can select functions.</p>   | <ul style="list-style-type: none"> <li>● Indicates SAMPLE mode.</li> </ul>  <ul style="list-style-type: none"> <li>● The display prompts you to choose a function. (See section on conditions of function selection, page .)</li> </ul> |
| <p>① Press number 2 in the 10-key pad.</p> <p>Press  </p>  | <ul style="list-style-type: none"> <li>● This selects the attenuation/gain function. The display shows the current values.</li> </ul>    |
| <p>② Use DATA ENTRY B for gain and DATA ENTRY A for attenuation setting.</p> <p><b>DATA ENTRY B</b></p>  <p><b>DATA ENTRY A</b></p>  |    |

## F3 TRIGGER LEVEL

### 1 What is trigger level?

- This is the level or threshold that the input audio signal must reach before the DSS-1 begins sampling.

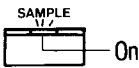

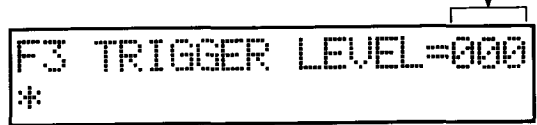
#### Available trigger values.

0 ~ 127

- You can see both the input signal level and the current trigger level setting on the display at the same time. So you can adjust trigger level as necessary, while viewing the signal. The trigger level setting is marked by a single star (\*).

- The input signal is also routed to the DSS-1 outputs so you can monitor it by ear as well.

### 2 Trigger level function procedure.

| Operation  | Operation of DSS-1   |
|--|--|
| <p>① Select the SAMPLE mode and confirm that you can select functions.</p>   | <ul style="list-style-type: none"> <li>● SAMPLE key LED is illuminated.</li> </ul>  <ul style="list-style-type: none"> <li>● The display prompts you to choose a function. (See section on conditions of function selection, page .)</li> </ul>   |
| <p>① Press number 3 in the 10-key pad.</p>  | <ul style="list-style-type: none"> <li>● Selects the trigger level function. The display shows the current trigger level value.</li> </ul> <p>Current numeric value of trigger level.</p> <p>Shows numeric value of trigger level.</p>  <p>Shows where the trigger level is in relation to bar graph indication of input signal level.</p> |

② Use DATA ENTRY A to set trigger level.

DATA ENTRY A



Use to select  
Trigger Level



Current numeric value of trigger level.

```
F3 TRIGGER LEVEL=010  
| *
```

Trigger level relative to bar graph meter indication.

## F4 ORIGINAL/TOP KEY

### 1 About the original/top key function.

■ This lets you change memory block assignments to the keyboard. These memory blocks and their sample numbers are specified by the F1 SAMPLE NO. /MEM. DIV. function. What we are changing here is the original key and top key assignments for particular blocks, where each block represents one sound sample.

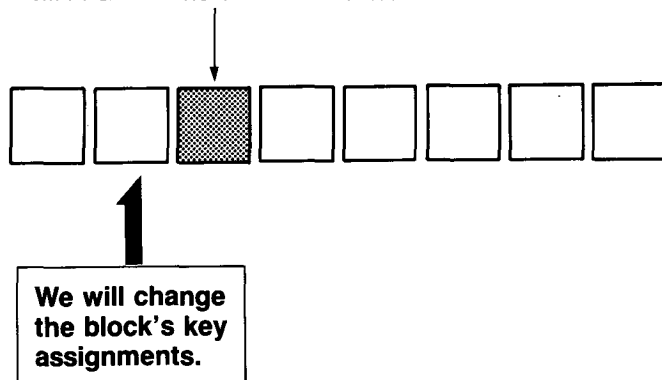
■ Using this function, assignments can be changed before or after sampling for any particular memory block.

#### Note:

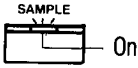



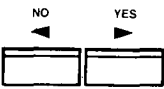

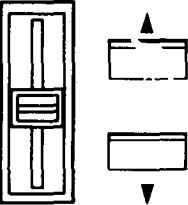



Sample mode key assignments are different from conventional key assignments in that you can not change the TR/NT condition. (It is fixed at TR.)

(Example: memory division is 8.)

Memory block specified by sample number from F1 SAMPLE NO. /MEM. DIV. function.



**2 Using the original/top key function.**

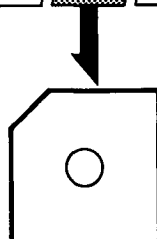
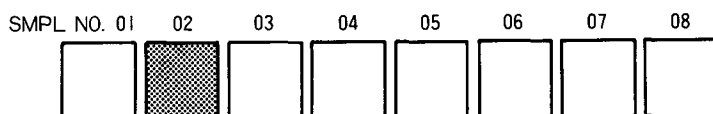
| Operation   | Operation of DSS-1   |
|---|--|
| <p>① Select the SAMPLE mode (and confirm that you can select functions.)</p>  | <ul style="list-style-type: none"> <li>● Indicates SAMPLE mode.</li> </ul>  <ul style="list-style-type: none"> <li>● The display prompts you to choose a function. (See section on conditions of function selection, page .)</li> </ul>   |
| <p>① Press the number 4 key to select the original/top key function.</p> <p>Press  </p>   | <ul style="list-style-type: none"> <li>● You now see the assignments for the memory block having the sample number specified when using the F1 function.</li> </ul> <p>Shows original/top key function.      Shows sample number.      Shows memory division.</p>  <p>Shows key assignments.</p> |
| <p>② Use the CURSOR keys to select which assignment to change (original key or top key). Then use DATA ENTRY A to adjust the value.</p> <p><b>CURSOR</b></p>  <p>Use to select Original/Top Key </p> <p><b>DATA ENTRY A</b></p>  <p>Use to select Value </p> |  <p>Here cursor is under the top key value.</p>  <p>Here we have changed the top key value to F3.</p>  |

# F5 SAVE SAMPLE

## 1 About the save sample function.

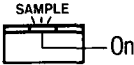

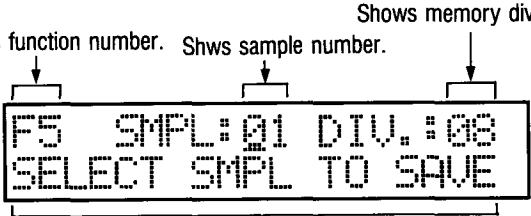

- This lets you select a particular memory block, give its sampled sound a name, and save it to disk.

(Example: with memory division of 8.)



We select a memory block, give it's sound a name, and save it to disk.

## 2 Using the save sample function.

| Operation  | Operation of DSS-1   |
|--|--|
| <p>① Make sure the SAMPLE key LED is on.<br/>Put a disk in the drive.</p>  | <ul style="list-style-type: none"> <li>● Indicates SAMPLE mode.</li> </ul>  <ul style="list-style-type: none"> <li>● The display prompts you to choose a function. (See section on conditions of function selection, page .)</li> </ul>   |
| <p>① Press key number 5 to select the save sample function.</p> <p>Press  →</p> | <ul style="list-style-type: none"> <li>● Top line shows function number, sample number, and memory divisions.<br/>Bottom line prompts you to select a sample number.</li> </ul>  <p>Shows function number. Shows sample number. Shows memory divisions.</p> <p>Shows sample select.</p> <ul style="list-style-type: none"> <li>● ENTER key flashes while waiting.</li> </ul>  |

- ② Use DATA ENTRY A to select the sample number that you wish to save disk.

DATA ENTRY A



Use to select  
Sample Number



Selected sample number appears here.



```
F5  SMPL:01 DIV.:08  
SELECT SMPL TO SAVE
```

- ③ Press ENTER to finalize your choice.



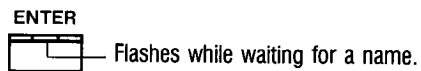
- Next you are prompted for a name. (The name area defaults to "NO-NAME")  
The ENTER key flashes while waiting for a name.

```
F5  SMPL:01 DIV.:08  
INPUT NAME: _NO-NAME
```

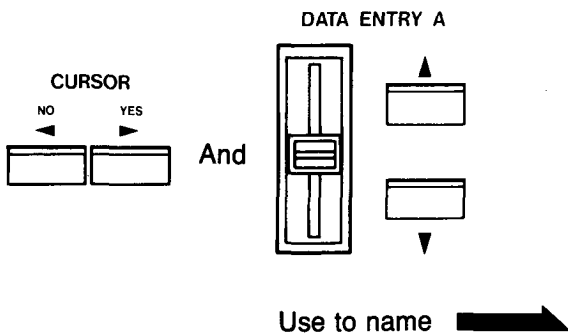


Shows a name.

Next you are prompted for a name.  
(The name area defaults to "NO-NAME").



- ④ Input a name by using the cursor keys' and DATA ENTRY A.



- ★ You can clear the name area by pressing the cancel key.

```
F5  SMPL:01 DIV.:02
INPUT NAME:TEST-#01
```

Name appears here.  
(TEST-0# is jsut an example)

- ⑤ Press enter to finalize your name.



- You are then asked whether it is okay to go ahead and save that sample to disk.

```
F5  TEST-#01L=016366
Save SMPL#01 ?(Y/N)_
```

Shows function, name, and length.

Shows sample number.

Asks for confirmation.



- ⑥ Press YES or NO key.  
★ To save, press YES.



- Display asks you to wait while saving to disk.
- Then you are asked whether you wish to continue to use the save sample function.

```
F5 Saving...  
Please Wait a Minute
```



```
F5 Saving Completed  
Continue ? (Y/N)_
```

- ★ To abort and not save the sample, press NO.



- Display confirms function aborted and asks whether you wish to continue to use the save sample function.

```
F5 Aborted  
Continue ? (Y/N)_
```

⑦ Press YES to continue or press NO to quit.

★ If you press YES then you can continue from step 2 above.



★ If you press NO then you leave the save sample function and are prompted to select another function.



● Pressing YES takes you back to where the DSS-1 is standing by for sample select. Continue from step 2 above.

● This ends the save sample function and returns you to the function select.

(If you had saved the sample before quitting, then the display says "Saving completed".)

```
F5 Saving Completed
SELECT (0-5):_
```

Shows you can select the function.

(If you had aborted before quitting, then the display says "Aborted".)

```
F5 Aborted
SELECT (0-5):_
```

Shows you can select the function.

■ If you tell the DSS-1 to save to disk and it finds that there is already on the disk a sample having the same name then you will be asked whether you wish to write over the previous sample of the same name. If you answer yes, then the old sound will be deleted and your new sound will replace it on disk.

Display when you try to save using a name that already exists on disk.

Shows the name you try to delete.

```
F5 SOUND:TEST-#01
Delete Old ? (Y/N)_
```

| Operation  | Operation of DSS-1   |
|--|--|
| <p>i) Use the YES and NO keys to reply.<br/>           ★ If you press YES then the old sound will be deleted and the new sound (in wave memory) having the same name will be saved in its place on the disk.</p> <p style="text-align: center;"> <small>YES</small><br/>           ▲<br/>           Press <input type="checkbox"/> </p> <p>★ Press NO if you want to keep the old sound on disk.</p> <p style="text-align: center;"> <small>NO</small><br/>           ▲<br/>           Press <input type="checkbox"/> </p> | <ul style="list-style-type: none"> <li>● This is reflected in the display readouts. At the end you are asked whether or not to continue in the save sample function.</li> </ul> <div style="text-align: center; border: 1px solid black; padding: 5px; margin: 10px auto; width: fit-content;"> <p>F5 SOUND: TEST-#01<br/>Deleting...</p> </div> <div style="text-align: center;">↓</div> <div style="text-align: center; border: 1px solid black; padding: 5px; margin: 10px auto; width: fit-content;"> <p>F5 Saving...<br/>Please Wait a Minute</p> </div> <div style="text-align: center;">↓</div> <div style="text-align: center; border: 1px solid black; padding: 5px; margin: 10px auto; width: fit-content;"> <p>F5 Saving Completed<br/>Continue ? (Y/N)_</p> </div> <ul style="list-style-type: none"> <li>● Pressing NO will prevent the disk sound from being erased and will abort the saving procedure.</li> <li>● The display confirms abortion and asks whether to continue in the same function.</li> </ul> <div style="text-align: center; border: 1px solid black; padding: 5px; margin: 10px auto; width: fit-content;"> <p>F5 Aborted<br/>Continue ? (Y/N)_</p> </div> |
| <p>ii) Following step is the same as step ⑦, above.</p>  |  |

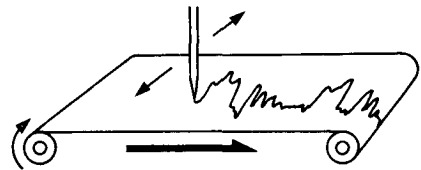
# CREATE WAVEFORM MODE

## 1. Function within this Mode \_\_\_\_\_



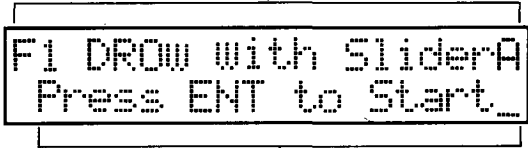

### F1 DRAW WAVEFORM

#### 1 About the draw waveform function.

- Using the draw waveform function you create a "multisound" in wave memory (RAM).

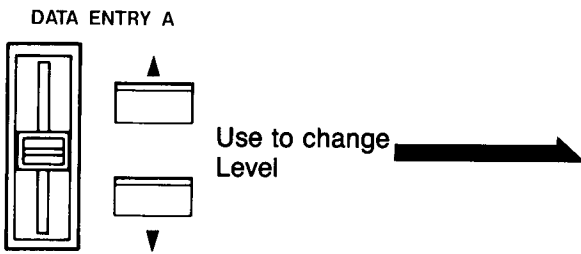


#### 2 Using the draw waveform function.

| Operation  | Operation of DSS-1  |
|--|---|
| <p>① Confirm that the CREATE WAVEFORM mode is selected. This means that the CREATE WAVEFORM key's LED lamp should be illuminated.</p>                                    | <ul style="list-style-type: none"> <li>● Check key to see that LED is on.</li> </ul>   |
| <p>① Press the number 1 key to select the draw waveform function.</p> <p>Press  →</p> | <ul style="list-style-type: none"> <li>● The display confirms the selection of function 1. It tells you to draw with slider A and tells you to press ENTER to start.</li> </ul> <p>Shows draw waveform function.</p>  <p> Flashes while waiting.</p> |

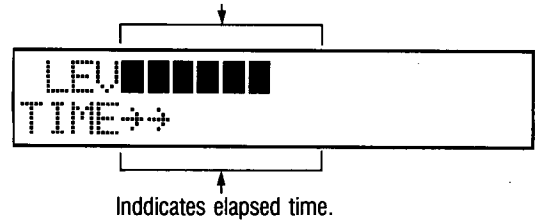
② Start drawing waveform.

Press the ENTER key to start. Move the DATA ENTRY A slider up and down to draw your waveform in relation to the time axis. Elapsed time is indicated on the display.



● Start drawing waveform.

Squares on upper line of display mean that slider is being moved.



- After the time limit is reached, the function stops automatically and asks whether you wish to try again.



③ Play the sound on the keyboard and decide whether to keep the wave or try again.



★ Press the NO key if you want to keep the wave and go ahead.



- Press the YES key to draw the wave again. This takes you back to step ②, above.

- If you press NO to keep the wave then the display asks whether you want to edit the waveform.

```
F1 Do You Want to  
Edit WAVEFORM?(Y/N)_
```

④ Press the YES key if you wish to edit the waveform that you have drawn.



- You get the display for waveform editing. The top line shows the address and the level at that address in memory. The bottom line tells you to use the cursor keys and the DATA ENTRY A and B controls.

Shows the address.                      Shows the level at that address in memory.

```
ADDR=000:LEVEL=-2048  
Use < > D.ENTRY A&B
```

★ If you do not want to edit the waveform then press the NO key.

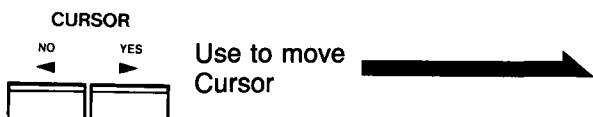


★ This completes the draw waveform function and the display prompts you to select a function.

```
F1 WAVEFORM Drawn
Select (1-3):_
```

Shows the function select.

⑤ Use the cursor keys, and the DATA ENTRY A and B controls to edit the waveform in memory.



● Move the cursor to the places where you want to make changes.

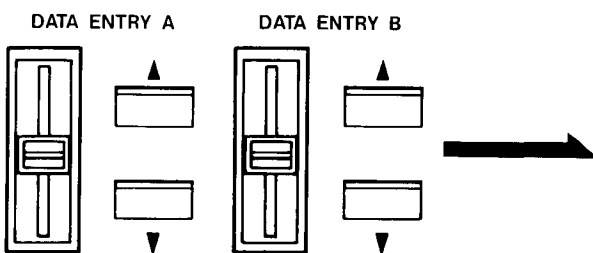
(Example: When you select the level.)

```
ADDR=000: LEVEL=-2048
Use < > D.ENTRY A&B
```

● Shows selected address and current level setting.

(In this example the level is +2047.)

```
ADDR=000: LEVEL=+2047
Use < > D.ENTRY A&B
```

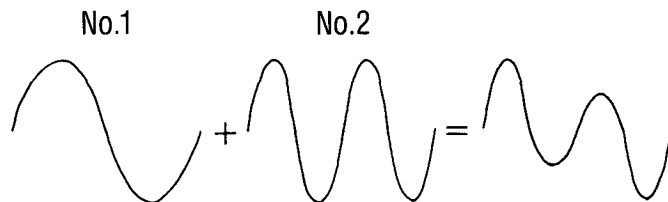


Use to select Address

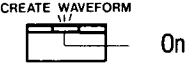


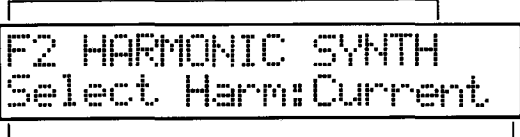

## F2 HARMONIC SYNTHESIS

### 1 What is harmonic synthesis?

- The harmonic synthesis function adds together sine waves of different frequencies and levels, thereby creating a "multisound" in wave memory (RAM).

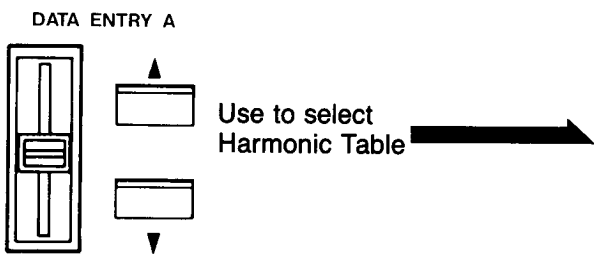


### 2 Using the harmonic synthesis function.

| Operation   | Operation of DSS-1   |
|---|--|
| <p>① Confirm that you are in the CREATE WAVEFORM mode. Check to see that the CREATE WAVEFORM key's LED indicator is illuminated.</p>  | <ul style="list-style-type: none"> <li>● Indicates CREATE WAVEFORM mode.</li> </ul>    |
| <p>① Press the number 2 key to select the harmonic synthesis function.</p> <p>Press  </p> | <ul style="list-style-type: none"> <li>● The display confirms your choice of function and prompts you to select a harmonic table.</li> </ul> <p>Shows the harmonic synthesis function.</p>  <p>ENTER  Flashes awaiting your choice.</p> |



② Use the DATA ENTRY A slider to choose a harmonic table.



● The display shows the selected harmonic table.

```
F2 HARMONIC SYNTH
Select Harm:Blank
```

(Example shows Blank.)

③ Press ENTER to finalize your selection.



- DSS-1 performs harmonic synthesis using the harmonic table.
- After completing the synthesis, it lets you edit the harmonics.

display while calculating harmonics.

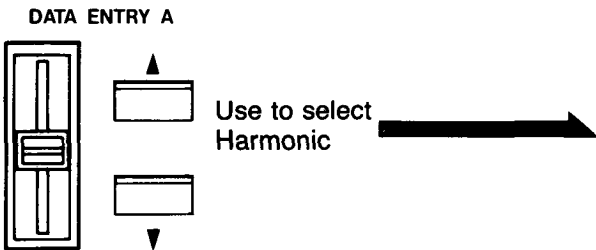
```
F2 HARMONIC SYNTH
Calculating...
```

Display for editing.

Shows the number of the current harmonic. Shows its level.

```
HARM #001:LEVEL=000
Use DATA ENTRY A & B
```

④ Use DATA ENTRY A to select the harmonic.

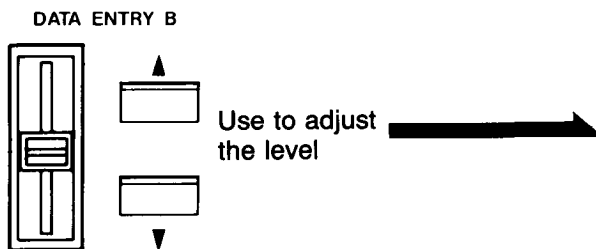


● Display shows current harmonic and its current level.

(This example shows the 11th harmonic and that its level is set to 0.)

```
HARM #011:LEVEL=000
Use DATA ENTRY A & B
```

⑤ Use DATA ENTRY B to adjust the level.



● Display shows current harmonic and your selected level. It waits for you to make changes as you like.

(Here the level is set to 10.)

```
HARM #011:LEVEL=010
Press ENT to Synth_
```

ENTER

Flashes, waiting for input.

⑥ Repeat steps ④ and ⑤ to select harmonics and adjust their levels.

Press  

- Press ENTER to finalize your adjustments.
- The DSS-1 then synthesizes the waveform based on the harmonic levels that you set in the previous steps. After completing the calculation, it takes you back to the editing condition in step ③. You can then continue with harmonic synthesis, repeating the procedure from step ④.

Display during calculation.

```
HARM #011:LEVEL=010  
Calculating...
```

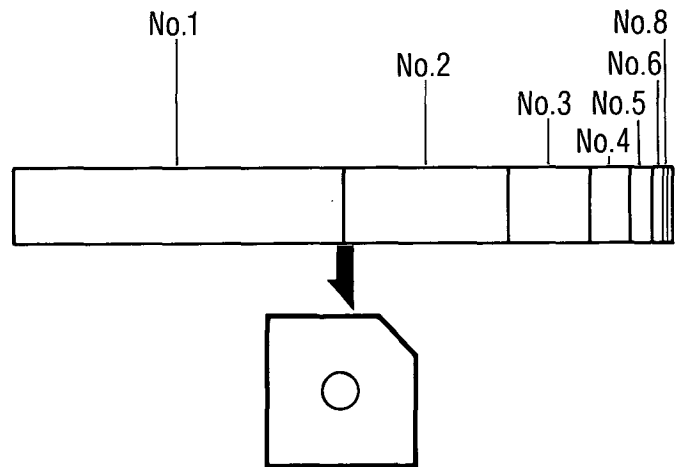
Display for editing.

```
HARM #011:LEVEL=010  
Use DATA ENTRY A & B
```

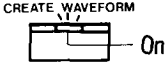




## F3 SAVE WAVEFORM

### 1 Using the Save Waveform function.

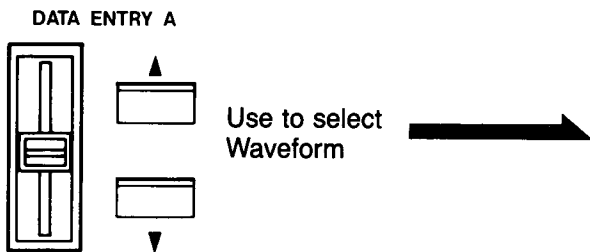
- This function lets you save on disk the waveforms that you create using the F1 DRAW WAVEFORM and F2 HARMONIC SYNTHESIS methods.



### 2 Using the save waveform function.

| Operation  | Operation of DSS-1   |
|--|--|
| <p>① You must be in the CREATE WAVEFORM mode and you must have just completed making a waveform by using the F1 DRAW WAVEFORM or F2 HARMONIC SYNTHESIS methods.</p>  | <ul style="list-style-type: none"> <li>● The CREATE WAVEFORM key's indicator is illuminated.</li> </ul>  <p>CREATE WAVEFORM<br/>On</p>   |
| <p>① Press the number 3 key to select the save waveform mode.</p> <p>Press  </p> | <ul style="list-style-type: none"> <li>● The display confirms the F3 function and asks you to select a waveform.</li> </ul>  <p>F3 SELECT WAVEFORM<br/>WAVEFORM:01 KEY:B1</p>  <p>ENTER<br/>Flashes awaiting your choice.</p> |

- ② Use the DATA ENTRY A slider to choose the waveform that you wish to save to disk.



```
F3 SELECT WAVEFORM
WAVEFORM:02 KEY:B2
```

Shows the selected waveform number.

Shows its original key.

- ③ Press the ENTER key to finalize your choice.

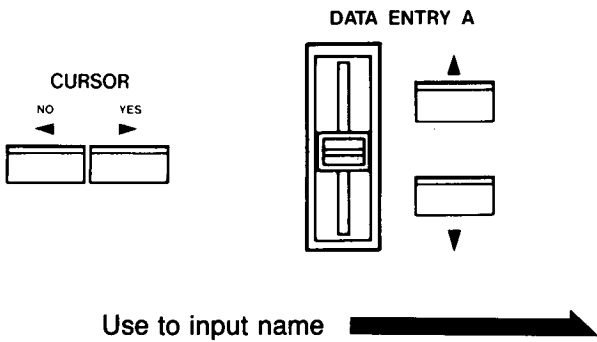


- You are prompted to name the waveform.

```
F3 SELECT WAVEFORM
Input Name: _INO-NAME
```

 Flashes awaiting input of a name.

④ Use the cursor keys and DATA ENTRY A to input a name.



Use to input name →

★ The cancel key can be used to clear the name.

A screenshot of a terminal window showing the text "F3 SELECT WAVEFORM" on the first line and "Input Name: TEST-#02" on the second line. A bracket is drawn under the text "TEST-#02" on the second line, and an arrow points from this bracket down to the explanatory text below.

Display shows name in this area.  
(Example shows "TEST-#02")

⑤ Press ENTER to finalize name.



Press →

● Display shows the name that you gave and the length of the waveform. You are requested to confirm whether you wish to go ahead and save.

A screenshot of a terminal window showing the text "F3 TEST-#02 L=000256" on the first line and "Save ? (Y/N)\_" on the second line. Two arrows point from the text above to the screen: one points from "Shows the name of waveform." to the text "TEST-#02", and another points from "Shows the length of waveform." to the text "L=000256".

Shows the name of waveform.

Shows the length of waveform.

F3 TEST-#02 L=000256  
Save ? (Y/N)\_

⑥ Press the YES or NO key to reply.

★ To save, press YES.



- Display asks you to wait while saving to disk.
- Then you are asked whether you wish to continue to use the save waveform function.

```
F3 Saving...  
Please wait a Minute
```



```
F3 TEST-#02 Saved  
Continue ? (Y/N)_
```

★ To abort and not save the waveform, press NO.



- Display confirms function aborted and asks whether you wish to continue to use the save waveform function.

```
F3 Aborted  
Continue ? (Y/N)_
```

⑦ Press YES to continue or press NO to quit.

★ If you press YES then you can continue from step② above and save other waveforms.



★ If you press NO then you leave the save waveform function and are prompted to select a function.



● Pressing YES takes you back to where the DSS-1 is standing by for waveform select. Continue from step ② above.

● This ends the waveform function and returns you to the function select.

(If you had saved the waveform before quitting, then the display says "Saved".)

```
F3 TEST-#01 Saved
Select (1-3):_
```

(If you had aborted before quitting, then the display says "Aborted".)

```
F3 Aborted
Select (1-3):_
```





# EDIT SAMPLE MODE

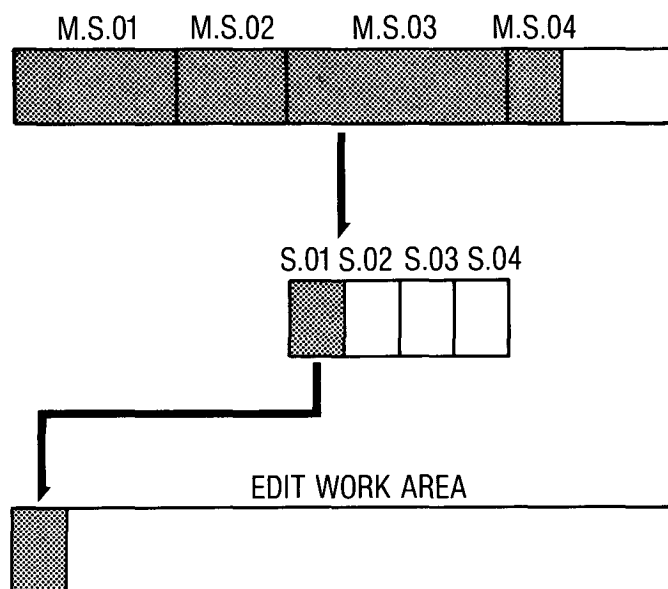
## 1. Function within this Mode

### F1 SELECT SAMPLE

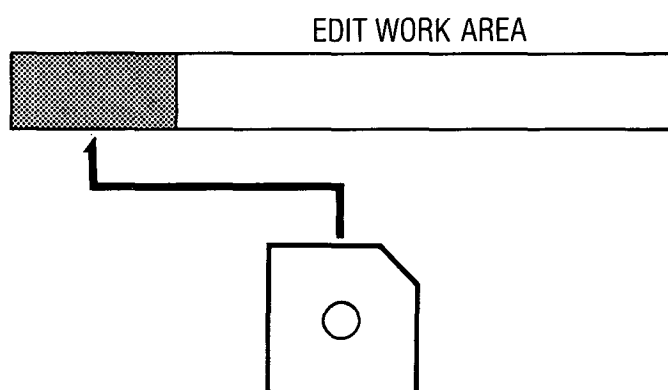
#### 1 Select Sample Function.

■ This loads or transfers multisounds to the edit work area from the wave memory area or from a disk. This is necessary to allow editing using functions F3 through F8 in this mode.

#### A. Getting a sound from wave memory.

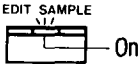


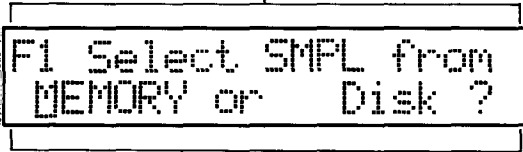
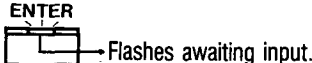


#### B. Getting a sound from disk.



② Using the select sample function.

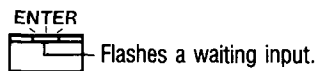
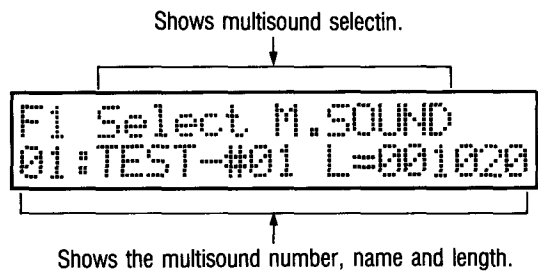
A. Getting a sound from wave memory.

| Operation  | Operation of DSS-1   |
|--|--|
| <p>① Confirm that the EDIT SAMPLE mode has been selected. The EDIT SAMPLE key should be lit.</p>   | <ul style="list-style-type: none"> <li>● Indicates EDIT SAMPLE mode.</li> </ul>   |
| <p>① Press the number 1 key to select the select sample function.</p> <p>Press  </p> | <ul style="list-style-type: none"> <li>● The display asks whether you wish to select a sample from memory or from disk.</li> </ul> <p>Shows the select function.</p>  <p>Shows sample selction.</p>  |

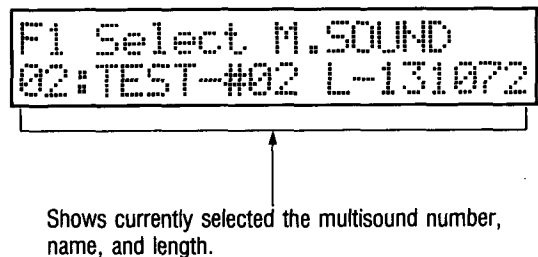
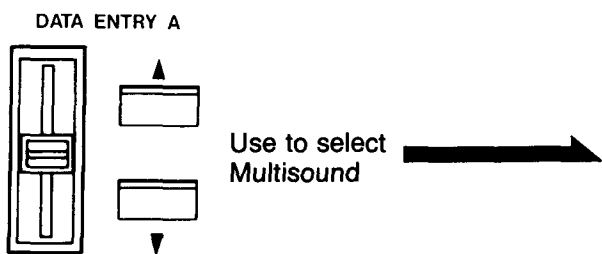
- ② Make sure that the cursor is under the MEMORY side of the display, then press ENTER.



- The display reads for multisound selection. The lower line shows the multisound number, name, and length.



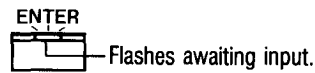
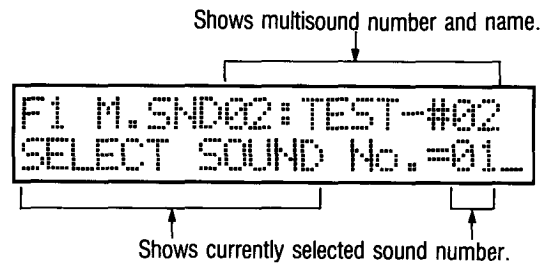
- ③ Use the DATA ENTRY A controls to select a multisound.



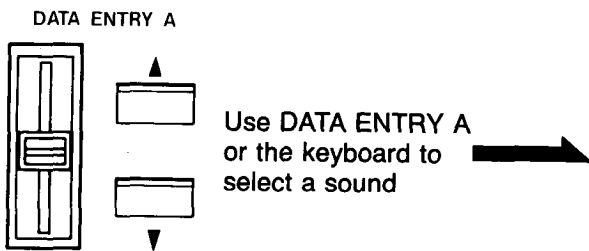
④ Press ENTER to finalize your choice.



● This completes multisound selection and advances to sound selection.



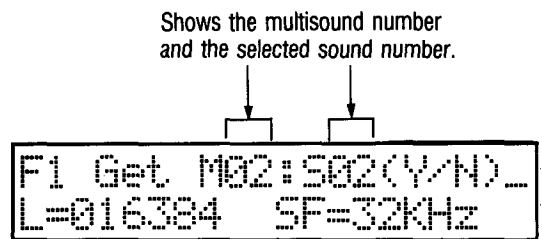
⑤ Use DATA ENTRY A or the keyboard to select a sound.



⑥ Press ENTER to finalize your selection.



- After the sound is selected you are asked whether to go ahead and get the sound into the work area.

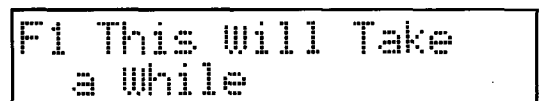


Shows the selected sound length and sampling frequency.

⑦ Check the display and press the YES key if you wish to go ahead and get the sound.



- After getting the sound, the display shows current key assignments and waits for key assignment settings.




Flashes awaiting key assignment settings.

★ If you check the status of the sound and decide not to load it to the work area then press the NO key.


Press  

- This stops the process of getting a sound and aborts the select sound function. You are returned to step ① and prompted to select another function or mode.

```
F1  Aborted
      Select (1-2):_
```


 Shows the select sound function.

⑧ Use the cursor keys to select key assignments.

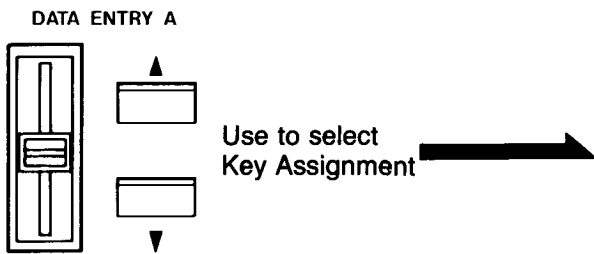
CURSOR  
NO    YES  
◀    ▶  
  Use to select  
Key Assignment 

- The cursor flashes to mark the selected key assignment to work on.

```
F1 M02:S02 Got
ORG=C 3  TOP=F 3  IR
```

 The cursor flashes.

⑨ Use DATA ENTRY A to select the key assignment conditions.



```
F1 M02:SO2 Got
ORG=C 3 TOP=F 3 NR
```

Shows currently selected key assignment.

⑩ After setting key assignment, press ENTER.











- This finalizes the changes.
- The display returns to the situation in step⑩, prompting you to select another function or change modes.

```
F1 SAMPLE Selected
Select (1-8):_
```

Shows you can select another function.



## B. Getting a sound from disk.

| Operation   | Operation of DSS-1  |
|---|---|
| <p>① confirm that the EDIT SAMPLE mode has been selected. The EDIT SAMPLE key should be lit.</p>  | <ul style="list-style-type: none"> <li>● Indicates EDIT SAMPLE mode.</li> </ul>  <ul style="list-style-type: none"> <li>● The display prompts you to choose a function. (See section on conditions of function selection, page .)</li> </ul>                       |
| <p>① Press the number 1 key to select the select sample function.</p> <p>Press  </p>                             | <ul style="list-style-type: none"> <li>● The display asks whether you wish to select a sample from memory or from disk.</li> </ul>   <p>Flashes while waiting for input.</p> |
| <p>② Press the YES key to move the cursor to the DISK side of the display, then press ENTER.</p> <p>Press  </p> | <ul style="list-style-type: none"> <li>● The cursor moves to the DISK.</li> </ul>  <p>The cursor flashes.</p>   |

③ Press ENTER.



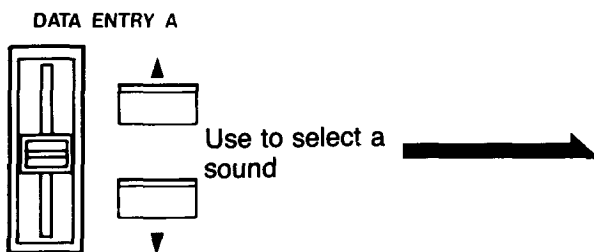
- This selects disk and starts a search on the disk. Then you are prompted to use DATA ENTRY A to select a sound.

```
F1 Seraching for  
SOUNDS on DISK
```



```
F1 Use DATA ENTRY A  
Select&Press ENTER
```

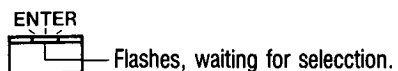
④ Use DATA ENTRY A to select a sound.



- Display shows selected sound name.

```
F1 Select SOUND  
SOUND : IEST-#01
```

Shows the selected sound name.



⑤ Press ENTER to finalize choice.



- This gets the sound to the work area and displays its status.

```
F1 Loading...
Please Wait a Minute
```

Shows the name of the sound and asks whether or not to get it to the work area.

```
F1 Get TEST-#01(Y/N)
L=000121 SF=32kHz ?
```

Shows the length. Shows the sampling frequency.


⑥ Check the status and press YES to load work area.



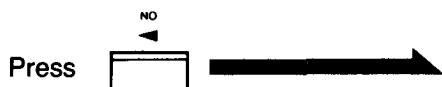
- The selected sound is loaded and the key assignment settings are displayed.

```
F1 Loading...
Please Wait a Minute
```

```
F1 Loading Completed
ORG=C 3 TOP=F 3 TR
```

 Flashes awaiting key assignment setting.

★ If after checking the status you decide not to load, then press the NO key.

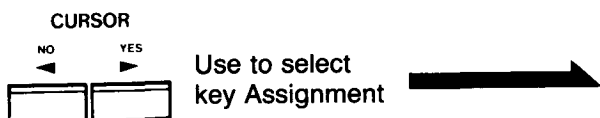


- This aborts the function and returns you to step ① where you can either select another function or change modes.

```
F1 Aborted
Select (1-8):_
```

Shows you can select another function.

⑦ Use the CURSOR keys to select key assignment.

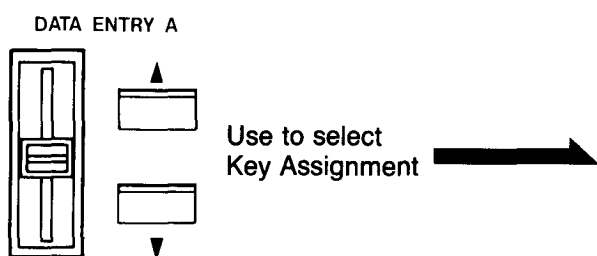


- Cursor flashes under item to be changed.

```
F1 Loading Completed
ORG=C 3 TOP=F 3 IR
```

The cursor flashes.

⑧ Use DATA ENTRY A to set key assignment.



- Shows currently selected key assignment.

```
F1 Loading Completed  
ORG=C 3 TOP=F B NT
```

Shows currently selected key assignment.

⑨ Press ENTER to finalize setting.



- After completion, the display returns to the initial condition, permitting you to select another function or change modes.

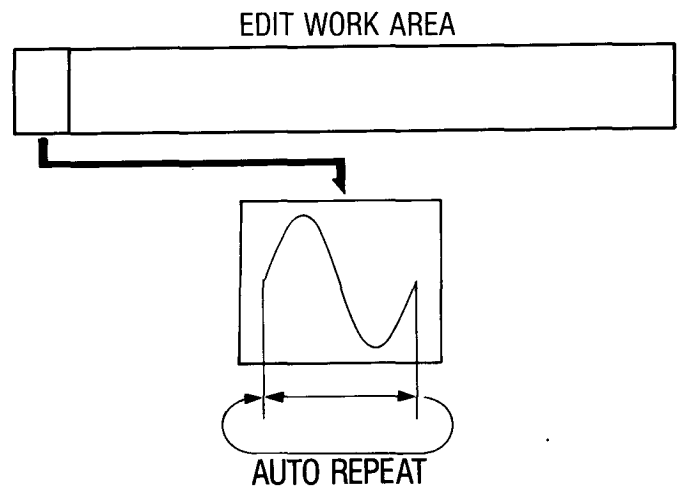
```
F1 SAMPLE Selected  
Select (1-8): _
```

Shows you can select another function.

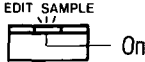

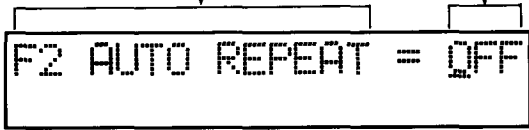
## F2 AUTO REPEAT ON/OFF

### 1 Purpose of auto repeat on/off function.

- Provides automatic repeated reproduction of the sample in the edit work area. Usually you turn this function on when editing a single wave cycle.

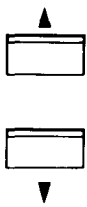


### 2 Using the auto repeat on/off function.

| Operation   | Operation of DSS-1  |
|---|---|
| <p>① Confirm that the EDIT SAMPLE mode is selected (so its LED is illuminated).</p>   | <ul style="list-style-type: none"> <li>● Indicates EDIT SAMPLE mode.</li> </ul>  <ul style="list-style-type: none"> <li>● The display prompts you to choose a function. (See section on conditions of function selection, page .)</li> </ul> |
| <p>① Press the number 2 key to select the auto repeat on/off function.</p> <p>Press </p> | <ul style="list-style-type: none"> <li>● The display shows the current status of this function.</li> </ul> <p>Shows the auto repeat on/off function.</p> <p>Shows the auto repeat.</p>    |

② Use the DATA ENTRY A controls to select ON or OFF as desired.

DATA ENTRY A



Use to select  
Auto repeat



Shows currently selected auto repeat.

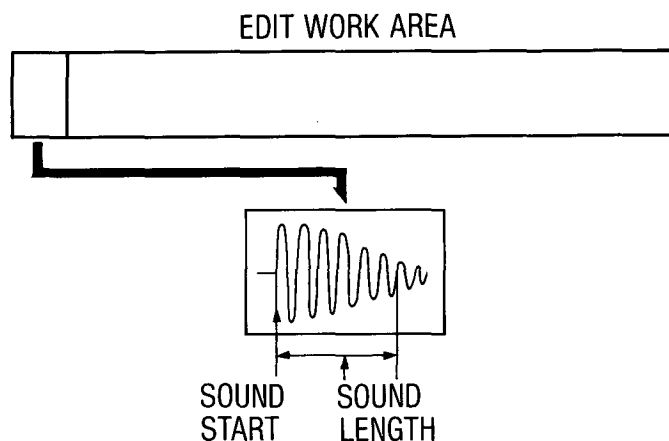


F2 AUTO REPEAT = ON

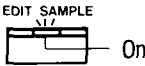



## F3 TRUNCATE START/LENGTH

### 1 Purpose of truncate start/length function.

■ This lets you cut off a piece of a sound that you have loaded into the work area (using F1). You specify the starting point and the length of the section to be cut out. Afterward, you can use the F8 SAVE/RENAME SAMPLE function to save the truncated sector to disk. This is handy for cutting samples down to smaller sizes.

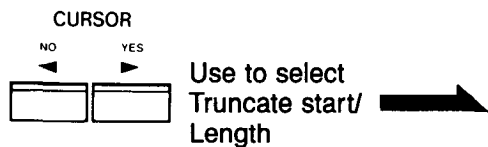


### 2 Using the truncate start/length function.

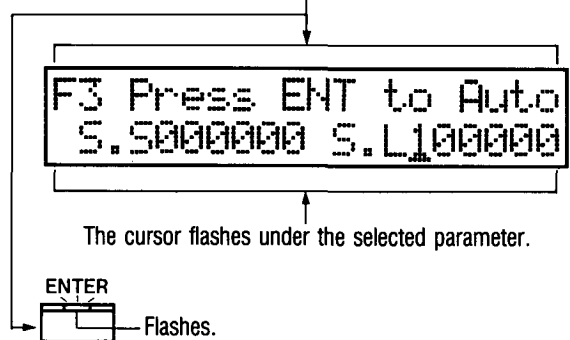
| Operation   | Operation of DSS-1  |
|---|---|
| <p>① Go into the EDIT SAMPLE mode. Confirm that the EDIT SAMPLE key is lit.</p>   | <ul style="list-style-type: none"> <li>● Indicates EDIT SAMPLE mode.</li> </ul>  <p>EDIT SAMPLE<br/>On</p> <ul style="list-style-type: none"> <li>● The display prompts you to choose a function. (See section on conditions of function selection, page .)</li> </ul> |
| <p>① Press key 3. The selected function is confirmed on the display.</p> <p>Press  </p> | <ul style="list-style-type: none"> <li>● You are prompted to input.</li> </ul>    |



② Use the cursor keys to select the sound start (S.S.) and sound length (S.L.) parameters.

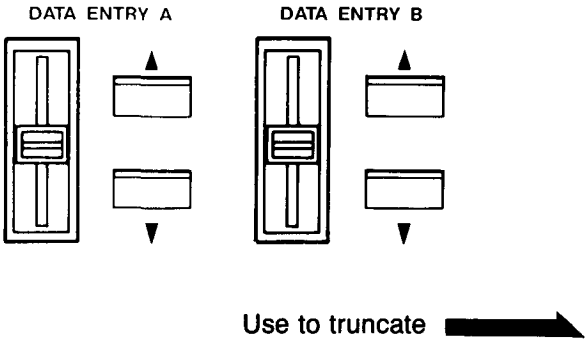


Shows you can select the automatic truncation.



The cursor flashes under the selected parameter.

③ Use the DATA ENTRY A and B controls to truncate.



● Change the sound start and/or length, as necessary. You can select the automatic truncation.



Shows the changed sound start and/or length.

④ Press the ENTER key for automatic truncation.



- The DSS-1 truncates the sample according to your settings. The display read out says "Searching" during this process. Afterward, the display shows the resulting start and length values of the automatic truncation.

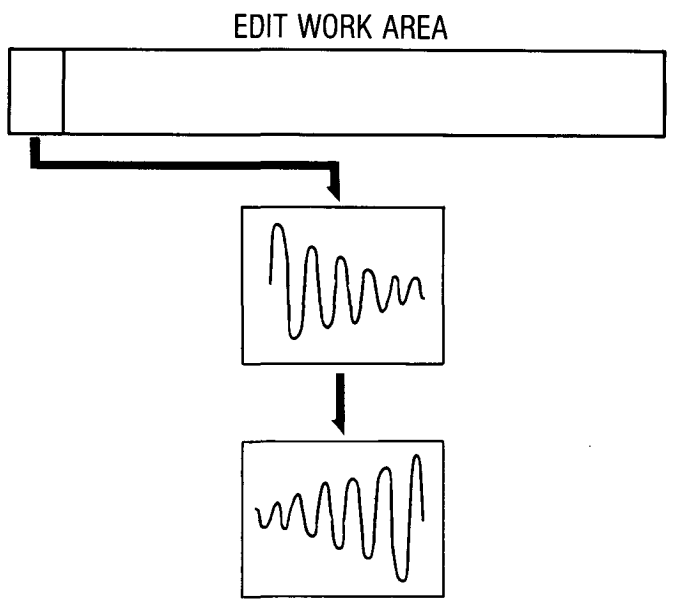
```
F3 Searching...  
S.5000000 S.L0890000
```



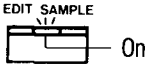


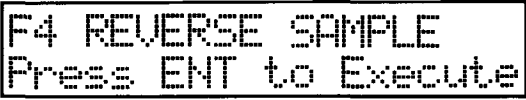

```
F3 Press ENT to Auto  
S.5000000 S.L0890000
```

## F4 REVERSE SAMPLE

- 1 About the reverse sample function.
- This reverses a waveform loaded into the edit work area. The effect is like a tape played backward.



**2 Using the reverse sample function**

| Operation  | Operation of DSS-1   |
|--|--|
| <p>① Go into the EDIT SAMPLE mode.</p>   | <ul style="list-style-type: none"> <li>● Indicates EDIT SAMPLE mode.</li> </ul>  <p>EDIT SAMPLE<br/>On</p> <ul style="list-style-type: none"> <li>● The display prompts you to choose a function. (See section on conditions of function selection, page .)</li> </ul>  |
| <p>① Press key 4 to select the reverse sample function.</p> <p>Press  </p> | <ul style="list-style-type: none"> <li>● The display confirms your choice of function and prompts you to press the ENTER key to execute.</li> </ul> <p>Shows the reverse sample function.</p>  <p>ENTER<br/> Flashes while waiting for you to press it.</p> |

② Press the ENTER key to go ahead and reverse the sample.



● The display says it will take a while.

```
F4 This Will Take  
a While
```



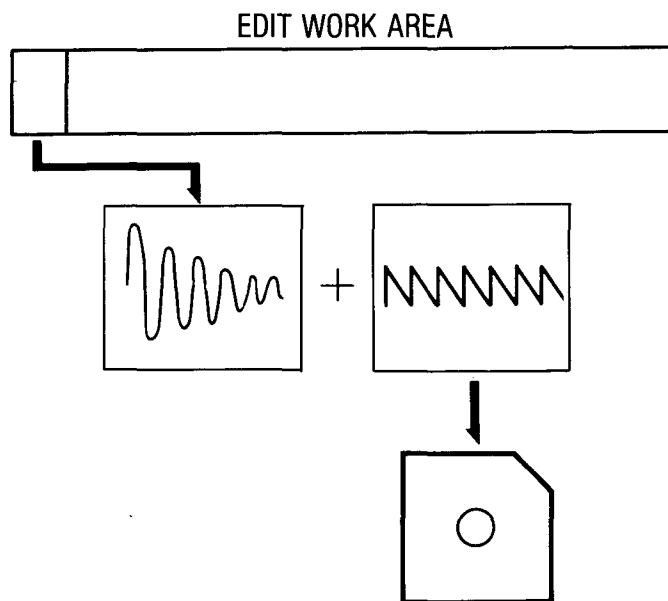
Then it confirms completion and prompts for function selection.

```
F4 SAMPLE Reversed  
Select (1-8):_
```



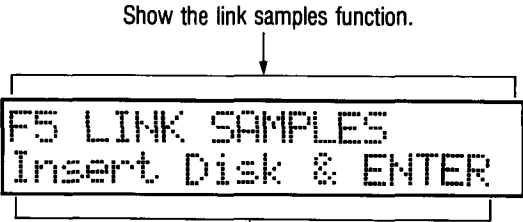

## F5 LINK SAMPLES

### 1 Purpose of link samples function.



- This lets you take a sound that is in the edit work area (having loaded it in with F1) and link it to another sound from disk.



② Using the link sample function.

| Operation   | Operation of DSS-1  |
|---|---|
| <p>① Select the EDIT SAMPLE mode.</p>   | <ul style="list-style-type: none"> <li>● Indicates EDIT SAMPLE mode.</li> </ul>  <ul style="list-style-type: none"> <li>● The display prompts you to choose a function. (See section on conditions of function selection, page .)</li> </ul>                                     |
| <p>① Press the number 5 key.</p> <p>Press </p> | <ul style="list-style-type: none"> <li>● Display prompts to insert disk and press ENTER.</li> </ul> <p>Show the link samples function.</p>   <p>Flashes while waiting for insert disk.</p> |

② Take the disk that has the sample that you want to link and put the disk in the drive. Then press ENTER.

Press  after put the disk 

- The display says that it is searching for sounds on the disk. Then it tells you to use DATA ENTRY A to select, and press ENTER to execute.

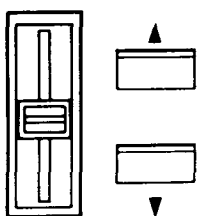
```
F5 Searching for
SOUNDS on Disk
```




```
F5 Use DATA ENTRY A
Select&Press ENTER
```

③ Use DATA ENTRY A to select the sound that you want to link.

DATA ENTRY A




Use to select sound  
You want to link 

```
F5 Select SOUND
SOUND :TEST-#01
```





Shows the currently selected sound.

ENTER  Flashes while selecting sound.



④ After selecting the sound to link, press the ENTER key to finalize your choice.


Press  after the selection 

- The display confirms loading. Then it waits for you to input the start address of the sound for linking purposes.

```
F5 Loading...  
Please Wait a Minute
```

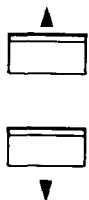
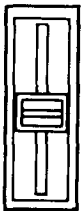
Shows the name of the sound and its length.

```
F5 TEST-#01=100000  
LOAD START =000000
```

 Flashes while waiting for start address.

⑤ Use DATA ENTRY A to set the start address for linking.

DATA ENTRY A



Use to select Start Address  for linking

```
F5 TEST-#01 =100000  
LOAD START =020000
```

Shows the selected address.

⑥ Press ENTER to finalize your load start address



- The name link address, and sampling frequency of the sound to be linked are shown on the display. You are asked whether or not to execute the link.

Shows confirmation.

```
F5 Get TEST-#01(Y/N)
L=080000 SF=32kHz ?
```

Shows the length of the sound to be linked.

Shows sampling frequency.

⑦ Press YES to go ahead and get the sound for linking.



- The sound to be linked is loaded from the specified address and linked.
- Afterwards, you are asked if you want to adjust the link.

```
F5 Loading...
Please Wait a Minute
```



```
F5 SAMPLE Linked
Adjust Link?(Y/N)_
```

★ If you decide not to load, press the NO key.



- This will abort the function and ask whether you wish to try to link again.

```
F5  Aborted
Retry to Link?(Y/N)_
```

⑧

★ If you wish to adjust the link, press the YES key.



- The adjustment is performed. After completion you are asked if you want to adjust again.

```
F5 This Will Take
A While
```



```
F5 Completed
Adjust Again? (Y/N)_
```

★ Press NO if you don't want to adjust the link.



- You are then asked whether you want a cross fade or not.

```
F5 SAMPLES Linked
Cross Fade?(Y/N)_
```

⑨

★ Press YES if you want to adjust the link again.



- The display repeats the readouts from step ⑧ on.

★ If you don't want to adjust the link again, press NO.



- You are asked if you want a cross fade.

```
F5 Completed
Cross Fade?(Y/N)_
```

⑩

★ Press YES if you want a cross fade.



★ Press NO if you do not want a cross fade.



● The display waits for you to specify a length.

```
F5 CROSS FADE LINK  
FADE LENGTH = 000000
```



Flashes while waiting for specify a length.

● This aborts the function and asks if you want to try to link again.

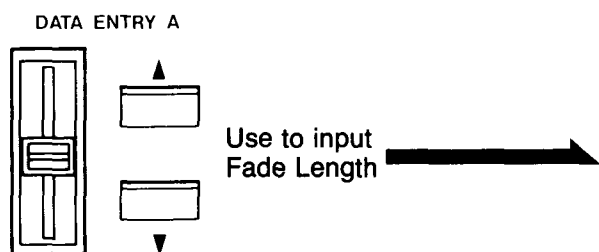
(Display says **Completed** if you answered yes in step ⑧.)

```
F5 Completed  
Retry to Link?(Y/N)_
```

(Display says **SAMPLES Linked** if you answered no.)

```
F5 SAMPLES Linked  
Retry to Link?(Y/N)_
```

① Use DATA ENTRY A to input the fade length.



```
F5 CROSS FADE LINK  
FADE LENGTH = 000256
```

Shows the input fade length.

② Press ENTER.



- After the fade is performed, the display asks if you want to try again.

```
F5 This Will Take  
a While
```



```
F5 X-FADE Completed  
Retry to Link?(Y/N)
```

③  
★ Press YES if you want to try again.



- The disk search will be performed again as in step ②. Continue from step ③ to link other sounds.

★ Press NO if you do not want to link again.



- This exits the link sample function and lets you choose another function or change modes.

(If you press NO in step ⑦, then the display says Aborted.)

```
F5  Aborted
      Select (1-8):_
```

Shows you can select the function.

(If you performed the cross fade, the display says X-FADE Completed.)

```
F5 X-FADE Completed
      Select (1-8):_
```

Shows you can select the function.

(If you pressed YES in step ⑧, the display says completed.)

```
F5 Completed
      Select (1-8):_
```

Shows you can select the function.

(If you pressed NO in step ⑧, the display says SAMPLES Linked.)

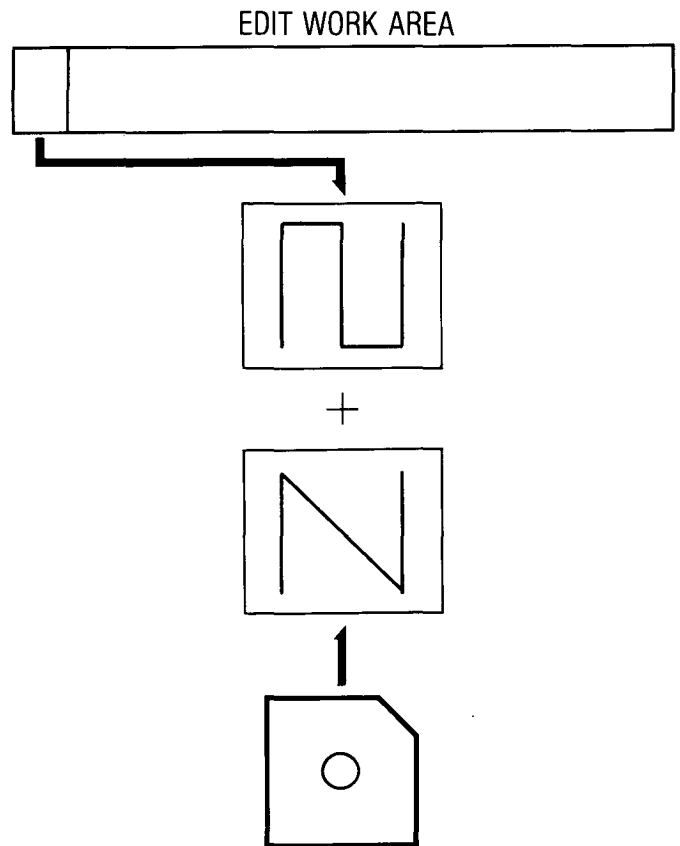
```
F5 SAMPLES Linked
      Select (1-8):_
```

Shows you can select the function.

## F6 MIX SAMPLES

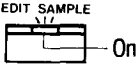



### 1 About the mix samples function

- This function is used to mix a sound that has been loaded (by using F1) into the edit work area together with a sound from disk.







## 2 Using the mix samples function

| Operation   | Operation of DSS-1   |
|---|--|
| <p>① Confirm that the EDIT SAMPLE mode is selected.</p>   | <ul style="list-style-type: none"> <li>● Indicates EDIT SAMPLE mode.</li> </ul>  <ul style="list-style-type: none"> <li>● The display prompts you to choose a function. (See section on conditions of function selection, page .)</li> </ul>  |
| <p>① Press key number 6.</p> <p>Press </p> | <ul style="list-style-type: none"> <li>● The display prompts you to insert the disk and press ENTER.</li> </ul> <p>Shows the mix samples function.</p>   <p>Flashes while waiting for you to insert disk.</p> |

- ② Take the disk that has the sample that you want to mix and put the disk into the drive. Then press ENTER.

Press  after put the disk 

- The display will confirm that it is searching for sounds on the disk.

```
F6 Searching for
SOUNDS on Disk
```

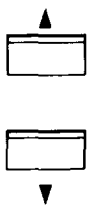
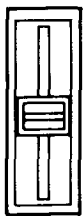



```
F6 Use DATA ENTRY A
Select&Press ENTER
```

Shows wait for select sound.

- ③ Use DATA ENTRY A to select the sound to be mixed.

DATA ENTRY A



Use to select the sound to be mixed 

- Then it will tell you to use DATA ENTRY A to select, and ENTER to finalize.

```
F6 Select SOUND
SOUND :TEST-#01
```

Shows the select sound name.



Flashes while selecting sound.

④ Press ENTER to finalize your choice.

Press  after the selection 

- Data will be loaded and you get a chance to check the sound's length and sampling frequency.

```
F6 Loading...  
Please Wait a Minute
```

Shows confirmation.

```
F6 Get TEST-#01(Y/N)  
L=100000 SF=32kHz ?_
```

Shows loading.

⑤ Press YES to load the sound.

Press  

- After loading, the display prompts for mixing ratio and tune input.

```
F6 Loading...  
Please Wait a Minute
```

```
2nd SAMPLE CONDITION  
RATIO=_50% TUNE= 00
```

ENTER



Flashes while waiting for you to input.

★ Press NO if you want to abort.

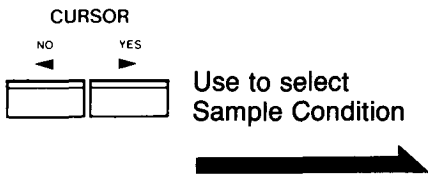


- This returns you to step ① where you can select another function or change modes.

```
F6  Aborted.  
Select (1-8):_
```

↑  
Shows you can select the function.

⑥ Use the cursor keys to move to the sample condition that you wish to adjust.

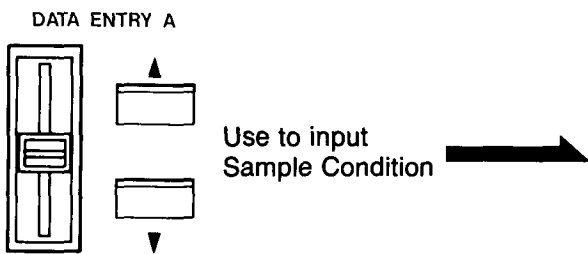


- The cursor flashes under the selected item.

```
2nd SAMPLE CONDITION  
RATIO= 50% TUNE=_00
```

↑  
The cursor flashes.

⑦ Use DATA ENTRY A to make adjustments.



```
2nd SAMPLE CONDITION  
RATIO= 50% TUNE=±01
```

Shows currently input sound condition.

⑧ Press ENTER to execute.



- The display will confirm that samples have been mixed. You can select another function or change modes.

```
F6 This Will Take  
a While
```

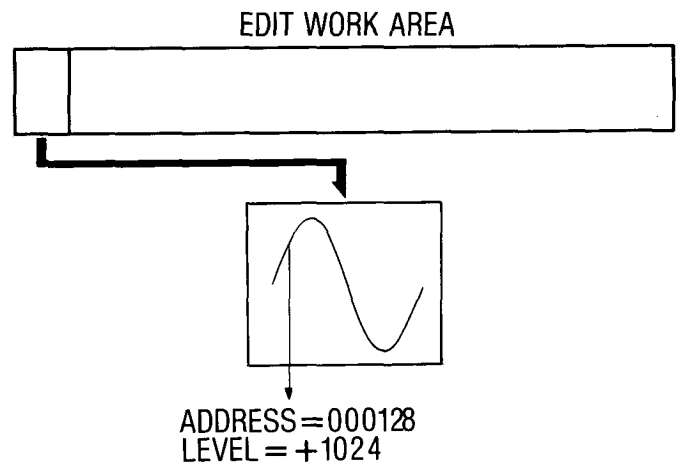
```
F6 Samples MIXed  
Select (1-8):_
```

Shows you can select the function.

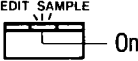


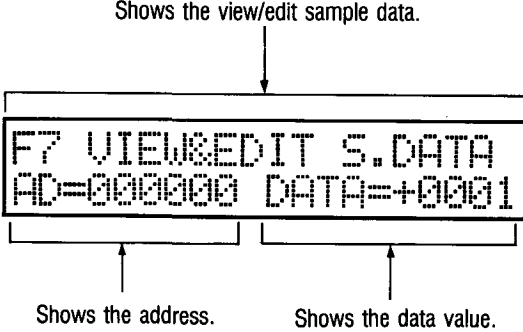
## F7 VIEW/EDIT SAMPLE DATA

### 1 About the view/edit sample data function

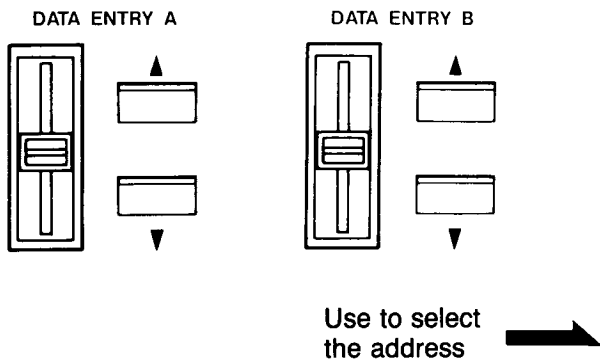
- After getting a sound into the edit work area using F1, this function lets you select each address and adjust the data value as you like.



### 3 Using the view/edit data function

| Operation   | Operation of DSS-1  |
|---|---|
| <p>① Select the EDIT SAMPLE mode.</p>   | <ul style="list-style-type: none"> <li>● Indicates EDIT SAMPLE mode.</li> </ul>  <ul style="list-style-type: none"> <li>● The display prompts you to choose a function. (See section on conditions of function selection, page .)</li> </ul> |
| <p>① Press key number 7.</p> <p>Press  </p> | <ul style="list-style-type: none"> <li>● The display shows the address and data value.</li> </ul> <p>Shows the view/edit sample data.</p>  <p>Shows the address.      Shows the data value.</p>   |

② Use DATA ENTRY A or B to select the address.



- Shows the data value of selected address.

```
F7 VIEW&EDIT S.DATA
AD=021900 DATA=-0111
```

Shows the selected address.      Show the data valve of selected address.

③ Press the YES cursor key to move the cursor to the data value in the display.



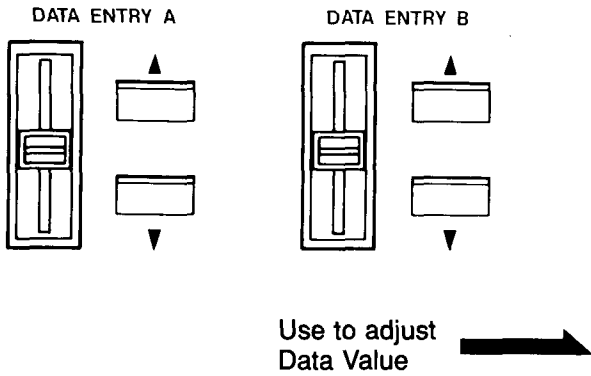
- The cursor moves to the data value in the display.

```
F7 VIEW&EDIT S.DATA
AD=021900 DATA=-_0111
```

The cursor flashes.



④ Use DATA ENTRY A or B to adjust the data value.



```
F7 VIEW&EDIT S.DATA  
AD=021900 DATA=±1099
```

↑  
The data valve changes.

⑤ Now you can use the NO cursor to move back to the address side of the display and change to another address.



● Continue in this fashion.

```
F7 VIEW&EDIT S.DATA  
AD=021900 DATA=+1099
```

↑  
The cursor flashes.

● The cursor moves back to the address side of the display.

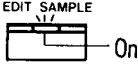


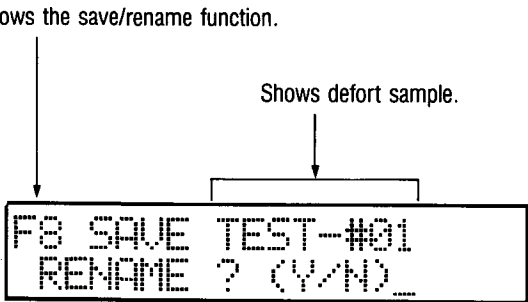
---

## **F8 SAVE/RENAME SAMPLE**

### **1 Using the save/rename sample function**

- Lets you give a name to sound in the work area and save to disk.

2 About the save/rename sample function

| Operation   | Operation of DSS-1  |
|---|---|
| <p>① Select the EDIT SAMPLE mode.</p>   | <ul style="list-style-type: none"> <li>● Indicates EDIT SAMPLE mode.</li> </ul>  <ul style="list-style-type: none"> <li>● The display prompts you to choose a function. (See section on conditions of function selection, page .)</li> </ul> |
| <p>① Press the number 8 key.</p> <p>Press  </p> | <ul style="list-style-type: none"> <li>● The display shows default sample name and asks if you want to rename.</li> </ul> <p>Shows the save/rename function.</p>  <p>Shows defort sample.</p>   |

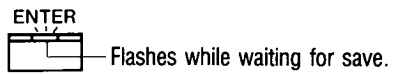
② Press YES if you want to rename.



● The display waits for you to input a name.



Shows wait for input a name.



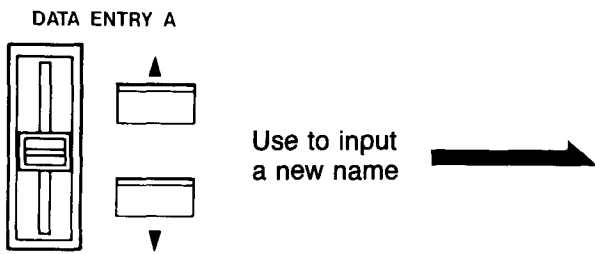
Flashes while waiting for save.

★ Press NO if you do not want to rename.



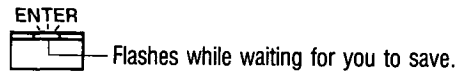
● This will take you to the display in step④. The display will show the sample name and length and ask whether to save or not.

③ Use DATA ENTRY A to input a name.



```
F8 SAVE TEST-#01  
NewName: IEST-#02
```

Shows the input name.



④ Press ENTER.



● The display shows the sample and length. It asks if you want to save.

Shows the sample name and length.

```
F8 TEST-#02 L=130000  
Save ? (Y/N)_
```

Shows confirmation.

⑤ Press YES to save.



- The data is saved to disk. You can now select another function or change modes.

```
F8 Saving...  
Please Wait a Minute
```



```
F8 Saving Completed  
Select (0-8):_
```

Shows you can select function.

★ Press NO if you want to abort.



- This returns to step ① where you can select another function or change modes.

```
F8 Aborted  
Select (0-8):_
```

Shows you can select function.



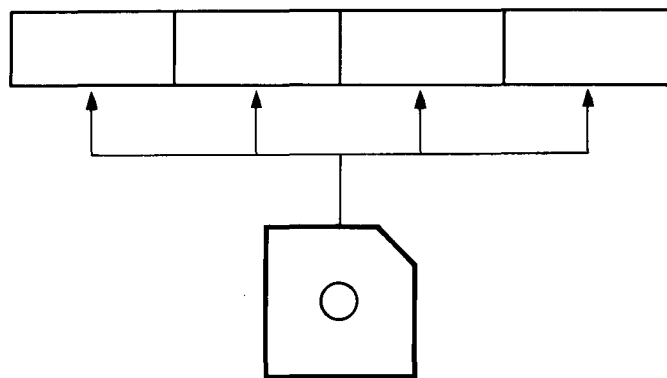
# MULTISOUND MODE

## 1. Functions in the MULTISOUND mode

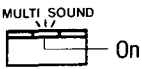




### F0 GET SOUNDS

#### 1 About the get sounds function

- This gets sounds from a disk and makes multisounds in wave memory.



#### 2 Using the get sounds function

| Operation  | Operation of DSS-1   |
|--|--|
| <p>① Select the MULTISOUND mode.</p>   | <ul style="list-style-type: none"> <li>● Indicates MULTISOUND mode.</li> </ul>  <ul style="list-style-type: none"> <li>● The display prompts you to choose a function. (See section on conditions of function selection, page .)</li> </ul> |
| <p>① Press the 0 key.</p> <p>Press  </p> | <ul style="list-style-type: none"> <li>● The display prompts you to insert a disk and press ENTER.</li> </ul> <p>Shows the get sounds function.</p>    |



② Put in the disk that has the sounds. Then press ENTER.

Press  after put the disk 

● The display asks: LOOP ON?

```
F0 GET SOUNDs
LOOP ON ? (Y/N)_
```

③ Press YES if you want to go ahead with loop on.

Press  

● After searching for sound on disk, the display tells you to use DATA ENTRY A to select.

```
F0 Searching for
SOUNDs on Disk
```

```
F0 Use DATA ENTRY A
Select&Press ENTER
```

Shows wait for select sound.

★ Press NO if you want to go ahead with loop off.



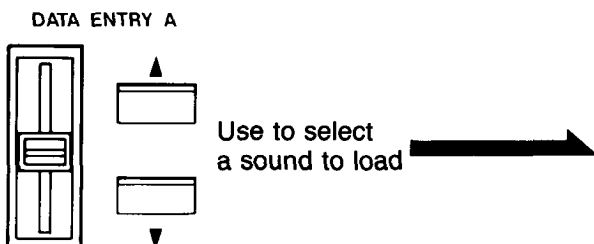
- After searching for sounds on disk, the display tells you to use DATA ENTRY A to select.

```
F0 Searching for
SOUNDS on Disk
```

```
F0 Use DATA ENTRY A
Select&Press ENTER
```

Shows wait for select a sound to load.

④ Use DATA ENTRY A to select a sound to load.



ENTER  
Flashes. Shows you can select the function.

```
F0 Select SOUND
SOUND#01:TEST-#01
```

Shows the sound number.

Shows the sound's name.

⑤ Press ENTER

Press  after the selection 

- The data is accessed. Then the display shows the sound's name and length on the upper line. It shows the load length on the lower line. The load length is the length of the sound that you want to load.

```
F0 Loading...
Please Wait a Minute
```

Shows the selected sound's name. Shows the selected sound's length.

```
F0 TEST-#01=012138
LOAD LENGTH=012138
```

Shows the length that you want to load.

ENTER

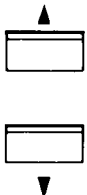
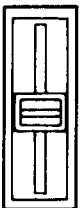



Flashes while selecting the length.

⑥ Use DATA ENTRY A or B to adjust the length of the sound that you want to load.

DATA ENTRY A

DATA ENTRY B



Use to select the length of the sound 

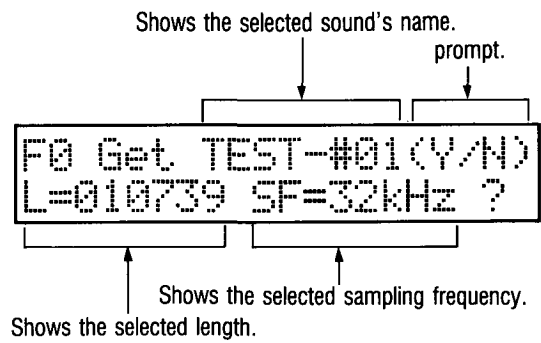
```
F0 TEST-#01=012138
LOAD LENGTH=010739
```

Select the length of the sound that you want to load.

⑦ Press ENTER.

Press  after the selection 

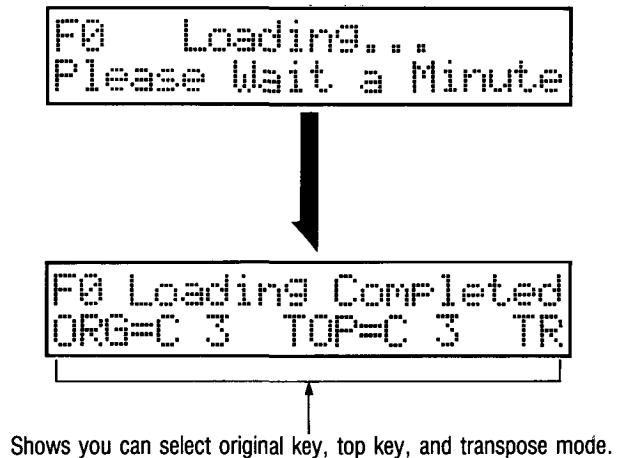
● The display asks for confirmation.



⑧ Press YES to go ahead and get the sound.

Press  

● After loading you are free to change the key assignments.



★ Press NO to abort. The display asks if you want to retry.

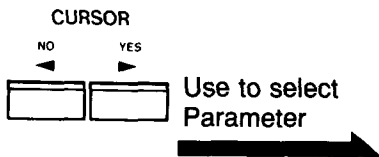


● Then you are asked whether you wish to retry.

```
F0 Aborted
  Retry ? (Y/N)_
```

(To step 15)

⑨ Move the cursor to the parameter that you want to change.

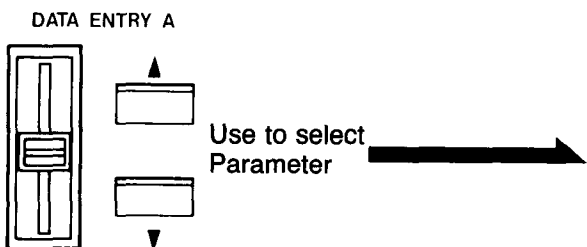


● You can select the parameter after moving the cursor.

```
F0 Loading Completed
ORG=C 3 TOP=C 3 TR
```





⑩ Use DATA ENTRY A to adjust the value of the parameter.



● You can select the parameter.



```
F0 Loading Completed
ORG=C 3 TOP=C 4 TR
```

⑪ Press ENTER.

Press  after the selection 

- The display asks if you are satisfied.

Shows the sound's name that you loaded.

⑫ Press YES if you want that sound.

Press  

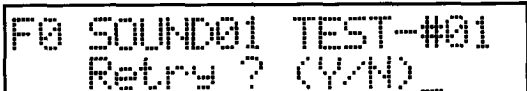
- If you want the sound, press NO.



★ If you don't want the sound, press NO.

Press  

- The display asks if you want to try again.



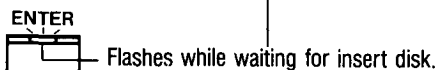
(This takes you to step 15)

③ To continue getting sounds, press YES.



● You are prompted to insert a disk and press ENTER.

```
F0 GET SOUNDS
Insert Disk & ENTER
```



● If you don't want to continue to get sounds, press NO.



● You can now select another function or change modes.

```
F0 M.SND Completed
Select (0-9): _
```

Shows you can select the function.

⑭ Put a disk in the drive and press ENTER.

Press  after put a disk 

- You can now repeat the procedure from step ④.
- The default sound number will change unless you press YES in step 15 to return it to 0.

```
F0 Searching for
SOUNDs on Disk
```



```
F0 Use DATA ENTRY A
Select&Press ENTER
```

Shows wait for select sound.

⑮ Press YES to go ahead and get sounds.

Press  

- This lets you repeat the procedure from step ⑭.

```
F0 GET SOUNDs
Insert Disk & ENTER
```



Flashes while waiting for insert disk.



★ To finish or abort, press NO.



- You can now select another function or change modes.

(Display says Aborted if you pressed NO in step 8.)

```
F0 Aborted
Select (0-9):_
```

↑  
Shows you can select the function.

(Display says Completed if you pressed NO in step 12.)

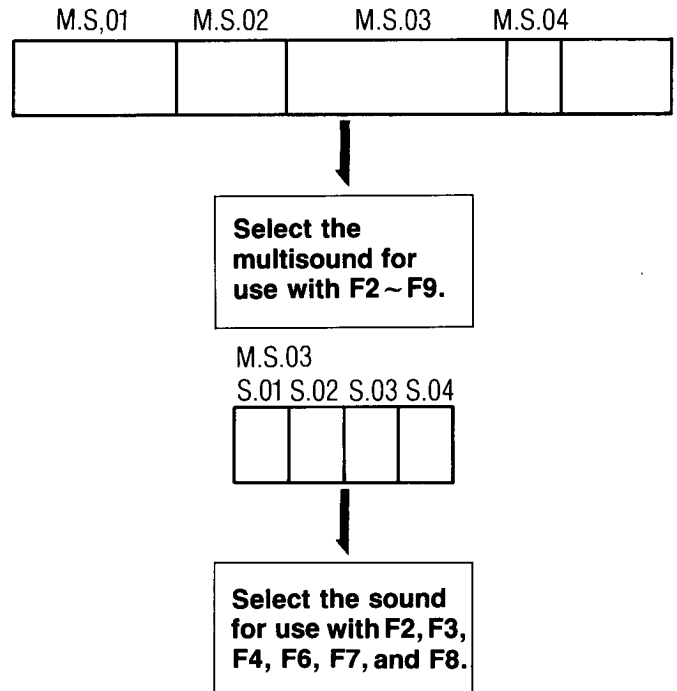
```
F0 M.END Completed
Select (0-9)_
```

↑  
Shows you can select the function.

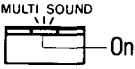



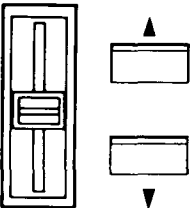

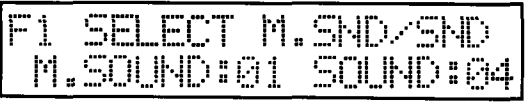
## F1 SELECT M. SOUND/SOUND

### 1 About the select M. sound/sound function

- Selects from wave memory the multisound for use with F2 and F9. Also selects from wave memory the sound for use and with F2, F3, F4, F6, F7, and F8.



## 2 Using the select M. sound/sound function

| Operation  | Operation of DSS-1   |
|--|--|
| <p>① Select the MULTISOUND mode.</p>   | <ul style="list-style-type: none"> <li>● Indicates MULTISOUND mode.</li> </ul>  <p>MULTISOUND<br/>On</p> <ul style="list-style-type: none"> <li>● The display prompts you to choose a function. (See section on conditions of function selection, page .)</li> </ul>              |
| <p>① Press the number 1 key.</p> <p>Press  </p>  | <ul style="list-style-type: none"> <li>● The display shows the multisound number and the sound number.</li> </ul> <p>Shows the select M. sound/sound.</p>  <p>F1 SELECT M.SND/SND<br/>M.SOUND:01 SOUND:01</p> <p>Shows the multisound number.      Shows the sound number.</p> |
| <p>② Use DATA ENTRY A and the keyboard to select sounds.</p> <p>DATA ENTRY A</p>  <p>Use to select a sound </p> |  <p>F1 SELECT M.SND/SND<br/>M.SOUND:01 SOUND:04</p> <p>Shows the selected sound.</p>   |


**To change a multisound**

③ To change a multisound, first move the cursor to the left side of the display. Press the NO key to do this.

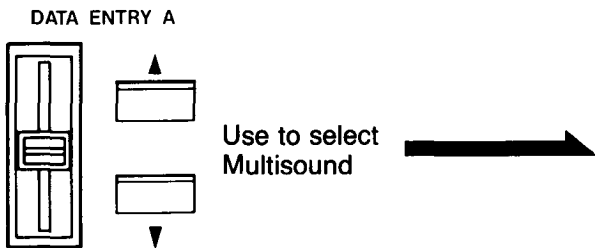


● The cursor moves to the left side of the display and wait for select a multisound.

```
F1 Select M.SND/SND
M.SOUND:01 SOUND:04
```


 Shows wait for select multisound.

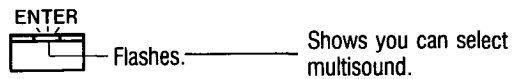
④ Then use DATA ENTRY A to select a multisound.



● You can now select a multisound. (Sound number turns to 1)

```
F1 SELECT M.SND/SND
M.SOUND:02 SOUND:01
```

 Shows the selected multisound number.




⑤ Press ENTER.


Press  after the selection 

- The ENTER key stops flashing. This indicates that a sound can be selected.

```
F1 SELECT M.SND/SND
M.SOUND:02 SOUND:01
```

ENTER  Stop flashing. \_\_\_\_\_ Shows you can select the sound.

⑥ Move the cursor to the right.

Press  

- You can now select a sound as in step ②.

## F2 REL. PARAMS(TUNE/LEV/Fc)

### 1 The relative parameter function.

- This enables fine adjustment of the tuning, level, and cutoff frequency of a sound within a multisound selected using F1.

S.01 S.02 S.03 S.04



This enables fine adjustment of the tuning, level, and cutoff frequency of a sound within a multisound selected using F1.

#### TUNE parameter values

-63 ~ 0 ~ +63

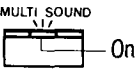






#### LEVEL parameter values

01 ~ 64

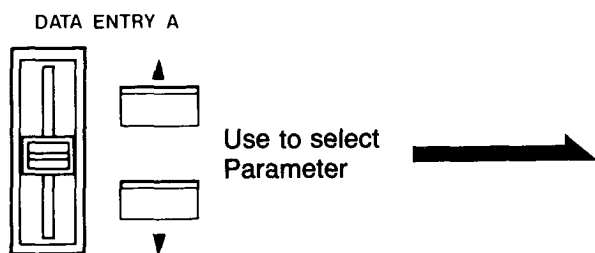
#### CUTOFF (Fc) parameter values

01 ~ 64

**2 Using the relative parameter function**

| Operation   | Operation of DSS-1   |
|---|--|
| <p>① Select the MULTISOUND mode.</p>  | <ul style="list-style-type: none"> <li>● Indicates MULTISOUND mode.</li> </ul>  <p>MULTI SOUND<br/>On</p> <ul style="list-style-type: none"> <li>● The display prompts you to choose a function. (See section on conditions of function selection, page .)</li> </ul>   |
| <p>① Press the number 2 key.</p> <p>Press  </p>  | <ul style="list-style-type: none"> <li>● The lower line of the display shows the current values for the three parameters: tuning, level, and cutoff frequency.</li> </ul> <p>Shows the relative parameter function.</p>  <p>F2 REL. SOUND PARAMS<br/>TUN=±38 LEV=01 Fc=21</p> <p>Shows the selection of tuning.      Shows the selection of level.      Shows the selection of cutoff frequency.</p> |
| <p>② Move the cursor under the value of the parameter that you want to adjust.</p>  <p>Use to select Parameter </p> | <ul style="list-style-type: none"> <li>● You can select the parameter after moving the cursor.</li> </ul>  <p>F2 INDU SOUND PARAMS<br/>TUN=+38 LEV=01 Fc=21</p>  |

③ Use DATA ENTRY A to change the value of the parameters as necessary.



- The parameter is selected after moving the cursor.

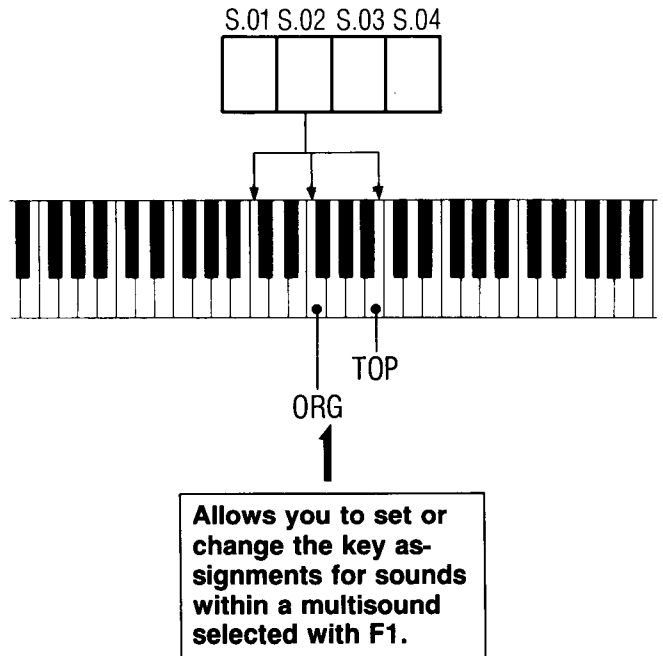
```
F2 INDU SOUND PARAMS  
TUV=+38 LEU=05 Fc=21
```



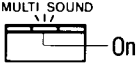


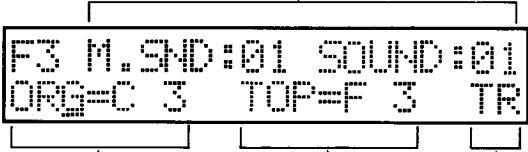
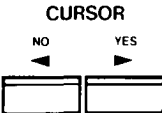


## F3 ORIGINAL/TOP KEY

### 1 About the original/top key function

- Allows you to set or change the key assignments for sounds within a multisound selected with F1.



## 2 Using the original/top key function

| Operation   | Operation of DSS-1  |
|---|---|
| <p>① Select the MULTISOUND mode.</p>  | <ul style="list-style-type: none"> <li>● Indicates MULTISOUND mode.</li> </ul>  <ul style="list-style-type: none"> <li>● The display prompts you to choose a function. (See section on conditions of function selection, page .)</li> </ul>  |
| <p>① Press the number 3 key.</p> <p>Press  </p>   | <ul style="list-style-type: none"> <li>● The display shows the multisound number and sound number on the upper line.</li> </ul> <p>Shows the multisound number and sound number.</p>  <p>Shows the setting for the original key.</p> <p>Shows the setting for the top key.</p> <p>Shows the setting for the transpose mode.</p> |
| <p>② Use the cursor keys to move the cursor to the value of the parameter that you want to change.</p> <p> Use to select Parameter </p> | <ul style="list-style-type: none"> <li>● You can select the parameter after moving the cursor.</li> </ul>   |

③ Use DATA ENTRY A to make the changes.

DATA ENTRY A



Use to select  
Parameter



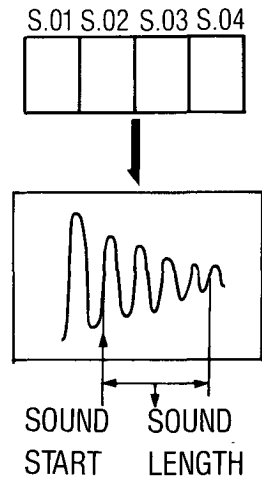
```
F3 M.SND:01 SOUND:01  
ORG=C 3 TOP=F 3 NT
```

Shows the selected parameter.

## F4 SOUND START & LENGTH

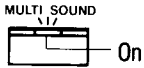


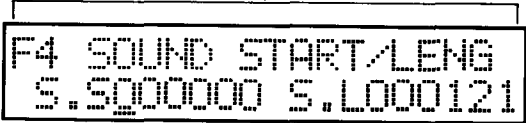
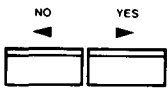


### 1 About the sound start & length function

- For setting the sound start and sound length values of the sound within a multisound selected with F1.

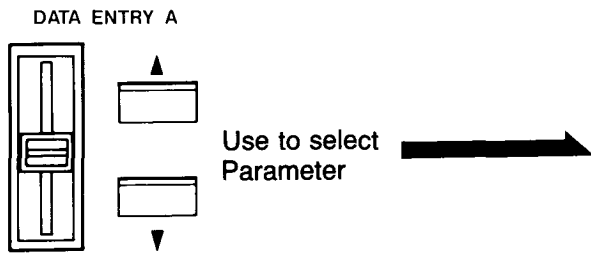


For setting the sound start and sound length values of a sound within a multi-sound selected with F1.

2 Using the sound start & length function

| Operation  | Operation of DSS-1   |
|--|--|
| <p>① Select the MULTISOUND mode.</p>   | <ul style="list-style-type: none"> <li>● Indicates MULTISOUND mode.</li> </ul>  <ul style="list-style-type: none"> <li>● The display prompts you to choose a function. (See section on conditions of function selection, page .)</li> </ul> |
| <p>① Press the number 4 key.</p> <p>Press  </p>   | <ul style="list-style-type: none"> <li>● The display shows the sound start (S.S.) and sound length (S.L.) values.</li> </ul> <p>Shows the sound start &amp; length function.</p>  <p>Shows the sound start. Shows the sound length.</p>  |
| <p>② Move the cursor to the parameter value that you want to change.</p> <p>CURSOR<br/>NO YES</p>  <p>Use to select Parameter </p> | <ul style="list-style-type: none"> <li>● You can select the parameter by moving the cursor.</li> </ul>   |

③ Use DATA ENTRY A to adjust the value.



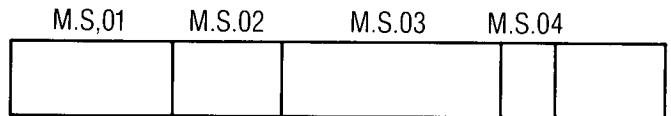
● You can select the parameter after moving the cursor.

```
F4 SOUND START/LENG  
S.5000000 S.L000107
```

# F5 LOOP ON/OFF

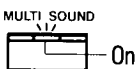


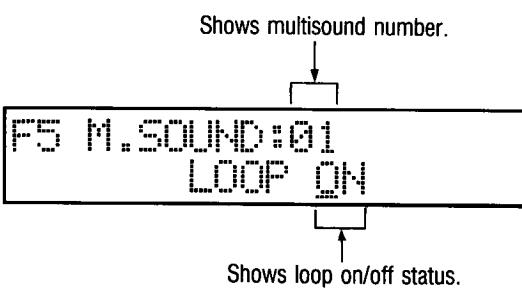
## 1 About the loop on/off function

- Lets you switch the loop on and off for the multisound selected by F1.



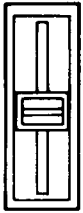
Lets you switch the loop on and off for the multisound selected by F1.

## 2 Using the loop on/off function

| Operation   | Operation of DSS-1   |
|---|--|
| <p>① Selected the MULTISOUND mode.</p>  | <ul style="list-style-type: none"> <li>● Indicates MULTISOUND mode.</li> </ul>  <ul style="list-style-type: none"> <li>● The display prompts you to choose a function. (See section on conditions of function selection, page .)</li> </ul> |
| <p>① Press the number 5 key.</p> <p>Press  </p> | <ul style="list-style-type: none"> <li>● Display multisound number on upper line. Lower line shows loop on/off status.</li> </ul>  <p>Shows multisound number.</p> <p>Shows loop on/off status.</p>  |

② Use DATA ENTRY A to select loop on or off status.

DATA ENTRY A



Use to select  
Loop on/off



```
F5 M SOUND:01  
LOOP ON
```

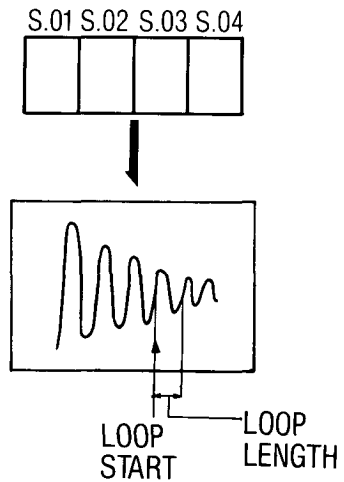
Shows loop on or off status.



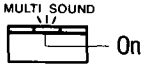
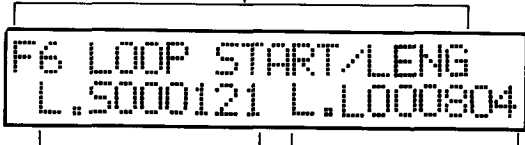
# F6 LOOP START & LENGTH

## 1 About the loop start & length function

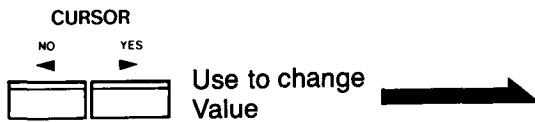
- Allows you to set the loop start and loop length parameters of a sound within a multisound as selected with F1.



## 2 Using the loop start & length function

| Operation  | Operation of DSS-1   |
|--|--|
| <p>① Select the MULTISOUND mode.</p>   | <ul style="list-style-type: none"> <li>Indicates MULTISOUND mode.</li> </ul>  <ul style="list-style-type: none"> <li>The display prompts you to choose a function. (See section on conditions of function selection, page .)</li> </ul>         |
| <p>① Press the number 6 key.</p> <p>Press <input type="text" value="6"/> →</p> | <ul style="list-style-type: none"> <li>Display shows loop start address (L.S.) and loop length (L.L.) values on the lower line.</li> </ul> <p>Shows the loop start &amp; length.</p>  <p>Shows loop start address.      Shows loop length.</p> |

② Move the cursor to the parameter that you want to change.

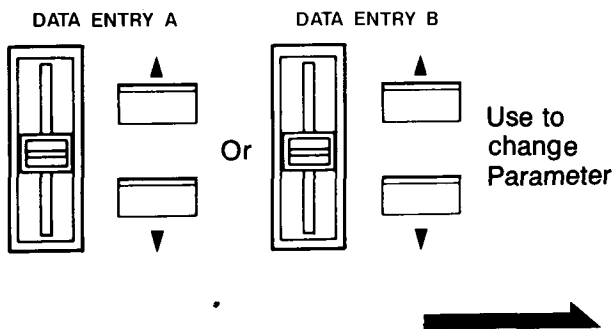


● You can select the parameter after moving the cursor.

```
F6 LOOP START/LENG
L.5000121 L.L000804
```

Shows you can select the parameter by moving the cursor.

③ Use DATA ENTRY A or B to change the value of the parameter at the cursor position.



● The display tells you that you can press ENTER to enable auto loop.

Shows you can select auto loop.

```
F6 Press ENT to Auto
L.5000121 L.L000804
```

Shows the selected loop start address and length.

ENTER  
 Flashes.

- ④ (To perform auto loop)  
After setting the start address and length, press the ENTER key.

Press  after the selection 

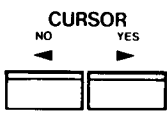

- Aa zero cross positive polarity search is performed. It is then possible to select the zero cross point.

```
F6 Searchin9...
L.5000121 L.L000804
```

Shows you can search the zero cross point using the cursor keys.

```
F6 Use CURSOR < >
L.5000107 L.L000828
```

- ⑤ Use the cursor keys to select the zero cross point.

 Use to select Zero cross point 

- Select the zero cross point using the cursor keys.

Shows you can return to manual operation using the cancel key.

```
F6 CANCEL to Manual
L.5000096 L.L000899
```

- ⑥ You can use the cancel key to return to manual operation.

Press  

- This lets you repeat from step②, setting the loop start and length parameter values.

## F7 LOOP PROCESS(X-FADE/B&F)

### 1 About the loop process (cross-fade/back-and-forth) function.

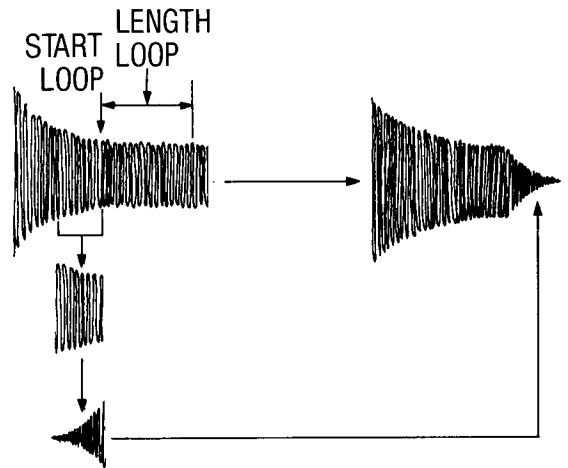
- This comprises the cross-fade function and the back-and-forth function. these two functions are distinct from each other.

#### A. The cross-fade function.

- Once you have used F1 to select a sound from a multisound and then used F6 to set the loop start and length parameters, you can use the cross-fade function to take a portion of the waveform of a particular length from in front of the start point and mix it into the end within has been attenuated over a portion of the same length.

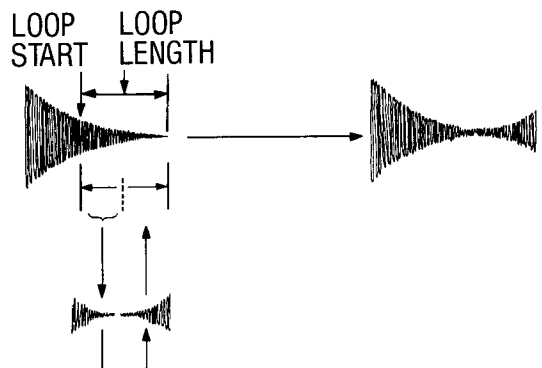
#### A. The cross-fade function

#### B. The back-and-forth function






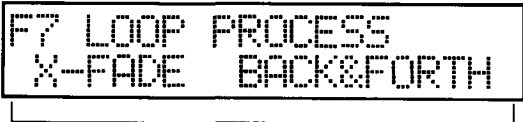




#### B. The back-and-forth function.

- This takes the portion from the start of the loop address up to about half of the loop length, reverses the waveform and uses it to replace the remaining length of the end of the sound waveform. This also assumes that a sound has been selected from a multisound using F1 and that you have used F6 to specify the loop start and length parameters.



2 Using the loop process function.


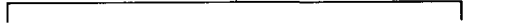
A. Using cross-fade.



| Operation   | Operation of DSS-1   |
|---|--|
| <p>① Select the MULTISOUND mode.</p>  | <ul style="list-style-type: none"> <li>● Indicates MULTISOUND mode.</li> </ul>  <ul style="list-style-type: none"> <li>● The display prompts you to choose a function. (See section on conditions of function selection, page .)</li> </ul>   |
| <p>① Press the number 7 key.</p> <p>Press  </p>   | <ul style="list-style-type: none"> <li>● The display gives you a choice of X-FADE or BACK &amp; FORTH.</li> </ul> <p>Shows the loop process function.</p>   <p>Flashes. Shows you can choose X-FADE or BACK &amp; FORTH</p> |
| <p>② Press the NO cursor key to move the cursor to the X-FADE (cross-fade) position.</p> <p>Press  </p> |  <p>Shows the selected cross-fade.</p>   |

③ Press ENTER.


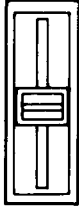
Press  after the confirmation 


● You are prompted to set the fade length.

Shows the cross-fade  
  
F7 CROSS FADE LOOP  
FADE LENGTH = 000000  


ENTER  
 Flashes shows you can set the fade length.  


④ Use DATA ENTRY A or B to set the length.

DATA ENTRY A      DATA ENTRY B  
        
▲      ▲  
And      Use to select  
▼      Length  
▼

F7 CROSS FADE LOOP  
FADE LENGTH = 000621  



Shows the selected fade-length.

⑤ Press ENTER to input your length setting.

Press  after the selection 

- The display asks if you are sure that you want to do cross-fade with this length.

Shows the selected length.


  
F7 XFADE L = 000621  
Are You Sure? (Y/N)\_

⑥ Press YES if you are sure.

Press  

- After performing the cross-fade, you are asked if you want to make this sound permanent.

F7 This Will Take  
a While

  
F7 Make This Sound  
Permanent ? (Y/N)\_

★ If you want to abort the cross-fade, press NO.

Press  

- The display asks if you want to retry.

F7 X-FADE Aborted  
Retry ? (Y/N)\_

(This takes you to step⑧)

⑦ If you want to keep the results of the cross-fade, press YES.



★ If you do not wish to keep the results of the cross-fade then press NO.



● You are asked if you want to try once more.

```
F7 X-FADE Completed  
Retry ? (Y/N)_
```

● The cross-fade will be removed and you will be asked if you wish to try again.

```
F7 This Will Take  
a While
```



```
F7 X-FADE Cancelled  
Retry ? (Y/N)_
```



⑧ Press YES if you want to retry.



★ Press NO if you wish to quit.



● This takes you back to step③ where you can change the fade length before trying again.

● You can now select another function of change modes.

(Display says Aborted if you pressed NO in step⑥.)

```
F7 X-FADE Aborted
Select (0-9):_
```

Shows you can select the function.

(Display says Completed if you pressed YES in step⑦.)

```
F7 X-FADE Completed
Select (0-9):_
```

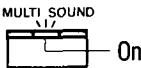


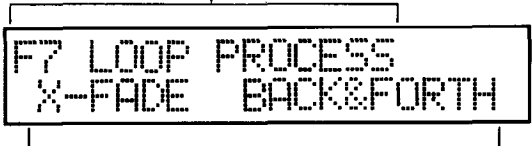




Shows you can select the function.

(Display says Cancelled if you pressed NO in step⑦.)



```
F7 X-FADE Cancelled
Select (0-9):_
```

Shows you can select the function.

**B. Using the back-and-forth function.**

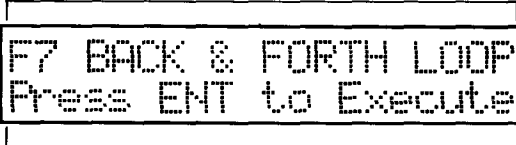
| Operation  | Operation of DSS-1   |
|--|--|
| <p>① Select the MULTISOUND mode.</p>   | <ul style="list-style-type: none"> <li>● Indicates MULTISOUND mode.</li> </ul>  <p>MULTISOUND On</p> <ul style="list-style-type: none"> <li>● The display prompts you to choose a function. (See section on conditions of function selection, page .)</li> </ul>  |
| <p>① Press the number 7 key.</p> <p>Press  </p>  | <ul style="list-style-type: none"> <li>● The display gives you a choice of X-FADE or BACK &amp; FORTH.</li> </ul> <p>Shows the loop process function.</p>  <p>ENTER  Flashes—Shows you can choose the cross-fade or back &amp; forth.</p> |
| <p>② Press the YES cursor key to move the cursor to the BACK &amp; FORTH (back-and-forth) position.</p> <p>Press  </p> |  <p>Shows selected back &amp; forth.</p>   |

③ Press ENTER after you confirm the selected back-and-forth.

Press  after the confirmation 

- You are prompted to press ENTER if you wish to execute the function.

Shows back & forth.


  
F7 BACK & FORTH LOOP  
Press ENT to Execute

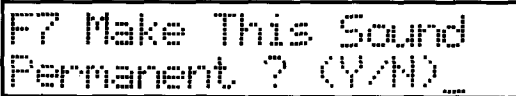
 Flashes while waiting for press ENTER.

④ Press ENTER.

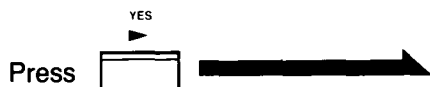
Press  

- The back-and-forth transformation is performed and the display asks if you want to keep the sound.

  
F7 This Will Take  
a While

  
F7 Make This Sound  
Permanent ? (Y/N)\_

⑤ If you want to keep the results of the back-and-forth processing, press YES.



● The display asks if you want to try again.

```
F7 Completed
Retry ? (Y/N)_
```

★ Press NO if you do not want to keep the sound.



● The back-and-forth processing will be cancelled and you be asked if you want to try again.

```
F7 This Will Take
a While
```



```
F7 Cancelled
Retry ? (Y/N)_
```

⑥ Press YES if you wish to try again.



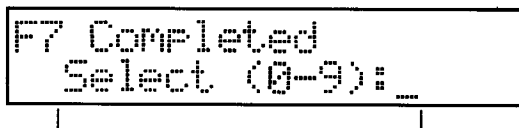
● This takes you back to step ③.

★ Press NO to quit.



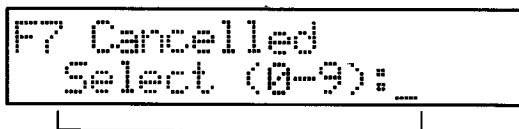
● You can now select another function or change modes.

(The display says **Completed** if you pressed YES in step ⑤.)



Shows you can select the function.

(The display says **Cancelled** if you pressed NO in step ⑤.)

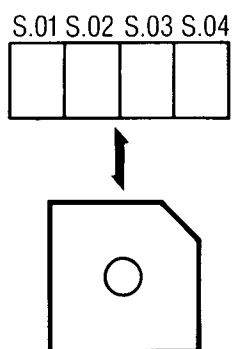


Shows you can select the function.

## F8 REPLACE SOUND

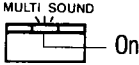







### 1 About the replace sound function

- This lets you take a sound within a multisound selected by F1 and replace it with a sound from a disk.

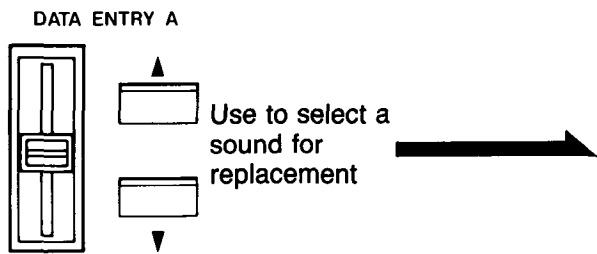


Take a sound within a multisound selected by F1 and replace it with a sound from a disk.

## 2 Using the replace sound function

| Operation  | Operation of DSS-1  |
|--|---|
| <p>① Select the MULTISOUND mode.</p>   | <ul style="list-style-type: none"> <li>● Indicates MULTISOUND mode.</li> </ul>  <p>MULTISOUND On</p> <ul style="list-style-type: none"> <li>● The display prompts you to choose a function. (See section on conditions of function selection, page .)</li> </ul>   |
| <p>① Press the number 8 key.</p> <p>Press  →</p>  | <ul style="list-style-type: none"> <li>● You are prompted to insert a disk and press ENTER.</li> </ul> <p>Shows the replace sound function.</p>  <p>F8 REPLACE SOUND<br/>Insert Disk &amp; ENTER</p>  <p>ENTER<br/>Flashes while waiting for insert disk.</p>  |
| <p>② Take the disk that has the sound that are going to use for replacement. Put the disk in the drive. Press the ENTER key.</p> <p>Press  after put a disk →</p> | <ul style="list-style-type: none"> <li>● After logging onto the disk, the display tells you that you can use the DATA ENTRY A controls to select a sound.</li> </ul>  <p>F8 Searching for<br/>SOUNDS on Disk</p>   <p>F8 Use DATA ENTRY A<br/>Select&amp;Press ENTER</p> |

③ Use DATA ENTRY A to select a sound to use for replacement.



ENTER  
Flashes. — Shows selecting a sound.

```
F8 Select SOUND
SOUND#01:TEST-#01
```

Shows selected sound's name.

④ Press ENTER to input your choice.

Press  after the selection

● The replacement sound's data is called up and you are asked for a go-ahead.

```
F8 Loading...
Please Wait a Minute
```

Shows the replacement sound's data.

```
F8 Get. TEST-#01(Y/N)
L=000121 SF=32kHz ?_
```

Shows the replacement length's data.



⑤ Confirm the sound and press YES to go ahead and use it for replacement.



● After loading and replacement, you are asked if you want to retry.

```
F8 Loading...  
Please Wait a Minute
```



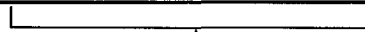
```
F8 Loading Completed  
Retry ? (Y/N)_
```

★ If you don't want to use that sound to replace the one in memory, press the NO key.



● This aborts the function. You can now choose another function or change modes.

```
F8 Aborted  
Select (0-9):_
```



Shows you can select the function.

⑥ Press YES to do it again.



★ Press NO to quit.



- This takes you back to the situation after step 1. You can proceed from step 2.

- You can now choose another function or change modes.

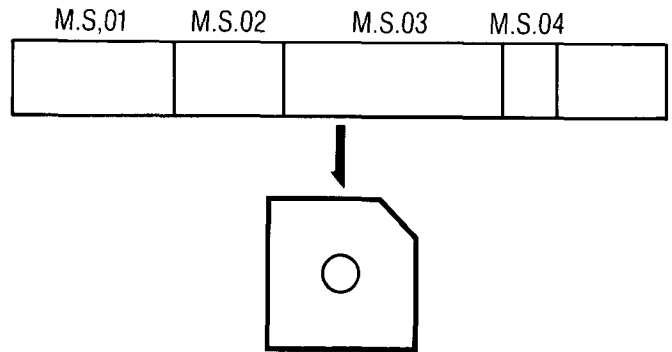
```
F8 Loading Completed  
Select (0-9):_
```

Shows you can select the function.

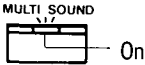

# F9 SAVE/RENAME M.SOUND

## 1 About the save rename M. sound

- This lets you name or rename a multisound selected by F1 and then save it to disk.



## 2 Using the save rename M. sound function

| Operation  | Operation of DSS-1   |
|--|--|
| <p>① Select the MULTISOUND mode.</p>   | <ul style="list-style-type: none"> <li>● Indicates MULTISOUND mode.</li> </ul>  <ul style="list-style-type: none"> <li>● The display prompts you to choose a function. (See section on conditions of function selection, page .)</li> </ul> |
| <p>① Press the number 9 key.</p> <p>Press <input type="text" value="9"/> →</p> | <ul style="list-style-type: none"> <li>● The display shows the current name and asks if you want to change it.</li> </ul> <p>Shows the current name.</p>   |

② Press YES if you want to go ahead and change the name.

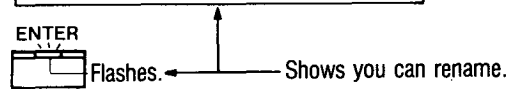


★ Press NO if you do not want to rename the multisound.



● You can now rename.

```
F9 SAVE TEST-#01
NewName ITEST-#01
```



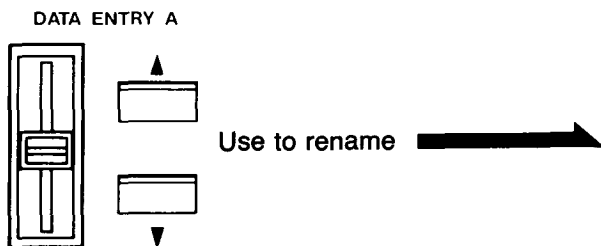
● You are asked if you want to save the sound. The upper display line shows the name and length.

Shows the name and length.


```
F9 TEST-#01 L=001223
Save ? (Y/N)_
```

(Skip to step 5)



③ Use DATA ENTRY A to change the name.



```
F9 SAVE TEST-#01
NewName: TEST-#02
```

 Shows the changed name.

④ Press ENTER to execute.

Press  after the renaming 

- The new name is registered and you asked if you want to save the renamed multisound to disk.

Shows the renamed multisound to save.



```
F9 TEST-#02 L=001223
Save ? (Y/N) _
```

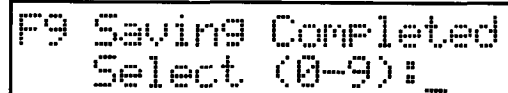
⑤ Press YES if you want to save.

Press  

- After same is completed, you can choose another function or change modes.



```
F9 Saving...
Please Wait a Minute
```



```
F9 Saving Completed
Select (0-9): _
```

Shows you can select the function.

★ Press NO if you do not wish to save the multi-sound.



- This aborts the function.
- You can now choose another function or change modes.

```
F9  Aborted
    Select (0-9):_
```

Shows you can select the function.



# PROGRAM PARAMETER MODE

## 1. Functions in this mode.

### FOO INITIALIZE PARAMS

#### 1 About the initialize params function

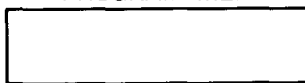
- The initialize parameters function is used to initialize (reset or clear) the data in the program output buffer. This function is required before using other modes to make multisounds.

PROGRAM OUTPUT BUFFER



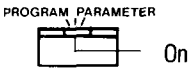
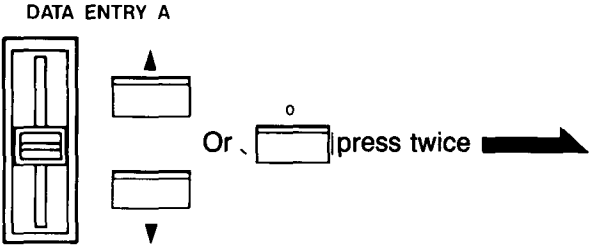
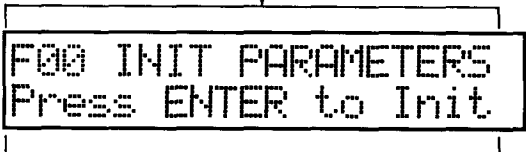
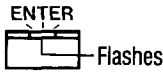


This clears the output buffer.

PROGRAM-MEM.





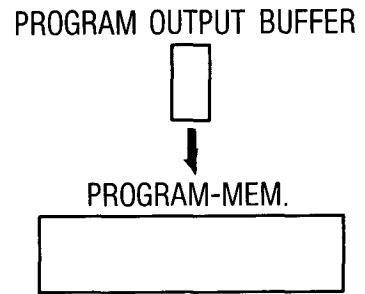
2 Using the initialize params function

| Operation  | Operation of DSS-1  |
|--|---|
| <p>① Select the PROGRAM PARAMETER mode.</p>  | <ul style="list-style-type: none"> <li>● Indicates PROGRAM PARAMETER mode.</li> </ul>  <p>PROGRAM PARAMETER On</p> <ul style="list-style-type: none"> <li>● The display prompts you to choose a function.</li> </ul>   |
| <p>① Press the 0 key twice or use DATA ENTRY A to select the initialize parameters function.</p>  <p>DATA ENTRY A</p> <p>Or, 0 press twice</p> | <ul style="list-style-type: none"> <li>● The display prompts you to initialize and press ENTER.</li> </ul> <p>Shows the initialize params function.</p>   <p>ENTER Flashes while waiting for initialize.</p> |
| <p>② Press ENTER.</p>  <p>Press ENTER</p>   | <ul style="list-style-type: none"> <li>● This completes the function. You can now choose another function or change modes.</li> </ul>  <p>Shows you can select the function.</p>  |

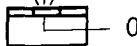
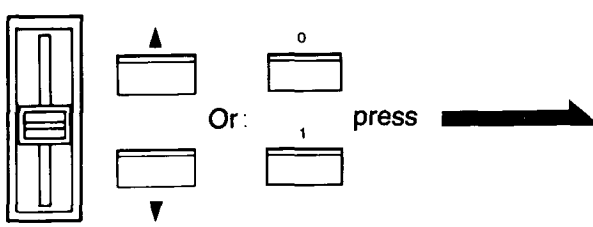

# F01 WRITE/RENAME

## 1 About the write/rename function

- This lets you take the program created in the program output buffer and write it to a program memory number of your choice.



## 2 Using the write/rename function

| Operation  | Operation of DSS-1   |
|--|--|
| <p>① Select the PROGRAM PARAMETER mode.</p>  | <ul style="list-style-type: none"> <li>● Indicates PROGRAM PARAMETER mode.</li> </ul> <p>PROGRAM PARAMETER</p>  <ul style="list-style-type: none"> <li>● The display prompts you to choose a function.</li> </ul> |
| <p>① Press 0 then 1, or use DATA ENTRY A to select the write/rename function.</p> <p>DATA ENTRY A</p>  <p>Or: press →</p> | <ul style="list-style-type: none"> <li>● You are asked if you want to rename.</li> </ul> <p>Shows the program name to rename.</p>    |

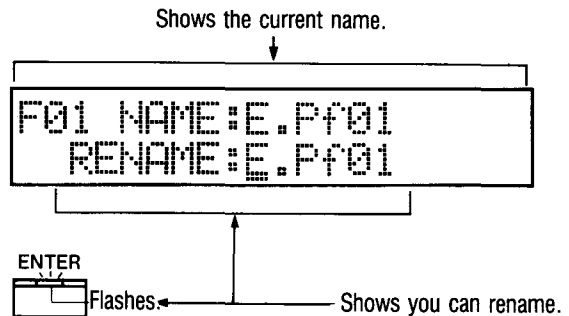
② Press YES if you want to give the program a different name.

Press  after the confirmation 

★ Press NO if you do not want to change from the current name.

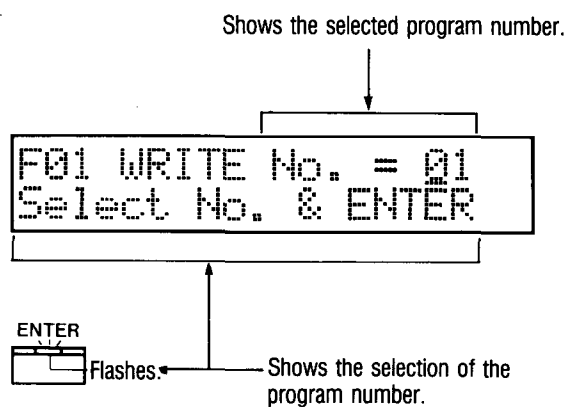
Press  after the confirmation 

● The upper line of the display shows the current name.



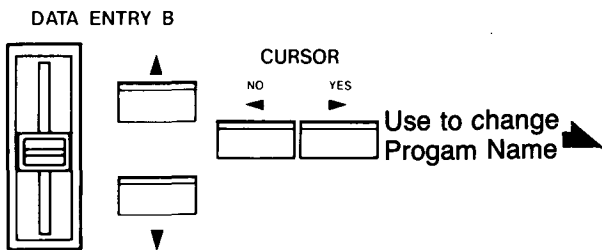
● Go to steps 3 and 4 to proceed to rename.

● This skips to selection of the program number to write to.



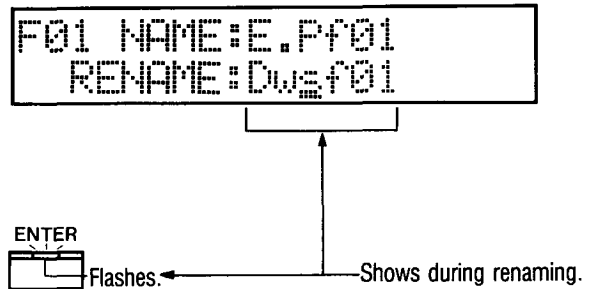
● Go step 5 to select a program number.

- ③ Move the cursor under each of the characters that you want to change. Then use DATA ENTRY B to select the character to use in the name.



- ★ You can clear the name by pressing the cancel key.

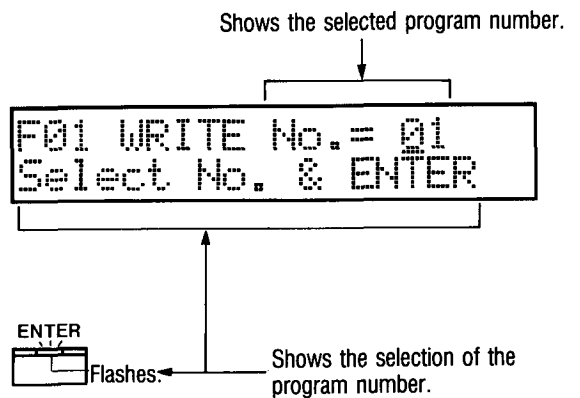
- You can now change the program name.



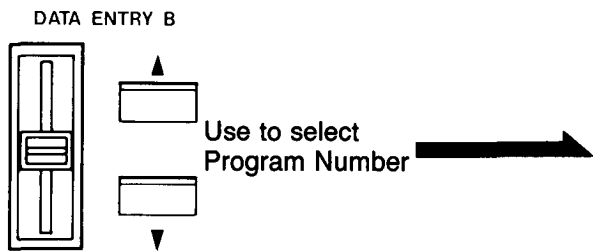
- ④ Press ENTER to change to the new name.



- The new name is displayed. Then you are prompted to select a program number.



⑤ Use DATA ENTRY B to select the program number under which you will store the program.



● You can now select the program number.

Shows the selected program number.

```
F01 WRITE No. = 03
Select No. & ENTER
```

⑥ Press ENTER to input selection.



● You are asked if it is okay to write to memory.

Shows the selected program number.

```
F01 WRITE No. = 03
Write in Mem.?(Y/N)
```



⑦ Press YES to write.

Press  after the confirmation 

- After completion, the display asks if you wish to continue with this function.

```
F01 WRITE No. = 03
Continue ? (Y/N)_
```

★ Press NO if you check the program number and decide not to write to memory.

Press  after the confirmation 

- You are asked if you wish to continue.

```
F01 PGM Not Written
Continue ? (Y/N)_
```

⑧ Press YES if you want to continue to use the rename/write function.



★ Press NO if you wish to quit the function.




- This takes you back to the prompt in step①. You can continue from step②.

- You can now choose another function or change modes.

(Display confirms writing to the program number if you pressed YES in step⑦.)


```
F01 WRITE No. = 03  
Select (00-96): _
```



Shows you can select the function.

(Display says PGM Not Written if you pressed NO in step⑦.)

```
F01 PGM Not Written  
Select (00-96): _
```



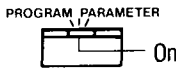
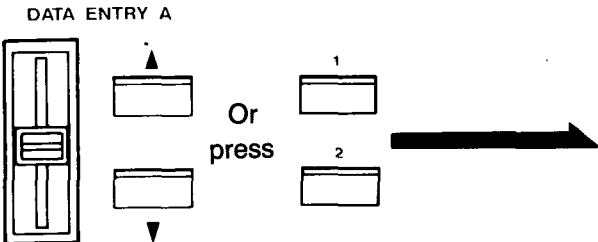
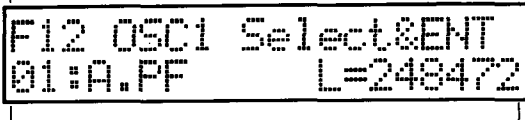
Shows you can select the function.

# F12 OSC1 MULTI SOUND

## 1 About the multisound function

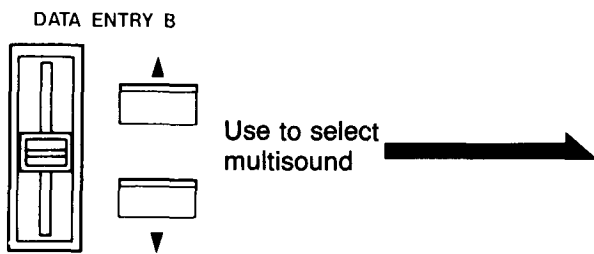
- The oscillator-1 multisound function determines the multisounds used by OSC1.

## 2 Using the multi sound function

| Operation   | Operation of DSS-1  |
|---|---|
| <p>① Select the PROGRAM PARAMETER mode.</p>   | <ul style="list-style-type: none"> <li>● Indicates the PROGRAM PARAMETER mode.</li> </ul>  <ul style="list-style-type: none"> <li>● The display prompts you to choose a function.</li> </ul> |
| <p>① Press 1 then 2, or use DATA ENTRY A to select the OSC1 MULTI SOUND function.</p>  | <ul style="list-style-type: none"> <li>● The display shows the currently selected system.</li> </ul> <p>Shows the OSC1 multisound function.</p>  <p>Shows you can select multisound.</p>  |

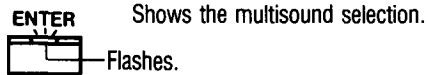


② Use DATA ENTRY B to select a multisound.



- You can now select a multisound.

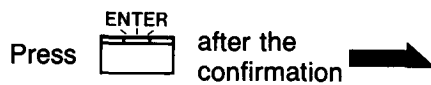
```
F12 OSC1 Select&ENT
03:TEST-#01 L=001024
```



Flashes.

- The ENTER key normally flashes at this point. But if the displayed multisound has already been selected then the ENTER key does not flash.

③ Press ENTER to go ahead.



- The displayed multisound is registered and the ENTER key stops flashing.

```
F12 OSC1 Select&ENT
03:TEST-#01 L=001024
```



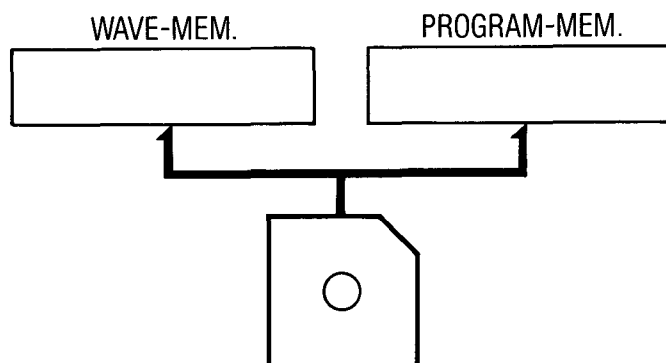
# SYSTEM MODE

## 1. Functions within the SYSTEM mode

### F1 GET SYSTEM

#### 1 About the get system function

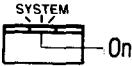


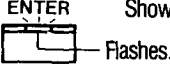
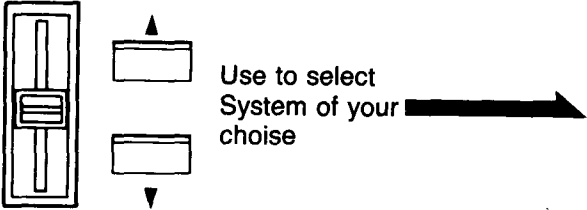

- This function lets you select one of the four "systems" on a disk and load it into memory.



The sounds go into wave memory and the programs go into program memory.

- When you get a system you also get MIDI parameters that have been saved with that system.

## 2 Using the get system function

| Operation   | Operation of DSS-1  |
|---|---|
| <p>① Select the SYSTEM mode. Put in the disk that has the system that you want to load.</p>   | <ul style="list-style-type: none"> <li>● Indicates SYSTEM mode.</li> </ul>   |
| <p>① Press the number 1 key.</p> <p>Press </p>                                     | <ul style="list-style-type: none"> <li>● The display shows the currently selected system.</li> </ul> <p>Shows the get system function.</p>  <p>Shows you can select the system.</p>  |
| <p>② Use DATA ENTRY A to select the system of your choice.</p> <p>DATA ENTRY A</p>  | <p>- Shows the selected system.</p>   |

③ Press ENTER.



- You are asked whether it is okay to go ahead get the selected system.

```
F1 GET SYSTEM: A
Are You Sure? (Y/N)_
```

④ Press YES or NO to reply.

- ★ Press YES to proceed to load the selected system from disk to memory.



- The display confirms loading and give you the function selection prompt upon completion.

```
F1 Loading...
Please wait a Minute
```



Shows the loaded system.

```
F1 SYS:A Completed
Select (1-9):_
```

Shows you can select the function.

★ Press NO to abort.



- You can now choose another function or change modes.

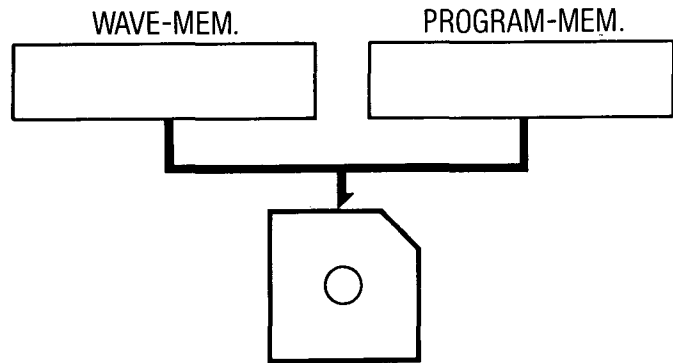
```
F1  Aborted
    Select (1-9):_
```

↑  
Shows you can select the function.

# F2 SAVE SYSTEM

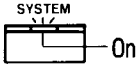


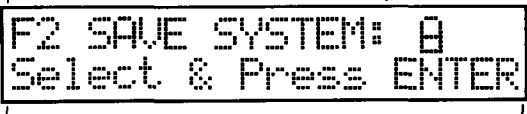

## 1 About the save system function

■ This function is used to save a system in memory to disk as a system labeled A, B, C, or D.



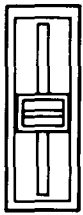
■ Current MIDI parameters are saved with the system.

## 2 Using the save system function

| Operation   | Operation of DSS-1   |
|---|--|
| <p>① Select the SYSTEM mode. You must have a disk in the drive. You will save the system to the disk that is in the drive. Therefore, don't put in a disk that is full of systems that you want to keep.</p>          | <ul style="list-style-type: none"> <li>● Indicates SYSTEM mode.</li> </ul>    |
| <p>① Press the number 2 key.</p> <p>Press  </p> | <ul style="list-style-type: none"> <li>● The display shows the currently selected system.</li> </ul> <p>Shows the save system function.</p>  <p> Flashes shows you can select the system.</p> |

- ② Use DATA ENTRY A to select the system letter (A, B, C, D) under which you wish to save the system that currently resides in memory.

DATA ENTRY A




Use to select the system letter



Shows the selected system.

```
F2 SAVE SYSTEM: A
Select & Press ENTER
```

- ③ Press ENTER to proceed.

Press 



- You are asked to confirm whether it is okay to save the system in memory to disk under the system letter displayed.

Shows the displayed system.

```
F2 SAVE SYSTEM: A
Are You Sure? (Y/N)_
```

- ④ Reply by pressing the YES or NO key.
- ★ If you wish to save the system to that disk as the selected system letter, then press YES.



- ★ Press NO if you do not want to save the system in memory to the inserted disk under the selected system letter.



- After saving, you can choose another function or change modes.

```
F2 Saving...
Please Wait a Minute
```



Shows the saved system.

```
F2 SYSTEM:A Saved
Select (1-9):_
```

Shows you can select the function.

- This aborts the function. You can now choose another function or change modes.

```
F2 Aborted
Select (1-9):_
```

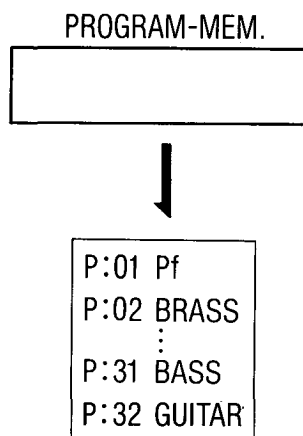
Shows you can select the function.



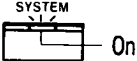


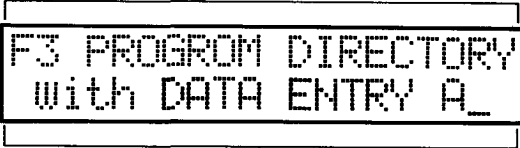
# F3 PROGRAM DIRECTORY

## 1 About the program directory function

- This function displays the names of programs currently residing in program memory.



## 2 Using the program directory function

| Operation   | Operation of DSS-1  |
|---|---|
| <p>① Confirm selection of the SYSTEM mode.</p>  | <ul style="list-style-type: none"> <li>● Indicates SYSTEM mode.</li> </ul>  <ul style="list-style-type: none"> <li>● The display prompts you to choose a function.</li> </ul>                      |
| <p>① Press the number 3 key.</p> <p>Press  </p> | <ul style="list-style-type: none"> <li>● The display shows the currently selected system.</li> </ul> <p>Shows the program display function.</p>  <p>Shows wait for the program memory search.</p> |

② Use DATA ENTRY A to look at the program directory.

DATA ENTRY A



Use to look at  
the Program Directory



```
F3 PROGRAM DIRECTORY  
No.01 : TEST-#01
```

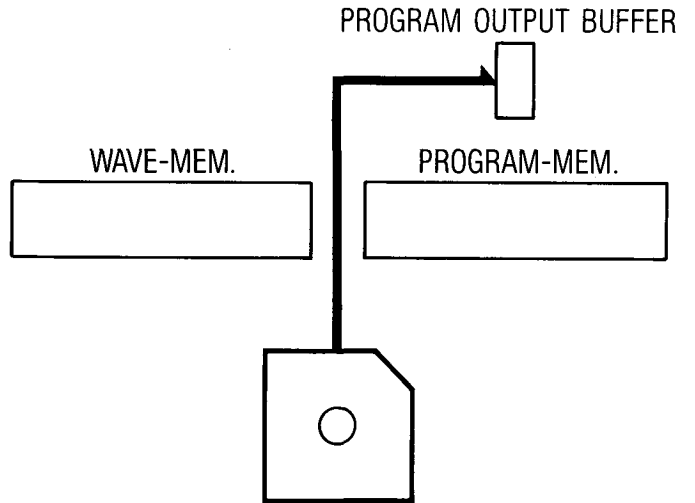
Shows the program number and name

# F4 GET PROGRAM

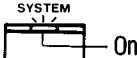




## 1 About get program function

■ This gets a program from a system on disk and loads it into the program output buffer.

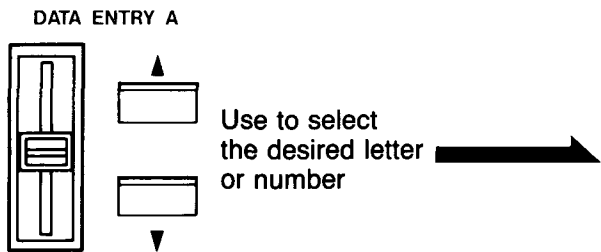
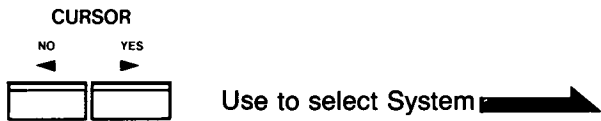
■ Within this function you can write the loaded program to any program memory number that you like.



## 2 Using the get program function

| Operation   | Operation of DSS-1  |
|---|---|
| <p>① Confirm the SYSTEM mode.</p>   | <p>● Indicates SYSTEM mode.</p>  <p>The diagram shows a rectangular box with the word 'SYSTEM' above it. A horizontal line extends from the right side of the box, ending in the text 'On', indicating that the indicator is lit.</p>  |
| <p>① Put in the disk that has the program that you wish to load. Press the number 4 key.</p> <p>Press  </p> | <p>● The display shows the default values for system and program parameters.</p> <p>Shows the get program function.</p>  <p>The diagram shows a rectangular display area containing the text: 'F4 GET PROGRAM' on the first line, and 'SYSTEM: 0 PROGRAM: 01' on the second line.</p> <p>ENTER  Flashes. — Shows you can select the program.</p> <p>The diagram shows a rectangular box with the word 'ENTER' above it. A horizontal line extends from the right side of the box, ending in the text 'Flashes. — Shows you can select the program.' An arrow points from this text up to the bottom of the display area.</p> |

- ② Move the cursor to SYSTEM and/or PROGRAM, then use DATA ENTRY A to select the desired letter or number, as the case may be.



```
F4 GET PROGRAM
SYSTEM:A PROGRAM:01
```

(Example shows the selection of program.)

```
F4 GET PROGRAM
SYSTEM:A PROGRAM:12
```

(Example shows the selection of program number to 12.)

- ③ Press ENTER to proceed.



- You are asked whether it is okay to go ahead and get the displayed system and program.

Shows the system that you load.

Shows the program number that you load.

```
F4 SYS:A PGM:12
Are You Sure? (Y/N)_
```

- ④ Use the YES or NOT key to reply.
- ★ Press YES to access the program.



- The display shows the program name and asks if you want to load it to memory.

```
F4 Loading...
Please Wait a Minute
```



Shows the program name that you loaded.

```
F4 TEST-#01 Loaded
Write in Mem.?(Y/N)
```

- ★ Press NO if you do not want to get that program.



- This aborts the procedure and asks if you wish to retry. Proceed to step⑧.

```
F4 Aborted
Retry ? (Y/N)_
```

⑤ Press YES or NO to respond.

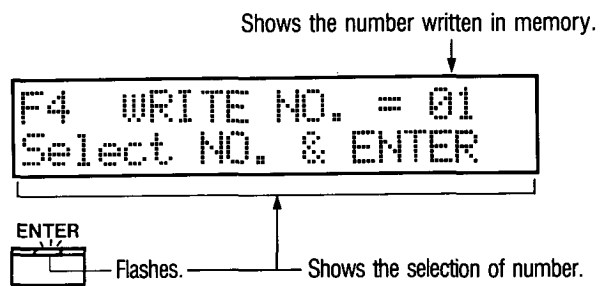
★ To write the program to memory, press YES.



★ Press NO if you do not want to write the program to memory.



● You are asked to choose a number under which to write the program in memory.

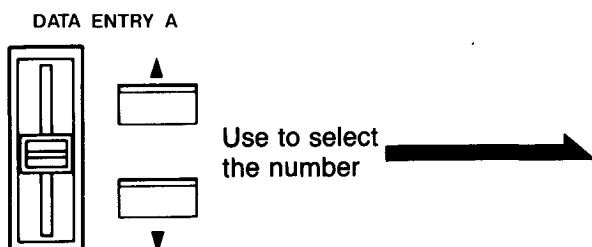


● You are asked if you want to try again.

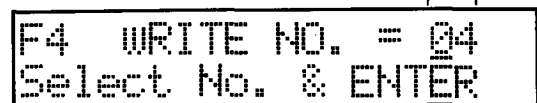


(Go to step ⑥)



⑥ Use DATA ENTRY A to select the number to which to write the program in memory.



Shows the program number selected in memory.




⑦ Press the ENTER key to go ahead and write to the selected number in memory.

Press  after the selection 

- The prompt asks if you want to do it again.

Shows the program number written in memory.

 F4 WRITE No. = 04  
Retry ? (Y/N)\_

⑧ Press YES if you want to use this function again.

Press  

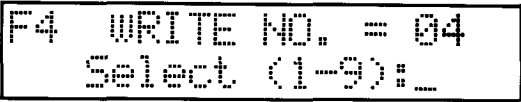
- This takes you back to the system and program selection stage so you can proceed from step ②.

★ Press NO to quit.

Press  

- You can now choose another function or change modes.

The display shows write if you proceed to step ⑧.

 F4 WRITE NO. = 04  
Select (1-9):\_

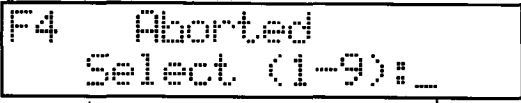
Shows you can select the function.

The display shows not to be written if you pressed number key in step ⑥.

 F4 Not Be written  
Select (1-9):\_

Shows you can select the function.

The display shows aborted if you pressed number key in step ⑤.

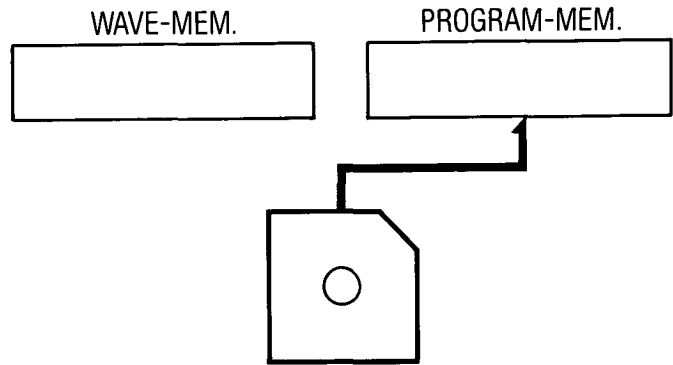
 F4 Aborted  
Select (1-9):\_

Shows you can select the function.

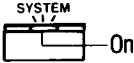




# F5 GET ALL PROGRAMS

## 1 About the get all programs function

- This loads all 32 programs from a particular system on the disk to the program memory in the DSS-1.

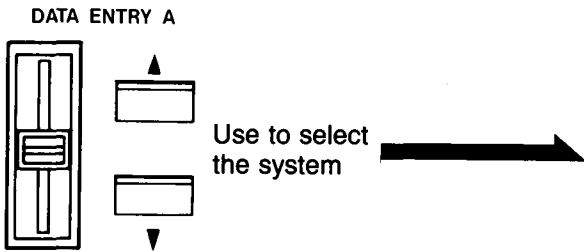


## 2 Using the get all program function

| Operation   | Operation of DSS-1  |
|---|---|
| <p>① Select the SYSTEM mode.</p>  | <ul style="list-style-type: none"> <li>● Indicates SYSTEM mode.</li> </ul>  <p>The diagram shows a rectangular indicator with the word 'SYSTEM' above it and 'On' to its right. Three small downward-pointing arrows are positioned above the indicator, suggesting it is lit up.</p> <ul style="list-style-type: none"> <li>● The display prompts you to choose a function.</li> </ul>  |
| <p>① Press the number 5 key.</p> <p>Press  </p> | <ul style="list-style-type: none"> <li>● The display shows the currently selected system.</li> </ul>  <p>The display screen shows the text 'F5 GET ALL PGM: 0' on the top line and 'Select &amp; Press ENTER' on the bottom line. Arrows point from the text 'Shows the get all programs function.' to the top line and 'Shows the system.' to the bottom line.</p>  <p>The diagram shows a rectangular indicator with the word 'ENTER' above it. A small downward-pointing arrow is positioned above the indicator, suggesting it is lit up.</p> <ul style="list-style-type: none"> <li>Flashes. — Shows you can select the program.</li> </ul> |



- ② Use DATA ENTRY A to select the system that has the programs that you want to get.



Shows the selected system name.

```
F5 GET ALL PGM:0  
Select & Press ENTER
```

- ③ Press ENTER to go ahead.



- You are asked whether it is okay to get all the programs from the selected system.

Shows the system name that you want to load.

```
F5 GET ALL PGM:A  
Are You Sure? (Y/N) _
```

④ Press YES to load.



★ If you do not want to load those programs, press NO to abort.



● This completes the function. You can now choose another function or change modes.

```
F5 Loading...  
Please Wait a Minute
```

Shows the completion of the function.

```
F5 Loaded from A  
Select (1-9):_
```

Shows you can select the function.

● You can now choose another function or change modes.

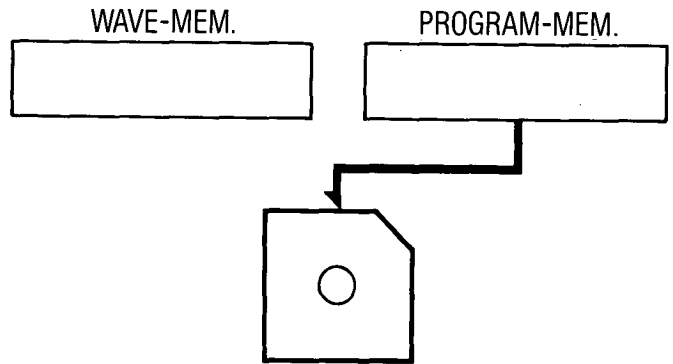
```
F5 Aborted  
Select (1-9):_
```

Shows you can select the function.

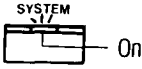




# F6 SAVE ALL PROGRAMS

## 1 About the save all programs function

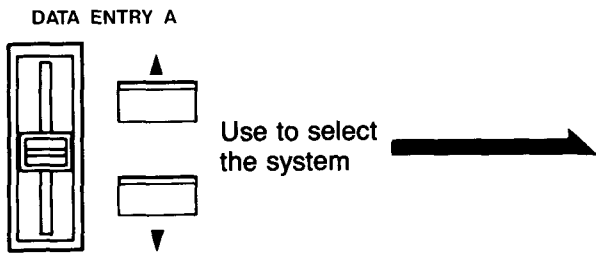
■ This function lets you save all of the programs currently residing in program memory to the system name (A, B, C, D) of your choice.



## 2 Using the save all programs function

| Operation   | Operation of DSS-1  |
|---|---|
| <p>① Confirm that the SYSTEM mode is selected.</p>  | <ul style="list-style-type: none"> <li>● Indicates SYSTEM mode.</li> </ul>  <ul style="list-style-type: none"> <li>● The display prompts you to choose a function.</li> </ul>  |
| <p>① Press the number 6 key.</p> <p>Press  </p> | <ul style="list-style-type: none"> <li>● You are prompted to select the system name.</li> </ul> <p>Shows the save all programs function. Shows the system.</p>  <p>ENTER  Flashes. Shows you can select the program.</p> |

② Use DATA ENTRY A to select the system name.



Shows the selected system name.

F6 SAVE ALL PGM:0  
Select & Press ENTER

③ Press ENTER.



● You are asked to confirm your choice.

Shows the system name that you save.

F6 SAVE ALL PGM:A  
Are You Sure? (Y/N)\_

④ Press YES to save.



- You can now choose another function or change modes.

```
F6 Saving...  
Please wait a Minute
```

Shows the completion of the function.

```
F6 Saved to A  
Select (1-9):_
```

Shows you can select the function.

★ Press NO to abort the function.



- You can now choose another function or change modes.

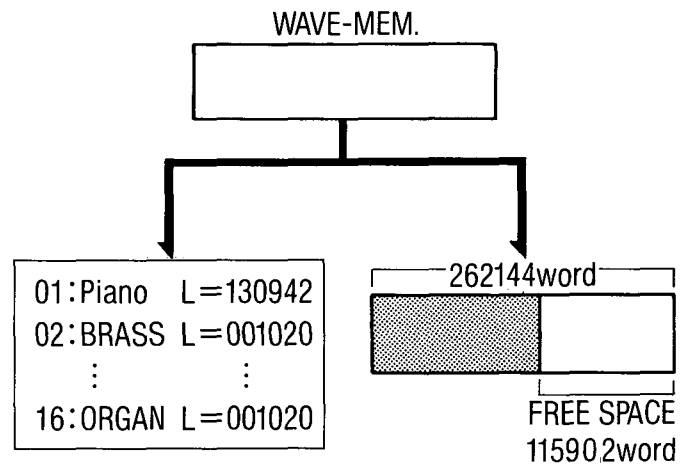
```
F6 Aborted  
Select (1-9):_
```

Shows you can select the function.

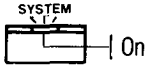

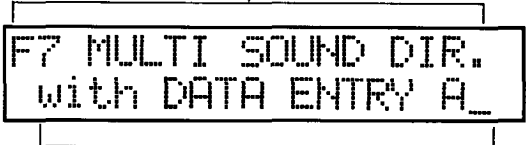
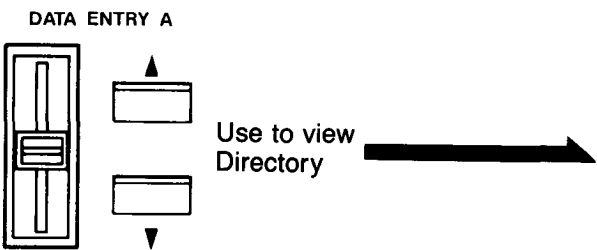
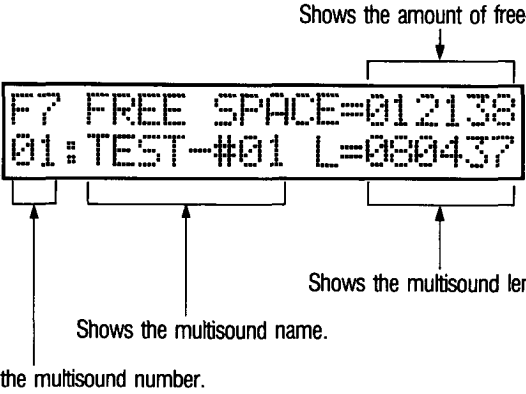
## F7 M.SOUND DIR/FREE SPACE

### 1 About the multisound directory/free-space function.

- This lists the name and length of each multisound in wave memory and shows the amount of free space (in word units) that is still available.



## 2 Using the multisound directory/free-space function

| Operation  | Operation of DSS-1  |
|--|---|
| <p>① Confirm that the SYSTEM mode is selected.</p>   | <ul style="list-style-type: none"> <li>● Indicates SYSTEM mode.</li> </ul>   |
| <p>① Press the number 7 key.</p> <p>Press </p>                                 | <ul style="list-style-type: none"> <li>● The display shows the currently selected system.</li> </ul> <p>Shows the m. sound directory/free-space function.</p>  <p>Shows wait for directory.</p> |
| <p>② Use DATA ENTRY A to view the directory.</p>  <p>Use to view Directory</p> |  <p>Shows the amount of free-space.</p> <p>Shows the multisound length.</p> <p>Shows the multisound name.</p> <p>Shows the multisound number.</p>   |

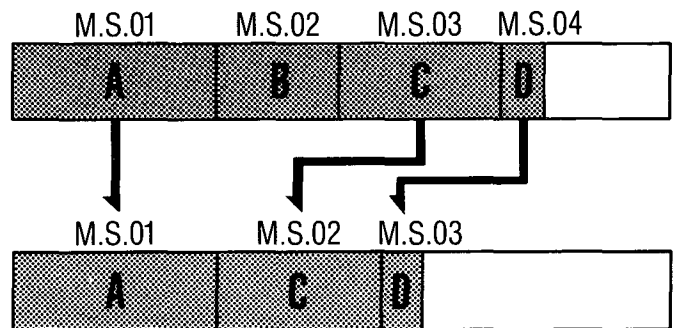
# F8 ERASE MULTISOUND

## 1 About the erase multisound function

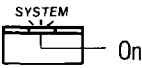

- This lets you erase a specified multisound from memory.

All multisounds above the erased sound in memory are shifted down to fill the address space left by the deleted multisound. These numbers of these shifted multisounds are also reduced by one.

(Example: To erase a multisound No. 02.)  
PROGRAM-MEM.

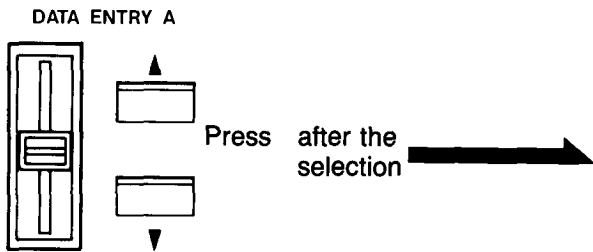


## ■ Using the erase multisound function

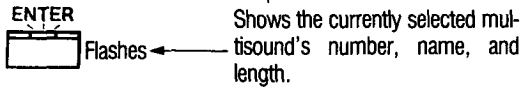
| Operation   | Operation of DSS-1  |
|---|---|
| <p>① Select the SYSTEM mode.</p>  | <ul style="list-style-type: none"> <li>● Indicates the SYSTEM mode.</li> </ul>   |
| <p>① Press the number 8 key.</p> <p>Press </p> | <ul style="list-style-type: none"> <li>● The display shows the currently selected system.</li> </ul> <p>Shows the erase multi sound function.</p> <div style="border: 1px solid black; padding: 5px; text-align: center;"> <p>F8 ERASE MULTI SOUND<br/>Select &amp; Press ENTER</p> </div> <p>Shows wait for the selection of multisound.</p> |



- ② Use DATA ENTRY A to select the multisound that you want to erase.



```
F8 ERASE MULTI SOUND
01:TEST-#01 L=010739
```



- ③ Press ENTER to input your choice.



- You are asked if you want to erase the displayed multisound.

Shows the multisound's number and name the you want to erase.

```
F8 Erase 01:TEST-#01
L=010739 (Y/N)_
```

Shows the multisound's length that you want to erase.

Prompt.

④ Use the YES or NO key reply.

★ If YES, the sound will be erased and you will be asked if you wish to continue.



● After erase a multisound, you will be asked if you wish to continue.

```
F8 This will Take  
a While
```

Shows the erased multisound's name.

```
F8 TEST-#01 Erased  
Continue ? (Y/N)_
```

★ If no, the operation will be cancelled and you will be asked if you want to continue.



● Display confirms function canceled and asks whether you wish to continue to use the erase multisound function.

```
F8 Canceled  
Continue ? (Y/N)_
```

⑤ Press YES or NO to reply.

★ To continue with this function, press YES. This takes you back to the display in step ①!



★ To quit the function, press NO. You are given the function selection prompt.



● This takes you back to the display in step ①. You can continue with the procedure from step ②.

● You can now select another function or charge modes.

(If you pressed YES in step ④, the display says Erased.)

```
F8 TEST-#01 Erased
Select (1-9)_
```

↑  
Shows you can select the function.

(If you pressed NO in step ④, the display says Cancelled.)

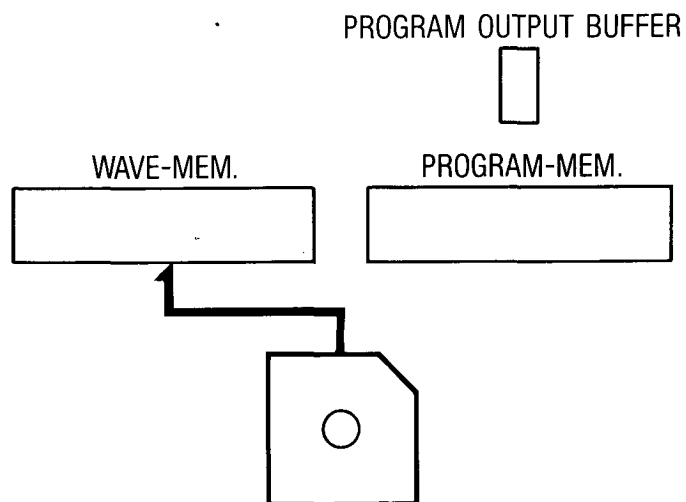
```
F8 Canceled
Select (1-9)_
```

↑  
Shows you can select the function.

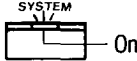


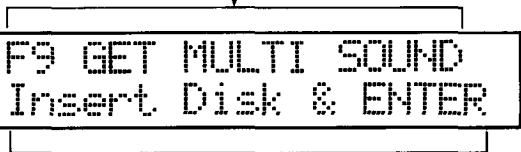

# F9 GET MULTISOUND

## 1 About the get multisound function

■ This lets you select the multisounds that you need from disk and load them into wave memory. OSC1 MULTISOUND and OSC2 MULTISOUND contents in the program output buffer change to the loaded multisounds which are assigned to these oscillators. Therefore you can listen to the multisounds immediately.



## 2 Using the get multisound function

| Operation   | Operation of DSS-1   |
|---|--|
| <p>① Select the SYSTEM mode.</p>  | <p>● Indicates the SYSTEM mode.</p>  <p>A small rectangular indicator with the word 'SYSTEM' above it and a switch symbol to its right, with the text 'On' next to the switch.</p>  |
| <p>① Press the number 9 key.</p> <p>Press  </p> | <p>● The display shows the currently selected system.</p> <p>Shows the get multisound function.</p>  <p>A rectangular display box containing the text 'F9 GET MULTI SOUND' on the top line and 'Insert Disk &amp; ENTER' on the bottom line.</p> <p> Flashes while waiting for insert disk.</p> <p>A small rectangular indicator with the word 'ENTER' above it and a switch symbol to its right, with an arrow pointing to the display box and the text 'Flashes while waiting for insert disk.' below it.</p> |

② Put in the disk that has your desired multi-sounds. Then press ENTER.



● You can select the multisound after inserting disk.

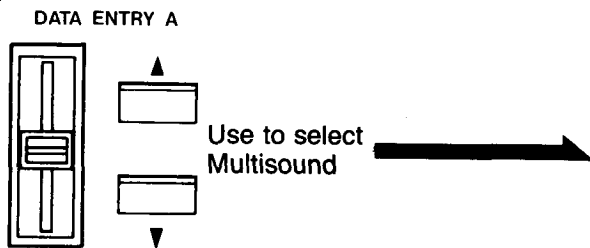
```
F9 Searching for
M.SOUNDS on Disk
```



```
F9 Use DATA ENTRY A
Select&Press ENTER
```

Shows wait for select the multisound.  
Flashes.

③ Use DATA ENTRY A to select the multisound to get.





```
F9 Sselect M.SOUND
M.SND#01:TEST-#01
```

Shows you can select  
the multisound.

Shows which multisound number the selected multisound will have when loaded into the system. Shows the name.

④ Press ENTER to go ahead.

Press  after the selection 



● You are asked for confirmation.

Shows the multisound name that you load.  
Shows the multisound length that you load.

```
F9 TEST-#01 L=052337
Are You Sure? (Y/N)_
```

⑤ Press YES or NO to reply.

★ Press YES to load. After loading you are asked if you want to continue.

Press  

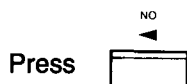
● Display asks you to wait while loading.  
● Then you are asked whether you wish to continue to use the get multisound function.

```
F9 Loading...
Please Wait a Minute
```

Shows the loaded multisound's name.

```
F9 TEST-#01 Loaded
Continue ? (Y/N)_
```

★ Press NO to interrupt the operation. The display asks if you wish to continue to use this function.



- Display confirms function canceled and asks you whether you wish to continue to use the get multi-sound function.

Shows the multison's name and length that you tried to load.

```
F9 TEST-#01 L=052337
Continue ? (Y/N)_
```

⑥ Press YES to continue to use this function.



- This takes you back to the display in step ①. You can continue with the procedure from step ②.

★ Press NO to abort the function.



- You can now select another function or change modes.

(The display says Loading Completed if you pressed YES in step ⑤.)

```
F9 Loading Completed
Select (1-9):_
```

Shows you can select the function.

(The display says Aborted if you pressed NO in step ⑤.)

```
F9 Aborted
Select (1-9):_
```

Shows you can select the function.

# DISK UTILITIES

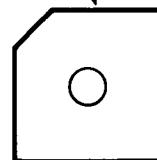
## 1. Functions within the disk utilities \_\_\_\_\_

### FO FORMAT DISK

#### 1 About the format disk function

- After purchasing blank disks you must use this function to format the disks before you can use them.

After purchasing blank disks you must use this function to format the disks before you can use them.



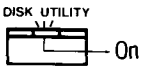


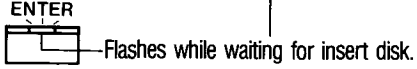


#### CAUTION:

The formatting function erases any and all previous information from the disk. You can not recover information lost in this way. Be very careful not to accidentally format a disk that contains your sounds and patches.

The F1 DISK PROTECT function does not prevent formatting or protect data on the disk if you try to format a disk. However, the physical WRITE PROTECT tab on the disk will prevent erasure and formatting.



## 2 Using the format disk function

| Operation   | Operation of DSS-1   |
|---|--|
| <p>① Select the DISK UTILITY mode.</p>  | <ul style="list-style-type: none"> <li>● Indicates DISK UTILITIES mode.</li> </ul>  <ul style="list-style-type: none"> <li>● The display prompts you to choose a function. (See section on conditions of function selection, page .)</li> </ul> |
| <p>① Press the number 0 key.</p> <p>Press  →</p>                             | <ul style="list-style-type: none"> <li>● The display prompts you to insert disk and press ENTER.</li> </ul> <p>Shows the format disk function.</p>       |
| <p>② Put in a disk to be formatted and then press ENTER.</p> <p>Press  →</p> | <ul style="list-style-type: none"> <li>● You are asked if you format the disk.</li> </ul>    |

③ If you truly want to format that disk (and permanently erase any and all data that may be on it), then press the YES key.



- You can now format that disk. (It takes about 2 min. 30 sec. to format.)
- After formatting, you are asked if you wish to continue to format disks.

```
F0 FORMAT DISK
  Formatting...
```



```
F0 DISK Formated
Continue ? (Y/N)_
```

★ Press NO to abort the function.



- Display confirms function aborted. And you can select another function or change modes.

```
F0  Aborted
   Select (0-7):_
```

↑  
Shows you can select the function.

④ Press YES or NO to reply.

★ To continue with this function, press YES.



- This takes you back to the display in step①, then you continue from step②.

★ To quit the function, press NO.



- You can now choose another function or change modes.

```
F0 DISK Formated
Select (0-7): _
```

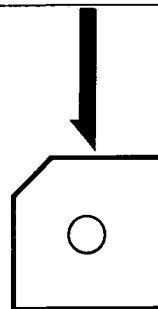
Shows you can select the function.

## F1 DISK PROTECT (SET/RESET)

### 1 About the disk protect (set/reset) function

- This is one way of protecting the information on a disk from accidental erasure or change. You SET this to protect a disk (i.e. prevent erasure or change). You RESET it to return to normal and allow erasure or change.

Protect the information on a disk from accidental erasure or change.

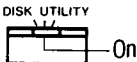


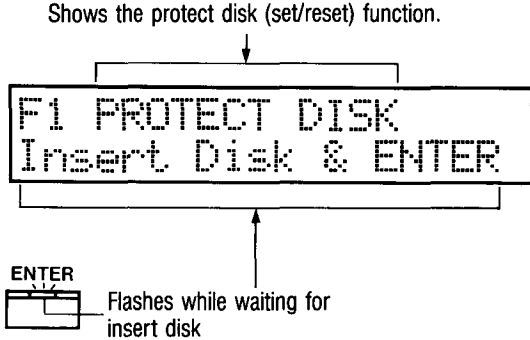


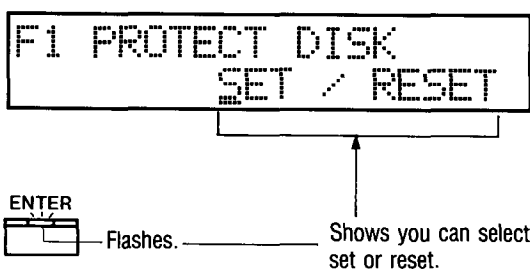


- Note that if a disk is protected then you can not save data to it. You can always retrieve (read) data from a disk no matter what its PROTECT status.

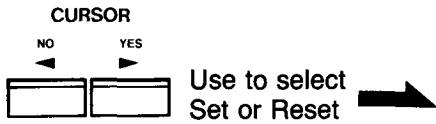
#### **Caution:**

This function gives no protection against disk formatting using the F0 FORMAT DISK function. Formatting wipes out everything. For protection against accidental formatting, you must set the physical write protect tab (read-only tab) on the disk so that the hole is open. See the section on WRITE PROTECT.

2 Using the disk protect (set/reset) function

| Operation  | Operation of DSS-1   |
|--|--|
| <p>① Select the DISK UTILITY mode.</p>   | <ul style="list-style-type: none"> <li>● Indicates DISK UTILITIES mode.</li> </ul>  <ul style="list-style-type: none"> <li>● The display prompts you to choose a function. (See section on conditions of function selection, page .)</li> </ul> |
| <p>① Press the number 1 key.</p> <p>Press  </p>  | <ul style="list-style-type: none"> <li>● The display shows the currently selected system.</li> </ul> <p>Shows the protect disk (set/reset) function.</p>   |
| <p>② Insert the disk that you want to protect or un-protect into the slot. Press ENTER.</p> <p>Press  </p> | <ul style="list-style-type: none"> <li>● You can select set or reset.</li> </ul>   |

③ Move the cursor under SET (to protect) or RESET (to unprotect and allow changes).



```
F1 PROTECT DISK
  SET / RESET
```

Shows the cursor under the selected set or reset.  
(Example shows when you choose protect set.)

④ Press ENTER.



- You are asked whether it is okay to go ahead with the SET PROTECTION or RESET PROTECTION procedure.

**(Set protection)**

```
F1 SET PROTECTION
Are You Sure? (Y/N)_
```

**(Reset protection)**

```
F1 RESET PROTECTION
Are You Sure? (Y/N)_
```

⑤ Press YES to execute.



- You can now choose another function or change modes.

(Set protection)

```
F1 DISK Protecting
Please Wait a Minute
```



```
F1 DISK Protected
Select (0-7):_
```

Shows you can select the function.

(Reset protection)

```
F1 DISK Unprotecting
Please Wait a Minute
```



```
F1 DISK Unprotected
Select (0-7):_
```

Shows you can select the function.

- You can now choose another function or change modes.

★ Press NO to abort.



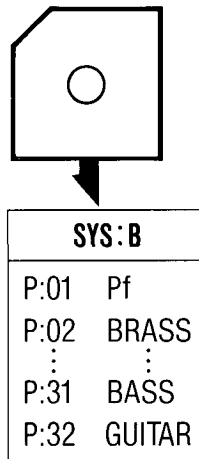
```
F1 Aborted
Select (0-7):_
```

Shows you can select the function.

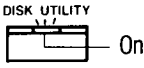

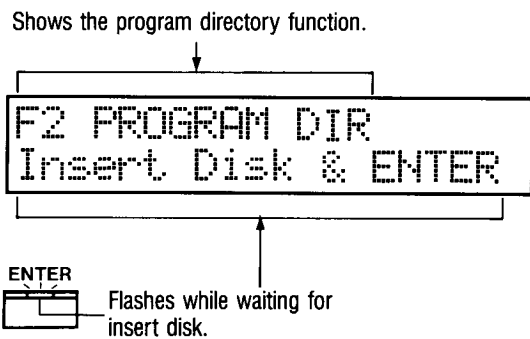
# F2 PROGRAM DIRECTORY

## 1 About the program directory function.

■ This shows you the names of all 32 programs in a specified system (A, B, C, or D) on a disk. This is the easy way to check what programs you have on a disk.



## 2 Using the program directory function.

| Operation   | Operation of DSS-1   |
|---|--|
| <p>① Select the DISK UTILITY mode.</p>  | <ul style="list-style-type: none"> <li>● Indicates DISK UTILITIES mode.</li> </ul>  <ul style="list-style-type: none"> <li>● The display prompts you to choose a function. (See section on conditions of function selection, page .)</li> </ul> |
| <p>① Press the number 2 key.</p> <p>Press </p> | <ul style="list-style-type: none"> <li>● The display shows the currently selected system.</li> </ul> <p>Shows the program directory function.</p>    |

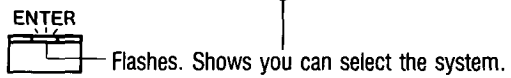


② Insert a disk and press ENTER.

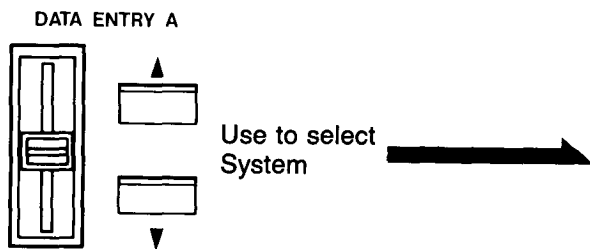


● You can select the system.


```
F2 PROGRAM DIR
Select SYSTEM: A
```



③ Use DATA ENTRY A to select a system.



```
F2 PROGRAM DIR
Select SYSTEM: D
```

Shows the currently selected system.   
(Example shows when you choose system: D)

④ Press ENTER.

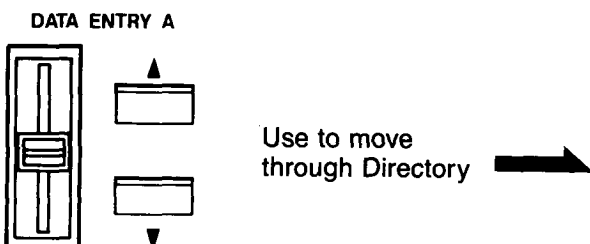


● You can move the program directory after inserting disk.

```
F2 Use DATA ENTRY A
SYS:0 P:01 PF1
```

Shows you can move the program directory.

⑤ Use DATA ENTRY A to move through the directory as shown on the bottom line of the display.



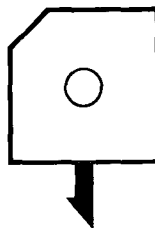
```
F2 Use DATA ENTRY A
SYS:D P:03 BR1
```

Shows the system. Shows the program number and name.

# F3 MULTISOUND DIRECTORY

## 1 About the multisound directory function.

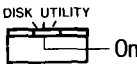

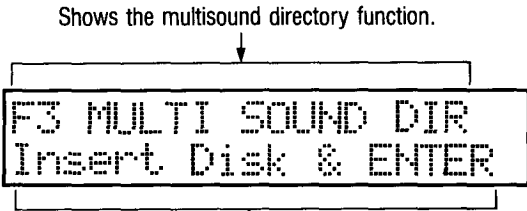

■ This gives a directory of multisounds on a disk.





MULTI SOUND NAME

·Piano  
·Strings  
·Brass  
·  
·

## 2 Using the multisound directory function.

| Operation   | Operation of DSS-1   |
|---|--|
| <p>① Select the DISK UTILITY mode.</p>  | <ul style="list-style-type: none"> <li>● Indicates DISK UTILITIES mode.</li> </ul>  <ul style="list-style-type: none"> <li>● The display prompts you to choose a function. (See section on conditions of function selection, page .)</li> </ul>   |
| <p>① Press the number 3 key.</p> <p>Press </p> | <ul style="list-style-type: none"> <li>● You can select the multisound directory after inserting disk.</li> </ul> <p>Shows the multisound directory function.</p>   <p>Flashes while waiting for insert disk.</p> |

② Insert a disk and press ENTER.

Press  after put a disk 

● After searching on a disk, you can move the multi-sound directory.

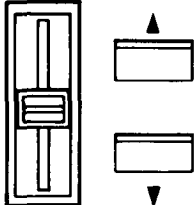
```
F3 Searching for  
M: SOUNDS-on Disk
```


```
F3 Use DATA ENTRY A  
M. SND Name: A. PFYF
```

Shows you can move the multisound directory.

③ Use DATA ENTRY A to move through the directory as shown on the bottom line of the display.

DATA ENTRY A



Use to move through Directory 

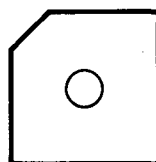
```
F3 Use DATA ENTRY A  
M. SND Name: QW5AW0
```

Shows the multisound name.

# F4 SOUND DIRECTORY

## 1 About the sound directory function

- This gives a directory of sound on a disk.

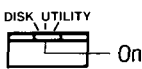

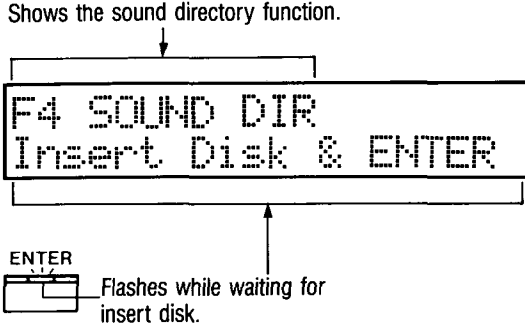


### SOUND NAME

```

·Pf-#01
·Pf-#03
·Pf-#03
:
    
```

## 2 Using the directory function

| Operation   | Operation of DSS-1   |
|---|--|
| <p>① Select the DISK UTILITY mode.</p>  | <ul style="list-style-type: none"> <li>● Indicates DISK UTILITIES mode.</li> </ul>  <ul style="list-style-type: none"> <li>● The display prompts you to choose a function. (See section on conditions of function selection, page .)</li> </ul> |
| <p>① Press the number 4 key.</p> <p>Press </p> | <ul style="list-style-type: none"> <li>● You can select the sound directory after inserting disk.</li> </ul> <p>Shows the sound directory function.</p>    |

② Insert a disk and press ENTER.




- After searching on a disk, you can move the sound directory.

```
F4 Searching for
SOUNDS on Disk
```

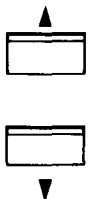



```
F4 Use DATA ENTRY A
SOUND Name: EP#1
```

 Shows you can move the sound directory.

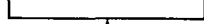
③ Use DATA ENTRY A to move through the directory which is shown on the bottom line of the display.

DATA ENTRY A



Use to move  
through Directory 

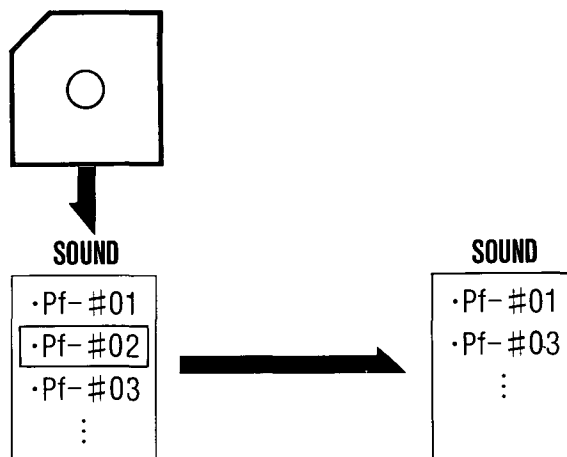
```
F4 Use DATA ENTRY A
SOUND Name: EB#1
```

 Shows the sound name.

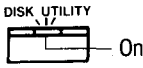


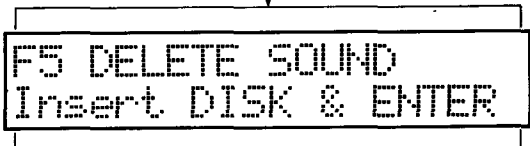

## F5 DELETE SOUND

### 1 About the delete sound function.

- This function lets you delete (erase) particular sounds from a disk. By deleting unwanted sounds you can open up that much more free area for saving new data.



### 2 Using the delete sound function.

| Operation   | Operation of DSS-1  |
|---|---|
| <p>① Select the DISK UTILITY mode.</p>  | <ul style="list-style-type: none"> <li>● Indicates DISK UTILITIES mode.</li> </ul>  <ul style="list-style-type: none"> <li>● The display prompts you to choose a function. (See section on conditions of function selection, page .)</li> </ul>  |
| <p>① Press the number 5 key.</p> <p>Press  </p> | <ul style="list-style-type: none"> <li>● The display shows the currently selected system.</li> </ul> <p>Shows the delete sound function.</p>  <p>ENTER  Flashes while waiting for insert disk.</p> |

② Insert the disk that has the sound(s) that you wish to remove. Press the ENTER key.



● After searching on a disk, you can select the sound.

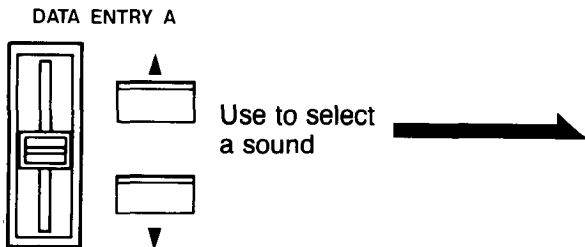
```
F5 Searching for  
SOUNDS on Disk
```



```
F5 Use DATA ENTRY A  
Select&Press ENTER
```

Shows you can select the sound.

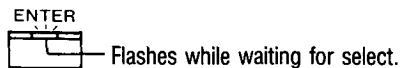
③ Use DATA ENTRY A to select the sound to be deleted.



● Display shows the sound name.  
● ENTER key flashes while waiting for select.

```
F5 Use DATA ENTRY A  
Select Name: BR#1
```

Shows the sound name.


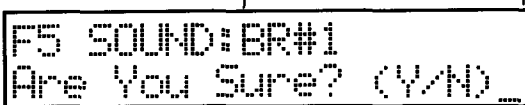


④ Press ENTER to input your choice.



- The display asks if it is okay to go ahead and delete the selected sound.

Shows the sound name that you delete.

  
  
F5 SOUND:BR#1  
Are You Sure? (Y/N)\_

⑤ Press YES to delete. Or press NO to abort.



- ★ Press YES to proceed to load the selected sound from disk to memory.



- After deleting, you are asked if you wish to continue to use the sound function.

  
F5 Deleting...  
Please Wait a Minute

Shows the deleted sound name.

  
  
F5 BR#1 Deleted  
Continue ? (Y/N)\_



★ Press NO to abort.



- In either case you are asked whether you wish to continue to use this function.

```
F5  Aborted
Continue ? (Y/N)_
```

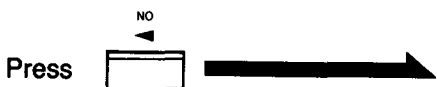
⑥ Press YES to delete. Or press NO to abort.

★ Press YES to proceed to load.



- If you answer YES then you get the display in step ① and can proceed from step ②.

★ Press NO to abort.



- Otherwise (if you answer NO) you are given the function selection prompt.

(The display says deleted if you pressed YES in step ⑤.)

```
F5 BR#1 Deleted
Select (0-7):_
```

Shows you can select the function.

(The display says aborted if you pressed NO in step ⑤.)

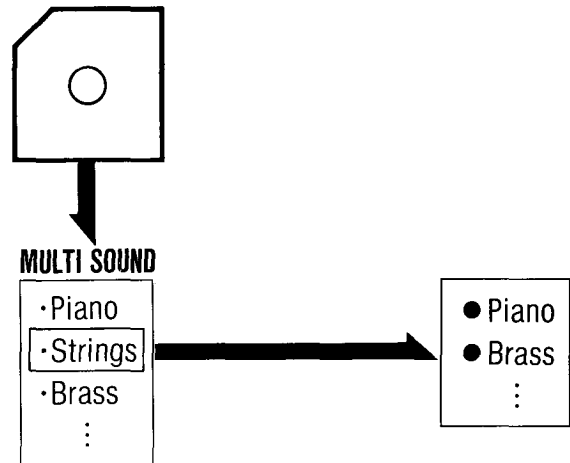
```
F5  Aborted
Select (0-7):_
```

Shows you can select the function.

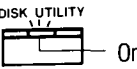

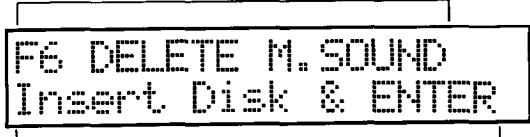

## F6 DELETE MULTISOUND

### 1 About the delete multisound function

■ This function lets you delete (erase) particular multisounds from a disk. By deleting unwanted multisounds you can open up more free area for saving new data.



### 2 Using the delete multisound function.

| Operation   | Operation of DSS-1   |
|---|--|
| <p>① Select the DISK UTILITY mode.</p>  | <ul style="list-style-type: none"> <li>● Indicates DISK UTILITIES mode.</li> </ul>  <ul style="list-style-type: none"> <li>● The display prompts you to choose a function.</li> </ul>   |
| <p>① Press the number 6 key.</p> <p>Press </p> | <ul style="list-style-type: none"> <li>● The display shows the currently selected system.</li> </ul> <p>Shows the delete multisound function.</p>   <p>Flashes while waiting for insert disk.</p> |

② Insert the disk that has the multisound(s) that you wish to remove. Press the ENTRY key.




- You can select the multisound after inserting disk.

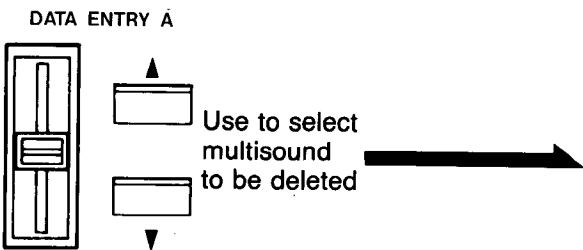
```
F6 Searching for  
M.SOUNDS on Disk
```



```
F6 Use DATA ENTRY A  
Select&Press ENTER
```

 Shows you can select the multisound.

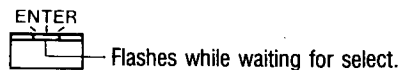
③ Use DATA ENTRY A to select the multisound to be deleted.



- The currently selected multisound name is shown on the lower line of the display.

```
F6 Use DATA ENTRY A  
Select Name: TEST-#01
```

 Shows the multisound name.



④ Press ENTER to input your choice.



- The display asks if it is okay to go ahead and delete the selected multisound.

Shows the multisound name that you delete.


  
  
F6 M. SOUND: TEST-#01  
Are You Sure? (Y/N)\_


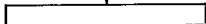
⑤ Press YES to delete. Or press NO to abort.



- In either case you are asked whether you wish to continue to use this function.

F6 Deleting...  
Please wait a Minute

  
Shows the deleted multisound name.

  
  
F6 TEST-#01 Deleted  
Continue ? (Y/N)\_

★ Press NO to abort.



- In either case you are asked whether you wish to continue to use this function.

```
F6  Aborted
Continue ? (Y/N)_
```

⑥ Press YES to delete. Or press NO to abort.

★ Press YES to proceed to load.



- If you answer YES then you get the display in step ① and can proceed from step ②.

★ Press NO to abort.



- Otherwise (if you answer NO) you are given the function selection prompt.

(The display says deleted if you pressed YES in step ⑤.)

```
F6 TEST-#01 Deleted
Select (0-7):_
```

↑  
Shows you can select the function.

(The display says aborted if you pressed NO in step ⑤.)

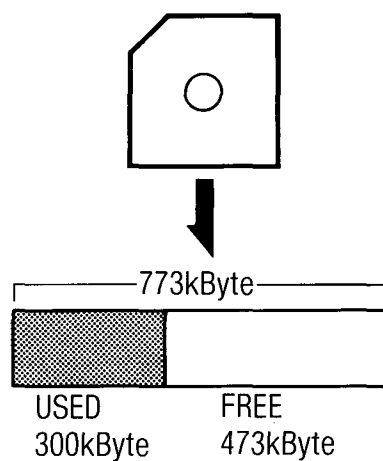
```
F6  Aborted
Select (0-7):_
```

↑  
Shows you can select the function.

## F7 DISK STATUS

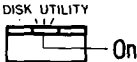



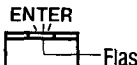



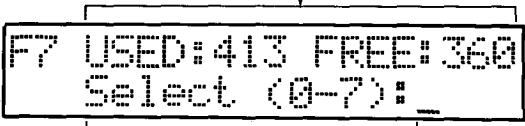
### 1 About the disk status function

- Shows the size of the used and free data storage areas on a disk. This is useful to find out how many more sounds and multisounds you can store on a disk.



- The unit of display is the KByte (K) or kilobyte. One floppy disk used in this system has a capacity of 773K.

## 2 Using the disk status

| Operation   | Operation of DSS-1  |
|---|---|
| <p>① Select the DISK UTILITY mode.</p>  | <ul style="list-style-type: none"> <li>● Indicates DISK UTILITIES mode.</li> </ul>  <ul style="list-style-type: none"> <li>● The display prompts you to choose a function. (See section on conditions of function selection, page .)</li> </ul>  |
| <p>① Press the number 7 key.</p> <p>Press  </p>  | <ul style="list-style-type: none"> <li>● The display shows the disk status function, and you wait for inserting disk.</li> </ul> <p>Shows the disk status function.</p>   <p>Flashes. Shows the disk status function.</p>  |
| <p>② Insert the disk that you want to check. Then press the ENTER key.</p> <p>Press  </p> | <ul style="list-style-type: none"> <li>● The display will show the amount of used disk space and the amount of free disk space. You can now choose another function or change modes.</li> </ul>  <p>Shows the disk status.</p>  <p>Shows you can select the function.</p> |

# MIDI MODE

## 1. Function within the MIDI mode

### F1 CHANNEL SELECT

#### 1 About the channel select function.

- This function is used to set the MIDI send and receive channel numbers.

The power on default is channel 1 for both transmission and reception.

#### Caution:

Do not change the MIDI Transmission channel number while operating the keyboard, the joystick, or a foot switch connected to the rear panel damper jack.

#### The receive channel values

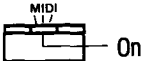



1ch~16ch

#### The send channel values

1ch~16ch

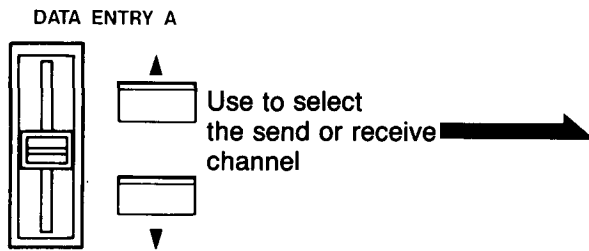
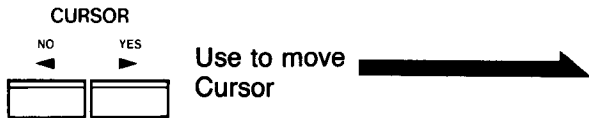
You can choose any MIDI channel number from 1 through 16 as the send channel or as the receive channel.

#### 2 Using the channel select function.

| Operation   | Operation of DSS-1  |
|---|---|
| <p>① Select the MIDI mode.</p>  | <ul style="list-style-type: none"> <li>● Indicates MIDI mode.</li> </ul>   |
| <p>① Press the number 1 key.</p> <p>Press  </p> | <ul style="list-style-type: none"> <li>● The display shows the current settings.</li> </ul> <p>Shows the channel select function.</p>  <p>Shows the receive channel.      Shows the send channel.</p> |



- ② Use the CURSOR keys to move the cursor to the send (TRANS) or receive side of the display.



- Then use DATA ENTRY A to select the channel number that you want.

```
F1 CHANNEL SELECT
TRANS:01 RECEIVE:01
```

(Example shows when you select the receive channel.)

- You can select the parameter where the cursor displayed.

```
F1 CHANNEL SELECT
TRANS:01 RECEIVE:16
```

(Example shows receive channel set to 16.)

## F2 FUNCTION SELECT

### 1 About the function select

- This provides filtering reception of MIDI program change and for transmission and reception of control change, pitch bender, and channel pressure (after-touch).

#### Program change can be set to:

OFF、MODE1、MODE2、MODE3

#### Modulation can be set to :

ON、OFF

#### After-touch can be set to:

ON、OFF




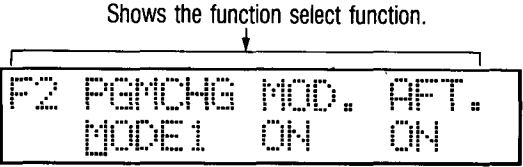
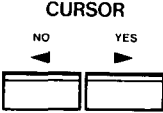





- When a program change message is received, the DSS-1 responds according to your setting in this function. This is shown in the chart here.

| Receive Program No. | OFF       | MODE 1     | MODE 2     | MODE 3       |
|---------------------|-----------|------------|------------|--------------|
| 0-31                | NO CHANGE | SYS A:1-32 | SYS C:1-32 | Current 1-32 |
| 32-63               | NO CHANGE | SYS B:1-32 | SYS D:1-32 | Current 1-32 |
| 64-95               | NO CHANGE | SYS C:1-32 | SYS A:1-32 | Current 1-32 |
| 96-127              | NO CHANGE | SYS D:1-32 | SYS B:1-32 | Current 1-32 |

- Turn the modulation (MDD) parameter on to enable transmission and reception of control change and pitch bender messages. Turn MOD off to filter out transmission and reception of these message.

- Turn the after-touch (AFT) parameter on to enable transmission and reception of channel pressure messages. Turn MOD off to filter out these messages.

## 2 Using the function select

| Operation  | Operation of DSS-1   |
|--|--|
| <p>① Select the MIDI mode.</p>   | <ul style="list-style-type: none"> <li>● Indicates MIDI mode.</li> </ul>  <p>A small rectangular indicator with a vertical line and the word "MIDI" above it, and "On" to its right.</p>  |
| <p>① Press the number 2 key.</p>  <p>Press </p>  | <ul style="list-style-type: none"> <li>● Use DATA ENTRY A to adjust the value at the cursor position.</li> </ul>  <p>Shows the function select function.</p> <pre> F2 PRGCHG MOD. AFT. MODE1 ON ON     </pre> <p>Shows the program change. Shows the modulation. Shows the after-touch.</p>  |
| <p>② Use the CURSOR keys to move the cursor under the current setting of the parameter that you want to change.</p>  <p>Use to move Cursor </p>  <p>Use to select Parameter </p> | <ul style="list-style-type: none"> <li>● You can select the parameter where the cursor displayed.</li> </ul>  <p>(Example shows when you select the after-touch.)</p> <ul style="list-style-type: none"> <li>● Then use DATA ENTRY A to select the channel number that you want.</li> </ul>  <p>(Example shows when you turn the after-touch off.)</p> |

# F3 OMNI MODE

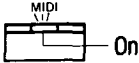


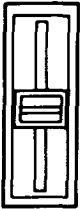

## 1 About the omni mode function

■ This function lets you change the DSS-1's OMNI mode.

■ Note that the OMNI mode also changes according to OMNI ON and OMNI OFF messages received over MIDI.

| The OMNI mode values |
|----------------------|
| ON, OFF              |

## 2 Using the omni mode function

| Operation   | Operation of DSS-1   |
|---|--|
| <p>① Select the MIDI mode.</p>  | <ul style="list-style-type: none"> <li>● Indicates MIDI mode.</li> </ul>    |
| <p>① Press the number 3 key.</p> <p>Press  →</p>   | <ul style="list-style-type: none"> <li>● The display shows the current OMNI setting.</li> </ul> <p>Shows the omni mode function.</p>  <p>Shows when you turn the omni mode on.</p> |
| <p>② Use DATA ENTRY A to change the OMNI mode setting.</p> <p>DATA ENTRY A</p>  <p>Use to change OMNI mode setting →</p> | <ul style="list-style-type: none"> <li>● Shows the selected OMNI setting.</li> </ul>  <p>(Example shows when you turn omni mode off.)</p>  |

# F4 LOCAL ON/OFF

## 1 About the local on/off function

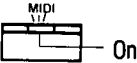




■ This function lets you switch local control on or off.

### The LOCAL ON/OFF values

ON, OFF

■ This setting also changes according to LOCAL OFF messages received over MIDI.

## 2 Using the local on/off function

| Operation  | Operation of DSS-1   |
|--|--|
| <p>① Select the MIDI mode.</p>   | <ul style="list-style-type: none"> <li>● Indicates MIDI mode.</li> </ul>    |
| <p>① Press the number 4 key.</p> <p>Press  →</p>                                    | <ul style="list-style-type: none"> <li>● The display shows the current LOCAL CONTROL setting.</li> </ul> <p>Shows the local on/off function.</p>  <p>Shows when you turn local control on.</p> |
| <p>② Use DATA ENTRY A to change the setting.</p>  <p>Use to change the setting →</p> | <ul style="list-style-type: none"> <li>● The display shows the selected setting.</li> </ul>  <p>(Example shows when you turn local control off.)</p>   |

## F5 SAVE MIDI PARAMETERS

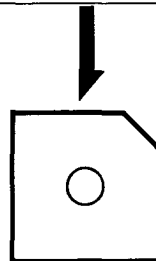
### 1 About the save MIDI parameters function

■ This lets you save the current MIDI parameter settings to disk. These include the F1 CHANNEL SELECT, F2 FUNCTION SELECT, F3 OMNI MODE, and F4 LOCAL ON/OFF values.

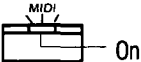


■ Saved parameters are loaded from disk together with the systems that they were saved with.

### MIDI PARAMETER-MEM.

TRANS  
RECEIVE  
PGMCHG  
MOD.  
AFT.  
OMNIMODE  
LOCAL CONTROL

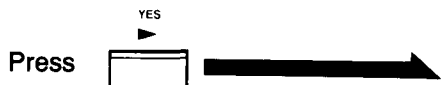


### 2 Using the save MIDI parameters function

| Operation   | Operation of DSS-1   |
|---|--|
| <p>① Select the MIDI mode and make sure that there is a disk in the drive.</p>  | <p>● Indicates MIDI mode.</p>   |
| <p>① Press the number 5 key.</p> <p>Press </p> | <p>● You are asked whether or not you want to save the current MIDI parameter settings to disk.</p> <p>Shows the save midi parameters function.</p>  |

② Press YES or NO to reply.

★ Press YES to save the MIDI parameter settings to disk.



- The display will confirm completion of the task and give you the function selection prompt.

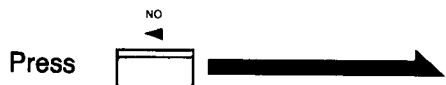
```
F5 Saving...  
Please Wait a Minute
```



```
F5 Saving Completed  
Select (1-5):_
```

Shows you can select the function.

★ Press NO to abort.



- The display will confirm abortion and give you the function selection prompt.

```
F5 Aborted  
Select (1-5):_
```

Shows you can select the function.

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