PROPHET 12

Since the initial release of the Prophet 12, we've created a new operating system and have added some great new features.

- **Arp Lock Notes**
- **Multi-mode**
- **Osc Slop All Mod destination**
- **Audio out mod source**

- **Delay Pan**
- **Delay filters**
- **New NRPNs**

Lock Notes

Off, On—With the arpeggiator ON, play and hold notes. Turning Lock Notes On while notes are held will take a temporary snapshot of your arpeggio and save it to the arpeggiator scratchpad. The arpeggiated pattern can now be transposed to any note on the keyboard simply by playing a single note.


Note: Lock Notes can be used in conjunction with the Hold button for arpeggiator transposition with continuous arpeggiator playback.

You can also edit the arpeggio, which is temporarily saved to the scratchpad.

To get to the Arpeggiator Scratchpad:

1. Press the Arp Misc tab

2. Set Lock Notes to On.

3. When Lock Notes is On, Soft key #4 becomes a button called Edit Arp.

4. Press Edit Arp to access the arpeggiator snapshot.

The arp edit screen displays the arpeggiator snapshot. From this screen it is possible to change note values, insert new notes, insert rests, delete notes, and change note velocities. The arpeggiator holds a maximum of 32 notes.
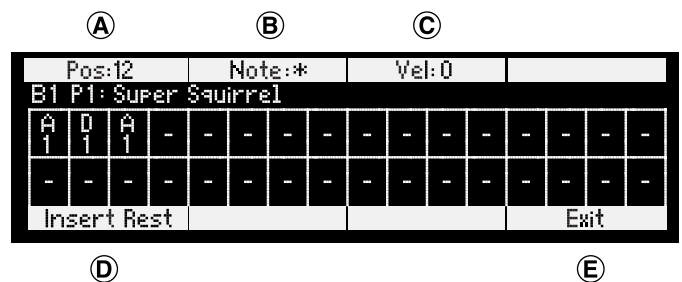
A. **Position** (soft knob 1): Changes current cursor edit position

B. **Note** (soft knob 2): Changes current note value

C. **Velocity** (soft knob 3): Changes current note velocity

D. **Insert/Delete Rest** (soft button 1): Insert or Delete rest

E. **Exit Scratchpad** (soft button 4): Exits arp edit screen

You can also save notes to the arpeggiator scratchpad if Lock Notes is OFF. To do so, when notes are held and you are looking at either the Arp Main, or Arp Misc screens, soft key #4 becomes a button called Capture Arp. The Capture Arp text is only present when notes are held. When Capture Arp is pressed, the note combination is temporarily saved to the arpeggiator scratchpad.

Note: You can save an arpeggio in program memory. However, you must save the program by pressing the Write button in order to save the arpeggio, it is not saved automatically.

Multi Mode

When Multi Mode is On, the Prophet 12 can be controlled by two separate MIDI channels. In Multi Mode, Layer A will only play voices 1-6 and Layer B will only play voices 7-12.

To Turn Multi Mode On:

1. Press Global.

2. Scroll down to 4. MIDI Multi Mode and turn it On. Note that the parameter MIDI Channel changes to show the channels for the A and B layers.

3. Press Global again to exit the Global menu.

   - **For Multi Mode: Normal/Split/Stack:** The front panel controls will send MIDI data on Layer A's MIDI channel.

   - **Press the Edit Layer B button to activate Layer B.** The front panel controls will now send MIDI data on Layer B's MIDI channel.

   - **Press and hold the Edit Layer B button to enter Link Edit Mode.** The front panel controls send MIDI data on both channels simultaneously.

   - **If Split A|B is active,** the split point determines the MIDI note channel assignment for Layer A and Layer B.

   - **If Stack A + B is active,** MIDI data from the front panel controls is sent on Layer A's MIDI channel by default. Press Edit Layer B to send MIDI data on Layer B's channel.

Note: If the MIDI channel is set to ALL, Layer B's MIDI channel will be set to OFF. Choose a single MIDI channel to activate Layer B's MIDI channel. Program Changes affect BOTH layers.

Delay Filter

A Lowpass or Highpass filter has been added to the Delay/Feedback path. Use the lowpass filter to create natural sounding echoes and analog tape echo effects. The highpass filter can create interesting flange effects and unnatural sounding echoes.

LP/HP frequency is adjustable from 0…127. This sets the cutoff frequency of the lowpass or highpass filter in the output/feedback path.

A lowpass setting of 127 results in no filtering. The highpass filter works just the opposite, where a setting of 127 equals maximum filtering.

DSI-967R

Digital Delay (x4)
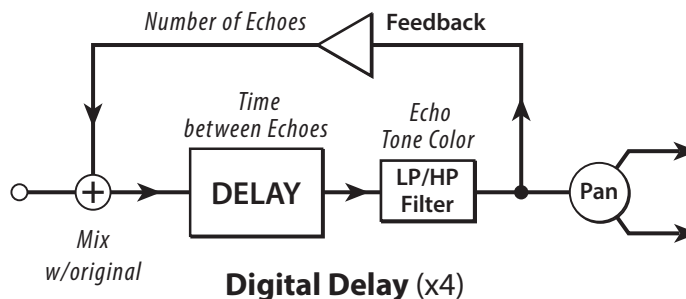
Delay Pan

A **Pan** setting has been added to the Delay menu. Formerly, Pan was only available as a modulation destination.

Oscillator Slop

Oscillator Slop has now been added to the list of modulation destinations. This allows the oscillators to change from tight to sloppy during the note evolution, for example.

Audio Out Modulation Source

The audio out of the VCA can now be used as a modulation source, which can really take you into some uncharted territory.

New NRPNs

Here are the NRPN's for the new Arp and Delay parameters:

Arp Lock On/Off - 295	Delay 3 HPF - 209
Arp Note - 301-333	Delay 3 Filter Mode - 210
Arp Velocity - 334-366	Delay 3 Pan - 429
Delay 1 LPF - 192	Delay 4 LPF - 216
Delay 1 HPF - 193	Delay 4 HPF - 217
Delay 1 Filter Mode - 194	Delay 4 Filter Mode - 218
Delay 1 Pan - 427	Delay 4 Pan - 430
Delay 2 LPF - 200	Layer A Prog Change - 500
Delay 2 HPF - 201	Layer A Bank Change - 501
Delay 2 Filter Mode - 202	Layer B Prog Change - 1012
Delay 2 Pan - 428	Layer B Bank Change - 1013
Delay 3 LPF - 208	

Prog/Bank Change: Sending an NRPN change to 500 changes the program assigned to layer A in the edit buffer. The value is equal to the program + layer that you are changing it to, i.e. a value of 0 would load layer A of program 1 into layer A. A value of 1 would load layer B of program 1 into layer A. A value of 50 would load layer A of program 25 into layer A. A value of 51 would load layer B of program 25 into layer A.

An NRPN change to 501 changes the bank of that layer. So sending value of 0 would change the bank of that layer to bank 1.

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I N S T R U M E N T S