Prophet Rev2 Manual Addendum

OS Version 1.0.7.2

Prophet Rev2 OS version 1.0.7.2 adds a new "audition layer" feature that allows you to freely access and replace a sound on Layer A or Layer B with a sound from any other preset in the synthesizer. This feature is described below.

If you purchased your Prophet Rev2 prior to August 10, 2017 and wish to use this new feature, you'll need to update your OS to version 1.0.7.2 or later.

To update your Prophet Rev2 OS, you'll need a computer and a USB cable, or a MIDI cable and MIDI interface. To download the latest version of the OS along with instructions on how to perform a system update, visit the DSI website at:

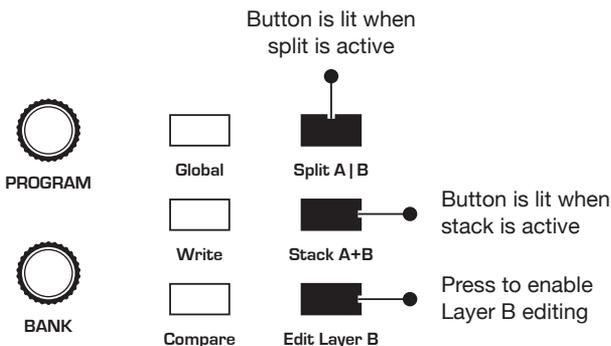*http://www.davesmithinstruments.com/updating-prophet-rev2-os/*

Copying Layer A and Layer B Presets Between Programs

The Prophet Rev2 is bi-timbral, meaning that it can produce two different sounds/programs at the same time, either by stacking them, or by allowing you to split the keyboard and assign one sound to the upper section of the keyboard and a different sound to the lower section of the keyboard.

The two layers are referred to as Layer A and Layer B. By default, Layer A is always active. But all factory programs also have a "B" layer, even if that layer isn't currently enabled. To hear Layer B in isolation, press the EDIT LAYER B button and disable stack or split (if active) by turning off the STACK A+B button or SPLIT A|B button. Pressing EDIT LAYER B a second time enables Layer A again.

When working with stacked or split sounds you can now replace either layer with a sound from any other preset in the synthesizer.

Split and Stack button

To change the sound on Layer A:

1. Press the MISC PARAMS button. Turn the PARAMETER knob to scroll to the menu item named "LAYER A: (bank and program numbers)." This is the "Audition Layer" parameter.

2. Use the BANK and PROGRAM knobs to scroll through any of the various presets in the synthesizer.

To change the sound on Layer B:

1. With MISC PARAMS enabled and the "Audition Layer" parameter selected, pres the EDIT LAYER B button. Layer B editing is enabled.

2. Use the BANK and PROGRAM knobs to scroll through any of the various presets in the synthesizer.

3. To turn off Layer B editing and return to Layer A editing, press the EDIT LAYER B button again.

Comparing Before You Save

Before saving the edited program, it's a good idea to listen to the program in the target location to make sure you really want to overwrite it.

To evaluate a program before you overwrite it:

1. Get ready to save by pressing the WRITE button. It starts flashing.

2. Press the COMPARE button. Its LED lights up.

3. Use the BANK and PROGRAM knobs to navigate to the sound you want to compare and play the keyboard to hear the sound.

4. To disable the compare function and go back to the edited sound, press the compare button again to turn it off. (Programs can't be written while in compare mode.)

5. If you want to save the edited sound, the WRITE button is still flashing and ready to save, so navigate to a location with the BANK and PROGRAM knobs and press WRITE. The sound is saved.

Alternatively, if you want to cancel saving and continue editing, press the GLOBAL button. Saving is canceled.

Saving an Edited Program

To save the edited program to the same preset location:

1. Press the WRITE button. Its LED begins blinking.

2. Press the WRITE button again. Its LED stops blinking and the program is saved.

To save a program to a different location:

1. Press the WRITE button. Its LED begins blinking.

2. Turn the BANK or PROGRAM knobs to select a new location. You can only save to banks U1-U4.

3. Press the WRITE button again. Its LED stops blinking and the program is saved.

Saving a program saves any edits to programs on both Layer A and Layer B.