Updaters,

Bug Fixes and New Features 2(2).a / 2(2).ac:
Available upon request.

Bug Fixes 2.2:
Volume adjustments made in MULTI–TIMBRAL operation don't null out unselected parameters.
System Crash Modwheel / Arpeggiator combo.

Bug Fixes 2.1:
Controller 1 works again. It had dropped out of sight (for months).
Program and Bank Change Commands are detected properly.

2.0 Specs follow, as no new elements were added to 2.2.

Configurable MULTI–TIMBRAL operation:

In MULTI mode you are now able to set each voice's pan position, rate, and depth, just as you could in patch mode; eliminating the voice pan information being determined by the "last patch sent" routine of "1.9D" and below. The pan L.F.O. waveform, key trigger, and MIDI clock sync are transferred into the MULTI preset from the patch settings. Editing of these functions must be carried out in patch mode. Note: Any MULTI presets programmed in software versions previous to 2.0 will suffer from random pan parameters—you will need to program the new pan parameters once newer OS versions are installed.

User burnable Flash–ROM banks are created by uploading, or saving (in the OMEGA) the RAM banks into ROM. The two RAM banks then become available for new sounds. User can also, at any time, customize his ROM sounds. (New units ship with factory set.) Editing of patches must be performed in RAM, so if one wishes to tailor-make his own "factory ROM" set, ROM banks sysex data must first be saved into sequencing platform of choice, loaded back to RAM banks C and D for tweaking, and then uploaded/saved from those edited RAM banks back to ROM (finally). Single patches cannot be uploaded to ROM, only entire banks.

Pay serious heed to the following cautionary prerequisites and requirements:

1. **DISABLE MIDI CLOCK.** If you do not you will damage, possibly irreparably, your new Flash–ROM chip.

2. Set your MIDI interface to 1MHz (this has nothing to do with "tempo," which is preset), or whatever your slowest transmission speed is; if you do not you will damage your Flash–ROM chip irreparably. If your interface doesn't allow you to define this value **DO NOT PROCEED.** Contact Analogia Inc. further instructions.

3. Save off your own sounds (i.e., ROM Banks A & B; RAM Banks C, D, and the MULTI Bank individually).

4. Follow these instructions to the letter—you are replacing your Omega's operating system. **THIS IS SERIOUS BUSINESS**.

5. Load / Install Omega8_OS_2.a / Omega8_OS_2.ac. "Play it in" as you would any track sequence. You will be asked if you want to update O.S. Agree to proceed. Scramble Note: After

O.S. is upgraded, MULTI patches from approximately 101–128 will become scrambled. Reload your saved MULTI bank.

6. A successful update will return you to Patch Rom A 1.

7. **PLEASE NOTE**: ANALOGIA INC. / STUDIO ELECTRONICS are not responsible for damage caused to your Flash-ROM chip by power surges, improperly grounded setups, or user error.

8. Load model appropriate patches from <u>Omega8FactoryBanks3-4-08.zip</u>: consists of ROM Bank A (loads into RAM Bank C), ROM Bank B (loads into RAM bank D), MULTI-Bank and all necessary bank change commands.

9. Upload RAM banks into ROM by pressing the global switch 3 times—located two buttons under the right green cursor button, in the Programmer section. It will read: SAVE RAM BANK TO ROM BANK. Rotate Q dial to select bank C. Use up-down cursor to select ROM bank A. Press save. Display will read: ARE YOU SURE. Rotate Q dial to initiate upload. Omega will restart. Once fully restarted, press global 3 times again. Repeat previous RAM uploading procedure, except now select bank D from RAM, and bank B in ROM.

10. After loading the newest sysex data, press global—located two buttons under the right green cursor button in the Programmer section. It will read: NOTE RANGE. Set LO and HI values. Press global again. It will read: SET # OF VOICES. Select the desired amount of synthesizers/polyphony – 1 through 8.

11. To address possible knob adjustment anomalies, press the Oscillator edit switch—located on the third knob row under the pulse width pots, above the start/stop switch of the Arpeggiator, and reset master tune (reads TUNE) if necessary.

Multitimbral Tips

Press and hold bank – part then press left cursor (switch immediately to left) to enter MULTI operation mode. No longer do you need to stretch your fingers all the way from the bank – part switch to the set up switch in the Multi/Midi section to access this vital area.

Press set up again and rotate Q dial to select MULTI TYPE:. In SPLIT mode press set up again to determine SPLIT POINT: MIDI NOTE #

Press set up once again to reenter MULTI TYPE:.

Modes: PREPARED, i.e., same MIDI channel, different sound per voice, SPLIT: 1+7, LAYER: 4+4, and MULTI (formerly 8 MONOS).

Mode editing:

In PREPARED press edit (first switch to the right of set up) and rotate Q dial to select patch # (cursor default). Shift cursor (using "left arrow" switch) under PATCH1 (through 8) and rotate Q dial to select ROM or RAM bank—represented by capitals A through D. Shift cursor (using "right arrow" switch) under OCT and rotate Q dial to set octave. Shift cursor (again using "right arrow" switch) under VOL and rotate Q dial to adjust volume. Press bank – part to audition and select PATCH. Second press of edit switch takes one to the 2MIX page. Rotate encoder to remove voice from stereo outs (default setting is ON). Press save to store selections to desired location.

In SPLIT press edit (first switch to the right of set up) and rotate Q dial to select patch # (cursor default). Shift cursor (using "left arrow" switch) under PATCH1 (through 2) and rotate Q dial to select ROM or RAM bank—represented by capitals A through D. Shift cursor (using "right arrow" switch) under OCT and rotate Q dial to set octave. Shift cursor (again using "right arrow" switch) under VOL and rotate Q dial to adjust volume. Press bank – part to alternate between 1–7 voice split. Note: In SPLIT mode press set up again to determine SPLIT POINT: MIDI NOTE #. Second press of edit switch takes one to the 2MIX page. Rotate encoder to remove voice from stereo outs (default setting is ON). Press save to store selections to desired location.

In LAYER press edit (first switch to the right of set up) and rotate Q dial to select patch # (cursor default). Shift cursor (using "left arrow" switch) under PATCH1 (through 2) and rotate Q dial to select bank—represented by a capitals A through D. Shift cursor (using "right arrow" switch) under OCT and rotate Q dial to set octave. Shift cursor (again using "right arrow" switch) under VOL and rotate Q dial to adjust volume. Press bank – part to alternate between each 4 voice layer. Second press of edit switch takes one to the 2MIX page. Rotate encoder to remove voice from stereo outs (default setting is ON). Press save to store selections to desired location.

In MULTI, short for MULTI CHANNELIZED (formerly 8 MONOS), press edit (first switch to the right of set up) and rotate Q dial to select patch # (cursor default). Shift cursor (using "left arrow" switch) under PATCH1 (through 8) and rotate Q dial to select bank—represented by capitals A through D. Shift cursor (using "right arrow" switch) under #VCS and rotate Q dial to set # of voices. Note: if all 8 voices are assigned to one patch, this cooly intuitive OS doesn't let you select other patches, as you have already designated them. The same would apply to two four voice configurations, and so on. Shift cursor (again using "right arrow" switch) under TYPE and rotate Q dial to select monophonic or polyphonic—represented by MON and PLY respectively. Press bank – part to audition and select MIDI channel (PART or VOICE). Second press of edit switch takes one to the 2MIX page. Rotate encoder to remove voice from stereo outs (default setting is ON). Press save to store selections to desired location. Note: If all 8 voices aren't assigned the MULTI patch will not function at all.

Changes made to the #VCS (# of voices) and TYPE (monophonic or polyphonic) have to be saved and reloaded to to take effect (e.g., save your edits, change Omega patch to another, and then return to your newest creation to behold and adore your newfound programming brilliance.

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