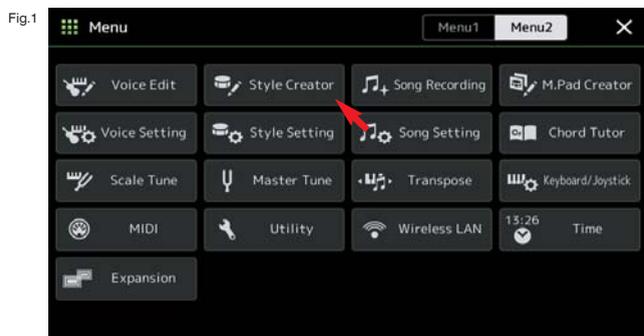


My son and I share a Genos keyboard and we both get much pleasure out of using the Free Play styles. We find them absolutely thrilling and wondered whether it would be possible to create our own. I have not found a way to do this and wondered whether you might be able to help...

John Crockford (West Sussex)

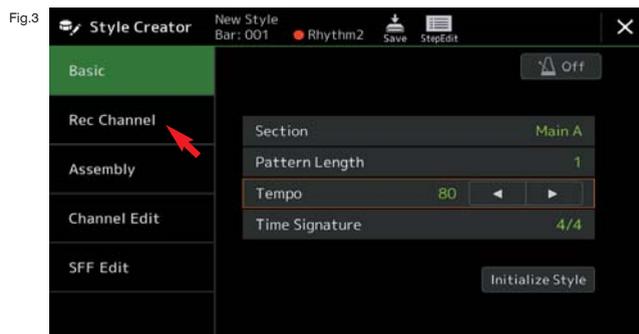
Hi John, you'll be pleased to read that making a Free Play Style is much easier than writing down how to do it... purely due to the amount of page space it takes up. Let's have a go at putting together a Main A section and then you can build on the idea from there.

Start by pressing the [MENU] button and selecting Style Creator from Menu 2 (fig.1).



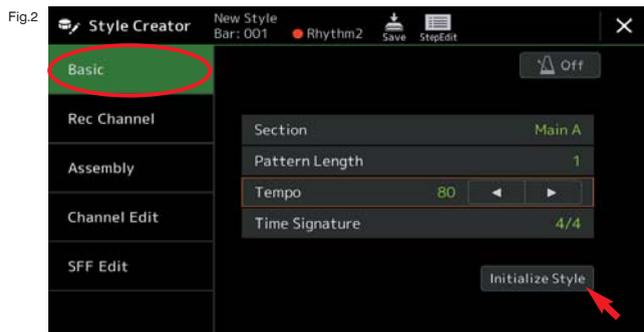
D etc.), the Pattern Length (i.e. how many bars there are in the Style pattern), the Tempo and the Time Signature (i.e. how many beats there will be per bar). To make things as simple as possible I've set the Pattern Length at 1 bar and slowed the tempo to 80 bpm (beats per minute) as shown in fig.2.

Once you've set up the controls in the 'Basic' window, select 'Record Channel' from the left of the screen (fig 3).



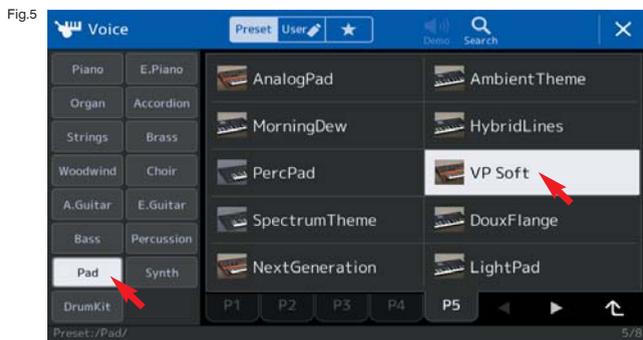
This opens the Style Creator 'Basic' window where you touch 'Initialize Style' at the bottom of the screen (fig.2). A 'New Style' is created with controls in the centre of the screen for you to set up the Section (Main A, B, C,

Here you'll see all the parts of the Style laid out across the screen (fig.4). By default the Rhythm 2 (Rhy2) part is set to record - but touching the red tab will cancel

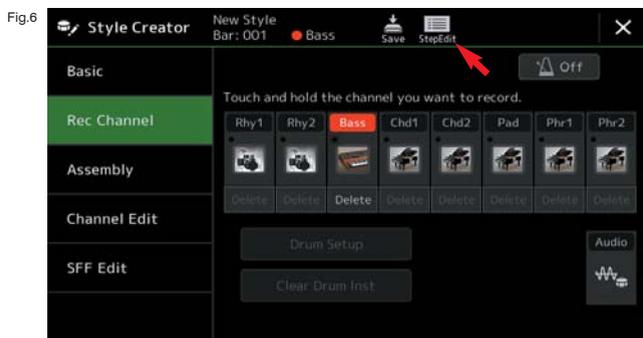


the record light. We don't need a rhythm for a Freeplay Style. Instead we'll start by recording the Bass - so touch, and hold, the Bass tab until this part is set to record (fig.4).

You'll notice that, apart from the rhythm, all the Style parts show a piano - indicating that this is the voice currently chosen for each part. Touch the piano image for the Bass voice to be taken to the 'Voice' page where Grand Piano is highlighted as the currently selected instrument. Select the Pad category from the left of the screen (fig.5) and, from page 5 of the voices choose VP Soft to replace the piano. VP Soft makes a rich, deep, string-like sound that should give us a warm solid foundation on which to build the rest of the Style.



Press [EXIT] on the panel to return to the 'Record Channel' page where you'll now see the VP Soft icon in the Bass part. We're now ready to record the bass part. For the purpose of this workshop I'm going to record in 'step time' which, as the name implies, means recording each part step by step. To do this touch the Step Edit icon at the top of the screen (fig.6).



This takes us to a new page in the Style Creator. The page shows a list (the Event List) with just two items currently listed... Prog and End (Fig.7).

The numbers before Prog (001:1:0000) show the point in the recording where the VP Soft voice will be called up each time the style is played. The number 90, further along the row, is the number of the VP Soft voice.

The numbers at the start of the next row (002:1:000) show the End point of the Style. You've probably

worked out that 001:1:0000 can be translated as Bar 001 : Beat 1. The 0000 at the end relates to parts of a beat - otherwise known as 'ticks' or 'clicks'.

At the bottom left of the screen is Step Rec. Touch this to move to the next step...



The new window is very much the same as the last - except that, along the bottom of the screen, there are a string of new controls covering Note Velocity, Note Length and Note Type (fig.8).



Freeplay Styles are fairly straight-forward to make because the notes tend to be long and steady. Again, for the purpose of this workshop I'm keeping things as simple as I can - so each note we play will be exactly one bar duration. Although music notation is used to describe the different Note Types you don't need to read or understand notation except as a symbol for this program. I find it easier to think of each symbol in the way I've outlined below...

-  Breve - each recorded note lasts for a full bar.
-  Minim - each recorded note lasts for two beats.
-  Crotchet - each recorded note lasts for one beat.
-  Quaver - each recorded note lasts for half a beat.
-  Semi-quaver - each recorded note lasts for a quarter of a beat.

So, because every note that I'm going to ask you to enter is to last for the 1 full bar duration of the Style, let's choose the Breve Note Type icon (fig.8).

The next thing to decide is the Velocity of the notes. This is another area where some confusion can be caused because the word 'velocity' is usually interpreted as 'speed'. In this case it appears to relate to the speed at which the notes are struck - equating the speed of the strike to the volume of the note produced. As you'll see from the screen that appears

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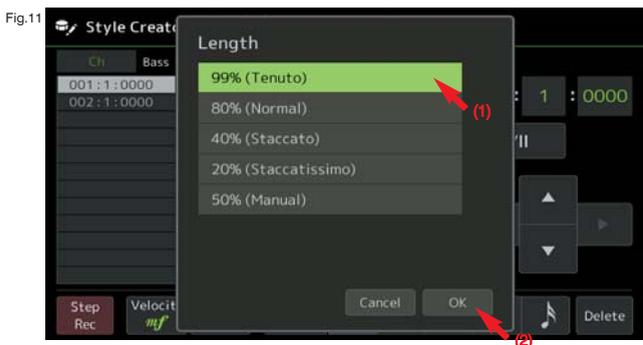
when you touch the Velocity icon, basically we're deciding how loud we want the notes to be (fig.9).



Because your Genos' keyboard is touch sensitive you could just play the keys at the strength (velocity) you think will produce the right volume. It's a bit hit and miss though and I find it easier to enter the notes at a set volume - in this case choosing 'mf' (moderately loud) from the screen and touching OK to confirm. The Velocity window closes and we can turn our attention to the Length control (fig.10).



When we touch the Length icon (currently set at 80%) an inset list allows us to choose from a range of different note lengths. When we play a tune normally we tend not to hold each note for its full value. Here, a 'normally' played note is deemed to be held for 80% of its value. However, because the 1 bar Style we're making will loop round and round (joining the end of the bar to its beginning to create a continuous sound) we need to give the note its full 1 bar value. 'Tenuto' in music terminology means 'held for its full duration' - here set at 99% of the note's value (fig.11).



Select 99% and touch OK to close the window and return to the event list. Finally we come to the point where we can enter some notes. Play the lowest C on the keyboard (C1) - just once. You'll see that the note is added to the event list at position 001:1:0000. Press the Style Play/Pause button to hear playback (fig.12).



If everything sounds fine (okay, I appreciate it's just one note that sounds a bit like a fog-horn) touch the Step Edit icon at the top of the screen to return to the page we started with (fig.13).

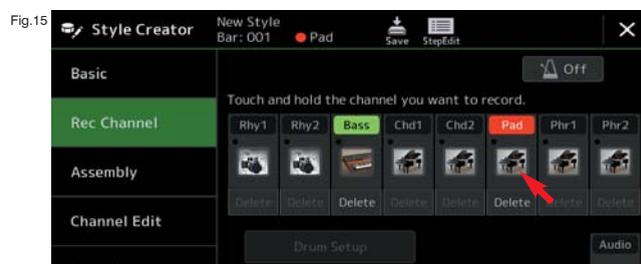
Touch the red Bass tab. It turns green which means that it is now set to playback and will no longer record any notes you accidentally press.



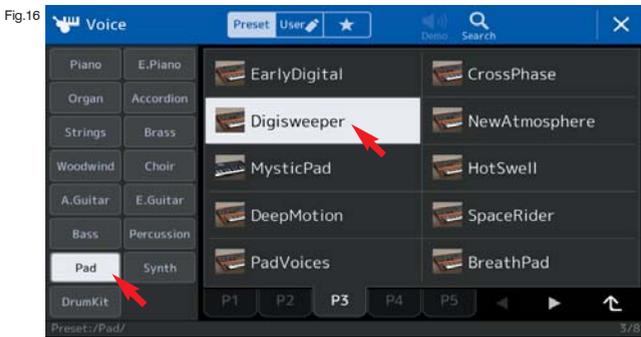
Now touch, and hold the Pad tab until it turns red and switches into Record mode (fig.14).



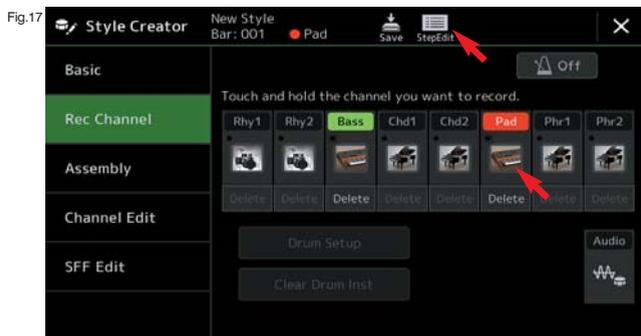
Then, as before, touch the Piano icon in the Pad part (fig.15) to be taken to the Voice page (fig.16).



Again I've chosen a voice from the Pad voice category - this time it's one called Digisweeper that I found on page 3. I chose this voice because static styles are prone to sounding just that... static! I'm hoping that the sweeping effect will add some life and movement to the chord part of the Style (fig.16).



Press [EXIT] on the panel to return to the 'Record Channel' page where the Digisweeper icon is now displayed in the Pad part (fig.17).



Then touch the Step Edit icon at the top of the screen... we're heading back to the event list. The screen we now see is a familiar one (fig.18). The sharp eyed among you will quickly realise that the note we recorded is no longer shown in the event list... but don't worry. Although it looks similar, this event list is for the Pad Style part and, so far, we haven't recorded any notes.



Now we're following the same process as before. Touch Step Rec at the bottom left of the screen (fig.18)

and then set the Velocity (mf), Length (90%) and Note Type (full bar) exactly as we did for the bass sound.



To record the Pad part play a Cmaj7 chord (C, E, G, B) - just once as before (fig 20). Make 'middle C' (in the centre of the keyboard) the lowest note of the chord.



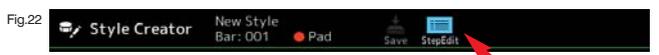
Note: All Style notes must be entered using the notes of the Cmaj7 chord - because the instrument uses this chord as a base from which to work out the right notes for all the chords you will play when the Style is used in live performance.

The notes will appear in the event list (fig 21).



Press the Style Play/Pause button to hear playback and, if everything sounds as it should you'll hear a sweeping pad chord together with the deep bass.

Having checked that your Free Play Style - Main A part plays correctly (and loops to give a continuous chord), touch the Step Edit icon again at the top of the screen (fig.22).

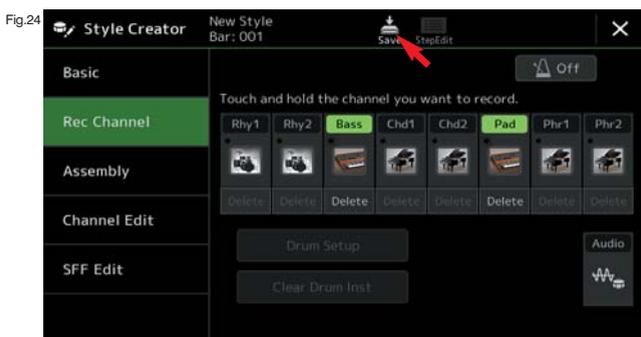


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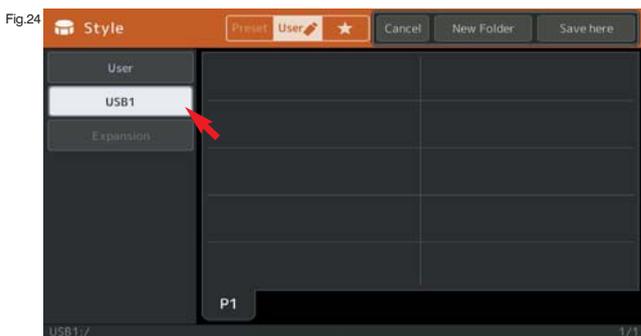
This takes us back to the Record Channel - with the Pad part set to record (fig.23). Touch the red Pad tab to set it to green - for playback.



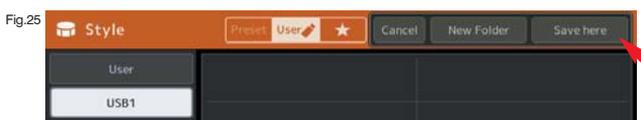
All that's left to do is to save the Style, so touch the Save icon at the top of the screen (fig.24).



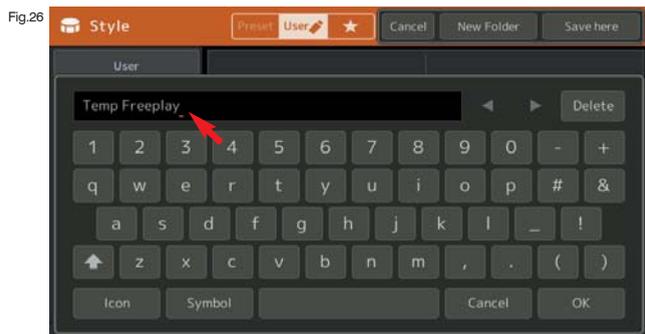
When you touch Save you will normally be taken straight to the Style User page (as this is the best place to save any Styles you create) but, because my Style User page is so full of other stuff I thought it might look a bit confusing - so I popped a blank USB stick in the slot and selected to save to the USB stick instead (fig.25).



Once you've chosen the destination you prefer (User/USB etc.), touch Save Here in the top right corner of the screen (fig.25).



Then give your new Style a name. I'm afraid I wasn't very imaginative with... 'Temp Freeplay' (fig.26).

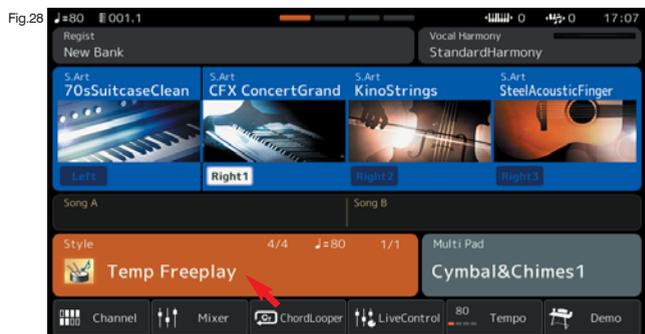


Finally, touch OK to confirm the name you've entered and commit the Style to the memory location you chose.



Your new Style will now be saved to the User or USB location you chose.

It can be called up at any time by pressing the [HOME] button and accessing the Style User/Usb area through the orange sector of the Home screen (fig.28).



That's as far as we're able to go today. We have created a very simple, but effective Main A section of a Freeplay style. There is much more that can be done - because a complete Style will have an Intro, and Ending, Main A, B, C and D parts, plus Fill-ins and Break. Lots to do! Having said that, there's nothing wrong with making just a single Style part, as we have today, that is created for a specific tune you're playing.