

Pro 3 OS 1.2. Addendum

Pro 3 OS version 1.2 adds Patch Morphing, a new feature not covered in the main User's Guide. Patch Morphing allows you to transition in real time from one program to another using one of the Pro 3's controllers (touch slider, mod wheel, etc). This gives you the ability to "play" the morph in an expressive way.

Checking Your Operating System Version

If you've just purchased your Pro 3 new, OS 1.2 may already be installed. If not, and you want to use the new features just described, you'll need to update your OS.

To update your Pro 3 OS, you'll need a computer and a USB cable, or a MIDI cable and MIDI interface. To download the latest version of the Pro 3 OS along with instructions on how to perform a system update, visit the Sequential website at:

<https://www.sequential.com/updating-Pro-3-os/>

To check your OS version:

1. Press the GLOBAL button. The screen displays the OS version.
2. If your OS is out of date, download the latest version from the URL above and update your instrument using the instructions included with the download.

IMPORTANT

Because OS 1.2 adds new commands to the MISC PARAMS menu, after installing the OS update, you must refresh the Pro 3's Global parameters using the RESET GLOBALS command in the GLOBAL menu. (In OS 1.1.0.0 and later this command is located in the COMMANDS tab of the GLOBAL menu.)

Patch Morphing

Patch Morphing allows you to smoothly transition in real time from one program to another program using one of the Pro 3's many controllers (touch slider, mod wheel, etc). This gives you the power to "play" the morph in an expressive way and produce sounds that are complex and often surprising.

Note that certain parameters cannot be morphed due to technical limitations:

Non-morphable parameters:

- All on/off parameters besides Osc 1 and Osc 2 sync are excluded from morphing. These include Envelope Velocity, Grunge, State-Variable Filter Bandpass on/off, Osc 3 Low Freq on/off, Paraphonic on/off, and so on.
- All selectable parameters are excluded from morphing. These include LFO shape selection, FX section, Filter type selection, Wavetable selection, Mod Source and Destinations, and so on.
- Sequencer parameters and Misc parameters are excluded from morphing.
- Effect types. However, if both the morph source and the morph target use the same effect type (chorus, for example) the effect's *parameters* can be morphed.
- Wavetables. While you can't morph between different wavetables, if both the morph source and the morph target use the same wavetable (wavetable 1, for example) the positions *within* the wavetable can be morphed.
- Modulation routing setups.
- Filter types. You can't currently morph between the 3 different filter types. But if both the morph source and the morph target use the filter (Low-pass 1, for example) the cutoff, resonance, and drive settings can be morphed.

Morph Source	Mode	Morph Bank	Morph Prog
Slider	All - Freq	U2	P2
MORPH SOURCE	MODE		
U1 P1: Big Bad Lead		U2 P3: Chaotic	
Key Modes	Glide	Pitch Wheel	Morph

The Morph Setup Controls

To use Patch Morphing:

1. Use the BANK and PROGRAM knobs to locate a sound you like. This will be the morph source (the starting point for the morph).
2. Press the MISC PARAMS button, then press Soft Button 4 to select the MORPH tab
3. Use Soft Knob 1 to select a controller to perform the patch morphing (slider, pressure, velocity, mod wheel, etc). By default this parameter is set to MORPH OFF.
4. Use Soft Knobs 3 (MORPH BANK) and 4 (MORPH PROG) to select a program. This will be the ending point of the morph or the *morph target*.
5. Use Soft Knob 2 to select the set of parameters that will be morphed. The default setting is ALL-FREQ (all applicable parameters except oscillator frequency).

Other morphable settings include:

- ALL - OSC (all parameters except oscillator parameters)
 - ALL PARAMS (all parameters)
 - OSC ALL - FREQ (all oscillator parameters except frequency))
 - ALL ENV (all envelope parameters)
 - MIXER (mixer settings/parameters)
 - and many others
6. Play the keyboard and manipulate the controller you've selected to control morphing.
 7. To save the program and the assigned morph settings, press WRITE twice to save the program in the current bank/program location. Alternatively, press write once and use Soft Knobs 1 (BANK) and 2 (PROGRAM) to save to a new location.

Editing a Morph Target

It's useful to be able to edit a morph target (the program selected as the end point of the morph) without leaving the morph setup controls. This allows you to optimize the target program for maximum effect. You can then save it.

To edit a morph target without leaving the morph setup controls:

1. Press the **MISC PARAMS** button, then press Soft Button 4 to select the **MORPH** tab.
2. Use Soft Knobs 3 (**MORPH BANK**) and 4 (**MORPH PROG**) to select a program. This will be the ending point of the morph or the *morph target*
3. Press the front panel **COMPARE** button.
4. Edit the Target program.
5. Press the front panel **WRITE** button. This overwrites the target program.
6. Press the **COMPARE** button to exit morph target program editing mode.
7. Play the keyboard and manipulate the controller you've selected to control morphing.
8. To save the program and the assigned Morph settings, press **WRITE** twice to save the program in the current bank/program location. Alternatively, press write once and use Soft Knobs 1 (**BANK**) and 2 (**PROGRAM**) to save to a new location.

Patch Morph NRPNs

The Patch Morphing feature adds several new NRPNs (non-registered parameter numbers) to the Pro 3 MIDI spec. Non-Registered Parameter Number (NRPN) MIDI messages are used to transmit and receive both global and program parameters. They are transmitted when MIDI Parameter Send is set to NRPN in **GLOBALS**, and received when MIDI Parameter Receive is set to NRPN in **GLOBALS**.

- 304 - Morph Source
- 305 - Morph Target Bank
- 306 - Morph Target Program
- 307 - Morph Target Mode
- 308 - Morph Amount