PPG

SYSTEM SET UP
(including the sound library documentation)

CONTENTS

INTRODUCTION

Dear customer, the WAVETERM is probably the most powerful component in the entire PPG System. Here a few things it is capable of doing:

O   Additive synthesis,
O   Waveform scanning,
O   Recording of natural sounds,
O   Wave analysis,
O   Huge composing and editing capabilities,
O   Powerful data storage due to intelligent disk organisation.

And all this is possible without the slightest knowledge
of computers or computer languages.

To explain all these features to you in detail requires a much
thicker manual (the WAVETERM MANUAL) and a bit of time.
Included with the WAVETERM are 10 Sound Disks (PPG Disks # 2-11),
1 Demo Disk and 1 System Disk.

The following is a short demonstration of:
a)   How to set up the SYSTEM
b)   How to load sounds from disk into your WAVE.
c)   How to load a piece of music created with the PPG composing system.

I.1. SETTING UP.

— Unpack your WAVE and WAVETERM. Check the inventory list to make sure nothing is missing and to get familiar with   the various components.
— Set up all system components within reach of each other.

IMPORTANT: Do not switch any PPG instrument on before they are linked together via the PPG Bus Cables!!!

— Make sure that the voltage switches on the rear panels (see Fig. 1 (4)) are in the right position (110 V/220V). (The EVU doesn't have a voltage switch, it is set to the correct voltage in the factory.)
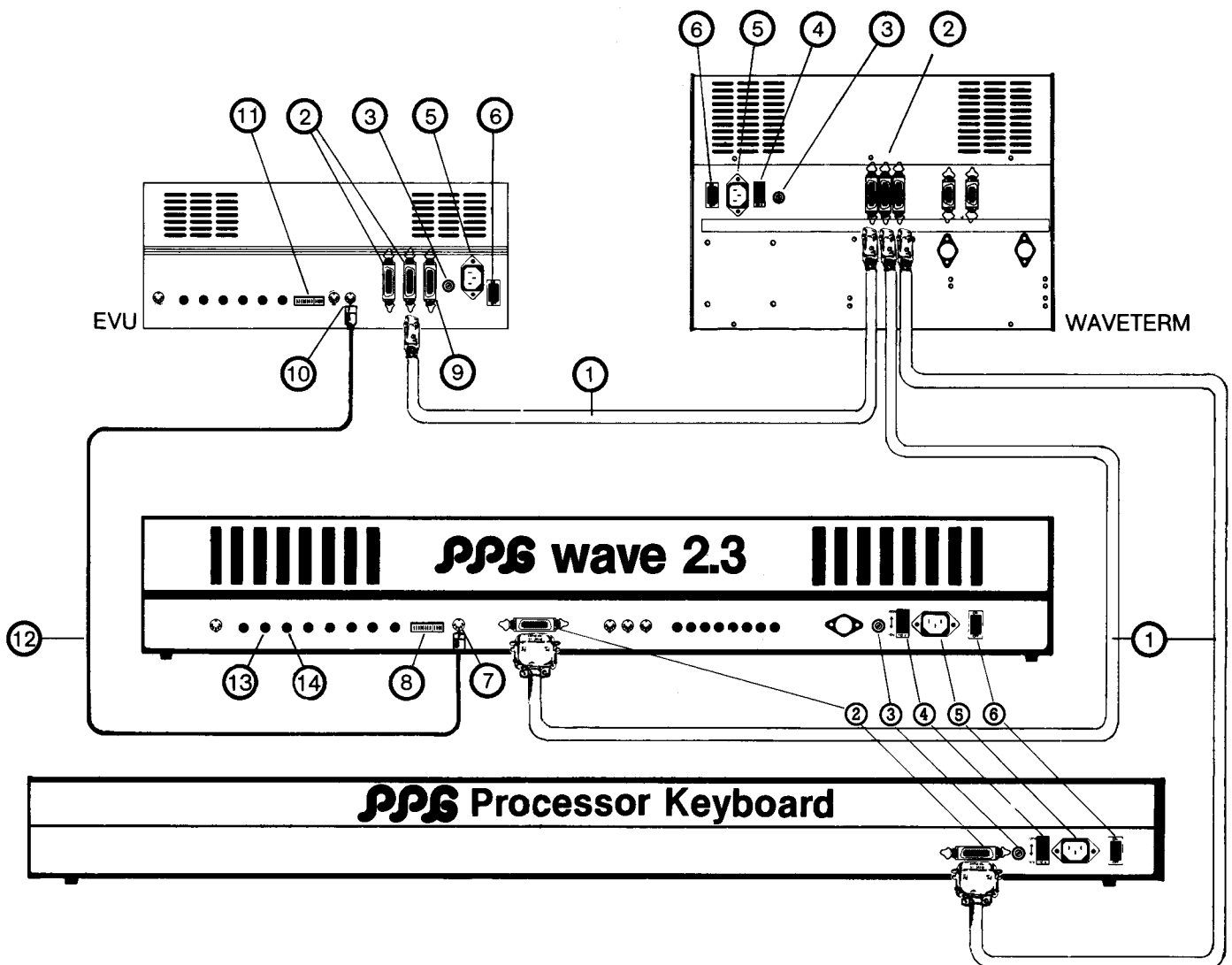

Fig. 1

① -PPG BUS CABLE; ② -PPG COMMUNICATION BUS SOCKET; ③ -FUSE; ④ -110/220-VOLTAGE SWITCH;
⑤ -POWER CABLE SOCKET; ⑥ -MASTER ON/OFF SWITCH; ⑦ -RHYTHM; ⑧ -CLOCK RATE (WAVE);
⑨ -AUX-SOCKET **(NOT A BUS CABLE SOCKET!!!)**; ⑩ -SYNC IN; ⑪ -CLOCK RATE (EVU); ⑫ -DIN SYNC CABLE;
⑬ -CH 2; ⑭ -CH 1; ⑬ and ⑭ MASTER AUDIO OUTPUT

Hook up your WAVE to your desk or amplifier as follows:
— Connect the Master Audio Output (CH 1&CH 2; Fig.1 (13)(14)) to two line inputs of your amplifier.
— For stereo effect check the panorama setting on your desk.
(If you only use one Audio Output (13) or (14), make sure the BASIS control on the top left of your WAVE's front panel is turned all the way to the left.)

NOTE: If you want to put each of the WAVE's 8 channels into your mixing desk separately, by using the 8 single outputs, see your WAVE manual.

— Hook up the WAVE to the WAVETERM as follows:
— Plug one end of the PPG Bus Cable (1) into the Bus Socket (2) of the WAVE.
— Plug the other end into one of the Bus Sockets (2) on the rear panel of the WAVETERM. (see Fig.1)

The following two chapters tell you how to hook the PPG PROCESSOR KEYBOARD (PRK) and the PPG EXPANSION VOICE UNIT (EVU) into the SYSTEM.If you don't have either of these units go straight to chapter I.2 INITIALIZE THE SYSTEM.

I.1,1 HOOKING UP THE PRK

The PRK is hooked into the system as follows:
— Plug one end of the second PPG Bus Cable into the socket of the PRK
— Plug the other end into a second socket of the WAVETERM. (see Fig.1)
— Set the Mini Switch Block on the front of the PRK (see Fig.2) to the SYSTEM Combination as displayed:

Fig.: 2

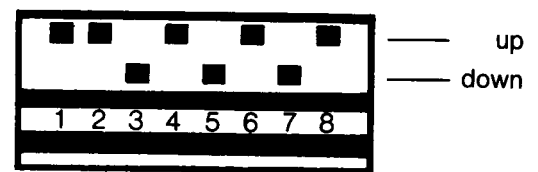Mini Switch Block

I.1,2 HOOKING UP THE EVU

The EVU is hooked into the system as follows:
— Plug one end of the third PPG Bus Cable into one of the two sockets (2) on the rear panel of the EVU.

WARNING:Make absolutely sure you do not plug into the AUX-socket (9). This would cause heavy damage to your PPG equipment.

— Plug the other end into the WAVETERM's third socket (2). (see Fig.1)

— Plug one end of the DIN SYNC CABLE (12) into the SYNC IN socket (10) in the EVU.
— Plug the other end into the RHYTHM socket (7) in the WAVE
— Set the Mini Switch Blocks on the WAVE and the EVU ("CLOCK RATE" (8)/(11) Fig.1) to the SYSTEM combination as displayed in Fig.3 and 4.
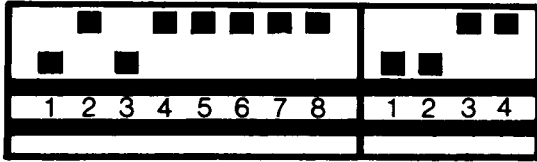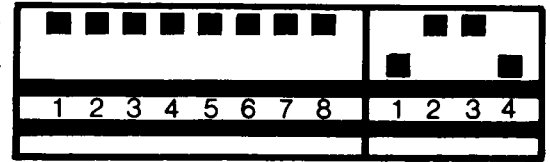

Fig. 3: CLOCK RATE **WAVE**

Fig. 4: CLOCK RATE **EVU**

— Connect the outputs "LEFT" and "RIGHT" on the front of your EVU to two line inputs of your amplifier or desk.
— Turn the 8 single VOLUME controls all the way to the right. Make sure the MASTER VOLUME control is not turned too high to damage your sound equipment.

1.2 INITIALIZE THE SYSTEM

WARNING: Whenever PPG equipment is connected via the PPG Communication Bus Cables make sure that all power is coming from o n e source using a multiple extension socket .

— Plug the power cables into each unit's power cable socket (Fig.1 (5)) and then into a multiple extension socket.
— Switch on the WAVE only (MASTER ON/OFF SWITCH Fig.1 (6)) and play it to make sure it is working properly.
— Put the WAVETERM's SYSTEM DISK into the SYSTEM drive.(see Fig.5)
  THE SYSTEM DRIVE IS THE LEFT HAND DRIVE !!   THE RIGHT HAND DRIVE IS THE USER DRIVE!!

IMPORTANT: When inserting a disk into one of the drives remember the following points:
  — Insert the disk as shown in Fig.5.
  — Push the disk in until it catches. Only then should you close the disk drive gate.
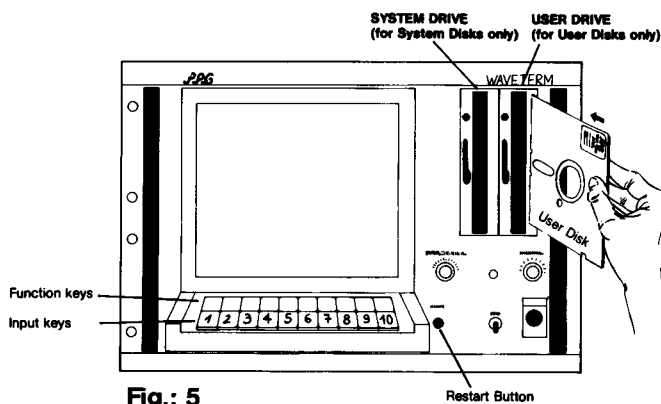 — Never use force when inserting a disk.

Fig.: 5

— Turn the WAVETERM's MASTER ON/OFF SWITCH (6) on. (If you have turned on the WAVETERM before you put the SYSTEM disk into the SYSTEM drive, push the RESTART button (Fig.5) to initialize the WAVETERM.)

— After the WAVETERM has been initialized PAGE 0 should show up on the screen in about 20 seconds. (Fig.6)

```
*********************************** PPG WAVE-TERM SYSTEM ***********************************
Version: 2, Revision: 3                    PAGE 0      COMMUNICATION MANAGEMENT
Copyright (C) 1982 by PPG

--- Identification ---         ------------- M E M O R Y - B A N K S -------------

COMPONENT  VERSION            #0    #1    #2    #3    #4    #5    #6    #7

0  WAV       4
1           NO LINE
2           NO LINE
3           NO LINE
4           NO LINE
5           NO LINE
6           NO LINE
7           NO LINE

SELECTED COMPONENT: 0
MULTI-SAMPLING: 0    LOAD FROM HDU: 0    SAVE ON HDU:
GROUP-ASSIGNMENT A = BANK # 7  B = BANK # 1


   ESCAPE   RETRY  COMPON DISPLAY  RECORD PLAYBACK MULTI   GROUP   BANK   PRINT
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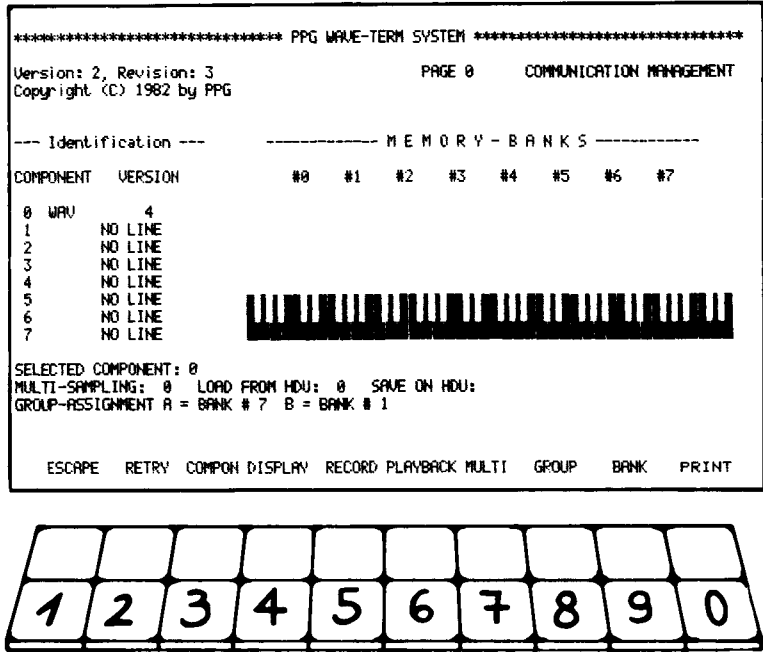
Fig.6 WAVETERM Page 0 (only WAVE connected and switched on.)

— If you have a PRK or an EVU switch these on as well. If they are not listed on the WAVETERM's screen under:
COMPONENT 2   EVU and
COMPONENT 4   PRK
push the RETRY button on the WAVETERM, which is the FUNCTION key in the top row above the "2"key. Now all the components which are switched on and connected to the WAVETERM should be listed. (see Fig.7)

```
*********************************** PPG WAVE-TERM SYSTEM ***********************************
Version: 2, Revision: 3                    PAGE 0      COMMUNICATION MANAGEMENT
Copyright (C) 1982 by PPG

--- Identification ---         ------------- M E M O R Y - B A N K S -------------

COMPONENT  VERSION            #0    #1    #2    #3    #4    #5    #6    #7

0  WAV       4
1           NO LINE
2  EVU       1
3           NO LINE
4  PRK       1
5           NO LINE
6           NO LINE
7           NO LINE

SELECTED COMPONENT: 0
MULTI-SAMPLING: 0    LOAD FROM HDU: 0    SAVE ON HDU:
GROUP-ASSIGNMENT A = BANK # 7  B = BANK # 1


   ESCAPE   RETRY  COMPON DISPLAY  RECORD PLAYBACK MULTI   GROUP   BANK   PRINT
```
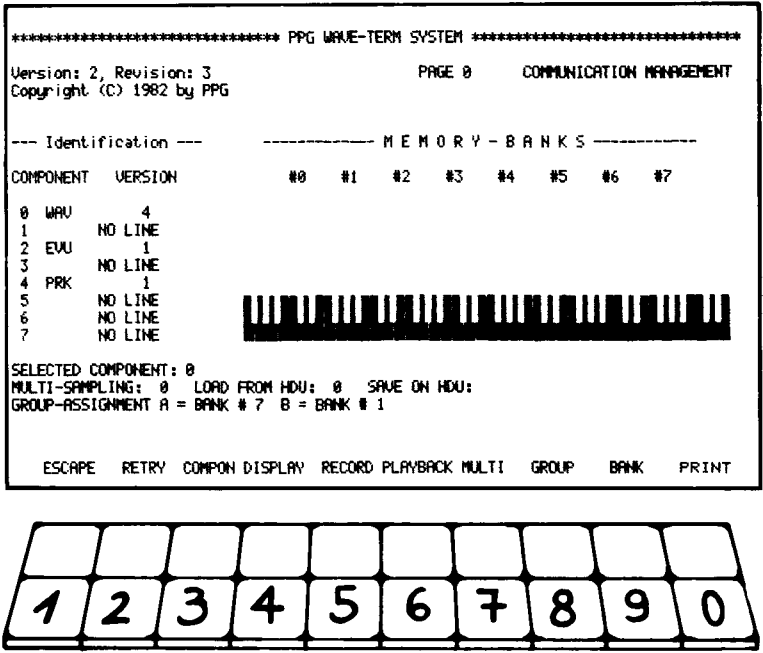
Fig.7 WAVETERM Page 0 (all components connected and switched on.)

The following chapter tells you how to play the PRK and the EVU when they are hooked into the SYSTEM. If you don't have either of these components we suggest you go straight to I.3 LOADING DATA FROM THE DISK.

I.2,1 PLAY THE PRK AND THE EVU IN THE SYSTEM

— Play the PRK. If there is no response you must first initialize it by pushing the ON/OFF button on the PRK's push button panel. (Fig.8-a)

The red Digital Readout (DRO) shows 1 (Fig.8-b)

If the "UNIT A" LED is illuminated (Fig.8-c) you are playing the EVU. If the "UNIT B" LED is illuminated you are playing the WAVE.

(b) DIGITAL READOUT (DRO)
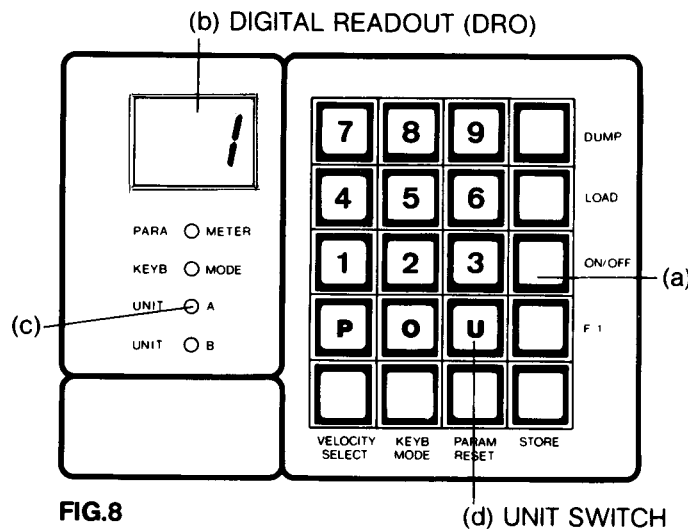
FIG.8

(d) UNIT SWITCH

— Switch back and forth between the two by pushing the "U" button on the PRK push button panel.(Fig.8-d)

NOTE: If you play a note and then switch between UNIT A and UNIT B while you are holding the key, the note is held even when you let the key go. To stop the sound you must switch to the UNIT it is coming from and then push the same key again.

I.3 LOADING DATA FROM THE DISK

NOTE: Before you now start to work with the SYSTEM always remember that all components hooked up to the WAVETERM via Bus Cables should be switched on. If you want to leave a component switched off disconnect the corresponding Bus Cable at the WAVETERM'S REAR PANEL !! Not at the UNIT's rear Panel !! Otherwise the entire SYSTEM could lock up.

I.3,1 LOADING A MULTI-SAMPLE

— Insert the PPG DISK # 2:DEMO 8-TRACK, into the USER drive (the right hand drive) of the WAVETERM and close the drive gate.

IMPORTANT: Each command shown at the bottom of the WAVETERM screen (e.g. ESCAPE, RETRY, etc...) is carried out by pushing the blank FUNCTION key below it. If, for example, you read "Press the ESCAPE button", you should press the blank FUNCTION key at the extreme left.

— Press the ESCAPE key. PAGE 1 will show up on the WAVETERM.

NOTE: The PRK's keyboard is always blocked if you are not on WAVETERM Page 0.

— Press the HELP button **ONLY ONCE**. The HELP page is displayed on the screen.

NOTE: If you have accidentally pushed the HELP button twice do the following:
  —Push any FUNCTION KEY
  — Wait until the text has been fully displayed.
  — Push any KEY to return to Page 1 and procede as described above.

— Press the GET button and hold it. "SELECTED COMPONENT" appears on the screen.
— If you have an EVU hooked up press "0" to make sure the WAVE is the addressed component.
— If you don't have an EVU hooked up press the GET button.
— In both cases the question "WAVE COMPOUND (C)?" shows up on the screen.
— Press the GET button again and the question changes to "TRANSIENT SOUND (T)?".
— Press the button a third time, the question turns to "MULTI-SAMPLING (M)?"

NOTE: If you have accidentally gone too far and have past MULTISAMPLING (M)?, keep pressing the ESCAPE button until you are on Page 1. Then press HELP and continue as described above.

— Press the YES button because you want to load MULTI-SAMPLING 000. The question "FILE NAME?: M" turns up.
— Press the "0" button three times. The following things happen:
  The SYSTEM drive LED switches off, the USER drive LED switches on.
  The data for the sounds is loaded from the USER disk into the WAVE. In this case 7 Banks are being loaded. It takes approximately 2 minutes to load all the banks. Each time a bank is loaded an exclamation mark shows up behind the M000. When the word GET is no longer illuminated the loading process is finished.

IMPORTANT: If you play around on the PRK's keyboard while the sounds are being loaded you might disturb the data transfer and the sounds are distorted.
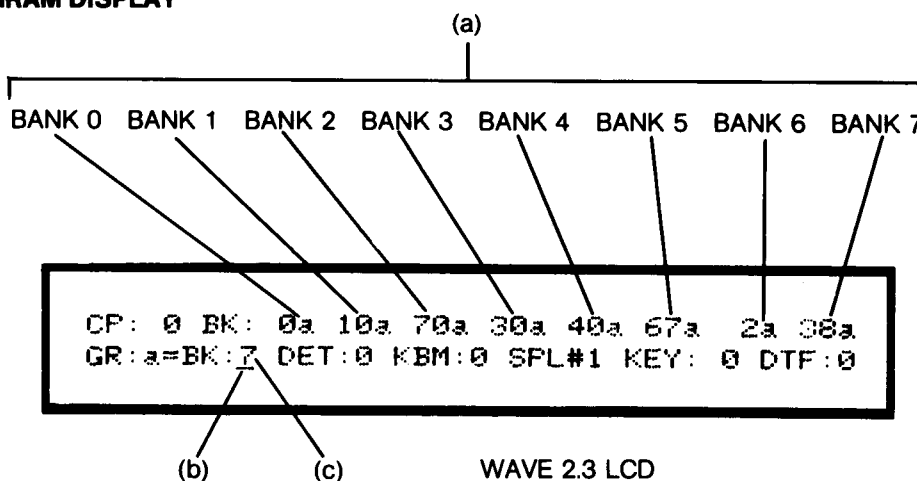
THE COMBI-PROGRAM DISPLAY

Fig.9

(a) Various **WAVE Sound Numbers** on Banks 0-7.
  NOTE: These WAVE Sound Numbers become irrelevant after data has been loaded from any other PPG component into the WAVE.
(b) The **CURSOR** line.
  To move the CURSOR use the CURSOR LEFT and CURSOR RIGHT buttons.
  (The two arrows in the numerical push button panel.)
(c) The **BANK SELECTOR**.
  This displays which of the 8 Banks is on the WAVE's keyboard. If there is a split point, for example "SPL # 1 KEY: 9",the Bank displayed in the BANK SELECTOR is only on the first 9 keys of the WAVE.

To check the sounds step through the banks on the WAVE as follows:
— Move the cursor in the WAVE's LCD to the BANK SELECTOR (see Fig.9: PROGRAM DISPLAY). (If you don't have the PROGRAM DISPLAY on your WAVE push either the PROGRAM or the KEYB. button on the WAVE's "DISPLAY SELECT panel and then move the CURSOR to position (c).)
— Push "0" on the WAVE's push button panel. You should now hear a bass-drum (T200) if you play the WAVE's keyboard.

— Push "1" and you hear a snare drum (T201) on Bank 1
— Bank 2 is a rim shot (T202)
— Bank 3 is a shaker (T263)
— Bank 4 is a gaida (T257)
— Bank 5 is an electric bass (T047)
— Bank 6 is a crash cymbal (T230)

You can see which T-Files (T200, T201, etc...) have been loaded into the Banks on WAVETERM Page 0. (see Fig.10) This is important in case one of the sounds has not been loaded correctly. You can reload one Bank or load an additional sound on a free Bank as follows:
— Push the ESCAPE button.
— Push the PAGE button and then push "0". You can now see which files (T200, T201 etc...) are in each Bank.

FIG.10
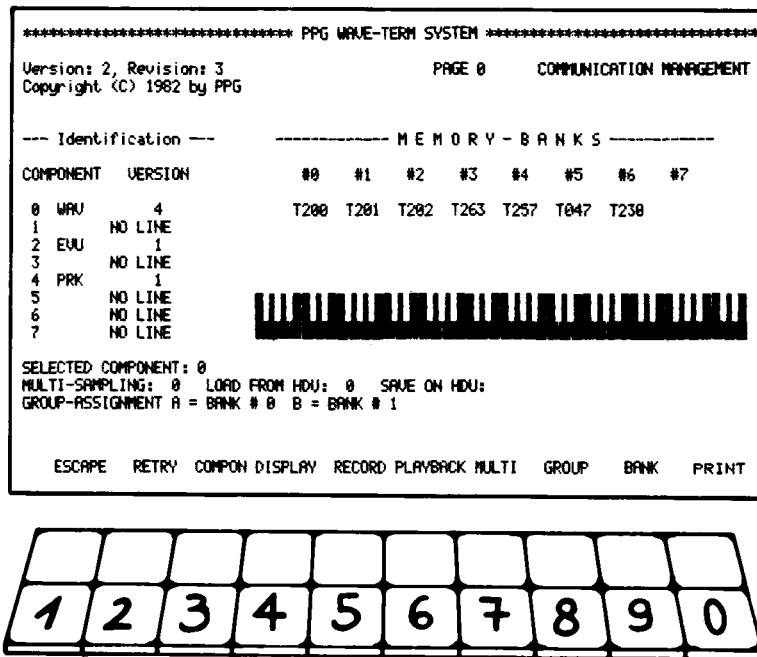
NOTE: If your PRK is still blocked although you are in Page 0, switch back and forth between UNIT A and UNIT B using the PRK's "U" push button.

A single sound file is loaded as follows:

— Push the BANK button on the WAVETERM, and keep pushing it until the CURSOR is under Bank # 7.
 (After Bank # 7 the CURSOR jumps back to Bank # 0.)

NOTE: If you have an EVU you must first push the COMPONENT button twice and then push "0". Otherwise you would load COMPONENT 2, the EVU. Now push the BANK button until the cursor is in the correct position (Bank # 7).

— Push any one of the first 5 numerical push buttons. A "T" will show up in the CURSOR.
— To load sound T040 (Funk Bass) push button "0", "4" and "0".

NOTE: If you have pushed a wrong button or accidentally started an entry in a wrong Bank, push the ESCAPE button and you can correct your mistake. This is only possible if the computer has not started the loading process.

— If one of your sounds needs to be reloaded, or if you want to exchange a sound you move the CURSOR to the corresponding Bank and load a file as described above.

I.3,2 LOADING A SEQUENCE

Now that you have the instruments all you have to do is get the music. The sequence is on the WAVETERM's Page 5 and is loaded as follows:
— Press the ESCAPE button on the WAVETERM.
— Press the PAGE button and then press "5". Page 5, the event generator, should show up on the screen.
— Press the HELP button **only once** to get to the HELP page.
— Press the GET button. Keep pressing it until the question "SINGLE SEQUENCE (S)?" snows up on the screen.
   (If you have accidentally gone too far and are past "SINGLE SEQUENCE (S)?", press the ESCAPE button and keep pressing it until you are on Page 5 again and proceed as described above.)
— Push the YES button because you want to load SEQUENCE 000.
— Push the "0" button three times. to load Sequence 000.
— When the loading is finished , (GET is no longer illuminated) push the ESCAPE button.
— Push the TEST button. This loads the data into the WAVE.
— Push the PLAY button and you will hear the DEMO 8-TRACK.

NOTE: If the sequence doesn't start set the WAVE's Clock Rate (Fig.1 (8)) as displayed in Fig. 3.

The DEMO 8-TRACK will continue until you stop it by either:
— Pushing the STOP button on the WAVETERM or
— By pushing the RUN/STOP button on the WAVE's "DISPLAY SELECT" panel and then pushing "0".

You can play to this piece of music yourself on Bank 7. You can either play the Funk Bass loaded earlier on, or you can load an appropriate WAVE sound (e.g. 18) as follows:
— Push the PROGRAM button on the WAVE's "DISPLAY SELECT" push button panel.
— Move the cursor to Bank 7 at the top right hand corner of the WAVE's LED.
— You can now play the Funk Bass or load WAVE sound 18 by pushing "1" and "8".
— Push the RUN/STOP button on the WAVE and then push "1" to start the sequence again.

You are also able to exchange instruments while the sequence is playing. This is done on Page 1 as follows:
— Go to Page 1 (Push PAGE and "1").
— Push the HELP button **only once** to get to the HELP Page.
— Push GET until "MULTI-SAMPLING (M)?" turns up on the screen.
— Push the YES button because you want to get MULTI-SAMPLING 001.
— Push "0", "0" and "1".

While the Banks are being loaded you will hear the instruments being exchanged. They only sound entirely right after GET is no longer illuminated.
You can continue this procedure for:
>   M002
>   M003
>   M004
>   M005
Which instruments are exchanged is described in the disk documentation under PPG DISK # 2.

9

I.4. SOUND LIBRARY DOCUMENTATION

There are two more interesting sequences in the sound library.
The first one is a piece of music that features the acoustic guitar on PPG DISK # 6. The second sequence is Michael Wehr's "SPACE ELEGIE". To play the SPACE ELEGIE you must have an EVU hooked up to your system.

1.4,1 LOADING THE GUITAR DEMO

If you are not familiar with the WAVETERM, we suggest you start at the beginning of this manual so you become familiar with setting up your equipment correctly and loading sounds and sequences.

— Insert PPG DISK # 6 into the USER drive. (see Fig.5)
— Go to WAVETERM Page 1 and then push the HELP button.
— Push the GET button until the question "MULTI-SAMPLING (M)?" appears on the screen.
— Push the YES button and then push "4", "1" and "0".
— When the loading is finished, push the ESCAPE button.
— Go to "Page 5". (Push the PAGE button and then push "5".
— Push the HELP button.
— Push the GET button until the question "SINGLE SEQUENCE (S)?" appears on the screen.
— Push the YES button.
— Push the "0" button three times.
— Push the ESCAPE button.
— Push the TEST button to load the data into the WAVE.
— Push the PLAY button.
— To interrupt the sequence push the STOP button.

I.4,2 LOADING THE SPACE ELEGIE

If you are not familiar with the WAVETERM, we suggest you start at the beginning of this manual so you become familiar with setting up your equipment correctly and loading sounds and sequences.

If you want to load the SPACE ELEGIE, make sure that the EVU and the WAVE clock rates are set as shown in Fig.3 and 4.

— Make sure your EVU is hooked up to your system and your mixer correctly as described earlier on.
  (Bus Cable, Sync Cable and Audio Cables. See Fig.1 and Chapter I.1,2)
— Insert PPG DISK # 11.
— Go to "Page 1" and then push the HELP button.
— Press the GET button and **hold it** until "SELECTED COMPONENT" appears on the screen. This enables you to decide which component you want to load. (0 for the WAVE, 2 for the EVU)

  NOTE: If you did not hold the GET button and "SELECTED COMPONENT" did not appear on the screen, push the ESCAPE button and keep pushing it until you are back on "PAGE 1". Then continue as described above.

— Address the WAVE by pushing "0".
— Keep pushing the GET button until the question "MULTI-SAMPLING (M)?" appears on the screen.
— Push the YES button.
— Push "0" three times.
— When the loading is finished, press the GET button and **hold it** until "SELECTED COMPONENT" appears on the screen.
— Push "2" to address the EVU.
— Keep pushing the GET button until "MULTI-SAMPLING (M)?" appears on the screen.
— Push the YES button.
— Push "0", "0" and "2".
— When the loading is finished push the ESCAPE button.
— Go to "Page 0".
— Check the sounds in the WAVE as described in chapter I.3,1 under Fig.9 (THE COMBI-PROGRAM DISPLAY).

The sounds on Banks 0-7 are:
Marimba, Funk Bass, Tambourine, French Horn, Orchestra Stroke, Strings, Fuzz Guitar and Acoustic Guitar.

— Push the EDIT button on the EVU's push button panel twice.
(Two dots on the EVU's DRO are illuminated.) This automatically tunes the EVU to the WAVE's tuning and it enables you to check the sounds that were loaded into the EVU.

— To check the sounds in the EVU do the following:
　　— If you have a PRK hooked up, make sure it is switched to UNIT A.
　　— Play the **WAVE's** keyboard and you should hear two sounds, one from the EVU and one from the WAVE.
　　(If you don't, check the MASTER VOLUME settings on both components.)

NOTE: You can only hear the EVU sounds on WAVETERM Page 0. If you go to "Page 0" from another Page the "EDIT function" in the EVU is cancelled. To return to the "EDIT mode" you must push the EDIT button and keep pushing it until the two red dots are displayed again.

— Turn the WAVE's MASTER VOLUME completely off. Now you will only hear the EVU's sound.
— Move the cursor in the WAVE's LCD to the BANK SELECTOR and step through the Banks while playing the WAVE's keyboard.

The instruments on the EVU's Banks are:
Bass Drum, Snare, Choir, Hi-Hat, Tom-Tom, Trombone and two Banks for a Cymbal.

— Turn the WAVE's MASTER VOLUME up again to the EVU's volume.

— Go to "Page 5" and push the HELP button.
— Keep pushing the GET button until the question "PLAY COMMAND (P)?" appears on the screen.
— Push the YES button and then push "0" three times.
— Push the ESCAPE button.
— Push the PLAY button. You now see the arrangement of the different sequences for the component shown at the top of the screen. (0 for the WAVE, 2 for the EVU.) If you want to see the PLAY COMMAND for the other unit, push the COMPONENT button.
— Push the EXECUTE button. You can see a cursor moving across the screen. This means that the sequences are being loaded into the WAVE and the EVU. The EVU's DRO shows "r0", this indicates that the EVU's sequencer has been addressed.
— When the message "READY FOR START" appears at the top right of the WAVETERM's screen push the RUN button on the EVU's push button panel. "r1" is displayed in the DRO which means the EVU's sequencer has been started and is waiting for the external sync signal from the WAVE.
— The cursor in the WAVE's LCD is under "RUN:0". Push "1" on the WAVE and you will hear the SPACE ELEGIE.

This 16 Track song plays for approximately 8 minutes.

I.4,3   DISK CONTENT

PPG DISK # 2

T-FILE NR.	TRANSIENT SOUND
T241	LOW CONGA
T202	RIMSHOT
T257	GAIDA GI WITH PITCH
T263	SHAKER 3
T250	TABLA
T243	DONKEY TEETH
T242	WOODBLOCK
T261	SHAKER 5
T288	SIMMONS SNARE DRUM WITH PITCH AND REVERB
T296	LINN BASS DRUM
T230	CRASH; -1 BANK LOOPED
T201	SNARE DRUM
T200	BASS DRUM
T204	ROCK TOMS-LOOPED
T047	ELECTRIC BASS
T040	FUNK BASS
T053	DOUBLE BASS (plucked)

M-FILE NR.	MULTI-SOUND
M001	CHANGE BASS DRUM AND SNARE DRUM
M002	CHANGE RIMSHOT TO WOODBLOCK AND SHAKER 1 TO SHAKER 2
M003	CHANGE TABLA LOW TO TOMS AND E-BASS TO DOUBLE BASS
M004	CHANGE DOUBLE BASS TO FUNKY BASS AND CRASH TO DONKEY TEETH
M005	CHANGE SNARE DRUM TO TABLA HIGH AND TOMS TO CONGAS
M000	MULTI SAMPLING FOR DEMO USE S 000 THEN CALL M1 M2 M3 M4 M5

S-FILE NR.	SEQUENCE
S000	SEQUENCE

PPG DISK # 3

T-FILE NR.	TRANSIENT SOUND
T850-857	FENDER RHODES
T601-608	GRAND PIANO
T433	KEITH EMMERSON ORGAN

M-FILE NR.	MULTI-SOUND
M850	FENDER RHODES -8 BANKS
M000	GRAND PIANO -8 BANKS ORIGINAL. SET DET 1 IN WAVE'S COMBI-PROGRAM DISPLAY

PPG DISK # 4

T-FILE NR.	TRANSIENT SOUND
T230	CRASH -1 BANK LOOPED
T228	TIMPANY
T201	SNARE DRUM
T200	BASS DRUM
T220	RIDE -2 BANKS LOOPED
T221	TAMBOURINE
T205	HI-HAT SHORT
T202	RIMSHOT
T203	HI-HAT OPENING AND CLOSING
T204	ROCK TOMS -LOOPED
T206	CRASH -2 BANKS LOOPED
T222	HAND CLAPS
T223	COW BELL
T225	TRIANGLE -2 BANKS LOOPED

M-FILE NR.	MULTI-SOUND
M002	BD, SN, HH, LONG CLAP, TOMS, BELL, RIDE -2 BANKS LOOP
M003	BD, SN, HH, LONG CLAP, TOMS, TIMPANY, CRASH -2 BANKS
M004	BD, SN, HH, LONG CLAP, TIMPANY, BELL, RS CRASH -1 BANK
M005	BD, SN, HH, LONG TOMS, CLAP, CRASH -1 BANK, RIDE -2 BANKS LONG LOOP
M001	TRIANGLE, TAMBOURINE, CLAP, BELL, TIMPANY, RIDE -2 BANKS LONG LOOP
M000	BD, SN, RS, HH, TOMS, HH, SHORT CRASH -2 BANKS
M006	BD, SN, HH, LONG TOMS, CLAP, CRASH -1 BANK, BELL, RIMSHOT

PPG DISK # 5

T-FILE NR.	TRANSIENT SOUND
T053	DOUBLE BASS (plucked)
T054	DOUBLE BASS (plucked)
T055	DOUBLE BASS (plucked)
T051	DOUBLE BASS (bowed)
T052	DOUBLE BASS (bowed)
T049	DOUBLE BASS (bowed)
T056	DOUBLE BASS (bowed)
T043	E-BASS
T040	E-BASS
T041	E-BASS
T042	E-BASS
T044	E-BASS
T045	E-BASS
T046	E-BASS
T047	E-BASS
T050	DOUBLE BASS (plucked)

M-FILE NR.	MULTI-SOUND
M000	DOUBLE BASS -4 BANKS BOWED
M003	8 DIFFERENT E-BASSES
M002	DOUBLE BASS -4 BANKS PLUCKED
M004	DOUBLE BASS PLUCKED -4 BANKS, 2 E-BASSES

PPG DISK # 6

T-FILE NR.	TRANSIENT SOUND
T802	MARIMBA MID BEST SAMPLE FOR SINGLE BANK
T803	MARIMBA MID
T414	GUITAR MID
T805	MARIMBA HIGH
T801	MARIMBA LOW
T800	MARIMBA LOW
T410	GUITAR LOW WITH STRONG TOUCH
T416	GUITAR HIGH
T413	GUITAR MID
T412	GUITAR MID
T415	GUITAR HIGH
T417	GUITAR WITH MUTE
T352	HARPSICHORD MID
T353	HARPSICHORD HIGH
T411	GUITAR LOW
T350	HARPSICHORD LOW
T804	MARIMBA HIGH

M-FILE NR.	MULTI SOUND
M800	MARIMBA -6 BANKS ORIGINAL WITH DET 1
M410	GUITAR -8 BANKS USE EXAMPLE S 000
M350	HARPSICHORD -3 BANKS ORIGINAL WITH DET 1

PPG DISK # 7

T-FILE NR.	TRANSIENT SOUND
T060	ORCHESTRAL BRASS
T302	STRINGS MID
T303	STRINGS HIGH
T301	STRINGS MID
T402	ORCHESTRA 2 BANKS
T300	STRINGS LOW
T502	FRENCH HORN HIGH
T400	CATHEDRAL CHOIR
T501	FRENCH HORN MID
T500	FRENCH HORN LOW
T431	BOMBASTIC STROKE OF BASS DRUM, CYMBAL AND ORGAN LOOPED
T068	CHORUS OF MEN AND WOMEN
T066	CHORUS OF MEN AND WOMEN
T065	BOMBASTIC POWER ORCHESTRA LOOPED
T152	ORCHESTRAL STROKE WITH CYMBAL -2 BANKS LOOPED

M-FILE NR.	MULTI-SOUND
M500	FRENCH HORN SECTION -3 BANKS
M300	STRING SECTION -4 BANKS
M305	STRINGS, HORNS, CHOIR GROUP B -SPLITS 26 34 43 KBM 1
M503	HORNS, ORCHESTRA WITH CYMBAL, CHOIR AND ORGAN WITH CYMBAL
M066	MIXED CHOIR, HORN, ORGAN, OPERA, CHOIR, ORCHESTRA -SPLITS 32 44 KBM 1
M067	SAME AS M066 BUT WITH DIFFERENT ORCHESTRA

PPG DISK # 8

T-FILE NR.	TRANSIENT SOUND
T497	INDIAN SHAWN
T496	INDIAN FLUTE -LONG LOOP STRONG BREATH
T532	BANJO D 1
T533	BANJO A 1
T534	BANJO D 2
T535	BANJO G 2
T495	INDIAN FLUTE LONG LOOP
T531	BANJO G 0
T530	BANJO D 0
T477	MOUTHORGAN MID (HARMONICA)
T478	MOUTHORGAN HIGH
T479	MOUTHORGAN HIGH LONG LOOP
T476	MOUTHORGAN LOW
T112	OBOE HIGH
T111	OBOE LOW
T108	BASSOON
T080	ORCHESTRA MINOR

M-FILE NR.	MULTI-SOUNDS
M530	BANJO 6 BANKS

PPG DISK # 9

T-FILE NR.	TRANSIENT SOUND
T282	SIMMONS SNARE DRY
T291	SIMMONS TOM DRY
T283	SIMMONS SNARE REVERB
T284	SIMMONS SNARE REVERB
T285	SIMMONS STRONG SNARE
T286	SIMMONS SNARE STRONG WITH REVERB
T287	SIMMONS SNARE LONG
T288	SIMMONS SNARE PITCH & REVERB
T289	SIMMONS SNARE LONG LOOP
T290	LINN CLAP
T292	SIMMONS TOM REVERB
T293	SIMMONS TOM LOW
T294	SIMMONS BASS DRUM WITH NOISE
T295	LINN BASS DRUM
T296	LINN BASS DRUM
T281	SIMMONS SNARE
T280	LINN SNARE

M-FILE NR.	MULTI-SOUNDS
M001	2 SNARES, 3 TOMS, 3 BASS DRUMS SIMMONS AND LINN
M000	8 DIFFERENT SIMMONS SNARES

PPG DISK # 10

T-FILE NR.	TRANSIENT SOUND
T453	HARP HIGH
T454	HARP HIGH
T405	SPANISH GUITAR
T452	HARP SOFT TOUCH
T451	HARP MID
T450	HARP LOW
T172	MUSETTE HIGH
T406	SPANISH GUITAR
T407	SPANISH GUITAR
T408	SPANISH GUITAR
T171	MUSETTE MID
T471	CLARINET MID
T472	CLARINET MID
T473	CLARINET HIGH
T470	CLARINET LOW
T170	MUSETTE LOW
T462	TROMBONE

M-FILE NR.	MULTI-SOUND
M450	HARP -4 BANKS
M405	SPANISH CONCERT GUITAR

PPG DISK # 11

Two multi-samples set up for the SPACE ELEGIE. You can usually load any multi sample into either component, but for the SPACE ELEGIE to run correctly you must load M000 into the WAVE and M002 into the EVU.

PPG DISK # 12

T-FILE NR.	TRANSIENT SOUND
T428	FUZZ GUITAR 2 BANKS LONG LOOP WITH HARMONIC TONE
T422	FUZZ GUITAR MID LONG LOOP
T423	FUZZ GUITAR HIGH LONG LOOP
T424	FUZZ GUITAR SHORT
T426	FUZZ GUITAR CREAKING
T427	FUZZ GUITAR CREAKING
T421	FUZZ GUITAR MID LONG LOOP
T370	HARPSICHORD LUTE SOUND LOW
T371	HARPSICHORD LUTE SOUND MID
T372	HARPSICHORD LUTE SOUND MID
T373	HARPSICHORD LUTE SOUND HIGH
T374	HARPSICHORD LUTE SOUND HIGH
T490	GERMAN FLUTE LOW
T491	GERMAN FLUTE MID
T492	GERMAN FLUTE HIGH
T420	FUZZ GUITAR LOW LONG LOOP

M-FILE NR.	MULTI-SOUNDS
M370	HARPSICHORD LUTE SOUND 5 BANKS ORIG USE DET 1
M490	GERMAN FLUTE 3 BANKS
M420	FUZZ GUITAR 8 BANKS

PPG DISK # 13

T-FILE NR.	TRANSIENT SOUND
T240	HIGH CONGA
T241	LOW CONGA
T260	SHAKER 1
T253	TABLA TITTA
T224	TAMBOURINE LONG LOOP
T255	GAIDA GI STRAIGHT
T256	GAIDA KI
T262	SHAKER 2
T257	GAIDA GI WITH PITCH
T252	TABLA TIN
T263	SHAKER 3
T254	TABLA TITTA 2
T265	CABASSA
T251	TABLA TA MORE OPEN
T250	TABLA TA
T245	TOMS
T244	TOMS

M-FILE NR.	MULTI-SOUNDS
M250	TABLA 8 BANKS KEYS E0 C1 A1 E2 A2 E3 C4 G4
M251	TABLAS AND SHAKER

PPG DISK # 14

T-FILE NR.	TRANSIENT SOUND
T266	CHIMES 2 BANKS LOOPED
T272	RIDE 2 BANKS LOOPED
T271	RIDE 2 BANKS LOOPED
T261	SHAKER 5
T243	DONKEY TEETH
T208	SIMMONS SNARE
T209	SNARE
T229	GONG 2 BANKS LONG LOOP
T264	SHAKER 4 LONG LOOP
T242	WOODBLOCK
T210	STRONG SNARE
T270	RIDE 2 BANKS LOOPED

M-FILE NR.	MULTI-SOUND
M270	3 DIFFERENT CYMBALS AND GONG