

## Mod 7.1 modified DX7 with sound improvements and 16 banks of memory

### Cheat-sheet

C-Mod-7.1-memory-cheatsheet.doc 2010-03-02

### Selecting voices from the 16 Memory banks

An ordinary DX7 has 32 voices in its internal, battery-backed up, memory.

This machine has 16 banks of 32, numbered 0 to 15 inclusive.

After turning the machine on, and before selecting a new voice, press and release **Function** (the brown button to the left of the LCD) and then press and release the button **12**.

The LCD should now display "FUNCTION CONTROL; MEMORY BANK = x" where x is 0 to 15.

The Data Entry slider can change this number, but it is generally best not to use this. Instead, use the green buttons to the right of the data entry slider: '-' and '+'. This will change the bank number as expected.

Changing the bank number doesn't affect the voice you are playing.

Press and release **MEMORY SELECT: INTERNAL**. Any of the 32 numbered buttons will now load from memory one of the 32 voices in the current bank. "Load" means copy the voice data into the "edit buffer". The "edit buffer" holds the voice information you are playing, and perhaps editing.

When you do this, the LCD will show: "INTERNAL VOICE: BNK x yyyyyyyyy" where x is the bank number and yyyyyyyyyy is the name of the voice. Voices whose name ends with a '+' have special features to do with my Mod7.1 firmware. They may play two, three or four notes, usually slightly detuned, per key pressed - so if you find you don't get full 16 note polyphony with these voices, that would be why.

Note that the data entry slider and the '-' and '+' buttons still drive the bank number. You won't see anything change, but next time you press one of the 32 voices, you will see the current bank number, and the load operation will read from that memory bank. (This setting of the "FUNCTION" mode to 12 for memory bank will persist after the power is turned off and on.)

### Writing voices wherever you like

The voice in the edit buffer can be written to any memory location in any bank you like. This way you can organise voices as you wish. (You can also edit the voice, rename it etc. before saving it.) The edit buffer stores its contents after power off and on.

If you are not already in the correct memory bank, do the following to select it:

Press and release **Function** and then press and release the button **12**. Use the '-' and '+' buttons to select the bank you want.

Press and release **MEMORY SELECT: INTERNAL**. Press and release the button above it: **MEMORY PROTECT: INTERNAL**. Press and release the '-' button (AKA **NO** and **OFF**). (This will stay like this as long as the machine is turned on, or you turn the protect mode on again.)

Press and **hold** the red **STORE** button. While pressing it, press and release one of the 32 buttons to store the contents of the edit buffer into that memory location.