

## Notes on E! for the DX7II software version 1.2

### I. The 4Way Layer Performance mode

The software that you have received is the most up-to-date E! software from Grey Matter, and even includes an important new feature that is not mentioned in the User's Manual or Supplemental Booklet. This new feature is the 4Way Layer Performance mode, which will let you layer ENGINE Tracks 1-4 for incredibly rich sounds. By using the Track Assignment menu (which is explained in the User's Manual), you can set Tracks 1-4 to play any internal DX Voice and/or any MIDI channel. The 4Way Layer Performance mode is accessed exactly the same as E!'s other Performance modes (Normal1, 8Way Split, etc.) - please see pages 44-49 in the User's Manual for more information.

However, in order to elegantly fit this new Performance mode into the E! system, one of E!'s other Performance modes - Normal 2 - had to be removed. Please disregard any mention of the Normal 2 Performance mode throughout the User's Manual or the Supplemental Booklet.

### II. Transmitting data over MIDI

You can use E!'s two special MIDI Out formats to transfer data from one E!quipped DX7II/DX7S to another E!quipped DX7II/DX7S, or to a generic MIDI storage program on a personal computer. These formats can be found under button 32 (MIDI 2) in the Edit mode. To transmit, simply set the Device number as you normally would on your DX and then press button 32 until these special screens appear (MIDI Out ERAM and MIDI Out SE!) Due to the limited file size of some external disk drives, ***each format has been split into three smaller sections that must be sent one at a time in order for the data to be received correctly.*** Once all three sections have been transmitted, the file should be complete.

- ERAM

The ERAM format will transmit the entire state of E!'s internal memory - this includes ALL Voices, Performances, 12 Tone microtunings, ENGINE, and internal SE!quencer data (10 Songs and 32 Patterns.)

- SE! (SE!quencer)

Using this format, you can transmit the current internal SE!quencer memory - 10 Songs and 32 Patterns.