 GENERALMUSIC



**MUSIC PROCESSOR**





# GENERATION

S2 and S3 have a rich and resonant personality of their very own, the result of technological and musical expertise applied with a rare touch of genius. The attention dedicated to natural sounds and the latest methods of electronic synthesis means that S2 and S3 can completely satisfy all the requirements of music-makers both now and in the future, with a range of tone shadings that ranges from purely digital to the fattest analogical sounds ever heard. Advanced techniques such as Crossfade Multiloop allow the whole 6 Megabytes of internal ROM memory to be exploited for the generation of an enormous variety of sounds, which can be manipulated and elaborated with powerful intuitive editing functions. More than 1600 new sounds can be created, stored in the internal memory bank and used at once or transferred onto diskettes to form a vast personal library. S2 and S3 also contain a spacious 2 MB RAM area that can be used to load new PCM samples from the library that

Generalmusic constantly extends with new disks. Right at the heart of S2 and S3 memory system there is a Motorola\* 68302 microprocessor, universally recognized for its exceptional elaboration velocity. In addition, all parameters controlled by the operating system can be regularly updated with the software diskettes produced by Generalmusic to keep the S Series tuned in to the most recent technological developments. The project team that created S2 and S3 includes professional musicians with a thorough understanding of the quality, versatility and simplicity that other musicians need in their instruments. This is why the easy-to-use controls that help you exploit the virtually infinite sound potential of S2 and S3 are based on a range of highly innovative functions, such as the Sound Patch Mode, which allows you to programme every performance detail and play up to 176 special sounds, drum kits inclusive, directly from the keyboard or over a single MIDI channel.

Sounds library

↓	SOUNDS LIBRARY		FAMILY	↓
1	Syn_Clav_2	8-3	Family:	search...
2	Hawaclav	8-4	Chrom percuss.	srch next...
3	Celesta	9-1		
4	Glockenspl	10-1	1/1/1992 - 14:0	move.....
5	Music_Box	11-1		delete.....
6	Vibraphone	12-1		
7	Syn_Vibe	12-2		import.....

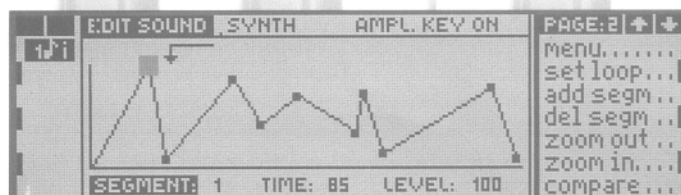
# EDIT

For a musician, one of the most important characteristics of a technologically advanced instrument is that the sound parameters can be controlled in real time during actual performance, and edited swiftly and creatively during the programming phase. S2 and S3 incorporate a section of 7 programmable sliders and 7 pushbuttons dedicated specifically to this task. Parameters such as filter, pan, volume and many others can be assigned to these controls and directly modified with only a few movements, without having to enter or exit from complicated menu formats. Every new sound created by the player can be given a name, which is automatically linked with the time and date of creation to assist in the rational storage and recall of the many sounds that

can be memorized. Another useful feature is the Clipboard, similar to that used on computer editors, and this allows entire pages of editing to be stored in a dedicated memory area and used later or in different situations. Other real-time controls include fully programmable wheels, footswitches and pedals which further enhance the versatility of S2 and S3. The large backlit display gives a clear and effective visual representation of the operations carried out simultaneously in the various function environments.



Envelope modelling



Date and time

↓	EDIT GENERAL	DATE & TIME	
1	Date	: 29 3 92	Menu.....
2	Time	: 15 4 56	previous..

## SEQUENCER

The 16-track sequencer built into S2 and S3 has a global memory capacity of around 250,000 events, for up to 10 songs, and is compatible with the Standard MIDI File. The possibility of having 10 songs stored inside and ready for instant recall, as well as being able to load additional songs and PCM samples during performance, represents an enormous advantage for professional players. The concept behind S2 and S3 is the Multitasking operating mode, which restores complete control of the instrument to the musician, allowing an ample range of functions in different environments to be used at the same time. For example, whilst a song is being performed, its sound parameters can be modified in real time, and simultaneously, other songs and PCM samples can be loaded through the disk drive. The professional-quality editing functions enable you

to copy, cancel, move or quantize on each separate track, and the Fast-Forward and Rewind buttons can be used to locate the exact point in which these changes are to be made. With the Microscope function, any kind of note, program change, controller, pitch, tempo, channel and poly pressure parameter can be edited for every single event. The Undo function can be used in the case of errors, returning the system to the status of the last operation performed. The sequencer also makes it possible to control external units on 32 independent MIDI channels, with two separate MIDI Out sockets. When a song has been programmed, use the programmable sliders to set volume levels, and concentrate on the final mix. The songs stored in the internal memory can be transferred onto high-density diskettes formatted to 1.62 Megabytes.

Microscope editing of single events

EDIT SONG	TRACK 7	MICROSCOPE	SELECT
1/16	LOCATOR	STATUS 1V 2V 3V GATE	MENU.....
2/16	2 2 28 NOTE	B3 90 84 34	rec/play...
3/16	2 2 28 P.TCH	B3 55 --- ---	mask.....
4/16	2 2 92 NOTE	B3 80 60 15	ins:BEND
5/16	2 2 106 NOTE	G2 80 88 10	insert.....
6/16	2 2 106 BEND	49 77 --- ---	delete.....
7/16	2 2 164 NOTE	D3 64 90 11	catch loc..

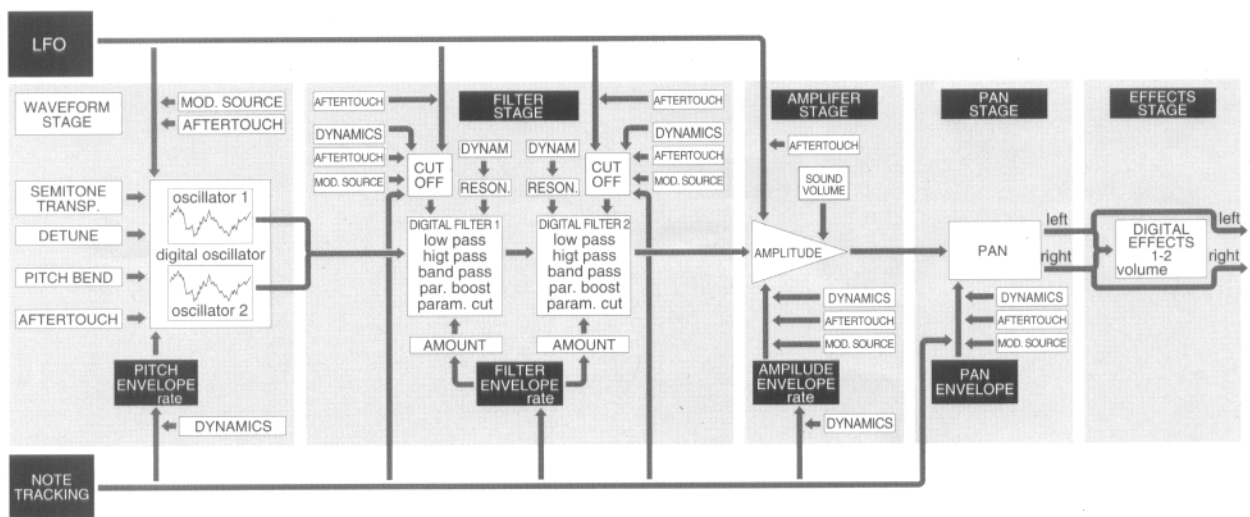
Mixdown of tracks

SHOW	VOLUME
1/16	43
2/16	82
3/16	116
4/16	48
5/16	25
6/16	66
7/16	124

## S2/S3 WAVELIST

- 1) Piano
- 2) Honky Tonk
- 3) El.Piano 1
- 4) El.Piano 2
- 5) El.Piano 3
- 6) El.Piano 4
- 7) El.Piano 5
- 8) El.Piano 6
- 9) El.Piano 7
- 10) Harpsich\_1
- 11) Harpsich\_2
- 12) Clavinet
- 13) Vibes\_1
- 14) Vibes\_2
- 15) Glockenspl
- 16) Marimba
- 17) Bell
- 18) Dulcimer
- 19) Barchimes
- 20) Theatre Org
- 21) Organ 1
- 22) Organ 2
- 23) Organ 3
- 24) Organ 4
- 25) Organ 5
- 26) Organ 6
- 27) Jazz\_Org
- 28) Rock\_Org
- 29) Syn\_Organ
- 30) Wired\_Org
- 31) Digit\_1\_Wv
- 32) Digit\_2\_Wv
- 33) Pipe\_Org\_1
- 34) Pipe\_Org\_2
- 35) Pipe\_Org\_3
- 36) Accordion
- 37) Harmonica
- 38) Nyl\_st\_Gtr
- 39) Vocal\_Gtr
- 40) Stl\_st\_Gtr
- 41) 12st\_Gtr
- 42) Jazz\_Gtr\_1
- 43) Jazz\_Gtr\_2
- 44) Oct\_Jz\_Gtr
- 45) Electr\_Gtr
- 46) Muted\_Gtr1
- 47) Muted\_Gtr2
- 48) Dist\_Gtr
- 49) Acous\_Bass
- 50) Elect\_Bass
- 51) Pick\_Bass
- 52) Fretless\_B
- 53) Slap\_Bass1
- 54) Slap\_Bass2
- 55) Cello\_Viol
- 56) Strings
- 57) Pizz\_Str
- 58) Harp
- 59) Timpani
- 60) Str\_Glockn
- 61) Orch\_Str
- 62) Choir\_1
- 63) Choir\_2
- 64) Vocalboy
- 65) Symphony
- 66) Sympth\_Orch
- 67) Trumpet
- 68) Flugelhorn
- 69) Trombone
- 70) Muted\_Trp1
- 71) Muted\_Trp2
- 72) FrenchHorn
- 73) Brass
- 74) Brass\_Rips
- 75) Brass\_Trp
- 76) Anlg\_Brass
- 77) Dual\_Brass
- 78) Brass\_2
- 79) Soprano\_Sax
- 80) Soft\_Sax
- 81) Tenor\_Sax
- 82) Oboe
- 83) Eng\_Horn
- 84) Bassoon
- 85) Clarinet
- 86) Flute
- 87) Hardflute\_1
- 88) Hardflute\_2
- 89) Panflute
- 90) Bottle
- 91) Whistle
- 92) Sinus\_Wv
- 93) Trian\_Wv
- 94) Square\_Wv
- 95) Pulse\_05Wv
- 96) Pulse\_10Wv
- 97) Pulse\_15Wv
- 98) Pulse\_20Wv
- 99) Pulse\_25Wv
- 100) Pulse\_30Wv
- 101) Pulse\_35Wv
- 102) Pulse\_40Wv
- 103) Pulse\_45Wv
- 104) Saw\_Wv
- 105) Sup\_Saw\_Wv
- 106) Frog\_Wv
- 107) Spectrum\_1
- 108) Spectrum\_2
- 109) SpectBells
- 110) Machinery
- 111) CityBreath
- 112) Spatial
- 113) Fantasy\_1
- 114) Fantasy\_2
- 115) Fantasy\_3
- 116) Fantasy\_4
- 117) Fantasy\_5
- 118) VoiceBells
- 119) Vocal\_Brth
- 120) Voice\_Glk
- 121) Angels
- 122) Atmosphere
- 123) Noise
- 124) Breath
- 125) Syn\_perc1
- 126) Syn\_Perc2
- 127) Syn\_Perc3
- 128) Syn\_Perc4
- 129) Syn\_Perc5
- 130) Syn\_Perc6
- 131) Syn\_Perc7
- 132) Syn\_perc8
- 133) Syn\_Perc9
- 134) Drop
- 135) Water
- 136) Voice\_1
- 137) Voice\_2
- 138) Voice\_3
- 139) Vox\_HH\_Cl
- 140) Vox\_Tap
- 141) Vox\_Tip
- 142) Car\_Horn
- 143) Door
- 144) Rapsy\_Ride
- 145) Baby\_Vox
- 146) Dolly\_Vox
- 147) Kitchen
- 148) Logdrum
- 149) Noise\_Perc
- 150) Agogo
- 151) Conga
- 152) Conga\_acc
- 153) Conga\_slap
- 154) Cowbell
- 155) Bongos
- 156) Darbuka\_hi
- 157) Darbuka\_lo
- 158) Guiro
- 159) Quica\_hi
- 160) Quica\_lo
- 161) Vibraslap
- 162) Castanets
- 163) Tambourine
- 164) Timbales
- 165) Cabasa
- 166) Bdrum\_elet
- 167) Bdrum\_gate
- 168) Bdrum\_hard
- 169) Bdrum\_jazz
- 170) Bass\_drum1
- 171) Bass\_drum2
- 172) Woodblock
- 173) Claves
- 174) FingerSnap
- 175) Side\_Stick
- 176) Snare\_dr\_1
- 177) Snare\_dr\_2
- 178) Snare\_rim1
- 179) Snare\_rim2
- 180) Concert\_sd
- 181) Rimshot
- 182) Snare\_El\_1
- 183) Snare\_El\_2
- 184) Sd\_brush\_1
- 185) Sd\_brush\_2
- 186) Brush\_long
- 187) Brush
- 188) Roll
- 189) Tom\_normal
- 190) Tom\_gated
- 191) Tom\_room
- 192) House\_bdrm
- 193) House\_sdrm
- 194) House\_hhat
- 195) House\_ride
- 196) House\_clap
- 197) HH\_closed1
- 198) HH\_open\_1
- 199) HH\_closed2
- 200) HH\_open\_2
- 201) HH\_pedal
- 202) Ride\_cymb
- 203) Ride\_cup
- 204) Crash
- 205) China
- 206) Splash
- 207) Trian\_long
- 208) Trian\_shrt
- 209) Empty







## TECHNICAL CHARACTERISTICS

### KEYBOARD

61 keys (S2), 76 keys (S3). Weighted synthesizer type,  
Dynamic and Polyphonic Aftertouch sensitive

### SOUND GENERATION

PCM, Wavetables, Multiloop, Crossfade Multiwave and Subtractive Synthesis  
6 MBytes internal ROM (Sounds)  
2 MBytes internal RAM (PCM Samples)  
6 x 18 Bit DACs  
2 digital effects processors (Reverbs + Modulation effects)  
32 oscillators  
16-note minimum polyphony  
Dynamic allocation of voices with assignable priority  
16 parts multitimbral, 16 Layers, 16 Splits, 32 Dynamic Switches  
32 digital filters, fully programmable  
2 filters per voice (5 resonance types with Low Pass, High Pass, Band Pass, Parametric Boost, Parametric Cut)  
Dynamic Stereo Panning

### CONTROLS

2 Wheels, 2 Pedals/Footswitches, 7 Function Buttons, 7 Sliders, all fully programmable  
Volume Pedal

### MEMORY

Motorola® MC68302 microprocessor (16 Mhz)  
6 MBytes internal ROM (Sounds)  
2 MBytes internal RAM (PCM Samples)  
2 MBytes internal RAM (Sequencer)  
Sound Library (350 internal sounds and over 1600 sounds storable in RAM)  
DSP Effects Library (64 + 64)  
100 Performances  
10 Songs  
Sound Patch Matrix (for programming Drumkits or special sound configurations)

### EDITOR

Desktop Editing with graphic display of functions  
Undo, Compare and Clipboard functions  
Graphic Display: 240 x 64 pixels, neon backlit  
14 function buttons  
Internal time/date clock

### SEQUENCER

16 tracks  
Resolution: 1/192 of 1/4 note  
Events: approximately 250,000  
Background Song Loading (new songs and PCM samples can be loaded into memory section with Sequencer operating)  
Realtime, Overdub, Quantize, Realtime Delay, Microscope Editing.  
Compatible with Standard MIDI File (compatible with Atari/IBM)

### DISK DRIVE

3.5" high-density diskettes  
Formatted 1.62 MBytes  
Loading and saving: PCM Samples, Sounds, Songs, Performances, DSP Effects  
Loading of software updates with new User Programs and software options

### MIDI

Complete Master Keyboard functions  
32 independent MIDI channels  
2 MIDI In  
2 MIDI Thru  
2 MIDI Out  
Midi Merge (Input MIDI data can be processed and modified)  
Clock In/Out

### AUDIO OUTPUTS

Stereo Master (L/R) + 4 outputs programmable  
separately or in pairs  
Headphones

### DIMENSIONS

S2 (LxHxD) 1055x116x350 mm  
S3 (LxHxD) 1267x116x350 mm

### WEIGHT

S2: 16 kg  
S3: 18.5 kg

\*MOTOROLA is a trademark of MOTOROLA Inc.

 **GENERALMUSIC**

Generalmusic reserves the right to change specifications without notice.

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