

Genosys^{1.3}

Music Composition Software
for the Yamaha Genos Keyboard Workstation

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Chapter 1. Getting Started

Genosys is a music composition application for the Genos, Yamaha's flagship workstation keyboard. Use Genosys to compose full song arrangements that are played back on the Genos keyboard.

Genosys songs comprise a series of MIDI events which play back sequentially, according to each event's bar:beat position. Event types include:

- style commands
e.g., Intro 1, Main B, Fill Self, Break, OTS 2
- style chord progressions
e.g., C3 E3 G3 -> F3 A3 C4 -> G3 B3 D4
- multi pad control
e.g., Multi Pad 4, Multi Pad Stop
- notes
e.g., Note R1 | C3 | 100 | 000:1:00
- and more...

System Requirements

Genosys is a MacOS application. Below are the system requirements:

- Yamaha Genos keyboard *
- MacOS 10.10.5 (Yosemite) or higher
- 1500 X 1200 pixel or higher screen resolution
- USB 2.0 Type A male to Type B male cable (to connect the Mac and Genos)
- USB flash drive (to transfer the "Genosys MIDI.msu" setup file to the Genos)

* When a Genos keyboard is not connected, Genosys can still be used to compose songs in offline mode. However, no sound will be output.

Hardware Setup

1. Connect the square end of the USB cord to the USB port on the rear of the Genos.
2. Connect the rectangular end of the USB cord to a

USB port on the computer.

Genos Setup

In order for Genosys to communicate with the Genos, the "Genosys MIDI.msu" file (located in the Genosys application folder) must be transferred to the Genos:

1. Format a USB flash drive on the Genos. (Refer to page 112 of the Genos Owner's Manual for instructions.)
2. Remove the USB flash drive from the Genos and insert it into a USB port on the computer.
3. Copy the "Genosys MIDI.msu" file (located in the Genosys application folder) to the USB flash drive.
4. Insert the USB flash drive into the USB port on the front panel of the Genos. Wait a few seconds for the USB flash drive to mount.
5. On the Genos front panel, press the "Menu" button.
6. Navigate to "Menu2" and choose the "Utility" option.
7. Choose the "Factory Reset/Backup" option and navigate to page 2.
8. Optionally, back up the Genos' current MIDI settings by choosing the "Save" option on the "MIDI" row.
9. Choose the "Load" option on the "MIDI" row.
10. At the top of the screen which appears, choose the "User" option and then the "USB1" option on the left-hand side.
11. Choose the "Genosys MIDI" option. An alert dialog appears. Choose "Yes" to load the Genosys MIDI file.
12. On the Genos front panel, press the "Menu" button.
13. Navigate to "Menu2" and choose the "MIDI" option.
14. Touch the blank box at the top of the "MIDI" screen.

15. At the top of the screen which appears, choose the "User" option.
16. Press the "Genosys MIDI" button.
17. On the Genos front panel, press the "Home" button.

The Genos is now set up for MIDI communication with Genosys.

Launching Genosys

1. Turn on the Genos keyboard and wait for it to power up.
2. Launch the Genosys application on your computer.
3. At the bottom right of the Genosys window, note the "Genos: Connected" indicator. This indicates that the Genos is in MIDI communication with the Genosys application.

If the Genos is turned off or the USB cord is not connected, the indicator will instead read

"Genos: Not Connected."

Demo Mode

Genosys is distributed to unregistered users as a demo application.

In demo mode, Genosys plays back songs that are up to 25 bars long. All other Genosys features are otherwise fully functional.

Registering Genosys

1. Launch the Genosys application.
2. Choose "About Genosys..." from the "Genosys" menu.
3. In the window which opens, click on the "Register..." button.
4. As prompted, enter the requested information.

Playing the Demo Song

1. Turn on the Genos keyboard.
2. Using the Genos touchscreen, choose the "UnpluggedPop" style which is located on page 2 of the "Pop" styles.
3. On the Genos front panel, press the "Home" button.
4. On the Genos front panel, enable the "ACMP" and "Auto Fill In" buttons. Disable the "OTS Link" button.
5. Launch the Genosys application on your computer.
6. Choose "Open..." from the "File" menu to open the "Demo Song (Unregistered).gen" file which is located in the Genosys application folder. (If you have purchased a license for Genosys and registered the software, you can instead open the "Demo Song (Registered).gen" file.)
7. In Genosys, press the Play button to play the song. As each event is played back, it is

highlighted in the Event List (top-left of the window) and Timeline (bottom of the window).

Sequences

In Genosys, a list of events is referred to as a sequence. The Event List lists the events in the currently active sequence.

Sequence Types

There are two types of sequences. The main "Song" sequence is the top-level sequence of a song. The "Song" sequence can play back MIDI events. It can also play back other sequences which are inserted into the "Song" sequence.

Other sequences that you create can play back MIDI events, but they cannot play back other sequences. Only the top level "Song" sequence can have other sequences inserted into it.

To switch between the sequences you have created, click on the "Sequence:" display.

Creating, Renaming, and Deleting Sequences

To create, rename, or delete a sequence, click on the "Sequence:" display and choose an option from the pop-up menu which opens.

The events in a sequence can be copied and moved to other sequences. Choose options from the "Edit" menu to cut, copy, and paste the selected events in the Event List from one sequence to another. To select events that are not adjacent to one another, hold down the Command key and click on the events to select.

Genosys songs are automatically saved as they are being composed. However, it is strongly recommended that songs be periodically backed up. Choose "Backup Song..." from the "File" menu.

Chapter 2. User Interface

Genosys is a single window application. Most of the software's features can be accessed via this window.

The window includes six panes (see Figure 1):

1. Transport
2. Event List
3. Timeline
4. Recorder
5. Keyboard Console
6. Style Console

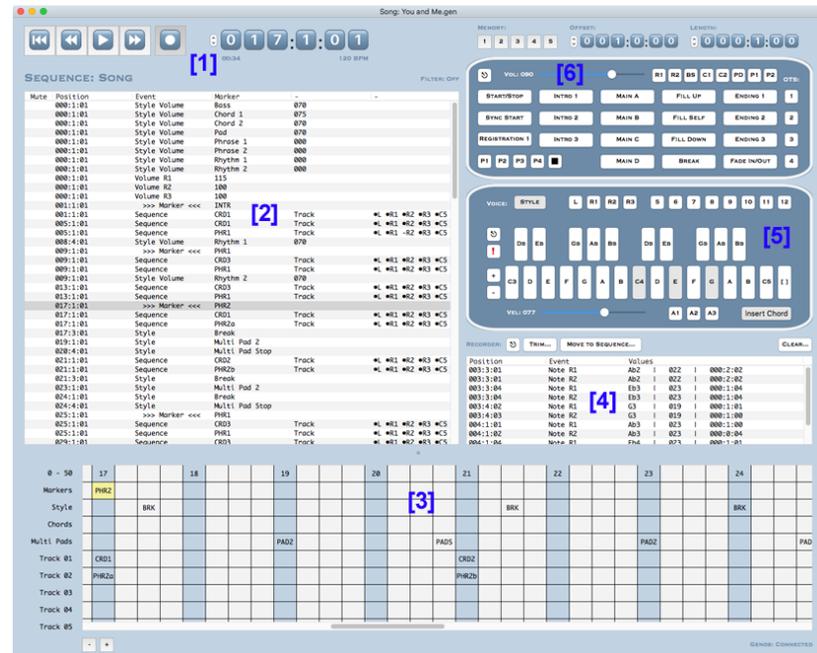


Figure 1: The Genosys user interface.

Transport

Use the **Transport** to navigate the current sequence.

Press the **Rewind** button to go to the beginning of the sequence.

Press the **Previous Marker** button to go to the previous marker in the sequence. For example, a marker can be used to mark and recall the beginning location of a verse or chorus in a song.

Press the **Play** button to begin playing the sequence from the current time position. Press the Play button again to stop playback.

During playback, interacting with the Genosys user interface can cause playback timing issues to occur. Always stop playback before making changes to a sequence.

Press the **Next Marker** button to go to the next marker in the sequence.

Press the **Record** button to step record, inserting notes, chords, and style commands using the Keyboard Console and Style Console. Press the Record button

again to disable step recording.

Locator

To the right of the Transport, is the **Locator** which displays the current time position in the sequence. Click on the up and down arrows beside the Locator to change the current time position by division increments. Hold down the Option key to change the current time position by bar increments.

In Genosys, time positions are formatted as follows:

Bar:Beat:Division

Bar: Ranges from 000 to 999

Beat: Ranges from 1 to 4 (i.e., 4/4 time¹)

Division: Ranges from 01 to 04

For example:

000:1:01

050:3:02

199:4:03

¹ Genosys supports 4/4 time.

The last example above is bar 199, beat 4 of 4, and division 03 of 04.

Each beat is sub-divided into four divisions. Therefore, each division has a 16th note value (i.e., 4 X 16th note = 1 beat).

Tempo

Below the Locator is the **Tempo** indicator. Click on the Tempo indicator to select a different tempo.

Genosys supports the following tempos²: 40, 50, 60, 75, 100, 120, 150, and 200 beats per minute (BPM).

Should you wish to record a song at a tempo that is not supported by Genosys, compose the song using the closest available tempo. Then capture the song on the Genos keyboard, using the Genos' multitrack MIDI recording function (refer to the Genos Reference Manual). The tempo of the recorded MIDI song can then be changed on the Genos.

² The eight supported tempos are aligned with Genosys's internal timing functionality, allowing Genosys to remain in sync with the Genos keyboard during song playback.

Time

The current **Time** position of the song in minutes:seconds is displayed below the Locator.

Metronome

A note on the Genos can be set to play a **Metronome** sound during playback. The metronome sounds at a louder velocity on beat 1 and at a softer velocity on beats 2, 3, and 4.

Click on the Tempo indicator to turn on the metronome. Also click on the Tempo indicator to set the MIDI channel and note for the metronome sound using the Keyboard Console.

Event List

The **Event List** lists the individual events in the current sequence ordered by time. During playback, the Event List scrolls through the events, highlighting each as it is played back.

When the Record button on the Transport is enabled,

events can be inserted into the Event List using the Keyboard Console and Style Console.

In the Event List, right-click on the column of an event to edit it, as well as any other events that are selected.

Refer to Chapter 3 for more details about the Event List, including how to use the Event List to filter events.

Style Console

When the Record button on the Transport is enabled, click on a **Style Console** button to insert a style event into the sequence at the current time position.

Refer to Chapter 4 for more details about the Style Console, including how to use the Style Console to turn style channels on and off using volume events.

Keyboard Console

When the Record button on the Transport is enabled, click on a **Keyboard Console** key to insert a note event into the sequence at the current time position.

Refer to Chapter 4 for more details about the Keyboard Console, including how to use the Keyboard Console to insert style chord progressions.

Offset

Above the Style Console is the **Offset** indicator. Click on the up and down arrows beside this indicator to set the time position gap between inserted events. (Option-click to change the value by bar increments.)

When an event is inserted into the sequence, the current position is moved forward by the Offset value.

For example, if the current position is 005:1:01 and the offset is 002:0:00, after the next event is inserted, the current position will move forward two bars to 007:1:01.

Length

To the right of the Offset indicator is the **Length** indicator. Click on the up and down arrows beside this indicator to set the length of inserted note events. (Option-click to change the value by bar increments.)

Memory

To the left of the Offset indicator are five **Memory** buttons. To store the current offset and length values for instant recall later, hold down the Option key and click on a Memory button.

To recall a saved offset and length, click on a Memory button.

Similar to other Genosys preferences, Memory settings are saved with the current song.

Timeline

The **Timeline** visually arranges the marker, style command, style chord, and multi pad events in the current sequence running left to right along a timeline. During playback, the Timeline scrolls through the events in the current sequence, highlighting the current bar.

Refer to Chapter 5 for more details about the Timeline, including how to use the Timeline to assign sequences to different sequence layers.

Recorder

Use the **Recorder** to record the notes you play on the Genos into Genosys. To capture a live recording:

1. On the Genos, enable/disable the **L, R1, R2,** and/or **R3** voices as desired. Only the enabled voices will be captured.
2. In Genosys, set the **Event List** to the sequence to play back whilst capturing your Genos performance. (For no accompaniment, create a new empty sequence.)
3. In Genosys, set the **Locator** to the start position for the recording.
4. In Genosys, optionally turn on the metronome by clicking on the **Tempo** Indicator.
5. In the Recorder, enable the **Power** button (to the right of the "Recorder:" label) to begin capturing your Genos performance.
6. In Genosys, click on the Transport's **Play** button to begin playback.

7. On the Genos, begin playing your performance in time with the current sequence as it plays back. The Recorder's event list will fill with events as the notes you play on the Genos are captured.
8. When you have finished recording, disable the Recorder's **Power** button.
9. Click on the Transport's **Play** button to stop playback.

After capturing a Genos live performance, perform all or some of the following actions as desired:

- play back the captured performance and current sequence;
- if you are not happy with the captured performance, click on the **Clear** button to delete it and begin again;

When capturing a performance, consider slowly down the tempo (in both Genosys and on the Genos) in order to improve the timing and accuracy of captured performances.

- click on the **Trim** button to trim the captured

performance so that its first event starts at bar 0;

- right-click on the Recorder's event list to edit the selected events. Options include:
 - select all of the events. (To select/deselect individual events, control-click on them);
 - move the selected events forwards or backwards one division;
- Important: Due to latency, it may be necessary to move a captured performance (or only certain events) backwards one (or more) divisions in order to sync them with the current sequence.
- quantize the selected events. Choose 1/8, 1/4, or 1/1 to respectively quantize by eighth notes, quarter notes, or whole notes;
 - change the playback voice of the selected events;
 - set the velocity of the selected events to the value of the Velocity slider on the Keyboard Console;

- set the length of the selected events to the value of the Length indicator (top-right of the window);
- delete the selected events.

Once you are happy with a captured performance, move it to the current sequence (where it can be further edited) by clicking on the **Move to Sequence** button.

Genosys records L, R1, R2, and R3 note events that are performed on the Genos.

For the R1 voice, Genosys also records pitch wheel changes, mod wheel changes (positive), and sustain pedal on/off.

In the Event List, the playback channels to which events are assigned can be changed to L, R1, R2, R3, C5, C6, C7, C8, C9, C10, C11, and C12.

Menu Options

Below is a list of the menu options in Genosys and their respective functions:

Menu Option	Function
Genosys Menu	
About Genosys...	Opens the registration window
Preferences...	Opens the Preferences window
Quit Genosys	Closes the Genosys application
File Menu	
New Song...	Opens a dialog box for choosing the save location for a new song
Open Song...	Opens a dialog box for choosing a song to open

Close	Closes the song and quits Genosys
Backup Song...	Opens a dialog box for choosing a save location in which to back up the song
Edit Menu	
Cut	Moves the selected events in the Event List to the Genosys clipboard
Copy	Copies the selected events in the Event List to the Genosys clipboard
Paste	Pastes the events from the Genosys clipboard to the current sequence
Paste at Current Time	Pastes the events from the Genosys clipboard to the current sequence at the current time (as noted

	in the Locator)
Select All	Selects all of the events in the Event List
Expand Song	When viewing the main "Song" sequence, displays in the Event List all of the events for the sequences that have been inserted into the "Song" sequence
Delete Events...	Permanently deletes the selected events in the Event List
Song Comments...	Opens the Song Comments window where comments about the song can be stored
Transport Menu	
Play	Plays the sequence
Record	Enables step recording.

	Use the Keyboard Console and Style Console to insert events into the sequence
Rewind	Goes to the beginning of the sequence
Previous Marker	Goes to the previous marker in the sequence
Next Marker	Goes to the next marker in the sequence
Insert Menu	
[Various menu items]	Inserts a style command, style volume event, or note volume event into the sequence at the current time

Preferences Window

To open the Preferences window, select "Preferences"

from the "Genosys" menu. Preferences are stored with the current song.

Show Warnings

Specifies whether alert dialogs are displayed when deleting events, among other actions.

Font Size

Sets the font size of the Event List and Recorder's event list. Choose between a 12 and 14-point font size.

Display Accidentals As

Specifies whether the accidental keys on the Keyboard Console are displayed as sharps or flats. Choose the setting which matches the key of the current song.

On Stop Playback

Specifies what action to take when play back is stopped. "No Action" does nothing. "Sync Start" sends a "Sync Start" style command to the Genos. "Reg 1" resets the Genos to Registration 1. "Sync Start + Reg 1" issues both commands to the Genos.

When composing a song using Genosys, use Registration 1 as the 'working registration' to which you

can reset the Genos when playback is stopped.

For example, store the initial settings for your song in Registration 2 and the settings for the chorus in Registration 3 etc.

When you wish to work on the chorus section of your song, select Registration 3 and then save the recalled settings to Registration 1.

If you place a marker event at the beginning of the chorus in Genosys, stopping playback of the chorus by clicking on the Previous Marker button (on the Transport) will reset the Genos according to the preferences set for "On Stop Playback." The current song position will also move to the beginning of the chorus.

Chapter 3. The Event List

The **Event List** lists the individual events in the current sequence ordered by bar:beat:division position. During playback, the Event List scrolls through the events in the sequence, highlighting each event as it is played back.

Inserting Events

When the Record button on the Transport is enabled, events can be inserted into the Event List via the "Insert" menu, the Style Console, the Keyboard Console, the Timeline, and the Recorder as follows:

Event	Insert Menu	Style Console	Keyboard Console	Timeline	Recorder
Style Chords			•	•	
Style Commands	•	•		•	
Multi Pads	•	•		•	
Style Volumes	•	•			
Event	Insert Menu	Style Console	Keyboard Console	Timeline	Recorder

Notes			•		•
Note Chords			•		
Note Volumes	•				
Pitch Bend					•
Modulation					•
Sustain					•
Sequences				•	
Markers				•	

Copying, Moving, Duplicating, and Deleting Events

Choose options from the "Edit" menu to cut and copy selected events to the Genosys clipboard and paste events from the Genosys clipboard to the current sequence, optionally beginning at the current time.

For example, to move a group events from one sequence to another:

1. Select the events to move.

2. Choose "Cut" from the "Edit" menu.
3. Navigate to the sequence you wish to move the events to.
4. Choose "Paste" from the "Edit" menu.

Or duplicate a chord progression in order to repeat it:

1. Select the chord progression events to duplicate.
2. Choose "Copy" from the "Edit" menu.
3. Change the current time (using the Locator) to the starting bar:beat:division position at which the events should be duplicated.
4. Choose "Paste at Current Time" from the "Edit" menu.

Editing Events

In the Event List, right-click on the column of an event to edit it, as well as any other events that are selected.

The editing options for each of the Event List columns

are described below.

Mute

Mutes an event so that it does not playback. Right-click on the "Mute" column to mute/unmute the selected events.

Position

The position (i.e., bar:beat:division) of the event in the sequence. Right-click on the "Position" column to:

- set the current position (as displayed in the Locator) to the position of the selected event;
- set the position of the selected events to the current position;
- move the selected events forward or backward one bar;
- move the selected events forward or backward one division;
- trim the selected events so that the first selected

event starts at bar 0.

Sequence

The sequence the event belongs to. This column is only displayed if the "Expand Song" option is enabled in the "Edit" menu. It cannot be edited.

When viewing the main "Song" sequence, choose "Expand Song" from the "Edit" menu to show all of the events for the sequences that have been inserted into the song. As each event is played back, it is highlighted in the Event List.

Event

The type of event. Genosys supports the following event types:

- sequences
- markers
- style chords (e.g., C3 E3 G3)
- style commands (e.g., Main A, Multi Pad 1)

- style volumes
- notes (e.g., Note R1)
- note chords (e.g., Chord R1)
- note volumes
- pitch bend (e.g., Pitch R1)
- modulation (e.g., Mod+ R1)
- sustain (e.g., Sustain R1)

For certain event types, right-click on the "Event" column to change the event type of the selected events (e.g., change Note R1 to Note R2).

Values

The values of the event. Each event type has a different set of value properties that are listed in up to three columns in the Event List. For example, a note event may have the following values:

G4 | 100 | 000:1:00

In the above example, "G4" is the note value, "100" is the note velocity, and "000:1:00" is the note length (i.e., one beat).

When you select an event in the Event List, the headings of the value columns change to indicate the value properties for that event. For example:

Note | Velocity | Length

For certain event types, right-click on a value column to change the values of the selected events. For example:

- right-click on the "Command" column to set the style command of the selected style events;
- right-click on the "Style Chord" column to set the chord of the selected style chord events;
- right-click on the "Note" column to set the note and octave of the selected note events;
- right-click on the "Velocity" column to set the velocity of the selected note events to the value of the Velocity slider on the Keyboard Console;
- right-click on the "Length" column to set the

length of the selected note events to the value of the Length indicator (top-right of the window).

Filtering Events

The Event List can be filtered to only display those events which match specific criteria.

Right-click on the "Event" column to only display and play back those events which match a specific event type (e.g., Note R1).

Right-click on the "Location" column to only display and play back those events which match a specific bar, beat, or division position (e.g., ###:3:##).

Filter the Event List in order to more easily edit similar events. For example, to mute all of the Note R3 events in a sequence which contains a mix of Note R1, Note R2, and Note R3 events, right-click on the "Event" column of a Note R3 event and choose "Filter: Note R3." Only the Note R3 events will be displayed in the Event List. Choose "Select All" from the "Edit" menu to select all of the events. Then right-click on the "Mute" column of an event to mute all of the events.

To reset the event filter and display all of the events in the sequence, click on the "Filter:" display which is located above the Event List on the right.

Toggling Sequence Voices

You can toggle the play back of the note, note chord, volume, modulation, pitch, and sustain events which are assigned to individual voice channels in a sequence.

Right-click on the "Voices" column of a sequence event to toggle the play back of the events assigned to each of the twelve voice channels.

Voice channels which are preceded with a bullet (i.e., •) play back their events, while those which are preceded with a dash (i.e., -) do not.

Chapter 4. The Keyboard and Style Consoles

The Keyboard Console and the Style Console are used to control the Genos keyboard remotely and insert events into the current sequence.

Keyboard Console

The **Keyboard Console** is a two-octave virtual keyboard which is used to play (on the Genos) and insert (into the current sequence) notes, note chords, and style chords.

Playing Notes on the Genos

To play a note on the Genos, ensure that the Genos is connected. Then enable the **Power** button (below the "Voice" label) on the Keyboard Console. Press a note key.

To send a reset all channels command to the Genos

(commonly known as "all notes off"), press the **!** button on the Keyboard Console.

Inserting Notes into the Current Sequence

To insert a note into the current sequence, set the **Locator** to the position where the note is to be inserted. Enable the **Record** button on the Transport. Then press a note key. The note will be inserted into the sequence at the current time position.

The current time position will then move forward by the length of time specified by the **Offset** indicator (top-right of the window). Click on a note key to insert another note at the new time position.

To insert a rest, press the **□** note key. No note event will be inserted, but the current time position will move forward.

On the Keyboard Console, the **Velocity Slider** specifies the velocity for inserted/played notes. The **Length** indicator (top-right of the window) sets the length for inserted/played notes.

Toggle the voice buttons on and off (e.g., **L**, **R1**, **R2**, and **R3**) to specify the voice(s) for the notes that are inserted/played.

Composing 12 Channel Songs

The **C5** to **C12** voice buttons correspond to the style channels which can also be used to play back notes (normally when the style engine is disabled on the Genos). The style channels are set up as following:

C5	Rhythm 1
C6	Rhythm 2
C7	Bass
C8	Chord 1
C9	Chord 2
C10	Pad
C11	Phrase 1
C12	Phrase 2

On the Genos, navigate to the Mixer page to set the voice for each style channel.

When the Genos' style engine is disabled, Genosys can be used to compose and play back 12-channel compositions on the Genos, using the L, R1, R2, R3, and C5 through C12 channels, each of which has its own

individual voice assignment on the Genos.

Press the **A1**, **A2**, and **A3** buttons on the Keyboard Console to insert/play a R1 articulation. (Articulations are only enabled for certain Genos voices. Refer to the Genos documentation for details.)

Press the **+** or **-** buttons to shift the virtual keyboard up or down an octave.

Choose "Preferences..." from the "Genosys" menu to specify whether the accidental notes on the virtual keyboard are displayed as sharps or flats.

Inserting Chords

The Keyboard Console can be used to insert chord styles into the current sequence. Chord styles work with the Genos' style engine, allowing complex backing arrangements to be composed.

To insert a chord style into the current sequence:

1. Set the **Locator** to the position where the chord style event is to be inserted.
2. Enable the **Record** button on the Transport.

3. Press the **Style** button on the Keyboard Console.
4. Toggle the **Insert Chord** button on.
5. One at a time, press the note keys which will make up the chord (e.g., C, E, and G). Each will be highlighted.
6. Toggle the **Insert Chord** button off.
7. The chord style will be inserted into the sequence at the current time position.
8. The current time position will move forward by the length of time specified by the **Offset** indicator.
9. Repeat the above steps to insert another chord style into the current sequence, creating a chord progression.

In addition to inserting chord styles, you can also insert note chords into the current sequence. For Step 3 above, toggle the voice buttons on and off to specify the voice(s) for the chords that are inserted. This feature can be especially useful for songs which are choral in nature.

Style Console

The **Style Console** is used to send style commands to the Genos and to insert style events into the current sequence.

The style commands include:

- **Start/Stop:** Starts or stops style playback on the Genos;
- **Sync Start:** Starts style playback when the next chord style event is received by the Genos;
- **Registration 1:** Recalls Registration 1, allowing you to reset a Genosys song to its default style settings;
- **Intro 1 / Intro 2 / Intro 3:** Triggers a style intro;
- **Main A / Main B / Main C / Main D:** Triggers a main style;
- **Fill Up:** Triggers the next main style, inserting a fill;
- **Fill Self:** Inserts a fill;

- **Fill Down:** Triggers the previous main style, inserting a fill;
- **Break:** Inserts a break;
- **Ending 1 / Ending 2 / Ending 3:** Triggers a style ending;
- **Fade In/Out:** Fades the song in or out;
- **OTS 1 / 2 / 3 / 4:** Switches between one touch settings;
- **P1 / P2 / P3:** Triggers a multi pad;
- **■:** Stops multi pad playback.

For more information about each of the above style commands, refer to the Genos documentation.

Sending Style Commands to the Genos

To send a style command to the Genos, ensure that the Genos is connected. Then enable the **Power** button (top-left corner of the Style Console). Press a style command button.

Inserting Style Commands into the Current Sequence

To insert a style command into the current sequence, set the **Locator** to the position where the style command is to be inserted. Enable the **Record** button on the Transport. Then press a style command button. The style command will be inserted into the sequence at the current time position.

The current time position will then move forward by the length of time specified by the **Offset** indicator. Click on another style command to insert another event at the new time position.

Turning Style Channels On and Off

The Style Console can be used to turn style channels on and off using volume events.

For example, you could compose a song which begins with only a small subset of the style channels turned on (e.g., Rhythm 1, Bass, and Pad). Each of the remaining style channels is then turned on in subsequent bars, building up the song over time.

To insert a style channel volume event into the current sequence:

1. Set the **Locator** to the position where the style channel volume event is to be inserted.
2. Enable the **Record** button on the Transport.
3. Set the **Vol** slider on the Style Console. To turn a style channel "off," set the Vol slider to 0. To turn a style channel "on," set the Vol slider to a value higher than 0.
4. On the Style Console, press one of the **R1, R2, BS, C1, C2, PD, P1, or P2** style channel buttons to insert a style channel volume event into the sequence at the current time position.
5. The current time position will move forward by the length of time specified by the **Offset** indicator. (Set the Offset indicator to 000:0:00 to insert multiple events at the same time position.)
6. Repeat the above steps to insert another style channel volume event into the current sequence.

Chapter 5. The Timeline

The **Timeline** visually arranges the marker, style command, style chord, and multi pad events in the current sequence running left to right along a timeline. During playback, the Timeline scrolls through the events in the current sequence, highlighting the current bar.

Click on the – and + buttons at the bottom-left of the Timeline to narrow or widen the width of the cells in the Timeline. Wider cells display more text in each cell. Narrower cells display more bars.

Editing the Timeline

Click on a timeline cell to:

- insert a new event into the current sequence at the current bar:beat location (as noted in the top row of the Timeline);
- replace an existing event with a new event;

- copy event(s) to the Genosys clipboard;
- cut (i.e., move) event(s) to the Genosys clipboard;
- paste event(s) from the Genosys clipboard;
- select an event in the Event List.

Markers

New markers can be named and inserted into the "Markers" row.

Style Chords

Style chords that have been inserted into the Event List using the Keyboard Console can be inserted into the "Chords" row, creating style chord progressions.

Style and Multi Pad Commands

The following events can be inserted into the "Style" row of the Timeline. Each has a short acronym which is displayed in the Timeline cell the event is inserted into:

- Main A (A)
- Main B (B)
- Main C (C)
- Main D (D)
- Fill Up (FU)
- Fill Self (FS)
- Fill Down (FD)
- Break (BRK)
- OTS 1 (OTS1)
- OTS 2 (OTS2)
- OTS 3 (OTS3)
- OTS 4 (OTS4)
- Articulation 1 (ART1)
- Articulation 1 (ART2)
- Articulation 1 (ART3)
- Start/Stop (S/S)
- Sync Start (STA)
- Registration 1 (REG1)
- Intro 1 (IN1)
- Intro 2 (IN2)
- Intro 3 (IN3)
- Ending 1 (END1)
- Ending 2 (END2)
- Ending 3 (END3)
- Fade In/Out (FADE)

The following events can be inserted into the “Multi Pads” row of the Timeline:

- Multi Pad 1 (PAD1)
- Multi Pad 2 (PAD2)
- Multi Pad 3 (PAD3)
- Multi Pad 4 (PAD4)

- Multi Pad Stop (PADS)

Sequence Layers

When viewing the "Song" sequence, the Timeline also displays the sequences that have been inserted into the song. Sequences can be assigned to any of twelve sequence layers, allowing multiple sequences to be layered on top of one another, building up the arrangement of a song.

Resize the window and drag the divider which separates the Timeline and Event List to increase the height of the Timeline, displaying more sequence layers.

The Timeline's twelve sequence layers can be renamed (e.g., Piano, Guitar, Strings etc.). Click on the name of a sequence layer (at the far left of the Timeline).

Navigating the Timeline

The Timeline displays 50 bars at a time. Use the horizontal scroll bar at the bottom of the Timeline to

scroll through the 50 bars that are currently in view.

To change the bar range that is displayed (e.g., from "0 - 50" to "51 - 100"), click on the top-left cell of the Timeline.

Click on a bar:beat cell along the top row of the Timeline to set the Locator to the bar:beat position.