

SEMPRA 3.0 PRO-LIB

instruction manual

AMADEUS drumsound editor



www.boehm-organs.com

Amadeus Sound Editor operating instructions
version 3.0
Item no. 41152A
stand: 16.10.2024

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The description is based on the information available at the time of going to press.

The display illustrations shown in these instructions are only examples and may differ from the actual displays on your instrument.

We reserve the right to make changes to technical details compared to the descriptions, information and illustrations in these instructions.

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1. Introduction

With the AMADEUS Drumsound Editor, you can expand your SEMPRA with a versatile app that allows you to comprehensively edit and customize the drum sounds and kits of the AMADEUS sound system. You can change individual percussion instruments in a drum kit using various parameters as well as swap instruments within the kit for other instruments from the kit.

Drum kits modified in this way can be saved as user drum kits in SEMPRA and then used as a sound in the styles, in playbacks or in the manual or pedal parts.

The Amadeus Pro D sound module version 1.4 or higher and a SEMPRA BOS version 2.2 or higher are required to use the drum sound editor! The editor is activated in the usual way using an activation code (app code) and can then be used. Like all other app codes, the activation also applies to the entire SEMPRA, i.e. all user accounts installed on it.

To familiarize yourself with all the options and how the various parameters work, please read through these instructions in full and try out the various functions on the instrument. This will enable you to quickly create your own personal drum sounds and kits using the various functions of the drum sound editor.

But before we open the editor and get to know it in detail, here is some basic information about the drum kits and sounds in SEMPRA:

Drumkits in the SEMPRA

With the current SEMPRA 3.0 Pro-Lib generation, the SEMPRA has 50 factory drum kits in the AMADEUS Soundbank 128 ("Drumkits"):

- **29 SEMPRA Pro-Lib Drumkits:** These are the original SEMPRA drum kits, which are also used in the factory styles, playbacks or in the corresponding arpeggiator templates.
- **10 GS-konform Drumkits** (primarily for use in corresponding midi files/playbacks)
- **10 group kits**, combine the instrument groups such as bass drums, snares, brushes, hi-hats, toms etc. into separate kits again.

An overview of the factory drum kits from version SEMPRA 3.0 Pro-Lib with the corresponding program numbers and the included drum sounds can be found in a separate Excel spreadsheet, which is included in the ZIP file of this manual (download from the Böhm website). For SEMPRA instruments without 3.0 / Pro-Lib equipment, fewer factory drum kits are available.

You can select the drum kits as instruments for the drum tracks in the style, playback or arpeggio editors, as well as use them as timbres on the manual or pedal parts.



Compared to almost all other instruments on the market, the SEMPRA drum kits can contain far more individual drum sounds, namely up to 127(!) each. And this is the case throughout the 29 **Pro-Lib** drum kits! Each drum instrument included is individually tuned and has up to 6 dynamic layers! Included in total are e.g.:

- 61 Bass drums
- 120 Snare drums (plus 19 Brushes!)
- 49 cymbals (plus 80 Hi-Hats!)
- 82 Toms and
- $85 + 43 + 59 + 29 = 216$ Percussions

All these drum sounds are truly individual sounds - not just the same instrument with a different name every time!

Each drum kit contains several kit variations that can be selected individually in each style or playback! The drum instruments belonging to each variation are marked with letters A...D. Each kit contains

- 3 sets of bass drums (A/B/C) with 2 matching bass drum instruments each,
- 3 sets of snare drums (A/B/C) with 3 matching snares each,
- 4 sets (A/B/C/D) with 3 hi-hats each, - 4 sets (A/B/C/D) with 7 cymbals each,
- 3 sets (A/B/C) with 6 toms each,
- 3 sets (A/B/C) with handclaps and tambourines,
- 2 x 4 sets of percussion.

The lists with the instrument names of the individual drum instruments can be found in the drum sound lists in the style editor (and also in the playback editor) as well as here in the drum sound editor:



Style-Editor

Drumsound-Editor

This means that each individual SEMPRA Pro-Lib drum kit contains the theoretical number of $3*3*4*4*3*3*4*4 = 20,736$ kit variants simply by using the fixed set variants in the style. In addition, there are countless variants thanks to the two user set variants that can be defined in the style or in the playback.

These variation options apply to every single one of the 29 factory Pro-Lib kits - i.e. there are **over 600,000 Pro-Lib drum kit variants** in SEMPRA! And that's without even having to use the drum sound editor presented here. Look for such possibilities with other instruments on the market....

Basic drum kits

Each factory or user drum set stored in Amadeus always plays a so-called basic drum kit (cf. Sound Editor: each layer in the sound plays an element sound). These basic kits are predefined in the Amadeus sound generation system.

A basic drum kit of the same name is available for each factory drum kit according to the expansion status of the SEMPRA.

The desired basic drum kit can be selected in the drum sound editor. The kit to be edited in the editor then uses the instruments available in the selected basic drum kit (see overview of factory kits in the appendix).

In the drum sound editor, the instruments contained in the kit can be swapped and the individual instruments can be edited in various sound parameters. The result is then saved as a user drum kit.

Instrument names in the basic kits

In the drum sound lists of the style or playback editors and here in the drum sound editor, schematized instrument names are used for the instruments stored in the basic kits. As described above, these show you, for example, which bass drum, snare etc. belongs to which variation group (A/B/C/D) within the kit.

Ultimately, you select the desired instruments "by ear" anyway in order to determine what is appropriate in each case. It is therefore justifiable to dispense with the hundreds of individual names for the instruments in the editors. These would also have to be repeatedly transferred between the organ and the sound system during editing, which would lead to delays in the editing process.

In the overview tables of the individual drum kits in the appendix, however, the individual names are listed and can be viewed.

The drum sound editor

With the drum sound editor, each individual drum instrument of a basic drum kit can be individually changed in many parameters and also exchanged for another instrument from your own kit.

Modified factory drum kits can be saved directly at their original position (currently in the AMADEUS sound bank 128). **ATTENTION:** You will not delete the original kit, but it will be **covered** by the edited user version! This means that the changes made in the user version apply wherever this kit is used. So in corresponding styles, playbacks, arpeggios, part registrations...

If you wish to do this, e.g. if you want a different bass drum on note 36 in the factory default kit 1, then set the desired drum for this note and save the kit in its original location.

However, if you want to keep the original version and also use your own version, it is better to save your own drum kits in the user sound locations provided for this purpose in the AMADEUS sound generation system.

We have provided **sound banks 123...128** of the AMADEUS sound generation for drum kits, with bank 128 containing the current factory drum kits. The banks are named accordingly in the sound preset editor:



Memory locations for your own drum kits

Caution: Preferably save your own drum kits to banks 123...125, as banks 126...128 may be occupied by other factory drum kits at a later date!

More about saving your own drum kits later, when we have made some edits.

As you may already know from the AMADEUS Sound Editor, editing in the Drumsound Editor also takes place directly in the Amadeus modules.

After editing and saving a drum kit in the Drumsound Editor, we have to create corresponding sound presets for the newly saved drum kit(s) in SEMPRA so that the new kits can be recognized and selected in the sound lists by their names. You may already be familiar with this process from creating your own AMADEUS sounds with the Sound Editor.

We will of course also describe this process for the drum kits below.

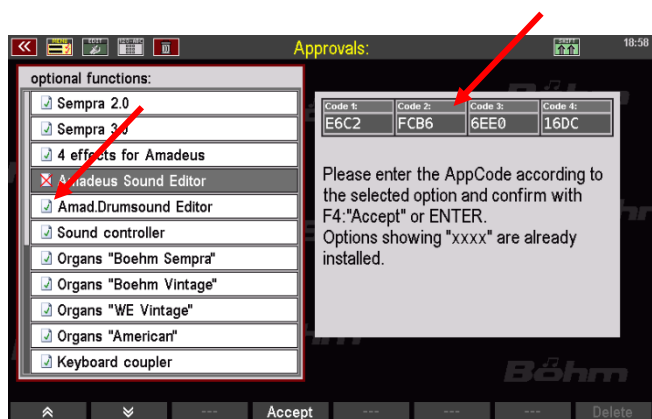
2. Installation / call up the drumsound editor

Before you can use the drum sound editor, the app must first be activated in the same way as other SEMPRA apps using a 16-digit activation code.

Unlocking the Amadeus drum sound editor

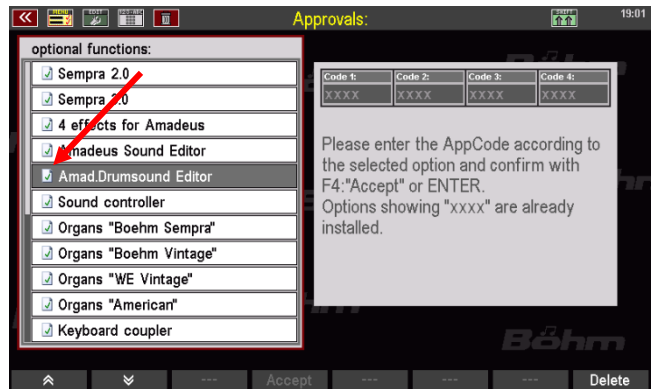
If you have received a USB stick for installation, the activation code for the **Drumsound Editor** is also stored there. This makes the following entry easier, as the corresponding code is automatically entered if the installation stick is inserted as drive C: or "**USB1**".

- Call up the **System setups (8) – Approvals (4)** menu:
- Select the line "**Amad. Drumsound Editor**" on the left so that the code can be read in from the USB stick that may be inserted.

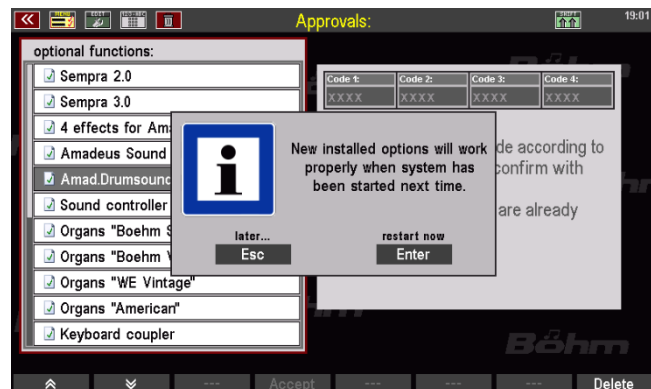


- If you do not have a corresponding installation stick, enter the transmitted code manually via the **letter/number field** of the SEMPRA.

- Press [ENTER] or [F4] **Accept** to confirm the activation.
- The app line is now marked as unlocked with a green tick.



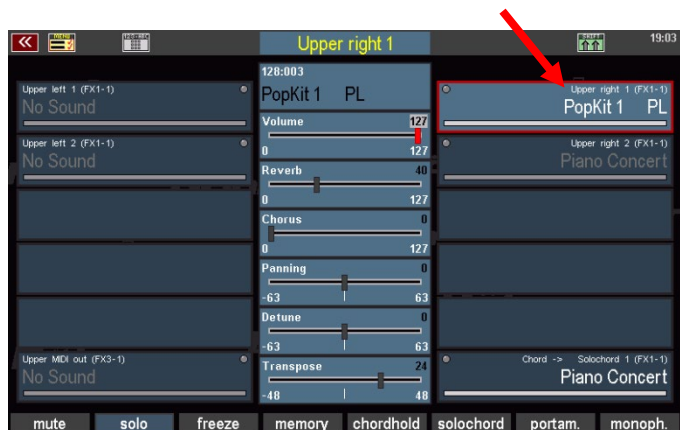
- **Restart should be selected once when leaving the menu.** This completes the installation.



3. Open the drum sound editor

Select the drum kit to be edited

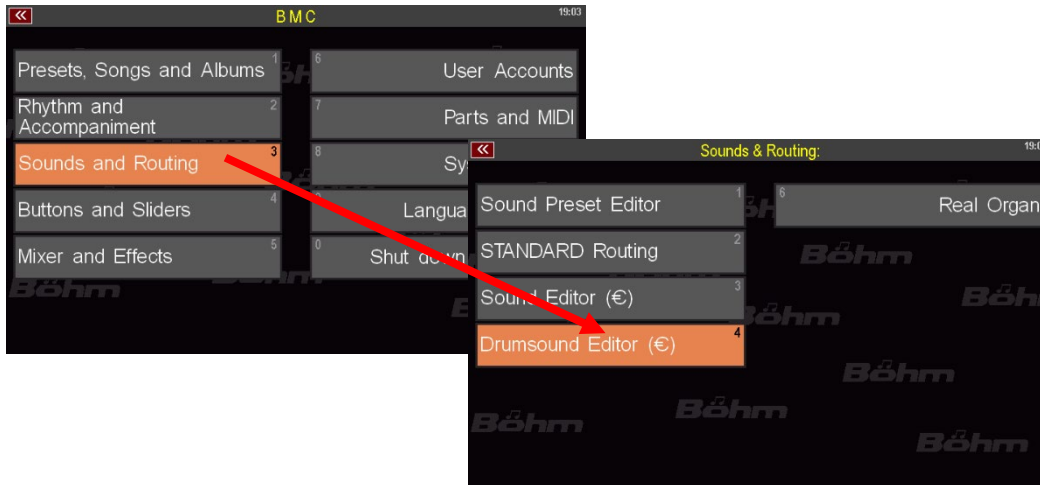
- To open the drum sound editor via the BMC menu, a **drum kit** (sound category "Percussions", group "Drum kits") must first be selected as a sound on the **Upper right 1** part (this part is used for editing). This should preferably be the kit that is to be edited, but it can also be any other drum kit.



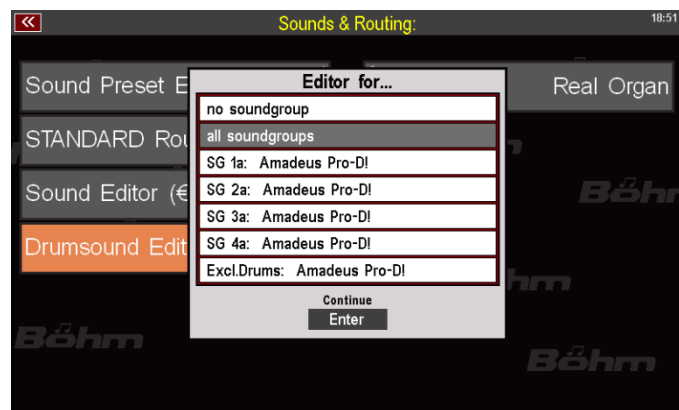
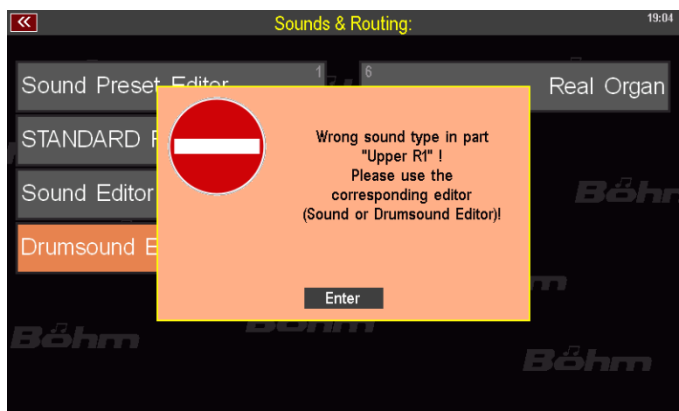
The sound editor can now be called up:

Call up the Amadeus drum sound editor

- If you have registered a drum kit on Upper right 1, you can call up the drumsound editor via the BMC menu. Select **[Menu] - Sounds & Routing (3) - Drumsound Editor (4)**:



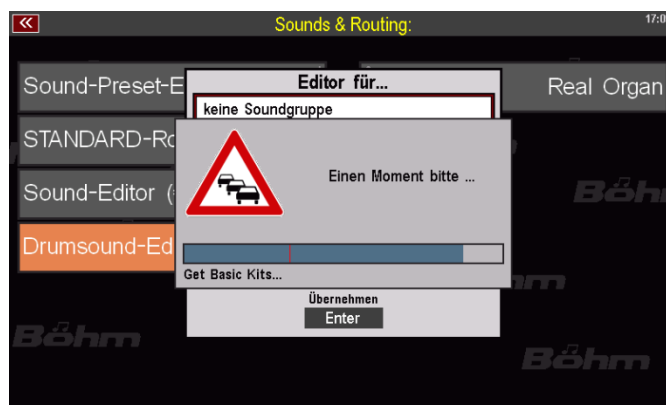
- Attention:** If you have not registered a drum kit for the **Upper right 1** part, it is not possible to open the drum sound editor! In this case, you will receive a corresponding message when you try to open the editor:
- In this case, correct the selected sound to **Upper right 1** if necessary and then call up the drum sound editor again via the BMC menu.
- If your SEMPRA is equipped with several Amadeus sound modules, when you select the **Drumsound editor (4)**, you will first be asked whether the edits should affect all sound modules or only a specific one:
- We recommend that you select the "All sound groups" option here. This ensures that your modified drum kits are also available and can be used on all Amadeus modules.



For special cases, you can of course also select a specific module for editing here. Changed drum kits can then only be played on parts that use this module. If such drum kits are also to be available in other Amadeus modules, they must first be saved as Amadeus sound data on a USB stick and reloaded from there into the other modules.

For saving/loading drum kits or Amadeus sounds to/from USB more later.

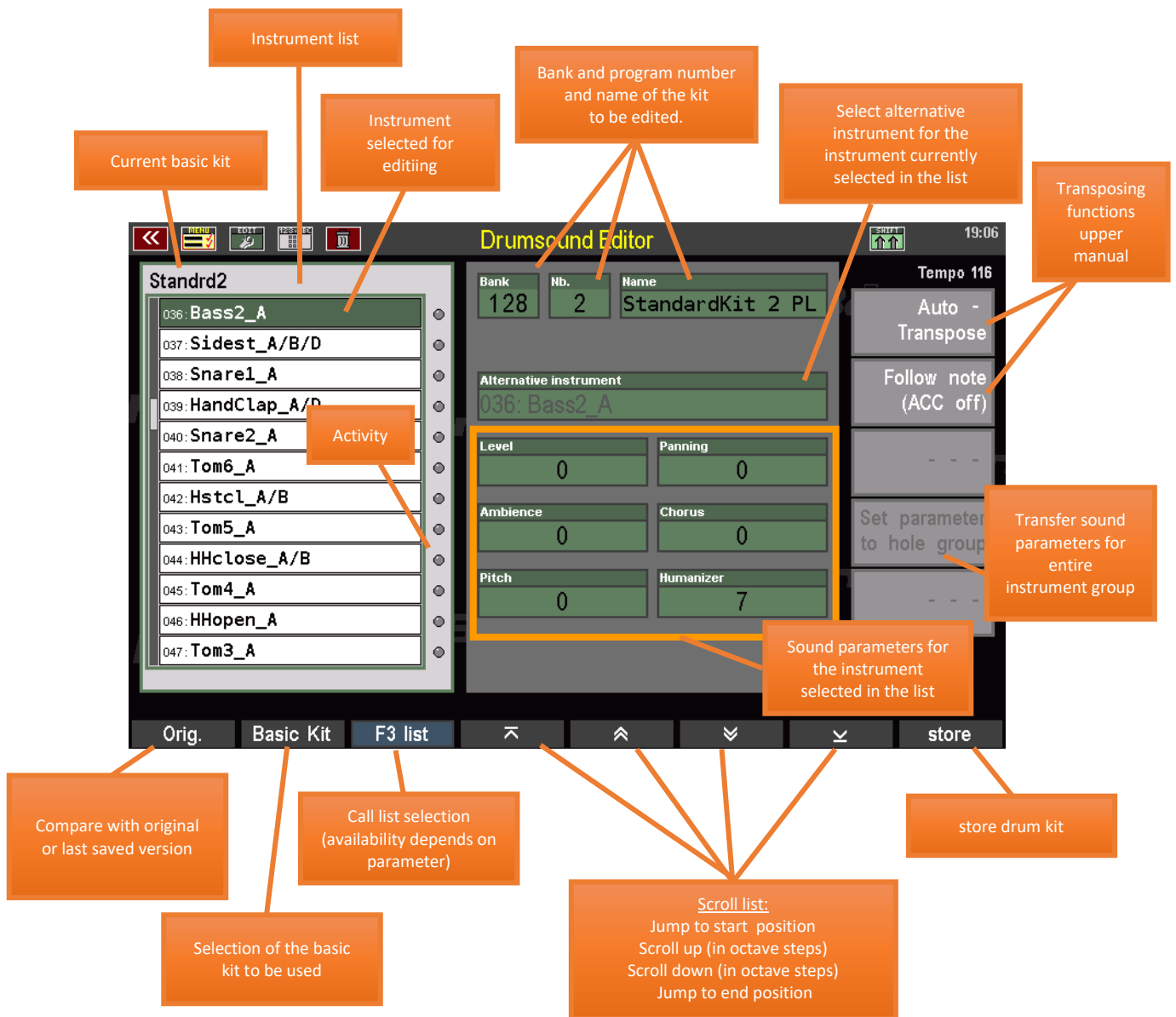
- Once you have made your selection here and confirmed with **[Enter]**, the basic drum kits from the AMADEUS sound generation are first transferred to the editor.



- The drum sound editor is then opened and can now be used.



4. The drum sound editor in overview



The editor is divided into the list area on the left, where you will find a list of the drum instruments available in the kit, and the parameter area in the middle. On the far right you will also find some special functions for playing the drum sounds on the upper manual or for applying parameter changes to entire drum instrument groups. More on this in a moment...

You can switch between the list area and the parameter area either with the **left/right cursor buttons** or with the **[Edit]** button in the Control button group at the top right of the display:

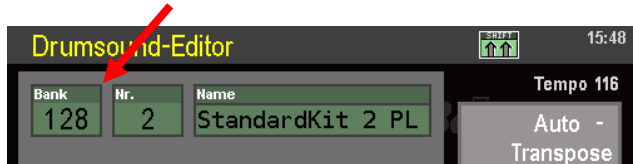
List selected: The LED in the **[Edit]** button flashes. The list area is marked with a green frame as long as it is active.

Parameter range selected: The LED in the **[Edit]** button lights up continuously.

Select the drum kit to be edited

When the drum sound editor is called up, the settings for the drum kit with which the editor was called up are displayed (the kit previously set in Part **Upper right 1**, here in the picture the kit "StandardKit 2 PL" (sound bank no. 128, sound no. 2) as an example)..

By changing the bank or program number, you can call up a different drum kit for editing.



So if you want to edit a different kit than the one you used to call up the editor, you can select the desired kit here.

A tip: You will find the "New Drumkit" with a default setting in the previously unoccupied slots of the sound banks 123...127 reserved for drum kits. This can be used as a starting point for new drum kits to be created.

If you have already made changes in the current kit and have not saved them and then try to select a new bank or program number, a message will appear on the display:

Press **[ESC]** to switch to the newly selected bank or program number. Any changes already made in the current kit are discarded.

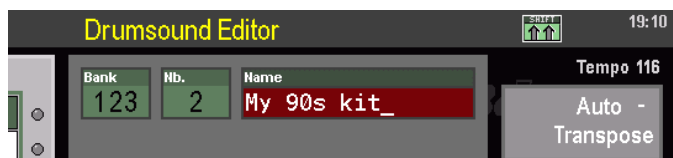
Press **[Enter]** to return to the current kit and continue editing it or save the changes you have already made.



Names for drum kit

You can enter a name for your new drum kit in the "Name" field.

The name is then adopted for the user kit when it is saved.

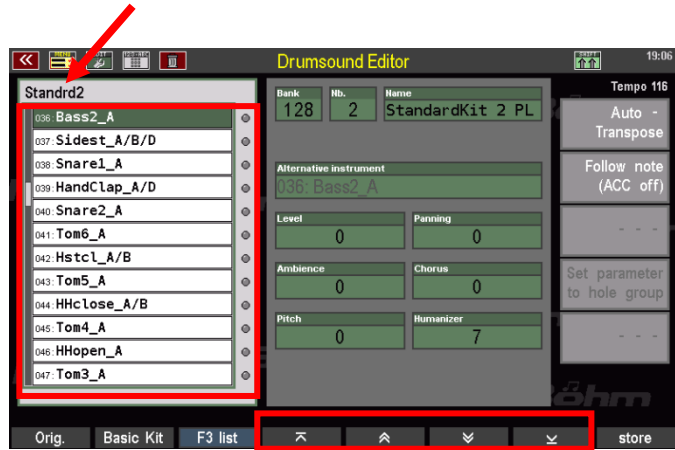


Instrument list

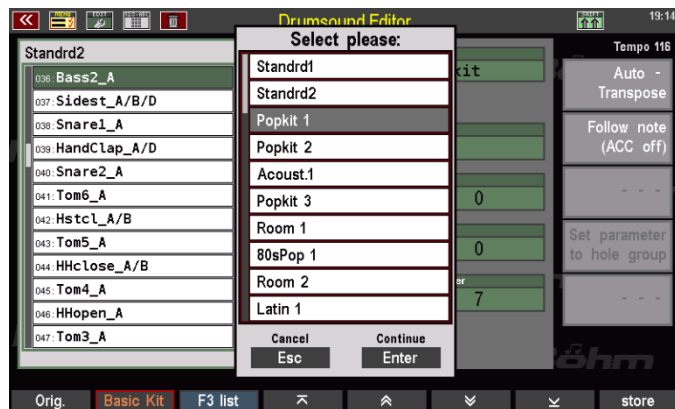
The individual drum instruments are shown in the list on the left of the display. The names displayed are identical in all basic kits (see note on page 7), but the instruments behind them vary depending on the basic kit selected.

There are always 12 instrument positions (= one octave on the keyboard) in the view.

The name of the active base kit is displayed above the instrument list.



- You can use the **[F] buttons 4...7** (arrow buttons) at the bottom of the display to jump to the start or end of the list or to scroll through the list in octave steps.
- You can use the **data wheel** or the **up/down cursor buttons** to scroll by position, whereby at the end of a page you can also jump up or down in octave steps.
- The **[F] button 2 Basic kit** takes you to the selection list for the available base kits. You can select the desired base kit for your new user drum kit here. The kit designations give you an indication of the instrument characters contained in the individual kits. Confirm your kit selection with **[Enter]**.



The drum instrument currently selected for editing in the list is highlighted in green.



Play drum instruments over upper manual or accompaniment

You can play the drum instruments of the selected basic kit on the upper manual of the SEMPRA so that you can immediately follow the changes to be made below.



In the instrument list, the activity indicators flash yellow next to the instruments being played.

The drum part of the accompaniment is also automatically redirected to the editor so that, as an alternative to the upper manual, the drum set to be edited can also be played via the accompaniment or the style currently selected there! This means that the style no longer plays its intended drum kit, but the kit currently selected for editing in the editor. This means that the edits made with the Editor's sound parameters can be reproduced directly in a running style.

- Before starting the editor, select the style for which you want to use the newly edited drum kit on the basic screen.
- After calling up the drum sound editor, start style playback using the **[Start]** button on the control panel. If you scroll through the instrument list accordingly, the instruments played by the style are highlighted by the activity display.

Transposing functions for the upper manual

To be able to reach all drum instruments via the upper manual, you may have to octave the upper manual up or down (several times) using the transposer buttons **[Transp.-]** or **[Transp.+]** on the control panel.

To make using the editor even more convenient, you can use the two functions **Auto-Transpose** and **Follow note (ACC off)** on the right-hand side of the editor display:



Auto-Transpose: The transposition/octave position of the upper manual changes automatically when scrolling through the instrument list. This means that the instruments in the octave displayed can always be played on the manual. The instruments being played are indicated by the flashing activity indicators.

Follow note (ACC off): If this function is activated, the drum sound selected in the list and therefore currently being edited follows the last key/note played on the upper manual.
 Attention: The drum part of the accompaniment then no longer plays over the editor! You can therefore only play the drum instruments of the kit to be edited via the upper manual. The drums of the accompaniment play the kit of the currently selected style.

Note: Auto-transpose should be deactivated when using Note follow - but is still possible.

Edit drumsounds

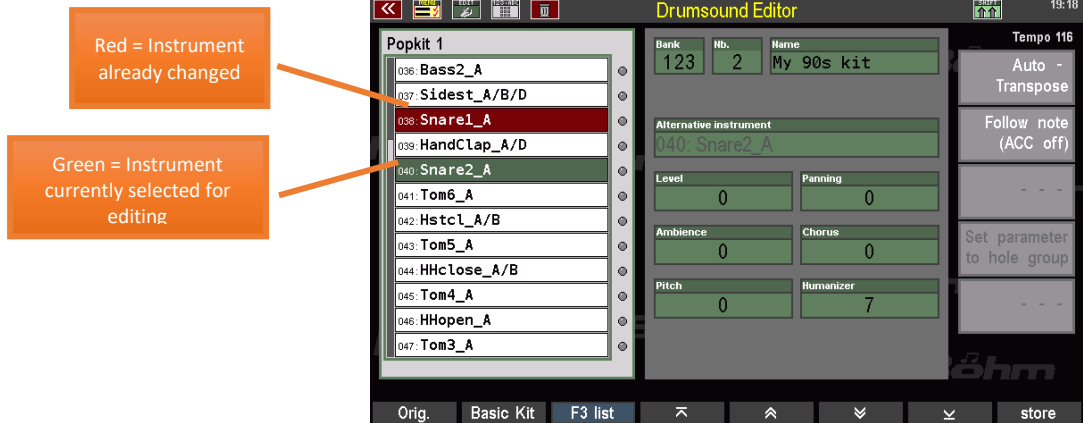
Now we come to the actual editing functions of the drum sound editor.

- Select the instrument to be edited in the list. It is highlighted in green. Locate the corresponding manual key in the upper manual to be able to play the instrument. You can also have the drum kit play through the current style. To do this, start playback using the [Start] button. The instrument to be edited must of course also be used in the drum part of the style so that it is played from there (see activity display).



- Use the **cursor button** -> to place the cursor in the parameter area of the editor display or press the **[Edit]** button at the top right of the display to access the parameter area.
- The cursor is always initially positioned in the **Bank** field (when the parameter area is called up for the first time after starting the editor) or on the last parameter used. From here, you can use the cursor buttons to select and change the individual parameter fields.
- Make the desired parameter changes. These are immediately audible when you play the corresponding key in the upper manual or through the current style.

- Instruments for which you have made changes to the parameters are highlighted in red in the list on the left (until the user drum kit is finally saved).



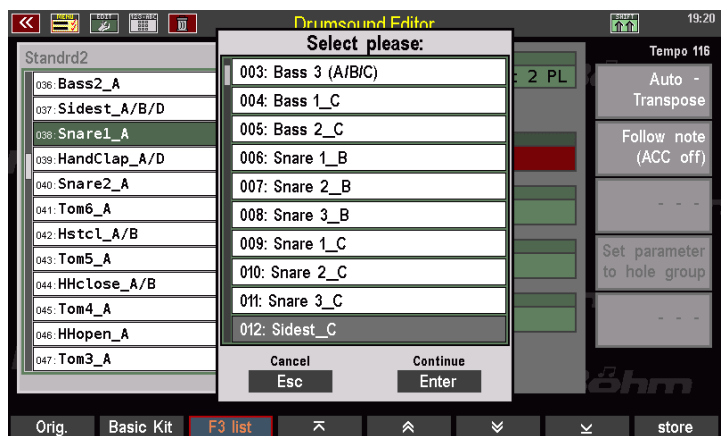
The individual parameters are explained below:

Select alternative instrument

You can replace the instrument selected in the list on the left with any other instrument from the current basic kit, e.g. a snare with another snare, or a rimshot, or a bongo or any other instrument from the basic kit.



You can select the alternative instrument by turning the **data wheel** or in list mode after tapping the parameter field or the button **F3 List**.



The sound parameters

Let's now take a look at the actual sound parameters in the editor.

Certain settings for the individual instruments are already stored for these parameters in the basic kits. For example, snares have more reverb "ex works" than bass drums.

The individual parameters are changed relative to the values set in the instruments at the factory by making changes in the editor.



Level: Set the volume of the instrument here. Values > 0 increase the volume, values < 0 decrease the volume.

Panning: Here you can position the instrument in the stereo panorama. Values < 0 position the instrument more to the left, values > 0 more to the right in the stereo base.

Ambience: Specify the room ambience or the reverb component for the instrument here. If, for example, you want a nice reverb tail for a rimshot or snare for a ballad, increase the room ambience accordingly (values > 0). With values < 0, the instrument becomes "drier". Note that the absolute amount of reverb is also determined by the global reverb sum (defined in the mixer preset of the D-MiX) and by the ambience parameter for the drums in the mixer setup (SONG preset parameter).

Chorus: Here you can mix the global chorus effect (from the D-MiX) into the instrument to achieve beat effects on the instrument.

Pitch: Certainly one of the most "effective" sound parameters for the drum instruments: Here you can tune the drum instrument lower (values < 0) or higher (values > 0), i.e. change the pitch and therefore the sound character of the instrument. For rock music, for example, it can be interesting to tune bass drums or snares a little lower to give them more width and fullness. For modern pop and dance arrangements, tuning up can be interesting to make the sounds sound "crisper". Try out this parameter for different instruments. But please don't overdo it: The instruments should still sound "natural"!

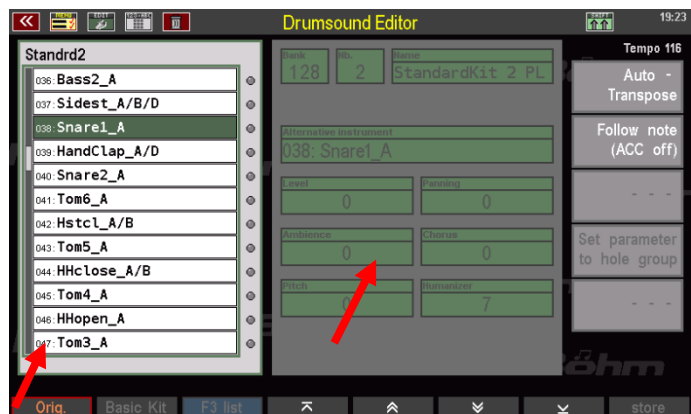
Humanizer: This interesting effect was introduced for the first time with SEMPRA 3.0 and gives the drum sounds even more authenticity and "live" quality through random slight detuning from beat to beat. Successive hits on the same instrument never sound exactly the same due to the random slight pitch fluctuations. This corresponds to the behavior of real percussion instruments, which produce similar tonal variations from beat to beat due to the varying degrees of attack and the position at which the sticks strike the heads or cymbals.

The Humanizer can be "dosed" individually for each instrument. Values between "0" (no humanizer) and "10" (maximum humanizer) can be set. Practical values are already preset at the factory for the individual instruments. The same applies here: please do not overdo it so that it still sounds "real"!

[F] button F1 Original

This F button function allows you to switch to the original version of the drum kit or the last saved version at any time to compare your edits with the original.

If the [F] button **Orig.** is activated, it flashes yellow and all parameter fields are inactive. In this state, they display the values currently saved for the selected instrument.



Press the [F] button again to return to your edit.

Set to whole group

Perhaps you would like to apply a parameter change to all instruments in a particular instrument group? For example, increase the room ambience for all snares in the kit to a certain value at once?

The **Set to whole group** function is available for this purpose.



The group assignment corresponds to the 8 different percussion instrument groups, which you can also find on the [Drum Mute] buttons on the SEMPRA control panel or, for example, in the style or playback editor:

Bassdrum – Snare – Hihat – Cymbal – Tom – Tambourine – Percussion 1 – Percussion 2

For example, to raise the ambience parameter on all snares in the kit to the value "5", proceed as follows:

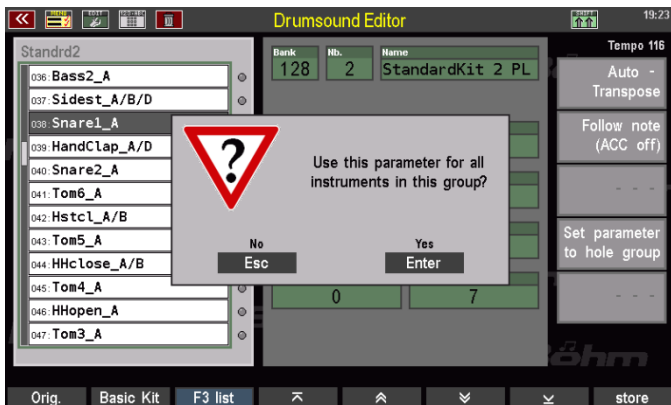
- Select an instrument belonging to the instrument group to be changed for editing and set the desired parameter.

In this example, we have selected the sidestick, which also belongs to the snare instrument group, and set the room parameter to the value "5".



- Now tap the **Set to whole group** field on the right. A confirmation prompt appears:

- If you are sure, confirm with [Enter].



- The parameter value, in this case the ambience intensity "5", is applied to all instruments in the corresponding instrument group - in this case the "Snare" group.

- All instruments changed by the process are now highlighted in red in the instrument list on the left, as they have now all been changed.



Save drum kit as user kit

Before we save our edited drum kit as a user kit, we check again whether we have already assigned a name to the kit: If necessary, do this now so that you can recognize the kit by its name later. We will also come across the kit names assigned here again when we create the sound presets for our own drum kits in a final step.



- When you have finished editing your drum kit and assigned a name, you can save the kit as a user drum kit using the **[F] button 8 store**.
- This **[F] button** corresponds to the control panel button **[Store]**, which you can of course also use to trigger the store process.



- After pressing **[F8] Store** (or the **[Store]** button), a selection box appears in the display. Here you can select the memory location in the sound memory (sound bank and sound number within the bank) where you want to save the edited drum kit.

The field selected for input in this input box is indicated by the gray cursor.



In the **to bank** field, you can select the sound banks **123...128**. These banks are reserved for drum kits in the AMADEUS sound generator. There are 128 positions available for drum kits in each of these banks. The SEMPRA can therefore manage a maximum of $6 \times 128 = 768$ drum kits!

Notes on the drum kit banks 123...128:

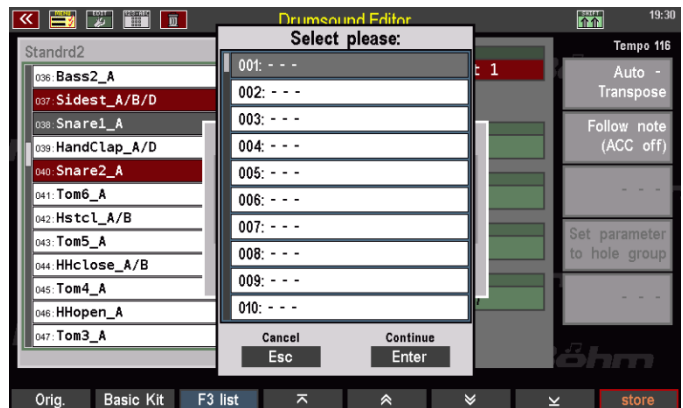
The current factory-set Pro-Lib drum kits are located in bank 128. Future additional factory-set kits will be positioned in banks 126...128. You can also save your own kits on these banks. Please note, however, that user kits that you save on these banks may then overlay the current or future factory drum kits on the corresponding sound positions. Styles, registrations, playbacks or arpeggios that use the corresponding factory kits then access the user kit stored there and change their sound accordingly!

Banks 126 to 128 should therefore remain free for factory data. Please save your user drum sets to banks 123 to 125 first. These slots already provide you with 3 x 128 memory locations for your own drum kits, i.e. space for 384 user kits!

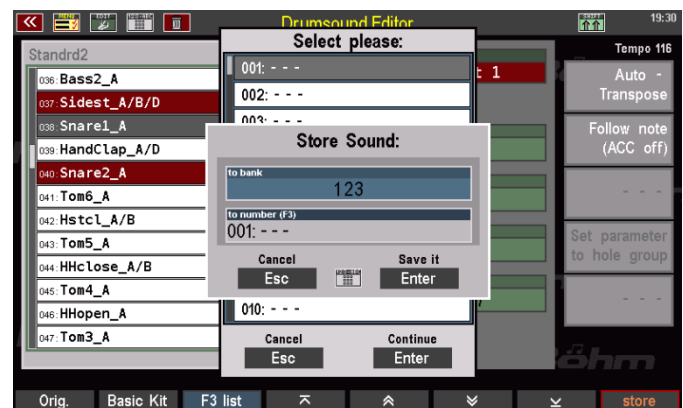
- Let's return to the selection box for the sound location to be saved: Already occupied slots in a bank are indicated by the display of the corresponding sound names in the field to number.

You can also use the [F3] button to display a list of the sound locations in the selected bank.

Once you have selected the desired place in the list, confirm with [Enter].



- The list disappears and the selection box with the selected sound location appears again.



- Once you have defined the desired sound location, confirm with **[Enter]**. The selection box disappears and the drum kit is saved to the selected sound location. The position that was saved is now selected in the parameter field of the editor.



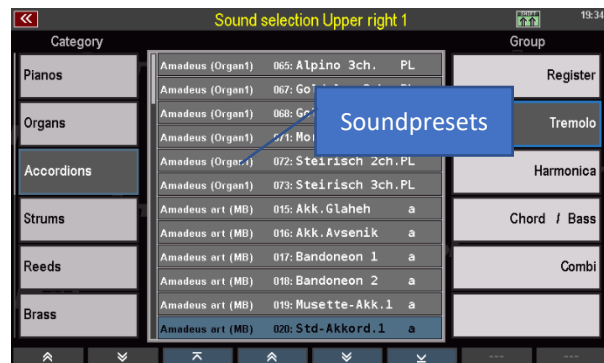
Before we get to know a few more functions in the drum sound editor, let's leave it for the next chapter. This is because we now want to use our newly created drum kit(s), i.e. play them in styles, playbacks, arpeggios or on the manual parts.

5. Transfer sound names to the sound presets

If we edit an existing drum kit in the drum sound editor and save it to its original location, this kit can later be selected via the sound selector as before and registered in styles, playbacks, an arpeggio or even on a manual part. It then sounds in the newly edited version. So far, so good...

However - and this will be the rule when working with the Drumsound Editor - if you save your newly created drum kits to previously free drum kit banks and slots, you will not initially find these kits again in the sound selector under the kit names you have assigned in the editor!

The reason for this is that by selecting sounds or drum kits, we ultimately select the so-called **sound presets** in the sound selector. These manage the actual sounds in the form of a mapping.



The **sound preset** contains information about the sound and its origin, i.e. the bank and location number within the sound generator addressed. However, the sound presets themselves are ultimately independent of the actual sounds behind them and therefore have their own names.

The sound presets of the SEMPRA are organized in 128 banks of 128 individual sounds each. This corresponds exactly to the sound bank structure of the Amadeus sound modules. Here, too, there are exactly 128 x 128 sound slots.

For the factory Amadeus sounds and drum kits, the corresponding sound preset banks are of course already pre-assigned so that these sounds can be selected immediately.

If you save your own Amadeus sounds or, as here, your own drum kits to previously free sound slots in Amadeus, the corresponding sound presets are initially still "empty", with the entry "no mapped sound" appearing everywhere as the name.

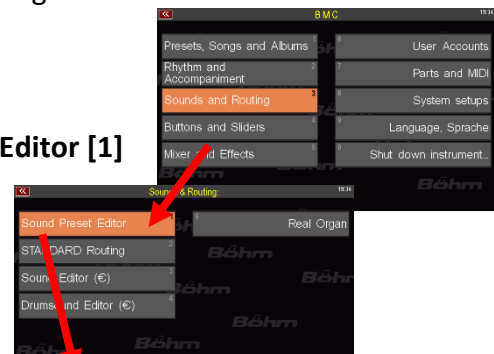


Of course, your drum kits are already selectable and therefore playable at the corresponding positions, as the as yet unnamed sound presets already select the correct sound positions in the AMADEUS sound generator.

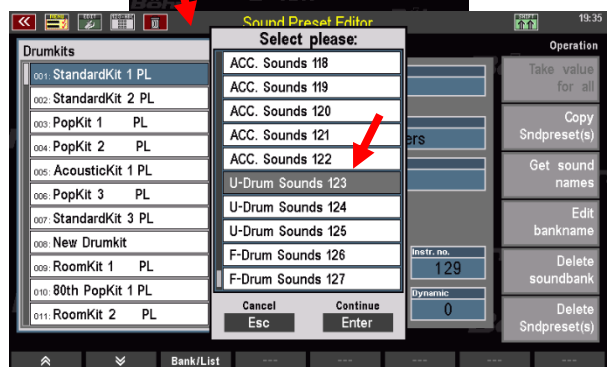
So that these sound presets also display the correct sound or drum kit names and you don't have to manually name each individual sound preset, the SEMPRA **sound preset editor** has the "**get sound names**" function. This allows you to transfer the sound names from the AMADEUS system to the sound presets bank by bank.

In the following example, we assume that some user drum kits have been saved via the drum sound editor on bank 123 of the AMADEUS system (in the example on sound numbers 1-3 of this bank). For these drum kits, the corresponding sound presets should now be assigned the sound names from the AMADEUS that were assigned during editing.

- first we call up the sound preset editor
[Menu] -> Sounds & Routing [3] -> Sound-Preset-Editor [1]



- In the sound preset editor, we switch to the sound preset bank using the **[F3] Bank/List** button **U-Drum Sounds 123**:



At the moment we find the name "no mapped sound" on all sound preset locations of this user bank, as no sound names have been entered yet.

Nevertheless, our user drum kits are already playable when the corresponding sound presets are selected (in our example the numbers 001 - 003), as the "blank" sound presets also already refer to the corresponding sound slots of the sound system.

- The "get sound names" function can be found in the column on the right of the display. Tap on it to transfer the sound names of the newly created drum kits from the Amadeus sound module to the sound preset bank.
- The function is executed and the corresponding sound presets (in our example the numbers 001-003) adopt the drum kit names that have just been transferred.



The sound presets now have the correct names. Now we should also sort them into the appropriate sound categories and groups (Percussion&Other - Drum Kit) so that we can find them in the right place in the sound selector later on!

- First, we define the sound **category** for our new sound presets. Tap on the "**Category**" field for one of the sound presets.
- You can use the data wheel to select the various available sound categories. Alternatively, you can tap on "**Category**" again to activate the list selection.
- Select the **Percussion & others** group and confirm with [Enter].



- As we are now dealing exclusively with drum kits, i.e. the same category applies to all sound presets, we can conveniently apply the selected category to all existing sound presets in one step. To do this, use the **Take value for all** function at the top right. Tap on the field at the top right and confirm the query with [Enter]. The **Percussion & others** category is now applied to all three sound presets.
- Now tap on the "**Group**" field for one of the sound presets and select the desired subgroup accordingly, in this case of course the **drum kit** group.



- Confirm the selection with [Enter].



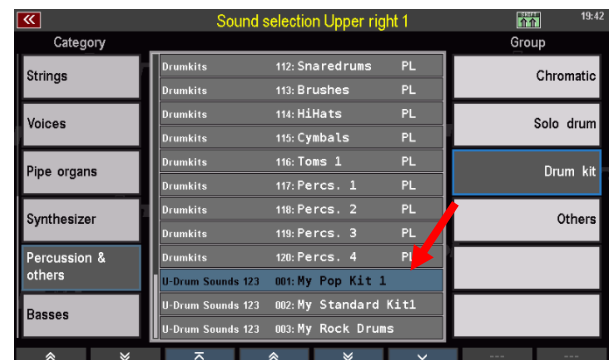
- We can set the group also for all three sound presets at once using the **Take value for all** function.



- Finally, press the [Store] button to save the sound presets.



If you have assigned sound presets for the new drum kits as described, you can then find and select them in the corresponding category/group in the SEMPRA Sound Selector.



In addition to the actual sound data, don't forget to save your new sound presets to a USB stick. The sound presets are available as a separate file type in the USB menu. Sound presets are also included in the complete backup files (overall data backup), as they are stored in the organ memory itself.

You can find more information on backing up sound presets in the USB chapter of the main manual for your SEMPRA.

6. Further functions in the drum sound editor

Now let's return to the drum sound editor and get to know a few more functions:

Delete user drum kit

Of course, you can also delete your own user drum kits that you have saved from the sound memory:

- Select the drum kit to be deleted in the drum sound editor.
- Press the **[Shift]** button at the bottom right of the display and simultaneously the **[F]** button 8 **delete**.



- You will be asked whether you really want to delete the selected drum kit.
- Confirm the query with **[Enter]** to carry out the deletion. You can cancel the function with **[ESC]**.



If you delete a user kit, either the corresponding empty sound slot "New Drumkit" appears "underneath" again, or - if the kit was saved in the position of a factory drum kit - the corresponding factory drum kit.

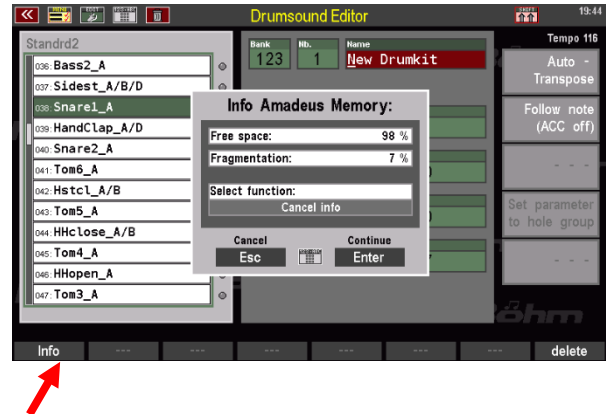
Note: Factory drum kits cannot be deleted and therefore cannot be "lost".

Info Amadeus memory

In addition to the delete function (button **[F8]**), you will also find the **Info** function on the **[F]** button 1 on the shift level of the F buttons in the drum sound editor.:

- Press and hold the **[Shift]** button at the bottom right of the display and press the **[F1]** **Info** button at the same time.

The **Info Amadeus memory** box is displayed.



This box shows you how much free sound memory (in percent) is still available in the AMADEUS sound generator and what the current degree of memory fragmentation is.

Attention: The values displayed refer to the **entire** user sound memory, i.e. both the banks for drum kits and the banks for other AMADEUS sounds that you may have created with the AMADEUS Multi-Sound Editor!

Free space:

shows you the percentage of sound memory currently still available.

Fragmentation:

Similar to the hard disk in a PC, the sound memory of the AMADEUS sound system becomes fragmented after frequent saving and deleting of data, i.e. file fragments that have already been deleted occupy memory space that is no longer available for new data. The degree of fragmentation is displayed as a percentage.

From time to time - especially if you frequently edit/create sounds with the Drumsound Editor or the Multi-Sound Editor - you should defragment the sound memory as described below. This will free up the occupied memory areas and increase the usable free memory area.

In the **Select function** field, you can select three different options using the **data wheel** or the **+/-** buttons:

Cancel info:

If this option is selected, you can exit the memory info again directly by pressing the [Enter] button.



Defragmentation:

If you select this option and confirm with [Enter], the sound memory will be defragmented (see above). This releases blocked memory sections and increases the usable memory area accordingly.

You can recognize the successfully executed defragmentation by the newly displayed percentage for the degree of fragmentation. This is set to 0% after the function is executed.



Clear User Memory!!!:

You can use this function to delete the entire user sound memory after confirming with the [Enter] button.

Attention! This function not only deletes the existing user drum kits, but also all other user sounds currently stored in the AMADEUS! The entire sound memory will be deleted!

You should therefore save your own sounds to a USB stick beforehand (see next section), as they will otherwise be lost if you delete the memory!



The factory sounds and also the sounds from any installed optional software packages from Böhm are of course not deleted, they are still available without restriction.

- If you confirm the "Clear User Memory!!!" function with [Enter], a confirmation prompt appears:

At this point, you can still cancel the function with [ESC].



- If you confirm with [Enter], the function is executed and the sound memory is deleted.



If you then call up the sound memory info again, the free sound memory is displayed as 99%.



7. Save/load sound data to/from USB

Of course, we should save our user drum kits as sounds on a USB stick so that we can load them from there into the AMADEUS system(s) of our SEMPRA or another SEMPRA, for example.

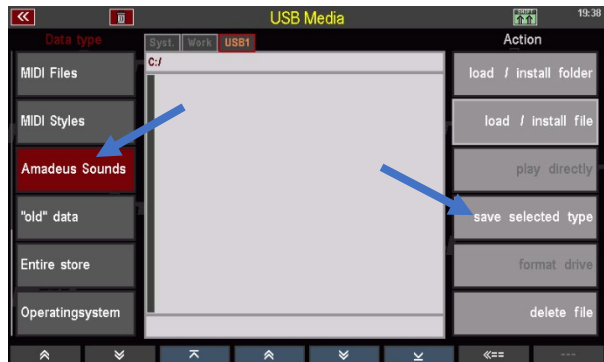
Attention! The sound data is not stored in the memory of the organ CPU, but in the memory of the AMADEUS sound module(s). Sound data is therefore not included in the backup when saving a complete backup of the SEMPRA on a USB stick. The backups only contain the data of the actual organ, i.e. SONG presets, user styles, albums, setups and sound presets. AMADEUS sound data must always be backed up separately as a separate data type.

In the following, we assume that you are familiar with the basic handling of the USB functions from the operating manual for your SEMPRA.

Saving sound data to USB

Sound data is saved in the same way as the other data types from the USB menu of your instrument:

- Insert a USB stick into the SEMPRA on which you want to save the sound data. The LED in the [USB] button lights up.
- Exit the drum sound editor using the [ESC].
- Press the [USB] button to call up the USB menu and select the file type "Amadeus Sounds" in the menu on the left.
- Now tap **Save selected type** on the right.
- If the SEMPRA is equipped with more than one AMADEUS module, a box appears in which you can specify which sound module you want to save sound data from.



Note: If you have specified that you want to edit the sounds for all modules when starting the drum sound editor, then all AMADEUS modules in your SEMPRA have the same status, i.e. they contain the same user sounds. You can then select any module for the data backup here, e.g. "SG1a" for the first module. However, if you have edited different sounds on different modules, it is of course advisable to make a separate backup for each module. Then carry out the following save procedure again for the other Amadeus module(s).

- In our example, we select the module **SG 1a Amadeus Pro-D**.
Note: If you want to cancel the saving process at this point, select "No sound group".



- Confirm with [**Enter**].

- In the selection box that now appears, you can specify whether you want to save all banks (i.e. all user sound data currently contained on the module) or only a specific sound bank number (selection with the data wheel) as a file. In this example, we have selected bank **123**, which contains our sample drum kits.



If you select an individual bank for saving, you can also select a range of sounds from the bank (or - if you enter 001-127 - the entire bank) for saving in the "From sound" or "Till sound" fields.

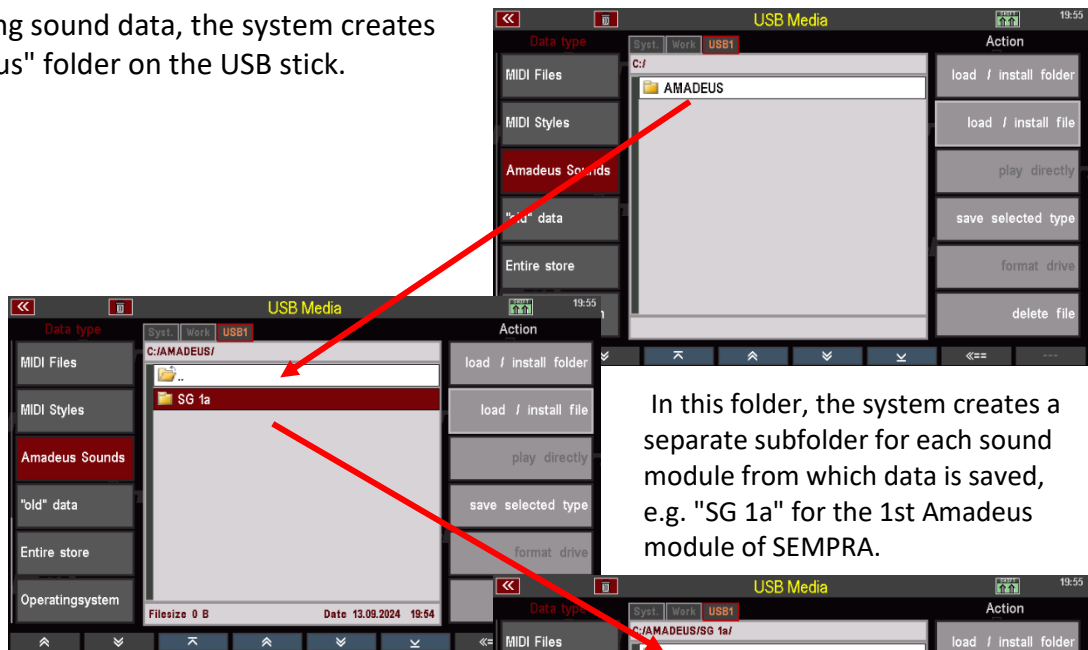
- Once you have made your selection, confirm with [**Enter**].
- The sound data is saved on the USB stick.



This completes the storage process.

Loading sound data from USB

When saving sound data, the system creates an "Amadeus" folder on the USB stick.



In this folder, the system creates a separate subfolder for each sound module from which data is saved, e.g. "SG 1a" for the 1st Amadeus module of SEMPRA.

This folder in turn contains subfolders for all sound banks from which data has been saved. In this example, the subfolder for bank 123.



Finally, these folders contain the actual sound file.

The sound data is therefore always saved separately for each sound module and sound bank. This allows you to keep an overview and you can always select exactly which sounds you want to load when loading later.



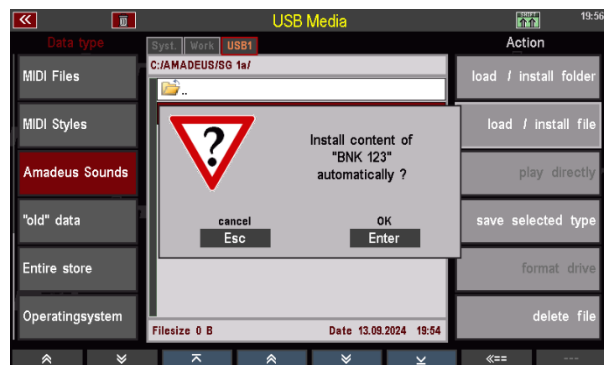
You have two options when loading sound data: You can load individual soundbanks or a complete folder with several soundbanks at once:

- Insert the USB stick with the sound data to be loaded into the SEMPRA and open the USB menu with the [USB] button.

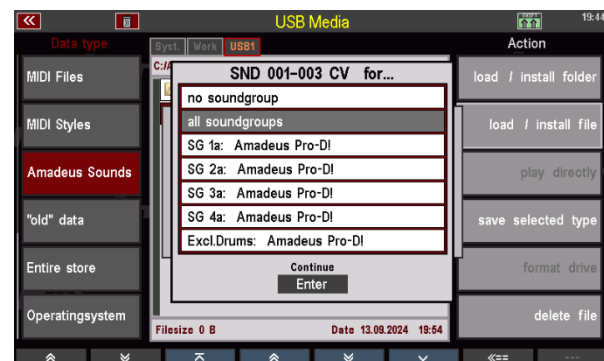
- Select the file type **Amadeus-Sounds** on the left.
- In the center you will now see the open AMADEUS folder, which contains one or more subfolders for the sound banks stored in it.
- To load a sound bank, place the cursor on the desired bank folder using the data wheel (do not tap on the folder as this would open it!). Then tap on **load/Install folder**.



- A confirmation prompt appears. Confirm with **[Enter]**.



- You will now be asked which sound system you would like to load the sound data into. Select "All sound modules" to load the data into all existing AMADEUS modules at the same time, or select a specific sound system (you can cancel the process with "No sound system").
- Confirm your selection with **[Enter]**. The sound data is now loaded.



As an alternative to loading individual sound banks, you can also load the complete AMADEUS folder - and thus all the sound data it contains - in one step:

- In the table of contents, use the **[F7] <<==** button to switch to the top directory of the stick so that you can see the AMADEUS folder.
- Now tap **Load/Install folder** on the right.
- A confirmation prompt appears: Confirm with **[Enter]**. The complete AMADEUS folder and thus all the sound data it contains will now be loaded.



You have now familiarized yourself with all the possibilities and functions of the **AMADEUS drumsound editor**. As is so often the case, the same applies here:

The proof of the pudding is in the eating!

We therefore recommend that you work intensively with the program. The better you get to know the various parameters and their effects, the more purposefully you will be able to use the many functions.

Perhaps you would like to send us your own sound creations?
We look forward to it!

In any case, we hope you enjoy creating your own sounds!

Your

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