

PROTEUS 2000

1 2 8 V o i c e E x p a n d a b l e S o u n d M o d u l e

128 VOICE Expandable Sound Module

C01 Vol127 Pan00 CMPSR
0510 Pno:Stereo Grand

PROTEUS 2000

The new E-MU Proteus 2000 is a powerful 128 Voice Expandable Sound Module designed to meet the needs of the most demanding modern composer. The Proteus 2000 is the result of a decade of refinement in our sound module technology, and the innovative features, outstanding sounds and remarkable value are sure to astound you. Proteus 2000 offers you the unique combination of 128 voice polyphony, an ultra-fast 32-bit processor, extensive real-time controls and an enormous 32 MB palette of versatile sounds (expandable to 128 MB). Together, these features allow you to play back complex sequences with timing and expressivity unmatched by any other sound module. And as a member of the Proteus family, you can trust Proteus 2000 to deliver its powerful features and pristine sound quality with the ease of use and reliability that you have come to expect from E-MU. Proteus 2000 is the most powerful and versatile sound module we've ever created to help you realize your musical inspirations—the heir to the Proteus legacy has arrived!

 **E-MU SYSTEMS**



128 Voices

Proteus 2000 offers the modern composer 128 voice polyphony that was previously only available in E-MU's pinnacle Emulator 4 samplers, giving you the power to sequence gigantic scores and layer complex sounds without the frustration of voice robbing. Proteus 2000 delivers these 128 voices with unparalleled MIDI response time thanks to its 32-bit Motorola processor, playing back your complex sequences with exemplary timing and accuracy. In addition, the 32 MIDI channels (2 MIDI IN, 2 MIDI THRU, 1 MIDI OUT) give you ultimate flexibility in connecting to your other MIDI gear and make Proteus 2000 the perfect centerpiece of your MIDI studio. Proteus 2000 also features a S/PDIF digital output for instant integration into the digital studio environment. Proteus 2000 allows you to concentrate on your art instead of being distracted by the limitations of your equipment.

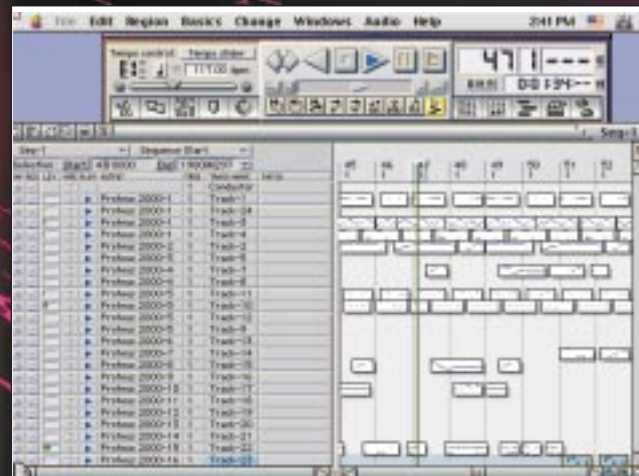
Sound

Proteus 2000 enters your studio with the 32 MB Composer soundset, 1024 presets and 512 user presets that provide you with the most comprehensive and versatile sound palette ever collected in one sound module. From lush strings and pristine pianos to synth stabs and hip-hop scratches, Proteus 2000 offers you an exhaustive array of sounds for every musical genre you play, all with E-MU's legendary sound quality. Worried about finding the sounds you need? Proteus 2000 features SoundNavigator, a search engine that allows you to quickly find the preset that you're looking for by category—you can even create your own custom categories. SoundNavigator works in concert with the Audition button on the front panel, allowing you to easily find and verify the right sound in a matter of moments.

Proteus 2000 also breaks new ground with simple storage and instant recall of your Multi-Mode setups. Simply name your current setup and Proteus 2000 automatically saves the preset numbers, pan settings and preset volume levels of all 32 MIDI channels in addition to all your Master Menu settings in one of the 128 multi setup locations. You can then assign a bank number to your setup, allowing you to recall your entire Multi-Mode setup with a single MIDI Bank Select command from your sequencer or controller, without the hassle of having to program 32 different program changes, volume changes and pan settings. And Proteus 2000 provides you with an intuitive, user-friendly interface that encourages you to use these powerful new features.

Expandable

E-MU's sound designers labored over the 32 MB Composer soundset to provide you with the most comprehensive collection of sounds available, but that was just the beginning. Proteus 2000 also has three additional 32 MB ROM slots, allowing you to add 96 MB of additional sounds—that's 128 MB of sounds at your fingertips! You can find any sound using SoundNavigator without having to designate the particular ROM, as all sound ROMs are seamlessly integrated into Proteus 2000's library of available sounds.



Play back your complex sequences

MIDI Channel:
Choose one of Proteus 2000's 32 MIDI channels (1A-16A or 1B-16B).

Volume:
Volume of current MIDI channel.

Pan:
Place your sounds anywhere in the stereo field, from 64L (hard left) to 63R (hard right).

ROM Name:
This field indicates which ROM the current MIDI channel is accessing. In addition to each ROM having its own name, the USER Bank stores your custom presets (up to 512).

CO1A Vol1127 Pan01R CMPSR
022³ str:String Quartet

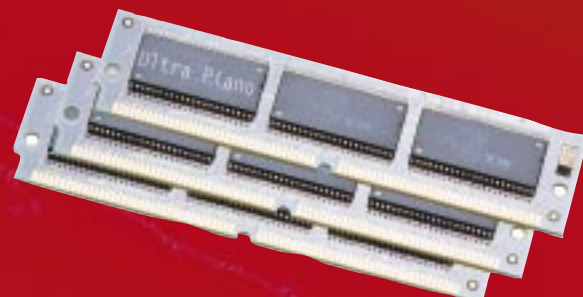
Preset Number:
This field displays the preset number of the current sound.

Bank Number:
This field displays the bank number that contains the current preset. Banks can hold 128 presets each.

Category Name:
All Proteus 2000 presets are categorized by family (strings, synths, etc.). You can narrow your search for specific sounds by scrolling through the various instrument types.

Preset Name:
Scroll through the presets in the currently selected category to find the perfect preset.

Proteus 2000 Main Screen



Expansion and Custom Flash 32 MB Sound ROMs



Need even more flexibility? You can author your own custom soundROMs for Proteus 2000 using E-MU's new E4 Ultra samplers, giving you access to the world's largest sampler sound libraries. You can take your favorite samples, create presets optimized for Proteus 2000's powerful architecture, and take them on the road in a one rack space unit. Never before has a sound module offered the flexibility of unlimited ROM support!

Real-time Controls

Proteus 2000 gives you instant access to 12 real-time controls from its front panel, allowing you to tweak your sounds without ever having to enter the edit screen. You can assign these real-time knobs to control almost any parameter, allowing you to customize your Proteus 2000 for your specific requirements. You can also set Proteus 2000's real-time controls to transmit MIDI controller messages to your sequencer to record all your real-time modifications. Make your piano brighter, change your string section from pizzicato to legato, or speed up the LFO of your favorite synth pad— Proteus 2000's real-time controls encourage you to experiment with your sounds and achieve new levels of expressivity.

Deep Editing

Beyond Proteus 2000's comprehensive real-time controls are its deep editing features that allow you to edit envelopes (filter, amp and aux), layers, keyboard tunings, the 24-bit dual stereo-effects processor and more. When in Deep Edit mode, you can use the four front panel control knobs to quick-edit your presets more quickly intuitively. Proteus 2000 allows you to use up to four layers and 24 patchcords per preset to create incredibly complex sounds. Choose from Proteus 2000's powerful 6-pole filters to give your sounds the expressivity that only E-MU filters can deliver. Once you have modified your preset, you can save it to one of your 512 user presets for instant recall. Proteus 2000 allows you to add outboard effects, EQ and other processing by sending different channels out of any of its six analog outputs. Whether you play it straight out of the box or customize every feature, Proteus 2000 will satisfy your hunger for easy-to-use power and professional features.

Proteus 2000 redefines the state-of-the-art for professional sound modules by offering you 128 voice polyphony, up to 128 MB of sounds, the ability to play custom soundsets, extensive real-time controls, and a host of professional features including 24-bit stereo FX and filters, along with the ability to customize these tools to your liking. Most importantly, Proteus 2000 sounds incredible. Regardless of which genre of music you play, whether you perform on stage or in the studio, Proteus 2000 offers you more power to achieve sonic satisfaction in one rack space than you ever thought possible.

Grid Button *Proteus 2000 Real-time Control Knobs*

- Tone:** Controls the filter's frequency cutoff, making your sound brighter or darker.
- Presence:** Controls the filter's resonance or "Q" to add warmth to your sound.
- Shape:** Controls the filter amount.
- Image:** Adds new sounds and space to your preset.

- Attack:** Adjusts the attack time of the envelope.
- Decay/RLS:** Controls the decay and release time of the envelope.
- Movement:** Adjusts the amount of LFO movement in the preset for rhythmic and stereo effects.
- Rate:** Controls the rate of the movement.

- Dynamic 1:** Can be variable, but often controls touch sensitivity (velocity to amp envelope).
- Dynamic 2:** Can be variable, but often modulates your velocity to filter amount.
- FXA:** Adjusts the level of the first FX engine.
- FXB:** Adjusts the level of the second FX engine.

- Layer:** Specify to which of the four available preset layers you want to assign a patchcord.
- Deep Edit Parameter:** Select what "deep edit" parameter to modify.
- Patchcord Number:** You can use this field to assign patchcords to various parameters.
- PatchCord Source:** Assign the patchcord source.
- PatchCord Destination:** Assign a destination to your patchcord.
- Modulation Amount:** Set the amount of modulation that the patchcord's source will exert on the destination parameter.

Deep Edit Screen

Specifications

Controls

Power Switch, (4) Real-time Controllers, Data Entry Control, Master Menu Select, Edit Menu Select, Audition Riff/Program Change View, Multi Setup Select, Cursor Control, Save/Copy, Home/Enter, Master Volume, Backlit 2 x 24 Character LCD

Menus

• Main Menu

Preset Selection, Bank Selection, Instrument Category Selection, ROM/USER Selection, MIDI Channel Selection, Channel Volume, Channel Pan

• Master Menu

Transpose, Tune, Master Bend Range, Master Velocity Curve, Mix Output, FX Mode, FX MultiMode Control, Master FX A Algorithm, Master FX B Algorithm, MIDI Mode, SYSEX ID, MIDI Enable, MIDI Bank Select, MIDI Program -> Preset Re-mapping, Preset Change Enable, RealTime Controller assign (A-H), MIDI Footswitch Controller Assign, Tempo Control (up/down), Knobs Preset Quick Edit, Knobs Deep Edit Enable, Knobs Transmit MIDI Enable, Preset Edit all Layers Enable, Calibrate Knobs, Send MIDI SYSEX Data, User Key Tunings, Output Format (analog, S/PDIF, AES pro), Demo Sequence (1-4), Master Tempo Screen Viewing Angle

• Multi Menu

Name Multi

• Save/Copy Menu

Save Preset, Copy Preset, Copy Layer, Copy Patch Cords, Save Multi, Copy Multi

• Edit Menu

Preset Name, Instrument (Layer 1-4)
Per Layer Parameters:

Key/Velocity/Real-time Controllers Crossfade/Switch zones, Transpose, Tuning (Course/Fine), Volume/Pan, Amplifier Envelope Mode (Factory, Time, Tempo), Amplifier Envelope (6 rates, 6 levels, repeat), Chorus + Width, Sound Start Offset and Delay (Delay = Time, Tempo), Non-Transpose Enable, Solo Mode, Multiple Trigger, Melody (last, low, high), Synth (last, low, high), Finger Glide, Assign Group, Glide Rate/Curve, Filter Type, Filter Frequency, Filter Resonance, Filter Envelope Mode (Time, Tempo), Filter Envelope (6 rates, 6 levels, repeat), Auxiliary Envelope Mode (Time, Tempo) Auxiliary Envelope (6 rates, 6 levels, repeat), LFO 1 Sync (Free Run, Key Sync), LFO 1 Shape (16 waveforms), LFO 1 Rate (Time, Tempo), LFO 1 Delay (Time, Tempo), LFO 2 Variation, LFO 2 Sync (Free Run, Key Sync), LFO 2 Shape (16 waveforms), LFO 2 Rate (Time, Tempo), LFO 2 Delay (Time, Tempo), LFO 2 Variation, Patch Cords (24, >60 sources, >60 Destinations), Pitch Bend Range, Mix Output
Preset Common Parameters:
Effects: FXA, (>30 Algorithms, Delay, High Frequency Damp, FXB -> FXA Send, Send Amount), FXB, (>30 Algorithms, Feedback, LFO Rate, Delay, Send Amount)
Initial Controllers A-L
Keyboard Tuning (Equal, Just C, Vallotti, 19-Tone, Gamelan, User 1-8)
Preset Link 1 (Preset #, Key Range, Velocity Range, Volume, Transpose, Delay (time, tempo))
Preset Link 2 (Preset #, Key Range, Velocity Range, Volume, Transpose, Delay (time, tempo))
Audition Riff Selection, Play Solo Layers

Technical Specifications

Audio Channels: 128
MIDI Channels: 32
Presets: 1536 (512 RAM (user), 1024 ROM)
Layers: 4
Sound Memory: 32 MB (expandable to 128 MB)
Internal Expansion slots: 3 additional
Expansion format: ROM SIMM (32 MB/16 MB), Flash Memory SIMM (16 MB/32 MB)
Filters: 6th order (17 different types)
Data Encoding: 16-bit linear, 18-bit DAC's
Signal to Noise: >92 dB
Frequency Response: 20Hz - 20kHz (+2/-1dB)
THD + Noise: <0.02% (1 kHz sine wave, A- Weighting)
Power Consumption: 15 Watts
Voltage Input: 90VAC - 260VAC at 50 Hz - 60Hz
Maximum Output Level: +4dB
Output Impedance: 1000 Ohms
Effects Engine: 24-bit internal processing

Audio Inputs

Effects Return 1 In (stereo), Effects Return 2 In (stereo)

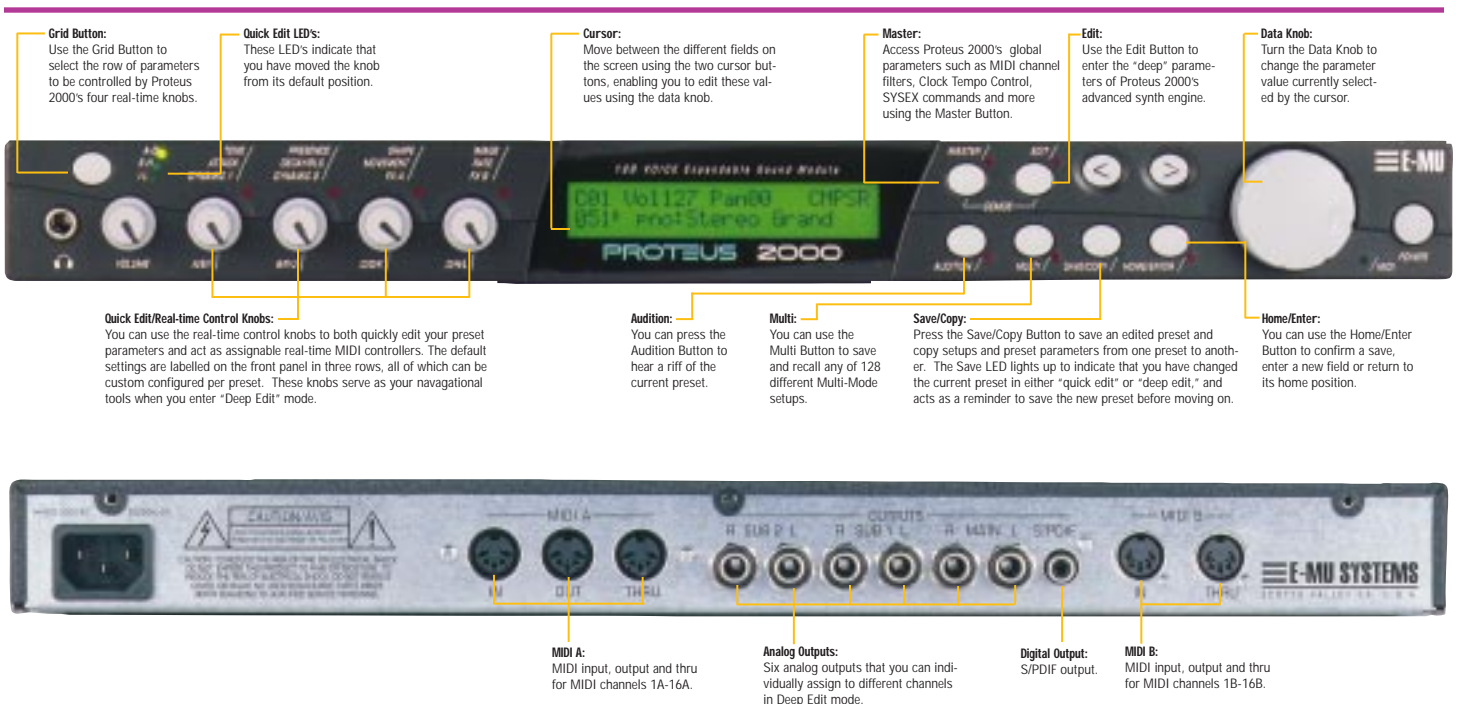
Audio Outputs

6 polyphonic (configurable as three pairs of stereo with programmable panning), Stereo digital S/PDIF (AES pro compatible)

• MIDI Jacks
IN x2, Thru x2, Out

Rack Dimensions

Height 1.75", Width: 19", Depth: 8.5"



E-MU SYSTEMS

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