the system

More natural Sampled Sounds through analog filtering
Additive Synthesis plus analog filtering
Dynamic natural Sampled Sounds through velocity keyboard
24 Channel Event Generator
System Components selectable according to personal needs
The PPG Music Computer System

The PPG System is a Music Computer System designed with the musician in mind. Using the computer as a tool can lead to a higher achievement which means that despite the highly developed technology used specialised computer music musicians do not need to know how to program. This system provides a complete synthesizer on its own.

The EVU: is controlled by other System Components.

The PWK: controls sounds produced by either the Wave 2.3 or EVU.

The Wave 2.3: stores data and loads it into other System Components and provides information to the monitor screen thus facilitating and equalising composition and an edition of individual sounds.

Here are some possible combinations using the PPG SYSTEM COMPONENTS:

The Wave 2.3:
The Wave 2.3 is a further development of the legendary Wave 2.2. It is an instrument in its own right, an 8 Voice Polyphonic Synthesizer. Each voice can be used together with the other PPG System Components allowing the realisation of musical ideas. The Wave 2.3 has the normal synthesizer waveforms such as sawtooth (ramp), square wave, sine etc. and in addition has a further 1800 waveforms and also two new voices: Sound Sequencer, and Wave 2.3 Controller. A special Multi Voice/Single Waveform block. All the Sequences are recorded using the Wave 2.3's Keyboard and 8 bit natural sounds are possible in any one Sequence.

The other System Components cannot be used on their own.

The Combinations:
1. Wave 2.3 together with the Wave TERM:

With the Wave TERM you can:
- Load natural sounds such as drums, bass or bark of a dog into the Wave 2.3 and record 8 bit natural sounds yourself and modulate them (play them backwards, merge (combine) them etc) or load 12 bit sounds (supplied by PPG on a special diskette) into the Wave 2.3 and modulate them using every possibility available on the Wave 2.3 (these modulations to the 12 bit sounds will not change the original sound).

You can also:
- Create your own Waveforms (by entering harmonics), combine them into Waveforms and if required have the computer calculate the intermediate values, these Waveforms and Waveforms can then be stored in the Wave TERM on diskette or create Resonator Curves and use them to control Waveforms or the loudness of 8 bit natural sounds or create 8 Voice Polyphonic sounds.

In addition the Sequences recorded using the Wave 2.3 Keyboard can be first stored, then recalled, corrected, extended and/or modified. Using the monitor screen exclusively, that is without the Wave 2.3 Keyboard, to create compositions is easy itself. Any single note can be assigned to any one of the 8 sounds at any time. Every Voice can be assigned its own UPDATE parameter (loudness, filter, waveform etc) and every note can be assigned its own UPDATE value. The composition can be a combination a several Sequences, whereby every note always has its own tempo (speed), its own Sound Program and even its own basic pitch. In addition every note in every Sequence can be assigned its own UPDATE parameter.

2. Wave 2.3, Wave TERM and EVU:

This is an ideal combination. The EVU can be loaded with those sounds, which you have already modulated using the Wave 2.3 and Wave TERM, or with 12 bit sounds (provided by PPG). Many interesting sounds can be made for example by playing the Wave 2.3 and EVU oscillators simultaneously thus creating completely new sounds. The EVU can also be loaded with Sequences created using Wave 2.3 and Wave TERM. This way you can record and play any combination of the above components. The system also provides a REAL TIME SEQUENCER.

3. Wave 2.3, Wave TERM and 2 EVUs:

Both EVUs can be loaded with different sounds and combined in any sequence. Any Voice Sequences to be recorded and replayed.

4. Wave 2.3, Wave TERM, EVU and PKR:

This combination contains all the System Components currently available. The PKR has a variable touch and creates a variable parameter and can thus control Wave 2.3 and EVU sounds. The REAL TIME SEQUENCER stores every note the touch (velocity) values played on the PKR.

5. The Wave 2.3 and the PKR:

The PKR dramatically extends the Wave 2.3's sound possibilities. The natural sounds stored in the PKR can be used. The PKR's variable touch allows a very flexible combination and controlling all available sounds. This is a flexible combination and controlling all available parameters and makes this combination particularly recommended for those used to a piano's touch.

6. EVU and PKR:

This combination is recommended for keyboard players who do not wish to record or modify sounds. The EVU has several possibilities to correspond to the Wave 2.3/PKR combination. However, in this combination the EVU Sequencer can only be used to replay Sequences.

7. Wave 2.3, PKR and Wave TERM:

This is a combination suitable for musicians who wish to make use of the PKR's touch and also playing and also have the Wave TERM's sound modulation flexibility together with its monitor screen and storing facilities while preserving every possibility the natural sounds of Wave 2.3 and PKR can be combined. The REAL TIME SEQUENCER can be used in this combination.

8. Wave 2.3, EVU and PKR:

If you use this combination you can play 16 voices simultaneously using the Wave 2.3 and PKR. Waves, Wave 2.3 and EVU. All the natural sounds are also available. If a Keyboard Split is programmed on the PKR you can play the Wave 2.3 from one half and the EVU from the other. If no Keyboard Split is programmed the sounds from Wave 2.3 and EVU sound simultaneously on one key.

The System Components Wave 2.3, EVU and PKR are all factory supplied with programs which can be modified and changed at will. The factory Sequences (Sound Programs and Sequences) your personal programs (Sound Programs and Sequences) can also be recorded on to cassette.

The PPG System can represent and modulate every music parameter:

1. Length of sounds can be influenced by playing length of notes, by envelopes, by GATE lengths in Sequences and using LOOPS with natural sounds (sampling).

2. Pitch can be determined or modified using the basic tuning of sounds, by using the bend wheel or the modulation wheel, by using a modulator, or by entering the appropriate values in the semitoe or octaves (EDT mode) with the Sequencer.

3. Loudness can be determined using pressure on the keyboards (Wave 2.3 and 2.3 Keyboards, with every note of the PKR, by using the UPDATE mode with Sequences and by using envelopes).

4. Sound colour can be determined using Waveforms, the filter, envelopes and by recording and modulating natural sounds (sampling).