

EMAX II

16-BIT DIGITAL SOUND SYSTEM

E-MU SYSTEMS, INC.

WE'VE CREATED A MONSTER.

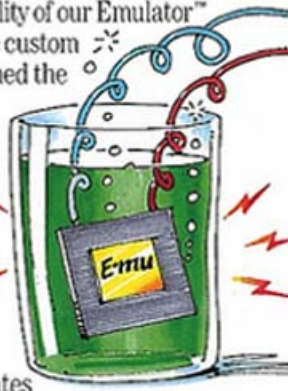
Expect goosebumps. The new Emax II 16-bit digital sound system unleashes truly staggering power: The uncompromised sonic quality of our Emulator™ III. Made affordable by the custom chip technology that hatched the E-mu Proteus™.

For you, this means a keyboard that combines extraordinarily life-like sampling. And Spectrum Interpolation Digital Synthesis.

Giving you sounds so dynamic, they're alive.

Something else separates Emax II from the rest of the pack: 32 audio channels (configured as 16 stereo voices); 32 digital filters *with* resonance; 8 polyphonic outputs with integral effects sends/returns; and an arsenal of 16-bit DSP functions.

To feed all this power, we offer a rich menu of sounds transferred from the EIII library. Emax II also reads and plays anything from the enormous Emax sound library, including OMI CD ROMs.



And it can grow to gigantic proportions. You can increase memory up to 8 Megabytes. Install a 40MB internal hard drive. Or add a host of Mac-compatible peripherals through its SCSI port. Like the new 600MB erasable optical drive or our own RM45 rack-mount 45MB cartridge hard drive.

Built in the U.S., Emax II is taking over your neighborhood E-mu dealer.

Stop by. And discover the new keyboard that's so good, it's scary.



SPECIFICATIONS

● Controls

■ Sliders

Mix Volume, Data

■ Keypad

Select Preset, Transpose, Drive Select, Load Bank, Enter Data

■ Cursor Control

Cursor Left, Cursor Right

■ Data Entry

Increment/Yes/On, Decrement/No/Off

● Modules

■ Master

Master Tune; Memory Remaining; Velocity Curve (1-14); Erase All; Format Disk; Erase HD Bank; Bird Run; Backup/Restore; Special Functions - Copy Software, MIDI Master, Recalibrate, Audition Note, MIDI Analyzer, SCSI Boot ID, Set Headroom, Install Disk

■ Sample

Change Sample; VU Mode/Gain; Place Sample; Sample Rate; Sample Length; Threshold; Arm Sampling; Force Sampling

■ Digital Processing

Change Voice; Truncate-Start/End; Loop-Start/Length; Release Loop-Start/Length; Loop Mode-On/Off, Loop in Release, Backwards; Taper-Start/End; Splice; Combine; Crossfade Loop; Digital Effects-Gain/Attenuation, Reverse Sound, Change Sample Rate, Change Pitch, Transform Multiplication, Spectrum Synthesizer- Frequency Spectrum, Time Slice, Amplitude Contour, Pitch Contour, Pitch/Ratios, Interpolate, Load Backup, Save Backup, Erase, Synthesize!

■ Preset Management

Load Preset; Save Compressed; Create Preset; Erase Preset; Copy Preset; Rename Preset; Preset Size; Save All 16-Bit

■ Preset Definition

Stack Presets; Copy Voice(s); Edit Assignment; Erase Voice(s); Stereo Voice; Crossfade; 21 Function Arpeggiator; MIDI-Basic Channel 1-16, MIDI Out/Thru, Omni/Poly, Send Preset #, Receive Preset #, Start/Stop Sequencer, Local Control On/Off, Notes+Wheels On/Off, MIDI Controller # Assign; Pitch Bend Range

Realtime Controls

Source: Destination:
1) Left Wheel 0) Off
2) Right Wheel 1) Pitch
3) Pressure 2) Filter Fc
4) Pedal A/D 3) Level
5) MIDI A 4) LFO -> Pitch
6) MIDI B 5) LFO -> Filter Fc
6) LFO -> Level
7) Attack
8) Pan
9) Crossfade

Footswitch Controls

Source: Destination:
7) Footswitch 1 0) Off
8) Footswitch 2 1) Arpeggiator Control
2) Sequencer Control
3) Sustain
4) Release
5) Cross-Switch
6) Advance Preset

■ Dynamic Processing

Change Voice; Voice-Attenuation, Tuning, Delay; VCA-Attack, Hold, Decay, Sustain, Release; Filter- Fc, Q, \pm Envelope Amount, Kybd Tracking; Filter-Attack, Hold, Decay, Sustain, Release; LFO Setup-Rate, Delay, Variation; LFO To:-Vibrato, Tremolo, Fc, Panning; Velocity To:-Level, Fc, Q, Pitch, Volume Attack, Filter Attack, Panning, Pan Position; Stereo Chorus-Amount; Kybd Mode-Output Channel, Solo On/Off, Non-transpose Mode; Control Enable

■ Sequencer

Master Controls
Select Sequence; Play; Stop; Record Setup
Track Status; Track->Preset; Auto Extend; Erase Track; Bounce Track; Super Mode Manage
Tempo; Clock Source; Load Sequence; Erase Sequence; Copy Sequence; Rename Sequence

● Specifications

■ Computer

32-bit CPU, 32-character display, up to 8 megabytes sound RAM on board

■ Data Storage

3.5" micro floppy disk drive, 40 megabyte hard disk (optional), SCSI for additional external storage devices, CD ROM, etc.

■ Data Encoding

16-bit linear ADC
18-bit linear DACs

Sampling Rates: 20 kHz, 22 kHz, 28 kHz, 31 kHz, 39 kHz

Sample times	Mono	Stereo
1 Mbyte, 20 kHz	26.1 sec.	13 sec.
1 Mbyte, 39 kHz	13.4 sec.	6.7 sec.
4 Mbyte, 20 kHz	104.9 sec.	52.4 sec.
4 Mbyte, 39 kHz	53.7 sec.	26.8 sec.
8 Mbyte, 20 kHz	209.7 sec.	104.8 sec.
8 Mbyte, 39 kHz	107.4 sec.	53.7 sec.

■ Signal to Noise: > 90 dB

■ Dynamic Range: Input > 90 dB
Output > 102 dB

■ Frequency Response: 20 Hz - 19kHz

■ THD * N: < .05%

■ Stereo Phase: Phase Coherent $\pm 1^\circ$ @ 1KHz

All specifications measured at 39kHz sample rate.

■ Audio Channels

32, configured as 16 stereo voices or 16 mono voices with stereo chorus

■ Digital Filters

32, digital lowpass filters with Q (one per channel)

■ Transposition Range

10 octaves (± 5 octaves from original pitch)

■ Keyboard

5-octave, velocity sensitive

■ Inputs

Sample In, MIDI In, Clock In, Voltage A/D, Footswitch 1 & 2, Six Effect Returns

■ Outputs

Eight, polyphonic (configured as four pairs of stereo outputs w/ programmable panning), Stereo Phones, Mono Mix, MIDI Out, MIDI Thru, Clock Out

■ Interfaces

SCSI, RS-422, MIDI

● System Expansion Options

■ HD300- Rack Mount 300 MB Hard Disk Drive

■ RM45- Rack Mount 45 MB Removable Media Hard Disk Drive

■ DTC Hyperflex- 20 MB Removable Media Disk Drive

■ Computer Based Sound and Sequence Editing Programs

Mac-From Digidesign: Q-Sheet A/V, Sound Designer, Softsynth and Turbo Synth
From Blank Software: Alchemy
IBM-From Turtle Beach: SampleVision

■ CD ROM Data Retrieval System

■ Compatible with Sony and Ricoh 600MB Read/Write Optical Drives

■ Keyboard Dimensions

Height: 5.20"(rear), 2.94"(front), Width: 16.29", Length: 43.14"

■ Rack Dimensions

Height: 5.25", Width: 19", Depth: 13.5"

Specifications subject to change without notice.

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applied magic for the arts

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