Selecting Presets in the Proteus 2000

The Proteus 2000 comes standard with 12 banks containing 128 presets each.
The first four banks are USER locations that can be overwritten and used to store your
own presets. The presets that come stored in the USER presets are duplicated in banks
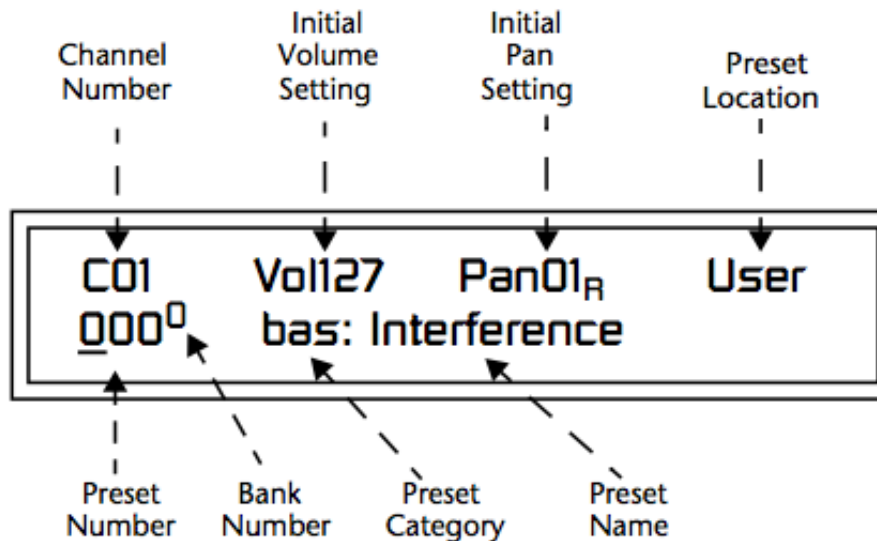4-7 of the "CMPSR" ROM bank. So there are 1024 factory sounds.

*fig.1 Here, the display shows that USER Bank 0, Preset 000 is selected (named
Interference).*

Because of the large number of sounds, and the fact that like-sounds are not
necessarily together, you could spend a long time trying to find a certain sound. But,
there is a shortcut - by selecting the Preset Category (rather than the Preset Number),
and then scrolling through the Preset Names. This will select all (and only) the sounds
in the Preset Category, regardless of which Bank they are in.

bpm: Tempo-based, LFO/Envs		**kit:** Drum Kit	
brs: Brass Instruments		**led:** Leads	
bs1: Acoustic Bass		**nse:** Noises	
bs2: Electric Bass		**orc:** Orchestral sounds	
bs3: Sub Bass		**pad:** Sustained, pad-like	
bs4: Dance Bass		**prc:** Percussive	
bs5: Miscellaneous		**scr:** Scratches	
gtr: Guitar		**sfx:** Sound Effects	
hit: Orchestra Hit / Short Blast		**str:** Strings (violins, cellos, etc.)	
kb1: Piano		**syn:** Synthesizers	
kb2: Electric Piano		**vox:** Vocals	
kb3: Organs		**wav:** Simple Waveforms	
kb4: Hybrid / Mixed Keyboards		**wnd:** Wind Instruments	

fig.2 Abbreviations for the 26 Preset Categories.