

# Technics

KEYBOARD

SX-KN500

SX-KN300





# DISPLAY CHARACTERS

character	display	character	display	character	display	character	display
0	0	C	C	L	L	S	5
1	1	c	c	l		s	
2	2	D	d	M	n	T	t
3	3	d		m		t	
4	4	E	E	N	n	U	u
5	5	e	P	n		u	
6	6	F	F	O	0	V	U
7	7	f		o		v	
8	8	G	G	P	P	Y	y
9	9	g	9	p		y	
A	A	H	H	Q	Q		
a		h	h	q			
B	b	l	l	R	r		
b		i	i	r			

# OWNER'S MANUAL

**WARNING: TO REDUCE THE RISK OF FIRE OR ELECTRICAL SHOCK, DO NOT EXPOSE THIS PRODUCT TO RAIN OR MOISTURE.**

BEFORE YOU PLAY, PLEASE READ THE CAUTIONARY COPY APPEARING ON PAGE 2.

	<b>CAUTION</b> RISK OF ELECTRIC SHOCK DO NOT OPEN	
CAUTION:	TO REDUCE THE RISK OF ELECTRIC SHOCK, DO NOT REMOVE SCREWS. NO USER-SERVICEABLE PARTS INSIDE. REFER SERVICING TO QUALIFIED SERVICE PERSONNEL.	



The lightning flash with arrowhead symbol, within an equilateral triangle, is intended to alert the user to the presence of uninsulated "dangerous voltage" within the product's enclosure that may be of sufficient magnitude to constitute a risk of electric shock to persons.



The exclamation point within an equilateral triangle is intended to alert the user to the presence of important operating and maintenance (servicing) instructions in the literature accompanying the appliance.

## ***Before you play***

For long and pleasurable use of this instrument, and to gain a thorough understanding of your Keyboard, it is strongly recommended that you read through this Owner's Manual.

# Cautions for safest use of this unit

## Installation location

1. A well-ventilated place.  
Take care not to use this unit in a place where it will not receive sufficient ventilation, and not to permit the ventilation holes to be covered by curtains, or any similar materials.
2. Place away from direct sunlight and excessive heat from heating equipment.
3. A place where humidity, vibration and dust are minimized.

## Metal items inside the unit may result in electric shock or damage.

Do not permit metal articles to get inside the unit.

Be especially careful with regard to this point if children are near this unit. They should be warned never to try to put anything inside.

If, nevertheless, some such article does get inside, contact the store where the unit was purchased.

## If water gets into the unit

Contact the store where the unit was purchased.

As a precaution, it is suggested that flower vases and other containers which hold liquids not be placed on the top of this unit.

## If operation seems abnormal

Immediately turn off the power, and contact the store where it was purchased.

Discontinue using the unit at once. Failure to do so may result in additional damage or some other unexpected damage or accident.

- Because the power amp is located inside the unit, it is normal for the cabinet to become warm.

## Don't touch the inside parts of this unit.

Some places inside this unit have high voltage potential. Never try to remove the top or back panels of this unit, or to touch inside parts by hand or with tools.

Contact someone who is qualified in order to inspect the inside, or to replace a fuse, if such becomes necessary. Never attempt to do these things yourself.

## Maintenance

The following suggestions will assist you in keeping the unit in top condition.

- Be sure to switch the instrument off after use, and do not switch the unit on and off in quick succession, as this places an undue load on the electronic components.
- To keep the luster of the surface and buttons, simply use a clean, damp cloth; polish with a soft, dry cloth. Polish may be used but do not use thinners or petro-chemical-based polishes.
- A wax-based polish may be used on the cabinet, although you will find that rubbing with a soft cloth will suffice.

## When using the AC adaptor

### Power source

1. Be sure the line voltage selector is in accordance with local voltage in your area before connecting the plug to the socket.
2. DC power cannot be used.
3. Unplug the power cord if the unit will not be used for a long time.

### Handling the power cord

1. Never touch the power cord, or its plug, with wet hands.
2. Don't pull the power cord.

### A word about the power cord

If the power cord is scarred, is partially cut or broken, or has a bad contact, it may cause a fire or serious electrical shock if used. NEVER use a damaged power cord for any appliance. Moreover, the power cord should never be forcibly bent.

**SERVICE MUST BE CARRIED OUT BY DEALER  
OR OTHER QUALIFIED PERSON**

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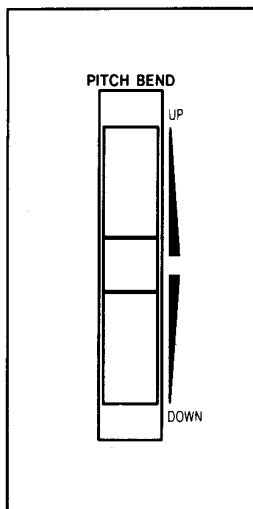
# Controls and functions

## SOUND/RHYTHM SELECT

Select the sounds and rhythms. (Refer to pages 8, 16.)

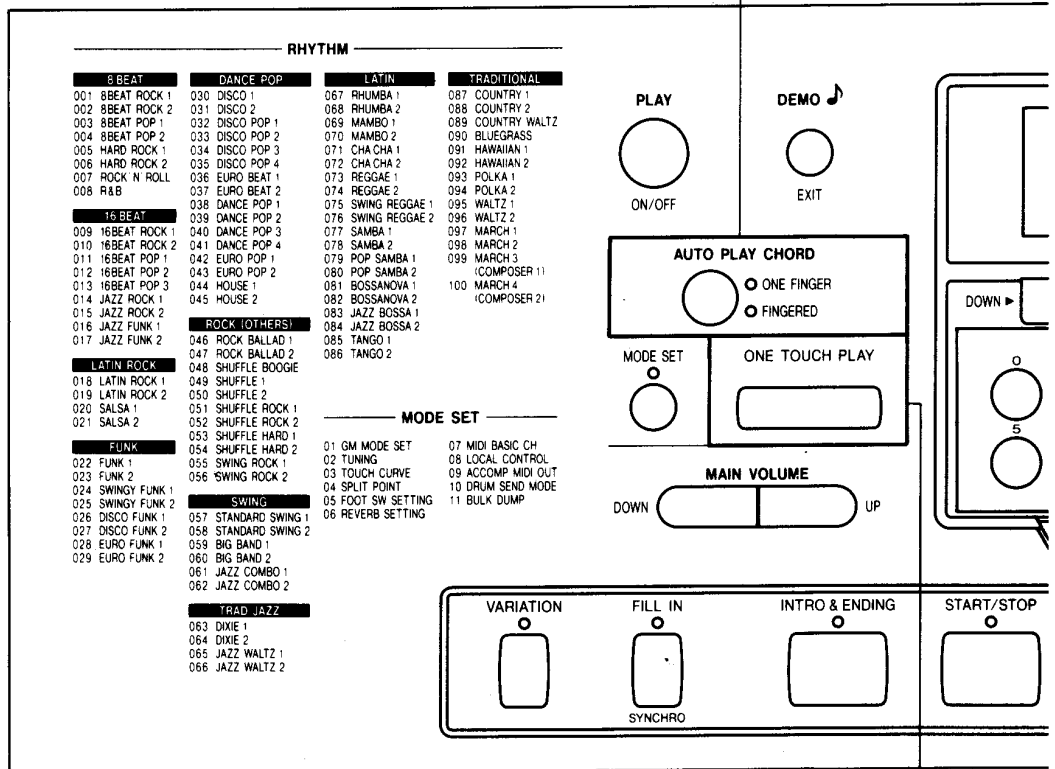
## AUTO PLAY CHORD

Add an automatic accompaniment to your selected rhythm. (Refer to page 19.)



## PITCH BEND

The **PITCH BEND** wheel allows a "sliding" change in the pitch. (Refer to page 13.)



## ONE TOUCH PLAY

Sounds and effects matching the selected rhythm are automatically set. (Refer to page 21.)

## DUET

Duet notes are automatically added to the melody. (Refer to page 12.)

### BALANCE

Adjust the volume of each part. (Refer to pages 11, 17.)

### TEMPO/TRANPOSE

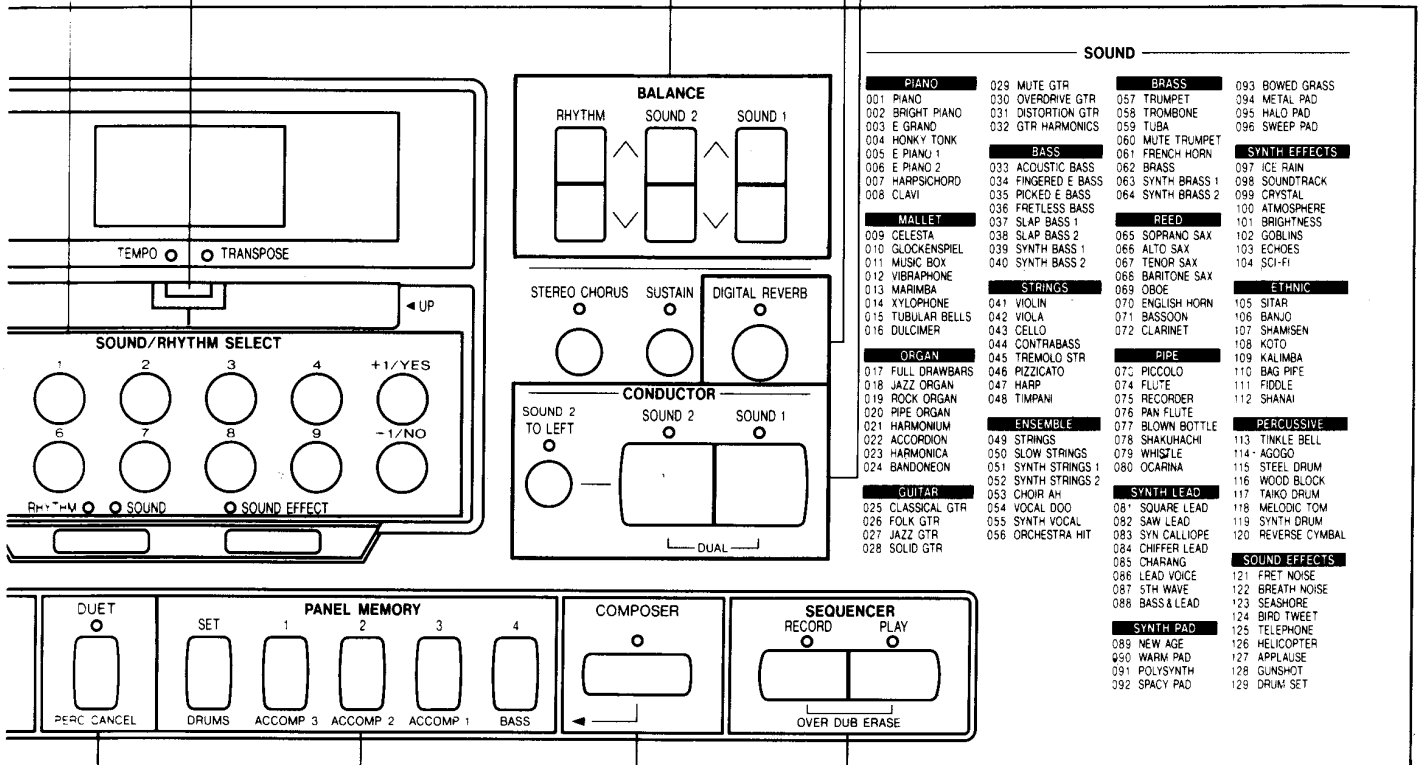
Adjust the tempo of the rhythm and change the key of your instrument. (Refer to pages 15 and 17.)

### DIGITAL REVERB

Add reverberation to the sound. (Refer to page 12.)

### CONDUCTOR

Assign a different sound to each part, then assign the desired parts to sections of the keyboard. (Refer to page 11.)



### SEQUENCER

Record and play back your performance. (Refer to page 23.)

### COMPOSER

Create and store original rhythm patterns. (Refer to page 25.)

### PANEL MEMORY

Store the panel settings, then recall them instantaneously just by pressing a button. (Refer to page 22.)

# Getting started

## Before you play

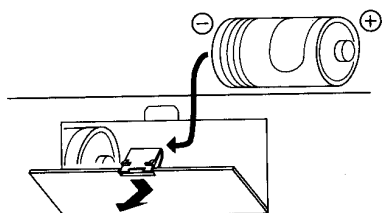
This Keyboard can use either dry cell batteries or ordinary household AC current. If using batteries, use six R20/LR20 batteries ("D" size, UM-1). To use AC current, an SY-AD6/AD6B/AD7 AC adaptor (12V, 2A) is required. (Note: Use of an AC adaptor other than the SY-AD6/AD6B/AD7 may cause damage to your instrument.)

- The output power differs depending on whether the AC adaptor or batteries are being used.

## When using batteries

Use six R20/LR20 batteries.

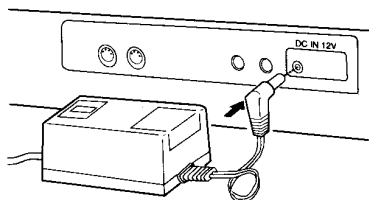
1. Open the battery compartment cover, found on the rear of the instrument.
2. Insert six R20/LR20 batteries, and replace the battery compartment cover.



- To insert the batteries correctly, follow the + and - polarity indications. (Batteries installed with incorrect polarities may leak and damage this unit. If the leaking electrolyte comes into contact with skin or clothes, flush with water immediately.)
- Do not mix batteries (old and new) or types (carbon and alkaline).
- Remove the batteries from the battery compartment and store separately when the instrument is not to be used for a long time.
- Never subject batteries to excessive heat or flame; do not attempt to disassemble them; and be sure they are not short-circuited.
- Do not attempt to recharge carbon or alkaline batteries.

## When using the AC adaptor

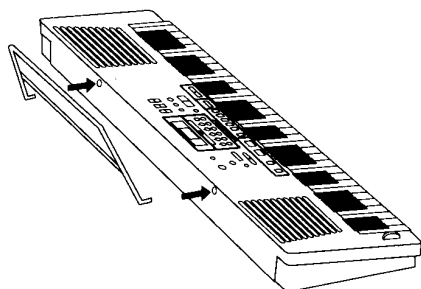
Connect the SY-AD6/AD6B/AD7 AC adaptor.



- Do not disconnect and connect the AC adaptor when the power is on.
- Even when batteries are installed, if the AC adaptor is used, the battery circuit is bypassed and the power is supplied through the AC adaptor.
- When the AC adaptor is not connected and when batteries are not installed, the various storable memories and storable function settings of this instrument will be erased.

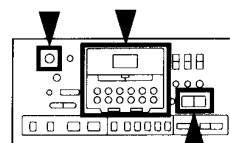
## Music stand

Affix the music stand as shown.





# Playing

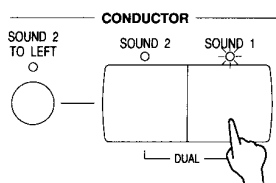


Turn on the instrument and begin playing.

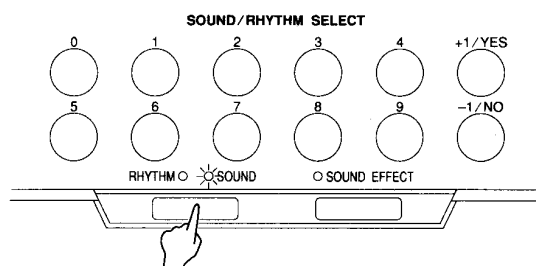
1. Press the **PLAY** button to turn it on.



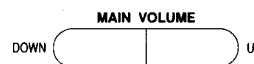
2. In the **CONDUCTOR** section on the panel, press the **SOUND 1** button to turn it on.



3. In the **SOUND/RHYTHM SELECT** section, select **SOUND**.

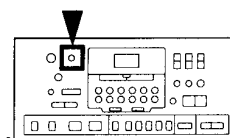


4. On the number pad, press **0, 0, 5**.
  - Touch any note on the keyboard. You will hear the **E PIANO 1** sound.
5. Set the **MAIN VOLUME** to an appropriate level with the **UP** and **DOWN** buttons.



- Set to a level from 0 to 15. When set to 0, no sound is produced.
- The volume level is shown on the display while it is being set (000 to 015).
- Your Keyboard features Touch Response. You control the volume by playing the keys harder or softer.
- The pitch of this instrument can be adjusted for when playing with other instruments. (Refer to page 28.)

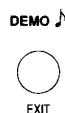
## Listen to the demonstration



Demonstration performances to introduce the various sounds and functions are stored in this Keyboard.

### DEMO

Press the **DEMO** button.

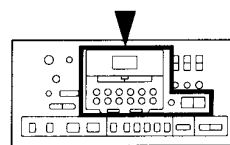


- Three demonstration tunes are played in a medley performance.
- The number of the sound being demonstrated is shown on the display. The list of sounds and their numbers is found on the right of the operation panel.

- The medley performance is repeated continuously. When you are finished listening to the demonstration tunes, press the **DEMO** button again.
- Some of the buttons do not function while the demonstration performances are being played, and playing the keyboard produces no sound.

# Part I Sounds and effects

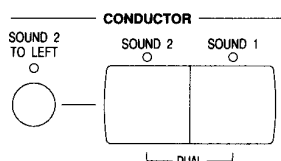
## Sounds



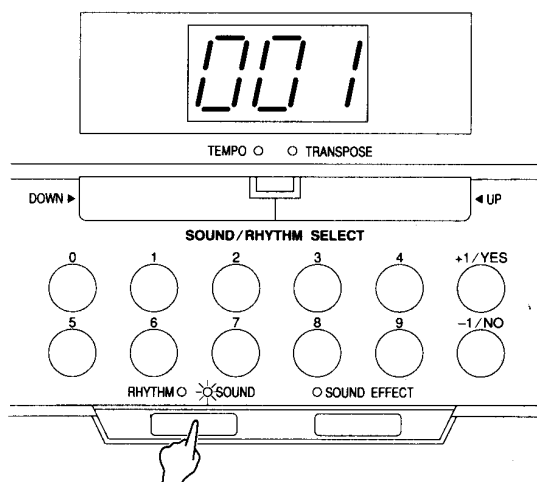
Permanently stored in the memory of this instrument are many different sounds for you to choose from. Just press the number buttons to select any of the 129 exciting sounds.

### Select a sound

1. In the **CONDUCTOR** section, press the **SOUND 1** or **SOUND 2** button to turn it on.



2. In the **SOUND/RHYTHM SELECT** section, select **SOUND**.

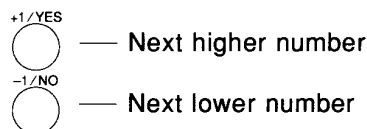


3. On the number pad, press the buttons to specify the number of the desired sound (001 to 129).

- The list of sounds and their numbers is found on the right of the operation panel.
- The selected sound number is shown on the display.
- For single-digit sound numbers: for example, for sound **003**, press **0**, **0** and **3** in that order.
- For double-digit sound numbers: for example, for sound **013**, press **0**, **1** and **3** in that order.
- Do not take too long to press the number buttons. If you wait a few seconds before pressing the next button, the numbers you entered up to that point will be canceled.
- If you select the **DRUM SET** sound (129), the keys produce percussion instrument sounds as indicated by the picture code above each key. For further information about the arrangement of percussion sounds, refer to page 10.

4. Play the keyboard.
  - You hear the sound that you selected.
  - If you select one sound for **SOUND 1** and another sound for **SOUND 2**, you can play two sounds at once. (Refer to page 11.)

#### ■ +1 and -1 buttons for SOUND SELECT

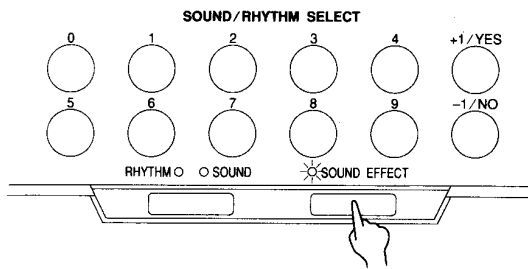


- Keep the **+1** or **-1** button pressed to scroll the numbers quickly.

### Selecting SOUND EFFECT sounds

You can add sound effects to your performance at the press of a button.

- In the **SOUND/RHYTHM SELECT** section, press the **SOUND EFFECT** button to turn it on.



- Press one of the number pad buttons (0 to 9, +1/YES or -1/NO).
  - Each button produces a different sound effect.
  - You can also choose more than one sound at the same time.
  - You can also use the **PITCH BEND** wheel to produce the sound effects.
- The volume can be adjusted with the **RHYTHM** buttons in the **BALANCE** section. (Refer to page 17.)
- You cannot select a different sound or rhythm while the **SOUND EFFECT** button is on.

### ■ SOUND EFFECT sounds



































#### SOUND/RHYTHM SELECT

0	Gong	5	Bang
1	Snare Repeat	6	Tom Repeat
2	Bird	7	Owl
3	Cuica High	8	Cuica Low
4	Scream	9	Synth Repeat
+1/YES	Seashore	-1/NO	Helicopter

#### PITCH BEND

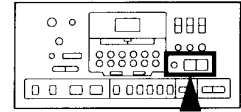
UP	Guiro
DOWN	Vibraslap

## ■ DRUM SET sounds

KEY		MIDI NOTE NO.	INSTRUMENT	KEY		MIDI NOTE NO.	INSTRUMENT
B0	—	35	Bass Drum 1	D <sup>♯</sup> 4	×	75	Claves
C1		36	Bass Drum 2	E4		76	Hi Wood Block
C <sup>♯</sup> 1		37	Rim Shot	F4		77	Low Wood Block
D1		38	Acoustic Snare	F <sup>♯</sup> 4		78	Cuica High
D <sup>♯</sup> 1		39	Hand Clap	G4		79	Cuica Low
E1		40	Electric Snare	G <sup>♯</sup> 4		80	Mute Triangle
F1		41	Low Floor Tom	A4		81	Open Triangle
F <sup>♯</sup> 1		42	Closed Hi-Hat	A <sup>♯</sup> 4		82	Brush Short
G1		43	High Floor Tom	B4		83	Brush Long
G <sup>♯</sup> 1		44	Pedal Hi-Hat	C5		84	Soul Bass Drum
A1		45	Low Tom	C <sup>♯</sup> 5		85	Soul Closed Hi-Hat
A <sup>♯</sup> 1		46	Open Hi-Hat	D5		86	Soul Snare Drum
B1		47	Low Mid Tom	D <sup>♯</sup> 5		87	Soul Open Hi-Hat
C2		48	Hi Mid Tom	E5		88	Soul Cowbell
C <sup>♯</sup> 2		49	Crash Cymbal Low	F5		89	Soul High Conga
D2		50	Hi Tom	F <sup>♯</sup> 5		90	Soul Mid Conga
D <sup>♯</sup> 2		51	Ride Cymbal Low	G5		91	Soul Low Conga
E2		52	Chinese Cymbal	G <sup>♯</sup> 5		92	Concert Cymbal
F2		53	Ride Bell	A5		93	Gated Snare Drum
F <sup>♯</sup> 2		54	Tambourine	A <sup>♯</sup> 5		94	C. Hi-Hat (Hi Tune)
G2		55	Splash Cymbal	B5		95	A. Snare (Hi Tune)
G <sup>♯</sup> 2		56	Cowbell	C6		96	E. Snare (Hi Tune)
A2		57	Crash Cymbal High	C <sup>♯</sup> 6	—	97	A. Snare (Sub)
A <sup>♯</sup> 2		58	Vibraslap	D6	—	98	E. Snare (Sub)
B2		59	Ride Cymbal High	D <sup>♯</sup> 6	—	99	Pedal Hi-Hat (Hi Tune)
C3		60	Hi Bongo	E6	—	100	Ride Cymbal (Hi Tune)
C <sup>♯</sup> 3		61	Low Bongo	F6	—	101	Gong
D3		62	Conga Crash	F <sup>♯</sup> 6	—	102	Reverse Cymbal
D <sup>♯</sup> 3		63	Conga High	G6	—	103	Snare Repeat
E3		64	Conga Low	G <sup>♯</sup> 6	—	104	Tom Repeat Low
F3		65	High Timbales	A6	—	105	Tom Repeat High
F <sup>♯</sup> 3		66	Low Timbales	A <sup>♯</sup> 6	—	106	Bang
G3		67	High Agogo	B6	—	107	Bird
G <sup>♯</sup> 3		68	Low Agogo	C7	—	108	Owl
A3		69	Cabasa	C <sup>♯</sup> 7	—	109	Seashore
A <sup>♯</sup> 3		70	Maracas	D7	—	110	Fret Noise
B3		71	Short Whistle	D <sup>♯</sup> 7	—	111	Scream
C4		72	Long Whistle	E7	—	112	Helicopter
C <sup>♯</sup> 4		73	Short Guiro	F7	—	113	Applause
D4		74	Long Guiro	F <sup>♯</sup> 7	—	114	Synth Percussion

- The sounds for MIDI NOTE numbers 35 and 97 to 114 are produced only when external MIDI equipment is connected.

# Assigning sounds to the keyboard



The **CONDUCTOR** is used to assign the **SOUND 1** and **SOUND 2** sounds to the keyboard in different ways. You can also adjust the volume balance of the two sounds.

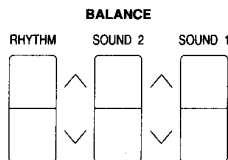
## CONDUCTOR

CONDUCTOR settings	How sounds are assigned to the keyboard
	<p>All the keys play <b>SOUND 1</b> sounds.</p> <div style="border: 1px solid black; padding: 10px; text-align: center; width: 100%;"> <p><b>SOUND 1</b></p> </div>
	<p>All the keys play <b>SOUND 2</b> sounds.</p> <div style="border: 1px solid black; padding: 10px; text-align: center; width: 100%;"> <p><b>SOUND 2</b></p> </div>
	<p>All the keys play both <b>SOUND 1</b> and <b>SOUND 2</b> sounds at the same time (dual sound). (Refer to page 13.)</p> <div style="border: 1px solid black; padding: 10px; text-align: center; width: 100%;"> <p><b>SOUND 1 + SOUND 2</b></p> </div>
	<p>The right keys play <b>SOUND 1</b> sounds and the left keys play <b>SOUND 2</b> sounds (split keyboard). (Refer to page 14.)</p> <div style="display: flex; justify-content: space-around; width: 100%;"> <div style="border: 1px solid black; padding: 10px; text-align: center; width: 45%;"> <p><b>SOUND 2</b></p> </div> <div style="border: 1px solid black; padding: 10px; text-align: center; width: 45%;"> <p><b>SOUND 1</b></p> </div> </div>

## BALANCE

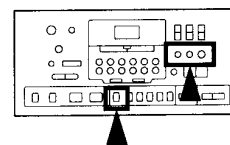
The volume balance for the **SOUND 1** and **SOUND 2** sounds can be adjusted.

Adjust the volumes with the **SOUND 1** and **SOUND 2** buttons in the **BALANCE** section.



- Select a volume level from 1 (minimum sound) to 16 (loudest).
- While you are adjusting the volume, the volume levels are indicated on the display (001 to 016).

# Effects

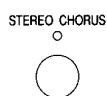


You can achieve even fuller and stirring sounds by adding effects.

## STEREO CHORUS

Add breadth and depth to the sound.

Press the **STEREO CHORUS** button to turn it on.



- A stereo chorus effect is applied to the selected sound.
- The on or off status of the **STEREO CHORUS** can be preset for each sound. This means that once the effect has been set to on or off for a given sound, the same status will be active whenever that sound is selected.
- This effect differs depending on the selected sound.
- This effect does not work for the **DRUM SET** sounds (129).

## SUSTAIN

**SUSTAIN** is the gradual fading out of musical tones after the key is released.

Press the **SUSTAIN** button to turn it on.



- Play the keyboard. When the keys are released, the sound fades out slowly.
- This effect does not work for some sounds.

## DIGITAL REVERB

**DIGITAL REVERB** applies a reverberation effect to the sound.

Press the **DIGITAL REVERB** button to turn it on.

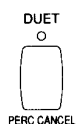


- The reverberation effect is applied to all sounds.
- You can select the type of **DIGITAL REVERB**. (Refer to page 29.)

## DUET

You can automatically add duet notes to the **SOUND 1** or **SOUND 2** sounds, thus adding a fullness to the melody.

Press the **DUET** button to turn it on.

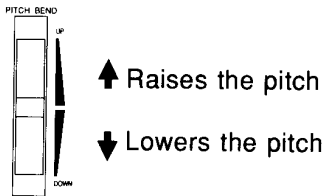


- This feature is very effective when used with the **AUTO PLAY CHORD**.
- This effect does not work for the **DRUM SET** sounds (129).
- In the **DUAL** sound mode or when the keyboard is split, this effect works only for the **SOUND 1** sound. (Refer to pages 13 and 14.)
- The on/off status of this sound is set independently for the **SOUND 1** and **SOUND 2** parts.

- Duet notes are added to the selected sound.

### PITCH BEND

The pitch of the sound can be continuously changed with the **PITCH BEND** wheel. Using this control, you can produce the effect of bending the strings on a guitar.



- While pressing a key on the keyboard, move the wheel up and down to control the pitch.
- When you release your hand from the wheel, it returns automatically to the center position, and the pitch bend effect is turned off.
- The **PITCH BEND** effect does not work for the left part of a split keyboard, or for automatic accompaniment patterns.
- If the wheel is moved when the **SOUND EFFECT** button in the **SOUND/RHYTHM SELECT** section is on, sound effects are produced. (Refer to page 9.)

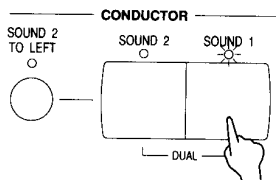
## Mixing two sounds

You can play two different sounds at the same time (dual sound). This allows you to get a composite sound having a depth not possible with a single sound.

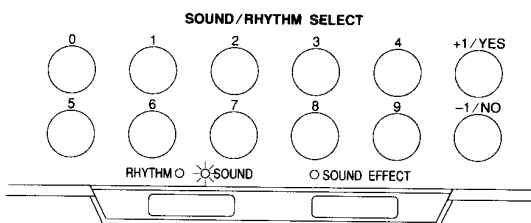
### DUAL sound

The sounds selected for the **SOUND 1** and **SOUND 2** parts can be mixed.

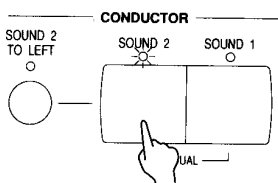
1. In the **CONDUCTOR** section, press the **SOUND 1** button to turn it on.



2. Use the **SOUND/RHYTHM SELECT** buttons to select a **SOUND 1** sound.

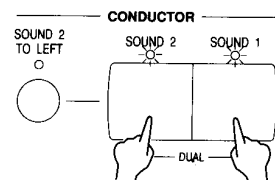


3. In the **CONDUCTOR** section, press the **SOUND 2** button to turn it on.



4. Use the **SOUND/RHYTHM SELECT** buttons to select a **SOUND 2** sound.

5. In the **CONDUCTOR** section, press the **SOUND 1** and **SOUND 2** buttons at the same time to turn both sounds on.

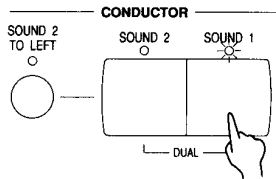


6. Play the keyboard.
  - A dual sound is produced.

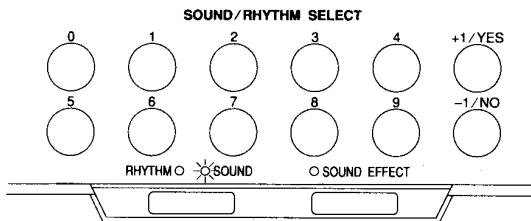
# Split keyboard

Not only can you play one sound on the entire keyboard, you can also “split” the keyboard into right and left sections and assign a different sound to each section. For example, you can play a bass sound with the left hand and play the melody in a different sound with the right hand.

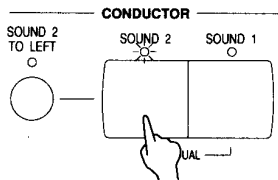
1. In the **CONDUCTOR** section, press the **SOUND 1** button to turn it on.



2. Use the **SOUND/RHYTHM SELECT** buttons to select a sound for the right section of the keyboard.

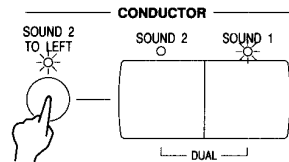


3. In the **CONDUCTOR** section, press the **SOUND 2** button to turn it on.



4. Use the **SOUND/RHYTHM SELECT** buttons to select a sound for the left section of the keyboard.

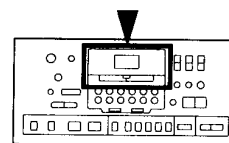
5. In the **CONDUCTOR** section, press the **SOUND 2 TO LEFT** button.
  - The **SOUND 2 TO LEFT** and **SOUND 1** indicators both light.



6. Play the keyboard.
  - The left and right sections of the keyboard produce different sounds, just as you assigned them.
  - The split point is usually at the third C key from the left (C3), but you can specify a different split point. (Refer to page 29.)



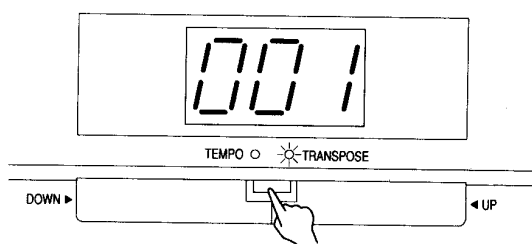
# Transpose



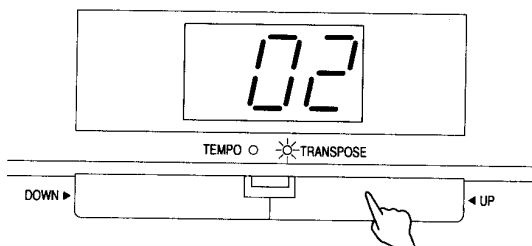
The **TRANSPOSE** control is used to change the key of the entire instrument in semitone steps across an entire octave.

Suppose you learn to play a song in the key of C. Then, you decide to sing it. However, it is either too high or too low for your voice. You can either learn to play the song in a completely different key, or you can use the **TRANSPOSE** feature.

1. Press the **TEMPO/TRANSPOSE** button below the display to select **TRANSPOSE**.

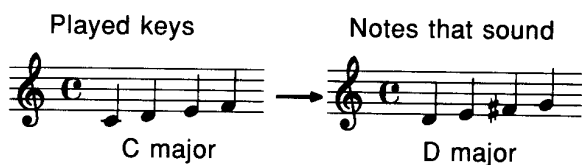


2. Adjust the key with the **UP** and **DOWN** buttons.



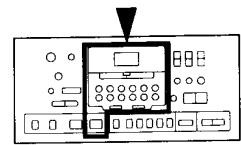
- Each press of the **UP** button raises the key a semitone, and each press of the **DOWN** button lowers the key a semitone (-12 to 12).
- The standard setting of [00] is the key of C.
- When setting the key, the current key is shown on the display as a numerical value.
- The key cannot be changed while a key is pressed.
- When the key is raised, the tones produced by the rightmost keyboard keys may be lowered by one octave.

Example: transposed to D [02].



# Part II Playing the rhythm

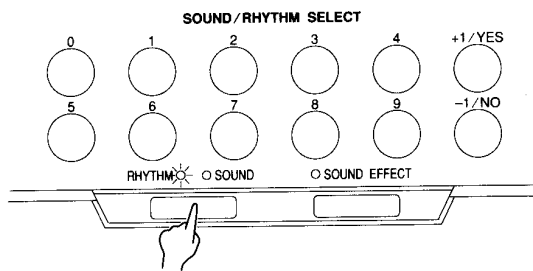
## Rhythms



All kinds of automatic rhythms are permanently stored in your Keyboard. Just select the number of a rhythm, and you're ready to play.

### Select a rhythm

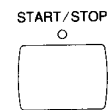
1. In the **SOUND/RHYTHM SELECT** section, select **RHYTHM**.



2. On the number pad, press the buttons to specify the number of the desired rhythm (**001 to 100**).

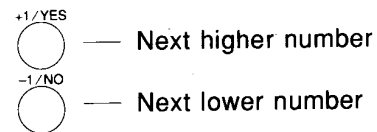
- The list of rhythms and their numbers is found on the left of the operation panel.
- The selected rhythm number is shown on the display.
- For single-digit rhythm numbers: for example, for rhythm **003**, press **0**, **0** and **3** in that order.
- For double-digit rhythm numbers: for example, for rhythm **013**, press **0**, **1** and **3** in that order.
- Do not take too long to press the number buttons. If you wait a few seconds before pressing the next button, the numbers you entered up to that point will be canceled.

3. Press the **START/STOP** button to start the rhythm.



- The selected rhythm pattern immediately begins to play.
- To stop the rhythm, press the **START/STOP** button again.

#### ■ +1 and -1 buttons for RHYTHM SELECT



- Keep the **+1** or **-1** button pressed to scroll the numbers quickly.

### Synchronized start

With the synchronized start feature, the rhythm pattern starts when you play a key on the keyboard.

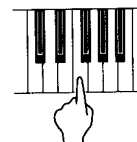
1. Select a rhythm.

2. Press the **SYNCHRO (FILL IN)** button to turn it on.



- The indicator flashes slowly.

3. Play a key to the left of the keyboard split point.

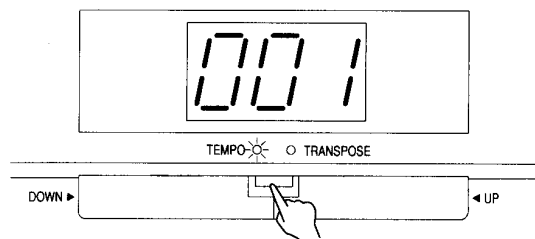


- The factory-preset split point is the third C key from the left (C3).
- The rhythm pattern begins to play.
- You can use the synchronized start feature even when the keyboard is not divided into left and right sections.

## Adjust the tempo

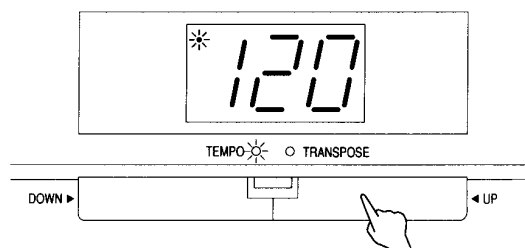
You can adjust the tempo of the rhythm pattern.

1. Press the **TEMPO/TRANSPOSE** button below the display to select **TEMPO**.



- **TEMPO** is selected when the power to this instrument is turned on.

2. Adjust the tempo with the **UP** and **DOWN** buttons.

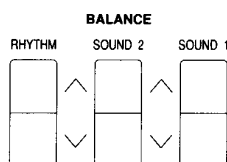


- Each press of the **UP** button increases the tempo, and each press of the **DOWN** button decreases the tempo.
- The tempo can be set within the range of ♩ = 048 to 250 and is shown on the display while it is being set.
- Keep either button pressed to change the tempo quickly.
- An indicator in the upper left corner of the display flashes in time with the beat.

If you attempt to set the tempo to a number lower than 048, [M I d] is shown on the display and the mode changes to the external **CLOCK** mode. In this mode, the Keyboard is controlled by a connected MIDI instrument, and the **SEQUENCER** and rhythm do not start until the **CLOCK** signal is received from the connected MIDI instrument.

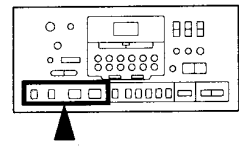
## Adjust the volume

The volume of the automatic rhythm is adjusted with the **RHYTHM** buttons in the **BALANCE** section.



- Select a volume level from 1 (minimum sound) to 16 (loudest).
- While you are adjusting the volume, the volume level is indicated on the display (001 to 016).
- The volume of the automatic accompaniment also changes.

# Playing the rhythm

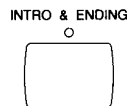


Intro, fill-in and ending patterns fitting each different rhythm pattern are permanently recorded in your Keyboard, thus allowing a versatile rhythm performance.

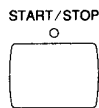
## INTRO

Begin the rhythm performance with an intro pattern.

1. Press the **INTRO & ENDING** button to turn it on.



2. Press the **START/STOP** button to start the rhythm.



- An intro pattern is played, after which the normal rhythm pattern begins.

## FILL IN

You can insert a fill-in pattern any time during the rhythm performance.

1. Select a rhythm and press the **START/STOP** button.
2. Press the **FILL IN** button.

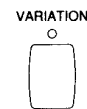


- A fill-in pattern is heard immediately for the remainder of the measure.

## VARIATION

Each rhythm pattern also has a variation pattern. Add drama to your performance by switching to the variation pattern at climactic points in the melody.

1. Select a rhythm and press the **START/STOP** button.
2. Press the **VARIATION** button to turn it on.

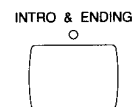


- The rhythm changes to a flashier pattern.
- Press the **VARIATION** button again to turn it off and go back to the normal rhythm pattern.
- This button does not work for **COMPOSER** rhythm patterns (**099** and **100**). (Refer to page 26.)

## ENDING

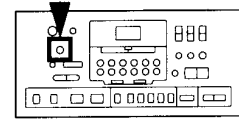
Finish the rhythm performance with an ending pattern.

1. Select a rhythm and press the **START/STOP** button.
2. Press the **INTRO & ENDING** button.



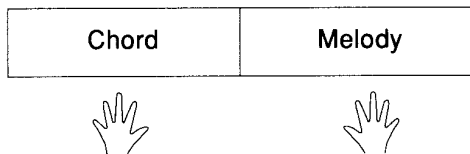
- An ending pattern is produced, and then the rhythm performance stops.

# Auto Play Chord



Simply by playing a chord on the keyboard, the **AUTO PLAY CHORD** function automatically plays an accompaniment pattern which matches perfectly the selected rhythm. With a real accompaniment as a background, you can concentrate on playing the melody.

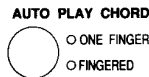
## How the AUTO PLAY CHORD works



An automatic accompaniment which matches the selected rhythm is played in the chord which you specify with your left hand. The melody is played with your right hand.

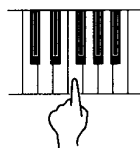
## Playing chords

Choose from two ways of playing chords.



### ■ ONE FINGER mode

In the **ONE FINGER** mode, a major chord can be played just by pressing the key for its root note.



Minor, seventh and minor seventh chords are also easily produced.

Minor	Seventh	Minor seventh
Play the root note plus a black key to the left of it.	Play the root note plus a white key to the left of it.	Play the root note plus a black key and a white key to the left of it.
Example: Cm 	Example: C7 	Example: Cm7 

### ■ FINGERED mode

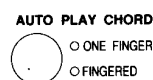
In the **FINGERED** mode, you specify the chord by playing all the notes in the chord.



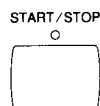
- The **AUTO PLAY CHORD** can recognize the following types of chords for each key (C is given as an example): C, C7, CM7, Caug, Cm, Cm7, Cdim, Cm7<sup>b5</sup>, CmM7, Csus4, C7sus4, C6.

## How to use the AUTO PLAY CHORD

1. Select a rhythm, the sounds and set the tempo and effects as desired.
2. Select the **AUTO PLAY CHORD** mode (**ONE FINGER** or **FINGERED**).



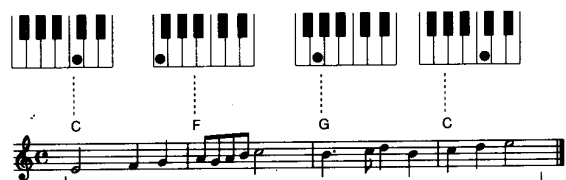
- The keyboard automatically splits into left and right sections.
3. Press the **START/STOP** button to turn it on.



- For synchronized start, refer to page 16.
4. Specify the chord on the keyboard section to the left of the split point.
    - The split point is usually at the third C key from the left (C3), but you can specify a different split point. (Refer to page 29.)
    - An accompaniment pattern in the specified chord is automatically played. Play the melody with your right hand.

Here is an example of how to play a **ONE FINGER** accompaniment.

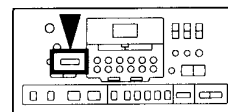
Left hand



Play the melody with your right hand.

- When you use **INTRO**, **FILL IN** and **ENDING**, the automatic accompaniment is also used in these patterns.
  - When the automatic rhythm is playing, you can specify the chord and then release the keys. The chord is memorized and the accompaniment continues to play in that chord until you specify another chord.
5. To stop the automatic accompaniment, press the **START/STOP** button.
    - To stop the accompaniment with an ending pattern, press the **INTRO & ENDING** button instead.
- In the **ONE FINGER** mode, the sounds you selected for the left keyboard section are not produced.
  - When the rhythm is off, if an **AUTO PLAY CHORD** mode is on and a chord is specified, the chord notes are produced in the accompaniment sounds of the selected rhythm.
  - The volume of the automatic accompaniment can be adjusted. (Refer to page 17.)

## Automatic settings



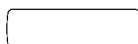
With the automatic settings, the panel settings change depending on the rhythm you select. This lets you get a great sound straight away, even if you are playing this instrument for the first time.

### ONE TOUCH PLAY

Set up your instrument with a combination of sounds and other settings suitable for your selected rhythm.

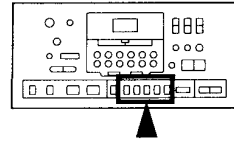
1. Select a rhythm.
2. Press the **ONE TOUCH PLAY** button until the panel settings change.

ONE TOUCH PLAY



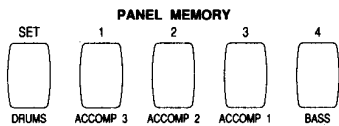
- The **AUTO PLAY CHORD** and the **SYNCHRO** button turn on, and the sounds, effects and tempo perfect for the specified rhythm are automatically selected.
- 3. Play the keyboard.
  - When a key on the left section of the keyboard is pressed, the automatic accompaniment begins to play.
  - Press the **INTRO & ENDING** button before you play for a professional-sounding introduction.
  - Use the **ONE TOUCH PLAY** settings as a starting point for your own settings. Alter the sounds, volume and tempo to your own taste and store the new settings in the **PANEL MEMORY** for future use. (Refer to page 22.)

# Panel Memory



The **PANEL MEMORY** stores the panel set-up of the Keyboard, allowing you to make complex changes at the push of a single button. You can store up to 4 panel set-ups.

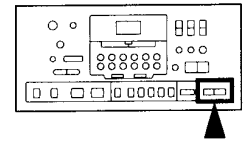
1. Set up the desired sounds, rhythms, tempo, volume, etc.
2. With the **SET** button held down, press one of the numbered buttons of the **PANEL MEMORY**.



- The current panel settings are stored in the selected number memory.
- To recall the stored settings, just press the corresponding **PANEL MEMORY** number button.



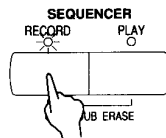
# Part III Sequencer



The **SEQUENCER** stores your entire performance—melody and accompaniment, sound and panel setting changes, even changes in the rhythm—for completely automatic playback whenever you desire.

## Recording

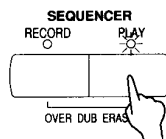
1. Set up the sounds, effects, rhythm, etc.
  - The **SOUND 2** part cannot be assigned to the left part of the keyboard.
  - The **SOUND EFFECT** button operation cannot be stored.
2. In the **SEQUENCER** section, press the **RECORD** button to turn it on.
3. Play the keyboard.
  - Recording starts when you begin to play or when you start the rhythm.
  - The **RECORD** indicator flashes during recording.
4. When you have finished playing, press the **RECORD** button to turn it off.



- The metronome sound starts.
- Adjust the tempo. The tempo setting is not stored in the **SEQUENCER**, so you can record at a slow tempo and play back at a faster tempo.

## Playback

In the **SEQUENCER** section, press the **PLAY** button to turn it on.



- The recorded performance is played back.
- The **SEQUENCER** stops when the recorded performance ends.
- To stop the playback before it has finished, press the **PLAY** button in the **SEQUENCER** section again.

## Notes

- Expressed in terms of notes, the total number of notes which can be recorded in the **SEQUENCER** is about 2800. When the memory is full, recording ends automatically.
- In addition to the keyboard performance, other information is stored in the **SEQUENCER**: Changes in the sound selection and rhythm selection; **BALANCE** changes; **START/STOP** on and off; **INTRO**, **ENDING** and **FILL IN** settings; **AUTO PLAY CHORD** status (only at the beginning of the performance); and **PITCH BEND** wheel operation.
- The **SEQUENCER** contents are preserved even if the **PLAY** button is turned off, as long as power is being supplied through the AC adaptor or the batteries.

## Overdubbing

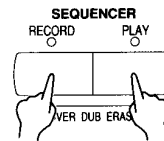
You can create a **SEQUENCER** performance by recording one performance “on top of” another—up to 5 times. This type of recording is called “overdubbing.”

1. Set up the sounds, effects, rhythm, etc.
  - The **SOUND 2** part cannot be assigned to the left part of the keyboard.
  - The **SOUND EFFECT** button operation cannot be stored.
2. In the **SEQUENCER** section, press the **RECORD** button to turn it on.
3. Play the keyboard.
4. When you have finished playing, press the **RECORD** button to turn it off.
5. Repeat steps 1 to 4 up to four more times to add to your performance.
  - After pressing the **RECORD** button in the **SEQUENCER** section, turn on the **PLAY** button or play the keyboard. The performance already recorded starts to play. The notes you play are added to the performance already recorded.
  - In the second and succeeding recordings, only the sound setting can be changed. All other settings should be executed in the first recording.
  - Dual sound can be used only in the first recording. Note that when dual sound is used, you can overdub only three more times.

### ■ Overdubbing erase

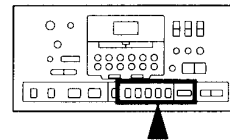
You can erase the last overdubbing recording.

While pressing the **PLAY** button in the **SEQUENCER** section, press the **RECORD** button.



- Only the most recent overdubbing recording is erased.
- To erase all the contents of the **SEQUENCER**, perform this procedure twice.

# Part IV Composer

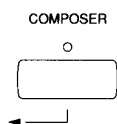


The **COMPOSER** allows you to create original rhythm patterns by modifying the preset rhythms. You can store two complete rhythm patterns, including **DRUMS**, **BASS** and **ACCOMP** parts.

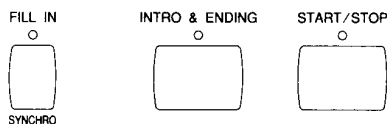
## Recording

- Use the **SOUND/RHYTHM SELECT** section to select a rhythm to use as the base of your new rhythm.
  - Select the rhythm which is most like the rhythm you are going to create.

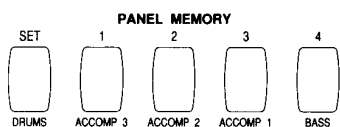
- Press the **COMPOSER** button to turn it on.



- [Int] is shown on the display, and the intro pattern of the selected rhythm begins to play.
- Select the rhythm component you are going to modify (intro, normal [the basic rhythm pattern], fill-in, or ending).



- The currently selected rhythm component is the intro. You can press the **START/STOP** button to select the normal rhythm pattern, the **INTRO & ENDING** button to select the intro or ending component, or the **FILL IN** button to select the fill-in component.
  - The selected component name is shown on the display as follows: intro [Int], normal [nor], fill-in [FIL], ending [End].
  - The selected rhythm component begins to play.
- Use the **COMPOSER** part buttons (**PANEL MEMORY**) to select the rhythm part you are going to create.



- Recording of the selected part begins.

- Adjust the tempo.
  - The tempo can be changed when you play back your recorded rhythm, so set the tempo to a speed that is easy for you to play.
- Use the **SOUND/RHYTHM SELECT** section to select a sound.
  - The **DRUM SET (129)** is the selected sound for the **DRUMS** part. This cannot be changed.
- Play the keyboard to record the part.



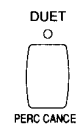
- You can record by overdubbing the current pattern.
- For the **DRUMS** part, play the percussion keys on the keyboard.
- For the **ACCOMP** and **BASS** parts, record the performance in C major for correct chord progressions during playback.
- For the **ACCOMP** and **BASS** parts, the **PITCH BEND** wheel operation is also recorded.
- The total storage capacity of the **COMPOSER** is approximately 1960 notes (about 980 notes for one rhythm). When the memory is full, [End] is shown on the display, and no more data can be stored in the **COMPOSER**.

### ■ Part clear

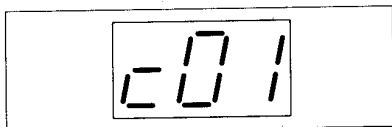
You can erase the contents of the current part by pressing the same part button again.

### ■ Percussion cancel

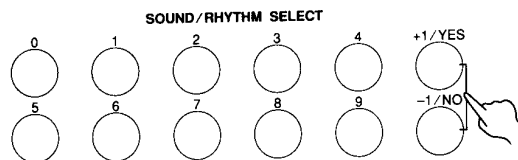
When recording the **DRUMS** part, while pressing the **PERC CANCEL (DUET)** button, if you press a percussion key on the keyboard, the specified instrument will be erased.



8. Repeat steps 4 through 7 to record the other parts of the rhythm component.
9. Repeat steps 3 through 8 to record other rhythm components (intro, ending, etc.).
10. When all the parts of the pattern have been recorded as desired, press the **COMPOSER** button.
  - The display looks similar to the following.



11. In the **SOUND/RHYTHM SELECT** section, use the **+1** or **-1** button to chose a number (shown on the display) in which to store the rhythm (01 or 02).



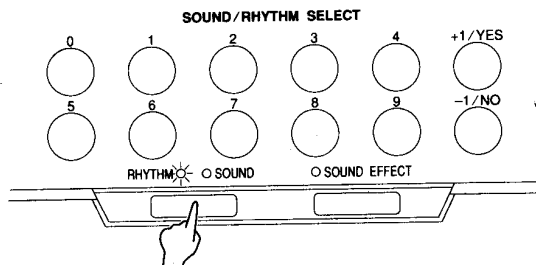
- The intro, normal, fill-in and ending components of a rhythm pattern are stored as one unit.

12. Press the **COMPOSER** button to turn it off.

If at any time you wish to discontinue recording in the **COMPOSER**, press the **EXIT** button. The instrument returns to the normal performance mode.

### Playback

1. In the **SOUND/RHYTHM SELECT** section, select **RHYTHM**.



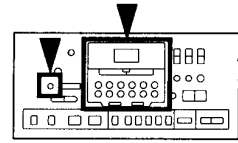
2. Select the **COMPOSER** number you wish to play back (**099** or **100**).
  - Select **099** for the pattern stored in 01, and **100** for the pattern stored in 02.
3. Press the **START/STOP** button.
  - The **DRUMS** part of the recorded rhythm begins to play.
  - The **BASS** and **ACCOMP** parts are played back with the **AUTO PLAY CHORD**.
  - The **VARIATION** button does not work for **COMPOSER** rhythm patterns.

### Notes

- When you store a rhythm pattern in a **COMPOSER** memory (**099** or **100**), it replaces the preset rhythm in that memory with the new rhythm. However, you can recall the original preset rhythm at any time by initializing your Keyboard. (Refer to page 36.)
- The **COMPOSER** contents are preserved even if the **PLAY** button is turned off, as long as power is being supplied through the AC adaptor or the batteries.

# Part V Mode Set

## Outline of Mode-setting



Various functions related to the operation of this instrument can be adjusted and regulated to match your particular needs.

### Functions which can be set

**01: GM MODE SET** (page 33)

**02: TUNING**

Fine-tune the pitch of this instrument to match that of other instruments when playing in ensemble.

**03: TOUCH CURVE**

Select the type of keyboard touch.

**04: SPLIT POINT**

Specify the split point when the keyboard is divided into right and left sections.

**05: FOOT SW SETTING**

Assign the desired function to the Foot Switch (sold separately).

**06: REVERB SETTING**

Select the type of **DIGITAL REVERB**.

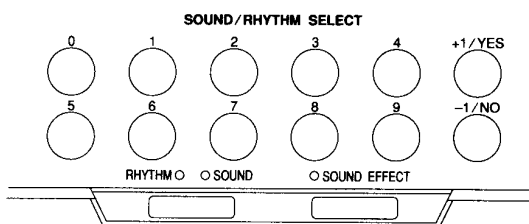
**07 to 11: MIDI functions** (Refer to page 32.)

### Procedure

1. Press the **MODE SET** button to turn it on.



2. In the **SOUND/RHYTHM SELECT** section, select the number of the function you wish to set (two digits).



4. Repeat steps 2 and 3 for other functions as desired.

- While the **MODE SET** indicator is lit, you can use the **SOUND/RHYTHM SELECT** number buttons to select another function and continue setting the functions.

- You can also press the **MODE SET** button to specify another function. Each press of the **MODE SET** button accesses the next function number.

5. When you have finished making the settings, press the **EXIT (DEMO)** button.



- For single-digit function numbers: for example, for function **03**, press **0** and **3** in that order.
- The list of **MODE SET** functions and their numbers is shown on the left of the operation panel.
- The abbreviated function name and the current setting are alternately shown on the display.

3. Change the setting as desired. (Refer to the following section on "Function-setting" for detailed information about the settings.)

- The instrument returns to the normal performance mode.

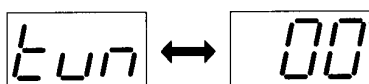
## Function-setting

Adjust the settings after selecting the function.

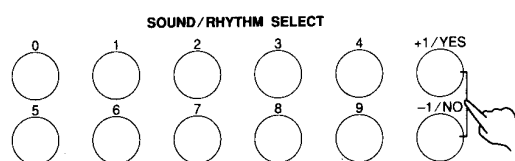
### TUNING

Use this setting to fine-tune the pitch of this instrument when playing along with other instruments or with a recorded performance.

1. Select **02: TUNING**. (Refer to page 27.)
  - The abbreviated function name and the current setting are alternately shown on the display.



2. In the **SOUND/RHYTHM SELECT** section, use the **+1/YES** and **-1/NO** buttons to change the setting (-08 to 07).

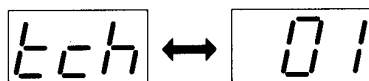


- The standard setting of [00] is 440.0 Hz.
- The pitch can be adjusted within a range of about 428 Hz (-08) to 452 Hz (07).

### TOUCH CURVE

Select your preferred type of keyboard touch.

1. Select **03: TOUCH CURVE**. (Refer to page 27.)
  - The abbreviated function name and the current setting are alternately shown on the display.



- [oFF]: The volume does not change in response to how hard or softly the keyboard is played.
- [01]: Playing the keyboard harder produces a louder sound, just as in an acoustic piano.
- [02]: A wider range of touch response than 01, which allows more distinct performance expression.

2. In the **SOUND/RHYTHM SELECT** section, use the **+1/YES** and **-1/NO** buttons to select the type (oFF, 01 or 02).

## SPLIT POINT

Define the split point for when the keyboard is divided into right and left sound sections, or when using the **AUTO PLAY CHORD**.

1. Select **04: SPLIT POINT**. (Refer to page 27.)
  - The abbreviated function name and the current setting are alternately shown on the display.



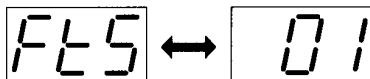
2. In the **SOUND/RHYTHM SELECT** section, use the **+1/YES** and **-1/NO** buttons to select the split point (01, 02 or 03).
  - Select [01] for a G2 split point, [02] for C3, or [03] for G3.
  - The key at the split point is the lowest note of the right keyboard section.



## FOOT SWITCH SETTING

Assign a function to be turned on/off by the Foot Switch (separately sold option).

1. Select **05: FOOT SW SETTING**. (Refer to page 27.)
  - The abbreviated function name and the current setting are alternately shown on the display.



- [01]: sustain on/off
- [02]: **FILL IN (SYNCHRO)** on/off
- [03]: **VARIATION** on/off

- When [01] is assigned to the foot switch, for continuous-type sounds, such as organ, the notes sound for as long as the foot switch is depressed. The sustain function does not work for some sounds.

2. In the **SOUND/RHYTHM SELECT** section, use the **+1/YES** and **-1/NO** buttons to specify the desired function to assign to the foot switch (01, 02 or 03).

## REVERB SETTING

Select the type of **DIGITAL REVERB**.

1. Select **06: REVERB SETTING**. (Refer to page 27.)
  - The abbreviated function name and the current setting are alternately shown on the display.



- [01]: ROOM
- [02]: HALL 1
- [03]: HALL 2
- [04]: DELAY 1
- [05]: DELAY 2

2. In the **SOUND/RHYTHM SELECT** section, use the **+1/YES** and **-1/NO** buttons to select the type (01 to 05).

# Part VI MIDI

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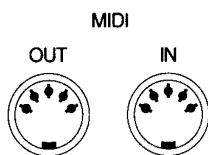
## What is MIDI?

MIDI (Musical Instrument Digital Interface) is the international standard for digital communication of electronic musical instrument data.

### MIDI terminals

MIDI instruments are connected to each other through their respective MIDI terminals.

(On the rear panel)



**IN:** The terminal by which this instrument receives data from other equipment.

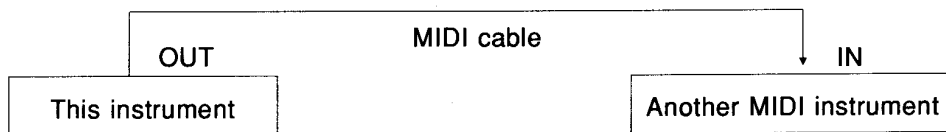
**OUT:** The terminal that transmits data from this instrument to other equipment.

- For these connections, use a commercially available MIDI cable.

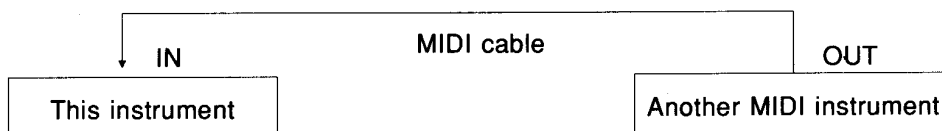
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### Connection examples

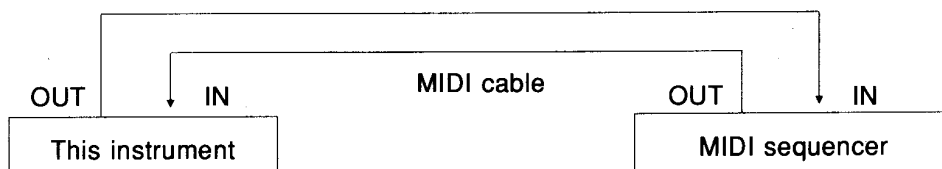
- To generate sound from a connected instrument by playing this instrument



- To generate sound from this instrument by playing a connected instrument



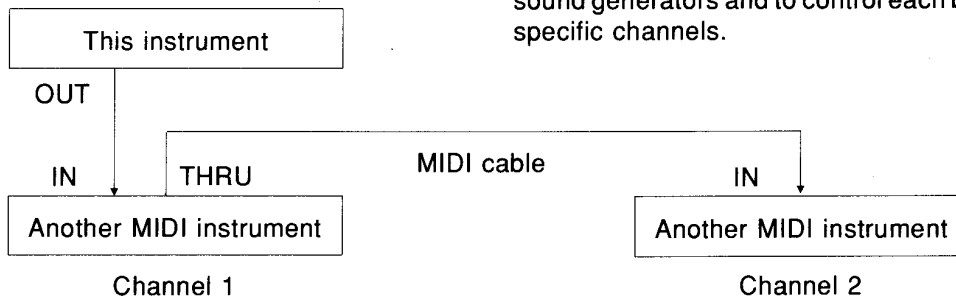
- To use an external sequencer (including personal computer)





## MIDI channels

Many different kinds of performance data are sent using just one MIDI cable. This is possible because MIDI signals are sent and received through 16 different MIDI channels (numbered 1 to 16).



In order for the exchange of data to take place, the channels on the transmission side must match the channels on the receiving side. This characteristic also makes it possible to link multiple sound generators and to control each by matching specific channels.

### The following kinds of data can be transmitted/received.

#### ■ NOTE data

This is the most basic kind of MIDI data which is exchanged, and is used to specify which keys are played and how hard they are played.

NOTE NUMBER: Number specifying which key is played.

NOTE ON: Specifies that a key is played.

NOTE OFF: Specifies that a key is released.

VELOCITY: Specifies how hard a key is struck.

- MIDI notes are assigned numbers from 0 to 127, with middle C (C3) as 60. Note pitches are in semitone increments, with the higher numbers assigned to the higher pitches.

#### ■ PROGRAM CHANGE

This is sound change data. When a different sound is selected on the transmitting instrument, the sound on the receiving instrument also changes.

- This instrument's PROGRAM CHANGE data numbers are the same as the **SOUND** numbers.

#### ■ CONTROL CHANGE

These are volume, sustain, effect, etc. data used to enhance performance expression. Each function is distinguished by its control number, and the function which can be changed by the control differs depending on the instrument.

#### ■ EXCLUSIVE data

This is sound data, etc. particular to a specific instrument model. This data can also be transmitted by the DUMP function.

## GENERAL MIDI

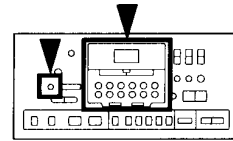
GENERAL MIDI (GM) is the standard which enables MIDI data exchange between different models or equipment of different manufacture. Program change numbers and their corresponding sounds, percussion instrument sounds, note numbers, etc. are data-compatible between equipment using this standard. Song data created on the equipment of one manufacturer can be played back on the equipment of a different manufacturer, as long as both conform to the GENERAL MIDI standard. This instrument con-

forms to this standard and can be used as a GENERAL MIDI sound generator.

Equipment which conforms to GENERAL MIDI standards is indicated by the following logo.



# Outline of MIDI functions



The MIDI functions which can be set on this instrument are as shown below.

## Functions which can be set

**01: GM MODE SET**

Specify whether this instrument is compatible with GENERAL MIDI standard instruments.

**07: MIDI BASIC CH**

Specify the MIDI channel settings of this instrument.

**08: LOCAL CONTROL**

Specify whether this instrument's sound generator is enabled during MIDI data transmission.

**09: ACCOMP MIDI OUT**

Specify whether **DRUMS** part data and **AUTO PLAY CHORD** data is transmitted.

**10: DRUM SEND MODE**

Specify the transmitting channel mode for the **DRUMS** part.

**11: BULK DUMP**

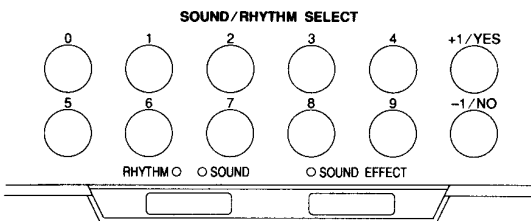
Settings related to SYSTEM EXCLUSIVE data exchange.

## Procedure

1. Press the **MODE SET** button to turn it on.



2. In the **SOUND/RHYTHM SELECT** section, select the number of the function you wish to set (two digits).



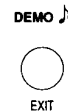
- For single-digit function numbers: for example, for function **08**, press **0** and **8** in that order.
- The list of **MODE SET** functions and their numbers is shown on the left of the operation panel.
- The abbreviated function name and the current setting are alternately shown on the display.

3. Change the setting as desired. (Refer to the following section on "Function-setting" for detailed information about the settings.)

- While the **MODE SET** indicator is lit, you can use the **SOUND/RHYTHM SELECT** number buttons to select another function and continue setting the functions.
- You can also press the **MODE SET** button to specify another function. Each press of the **MODE SET** button accesses the next function number.

4. Repeat steps 2 and 3 for other functions as desired.

5. When you have finished making the settings, press the **EXIT (DEMO)** button.



- The instrument returns to the normal performance mode.

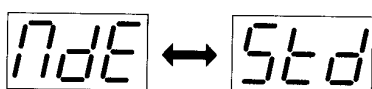
# Function-setting

Adjust the settings after selecting the function.

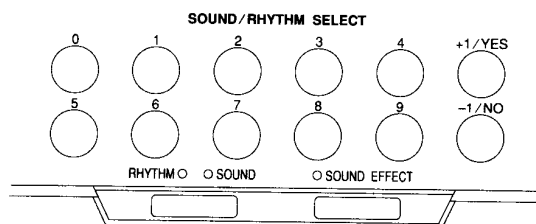
## GM MODE SET

Specify whether this instrument is compatible with GENERAL MIDI standard instruments.

1. Select **01: GM MODE SET**. (Refer to page 32.)
  - The abbreviated function name and the current setting are alternately shown on the display.



2. In the **SOUND/RHYTHM SELECT** section, use the **+1/YES** and **-1/NO** buttons to select the mode (GM or Std).



- GM [GM]:** This instrument is compatible with GENERAL MIDI standard instruments.
- Standard [Std]:** This instrument is not compatible with GENERAL MIDI standard instruments. (factory-preset)

- This setting is automatically set to [Std] when the power to this instrument is turned on.
- If [GM] is selected, the status of this instrument changes to the GENERAL MIDI status. In this case, the following functions are not available for use: **DEMO, AUTO PLAY CHORD, ONE TOUCH PLAY, START/STOP, INTRO & ENDING, FILL IN (SYNCHRO), VARIATION, RHYTHM SELECT, TEMPO, TRANSPOSE, DUET, PANEL MEMORY, RHYTHM BALANCE, STEREO CHORUS, DUAL, SEQUENCER, COMPOSER, TUNING.**
- If GENERAL MIDI on/off data is received from connected MIDI equipment, the received data has priority.
- When the [GM] mode is selected, this instrument becomes a 16-part multi-timbre sound source for connected MIDI equipment. Channel 10 is reserved for DRUMS.

### Warning:

- The **SEQUENCER** memory is cleared when the GM MODE is changed.
- If the **PLAY** button is turned off while the mode is set to [GM], the **SEQUENCER** memory will be cleared.

## MIDI BASIC CHANNEL

Specify the MIDI channel settings of this instrument.

1. Select **07: MIDI BASIC CH.** (Refer to page 32.)
  - The abbreviated function name and the current setting are alternately shown on the display.



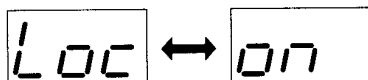
2. In the **SOUND/RHYTHM SELECT** section, use the **+1/YES** and **-1/NO** buttons to select the channel (01 to 16) on which to transmit the **SOUND 1** data.
  - The channel for **SOUND 2** data transmission is automatically set to one higher than the channel for **SOUND 1** data transmission. (However, when the **SOUND 1** channel is set to 16, the **SOUND 2** channel becomes 01.)
  - The channel settings during reception are as follows.

<b>SOUND 1:</b> 1	<b>ACCOMP 2:</b> 6
<b>SOUND 2:</b> 2	<b>ACCOMP 3:</b> 8
<b>BASS:</b> 3	<b>DRUMS:</b> 10 to 14
<b>ACCOMP 1:</b> 4	

## LOCAL CONTROL

Specify whether this instrument's sound generator is enabled during MIDI data transmission.

1. Select **08: LOCAL CONTROL.** (Refer to page 32.)
  - The abbreviated function name and the current setting are alternately shown on the display.



- [on]: The performance from this instrument sounds from this instrument when MIDI data is transmitted (factory-preset).
- [oFF]: MIDI data is transmitted, but the performance does not sound from this instrument.

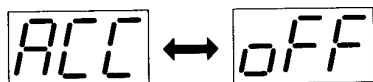
- This setting is automatically set to [on] when the power to this instrument is tuned on.

2. In the **SOUND/RHYTHM SELECT** section, use the **+1/YES** and **-1/NO** buttons to select the mode (on or oFF).

## ACCOMP MIDI OUT

Specify whether the **DRUMS**, **ACCOMP** and **BASS** pattern of the **AUTO PLAY CHORD** is transmitted.

1. Select **09: ACCOMP MIDI OUT.** (Refer to page 32.)
  - The abbreviated function name and the current setting are alternately shown on the display.



2. In the **SOUND/RHYTHM SELECT** section, use the **+1/YES** and **-1/NO** buttons to select the mode (on or oFF).

- [on]: The **DRUMS**, **ACCOMP 1, 2, 3** and **BASS** part data is transmitted.
- [oFF]: This data is not transmitted.
- This function cannot be set to [on] when **LOCAL CONTROL** is set to [oFF].

## DRUM SEND MODE

Specify the transmitting channel mode for the **DRUMS** part.

1. Select **10: DRUM SEND MODE**. (Refer to page 32.)
  - The abbreviated function name and the current setting are alternately shown on the display.



2. In the **SOUND/RHYTHM SELECT** section, use the **+1/YES** and **-1/NO** buttons to select the mode (01 or 02).

[01]: The percussion instruments are assigned to transmission channels 10 to 14.

BASS DRUM: Channel 10

SNARE DRUM: Channel 11

Others: Channel 12 to 14

[02]: All percussion instruments are transmitted together on channel 10.

## BULK DUMP

This instrument's internal data (**SEQUENCER**, **COMPOSER**, **PANEL MEMORY** contents etc.) can be transmitted to another Keyboard of the same model or other MIDI equipment with bulk dump capability as **SYSTEM EXCLUSIVE** data.

- Sound is not generated from this instrument during this procedure.

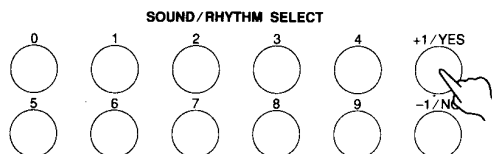
1. Follow the procedure necessary to prepare the receiving instrument for data reception.

2. Select **11: BULK DUMP**. (Refer to page 32.)

- The abbreviated function name and the current setting are alternately shown on the display.



3. In the **SOUND/RHYTHM SELECT** section, press the **+1/YES** button.



- When the **+1/YES** button is pressed, data transmission begins.
- During transmission, [trn] is shown on the display. After about 15 seconds, transmission is completed, and [dmp] and [trn] are alternately shown on the display.

# Initialization

As long as the AC adaptor is connected or batteries are installed, the various storable memories and storable function settings of this instrument (**SEQUENCER**, **COMPOSER**, MIDI and **MODE SET** functions, etc.) are preserved even if the **PLAY** button is turned off.

- The **MAIN VOLUME**, **GM MODE SET** and **LOCAL CONTROL** settings are not maintained when the power is turned off.

Use the following procedure if you wish to reset the various settings and memories of this instrument to their factory-preset status.

1. Press the **PLAY** button to turn this instrument off.



2. While pressing the leftmost C and E keys on the keyboard, turn the **PLAY** button on again.



- This instrument returns to the factory-preset status.

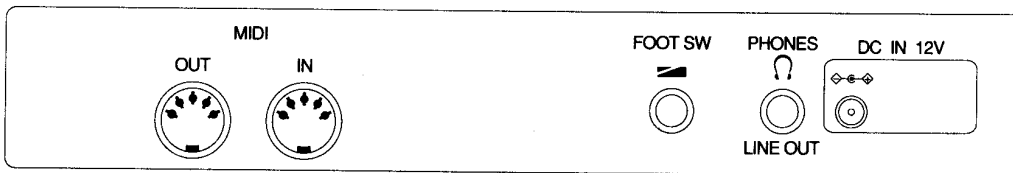
# Options and connections

This page shows the optional accessories that are available for your Keyboard. These can make your instrument more versatile and fun to play than it already is.

Also indicated are the many possible connections to the rear accessory panel.

## Connections

(on the rear panel)



### FOOT SW

An optional SZ-P1 Foot Switch (sold separately) can be connected to this terminal to control various functions. (Refer to page 29.)

### PHONES ( $\Omega$ )/LINE OUT (output level 1.5 Vrms, 16 $\Omega$ )

Headphones, a keyboard amplifier, or stereo equipment can be connected to this terminal. When another apparatus is connected to this terminal, the speaker system is automatically switched off, and sound is heard only through the connected device.

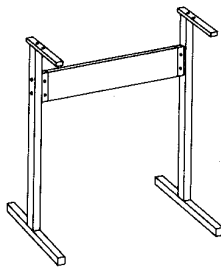
### MIDI

These terminals are for connection to another MIDI instrument. (Refer to page 30.)

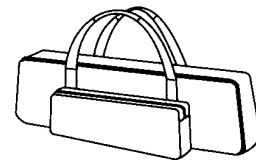
## Separately sold options



**SZ-P1**  
Foot Switch



**SZ-S61**  
Stand



**SZ-B7**  
Carrying Bag


# Symptoms which appear to be signs of trouble

The following changes in performance may occur in the Keyboard but do not indicate trouble.

	Phenomenon	Remedy
Sounds and effects	The buttons, keys, etc. malfunction.	<ul style="list-style-type: none"> <li>• Turn off the <b>PLAY</b> button once, then turn it on again. If this procedure is not successful, turn off the <b>PLAY</b> button once. Then, while pressing the leftmost C and E keys on the keyboard, turn the <b>PLAY</b> button on again. (Note that, in this case, all programmable settings, functions and memories return to their factory-preset status.)</li> <li>• If you cannot turn off the <b>PLAY</b> button, disconnect the AC adaptor or remove the batteries once.</li> </ul>
	No sound is produced when the keys are pressed.	<ul style="list-style-type: none"> <li>• The <b>MAIN VOLUME</b> is at the minimum setting. Adjust the volume with the <b>MAIN VOLUME</b> buttons.</li> <li>• The local control is set to [oFF]. Set the local control to [on]. (Refer to page 34.)</li> </ul>
	You hear sound effects when you attempt to select a different sound or rhythm on the number pad.	<ul style="list-style-type: none"> <li>• The <b>SOUND EFFECT</b> button is on. Press it to turn it off.</li> </ul>
	When using batteries, the volume level become low, the sound is distorted, or the buttons and keys do not function.	<ul style="list-style-type: none"> <li>• The batteries are low. Replace the batteries as soon as possible.</li> </ul>
	Only percussive instrument sounds are produced when the keyboard is played.	<ul style="list-style-type: none"> <li>• A <b>DRUM SET</b> sound (number 129) has been selected. On the <b>SOUND/RHYTHM SELECT</b> number pad, select a different sound number.</li> </ul>
Rhythm	No sound is produced for the rhythm.	<ul style="list-style-type: none"> <li>• On the <b>SOUND/RHYTHM SELECT</b> number pad, <b>COMPOSER (099 or 100)</b> was selected although a rhythm pattern has not been stored. Select a different rhythm or store a rhythm pattern in the <b>COMPOSER</b> (refer to page 25).</li> </ul>
	The rhythm does not start.	<ul style="list-style-type: none"> <li>• The tempo has been set to a number lower than 048, and the mode has changed to the external <b>CLOCK</b> mode. Set the tempo to 048 or higher. (Refer to page 17.)</li> <li>• The <b>GM MODE SET</b> setting has been set to GM. Set the mode to Standard. (Refer to page 33.)</li> </ul>
SEQUENCER/ COMPOSER	Storage is not possible.	<ul style="list-style-type: none"> <li>• The remaining memory capacity is 0.</li> <li>• When recording in the <b>SEQUENCER</b> by overdubbing, you can repeat the recording procedure a maximum of 5 times. If you wish to continue recording, a portion of the recorded contents must first be erased. (Refer to page 24.)</li> </ul>
Other	Noise from this instrument can be heard in a nearby radio or TV set.	<ul style="list-style-type: none"> <li>• This sometimes occurs when electrical equipment such as a radio or TV is used near the instrument. Try moving such electrical equipment further away from the instrument.</li> </ul>
	Radio or TV noise can be heard in this instrument.	<ul style="list-style-type: none"> <li>• The sound may be coming from a nearby broadcast station or amateur radio station. If the sound is bothersome, consult your dealer or service center.</li> </ul>
	The cabinet becomes warm during use.	<ul style="list-style-type: none"> <li>• This instrument has a built-in amplifier section that heats the cabinet to some degree. This is not an indication of trouble.</li> </ul>



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<b>GB</b>		<b>GI</b>	
<b>GC</b>		<b>GJ</b>	
<b>GD</b>		<b>GK</b>	
<b>GE</b>		<b>GL</b>	
<b>GF</b>		<b>GM</b>	
<b>GG</b>		<b>GN</b>	
<b>GH</b>		<b>GO</b>	
<b>GI</b>		<b>GP</b>	
<b>GJ</b>		<b>GQ</b>	
<b>GK</b>		<b>GR</b>	
<b>GL</b>		<b>GS</b>	
<b>GM</b>		<b>GT</b>	
<b>GN</b>		<b>GU</b>	
<b>GO</b>		<b>GV</b>	
<b>GP</b>		<b>GW</b>	
<b>GQ</b>		<b>GX</b>	
<b>GR</b>		<b>GY</b>	
<b>GS</b>		<b>GZ</b>	
<b>GT</b>		<b>HA</b>	
<b>GU</b>		<b>HB</b>	
<b>GV</b>		<b>HC</b>	
<b>GW</b>		<b>HD</b>	
<b>GX</b>		<b>HE</b>	
<b>GY</b>		<b>HF</b>	
<b>GZ</b>		<b>HG</b>	
<b>HA</b>		<b>HH</b>	
<b>HB</b>		<b>HI</b>	
<b>HC</b>		<b>HJ</b>	
<b>HD</b>		<b>HK</b>	
<b>HE</b>		<b>HL</b>	
<b>HF</b>		<b>HM</b>	
<b>HG</b>		<b>HN</b>	
<b>HH</b>		<b>HO</b>	
<b>HI</b>		<b>HP</b>	
<b>HJ</b>		<b>HQ</b>	
<b>HK</b>		<b>HR</b>	
<b>HL</b>		<b>HS</b>	
<b>HM</b>		<b>HT</b>	
<b>HN</b>		<b>HU</b>	
<b>HO</b>		<b>HV</b>	
<b>HP</b>		<b>HW</b>	
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<b>HS</b>		<b>HZ</b>	
<b>HT</b>		<b>IA</b>	
<b>HU</b>		<b>IB</b>	
<b>HV</b>		<b>IC</b>	
<b>HW</b>		<b>ID</b>	
<b>HX</b>		<b>IE</b>	
<b>HY</b>		<b>IF</b>	
<b>HZ</b>		<b>IG</b>	
<b>IA</b>		<b>IH</b>	
<b>IB</b>		<b>II</b>	
<b>IC</b>		<b>IJ</b>	
<b>ID</b>		<b>IK</b>	
<b>IE</b>		<b>IL</b>	
<b>IF</b>		<b>IM</b>	
<b>IG</b>		<b>IN</b>	
<b>IH</b>		<b>IO</b>	
<b>II</b>		<b>IP</b>	
<b>IJ</b>		<b>IQ</b>	
<b>IK</b>		<b>IR</b>	
<b>IL</b>		<b>IS</b>	
<b>IM</b>		<b>IT</b>	
<b>IN</b>		<b>IU</b>	
<b>IO</b>		<b>IV</b>	
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# Specifications

		<b>SX-KN500</b>
KEYBOARD		61 KEYS (WITH INITIAL TOUCH)
SOUND GENERATOR		PCM
MAXIMUM NUMBER OF NOTES PRODUCED SIMULTANEOUSLY		28 NOTES
SOUNDS	SOUND SELECT	128 SOUNDS, 1 drum set
	EFFECT	STEREO CHORUS, SUSTAIN
	SOUND EFFECT	○
RHYTHM	RHYTHM SELECT	100 PATTERNS
	CONTROLS	START/STOP, SYNCHRO, INTRO & ENDING, FILL IN, VARIATION, TEMPO
DIGITAL REVERB		○
AUTO PLAY CHORD		ONE FINGER, FINGERED, ONE TOUCH PLAY
DUET		○
PANEL MEMORY		SET, 1-4
SEQUENCER		STORAGE CAPACITY: APPROX. 2800 NOTES INPUT MODES: REALTIME FUNCTIONS: OVER DUB, ERASE
COMPOSER		PATTERNS: NORMAL, INTRO, FILL IN, ENDING 5 PARTS (BASS, ACCOMP 1, ACCOMP 2, ACCOMP 3, DRUMS) STORAGE CAPACITY: APPROX. 1960 NOTES INPUT MODE: REALTIME EDIT FUNCTIONS: CLEAR, PERCUSSION CANCEL MEMORY: 2
PITCH BEND		○
DISPLAY		LED (3 DIGITS), EXIT
CONTROLS		MAIN VOLUME, BALANCE, TRANSPOSE, CONDUCTOR
DEMO		○
MODE SET		GM MODE SET, TUNING, TOUCH CURVE, SPLIT POINT, FOOT SW SETTING, REVERB SETTING, MIDI BASIC CH, LOCAL CONTROL, ACCOMP MIDI OUT, DRUM SEND MODE, BULK DUMP
TERMINALS		DC IN 12V, PHONES/LINE OUT, MIDI (IN, OUT), FOOT SWITCH
OUTPUT		2 W × 2 (WITH BATTERIES), 5 W × 2 (WITH SY-AD6/AD6B/AD7 AC ADAPTOR)
SPEAKERS		12 cm × 2
POWER REQUIREMENT	BATTERIES: DC 9V (USING R20/LR20 ["D" SIZE, UM-1] BATTERIES × 6)*	
	AC: WITH SY-AD6/AD7 AC ADAPTOR	AC 120/220/230/240 V 50/60Hz AC 120 V 60Hz (NORTH AMERICA AND MEXICO)
	AC: WITH SY-AD6/AD6B/AD7 AC ADAPTOR	AC 230 V 50/60Hz (NEW ZEALAND AND EUROPE EXCEPT FOR UNITED KINGDOM)
DIMENSIONS (W×H×D)		96.4 cm × 11.2 cm × 36.2 cm (37-15/16" × 4-13/32" × 14-1/4")*
NET WEIGHT		6.8 kg (15.0 lbs)*
ACCESSORIES		MUSIC STAND

\* Without MUSIC STAND

Design and specifications are subject to change without notice.

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