Technics

DIGITAL ENSEMBLE

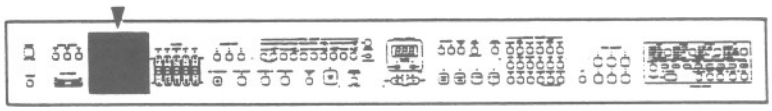
SX-PR50V
SX-PR250
SX-PR350

Vol. 2 PRACTICAL APPLICATIONS

PRACTICAL APPLICATIONS

Part I Sounds and effects

In addition to standard piano sounds, this instrument is provided with the sounds of various other musical instruments. This chapter includes explanations for how to select the various musical instrument sounds, how to add effects to enhance the sound, and how to mix multiple sounds.



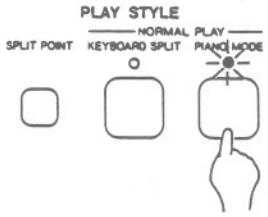
Play Style

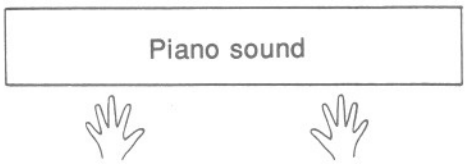
In addition to standard piano performance, this instrument can be used to play various different performance styles. The type of keyboard is centrally controlled by the **PLAY STYLE** section.

Normal Play

■ **PIANO MODE**

When this button is on, this instrument can be played as a standard piano.

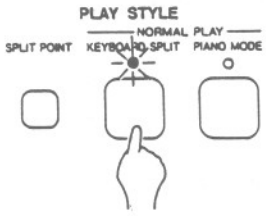


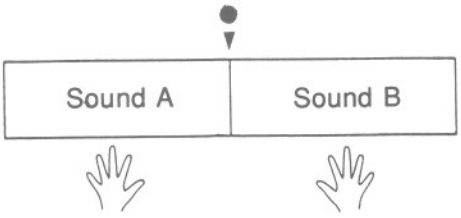


- If sounds other than piano-type sounds have been chosen, the **PLAY STYLE** indicators all go out.

■ **KEYBOARD SPLIT**

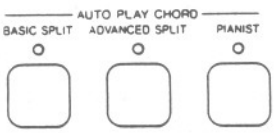
The keyboard divides into two playing areas, each with a different sound. (Refer to page 7.)

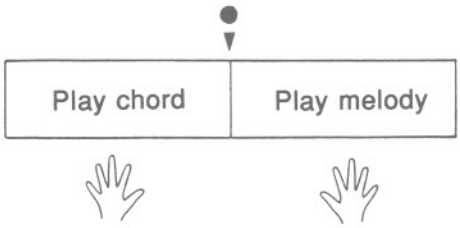




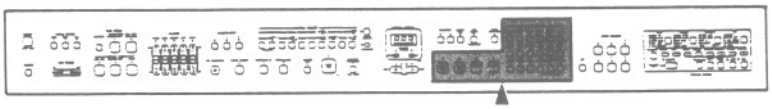
Auto Play Chord

These buttons are used when you perform with the automatic accompaniment. (Refer to page 13.)





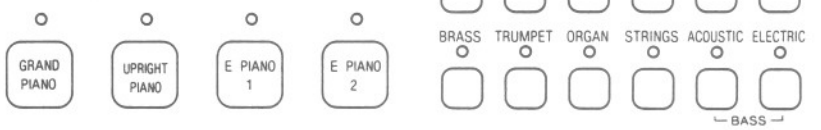
Sound Select

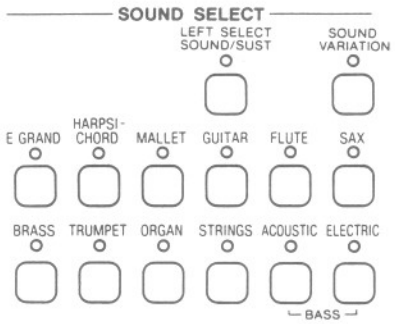


Selecting a sound is easy. Just press the button for the desired sound to turn it on.

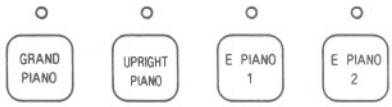
- The indicator for the selected sound lights.

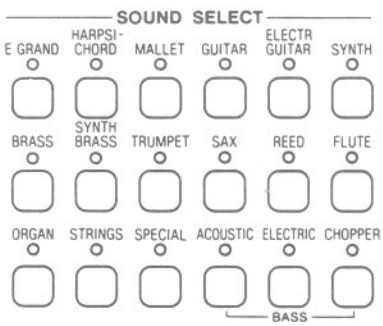
PR50V



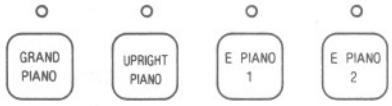


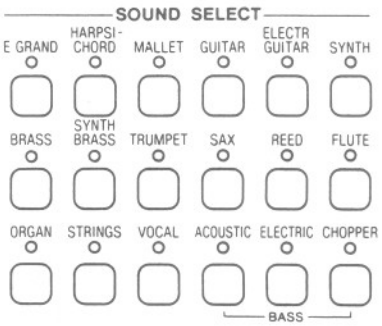
PR250





PR350

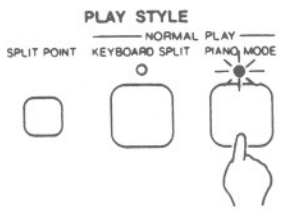




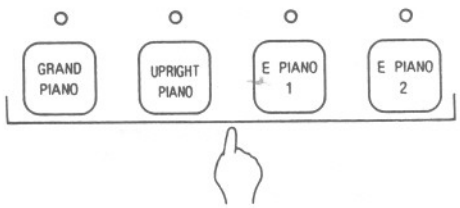
- 32 notes polyphonic: The tones from a maximum of 16 simultaneously pressed keys will sound, and then using the sustain pedal or sostenuto pedal (PR250/PR350) up to 32 notes can sound at one time.

Piano Mode

When playing as a standard piano, press the **PIANO MODE** button to turn it on.



You can then select one of the piano-type sounds: **GRAND PIANO**, **UPRIGHT PIANO**, **E PIANO 1**, **2**. Press the button for the desired sound to turn it on.



- When the piano is first turned on (initialized mode), the **PIANO MODE** is on and the default sound is **GRAND PIANO**.
- When this button is pressed, the entire keyboard will return instantaneously to the **PIANO MODE**, regardless of the mode which is currently selected, the **KEYBOARD SPLIT** status (refer to page 7) or the **AUTO PLAY CHORD** status (refer to page 13). The sound will be set to the piano-type sound which was selected last.
- Selecting a sound other than a piano-type sound will turn off the **PIANO MODE** automatically.

Sound Variation

Each sound (except the four piano sounds) has a variation or different voice. By pressing the **SOUND VARIATION** button to turn it on, the sound changes to the variation of the selected sound.

- For details concerning the sound variations, please refer to the separate booklet.
- The **SOUND VARIATION** on/off status is memorized independently for each sound.

Default settings

When the piano is turned on, the default panel settings are as follows.

PLAY STYLE: **PIANO MODE**
SOUND SELECT: **GRAND PIANO**
TRANSPOSE: C
SUSTAIN PEDAL: On
DIGITAL CELESTE: Off
SYNCHRO START: Off
MIN RANGE: On
KEYBOARD PERCUSSION: Off

- Other panel settings are those which were in effect when the piano was last turned off.
- If the piano is turned on while the sustain pedal is depressed, the settings for **PLAY STYLE**, **SOUND SELECT**, etc. will also return to the settings which were in effect when the piano was last turned off.

Pedals

■ Sustain pedal

When a key is released while this pedal is depressed, the sound is sustained so that it lingers and slowly fades out.

- For the piano sounds, the sustain effect is on for the 17 rightmost keys at all times, just like an acoustic piano.
- PR350: This pedal is a four-stage pedal, and the length of the sustain is controlled by the degree to which the pedal is depressed.
- If the **SUSTAIN PEDAL** button is off, the sustain effect does not work.

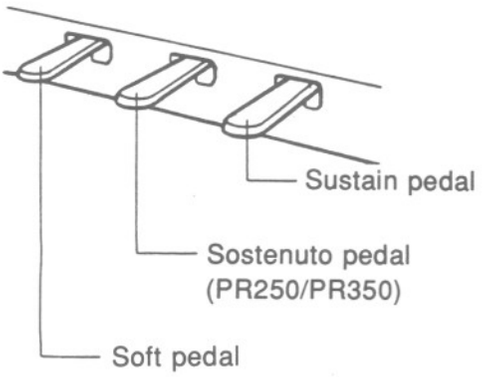
■ Sostenuto pedal (PR250/PR350)

When this pedal is pressed, the notes for the keys already held down will be sustained. If the pedal is pressed first and the keys are then pressed, the sustain effect is not applied to those notes.

- For continuous-type sounds, such as **ORGAN**, the notes sound as long as the pedal is pressed.

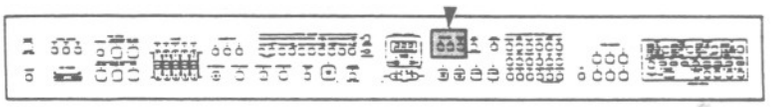
■ Soft pedal

When this pedal is depressed, the overall sound is softer and the volume is slightly lower.

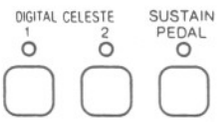


- Other functions can be programmed in the sostenuto pedal (PR250/PR350) and soft pedal. (Refer to page 39.)

Effects



Various effects can be applied to the sound by pressing the desired button to turn it on.



■ DIGITAL CELESTE 1, 2

DIGITAL CELESTE gives the sound greater depth and breadth.

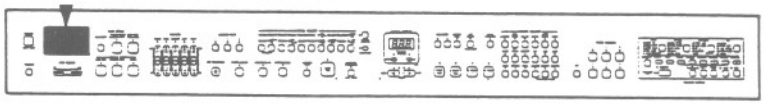
- **DIGITAL CELESTE 1** is the minimum amount of this effect.
- **DIGITAL CELESTE 2** is the maximum amount of this effect.
- Select either of the two types, **1** or **2**.
- This effect does not work for the left part sounds of a split keyboard. (Refer to page 7.)
- When this effect is turned on, the number of notes which can be simultaneously generated is reduced to 16.
- The **DIGITAL CELESTE** feature is more effective for some sounds than others.
- The **DIGITAL CELESTE** effect turns off automatically when a different sound is selected.
- The **DIGITAL CELESTE** effect turns off automatically when a different sound is selected.

■ SUSTAIN PEDAL

If this button is on and the sustain pedal is depressed, when a key is released, the sound is sustained so that it lingers and slowly fades out.

- When this button is off, the sustain does not work even when the pedal is depressed.
- The sustain on/off status can be set for the right and left parts independently when the keyboard is split. (Refer to page 7.)

Digital Reverb (PR250/PR350)



DIGITAL REVERB applies a reverberation effect to the sound. Select from three types:

- **ROOM** is minimum;
- **STAGE** is medium;
- **HALL** is the maximum amount of this effect.
- These effects work for all generated sounds, including those of the rhythm pattern instruments.

Press the button for the desired type of reverb to turn it on.

- The total depth of the reverb can be adjusted. (Refer to page 37.)

Mixing two sounds

You can play two completely different sounds at the same time. To accomplish this effect, just press the two buttons for the desired sounds simultaneously.

- The number of notes which can sound simultanously is reduced to 16.

Volume balance

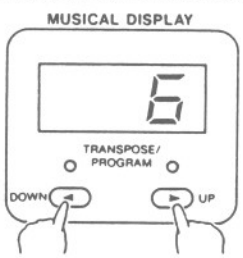
You can adjust the volume balance between two sounds when they are mixed together by following this procedure:

1. Press and hold the button for the first sound.

2. While holding down the button for the first sound, press and hold the button for the second sound. The second sound you select is the one whose volume level can be adjusted.

3. After approximately 3 seconds, the indicator for the second sound you selected will flash. This is your visual signal that you can adjust the volume for this sound.

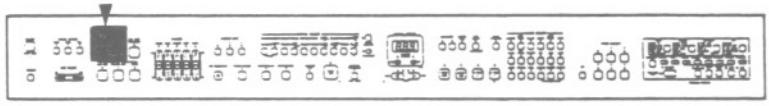
4. Adjust the volume of the second sound by using the **TRANSPOSE/PROGRAM**'s **UP** and **DOWN** buttons.



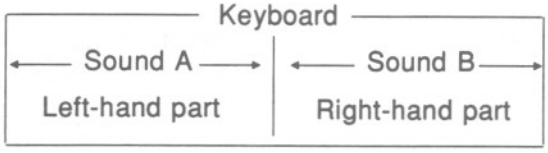
5. Press any button in the **SOUND SELECT** section to exit the volume-balance-setting mode.

- The volume increases each time the **UP** button is pressed and decreases each time the **DOWN** button is pressed.
- There are 10 different levels of volume for the selected sound (0~9). The selected level is shown on the display.
- You can confirm the volume by playing the keyboard.
- The volume level which is set in this manner is recalled only when the sound is selected as the second of two mixed sounds. Specify the second sound by pressing its button slightly after pressing the button for the first sound.
- To return the volumes to the factory-preset levels, follow the initialization procedure on page 40.
- The **SOUND VARIATION** indicator remains unlit when the sounds are mixed even if **SOUND VARIATION** is selected for the sound.

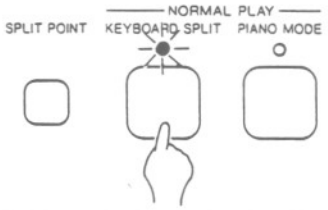
Keyboard Split



The keyboard can be divided into left and right playing areas, to each of which is assigned a different sound.



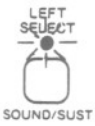
1. Select a sound. This will be the sound assigned to the right part of the split keyboard.
   - You can also mix two sounds in the right-hand part.
2. In the **PLAY STYLE** section, press the **KEYBOARD SPLIT** button to turn it on.



3. In the **SOUND SELECT** section, press the **LEFT SELECT** button to turn it on. Now select a sound to be assigned to the left part of the keyboard.

<PR50V>

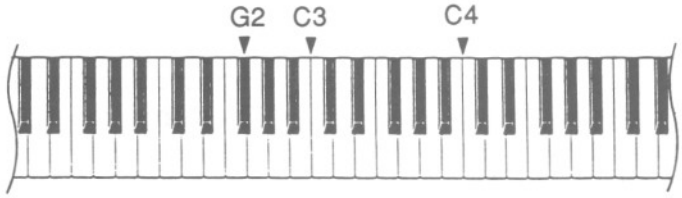
<PR250/PR350>



- You can also set the sustain pedal on/off status for the left part of the keyboard using **SUSTAIN PEDAL** button.
- The indicator for the selected sound lights momentarily, and then the indicator for the right-hand part lights.

Split Point

Press this button to change the location of the keyboard split point.

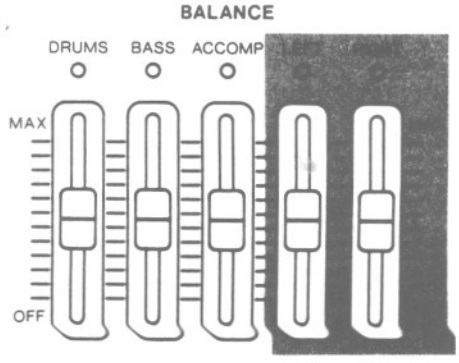


- Each time the button is pressed, the split location changes in this sequence: from G2 up → C3 → C4.

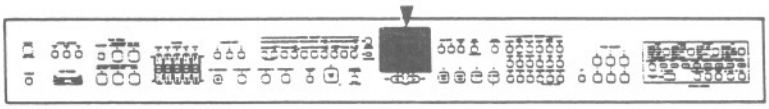
Balance

The volumes for the left and right parts of the split keyboard are adjusted with the sliding **LEFT** and **RIGHT** controls in the **BALANCE** section.

- When a volume is set to 0, the corresponding **BALANCE** indicator goes out.
- In some cases, the actual volume is not in accordance with the position of the sliding control (for example, when using the **PANEL MEMORY** to recall stored panel settings [refer to page 16]).



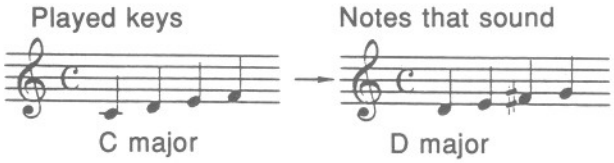
Transpose



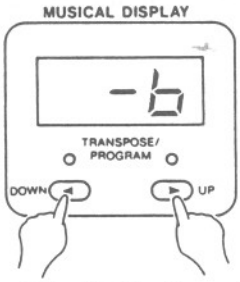
The **TRANSPOSE** buttons are used to change the key of the entire instrument in semi-tone steps across an entire octave.

Suppose you learn to play a song—in the key of C, for example—and decide you want to sing it, only to find it's either too high or too too low for your voice. Your choice is to either learn the song all over again, in a different key, or to use the **TRANSPOSE** feature.

<Example: transposed to D>



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



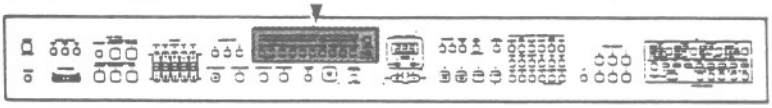
Each press of the **UP** button changes the key as follows: D♭ → D → E♭ → E → F → F♯. Each press of the **DOWN** button changes the key as follows: B → B♭ → A → A♭ → G.

- If the two buttons are pressed at the same time, the key returns to C.
- When a **TRANSPOSE** button is pressed, the transposed key is shown on the display. A sharp is indicated by ♯ and a flat by ♭. B and D are displayed as ♭ and ♭ respectively.
- When the **TRANSPOSE** function is active, the C key will sound the note shown on the display.
- The **UP** or **DOWN** indicator lights when the corresponding button is pressed.
- The display returns to the **TEMPO** display after a few seconds.
- When **TRANSPOSE** is used, depending on the selected sound, the sound (tone) produced by some keys in the outer ranges may be raised or lowered by one octave.

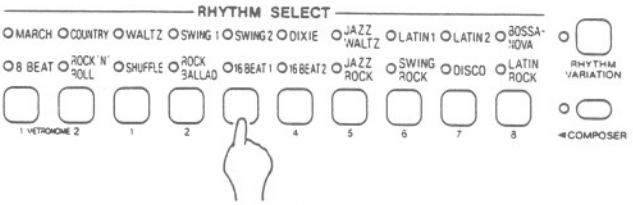
Part II Playing the rhythm

Various professional drums performances have been PCM-recorded and stored in your piano's memory. This chapter includes explanations of intro and fill-in features which enhance the rhythm performance, the **KEYBOARD PERCUSSION** with which you play a drums performance on the keyboard, and the **AUTO PLAY CHORD** feature which allows you to play, using just one finger, an automatic accompaniment.

Rhythm Select



The desired rhythm is specified by using the horizontal row of buttons in the **RHYTHM SELECT** section.



- The indicator for the selected rhythm lights.

To select the alternate rhythm for a given button press that button a second time.
When the upper or lower rhythm for a given button is selected, pressing any other button will cause the upper or lower rhythm, respectively, to be selected.
For example, to select the **SWING 2** rhythm:

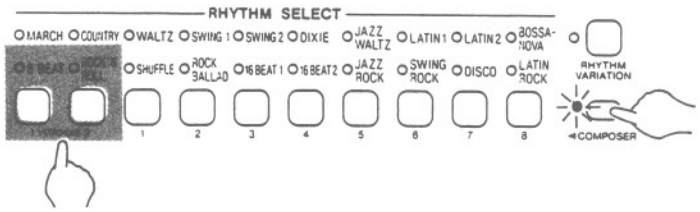
Rhythm Variation

When the **RHYTHM VARIATION** button is on, the rhythm pattern changes.

- The on/off status of the **RHYTHM VARIATION** button is set independently for each rhythm.

Metronome

To use the metronome, press the **COMPOSER** button to turn it on, and then press the **METRONOME 1** or **2** button to turn it on.



METRONOME 1 is for a 4/4 time signature, and **METRONOME 2** is for a 3/4 time signature.

- The indicator above the selected **METRONOME** button will light.
- Press the **START/STOP** button to start the metronome.

Start the rhythm

1. Select a rhythm.

2. Press the **START/STOP** button to turn it on.

- The selected rhythm pattern begins to play.
- If the **START/STOP** button is pressed again, the rhythm will stop.

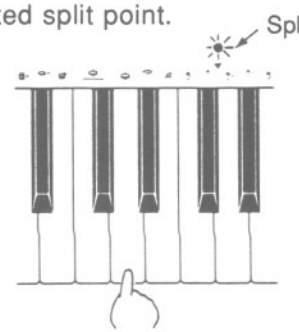
When the **SYNCHRO START** button is on, the rhythm is started by pressing a key on the keyboard.

1. Select a rhythm.

2. Press the **SYNCHRO START** button to turn it on.

3. When the keyboard is split: Press a key to the left of the keyboard split point.

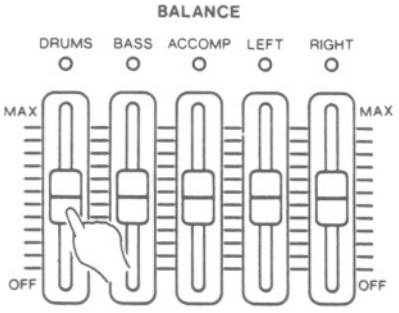
   When the keyboard is not split: Even when the keyboard is not divided into left and right sections, the indicator at the split position will light while the **SPLIT POINT** button is depressed. If desired, you can change the split point by pressing the **SPLIT POINT** button at this time. To start the rhythm, press a key to the left of the indicated split point.



- The selected rhythm starts to play.

Balance

The volume of the rhythm is adjusted with the sliding **DRUMS** control in the **BALANCE** section.



Tempo

The tempo or speed of the rhythm pattern is adjusted with the two **TEMPO** buttons.

- The tempo increases each time the **FAST** button is pressed and decreases each time the **SLOW** button is pressed.
- The tempo is shown on the display as a numerical value (♩ = 40~300).
- Keep the button pressed to change the tempo speed more rapidly.
- If the two buttons are pressed at the same time, the tempo returns to 120.

Beat

The **BEAT** indicators light to indicate the beat.

- On the first beat of the measure, the red **BEAT** indicator lights. On the second and succeeding beats of the measure, the green indicators light.

Intro

You can begin the rhythm with an intro pattern.

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

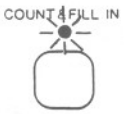
2. Press the **START/STOP** button to start the rhythm.

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

Count

You can begin a rhythm with a one-measure count.

1. Press the **COUNT & FILL IN** button to turn it on.



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

- A one-measure count is played, after which the 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 **COUNT & FILL IN** button to turn it on.

- A fill-in pattern is heard immediately for the remainder of the measure.
- When the button is pressed on the last beat of the measure, the fill-in pattern continues to the end of the following measure.

Ending

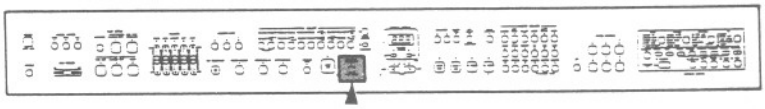
Finish the rhythm performance with an ending pattern.

1. Select a rhythm and press the **START/STOP** button.

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

- An ending pattern is produced, and then the rhythm stops.
- If you accidentally press the **INTRO & ENDING** button in the middle of the tune, you can press the **COUNT & FILL IN** button to continue the rhythm performance.

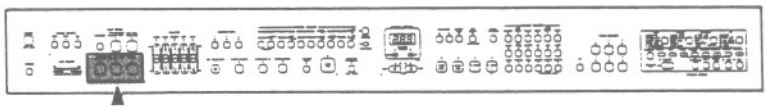
Keyboard Percussion



Press the **KEYBOARD PERCUSSION** button on to turn your keyboard into a whole band of percussive instruments and other special sounds.

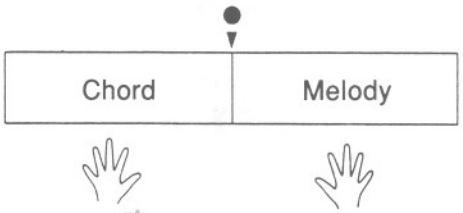
- The Touch Response feature also functions for the **KEYBOARD PERCUSSION** sounds.
- When the **KEYBOARD PERCUSSION** is turned on, the sounds you select with the **SOUND SELECT** buttons are not available. To return to the normal sound, press the **KEYBOARD PERCUSSION** button to turn it off.
- The **KEYBOARD PERCUSSION** volume is adjusted with the sliding **DRUMS** control in the **BALANCE** section.
- If the **KEYBOARD PERCUSSION** is used while the automatic rhythm is playing, the rhythm pattern changes to a hi-hat and bass drum sound. To return to the normal rhythm sound, press the **KEYBOARD PERCUSSION** button to turn it off.
- There are three types of drum kit—rock, standard and electric. Each rhythm uses only one of these three types. The sounds of the **KEYBOARD PERCUSSION** differ depending on the type of drum kit associated with the rhythm which is currently selected.
- For detailed information concerning **KEYBOARD PERCUSSION** percussive instrument sounds and the type of drum kit associated with each rhythm, refer to the separate booklet.

Auto Play Chord



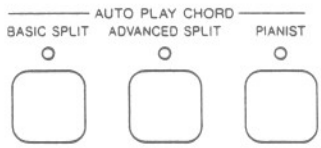
Simply by playing a chord on the keyboard, the **AUTO PLAY CHORD** function automatically plays an accompaniment pattern which matches the selected rhythm.

When an **AUTO PLAY CHORD** mode is selected, the keyboard automatically divides into left and right sections. The left keyboard is used to specify the chords, the right keyboard to play the melody.



- The **AUTO PLAY CHORD** pattern is added to the rhythm pattern and is comprised of four parts: **ACCOMP 1**, **2** and **3** and the **BASS**.

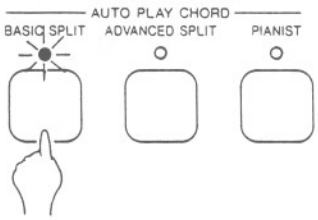
Choose one of the following three **AUTO PLAY CHORD** modes.



Basic Split

In the **BASIC SPLIT** mode, the chord can be specified either by playing just its root note or by playing the chord itself.

1. Press the **BASIC SPLIT** button to turn it on.



- The keyboard automatically divides into left and right sections.

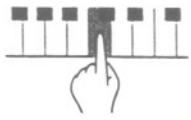
2. Select a rhythm from the **RHYTHM SELECT** section.

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

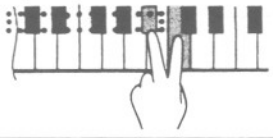
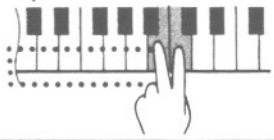
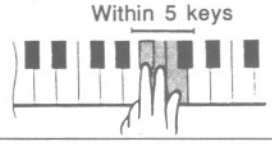
4. Play the chord on the left side of the keyboard.
- You can either press one key on the left side of the keyboard to specify the root note (one-finger mode), or play all the notes of the chord (fingered mode).
- If you select a sound for the left section, the one-finger chord function will not work.
- Touch Response does not work for the left side of the keyboard during **AUTO PLAY CHORD** operation.
- With the rhythm on, even when the keys are released, the accompaniment continues to play in the specified chord until another chord is specified.

■ **One-finger**

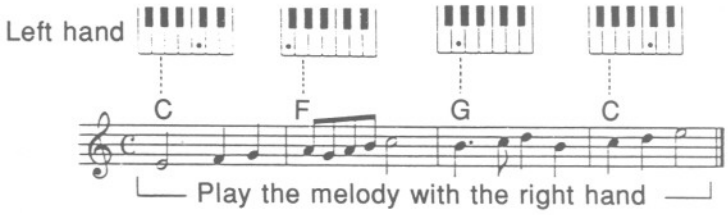
Press a key on the left side of the keyboard to specify the root note. The major chord corresponding to this root note is automatically played in an accompaniment pattern.



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

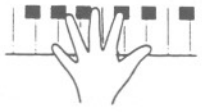
minor chord	seventh chord	minor seventh chord
Play the root note plus a black key to the left of it.	Play the root note plus a white key to the left of it.	Play the root note plus a black key and a white key to the left of it. (Within five notes of the chord key.)
Example: Cm 	Example: C7 	Example: Cm7 Within 5 keys 

- Example of one-finger accompaniment performance



■ **Fingered**

When you play a full chord on the left side of the keyboard, the chord is automatically played in an accompaniment pattern.

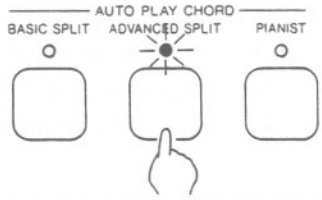


- The piano can distinguish the following played chords for each key (C is given as an example): C, C7, CM7, Caug, Cm, Cm7, Cdim, $Cm7^{\flat 5}$, CmM7, C7sus4.
- If a chord other than these is played, the chord in this group which is most closely related is used.

Advanced Split

In the **ADVANCED SPLIT** mode, the chord is specified by playing it on the left part of the keyboard.

1. Press the **ADVANCED SPLIT** button to turn it on.



- The keyboard automatically divides into left and right sections.

2. Select a rhythm from the **RHYTHM SELECT** section.

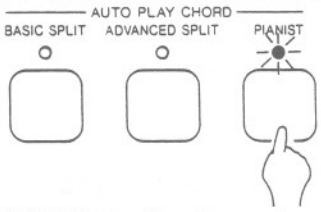
3. Press the **START/STOP** button to start the rhythm playing.

4. Play the chord on the left side of the keyboard.
- The chord is automatically played in an accompaniment pattern.
- Play chords by pressing at least three keys.
- With the rhythm on, even when the keys are released, the accompaniment continues to play in the specified chord until another chord is specified.

Pianist

In the **PIANIST** mode, the entire keyboard can be used to specify chords for the automatic accompaniment. This mode is used to add an automatic accompaniment to the performance on a standard piano.

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



- In the **PIANIST** mode, the automatic accompaniment is determined by the left hand chord, whereever it is played on the keyboard. You are not restricted by a preset split point.

2. Select a rhythm from the **RHYTHM SELECT** section.

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

4. Play the chord.

- Chords can be specified anywhere on the keyboard. An accompaniment pattern in the specified chord is automatically produced.
- Play chords by pressing at least three keys.
- With the rhythm on, even when the keys are released, the accompaniment continues to play in the specified chord until another chord is specified.

Pianist Accomp

PIANIST ACCOMP is a new feature from Technics which allows the piano player to use all the accompaniment patterns, which are rearranged from the original patterns and which are without piano accompaniment. This means that when you use the **PIANIST ACCOMP**, mostly non-piano instruments are used in **ACCOMP 1**, **2** and **3** (except for the **ACCOMP 1** part of the **SWING** rhythm). The idea is to be able to play the only piano sound by yourself and still be able to have a "band" assisting you which does not include piano sounds. In this way your piano will give you additional possibilities for accompaniment variation and more sound flexibility.

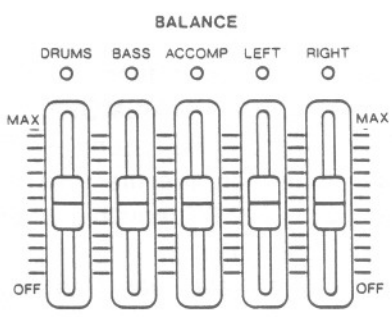
Try playing both the standard rhythm and with the **PIANIST ACCOMP** to hear the difference in the patterns.

Example: **ROCK BALLAD** (**VARIATION** off)
LATIN 1 (**VARIATION** on)

- The **PIANIST ACCOMP** button turns on automatically when the **PIANIST** button is turned on.

■ Balance

The volume of each part comprising the **AUTO PLAY CHORD** is adjusted with the sliding controls in the **BALANCE** section.

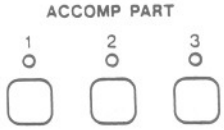


■ Modifying the ACCOMP

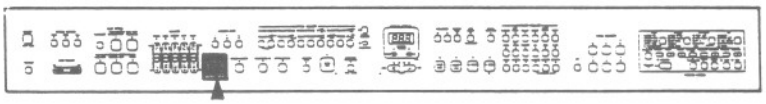
The **ACCOMP** part of the **AUTO PLAY CHORD** is comprised of three separate accompaniment parts.

By turning the **ACCOMP PART 1**, **2** and **3** buttons on and off, you can modify the way the **ACCOMP** component of the **AUTO PLAY CHORD** sounds.

- If all three **ACCOMP PART** buttons are turned off, the **ACCOMP** part does not sound.



One Touch Play

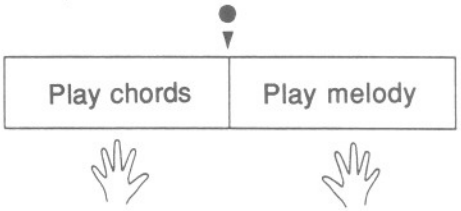


With the **ONE TOUCH PLAY** feature, the sounds and appropriate effects are automatically set according to the rhythm selection.

1. Select a rhythm pattern.

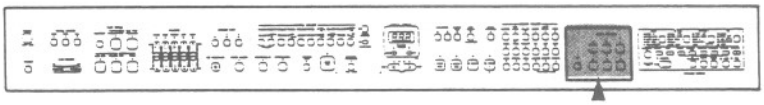
2. Press the **ONE TOUCH PLAY** button until the panel settings change.
- The panel settings automatically selected are those which are suitable for the rhythm you chose.
- The keyboard automatically splits into left and right parts.

3. Play the keyboard.



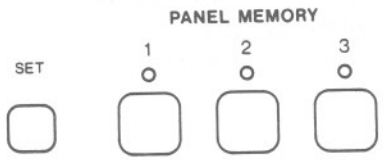
- The automatic rhythm begins to play immediately when a key on the left keyboard is pressed (**SYNCHRO START**).

Panel Memory

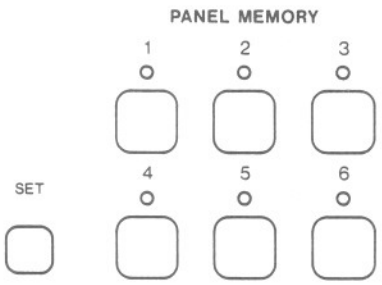


The **PANEL MEMORY** buttons allow you to set up the sounds, effects and rhythm and store them in memory. Then, simply by pressing just one button, the stored panel settings are recalled instantly.

PR50V

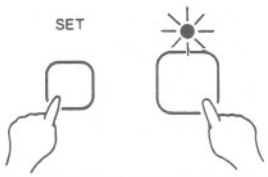


PR250/PR350



1. Set up the desired panel settings.

2. With the **SET** button held down, press one of the number buttons of the **PANEL MEMORY**.



Storable settings

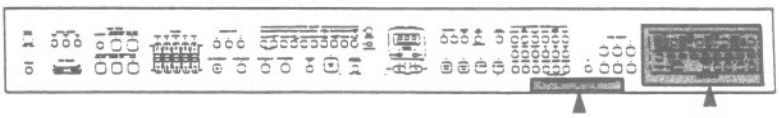
- Sounds and effects
- **DIGITAL REVERB** setting (PR250/PR350)
- **PLAY STYLE** setting
- **BALANCE** settings
- Keyboard split point

(Storing the rhythm selection requires setting the **P. MEM EXPAND** mode to " o n ". [Refer to page 39.])

- To recall the stored settings, just press the corresponding **PANEL MEMORY** button. You can then change the sound settings, etc. manually; however, the memory contents of the **PANEL MEMORY** remain unchanged until you store them again.
- The range of storable panel settings can be expanded. (Refer to page 39.)

Part III Recording and playback

Sequencer

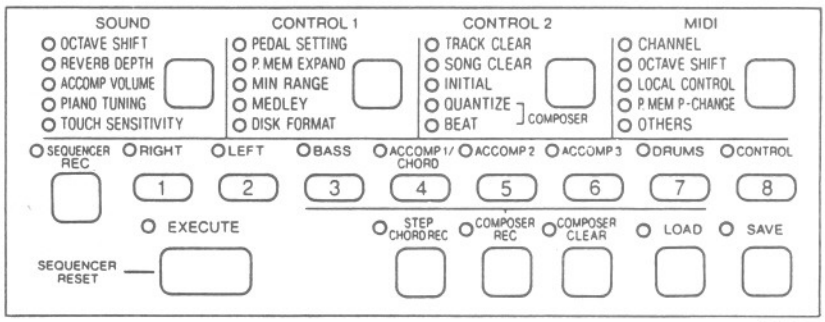


The **SEQUENCER** stores your entire performance—melody and accompaniment, sounds and panel setting changes, even changes in the rhythm—for completely automatic playback whenever you desire. You can store your performance part-by-part, then have it all play back at the same time. You can store a chord progression to use with the **AUTO PLAY CHORD**. You can modify any or all of your performance. In other words, the **SEQUENCER** is an incredibly useful and versatile tool which infinitely enhances the practicability of your PR Digital Ensemble Piano.

Storing a chord progression

To store a chord progression for use with the **AUTO PLAY CHORD** feature, use the **PROGRAM SECTION** controls located beneath the sliding cover on the right side of the instrument. Several keys on the keyboard (identified by symbols and musical notes) are also used when you store a chord progression.

- The **PROGRAM SECTION** controls are also used when setting functions for the **SEQUENCER**, **COMPOSER** and MIDI. These functions are explained later.



PROGRAM SECTION (PR250/PR350)

Reset key

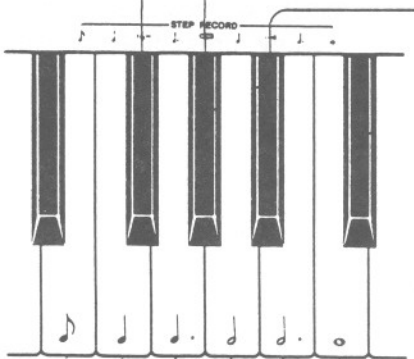
: Press to begin storing from the beginning.

Repeat key

: Press to finish storing the chord progression and specify automatic repeat playback.

End key

: Press after all of the chord progression has been stored (if automatic repeat playback is not desired).



Note keys

: Press to store a whole note.

: Press to store a dotted half note.

: Press to store a half note.

: Press to store a dotted quarter note.

: Press to store a quarter note.

: Press to store an eighth note.

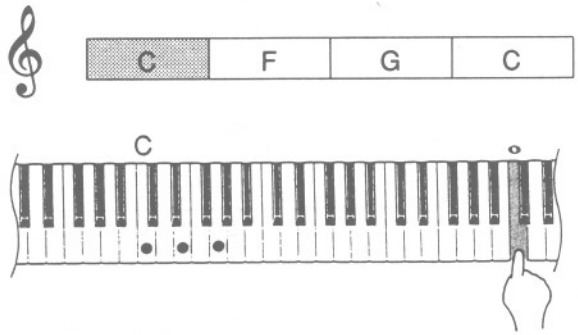
Store the following chord progression.

Chord name

1. Press the **STEP CHORD REC** button to turn it on.

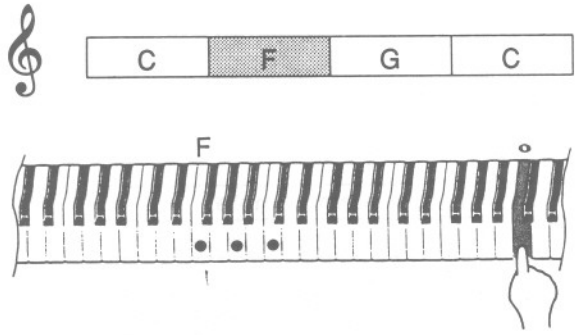
- The **ACCOMP1/CHORD** indicator flashes.

2. Store the chords.
   Measure 1: Store a C chord.
   While holding down a C chord on the left part of the keyboard, press the 𝅝 key one time to specify a whole note. This stores one measure of a C chord.



- A "beep" will sound to indicate that the chord has been stored.

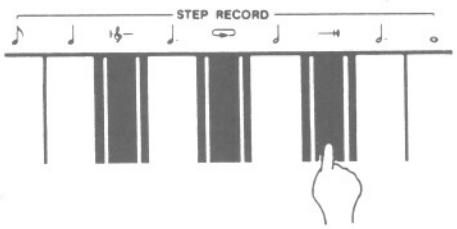
   Measure 2: Store an F chord.
   While holding down an F chord on the left part of the keyboard, press the 𝅝 key one time to specify a whole note.



   Measures 3 and 4: In the same way, store one measure of a G chord and one measure of a C chord.

- To store the chord progression again (redo) from the beginning, press the reset key 𝄞— .
- You can specify the chords using just one finger.

3. Press the —H key to finish storing.



- If you want the chord progression to be repeated automatically when it is played back, instead of the —H key, press the ⊂⊃ key.

It is possible to store these types of chords:

Major	Minor	Seventh	Minor seventh	Aug-mented	Diminished seventh	Minor seventh flat fifth	Major seventh	Minor major seventh	Seventh suspended fourth
C	Cm	C7	Cm7	Caug	C°7 or Cdim7	C$^{\varnothing}$ or Cm7$^{\flat 5}$	CM7 or Cmaj7	CmM7	C7sus4

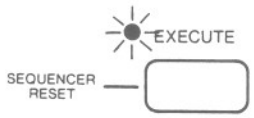
- If you try to store a chord not shown above, it will be converted to the storable chord which sounds the closest.

Automatic playback of the stored chord progression

1. Confirm that the **ACCOMP1/CHORD** indicator is lit.

- If the indicator is not lit, press the **ACCOMP1/CHORD** button to turn it on.

2. Press the **SEQUENCER RESET** button.



3. Press the **START/STOP** button to begin automatic playback.
- An automatic accompaniment which follows the stored chord progression is played.

Storing rhythm changes

In addition to chord progressions, you can also store changes in the rhythm by using the **STEP CHORD REC** function.

■ Storing the beginning panel settings

If you wish to have the panel settings for the beginning of the tune stored, select the beginning sounds, rhythm and other panel settings BEFORE starting the recording procedure.

■ Storing an intro

To store a drums-only intro, first turn on the **STEP CHORD REC** button, then turn on the **INTRO & ENDING** button.

- To store an intro played as part of the accompaniment pattern, first turn on the **STEP CHORD REC** button, then, while pressing the keys for a chord, turn on the **INTRO & ENDING** button.

■ Storing the count

If you wish to store the count, first turn on the **STEP CHORD REC** button, then turn on the **COUNT & FILL IN** button.

■ Storing a rhythm change in the middle of the tune

1. Store the chord progression up to the point where the rhythm changes.

2. Select a different rhythm.
- A "beep" will sound to indicate that the change has been stored.

3. Continue storing the chord progression.

■ **Storing a fill-in**

To store a drums-only fill-in pattern, press the **COUNT & FILL IN** button, then use the note unit keys to specify the number of notes in the fill-in.

- To store a fill-in played as part of the accompaniment pattern, press the **COUNT & FILL IN** button, then store a chord.

■ **Storing an ending**

If the **INTRO & ENDING** button is pressed at the end of the tune, an ending pattern is stored and the **STEP CHORD REC** button turns off.

If the **INTRO & ENDING** button is pressed while the keys for a chord are pressed, the ending will be played as part of the accompaniment pattern.

■ **Storing PANEL MEMORY changes in the middle of the tune**

Changes in the **PANEL MEMORY** selection can be stored in the **SEQUENCER**.

1. Store the chord progression up to the point where the **PANEL MEMORY** selection changes.

2. Press the desired **PANEL MEMORY** button.
- A "beep" will sound to indicate that the change has been stored.

3. Continue storing the chord progression.

■ **Other rhythm settings which are stored in the SEQUENCER**

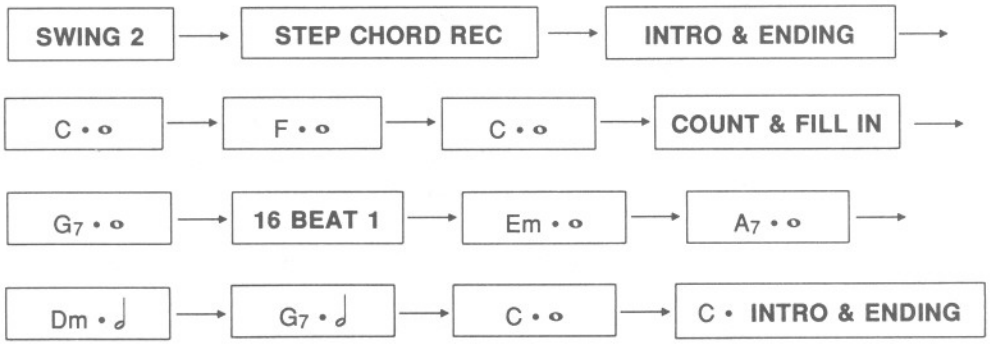
- **ACCOMP PART** button on/off status
- **BALANCE** settings for the **DRUMS**, **BASS** and **ACCOMP** parts
- **TEMPO** setting
- **TRANSPOSE** setting

An example of storing in the Sequencer

What to store

Chord		C	F	C	G_7	Em	A_7	Dm G_7	C	C
FILL IN, INTRO, ENDING	INTRO				FILL IN					ENDING
RHYTHM		SWING 2				16 BEAT 1				

How to store



Storing a performance

Your performance is made up of different parts, as explained below. You can store one part at a time or several parts at one time.

Parts which are stored	Data which is stored
RIGHT, LEFT, BASS, ACCOMP 1, ACCOMP 2, ACCOMP 3, DRUMS	Performance data (including Touch Response), selected sounds, **DIGITAL CELESTE** (**RIGHT** part only), **SUSTAIN PEDAL** on/off, pedal data, rhythm start/stop, **COUNT & FILL IN** on/off, **INTRO & ENDING** on/off, pitch bend data (only during MIDI receive)
CONTROL	**PLAY STYLE** setting, **BALANCE** settings, changes in the **PANEL MEMORY** selection, **TEMPO** setting, changes in the **RHYTHM SELECT** selection, rhythm start/stop, **COUNT & FILL IN** on/off, **INTRO & ENDING** on/off.

- The maximum number of notes which can sound simultaneously for each part is as follows:

RIGHT	16
LEFT	16
BASS	1
ACCOMP 1	4
ACCOMP 2	4
ACCOMP 3	4
DRUMS	6

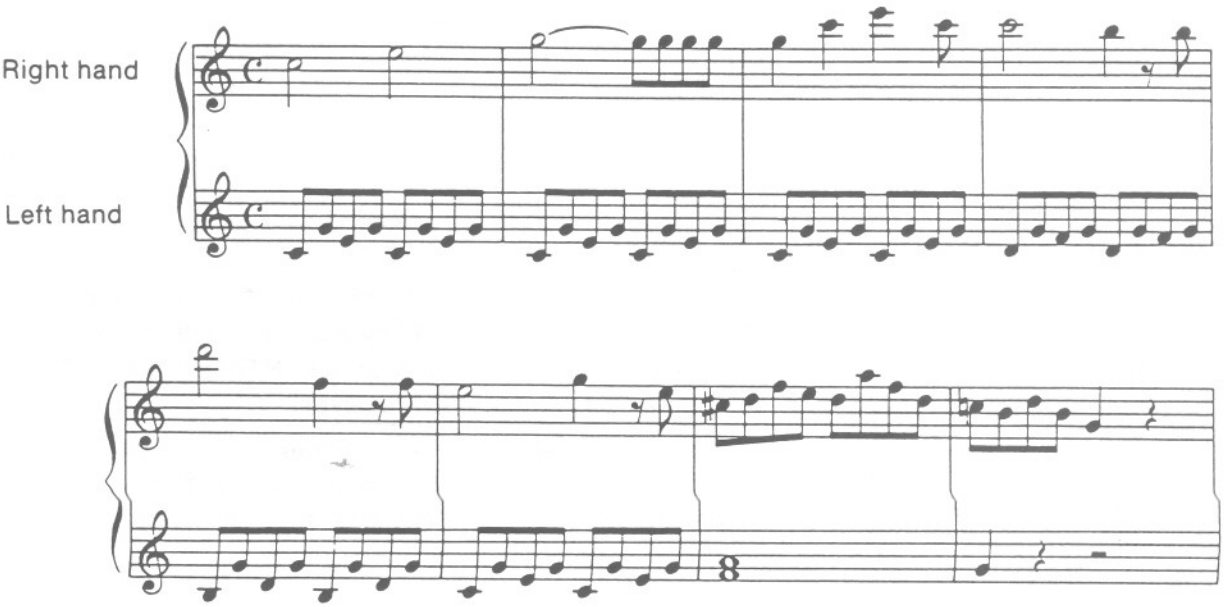
The maximum number of notes which can simultaneously sound for all parts combined is 32.

Data for one tune can be stored in each part of the **SEQUENCER**.
Before storing a new song in a part in which another tune or chord progression is currently stored, first follow the **SONG CLEAR** or **TRACK CLEAR** procedure (refer to page 25) to erase the previously stored data. If you wish to keep the stored contents, you can save them on a memory disk with the Digital Disk Recorder (refer to page 33). (The Digital Disk Recorder is sold separately for the PR50V/PR250.)

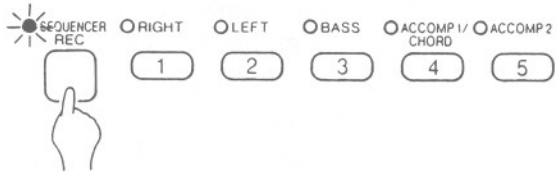
Example of storing a piano performance

Store the following piano performance in the **SEQUENCER**.

Settings: Mode.....**PIANO MODE** Sound..... **GRAND PIANO**

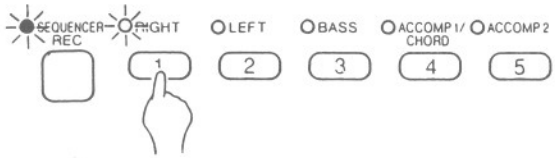


1. Press the **SEQUENCER REC** button to turn it on.



- The indicators for the parts which can be recorded flash.

2. Press the **RIGHT** button.



- The **RIGHT** indicator flashes slowly. This is a visual indication that the **RIGHT** part is now in the recording mode. The indicators for the other parts go out.

3. Play the music on the keyboard.

- Actual recording begins when you press a key on the keyboard or press the **START/STOP** button to start the rhythm.
- The **START/STOP** indicator remains lit while the **SEQUENCER** is in the recording mode.

4. At the end of your performance, press the **SEQUENCER REC** button to turn it off.

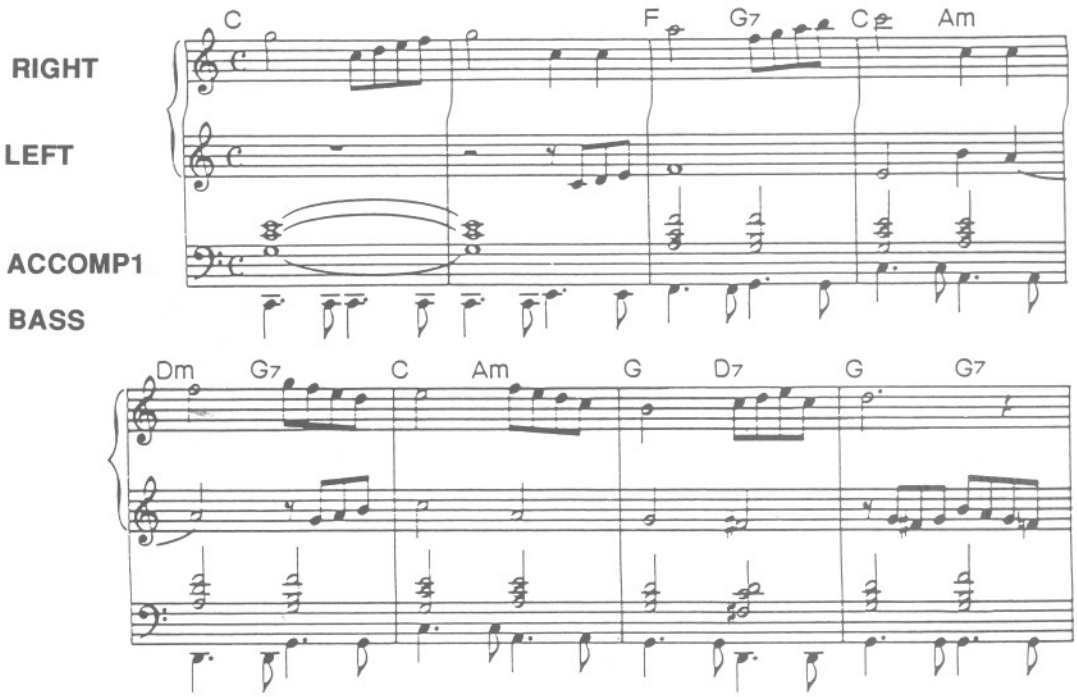
- For playback of your recorded performance, refer to page 25.

Storing part-by-part

Store the following music by recording one part at a time.

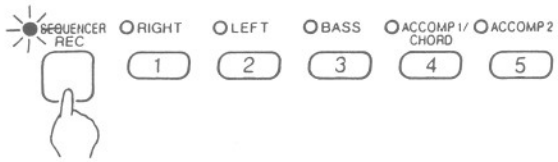
Settings:

RIGHT .....**GRAND PIANO**	**LEFT** ..... **HARPSICHORD**
RHYTHM .....**8 BEAT**	**ACCOMP1** ..... **ORGAN**
BASS.....**ACOUSTIC**	**TEMPO** ..... ♩ =120



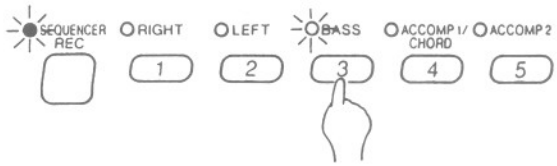
- Select the rhythm before beginning recording. If beginning the performance with an **INTRO** or a **COUNT**, turn on the button before beginning recording.

1. Press the **SEQUENCER REC** button to turn it on.



- The indicators for the parts which can be recorded flash.

2. Press the **BASS** button.



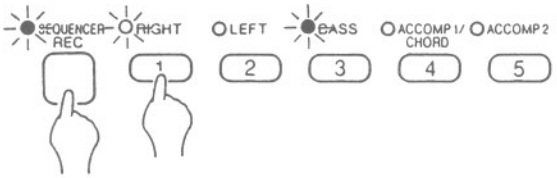
- The **BASS** indicator flashes slowly. This is a visual indication that the **BASS** part is now in the recording mode. The indicators for the other parts go out.
- The sound and the **SUSTAIN PEDAL** button on/off status for the **BASS** part can be stored at this time.
- Any sound from the **SOUND SELECT** section can be selected for the **BASS** part.

3. Press the **START/STOP** button to turn it on. The **8 BEAT** rhythm begins to play. Play the **BASS** part in time with the rhythm.

- If you make an error in playing, you can erase the part and redo it from the beginning. (Refer to page 25.)
- You can record at a slow tempo and play back at a fast tempo. The pitch does not change.

4. When you have finished playing the **BASS** part, press the **SEQUENCER REC** button to turn it off.

5. Press the **SEQUENCER REC** button to turn it on, and then press the button for the next part to record, for example **RIGHT**.



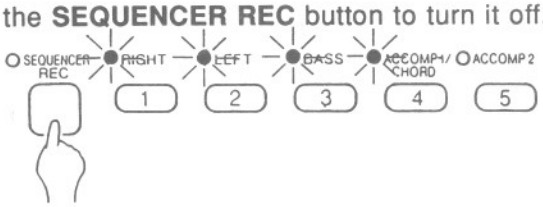
- The indicator flashes slowly to show that the **RIGHT** part is now in the recording mode.
- The sounds and effects for the **RIGHT** part can be stored at this time.
- The **RIGHT** and **LEFT** parts of a split keyboard can be stored at the same time. Press the **RIGHT** and **LEFT** buttons so that both their indicators are flashing slowly.

6. Press the **START/STOP** button. The **BASS** part you recorded first begins to play. Play the right-hand part in time with this.

7. When you have finished playing the **RIGHT** part, press the **SEQUENCER REC** button to turn it off.

8. Record the other parts of the performance by repeating steps 5~7.

9. When all the parts have been recorded, press the **SEQUENCER REC** button to turn it off.



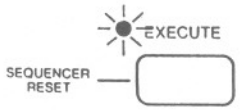
- If you perform the storage procedures for a part which has already been stored, the previously stored data is erased and the new data is stored.
- You can save your recorded performances using the Digital Disk Recorder to make your own performance album. (Refer to page 33.)

Playing back the performance

1. Confirm that the indicators for the parts you recorded are lit.

- If the indicators are not lit, press the corresponding buttons to turn them on.

2. Press the **SEQUENCER RESET** button.



3. Press the **START/STOP** button.

- Your recorded performance is played back.

■ SEQUENCER RESET

When the **START/STOP** button is off, by pressing the **SEQUENCER RESET** button for 1~2 seconds, the panel settings change to the settings at the beginning of the recorded performance.

■ Storage capacity

Expressed in terms of notes, the total storage capacity of the **SEQUENCER** is as follows.

PR50V	approx. 2800 notes
PR250/PR350	approx. 7400 notes

When the remaining storage capacity becomes 20% or less, it is shown as a percentage (%) on the display.

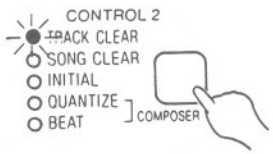
- When " F U L " is shown on the display and the error signal sounds, no more data can be stored in the **SEQUENCER**.
- The **SEQUENCER** contents remain in the memory for about one week after the **POWER** button is turned off.

Erasing the recorded performance

■ TRACK CLEAR

You can erase a specified part (track) from the **SEQUENCER** performance. This is useful, for example, when you make a mistake in recording a part and wish to redo only that part.

1. Press the **CONTROL 2** button the number of times necessary to make the **TRACK CLEAR** indicator light.



2. Press the button for the part you wish to erase.

- The indicator for the selected part will flash.

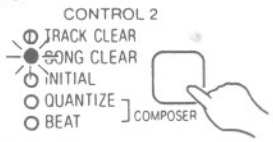
3. Press the **EXECUTE** button.

- The recorded contents of the specified part are erased.

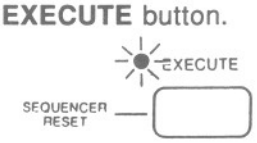
■ SONG CLEAR

You can erase all of the recorded parts from the **SEQUENCER** performance at one time.

1. Press the **CONTROL 2** button the number of times necessary to make the **SONG CLEAR** indicator light.



2. Press the **EXECUTE** button.



- The recorded contents of all the **SEQUENCER** parts are erased.

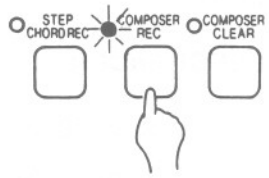
Part IV Creating rhythm patterns

Composer

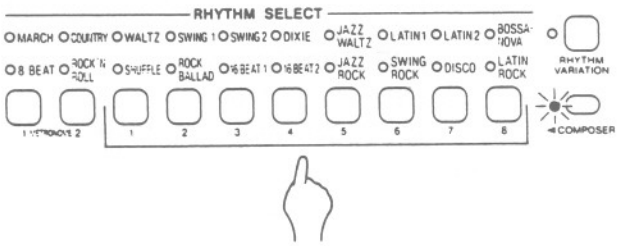
The **COMPOSER** allows you to create your own original two-measure rhythm patterns including drums, bass and accomp parts. Just like with the preset rhythms, your original rhythm is recalled at the touch of a button.

Setting up

1. Press the **COMPOSER REC** button to turn it on.

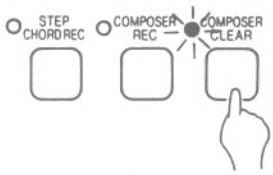


2. In the **RHYTHM SELECT** section, press one of the number buttons (**1~8**) to specify which memory you are going to store your new rhythm pattern in.



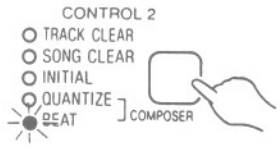
- The indicator above the selected button will light.
- " A L L " appears on the display.

3. When creating a new rhythm pattern, all parts of a previously stored rhythm pattern in the selected number button should now be erased by pressing the **COMPOSER CLEAR** button.



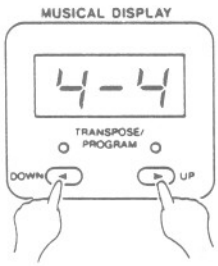
4. Specify a time signature for your rhythm pattern.

a. Press the **CONTROL 2** button the number of times necessary to make the **BEAT** indicator light.

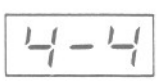


b. Use the **TRANSPOSE/PROGRAM** buttons to select the time signature.

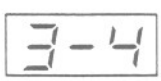
- The specified time is shown on the display.



4/4 time

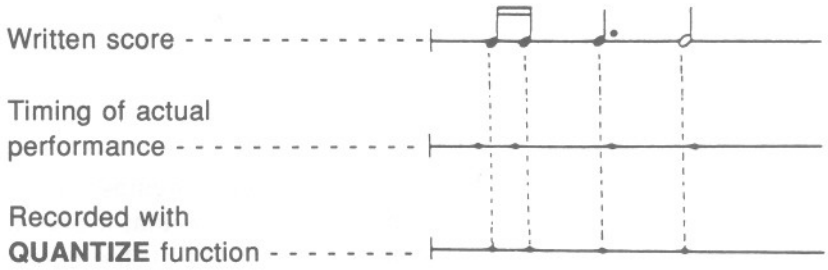


3/4 time

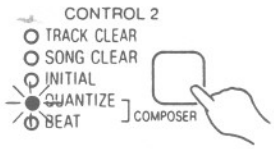


QUANTIZE function

When you record with the **QUANTIZE** function on, any unevenness in the timing of your performance is automatically smoothed out.

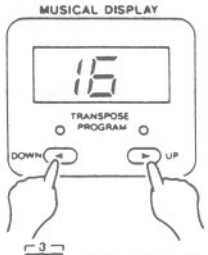


a. Press the **CONTROL 2** button the number of times necessary to make the **QUANTIZE** indicator light.



b. Use the **TRANSPOSE/PROGRAM** buttons to specify the **QUANTIZE** level.

- The specified level is shown on the display.



Specify this level for triplet-type patterns.

♪ Specify this level for other patterns.

The **QUANTIZE** function does not work.

- The default setting is ♪.
- The **QUANTIZE** function can be turned on/off and the level changed as desired during the recording procedure, depending on the particular phrase you are playing.

Note: Note units smaller than the selected **QUANTIZE** level will not be recorded correctly. In this case, record your performance with the **QUANTIZE** function off.

Storage capacity

Expressed in terms of notes, the total storage capacity of the **COMPOSER** is approximately 1300 notes.

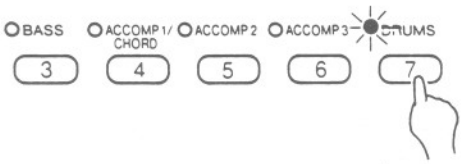
- When the storage capacity becomes 50 notes or less, the remaining number of notes that can be stored is shown on the display.
- When " F U L " is shown on the display and the error signal sounds, no more data can be stored in the **COMPOSER**.

Recording part-by-part

After the procedures in "Setting up" have been completed, the separate parts which make up to two-measure **COMPOSER** rhythm—**DRUMS**, **BASS** and **ACCOMP 1, 2, 3**—can be recorded one part at a time.

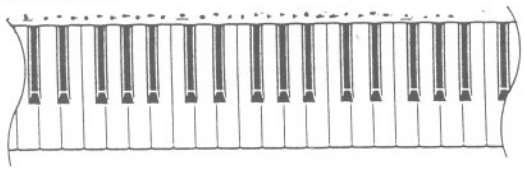
I. DRUMS part

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



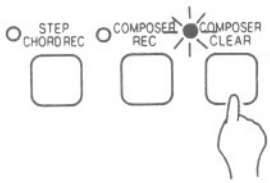
- The **DRUMS** indicator flashes.
- The metronome begins to sound. The tempo can be adjusted as desired.

2. Play the desired percussive keys on the keyboard in time with the metronome for two measures.

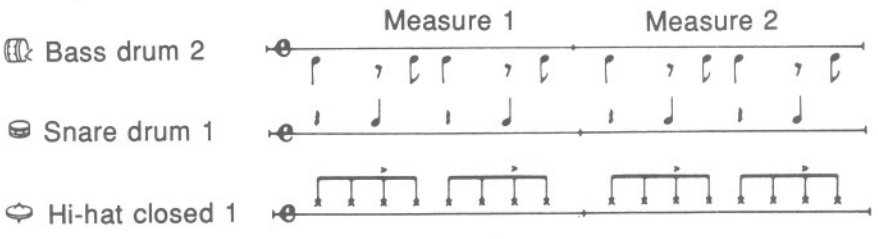


- The two-measure pattern is repeated. You can play the keyboard to add notes to the pattern.
- Up to 6 drum sounds can play simultaneously.
- The drum kit associated with the rhythm in effect when the **COMPOSER REC** button was turned on is available. (For detailed information concerning the drum kits, refer to the separate booklet.)
- The current measure number (1 or 2) is shown on the display. (Note that if one of the **CONTROL 2** indicators is lit, the current measure is not displayed. Press the **CONTROL 2** button until all the indicators are off, and the measure number will be shown on the display.)
- While pressing the **PERC ERASE** button, if you press a percussive key, the specified instrument will be erased as long as the key is pressed. This is a convenient way to erase performance errors.

- If you make an error in playing, you may press the **COMPOSER CLEAR** button to erase the entire **DRUMS** part.

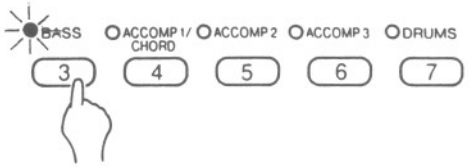


Here is what you play:



II. BASS part

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



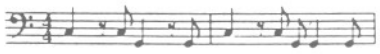
- The **BASS** indicator flashes.

2. Select the desired **BASS** sound from the **SOUND SELECT** section.

3. Play two measures of the **BASS** pattern on the keyboard.

- Record the performance in C major for correct chord progressions during playback.
- The **BASS** pattern can be played on the entire keyboard.
- Since the **BASS** part is monophonic, only one note can be played at a time.

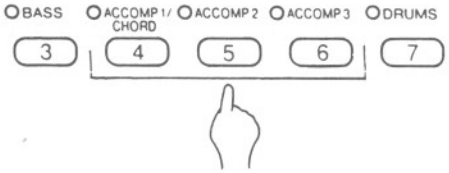
Here is what you play:

BASS part 

- If you make an error in playing, you may press the **COMPOSER CLEAR** button to erase the entire **BASS** part.

III. ACCOMP part

1. Press one of the **ACCOMP** buttons to turn it on.



- The indicator flashes.

2. Select the desired **ACCOMP** sound from the **SOUND SELECT** section.

3. Play two measures of the **ACCOMP** pattern on the keyboard.

- Record the performance in C major for correct chord progressions during playback.
- Up to 4 notes can sound simultaneously on each **ACCOMP** part..

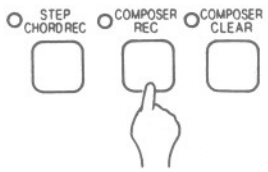
Here is what you play:

ACCOMP part 

- You can store the other two **ACCOMP** parts in the same manner.
- If you make an error in playing, you may press the **COMPOSER CLEAR** button to erase the entire **ACCOMP** part which is currently being recorded.

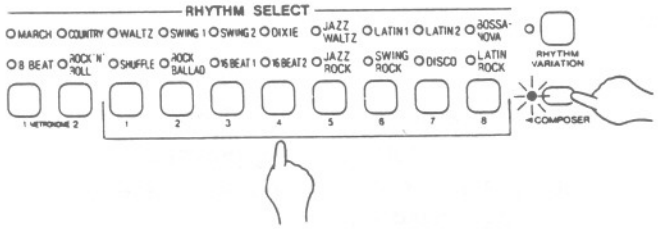
IV. Finish storing the rhythm

When all the parts to the pattern have been stored as desired, press the **COMPOSER REC** button once again to turn it off and complete the storage operation.



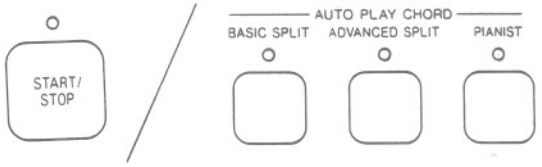
Play back the stored pattern

1. In the **RHYTHM SELECT** section, press the **COMPOSER** button to turn it on. Then press the button for the rhythm pattern you would like to have played back.



- The indicator above the selected button will light.

2. 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 **ACCOMP PART 1~3** buttons should be on.

Editing a preset rhythm pattern

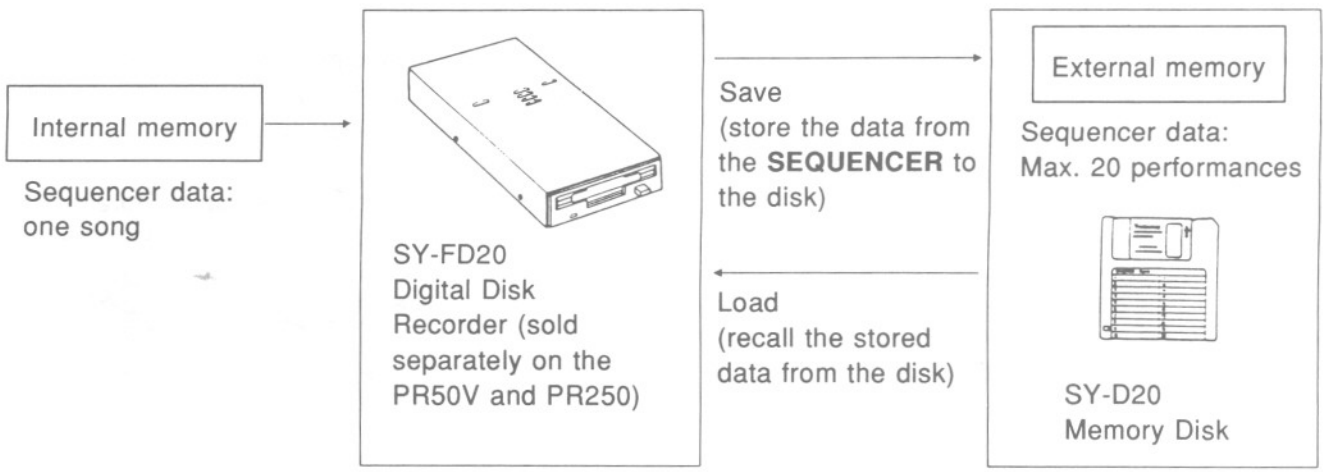
The editing feature of the **COMPOSER** allows you to modify any of the factory-preset rhythms or even your original rhythms, and then store the new pattern in a **COMPOSER** number button.

1. Select a preset rhythm or a **COMPOSER** number button.
2. Press the **COMPOSER REC** button to turn it on.
3. Press a number button in the **RHYTHM SELECT** section to specify the memory in which you wish to store the pattern.
4. Turn on the button for the part you wish to modify.
5. Edit the pattern which is played back.
6. Repeat steps 4 and 5 for the other parts, if desired.
7. After editing, turn off the **COMPOSER REC** button.

Part V External memory

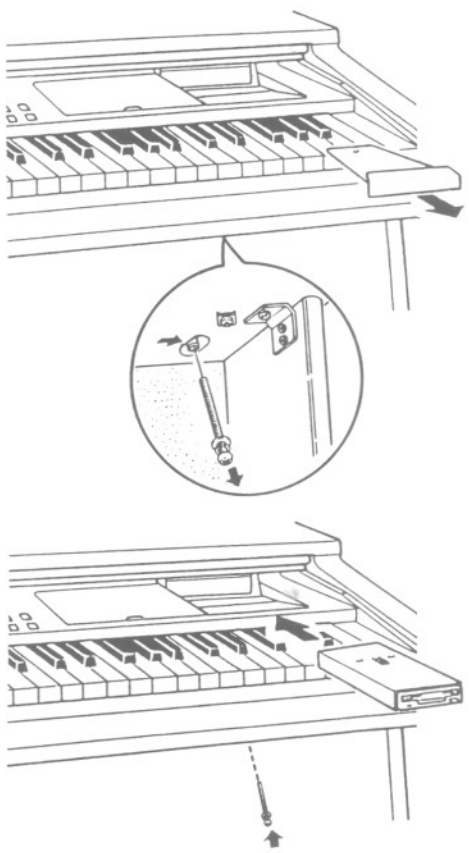
Digital Disk Recorder (SY-FD20)

Data for up to 20 performances—including all panel settings, button memories, **COMPOSER** and **SEQUENCER** contents—can be stored on one SY-D20 digital memory disk (floppy disk) using the Digital Disk Recorder (included on the PR350; for the PR50V and PR250, the SY-FD20 is an option). The storable internal memory is fixed at a limited capacity, but this external memory device expands the storable memory infinitely. By recording performance data, one simple procedure lets you load the recorded settings into the piano's memory at any time.



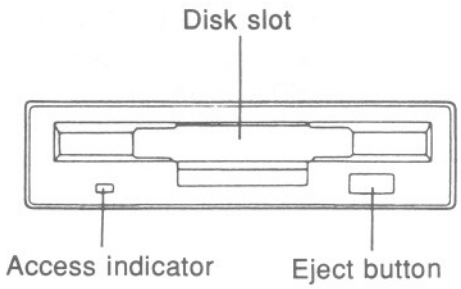
Installing in your Digital Ensemble (PR50V/PR250)

1. Make sure that the power to the Digital Ensemble is turned off.
2. Remove the cover from the connector unit by first removing the screw.
3. Use the gap at the top of the cover as a finger-hold to apply downward pressure.
4. Pull the cover out horizontally and remove it from the instrument.
5. Insert the Digital Disk Recorder and push it in firmly and completely.
6. Secure the Digital Disk Recorder to the instrument with the screw you removed in step 2.



Note: To affix the Digital Disk Recorder, the same screw which was used to affix the cover must be used. Use of a different screw may result in malfunction of or damage to the Digital Disk Recorder.

Main parts of the Digital Disk Recorder

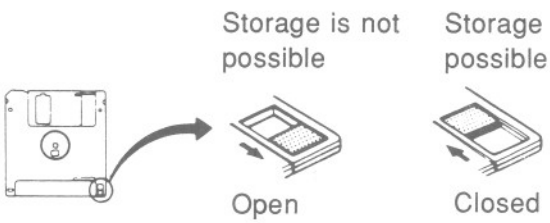


Eject button:
Press to remove the memory disk from the Digital Disk Recorder.

Access indicator:
Lights when data is being loaded from or saved to a disk.

- To prevent data loss, do not remove the memory disk from the Digital Disk Recorder or turn off the power when the access indicator is lit.

Note: The memory disk is provided with a write protect window. To format the disk, the window must be closed, as illustrated.

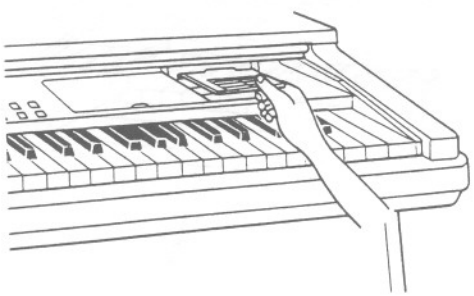


Disk format

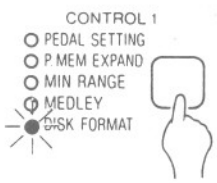
New memory disks can be used only after they have been formatted. Follow the procedure below to format a new disk or erase the contents of a recorded disk.

- This procedure clears the entire contents of the disk.
- Reformat a disk if it cannot be saved to or loaded from properly because of exposure to a magnetic field.
- If using commercially available floppy disks other than the SY-D20 memory disk, be sure to use 3.5 inch 2DD (double-sided, double-density, double-track) floppy disks.

1. Insert the disk into the Digital Disk Recorder slot as shown in the illustration. Push it all the way in until you hear a click.



2. Use the **CONTROL 1** button to select **DISK FORMAT**.



3. Press the **EXECUTE** button.

- " – – – " appears on the display while the disk is being formatted. when formatting is completed, " E n d " is shown on the display, and after a few seconds the **TEMPO** display returns.
- Formatting takes approximately one minute.

Saving a performance

1. Store the performance in the **SEQUENCER**. This is the data which is going to be saved in the memory disk.

2. Insert a memory disk into the slot of the Digital Disk Recorder.

3. Press the **SAVE** button.

4. Assign a song number to the tune you are storing by using the **TRANSPOSE/PROGRAM** buttons (1~20).

- If you specify a song number which is already used, the song number flashes on the display. In this case, if you wish to keep the previously stored song, specify a different (unused) number for the new song.

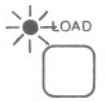
5. Press the **EXECUTE** button.

- " S . " appears on the display while the data is being saved. When the indication goes out, data saving is completed and you can now remove the memory disk from the Digital Disk Recorder.

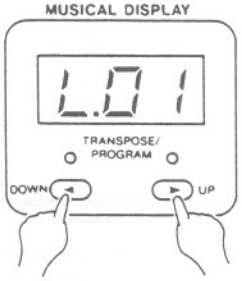
Loading the stored performance

1. Insert the memory disk into the slot of the Digital Disk Recorder.

2. Press the **LOAD** button.

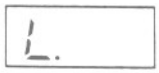


3. Use the **TRANSPOSE/PROGRAM** buttons to specify the number of the tune you wish to load.



- If no song is stored in the number you specified, the song number flashes on the display. In this case, specify a number in which a song has been stored.

4. Press the **EXECUTE** button.



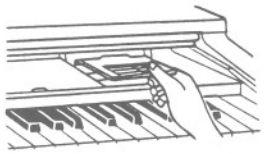
- " L ." appears on the display while the data is being loaded. When the indication goes out, data loading is completed and you can now remove the memory disk from the Digital Disk Recorder.
- The **LOAD** procedure causes any data which is currently stored in the **SEQUENCER** memory to be erased.

5. Press the **START/STOP** button. The loaded performance begins to play automatically.

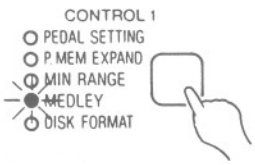
Medley play

You can specify continuous automatic playback of songs recorded on a memory disk, starting with tune No. 1.

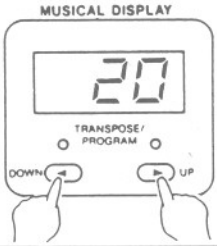
1. Insert the memory disk into the Digital Disk Recorder.



2. Use the **CONTROL 1** button to select **MEDLEY**.



3. Use the **TRANSPOSE/PROGRAM** buttons to specify the number of the last tune you wish to have played (1~20).



4. Press the **EXECUTE** button.

- The tunes will be played back in order from the first tune on the disk through the number of the tune you specified in step 3.

- The **EXECUTE** indicator flashes during medley play.
- If you press the **START/STOP** button during medley play, the tune currently playing will stop and playback will continue from the next recorded tune on the disk.

5. To stop medley play, press the **EXECUTE** button.
- To return the piano to the normal performance mode, keep the **CONTROL 1** button depressed momentarily.

Precautions to take when handling a memory disk

■ Do not open the shutter and touch the recording surface of the memory disk.
- Fingerprints on the recording surface will gather dust and damage the memory disk.

■ Do not place heavy objects on the memory disk or bend, throw or drop it.
- The memory disk may become deformed or damaged.

■ Do not bring the memory disk near radios, TVs, or other devices that generate a magnetic field.
- This could cause the contents to be erased or generate errors.

■ Never use or store the memory disk in places where it may be subjected to direct sunlight, dust, high temperatures, or high humidity.

■ Do not use a disk that is wet or has eraser crumbs or metal powder on it.

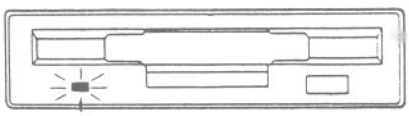
■ Do not disassemble the memory disk.

■ Do not use thinner, alcohol or freon to clean the memory disk.

■ After use, be sure to store the memory disk in its case.

Warning:

To prevent data loss, do not remove the memory disk from the Digital Disk Recorder or turn off the power when the access indicator is lit.



Error display

If an error message appears on the display, follow the appropriate steps to solve the problem.

Display	Remedy
Er-0	The memory disk has not been formatted by the Digital Disk Recorder. • Insert a correctly formatted disk.
Er-1	Loading failure. • Perform the loading procedure again.
Er-2	No memory disk in the Digital Disk Recorder. • Insert a memory disk.
Er-3	You have attempted to load a song number which has not been saved. • Load a song number which has been saved.
Er-4	No Digital Disk Recorder. • Install the SY-FD20 (PR50V/PR250).
Er-5	Saving failure. • Perform the saving procedure again.
Er-6	The memory disk is write-protected. • Close the write-protect window of the disk.
Er-7	No remaining memory storage capacity. • Insert a new disk, perform the saving procedure after formatting it.
Er-8	Formatting failure. • Perform the formatting procedure again.
Er-9	You have attempted to save a song which is copy-protected. • A copy-protected song cannot be saved.
E 13	The **SEQUENCER** does not function because the **EXT SEQ MODE** is on. • Set the **EXT SEQ MODE** to off. (Refer to page 47.)

Warning:

- Some pre-recorded disks (for example, those recorded by the manufacturer) are copy-protected. Data from these disks cannot be copied.
- When the power is turned off after a copy-protected song has been loaded, the **SEQUENCER** contents will be erased.
- If a copy-protected song has been loaded and you want to then record a new song in the **SEQUENCER** and save it on a disk, be sure to first turn the power off once or perform the initialization procedure.

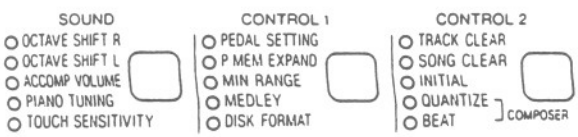
Part VI Setting the functions

Function-setting modes

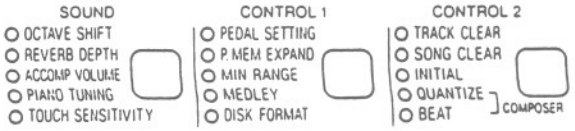
Various functions on your Digital Ensemble can be custom-set to match your personal tastes and style of play, giving you maximum versatility and control of your instrument.

Summary of adjustable settings and programmable functions

PR50V



PR250/PR350



■ **SOUND**

- **OCTAVE SHIFT**: Modify the range of the generated sound.
- **REVERB DEPTH** (PR250/PR350): Regulate the depth of the reverberation.
- **ACCOMP VOLUME**: Adjust the volume of the **ACCOMP** part.
- **PIANO TUNING**: Modify the pitch of the piano.
- **TOUCH SENSITIVITY**: Adjust the degree of the keyboard's Touch Response.

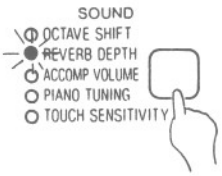
■ **CONTROL 1**

- **PEDAL SETTING**: Change the functions of the pedals.
- **P. MEM EXPAND**: Expand the range of settings which can be stored in the **PANEL MEMORY**.
- **MIN RANGE**: Select whether or not sound is generated when the keys are pressed very softly.
- **MEDLEY**: (Refer to the explanation on page 34.)
- **DISK FORMAT**: (Refer to the explanation on page 32.)

■ **CONTROL 2**

- **TRACK CLEAR**: (Refer to the explanation on page 25.)
- **SONG CLEAR**: (Refer to the explanation on page 25.)
- **INITIAL**: Return all storable memories and settable functions to the initialized settings.
- **QUANTIZE**: (Refer to the explanation on page 27.)
- **BEAT**: (Refer to the explanation on page 26.)

The function you wish to set or adjust is selected by pressing the appropriate mode button (**SOUND**, **CONTROL 1** or **CONTROL 2**) the number of times necessary to make the desired indicator light.



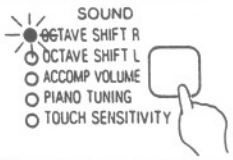
- To cancel the mode and to return to the normal status, press the mode button and hold it until all the indicators are off.

OCTAVE SHIFT

The pitch of the keyboard can be shifted up or down by one or two octaves.

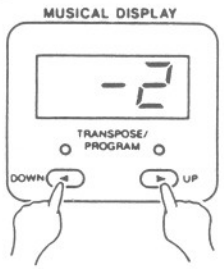
<PR50V>

1. Use the **SOUND** button to select **OCTAVE SHIFT R** or **OCTAVE SHIFT L**.



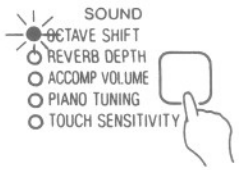
- **OCTAVE SHIFT R** is used for the right part of a split keyboard and **OCTAVE SHIFT L** for the left.

2. Use the **TRANSPOSE/PROGRAM** buttons to select the degree of octave shift.

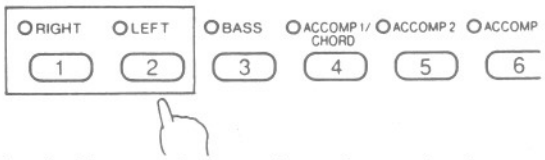


<PR250/PR350>

1. Use the **SOUND** button to select **OCTAVE SHIFT**.



2. Octave shift can be set independently for the left and right parts of the keyboard. Press either the **RIGHT** or **LEFT** button in the **SEQUENCER** section to specify the right or left part of the keyboard.

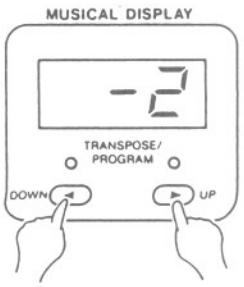


- The indicator of the selected part flashes.
- Select **RIGHT** for the entire unsplit keyboard or for the right part of a split keyboard. Select **LEFT** for the left part of a split keyboard.

3. Use the **TRANSPOSE/PROGRAM** buttons to select the degree of octave shift.

Setting OCTAVE SHIFT value

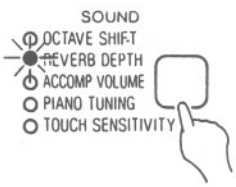
- The settings which can be selected are –2, –1, 1 and 2. For example, if 2 is set for the left keyboard, when the left keyboard is played, the generated sound will be 2 octaves above the normal pitch.
- *The available setting range for the right part* of the keyboard is 0~–2, and for the left part, 0~2.



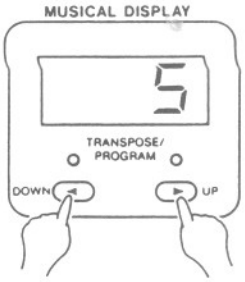
REVERB DEPTH (PR250/PR350)

You can specify the depth of the reverberation effect for all **DIGITAL REVERB** types (**ROOM**, **STAGE** and **HALL**).

1. Use the **SOUND** button to select **REVERB DEPTH**.



2. Use the **TRANSPOSE/PROGRAM** buttons to adjust the reverberation depth.

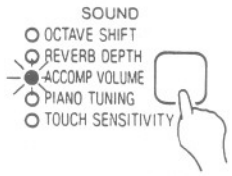


- Select from eight levels (1~8). The higher the value, the greater the depth.

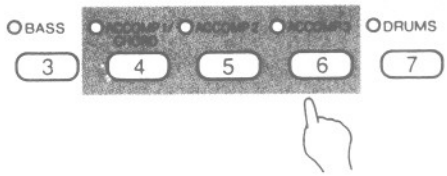
ACCOMP VOLUME

You can adjust the volume of each part (**ACCOMP 1, 2, 3**) of the **AUTO PLAY CHORD** independently, thereby controlling the balance among the three parts.

1. Use the **SOUND** button to select **ACCOMP VOLUME**.



2. Select the part whose volume you will adjust by pressing the relevant button in the **SEQUENCER** section (**ACCOMP1**, **ACCOMP2** or **ACCOMP3**).



- The indicator of the selected part flashes.

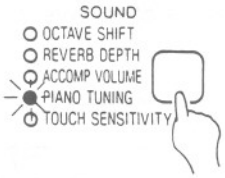
3. Use the **TRANSPOSE/PROGRAM** buttons to set the volume.

- Select from ten levels (0~9). At level 0, no sound is produced for that part.
- Repeat steps 2 and 3 to set the volume levels for the other **ACCOMP** parts.

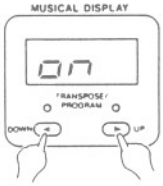
PIANO TUNING

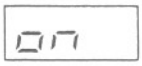
With this function you can select the type of tuning for your instrument.

1. Use the **SOUND** button to select **PIANO TUNING**.



2. Use the **TRANSPOSE/PROGRAM** buttons to select " o n " or " O F F ".





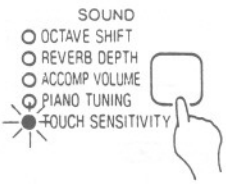
Standard piano tuning, in which the lower pitches are tuned slightly lower and the higher pitches are tuned slightly higher.

One octave is divided into pitches of 12 equally spaced intervals.

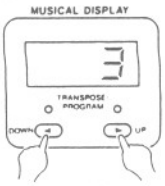
TOUCH SENSITIVITY

Specify the degree of Touch Response.

1. Use the **SOUND** button to select **TOUCH SENSITIVITY**.



2. Use the **TRANSPOSE/PROGRAM** buttons to adjust the degree of touch sensitivity.

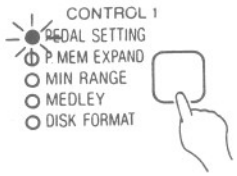


- Select from ten levels (0~9). The higher the value, the greater the degree of keyboard touch sensitivity. At level 0, the volume is the same regardless of how hard or softly the keyboard is played.

PEDAL SETTING

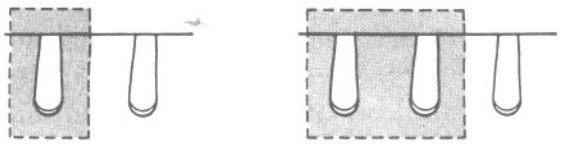
You can assign a different function to the sostenuto pedal (PR250/PR350) and soft pedal. (Note: The function of the sustain pedal cannot be changed.)

1. Use the **CONTROL 1** button to select **PEDAL SETTING**.



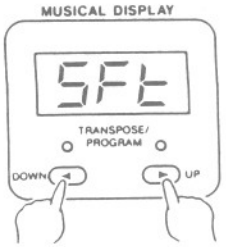
2. Press the pedal whose function you wish to change.

PR50V PR250/PR350



- The function which is currently assigned to the specified pedal is shown on the display.

3. Use the **TRANSPOSE/PROGRAM** buttons to select the desired function for the pedal.



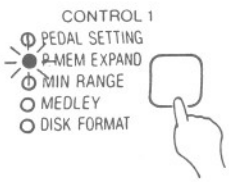
SoS	Sostenuto pedal
SFt	Soft pedal
End	**INTRO & ENDING**
F IL	**FILL IN**
Str	**START/STOP** on/off

- The function newly assigned to the specified pedal is shown on the display.

P. MEM EXPAND

Set the range of panel settings which are stored in the **PANEL MEMORY** buttons.

1. Use the **CONTROL 1** button to select **P. MEM EXPAND**.



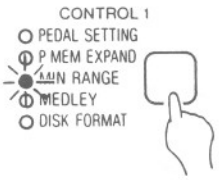
2. Use the **TRANSPOSE/PROGRAM** buttons to select " o n " or " O F F ". (The default setting is " O F F ".)

OFF	The sounds and volumes for each part, **PLAY STYLE** status, split point, **DIGITAL CELESTE** on/off status, **SUSTAIN PEDAL** on/off status, **DIGITAL REVERB** *type and* depth (PR250/PR350), and **OCTAVE SHIFT** setting are stored in the **PANEL MEMORY** locations.
on	In addition to the above settings, the selected **RHYTHM**, tempo setting, **TRANSPOSE** status and the **PIANIST ACCOMP** on/off status are stored in the **PANEL MEMORY** locations.

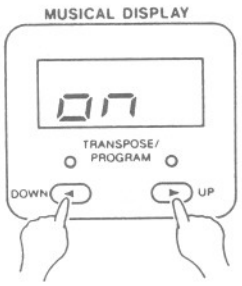
MIN RANGE

At the default setting (Minimum Range on), no sound is generated for piano-type sounds when the keys are played very softly. However, you can change the setting so that sound is produced no matter how softly the keys are pressed.

1. Use the **CONTROL 1** button to select **MIN RANGE**.



2. Use the **TRANSPOSE/PROGRAM** buttons to select " o n " or " O F F ".



No sound is produced when a key is pressed extremely softly.

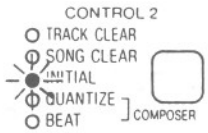
Sound is produced regardless of how softly the keys are pressed.

- This setting is effective only for piano sounds (**GRAND PIANO**, **UPRIGHT PIANO**, **E PIANO 1**, **2**).

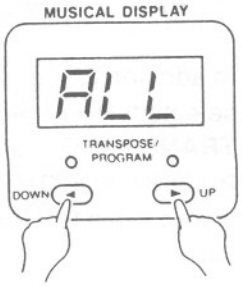
INITIAL

Reset the programmable memories and buttons to their initialized status.

1. Use the **CONTROL 2** button to select **INITIAL**.



2. Use the **TRANSPOSE/PROGRAM** buttons to select the initialization mode.



The **COMPOSER** memory contents, **SEQUENCER** settings and memory contents, sound, **PANEL MEMORY** contents and all other settings and functions are reset to their factory-preset status.

The **COMPOSER** memory contents *are reset to their factory-preset* status.

3. Press the **EXECUTE** button.

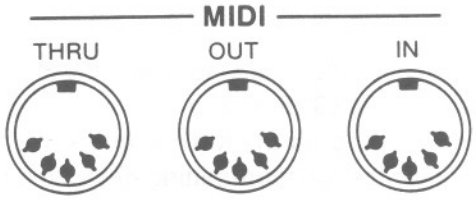
- The memories and settings are returned to their initialized status, according to the selected mode.

Part VII MIDI

What is MIDI?

MIDI (Musical Instrument Digital Interface) is the international standard for digital communication of electronic musical instrument data.
This means that any equipment which has a MIDI terminal—such as electronic musical instruments and personal computers—can easily exchange digital data with other MIDI equipment without resorting to complicated conversions or connections.

About the MIDI terminals



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

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

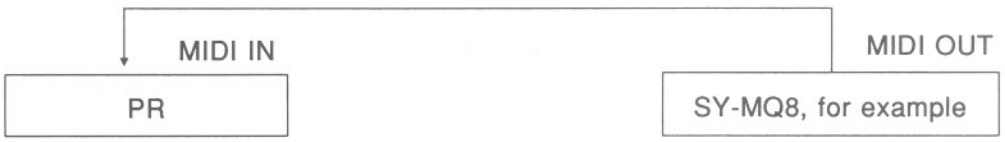
THRU: The terminal that transfers data from the **IN** terminal directly to other equipment.

- For these connections, use a commercially available MIDI cable. Contact your Technics dealer for more information.

Connection examples

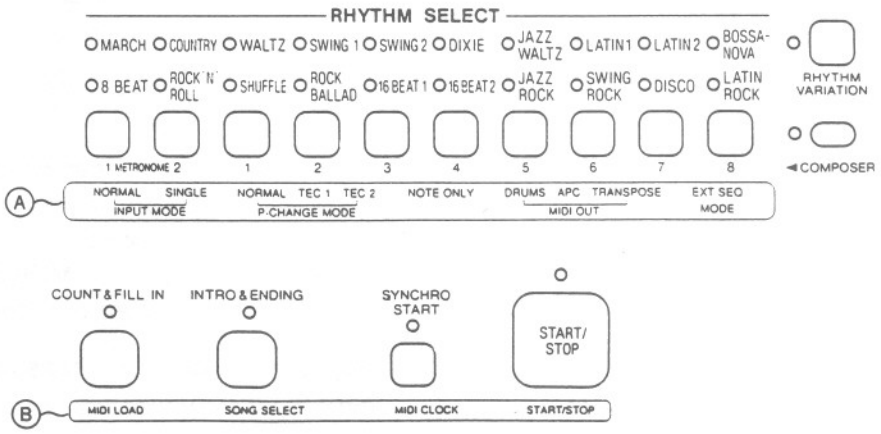
■ To generate sound from a connected instrument by playing this instrument

■ To generate sound from this instrument by operating a connected MIDI sequencer



MIDI stickers

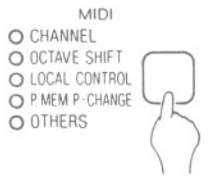
Before using the MIDI functions, affix the included MIDI stickers Ⓐ and Ⓑ to the panel as shown in the figure.



The following kinds of data can be transmitted/received

- ■ CHANNEL
- ■ OCTAVE SHIFT
- ■ LOCAL CONTROL
- ■ P. MEM P-CHANGE
- ■ START/STOP
- ■ MIDI CLOCK
- ■ SONG SELECT
- ■ MIDI LOAD
- ■ INPUT MODE
- ■ P-CHANGE MODE
- ■ NOTE ONLY
- ■ MIDI OUT
- • DRUMS
- • APC
- • TRANSPOSE
- ■ EXT SEQ MODE

Select the desired MIDI function by pressing the **MIDI** button the number of times necessary to make the corresponding indicator light.



- For the **START/STOP** and subsequent functions in the list, first use the **MIDI** button to select **OTHERS**, then turn on or off the functions indicated on the MIDI stickers.
- To cancel the function-setting mode and return to the normal status, press the **MIDI** button and hold it until all the indicators are off.

CHANNEL

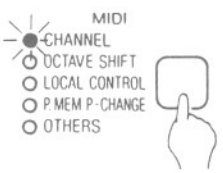
Many different kinds of performance data are sent using just one MIDI cable. This is possible because MIDI signals are sent and received through 16 different "basic channels" (numbered 1~16). In order for the exchange of data to take place, the channels on the transmission side must match the channels on the receiving side.

The default channel settings on this instrument are as follows.

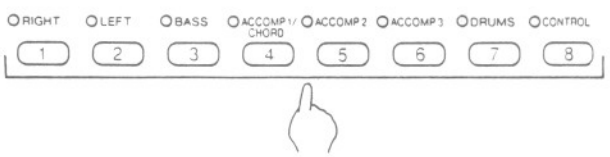
Part	Channel
RIGHT	1
LEFT	2
BASS	3
ACCOMP1	5
ACCOMP2	9
ACCOMP3	10
DRUMS	15
CONTROL	OFF

You can reassign channel numbers to parts on this instrument as follows.

1. Use the **MIDI** button to select **CHANNEL**.

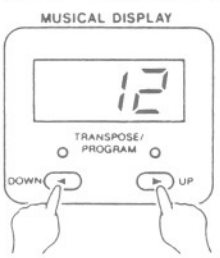


2. Press a button to select the part.



- The indicator for the selected part flashes.

3. Use the **TRANSPOSE/PROGRAM** buttons to specify the channel number you wish to assign to the selected part.
- Select one from 1~16 or OFF.



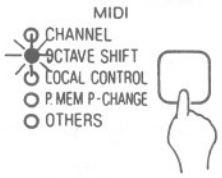
The same channel number cannot be assigned to more than one part. If you attempt to do so, an error "beep" will sound.
- When set to " O F F ", MIDI data for that part will not be transmitted or received.

4. Repeat steps 2 and 3 to reassign channel numbers to other parts.

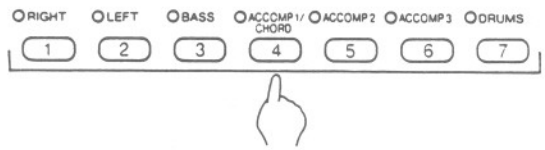
OCTAVE SHIFT

Set the octave shift value (–2, –1, 1, 2) for transmitted key note data (**MIDI OUT**) of each part independently.

1. Use the **MIDI** button to select **OCTAVE SHIFT**.

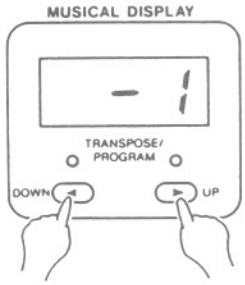


2. Press a button (except for **CONTROL**) to select the part.



- The indicator for the selected part flashes.

3. Use the **TRANSPOSE/PROGRAM** buttons to specify the amount of octave shift.

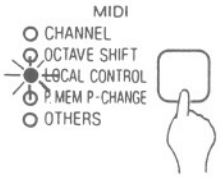


- Octave shift is set for **MIDI OUT** data only; however, the **MIDI OUT** and **MIDI IN** octave shifts are linked. For example, if the **MIDI OUT** octave shift is set to 1, the **MIDI IN** octave shift is automatically set to –1.
- The default setting is 0.

LOCAL CONTROL

Specify, for each part, whether the performance played on this instrument's keyboard is output by this instrument's sound generator or not.

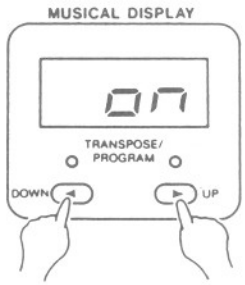
1. Use the **MIDI** button to select **LOCAL CONTROL**.



2. Press a button to select the part.

- The indicator for the selected part flashes.

3. Use the **TRANSPOSE/PROGRAM** buttons to specify " o n " or " O F F ".

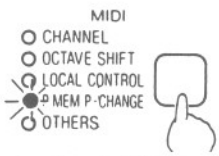


on	Notes played on this instrument's keyboard are output by this instrument's sound generator.
OFF	Notes played on this instrument's keyboard are not output by this instrument's sound generator but are sent to the **MIDI OUT** terminal. (Note that the part must be assigned to a MIDI channel for MIDI data to be sent. [Refer to page 42.])

P. MEM P-CHANGE

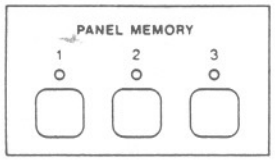
If program change number data for the **RIGHT**, **LEFT** and/or **BASS** parts are stored in the **PANEL MEMORY 1~3** (PR50V) or **1~6** (PR250/PR350) buttons, then just by pressing a **PANEL MEMORY** button during a performance, you can send program change data for multiple parts simultaneously.

1. Use the **MIDI** button to select **P. MEM P-CHANGE**.

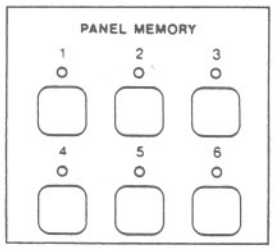


2. Press a button in the **PANEL MEMORY** section.

PR50V

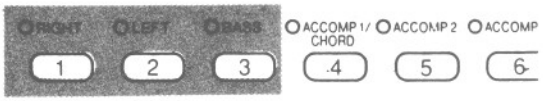


PR250/PR350



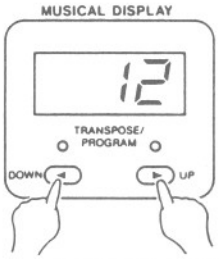
- The indicator for the selected number button lights.

3. Press a button to select the part.
- Select one from **RIGHT**, **LEFT** and **BASS**.



- The indicator for the selected part flashes.

4. Use the **TRANSPOSE/PROGRAM** buttons to specify the program change number.
- Select one from 0~127 or OFF.
- Keep the button depressed to change the number more rapidly.

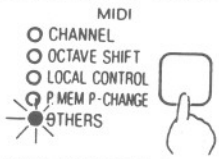


5. If desired, repeat steps 3 and 4 for other parts.
- When set to " O F F ", program change data is not sent for that part when that **PANEL MEMORY** button is pressed.

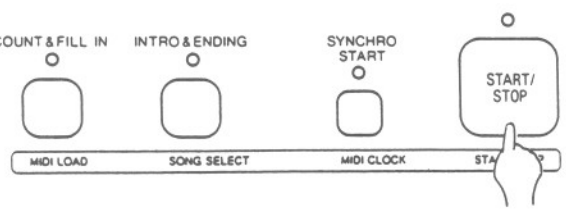
START/STOP

You can specify whether or not **RHYTHM** and **SEQUENCER** start/stop data are received/transmitted.

1. Use the **MIDI** button to select **OTHERS**.



2. Use the **START/STOP** button to specify the on/off status.



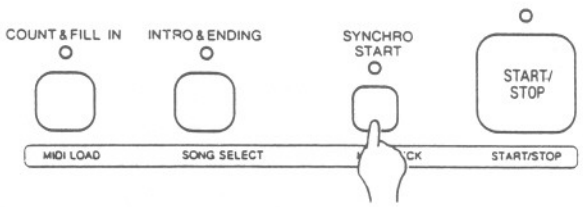
On (indicator is lit): **RHYTHM** and **SEQUENCER** start/stop data are received/transmitted.

Off (indicator is not lit): **RHYTHM** and **SEQUENCER** start/stop data are not received/transmitted.

MIDI CLOCK

Select whether this instrument's **RHYTHM** and **SEQUENCER** performance is controlled by the internal clock or by the clock of the connected instrument.

1. Use the **MIDI** button to select **OTHERS**.
2. Use the **MIDI CLOCK** button to select the internal clock or external clock.



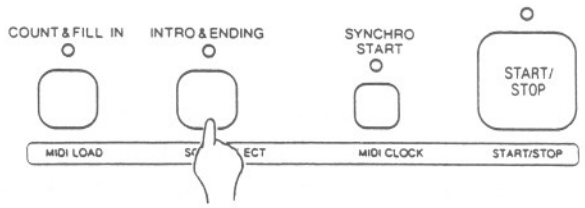
On (indicator is lit): This instrument's **RHYTHM** and **SEQUENCER** performance is controlled by the connected instrument's clock. In this case, "[- - -]" is shown on the display.

Off (indicator is not lit): This instrument's **RHYTHM** and **SEQUENCER** performance is controlled by the internal clock, not by the connected instrument's clock.

SONG SELECT

Specify whether or not song number data is transmitted/received.

1. Use the **MIDI** button to select **OTHERS**.
2. Use the **SONG SELECT** button to specify whether or not song number data can be exchanged.



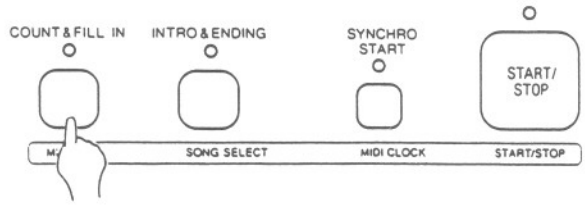
On (indicator is lit): Song number data can be exchanged.

Off (indicator is not lit): Song number data cannot be exchanged.

MIDI LOAD

When loading data from a memory disk into this instrument's memory, specify whether or not the stored MIDI settings are also recalled.

1. Use the **MIDI** button to select **OTHERS**.
2. Use the **MIDI LOAD** button to specify whether or not the stored MIDI settings are recalled.



On (indicator is lit): The stored MIDI settings are recalled when loading data from a memory disk.

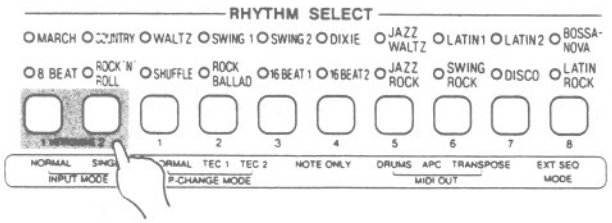
Off (indicator is not lit): The stored MIDI settings are not recalled.

INPUT MODE

Set to the **SINGLE** mode when you wish to receive data using only one channel. Set to the **NORMAL** mode to receive data on multiple channels.

1. Use the **MIDI** button to select **OTHERS**.

2. In the **RHYTHM SELECT** section, use the **NORMAL** and **SINGLE** buttons to select the type of receive mode.



NORMAL: In this mode, this instrument is used as a sound generator, and performance data can be received independently for all parts for which a basic channel is assigned. When the **AUTO PLAY CHORD** is on, the chord progression is controlled by data for the **LEFT** part.

The maximum number of notes which can sound simultaneously for each part is as follows:

RIGHT	32	The maximum number of notes for all parts combined is 32.
LEFT	32	
ACCOMP 1	8	
ACCOMP 2	8	
ACCOMP 3	8	
BASS	8	
DRUMS	8	

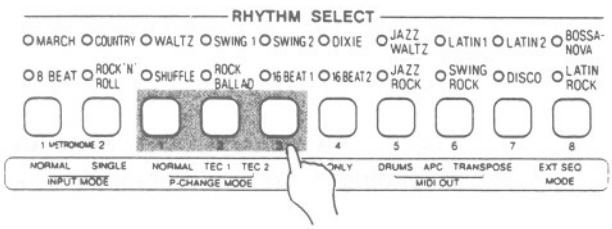
SINGLE: Note on/off data is received only for the basic channel assigned to the **RIGHT** part. The note on/off data is controlled by this instrument's **AUTO PLAY CHORD** and **PLAY MODE** settings.

P-CHANGE MODE

You can match the sound change data when transmitting/receiving between different Technics instruments.

1. Use the **MIDI** button to select **OTHERS**.

2. In the **RHYTHM SELECT** section, use the three **P-CHANGE MODE** buttons (**NORMAL**, **TEC 1** and **TEC 2**) to select the type of data-matching.



NORMAL: The program change numbers correspond to the order of the sounds as they are lined up from left to right, with the bottom row being program change numbers 0~9.

TEC 1: Program change numbers are standardized among all Technics models which are set to this mode: the program change number assigned to a given sound on one model is assigned to the same sound on all models set to the same mode.

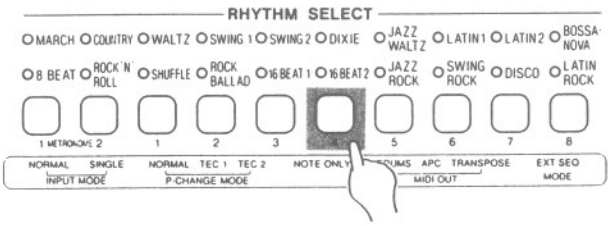
TEC 2: Program change numbers correspond to those on Technics SX-PR Series Digital Ensemble Piano.

NOTE ONLY

You can transmit/receive only note data (keyboard note on/off).

1. Use the **MIDI** button to select **OTHERS**.

2. Use the **NOTE ONLY** button to specify the on/off status.



On (indicator is lit): Only note-on/off and all-note-off data are transmitted/received.

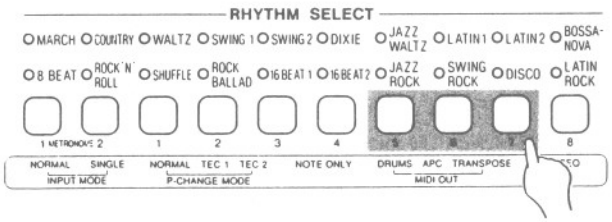
Off (indicator not lit): All MIDI messages applicable to this piano are transmitted/received.

MIDI OUT

Specify whether or not **DRUMS**, **APC** and **TRANSPOSE** data are transmitted.

1. Use the **MIDI** button to select **OTHERS**.

2. In the **RHYTHM SELECT** section, turn on the **MIDI OUT** buttons (**DRUMS**, **APC**, **TRANSPOSE**) for the data you wish to have transmitted.



DRUMS: When this button is on, the note on/off data for the selected rhythm pattern is transmitted as performance data.

APC: When this button is on, the note on/off data for the **AUTO PLAY CHORD** accompaniment pattern is transmitted as performance data.

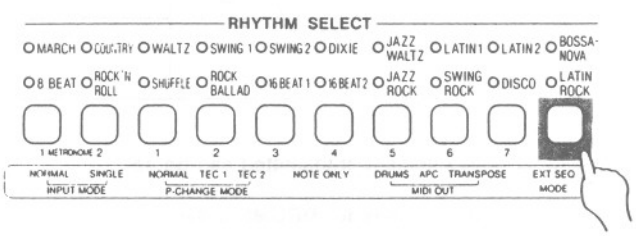
TRANSPOSE: The **TRANSPOSE** status is transmitted. That is, the note on/off data values are offset by the **TRANSPOSE** function of the piano before they are transmitted.

EXT SEQ MODE

When using an external sequencer, select whether or not the entire keyboard is devoted to transmitting the **BASS** and **ACCOMP** parts.

1. Use the **MIDI** button to select **OTHERS**.

2. In the **RHYTHM SELECT** section, use the **EXT SEQ MODE** button to specify the mode.



On (indicator is lit): Both the recording and playback functions of this instrument's **SEQUENCER** are disabled. When transmitting, if a **SEQUENCER** part button on this instrument (**RIGHT**, **LEFT**, **ACCOMP 1**, **2**, **3** , **BASS** or **DRUMS**) is on, the entire keyboard is devoted to that part.

Off (indicator is not lit): This instrument's **SEQUENCER** is enabled. The performance data for the **BASS** and **ACCOMP** parts are transmitted only when the **SEQUENCER** is used.

MIDI Implementation Chart

Digital Ensemble
[SX-PR50V/SX-PR250/SX-PR350]

(Transmitted)

Function		RIGHT	LEFT	ACCOMP 1	ACCOMP 2	ACCOMP 3	BASS	DRUMS	CONTROL	Remarks
Basic Channel	Default	1~16	1~16	1~16	1~16	1~16	1~16	1~16	1~16	memorized
	Changed	1~16	1~16	1~16	1~16	1~16	1~16	1~16	1~16	
Mode	Default	3	3	3	3	3	3	3	3	OMNI OFF POLY MODE
	Messages	×	×	×	×	×	×	×	×	
	Altered	—	—	—	—	—	—	—	—	
Note Number		31~102	31~102	31~102	31~102	31~102	31~102	36~69**	—	Changes depending on the position of the transpose control.
	True voice	—	—	—	—	—	—	—	—	
Velocity	Note ON	○	○	○	○	○	○	○	—	
	Note OFF	× (9nH:v=0)	× (9nH:v=0)	× (9nH:v=0)	× (9nH:v=0)	× (9nH:v=0)	× (9nH:v=0)	× (9nH:v=0)	—	
After Touch	Key's	×	×	×	×	×	×	×	×	
	Ch's	×	×	×	×	×	×	×	×	
Pitch Bender		×	×	×	×	×	×	×	×	
Control Change	7	○*	○	○	○	○	○	○	○	volume (MAIN VOLUME)
	64	○	○	○	○	○	○	×	×	sustain
	66	○	○	×	×	×	×	×	×	sostenuto pedal
	67	○	○	○	○	○	○	×	×	soft pedal
	80	×	○	×	×	×	×	×	×	auto play chord
	82	×	×	×	×	×	×	○	×	intro & ending, fill in
	83	○	○	×	×	×	×	×	×	octave shift
	93	○	×	×	×	×	×	×	×	chorus (DIGITAL CELESTE 1)
	94	○	×	×	×	×	×	×	×	celeste (DIGITAL CELESTE 2)
Prog Change		○	○	○	○	○	○	○	×	
	True #	—	—	—	—	—	—	—	—	
System exclusive		×								
System *common*	Song Pos	×								
	Song Sel	*○× (0~19)								
	Tune	×								
System Real Time	Clock	○								
	Commands	* ○ ×								start/stop, continue
Aux Messages	Local ON/OFF	×	×	×	×	×	×	×	—	
	All notes OFF	○	○	○	○	○	○	○	—	
	Active Sense	○								
	Reset	×								
Notes	* ○ × .....Whether or not the data for each of these items is transmitted can be set. **When the program change mode is set to **TEC** (on), note numbers for **DRUMS** differ.									

Mode 1: OMNI ON, POLY **Mode 2:** OMNI ON, MONO ○: Yes
Mode 3: OMNI OFF, POLY **Mode 4:** OMNI OFF, MONO ×: No

MIDI Implementation Chart

Digital Ensemble
[SX-PR50V/SX-PR250/SX-PR350]

(Recognized)

Function		RIGHT	LEFT	ACCOMP 1	ACCOMP 2	ACCOMP 3	BASS	DRUMS	CONTROL	Remarks
Basic Channel	Default	1~16	1~16	1~16	1~16	1~16	1~16	1~16	1~16	memorized
	Changed	1~16	1~16	1~16	1~16	1~16	1~16	1~16	1~16	
Mode	Default	3	3	3	3	3	3	3	3	OMNI OFF POLY MODE
	Messages	×	×	×	×	×	×	×	×	
	Altered	—	—	—	—	—	—	—	—	
Note Number		0~127	0~127	0~127	0~127	0~127	0~127	36~69**	—	Changes depending on the sound.
	True voice	36~119	36~119	36~119	36~119	36~119	24~107	36~69	—	
Velocity	Note ON	○	○	○	○	○	○	○	—	
	Note OFF	×	×	×	×	×	×	×	—	
After Touch	Key's	×	×	×	×	×	×	×	×	
	Ch's	×	×	×	×	×	×	×	×	
Pitch Bender		○	○	○	○	○	○	×	×	
Control Change	7	○	○	○	○	○	○	○	○	volume (MAIN VOLUME)
	64	○	○	○	○	○	○	×	×	sustain
	66	○	○	×	×	×	×	×	×	sostenuto pedal
	67	○	○	○	○	○	○	×	×	soft pedal
	80	×	○	×	×	×	×	×	×	auto play chord
	82	×	×	×	×	×	×	○	×	intro & ending, fill in
	83	○	×	×	×	×	×	×	×	octave shift
	93	○	×	×	×	×	×	×	×	chorus (DIGITAL CELESTE 1)
	94	○	×	×	×	×	×	×	×	celeste (DIGITAL CELESTE 2)
Prog Change		0~15 (PR50V)	0~15 (PR50V)	0~15 (PR50V)	0~15 (PR50V)	0~15 (PR50V)	0~15 (PR50V)	0~29		
	True #	0~21 (PR250/PR350)	0~21 (PR250/PR350)	0~21 (PR250/PR350)	0~21 (PR250/PR350)	0~21 (PR250/PR350)	0~21 (PR250/PR350)			
System exclusive		×								
System common	Song Pos	×								
	Song Sel	*○× (0~19)								
	Tune	×								
System Real Time	Clock	○								
	Commands	* ○ ×								start/stop, continue
Aux Messages	Local ON/OFF	×	×	×	×	×	×	×	—	
	All notes OFF	○	○	○	○	○	○	○	—	
	Active Sense	○								
	Reset	×								
Notes		* ○ × .....Whether or not the data for each of these items is transmitted can be set. **When the program change mode is set to **TEC** (on), note numbers for **DRUMS** differ.								

Mode 1: OMNI ON, POLY **Mode 2:** OMNI ON, MONO ○: Yes

Mode 3: OMNI OFF, POLY **Mode 4:** OMNI OFF, MONO ×: No

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