



Electone® *STAGEA*®

ELB-02

Owner's Manual

Before using the instrument, be sure to read "PRECAUTIONS" on pages 4-5.
For information on assembling the instrument, refer to the instructions at the end of this manual.

STAGEA

PRECAUTIONS

PLEASE READ CAREFULLY BEFORE PROCEEDING

Please keep this manual in a safe and handy place for future reference.



WARNING

Always follow the basic precautions listed below to avoid the possibility of serious injury or even death from electrical shock, short-circuiting, damages, fire or other hazards. These precautions include, but are not limited to, the following:

Power supply/Power cord

- Do not place the power cord near heat sources such as heaters or radiators. Also, do not excessively bend or otherwise damage the cord, or place heavy objects on it.
- Only use the voltage specified as correct for the instrument. The required voltage is printed on the name plate of the instrument.
- Use only the supplied power cord/plug.
- Check the electric plug periodically and remove any dirt or dust which may have accumulated on it.

Do not open

- This instrument contains no user-serviceable parts. Do not open the instrument or attempt to disassemble or modify the internal components in any way. If it should appear to be malfunctioning, discontinue use immediately and have it inspected by qualified Yamaha service personnel.

Water warning

- Do not expose the instrument to rain, use it near water or in damp or wet conditions, or place on it any containers (such as vases, bottles or glasses) containing liquids which might spill into any openings. If any liquid such as water seeps into the instrument, turn off the power immediately and unplug the power cord from the AC outlet. Then have the instrument inspected by qualified Yamaha service personnel.
- Never insert or remove an electric plug with wet hands.

Fire warning

- Do not put burning items, such as candles, on the unit. A burning item may fall over and cause a fire.

If you notice any abnormality

- When one of the following problems occur, immediately turn off the power switch and disconnect the electric plug from the outlet. Then have the device inspected by Yamaha service personnel.
 - The power cord or plug becomes frayed or damaged.
 - It emits unusual smells or smoke.
 - Some object has been dropped into the instrument.
 - There is a sudden loss of sound during use of the instrument.



CAUTION

Always follow the basic precautions listed below to avoid the possibility of physical injury to you or others, or damage to the instrument or other property. These precautions include, but are not limited to, the following:

Power supply/Power cord

- Do not connect the instrument to an electrical outlet using a multiple-connector. Doing so can result in lower sound quality, or possibly cause overheating in the outlet.
- When removing the electric plug from the instrument or an outlet, always hold the plug itself and not the cord. Pulling by the cord can damage it.
- Remove the electric plug from the outlet when the instrument is not to be used for extended periods of time, or during electrical storms.

Assembly

- Read carefully the attached documentation explaining the assembly process. Failure to assemble the instrument in the proper sequence might result in damage to the instrument or even injury.

Location

- Do not place the instrument in an unstable position where it might accidentally fall over.
- When transporting or moving the instrument, always use two or more people. Attempting to lift the instrument by yourself may damage your back, result in other injury, or cause damage to the instrument itself.
- Before moving the instrument, remove all connected cables, to prevent damage to the cables or injury to anyone who might trip over them.
- When setting up the product, make sure that the AC outlet you are using is easily accessible. If some trouble or malfunction occurs, immediately turn off the power switch and disconnect the plug from the outlet. Even when the power switch is turned off, electricity is still flowing to the product at the minimum level. When you are not using the product for a long time, make sure to unplug the power cord from the wall AC outlet.

Connections

- Before connecting the instrument to other electronic components, turn off the power for all components. Before turning the power on or off for all components, set all volume levels to minimum.
- Be sure to set the volumes of all components at their minimum levels and gradually raise the volume controls while playing the instrument to set the desired listening level.

Handling caution

- Do not insert a finger or hand in any gaps on the instrument.
- Never insert or drop paper, metallic, or other objects into the gaps on the panel or keyboard. This could cause physical injury to you or others, damage to the instrument or other property, or operational failure.
- Do not rest your weight on, or place heavy objects on the instrument, and do not use excessive force on the buttons, switches or connectors.
- Do not use the instrument/device or headphones for a long period of time at a high or uncomfortable volume level, since this can cause permanent hearing loss. If you experience any hearing loss or ringing in the ears, consult a physician.
- Do not rest your legs or feet on the Expression Pedal or Pedal Box from the back of the instrument, or climb on the instrument, or put excessive weight on it.

Using the bench (If included)

- Do not place the bench in an unstable position where it might accidentally fall over.
- Do not play carelessly with or stand on the bench. Using it as a tool or stepladder or for any other purpose might result in accident or injury.
- Only one person should sit on the bench at a time, in order to prevent the possibility of accident or injury.
- If the bench screws become loose due to extensive long-term use, tighten them periodically using the specified tool in order to prevent the possibility of accident or injury.
- Keep special watch over any small children so that they don't fall off the rear of the bench. Since the bench does not have a backrest, unsupervised use may result in accident or injury.

Yamaha cannot be held responsible for damage caused by improper use or modifications to the instrument, or data that is lost or destroyed.

Always turn the power off when the instrument is not in use.

Even when the [⏻] (Standby/On) switch is in standby status (display is off), electricity is still flowing to the instrument at the minimum level.

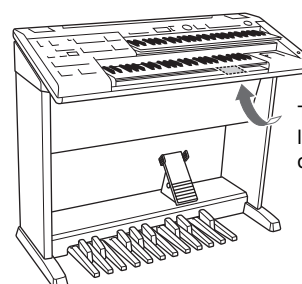
When you are not using the instrument for a long time, make sure you unplug the power cord from the wall AC outlet.

DMI-5 2/2

The model number, serial number, power requirements, etc., may be found on or near the name plate, which is at the bottom of the unit. You should note this serial number in the space provided below and retain this manual as a permanent record of your purchase to aid identification in the event of theft.

Model No.

Serial No.



The name plate is located on the bottom of the unit.

(bottom_en_01)

NOTICE

To avoid the possibility of malfunction/ damage to the product, damage to data, or damage to other property, follow the notices below.

■ Handling

- Do not use the instrument in the vicinity of a TV, radio, stereo equipment, mobile phone, or other electric devices. Otherwise, the instrument, TV, or radio may generate noise. When you use the instrument along with an application on your iPad, iPhone or iPod touch, we recommend that you set “Airplane Mode” to “ON” on that device in order to avoid noise caused by communication.
- Do not expose the instrument to excessive dust or vibrations, or extreme cold or heat (such as in direct sunlight, near a heater, or in a car during the day) to prevent the possibility of panel disfiguration, damage to the internal components or unstable operation. (Verified operating temperature range: 5° – 40°C, or 41° – 104°F.)
- Do not place vinyl, plastic or rubber objects on the instrument, since this might discolor the panel or keyboard.

■ Maintenance

- When cleaning the instrument, use a soft cloth. Do not use paint thinners, solvents, alcohol, cleaning fluids, or chemical-impregnated wiping cloths.
- During extreme changes in temperature or humidity, condensation may occur and water may collect on the surface of the instrument. If water is left, the wooden parts may absorb the water and be damaged. Make sure to wipe any water off immediately with a soft cloth.

■ Saving data

- Save your important Registration data onto the USB flash drive (page 116) since the Registration data memorized to the instrument will be overwritten by certain operations, such as Song playback, etc. Before using a USB flash drive, make sure to refer to page 132.
- A “■” mark appears at the top left of the display indicating that the Registration data is currently being saved. Do not turn the power off while the Registration is being saved, otherwise the data will be lost. The Registration Shift settings and Keyboard Percussion settings will be automatically saved to the Registration data when you switch to another display. While data is being saved, “■” appears at the top left of the display indicating that the Registration data is currently being saved. Do not turn the power off without switching to another display or while “■” is shown in the display, otherwise the data will be lost.
- To protect against data loss through USB flash drive damage, we recommend that you save your important data onto a spare USB flash drive as backup data.

Information

■ About copyrights

- Copying of the commercially available musical data including but not limited to MIDI data and/or audio data is strictly prohibited except for your personal use.
- This product incorporates and bundles contents in which Yamaha owns copyrights or with respect to which Yamaha has license to use others' copyrights. Due to copyright laws and other relevant laws, you are NOT allowed to distribute media in which these contents are saved or recorded and remain virtually the same or very similar to those in the product.
 - * The contents described above include a computer program, Accompaniment Style data, MIDI data, WAVE data, voice recording data, a score, score data, etc.
 - * You are allowed to distribute medium in which your performance or music production using these contents is recorded, and the permission of Yamaha Corporation is not required in such cases.

■ About functions/data bundled with the instrument

- This device is capable of using various types/formats of music data by optimizing them to the proper format music data for use with the device in advance. As a result, this device may not play them back precisely as their producers or composers originally intended.
- The bitmap fonts used in this instrument have been provided by and are the property of Ricoh Co., Ltd.

■ About this manual

- The illustrations and LCD screens as shown in this manual are for instructional purposes only, and may appear somewhat different from those on your instrument.
- iPhone, iPad and iPod touch are trademarks of Apple Inc., registered in the U.S. and other countries.
- Electone and STAGEA are the trademarks of Yamaha Corporation.
- The company names and product names in this manual are the trademarks or registered trademarks of their respective companies.

Compatible Format



“GM (General MIDI)” is one of the most common Voice allocation formats. “GM System Level 2” is a standard specification that enhances the original “GM” and improves Song data compatibility. It provides for increased polyphony, greater Voice selection, expanded Voice parameters, and integrated effect processing.



XG is a major enhancement of the GM System Level 1 format, and was developed by Yamaha specifically to provide more Voices and variations, as well as greater expressive control over Voices and effects, and to ensure compatibility of data well into the future.



GS was developed by the Roland Corporation. In the same way as Yamaha XG, GS is a major enhancement of the GM specifically to provide more Voices and Drum kits and their variations, as well as greater expressive control over Voices and effects.

Congratulations!

Thank you for purchasing this Yamaha Electone!

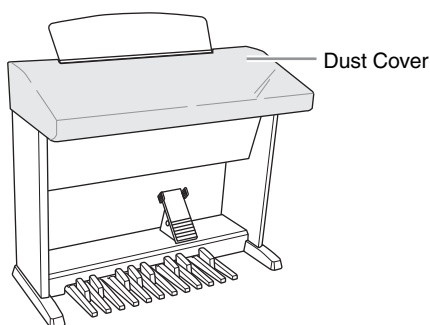
We recommend that you read this manual carefully so that you can fully take advantage of the advanced and convenient functions of the instrument. We also recommend that you keep this manual in a safe and handy place for future reference.

Included Accessories

- Owner's Manual (this book)
- Playing the ELB-02 — Tutorial Guidebook
- Online Member Product Registration
The "PRODUCT ID" on the sheet will be needed when you fill out the User Registration form.
- Music Rest



- Dust Cover



- Power Cord
- Bench

About the Manuals

This instrument has the following documents and instructional materials.

Included Documents



Owner's Manual (this book)

Provides overall explanations of the Electone functions.



Playing the ELB-02 — Tutorial Guidebook

This useful book helps you familiarize yourself with the Electone, giving you basic information on playing the instrument, including the proper playing posture, and providing helpful music scores which get you started playing the Electone using the preset Registration menu. This book also includes information on how to record your performance to the USB flash drive, and listen back to your recorded performances.

Online Materials (PDF)



iPhone/iPad Connection Manual

Explains how to connect this instrument to the iPhone/iPad.



MIDI Reference

Contains MIDI related information such as MIDI Data Format and the MIDI Implementation Chart.

To obtain these manuals, access the Yamaha Downloads website, select your country, enter “ELB-02” in the Model Name box, then click [Search].

Yamaha Downloads

<http://download.yamaha.com/>

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Quick Introductory Guide

1 Basic Operation

2 Voices

3 Voice Controls and Effects

4 Rhythm/Keyboard Percussion

5 Registration Memory

6 Music Data Recorder (MDR)

7 Audio

8 Footswitches

9 Transpose and Pitch Controls

10 Connections

11 Appendix

Main Features

Wide Variety of Registration Menus

page 20

The Registration Menu buttons feature a total of 601 Registrations, allowing you to instantly set up the Electone for playing your favorite type of music. The Registrations in Registration Menu are divided into six basic categories for ease of selection. Moreover, you can edit any of the Registrations and customize them to fit your own performance needs.

Richly textured, AWM Voices, Touch functions and High Quality Digital Effects

pages 29, 52

The ELB-02 contains a huge amount of exceptionally high-quality Voices—540 altogether—created with the AWM (Advanced Wave Memory) tone generation system, including special Super Articulation Voices, which realistically recreate characteristic instrument sounds. With highly playable keyboards featuring authentic touch response—with Initial Touch and After Touch functions—you can play these Voices with all the expressiveness and control of an actual acoustic instrument. What's more, there is a wide variety of effect types that you can apply to each Voice section—letting you enhance and even completely change the character of the Voices.

Dynamic, Contemporary Rhythms and Auto Accompaniment

page 68

The exceptionally wide selection of various rhythms lets you choose exactly the rhythm you need in your performance. Each rhythm contains 15 variations (sections) —such as Main, Fill In, Intro, Ending, and Break—that you can easily switch while you play, to make your performance even more dynamic and professional. Each rhythm has its own matching accompaniment divided into five instrument parts, providing basic backing as well as embellishments.

Keyboard Percussion

page 88

This powerful feature allows you to play drum and percussion sounds from the keyboard. A wide range of sounds and drum/percussion kits are available, for performing rhythms in real time. Each sound is assigned to its own key, and the sounds include everything from conventional kicks and snares to a wide variety of ethnic and Latin instruments, as well as special sound effects, such as thunder, laughing, animal cries and more.

Versatile Functions of the Music Data Recorder

page 127

The Electone also features a Music Data Recorder (MDR) for recording your Registrations and performances to a USB flash drive, and playing back those performances using the sounds of the Electone. In addition, the MDR allows you to copy a Song from one USB flash drive to another, letting you archive your important recordings and Registration data.

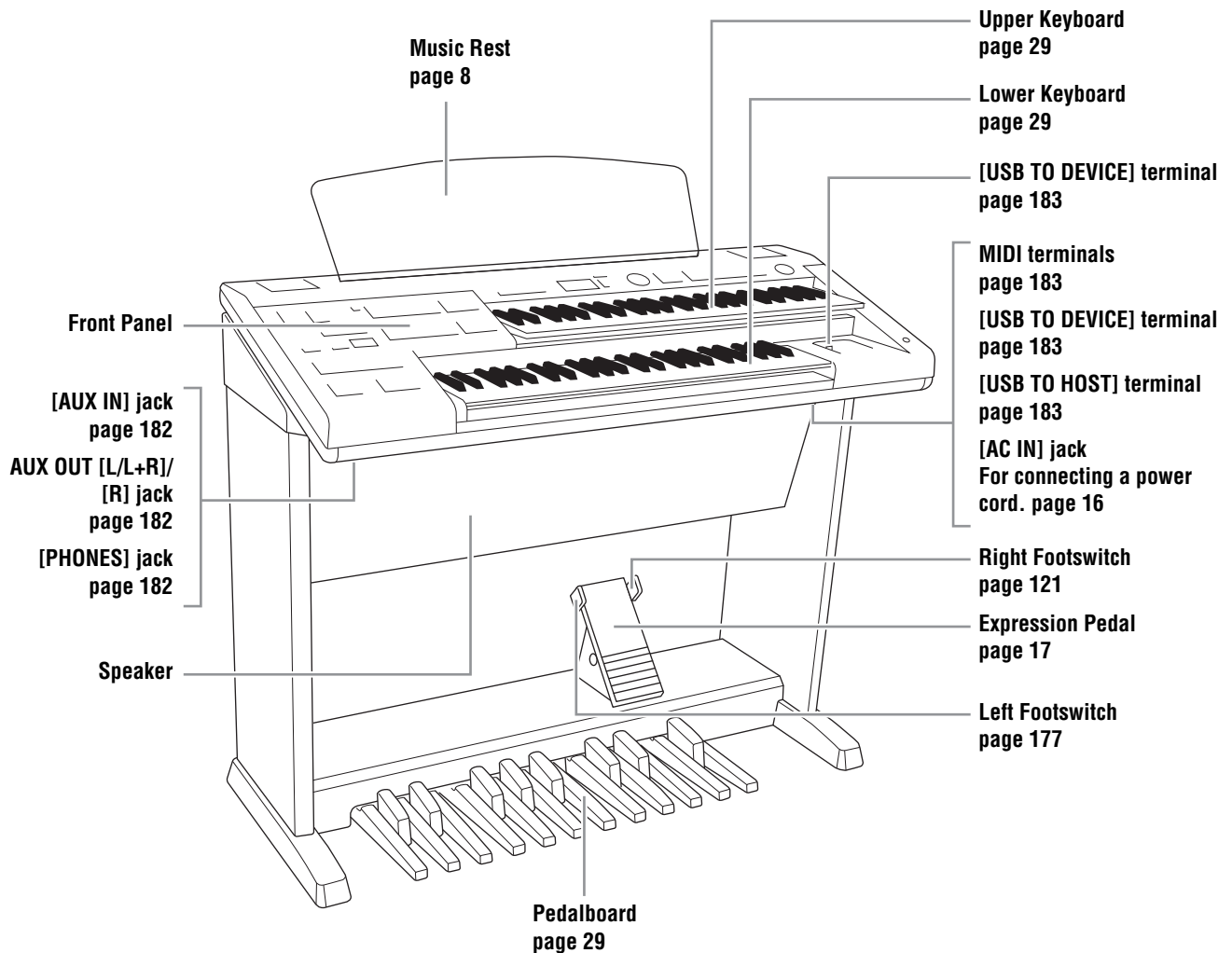
Audio Recording

page 169

You can record your performances as audio data (.WAV) to a USB flash drive. Since the data is saved in stereo WAV format of normal CD quality resolution (44.1kHz/16bit), it can be transmitted to and played on portable music players by using a computer, allowing you to share your recordings with your friends, and make your own CDs to enjoy as well.

Panel Controls and Terminals

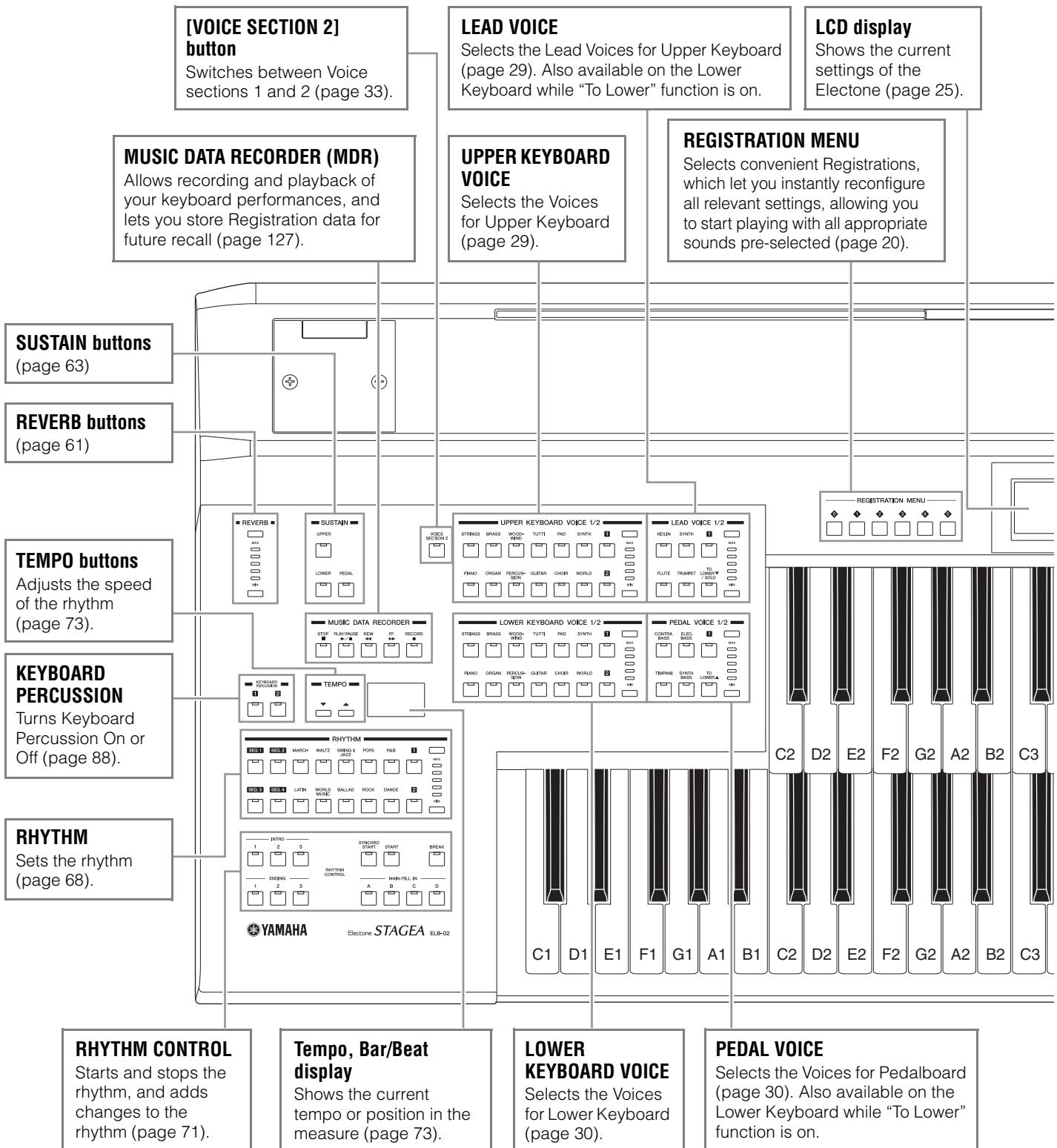
Overview



Front Panel

Panel Setup (Panel Settings)

By using the controls on the panel, you can make various settings such as selecting a Voice or Style, tuning the pitch, and so on. These settings of the instrument are together referred to as “panel setup” or “panel settings” in this manual.



Page buttons
Selects the Page of the display (page 26).

DATA CONTROL dial
Selects the setting or value in the display (page 25).

Data Control [A] – [D] buttons
Selects items and changes the values/ settings in the display (page 25).

[9-16] button
(page 112)

[MEMORY] button
(page 111)

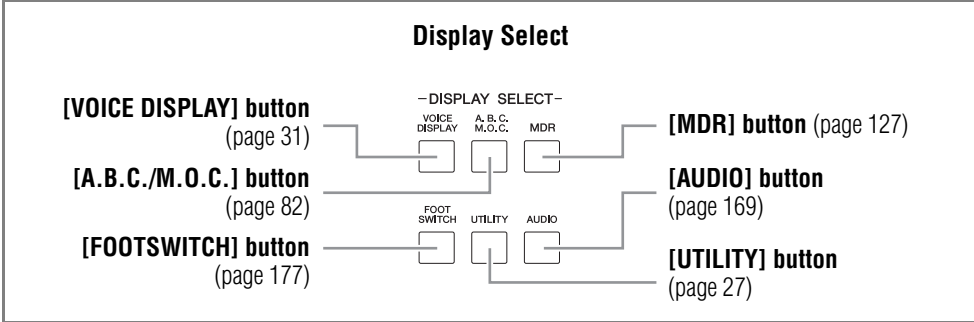
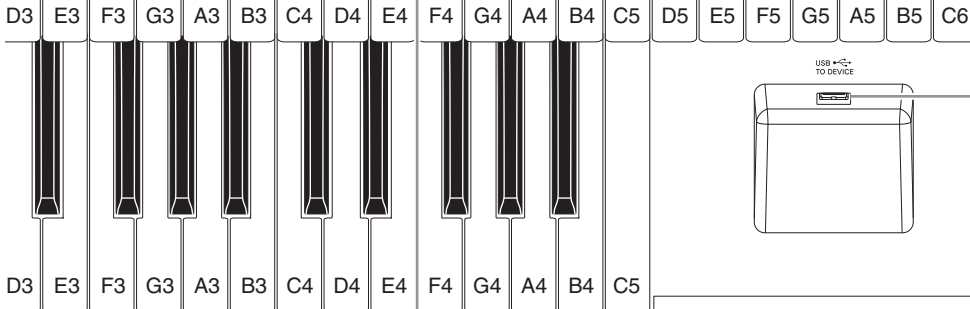
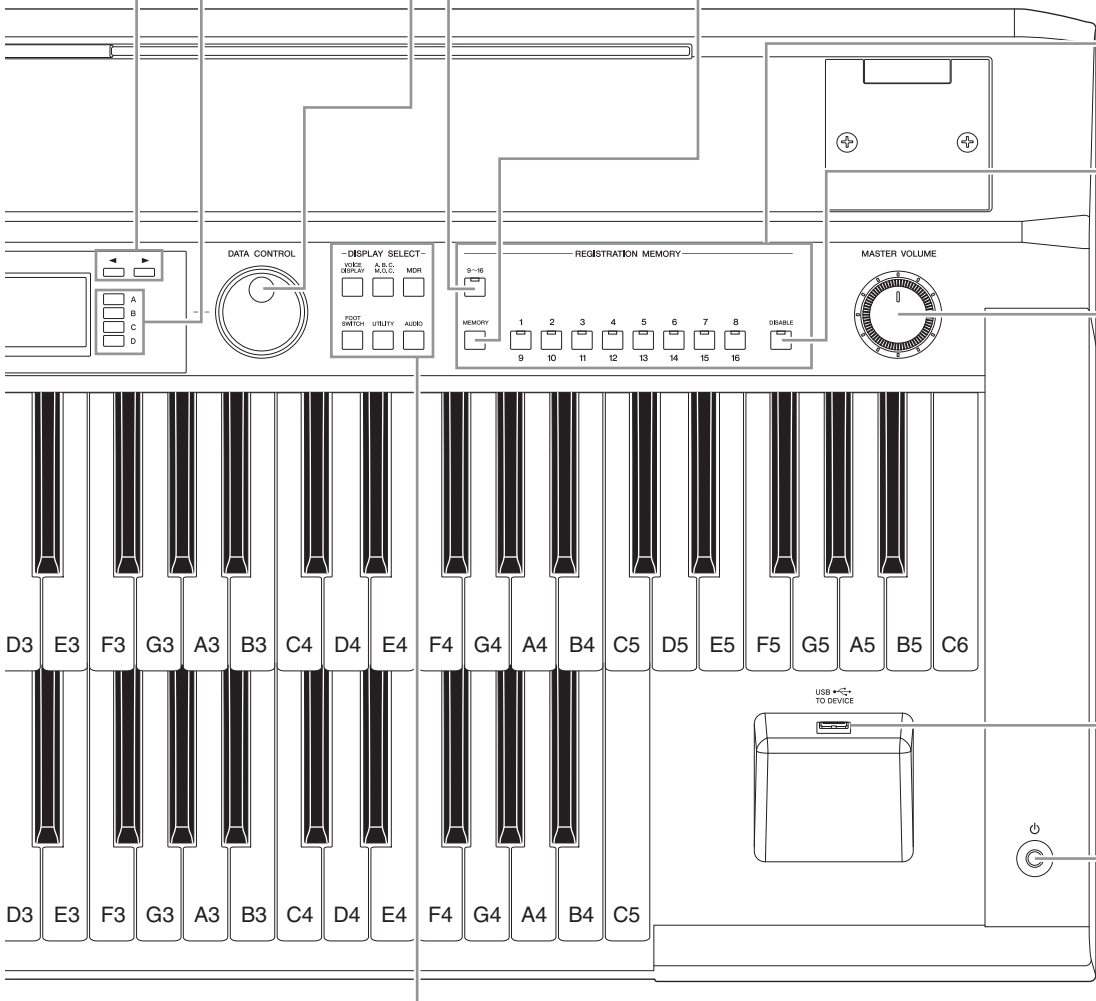
REGISTRATION MEMORY buttons
For registering and recalling panel setups (page 111).

[DISABLE] button
(page 114)

MASTER VOLUME dial
Adjusts the overall volume (page 17).

[USB TO DEVICE] terminal
For connecting a USB flash drive (page 183).

[⏻] (Standby/On) switch
Turns the instrument's power on or sets it to standby (page 16).



Quick Introductory Guide

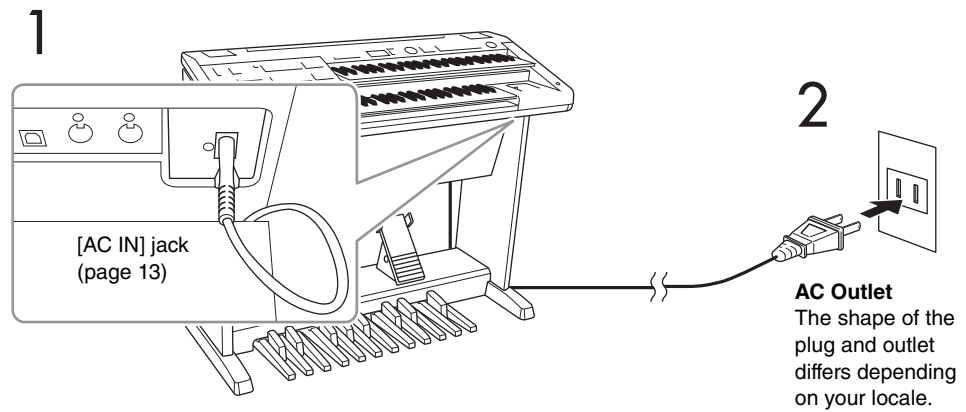
1 Power Supply

⚠ WARNING
Use only the supplied power cord.

⚠ CAUTION
When setting up the product, make sure that the AC outlet you are using is easily accessible. If some trouble or malfunction occurs, immediately turn off the power switch and disconnect the plug from the outlet.

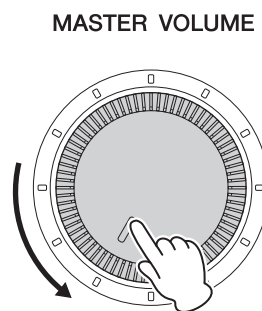
NOTE
When disconnecting the power cord, first turn off the power, then follow this procedure in reverse order.

Connect the plugs of the power cord in the order shown in the illustration.

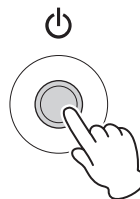


2 Turning On/Off the Power

1 Turn down the [MASTER VOLUME] dial counter-clockwise.

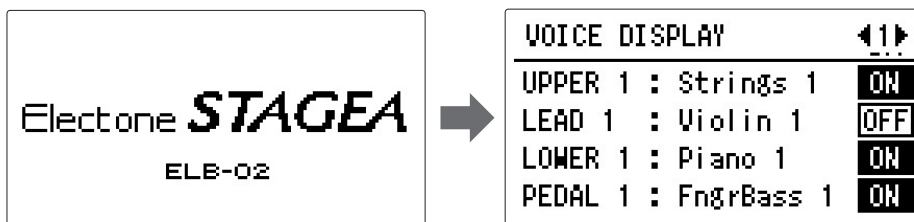


2 Press the [⏻] (Standby/On) switch to turn the power on.



NOTICE
Do not press any keys or buttons while turning the power on. Doing so may cause the Electone to malfunction or data loss.

When you turn on the Electone, the following displays will appear one after the other on the LCD display:



This last display, Voice Display, shows you the currently assigned voice settings for each Voice section (page 31).

- 3 Press and hold the [⏻] (Standby/On) switch for about a second to turn the power off.



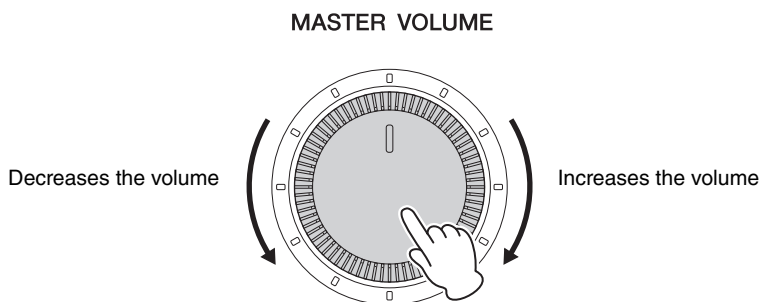
CAUTION

Even when the [⏻] (Standby/On) switch is in standby status, electricity is still flowing to the instrument at the minimum level. Remove the electric plug from the outlet when the instrument is not to be used for extended periods of time, or during electrical storms.

3 Adjusting the Volume

- 1 Set the MASTER VOLUME control.

The MASTER VOLUME control is an overall control that affects the volume of the entire instrument.

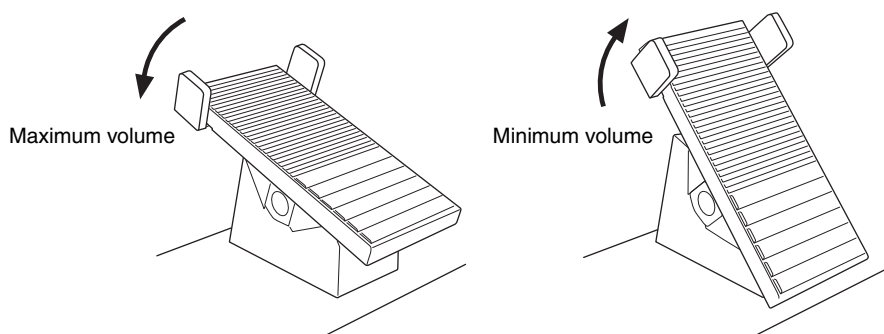


CAUTION

Do not use the instrument for a long period of time at a high or uncomfortable volume level, since this can cause permanent hearing loss.

- 2 Press the Expression pedal down with your foot.

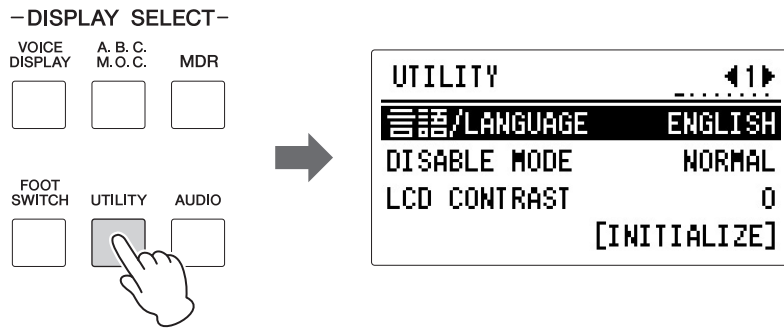
Once you have set the MASTER VOLUME control to a suitable level, you can use the Expression pedal to change the volume with your foot as you play.



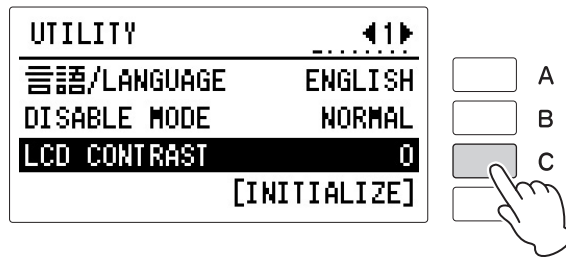
4 Adjusting the Contrast of the Display

You can adjust the contrast of the display.

- 1 Press the [UTILITY] button on the panel to call up the Utility display. Since the contrast setting is set in Utility display Page 1, select Page 1 with the page buttons if another page is shown.



- 2 Press the [C] button corresponding to "LCD CONTRAST." "LCD CONTRAST" is selected and highlighted.



NOTICE

The LCD contrast setting is automatically saved when another display is called up. Make sure to switch to another display before turning the power off.

- 3 Adjust the LCD contrast with the DATA CONTROL dial or by successively pressing the corresponding button.

You can set the value between -5 - +5.

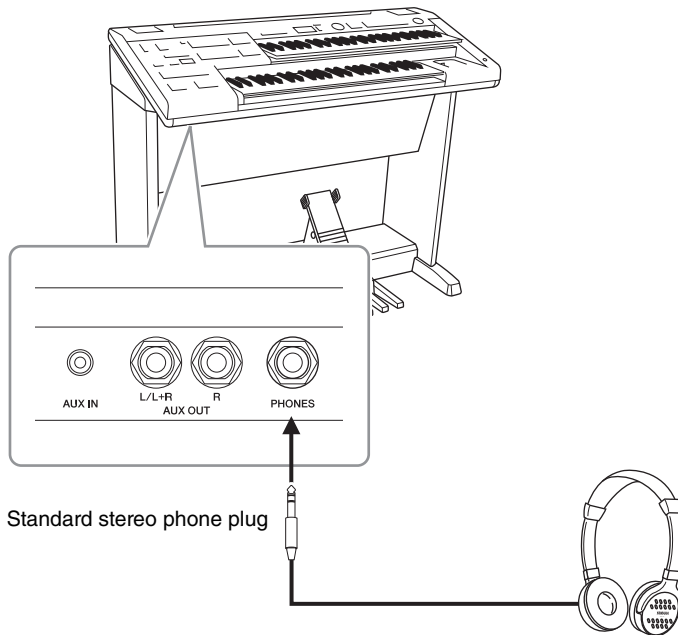
5 Using Headphones

To use headphones, connect them to the PHONES jack (standard stereo phone jack).



CAUTION

Do not use the headphones for a long period of time at a high or uncomfortable volume level, since this can cause permanent hearing loss.



1 Basic Operation

1 Registration Menu

NOTE

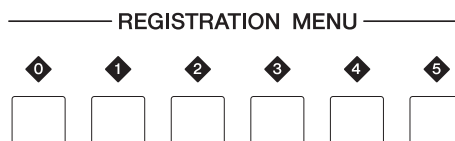
Additional basic Registrations are preset on the Registration Memory locations from 1 to 16. See page 116 for details.

The Registration Menu is a simple, highly convenient way to instantly change all the Electone settings for playing in specific music styles. A Registration consists of panel settings including the selected Upper Keyboard Voices, Lower Keyboard Voices, Pedal Voices, the assigned rhythm and so on. Registration Menu button [0] includes a variety of basic Registrations, especially for practicing, and the other buttons [1] – [5] include Registrations in various music genres for playing your favorite types of music. These give you a wide palette of Registrations to choose from, both for practice purposes and for freely playing in virtually any music style or genre.

Selecting Registrations from the Registration Menu

1 Press one of the REGISTRATION MENU buttons.

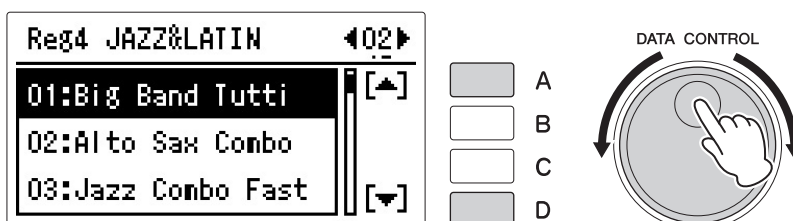
Each button has different Registrations for different music genres. For example, if you want to play Jazz, press the [4] button. For details on the Registration Menu, see page 22.



0		Basic
1	Page 01	Kids
	Page 02	Simple
2	Pages 01, 02	Pops & Rock
3	Pages 01, 02	Dance & Ballad
4	Pages 01, 02	Jazz & Latin
5	Pages 01, 02	Symphony & World

2 From this main category, select the specific Registration you want to use.

Each Registration Menu button actually contains many Registrations. Select the desired Registrations in sequence by turning the DATA CONTROL dial. You can also select Registration by using the [A] and [D] buttons located at the immediate right side of the LCD.



Changing Pages

REGISTRATION MENU buttons [1] – [5] contain two display pages: “01” and “02,” each of which contain two different sets of Registrations. Page 01 features the same Registration Menu as that of the ELB-01, while Page 02 features new Registration Menus for the ELB-02. From each of the 01 and 02 pages, select the desired Registration.

3 Play your favorite song with the selected Registration.

Registration Menu List

[0] BASIC

01	Simple 1 St/St
02	Simple 2 St/Hr
03	Simple 3 Cl/St
04	Simple 4 Cl/Hr
05	Simple 5 Tp/St
06	Simple 6 Tp/Hr
07	Simple 7 Ob/St
08	Simple 8 Ob/Bsn
09	Simple 9 Fl/St
10	Simple 10 Fl/Cl
11	Simple 11 Cl/Cl
12	Simple 12 Pf/Pf
13	Simple 13 Cl/Bsn
14	Sound Effect 1
15	Sound Effect 2
16	Sound Effect 3
17	Sound Effect 4
18	Sound Effect 5
19	Sound Effect 6
20	Sound Effect 7
21	Sound Effect 8
22	Sound Effect 9
23	Sound Effect 10
24	Sound Effect 11
25	Sound Effect 12
26	Sound Effect 13
27	Sound Effect 14
28	Sound Effect 15
29	Sound Effect 16
30	StCombi 1 St/St
31	StCombi 2 St/Hr
32	StCombi 3 St/Br
33	StCombi 4 St/CB
34	StCombi 5 Oct Hi
35	StCombi 6 Oct Lo
36	StCombi 7 Soft
37	StCombi 8 SftOct
38	StCombi 9 Hard
39	StCombi 10HrdOct
40	StCombi 11 St+WW
41	StCombi 12 St+Br
42	StCombi 13 Pizz
43	StCombi 14 Trem
44	StCombi 15 Vn/Vc
45	StCombi 16 Vn/Pz
46	BrCombi 1 Tp/St
47	BrCombi 2 Tp/Hr
48	BrCombi 3 Tp/Tb
49	BrCombi 4 Br/Hr
50	BrCombi 5 Br/Br
51	BrCombi 6 Oct
52	BrCombi 7 Br/CB
53	BrCombi 8Br/Timp
54	BrCombi 9 Br+Xyl
55	WWCombi 1 Fl/St

56	WWCombi 2 Fl/Cl
57	WWCombi 3 Fl/Hp
58	WWCombi 4 Ob/St
59	WWCombi 5 Ob/Bsn
60	WWCombi 6 Ob/Piz
61	WWCombi 7 Cl/St
62	WWCombi 8 Cl/Hr
63	WWCombi 9 Cl/Piz
64	WWCombi 10Sax/Pf
65	Woodwind Ens 1
66	Woodwind Ens 2
67	Woodwind Ens 3
68	Woodwind Ens 4
69	Woodwind Ens 5
70	Woodwind Ens 6
71	Woodwind Ens 7
72	Decay 1 Piano
73	Decay 2 Harpsi
74	Decay 3 E.Piano
75	Decay 4 Guitar
76	Decay 5 E.Guitar
77	Decay 6 Xylophone
78	Decay 7 Glocken
79	Decay 8 Harp
80	Hold 1 PipeOrgan
81	Hold 2 JazzOrgan
82	Hold 3 Accordion
83	Hold 4 Recorder
84	Synth 1
85	Synth 2
86	Synth 3
87	Synth 4
88	Synth 5
89	Comping Rock
90	Comping Jazz 1
91	Comping Jazz 2
92	Comping Classic1
93	Comping Classic2
94	Comping Classic3
95	Comping Classic4

[1] KIDS, SIMPLE

Page 01 KIDS

01	Simple 8Beat 1
02	Simple 8Beat 2
03	Light Step
04	Sunny Pop
05	Kids March 1
06	Kids March 2
07	Kids March 3
08	Synth Rock
09	SymphonicMarch 1
10	SymphonicMarch 2
11	Bluegrass
12	Sea Carnival
13	Basic Waltz
14	Brass Ensemble
15	Pure Waltz
16	Rococo Ensemble
17	Pop Cha Cha
18	Comical Rumba
19	Comical Samba
20	Toy Orchestra
21	Charleston
22	Winter Swing
23	Snow Waltz 1
24	Snow Waltz 2
25	Alpine Polka *A
26	Alpine Polka *B
27	Alpine Polka *C
28	Alpine Polka *D
29	Dream Ballad *A
30	Dream Ballad *B
31	Dream Ballad *C
32	Dream Ballad *D
33	Pops Orchestra*A
34	Pops Orchestra*B
35	Pops Orchestra*C
36	Pops Orchestra*D
37	Kids On Stage *A
38	Kids On Stage *B
39	Kids On Stage *C
40	Kids On Stage *D
41	Galaxy March *A
42	Galaxy March *B
43	Galaxy March *C
44	Galaxy March *D
45	SE *A
46	SE *B
47	SE *C
48	SE *D

Page 02 SIMPLE

01	SimpleReg Strs 1
02	SimpleReg Strs 2
03	SimpleReg Orch 1
04	SimpleReg Orch 2
05	SimpleReg Orch 3

06	SimpleReg Pops 1
07	SimpleReg Pops 2
08	SimpleReg Latin
09	SimpleReg Jazz 1
10	SimpleReg Jazz 2
11	SimpleReg Jazz 3
12	SimpleReg Organ
13	BrassBandMarch*A
14	BrassBandMarch*B
15	Orchestra March
16	6/8 MarchingBand
17	6/8 MarchingKids
18	Light Waltz
19	OrchestraWaltz*A
20	OrchestraWaltz*B
21	OrchestraWaltz*C
22	OrchestraWaltz*D
23	8Beat Synth Pop
24	8Beat Pop
25	Pop Shuffle
26	R&B Shuffle
27	Rock
28	Rock Shuffle
29	Rock Pop Ballad
30	Funk
31	Dance Pop
32	Disco Pop
33	R&B E.Piano Bld
34	R&B Piano Ballad
35	8Beat Ballad
36	8Beat OrchBallad
37	3/4 Pop Ballad
38	6/8 Pop Ballad
39	Big Band King *A
40	Big Band King *B
41	Big Band King *C
42	Big Band Swing
43	Jazz Session
44	Fusion Samba
45	Pop Samba
46	Simple BossaNova
47	Mambo
48	Rumba
49	Clis Organ Chapel
50	Clis Organ Hall
51	RockOrgan Ballad
52	R&B Rock Organ
53	Organ Combo
54	6/8 Organ Ballad
55	Soul Jazz Organ
56	Pop Organ 60s
57	Toy Organ
58	Theatre Organ NY
59	Nostalgic Organ

[2] POPS&ROCK**Page 01**

01	Dynamic 8Beat
02	NY Ballad
03	British Pop
04	8Beat Modern
05	Rock Band
06	Detroit Pop
07	Techno Pop
08	Sheriff Reggae
09	Rock & Roll
10	Power Rock
11	60s Guitar Rock
12	Unplugged
13	Motor City
14	Lovely Shuffle
15	Gospel Shuffle
16	Joyful Gospel
17	Frankly Soul
18	Soul
19	Gospel
20	6/8 Soul
21	Hit Pop
22	New Country
23	Eternal Pop
24	Ground Beat
25	Bounce Pop *A
26	Bounce Pop *B
27	Bounce Pop *C
28	Bounce Pop *D
29	Blues Jam *A
30	Blues Jam *B
31	Blues Jam *C
32	Blues Jam *D
33	EvergreenWaltz*A
34	EvergreenWaltz*B
35	EvergreenWaltz*C
36	EvergreenWaltz*D
37	16Beat Pop *A
38	16Beat Pop *B
39	16Beat Pop *C
40	16Beat Pop *D
41	Top Gear Rock *A
42	Top Gear Rock *B
43	Top Gear Rock *C
44	Top Gear Rock *D
45	Southern Pop *A
46	Southern Pop *B
47	Southern Pop *C
48	Southern Pop *D

Page 02

01	70s Easy Pop
02	BoysGuitarBallad
03	Soul Pop
04	70s Top Duo
05	Daydream Shuffle
06	Oldies Pop
07	EuroPop Folklore

08	Discotheque Rock
09	Slow Hand Ballad
10	Sweet AC Ballad
11	70s PrimeTime TV
12	Crossover Funk
13	Joyful Gospel #2
14	Gospel Groove
15	Worship Shuffle
16	Worship 16beat
17	Soulful Wonder
18	Lovely & Soulful
19	Danceable Funk
20	Bright Pop Rock
21	AmericanHardRock
22	Power Rock 80s
23	USA RockStandard
24	Seaside Rock
25	70s Folk Rock
26	Alternative Rock
27	Alternative6/8Rk
28	Highway Rock
29	Funky Rock&Roll
30	Synth Pop Rock
31	Power Synth Rock
32	RockGuitarBallad
33	Pop Rock & Roll
34	Back To The 60s
35	Dancing Boogie
36	6/8 Shuffle Rock
37	Shuffle BoysRock
38	Shuffle Pop Rock
39	Shfl Rock Ballad
40	Pop Rock Band
41	Shuffle PopPiano
42	Contemp Country
43	Smooth Country
44	Xmas Shuffle
45	Snowy Christmas
46	Pretty Rock
47	Ultra Rock
48	Rock Graffiti
49	Casual Rock
50	Rookie Rock
51	Happy Rock
52	J-Pop Idol Rock
53	J-Pop Band Rock
54	Spirit Pop
55	Sweet Love Pop
56	Summer Pop
57	Shaky Dance
58	J-Pop Piano Band
59	J-Pop Boys
60	J-PopShuffleBeat
61	J-Pop BandBallad
62	Breezy Ballad
63	HeroRanger Theme
64	Sunset Pop
65	Funky Punch *A
66	Funky Punch *B
67	GlxyBattleship*A

68	GlxyBattleship*B
69	J-Pop Anime *A
70	J-Pop Anime *B
71	70s Honey
72	70s Hero
73	DBZ *A
74	DBZ *B
75	DBZ *C
76	DBZ *D

[3] DANCE&BALLAD**Page 01**

01	Organ Ballad
02	Dramatic Ballad
03	Love Ballad
04	Smooth Lead
05	Pop Ballad
06	Guitar Ballad
07	Acoustic Ballad
08	Healing Guitar
09	Chillout
10	Sweetheart 1
11	Sweetheart 2
12	Slow & Easy
13	Euro Trance
14	6/8 Trance
15	Cool Hip Hop
16	Latin House
17	Dance Beat
18	Euro Dance Pop
19	UK Pop
20	Jive
21	Disco Queen
22	Disco Soul
23	Pop Disco
24	Hot Disco
25	Ibiza *A
26	Ibiza *B
27	Ibiza *C
28	Ibiza *D
29	Power House *A
30	Power House *B
31	Power House *C
32	Power House *D
33	Dance Latino *A
34	Dance Latino *B
35	Dance Latino *C
36	Dance Latino *D
37	Twilight Disco*A
38	Twilight Disco*B
39	Twilight Disco*C
40	Twilight Disco*D
41	Love Song *A
42	Love Song *B
43	Love Song *C
44	Love Song *D

45	Movie Ballad *A
46	Movie Ballad *B
47	Movie Ballad *C
48	Movie Ballad *D

Page 02

01	R&B Pop Ballad
02	R&B Soul Ballad
03	R&B Cool Ballad
04	Cool AC
05	Sweet Chart Hits
06	Sweet SlowBallad
07	YourPiano Ballad
08	Sweet EP Ballad
09	J-Pop EasyBallad
10	Sweet Sax Ballad
11	Sweet R&B Ballad
12	Lovers R&B
13	Sentimental Bld
14	Tears Ballad
15	Glory Ballad
16	Unplugged Ballad
17	SentimentalMovie
18	BeautyCinema Bld
19	CinemaSympho Bld
20	Enka Ballad
21	6/8 Enka Shuffle
22	Christmas Ballad
23	Disco Hits 70s
24	70s Disco Night
25	Euro Pop Disco
26	Synth Disco
27	Ballroom Disco
28	Syn DancePop 80s
29	Dirty Dance Beat
30	Fortune Disco
31	Girls Pop 48 *A
32	Girls Pop 48 *B
33	Shiny Girls Pop
34	Share The Peace
35	DanceAndRhythm*A
36	DanceAndRhythm*B
37	DanceAndRhythm*C
38	DanceAndRhythm*D
39	Girls Techno
40	Candy Pop Techno
41	Dancing Platform
42	Dance Beat EX.
43	Club Beat
44	Electronica Beat
45	Kool Garage
46	Electronic Dance
47	New Age Chillout
48	Eurobeat Party
49	Ibiza Trance
50	Casual Trance
51	Trance Party
52	WonderTranceShfl

[4] JAZZ&LATIN**Page 01**

01	Blow On Sax
02	Sax Ensemble
03	Moonlight
04	Big Band
05	Clarinet Swing
06	Jazz Combo
07	Medium Jazz
08	Organ Session
09	Guitar Combo
10	Tender Ballad
11	Jazz Waltz
12	Five-Four
13	Big Band Samba
14	Mambo Brass
15	Mambo Tenor
16	Montuno
17	Bossa Nova
18	Pop Bossa
19	Sweet Rumba
20	Beguine
21	Cha Cha Cha
22	Mellow Groove
23	Modern R&B
24	Dixieland Jazz
25	Jungle Drum *A
26	Jungle Drum *B
27	Jungle Drum *C
28	Jungle Drum *D
29	Jazz Club *A
30	Jazz Club *B
31	Jazz Club *C
32	Jazz Club *D
33	Afro Session *A
34	Afro Session *B
35	Afro Session *C
36	Afro Session *D
37	ChaCha Grandee*A
38	ChaCha Grandee*B
39	ChaCha Grandee*C
40	ChaCha Grandee*D
41	3/4 Fast Jazz *A
42	3/4 Fast Jazz *B
43	3/4 Fast Jazz *C
44	3/4 Fast Jazz *D
45	Twilight Sax *A
46	Twilight Sax *B
47	Twilight Sax *C
48	Twilight Sax *D
Page 02	
01	Big Band Tutti
02	Alto Sax Combo
03	Jazz Combo Fast
04	Jazz Combo 66
05	The Big Band *A
06	The Big Band *B
07	Guitar JazzCombo

08	The Swing Jazz
09	New Orleans Jazz
10	Ragtime Band
11	Funky Cat Groove
12	Afro Cuban Jazz
13	Guitar JazzWaltz
14	Sax Jazz Waltz
15	Swing Steps
16	Swing Chorus
17	Relax Swing
18	Urban Lounge
19	Broadway Tap
20	Brazilian Bossa
21	Lounge BossaNova
22	8Beat Bossa Nova
23	Pop Bossa Nova
24	Tiny Bossa Nova
25	Cafe Samba
26	BitterSweetLatin
27	Latin Rock
28	DanceBeatLatin*A
29	DanceBeatLatin*B
30	Pop Accordion
31	Sweet Bomba
32	Orquesta Salsa
33	New Flamenco
34	Jummin' Reggae
35	RumbaAndTheCity
36	French Caribbean
37	Caribbean Sea

[5] SYMPHONY&WORLD**Page 01**

01	Fanfare
02	String Orchestra
03	Romantic Violin
04	Baroque
05	Flute & Harp
06	Serenade
07	Fast March
08	Wild West
09	Vienna Waltz
10	Polka
11	Chanson Club
12	Theatre Organ
13	Flamenco
14	Pop Flamenco
15	Mexican Dance
16	Mariachi
17	Celtic Dance
18	Folk Step
19	Italiano
20	Musette
21	Country
22	Hawaiian
23	Chinese Nocturne

24	Japanese Sound
25	OrchestraMarch*A
26	OrchestraMarch*B
27	OrchestraMarch*C
28	OrchestraMarch*D
29	Pasodoble *A
30	Pasodoble *B
31	Pasodoble *C
32	Pasodoble *D
33	Tango *A
34	Tango *B
35	Tango *C
36	Tango *D
37	Show Time *A
38	Show Time *B
39	Show Time *C
40	Show Time *D
41	Majestic Sound*A
42	Majestic Sound*B
43	Majestic Sound*C
44	Majestic Sound*D
45	OrchestraSwing*A
46	OrchestraSwing*B
47	OrchestraSwing*C
48	OrchestraSwing*D

Page 02

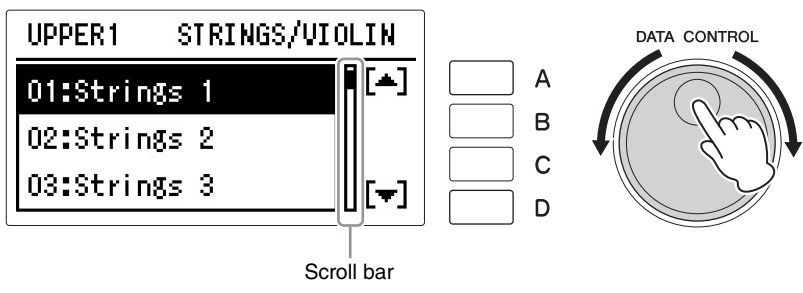
01	Orch Full Unit
02	String Classic
03	Sweet Pizzicato
04	Baroque Symphony
05	Nostalgic Green
06	New Year March
07	Wind Orchestra
08	BrassBand Parade
09	Choral No.9
10	Angel Voices
11	Beat Classic
12	Can Can Pop
13	Elegant Waltz
14	Chorus Waltz
15	Love Waltz
16	Fantasy World
17	Movie Pirates
18	Chorus Symphony
19	Hollywood Sound
20	Super Showtune
21	TV DramaTrack *A
22	TV DramaTrack *B
23	Movie Symphonic
24	Movie Soundtrack
25	Yoo-Hoo Polka
26	Pop Polka
27	Funny Polka
28	Casual Polka
29	Country Town
30	Tango Band
31	Turkish Pops
32	Oriental Dance
33	Celtic Beat
34	Celtic Waltz

35	Trad Irish Pipe
36	Irish Ballad
37	ChinaSweetBallad
38	ChinaRomanticBld
39	China Dance Beat
40	China Kung Fu
41	China Trad Song
42	China Trad Dance

2 Using the LCD display

Many of the Electone's operations are done from the LCD display. Pressing a button on the panel automatically calls up the relevant function for the corresponding button in the display. Depending on the display that appears, you can conveniently perform various functions and change values/settings by using the [A] – [D] buttons (located at the immediate right side of the LCD) and the DATA CONTROL dial (at the right of the [A] – [D] buttons).

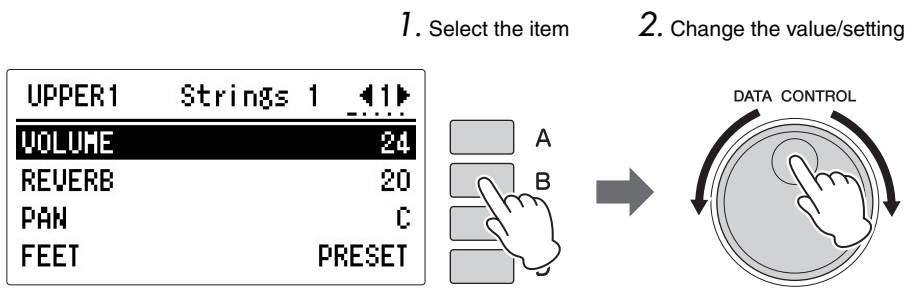
Selecting from a list in the display



In general (for example, for Voices and Rhythms), there are too many selectable items and menus to all be shown in the display. In such a list display, scroll bar will be shown at the right side of the display. When the scroll bar is shown in the display, you can scroll through the display vertically by rotating the DATA CONTROL dial and select the desired menu.

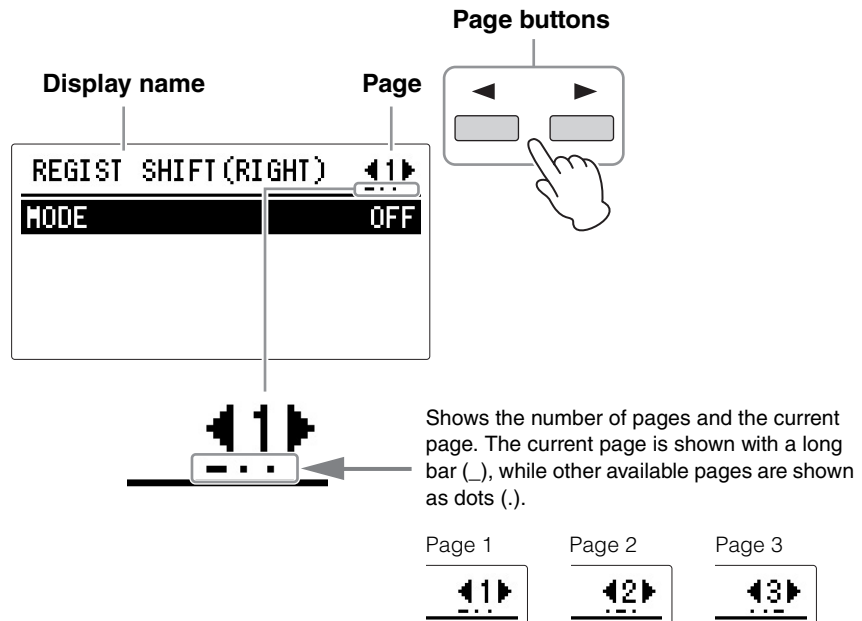
When the marks [▲] and [▼] are shown at the right side of the scroll bar in the display, you can scroll the display and select the desired one by using the [A] or [D] buttons.

Selecting an item and changing its value



In many displays (other than lists), items or parameters, such as Volume and Reverb, are shown in vertical order, with the corresponding values/settings at the immediate right of the items. In this type of display, you can select (highlight) the item by pressing the corresponding [A] – [D] button (in the example above, the [B] button, which corresponding to the Reverb setting), letting you change the value/setting with the DATA CONTROL dial or by successively pressing the corresponding button (in this case, the [B] button).

Changing the Display Page



Page buttons are used to select the various 'pages' of the display (when available), with the currently selected page number appearing at the top right of the LCD. Use the [▶] button to select the next page, and [◀] to select the previous page. Simultaneously pressing both buttons selects Page 1.

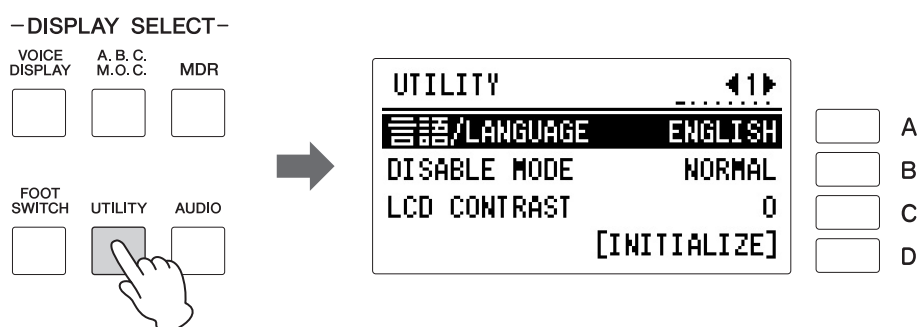
3 Basic Operation

Selecting the Display Language

The LCD display can be shown in two languages, English and Japanese. The default setting is English.

1 Press the [UTILITY] button on the panel.

The Utility display appears. Since the language is set in Utility display Page 1, select Page 1 with the page buttons if another page is shown.



2 Press the [A] button to select the corresponding language then successively press the same button to switch the value between Japanese and English.

NOTICE

The language setting is automatically saved when another display is called up. Make sure to switch to another display before turning the power off.

Factory Set (Initializing the Electone)

All current settings including Registration Memory (in all banks), Display language and display contrast settings can be deleted at once by the following procedure. Be careful when executing Factory Set, since it erases all your existing data. Always save your important data to a USB flash drive.

Note that the operation here does not affect the settings of the wireless LAN settings, which can be initialized on page 200.

Reference Page

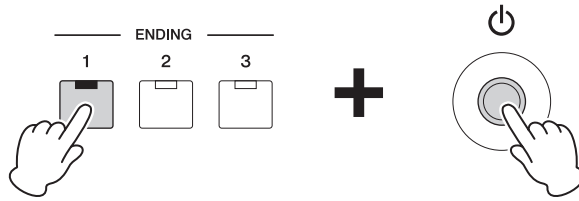
Saving the Registration Data to USB Flash Drive (page 118)

Reference Page

Initializing Registration Memory (page 120)

1 Turn off the power.

- 2 While holding down the ENDING [1] button, turn the power back on.

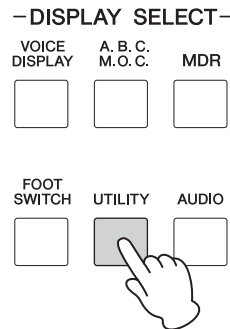


- 3 Release the ENDING [1] button after the Voice Display appears.

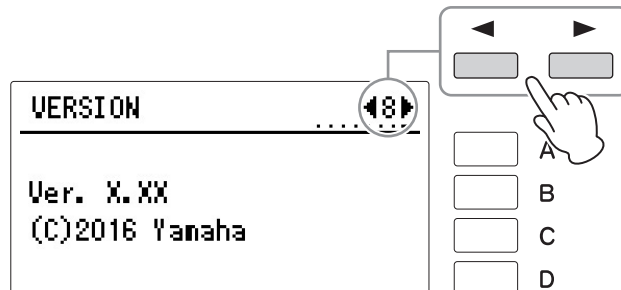
Confirming the Version of Your Electone

You can confirm the version of your Electone by the following procedure.

- 1 Press the [UTILITY] button.
The Utility display appears.

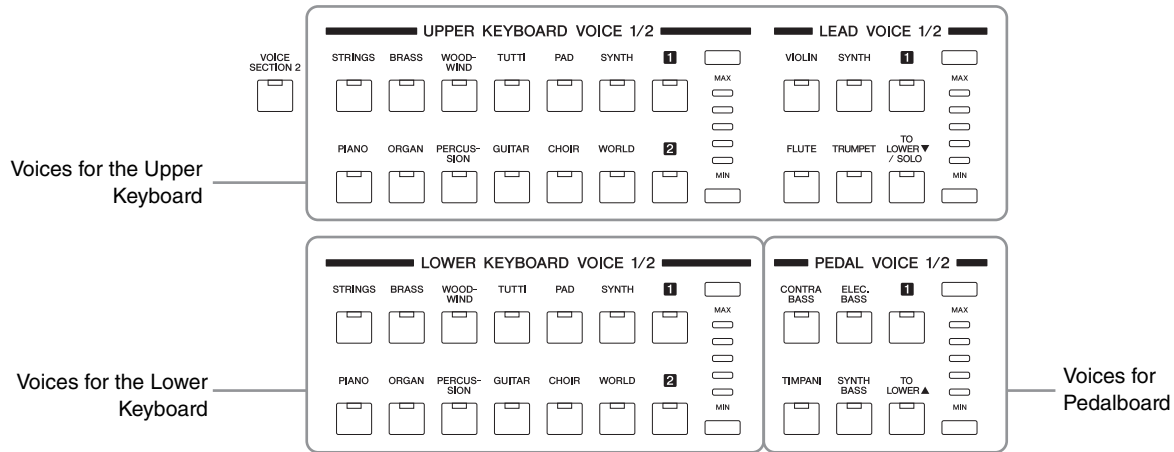


- 2 Select Page 8 by using the Page buttons.
The Version appears in the display.



2 Voices

This Electone features hundreds of high quality Voices. Any of these Voices can be used on the Upper Keyboard, Lower Keyboard and Pedalboard. Up to four Voice sections are available on the Upper Keyboard for playing together in a layer, while the Lower Keyboard and Pedalboard each have two Voice sections.



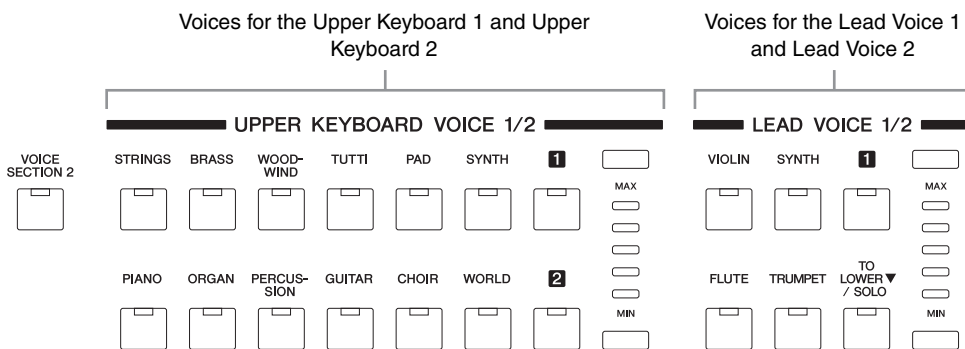
1 Voices for Each Keyboard

Voices for the Upper Keyboard

Up to four different Voice sections are available on the Upper Keyboard for playing together: Upper Keyboard Voice 1, Upper Keyboard Voice 2, Lead Voice 1, and Lead Voice 2. Upper Keyboard Voice 1 and Upper Keyboard Voice 2 can be selected from the panel's "UPPER KEYBOARD VOICE 1/2" section, while the Lead Voice 1 and Lead Voice 2 can be selected from the "LEAD VOICE 1/2" section.

Reference Page

- Switching between Voice section 1 and Voice section 2 (page 36)
- User buttons (page 39)
- [TO LOWER▼/SOLO] button (pages 38, 39)

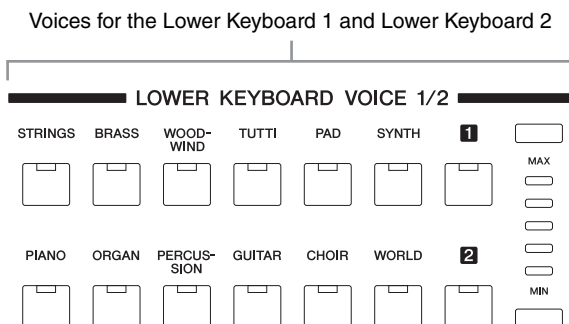


The Lead Voice sounds only the highest note (or last note played) if two or more keys are played together. This makes the Lead Voices ideal for solo instruments such as Trumpet and Saxophone—instruments that play the “leading” or most prominent part in an orchestra or band.

As the default, only the Upper Keyboard Voice 1 sounds when you play the Upper Keyboard.

Voices for the Lower Keyboard

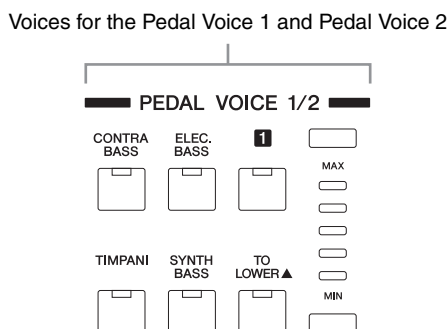
Up to two different Voice sections are available on the Lower Keyboard for playing together: Lower Keyboard Voice 1 and Lower Keyboard Voice 2. Voices for each section can be selected from the panel's "LOWER KEYBOARD VOICE 1/2" section.



Reference Page
[TO LOWER▲] button
(page 38)

Voices for Pedalboard

Up to two different Voice sections are available on the Pedalboard for playing together: Pedal Voice 1 and Pedal Voice 2. Voices for each section can be selected from the panel's "PEDAL VOICE 1/2" section. The Pedal Voice sounds one note at a time; when you simultaneously press two or more keys, only the highest note will sound.

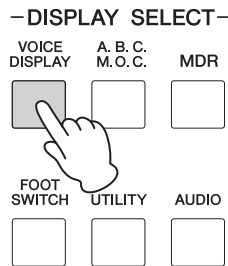


2 Voice Display

The Voice Display allows you to easily check which Voices are being used for each keyboard. It also allows you to set whether the Voice for each section sounds or not by changing the On/Off status in the display.

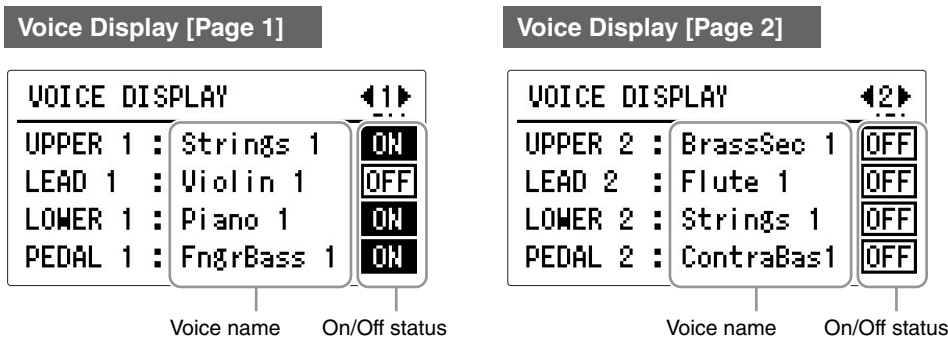
How to call up the Voice Display:

Pressing the [VOICE DISPLAY] button in the DISPLAY SELECT section selects the Voice Display. (The Voice Display always appears when the Electone is turned on.)



The Voice Display consists of three different pages that can be switched by pressing the Page buttons at the top right of the display.

The Voice Display shows the Voices currently assigned to each Voice section and their On/Off status.



On/Off status of the Voices

You can set whether the Voice sounds or not by setting the on/off status in the Voice display. Press the [A] – [D] buttons corresponding to the Voice section you want to change to alternate between on and off.

Page 1 and page 2

Each of the keyboards and Pedalboard have two basic Voice sections: Voice section 1 and Voice section 2. To select a Voice, you need to first select the desired Voice section. For this reason, the Voice Display actually has two separate displays: one for checking the Voice selected in Voice section 1, and the other for Voice section 2. Successive presses of the [VOICE SECTION 2] button at the top left on the panel switch between the Voice sections, and the corresponding display will be shown.

Reference Page


Switching between Voice section 1 and Voice section 2 (page 36)

NOTE

Selecting Page 1 or 2 turns the [VOICE SECTION 2] button off or on.

When Voice section 1 is selected

([VOICE SECTION 2] button is off)



VOICE DISPLAY		◀1▶
UPPER 1 : Strings 1	ON	Upper Keyboard Voice 1
LEAD 1 : Violin 1	OFF	Lead Voice 1
LOWER 1 : Piano 1	ON	Lower Keyboard Voice 1
PEDAL 1 : Fn&rBass 1	ON	Pedal Voice 1

From this display, you can check which Voices have been selected for Voice section 1 on each keyboard (Upper Keyboard Voice 1, Lead Voice 1, Lower Keyboard Voice 1 and Pedal Voice 1).

When Voice section 2 is selected

([VOICE SECTION 2] button lights up)




VOICE DISPLAY		◀2▶
UPPER 2 : BrassSec 1	OFF	Upper Keyboard Voice 2
LEAD 2 : Flute 1	OFF	Lead Voice 2
LOWER 2 : Strings 1	OFF	Lower Keyboard Voice 2
PEDAL 2 : ContraBas1	OFF	Pedal Voice 2

From this display, you can check which Voices have been selected for Voice section 2 on each keyboard (Upper Keyboard Voice 2, Lead Voice 2, Lower Keyboard Voice 2 and Pedal Voice 2).

Voice Display [Page 3]

REG. SETTING		◀3▶
BANK	A	
		[---]

 **Reference Page**
Registration Memory
(page 111)

For selecting the desired Bank to which you can store the Registration, or from which you can recall the Registration. For details, refer to page 116.

3 Selecting Voices with the Voice buttons

Since selection of Voices follows the same procedure throughout all Voice sections, instructions for only the Upper Keyboard Voice 1 of the Voice section 1 are given here. For details on how to select a Voice of Voice section 2, see page 37.

Selecting Voices for Voice section 1

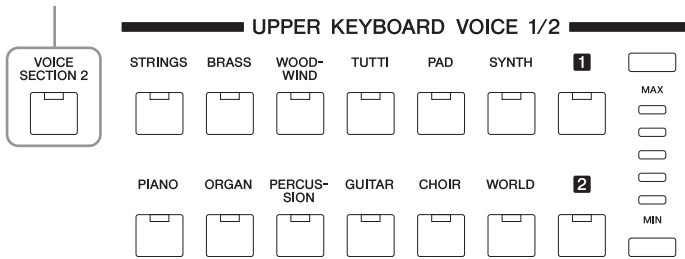
1 Make sure that the lamp of the [VOICE SECTION 2] button is off.

If the [VOICE SECTION 2] lamp is lit, press the [VOICE SECTION 2] button to turn the lamp off, and select Voice section 1.

Reference Page

Switching between Voice section 1 and Voice section 2 (page 36)

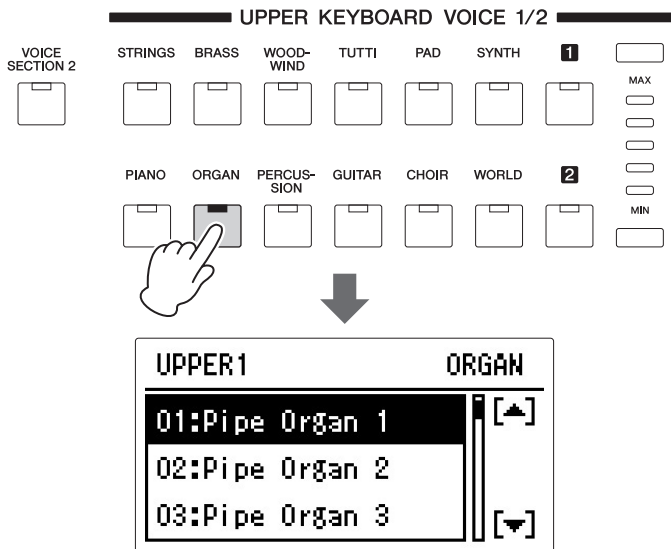
Lamp is off, indicating that you can select a Voice for Voice section 1.



When the [VOICE SECTION 2] lamp is off, you can select a Voice for Voice section 1 (in this case, the Upper Keyboard Voice 1), from the panel's UPPER KEYBOARD VOICE 1/2 section.

2 Press one of the Voice buttons in the UPPER KEYBOARD VOICE 1/2 section.

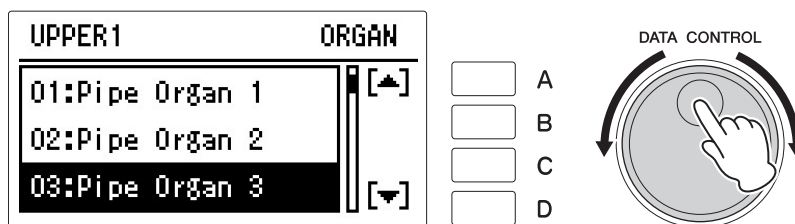
For example, if you have pressed the [ORGAN] button, the following display (Voice Menu) will appear.



The Voice menu contains many Organ Voices, and they will be shown in the display.

3 Select the Voice in the Voice menu display by rotating the DATA CONTROL dial.

You can also select by pressing the [A]/[D] buttons.



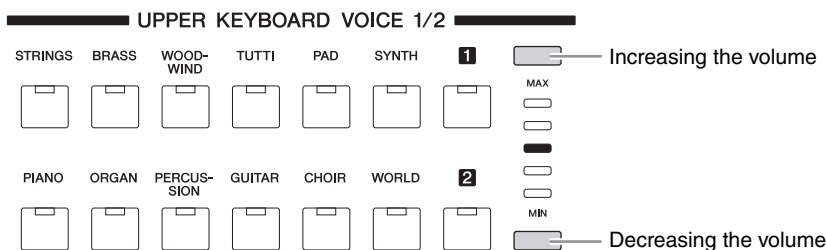
Now go on to select voices for the Lower keyboard and Pedalboard as you did for the Upper keyboard above.

Adjusting the Voice volume

There are two ways to set the Voice volume: using the Volume buttons on the panel and setting the volume in the display. The Volume buttons let you make coarse adjustments to the volume while the setting in the display gives you fine control.

Using the VOLUME buttons on the panel (coarse)

Press one of the Volume buttons of each Voice section on the panel to set the desired level for each Voice. The controls have five volume settings, from a minimum of 0, or no sound, to a maximum of full volume.



NOTE

Depending on the volume value (set in the Voice Condition display), two adjacent Volume button lamps may be lit at the same time, indicating an intermediate position.

NOTE

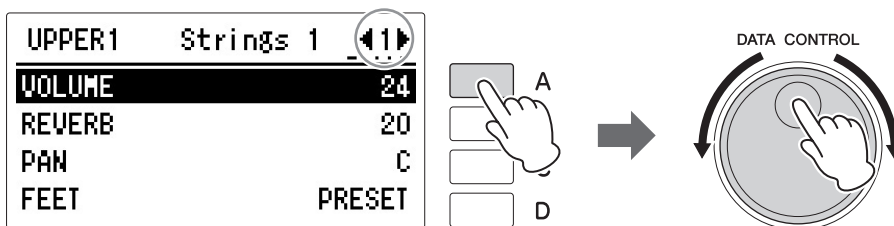
Although setting the on/off status of the Voice section to off in the Voice Display results in a Volume value of 0 in the Voice Condition display, it will change to on when you increase the Volume value in the Voice Condition display or by using the panel Volume buttons, even if you have set it to off.

Setting the Volume in the display (fine)

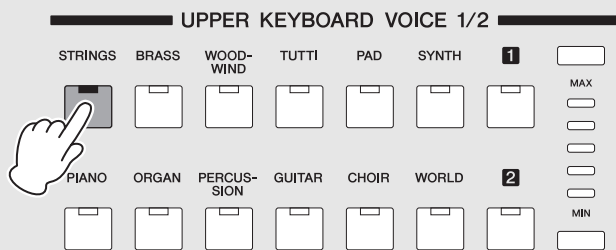
Pressing the same Voice button on the panel again after selecting the Voice calls up the Voice Condition display.

The Volume is displayed in the top of the Voice Condition display Page 1. Press the [A] button to select the “VOLUME” item, then adjust the volume by using the DATA CONTROL dial. The range of the Fine volume control is 0 – 24.

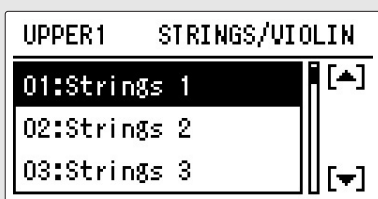
Voice Condition Display [Page 1]



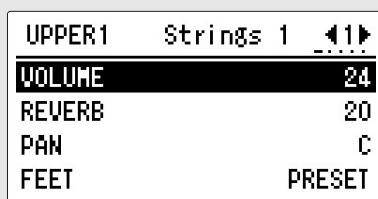
Pressing a Voice button once calls up the Voice Menu display for the selected button. Pressing it a second time calls up the Voice Condition display. Successive presses alternate between the two displays.



Voice Menu Display



Voice Condition Display



From the Voice Condition display, you can control Voice-related parameters such as Pan, Effect, Volume, and so on. For more information on the Voice Condition display, see page 53.

4 Selecting a Voice for Voice section 2

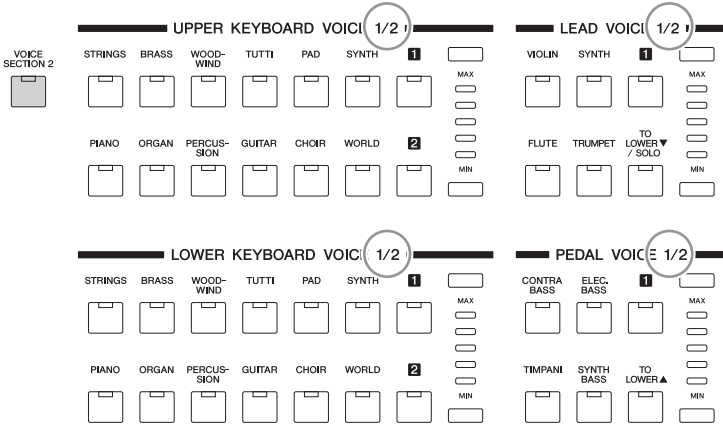
This feature lets you blend two Voices together—Voice section 1 with a different Voice in Voice section 2. This is useful for creating rich textures in the sound, playing the two Voices in a layer. For details on how to select a Voice for Voice section 1, see page 33. The instructions below explain how to selecting a Voice (Upper Keyboard Voice 2) for Voice section 2.

Switching between Voice section 1 and Voice section 2

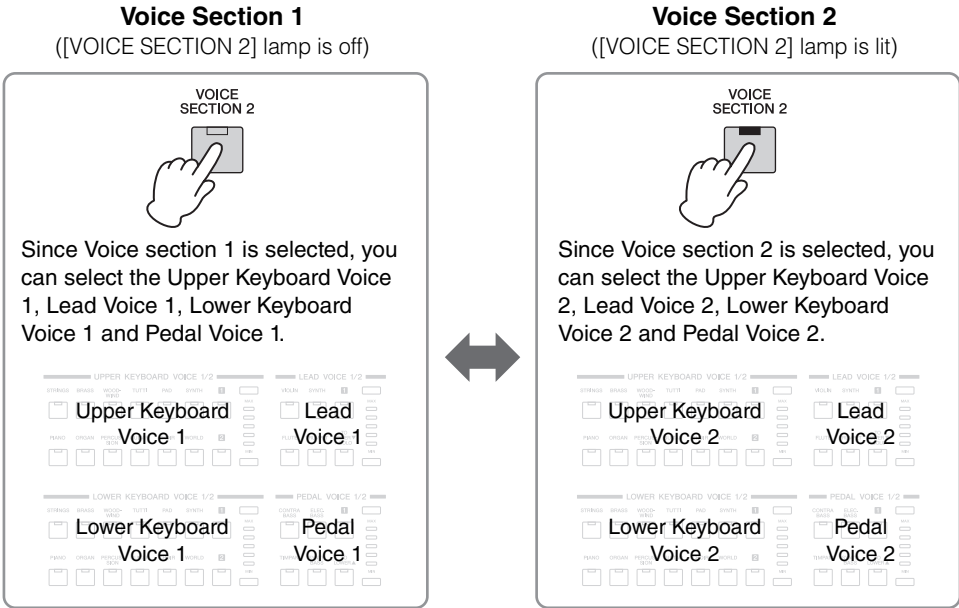
NOTE
Switching between Voice sections 1 and 2 has no effect on which Voice is sounded by the keyboard.

To switch between Voice section 1 and Voice section 2, press the [VOICE SECTION 2] button on the panel.

For the Voice section which is indicated as “1/2” on the panel, you can select the Voice from each section by switching between sections 1 and 2 by pressing the [VOICE SECTION 2] button.



Each press of the [VOICE SECTION 2] button alternates between the available Voice sections 1 and 2. When the button lamp is off, Voice section 1 is available. When the button lamp is lit, Voice section 2 is available.



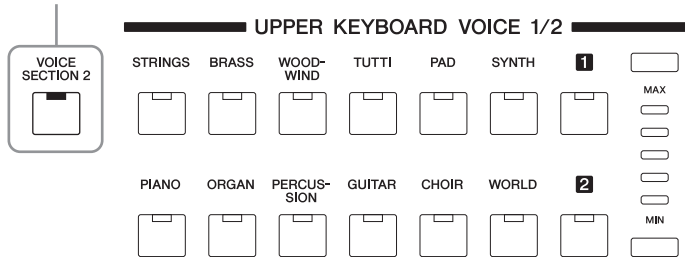
Selecting Voices for Voice Section 2

Since selection of Voices for Voice section 2 follows the same procedure throughout all Keyboard sections, instructions for only the Upper Keyboard, Upper Keyboard Voice 2, are given here.

1 Make sure that the lamp of the [VOICE SECTION 2] button is lit.

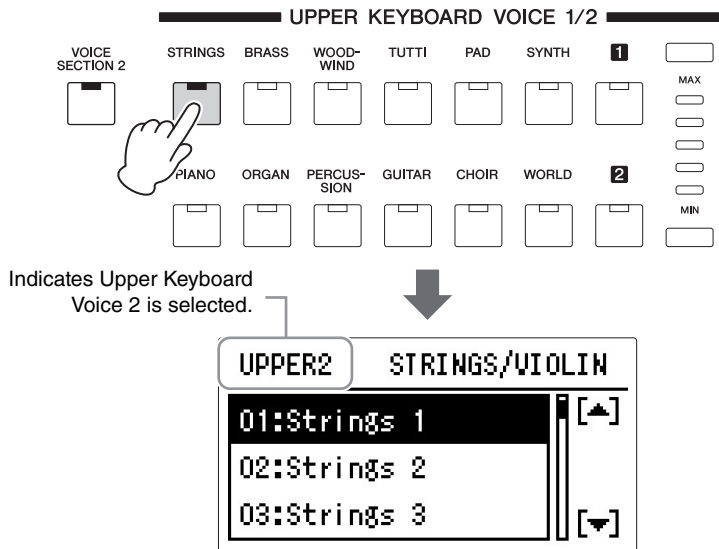
If the [VOICE SECTION 2] lamp is off, press the [VOICE SECTION 2] button to turn the lamp on, and select Voice section 2.

Lamp is lit, indicating that you can select a Voice for Voice section 2.

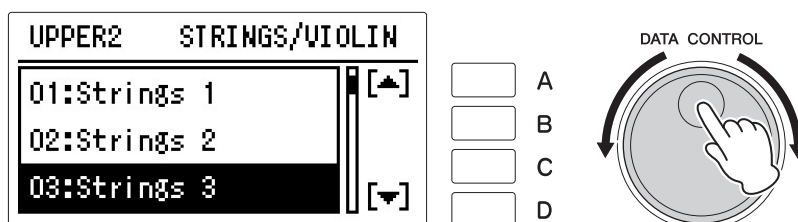


Now, you can select a Voice for Upper Keyboard Voice 2 from the panel's UPPER KEYBOARD VOICE 1/2 section.

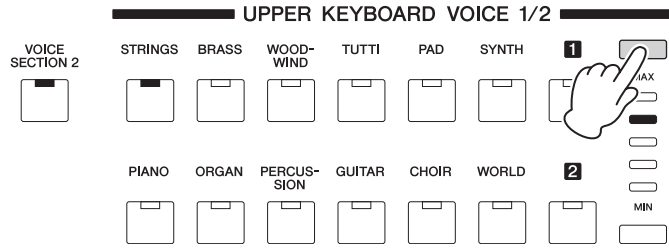
2 Press one of the Voice buttons in the UPPER KEYBOARD VOICE 1/2 section.



3 Select the Voice you want to play by using the DATA CONTROL dial.



4 Press one of the Volume buttons of the UPPER KEYBOARD VOICE 1/2 section on the panel to increase the Volume level for the Upper Keyboard Voice 2.



Since the default Volume level for Voice section 2 is set to minimum, the Upper Keyboard Voice 2, Lead Voice 2, Lower Keyboard Voice 2 and Pedal Voice 2 will produce no sound even after you select the Voices for Voice section 2. To play the Voices for Voice section 2, make sure to press the Volume buttons of the selected Voice 1/2 section on the panel to increase the Volume level. When the lamp of the [VOICE SECTION 2] button is lit, the Volume buttons of the Voice sections can be used to set the Volume level specifically for Voice section 2.

Now set the Voices for Lead Voice 2, Lower keyboard Voice 2 and Pedal Voice 2 as you did for Upper keyboard Voice 2 above.

If you want to turn off the Voices of Voice section 2, set the volume level to minimum by using the Volume buttons of the selected Voice sections on the panel while the lamp of the [VOICE SECTION 2] button is lit, or set the status to Off in the Voice Display [Page 2].

Reference Page
On/Off status of the Voices (page 31)

NOTE
Even when the To Lower function is on, the Pedal Voices 1, 2 played on the Lower Keyboard will be controlled by the Sustain settings for the Pedal Voices. (page 63)

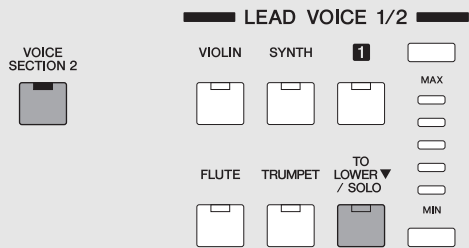
NOTE
Even when the To Lower function is on, the Pedal Voices 1, 2 played on the Lower Keyboard will sound monophonic.

About the To Lower function

Voices selected for the Lead Voice 1, Pedal Voice 1, and Pedal Voice 2 sections can also be played on the Lower Keyboard when the TO LOWER button in each section is on.

The To Lower function is not available in the Lead Voice 2 section. When this function is on, the Lead Voice 1 and Pedal Voice cannot be played on the Upper Keyboard and Pedalboard, respectively.

About the Solo function



The ELS series Electone features an exclusive Solo function letting you instantly switch to a solo Lead Voice in the middle of your performance, muting all other Upper Keyboard Voices. This Electone can playback Songs containing the Solo function by using the MDR function. After playing back such a Song, [TO LOWER ▼/SOLO] button may light. In this status, Lead Voice 2 will not sound, so turn off the [TO LOWER ▼/SOLO] button.

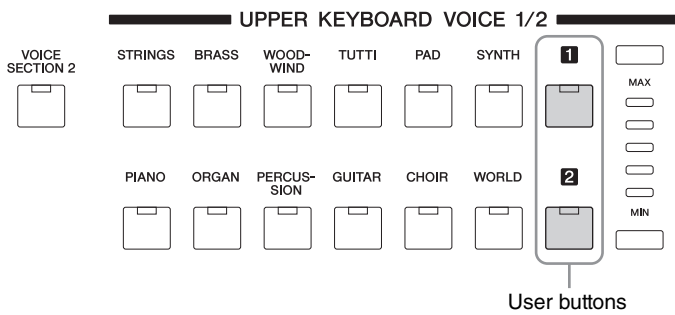
NOTE

The [TO LOWER ▼/SOLO] button functions as Solo when the [VOICE SECTION 2] button lights up, and function as TO LOWER when the [VOICE SECTION 2] is off.

5 Selecting Voices from the User buttons

This Electone has a variety of Voices from which you can choose—greater than what is immediately apparent from the front panel controls. You’ve already learned (in “Selecting Voices with the Voice buttons” above) how to select different Voices that are available in the Voice Menu display of each panel voice.

The Electone also has User buttons in each voice section, giving you access to even more voices. These User buttons function as ‘wild card’ Voice Menu selectors; any internal voices can be selected from these buttons.



NOTE

The Voices S-Violin, S-Flute, S-Alto Sax and S-Irish Pipe can be used only for Voice sections Lead Voices 1/2 and Pedal Voices 1/2. These four Voices cannot be selected for Voice sections Upper Keyboard Voices 1/2 and Lower Keyboard Voices 1/2, and are not shown in the display.

The User buttons have two basic uses:

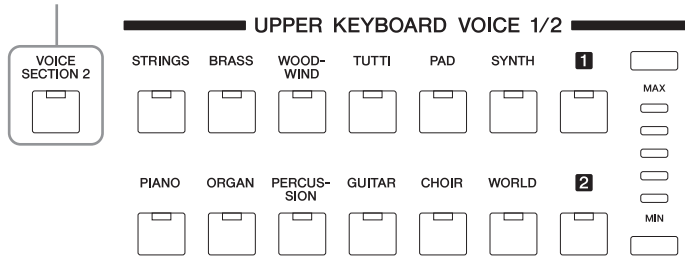
- For playing any Voice of the Voice Menus from any of the keyboards or Pedalboard. You can play on the Upper Keyboard, for example, Voices from any of the other Voice Menu pages, and not be limited to only the twelve buttons (twelve Voice Menu pages) that make up the Upper Voice section.
- For having two different Voices from the same Voice Menu page available for selection in the same song. For example, you can assign one of the Voices to a User button in the Upper Keyboard Voice 1/2 section, the second Voice to the other User button in the same section.

For example, select Pedal Voice “5: Contrabass 5” for User button [1] in Upper Keyboard Voice 1.

1 Make sure that the lamp of [Voice section 2] is off.

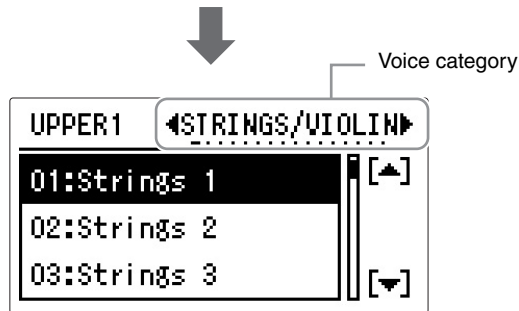
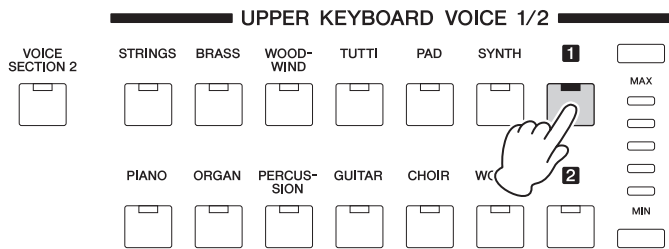
If the [Voice section 2] lamp is lit, press the [VOICE SECTION 2] button to turn the lamp off, and select Voice section 1.

Lamp is off, indicating that you can select a Voice for Voice section 1.

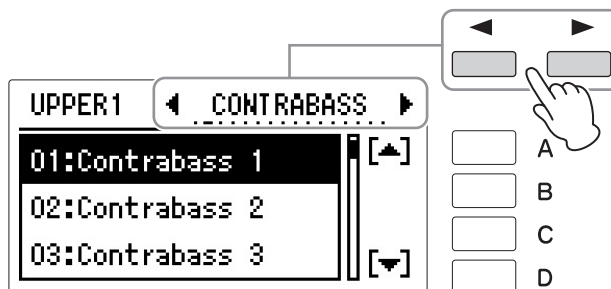


2 Press one of the User buttons in any of the Voice sections (in this case, User button [1] in Upper Keyboard Voice 1 section).

The name of the selected category is displayed.



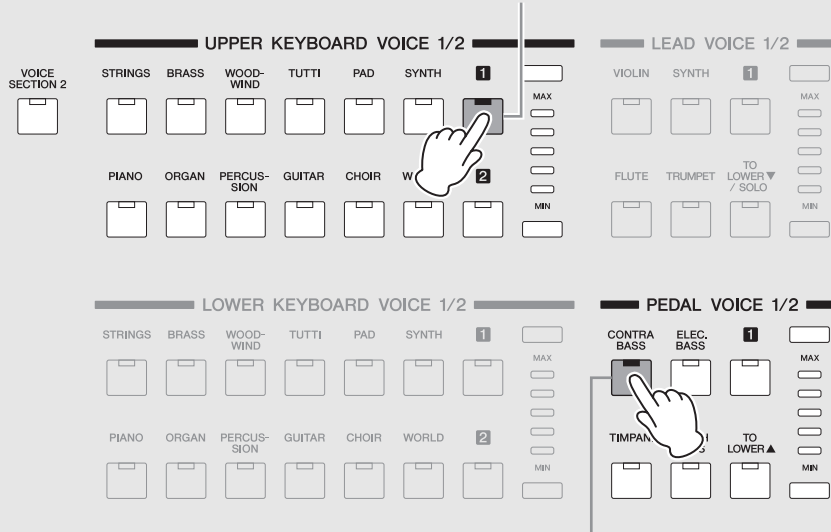
3 Select one of the Pages (categories) with the Page buttons (in this case, “CONTRABASS”).



Directly selecting the category

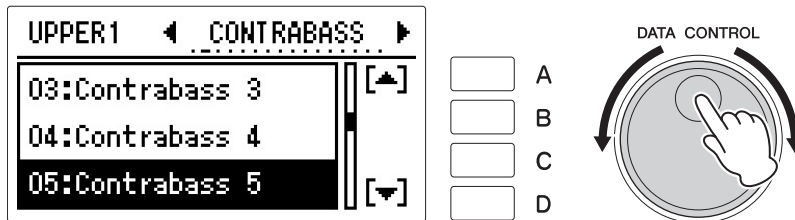
To directly select the desired category, hold down one of the User buttons and simultaneously press the desired Voice button.

1. While holding down the User button...



2. Press the Voice button.

4 Select "5: CONTRABASS 5" by using the DATA CONTROL dial.



Now you've assigned Contrabass 5 to be called up by User button [1] in Upper Keyboard Voice 1. You can set voices to the User buttons in any other Voice sections just as you did for Upper keyboard Voice 1 above.

6 Voice List

This list describes the preset Voices.

• Super Articulation Voices

Voices having the prefix “S-” at the beginning of the name. For details on the effects that are produced by playing the Super Articulation Voices, refer to the Description column.

“AEM” is the trademark of Yamaha’s leading-edge tone generation technology.

• Auto Articulation Voices

Voices which produce effects by playing the keyboard when setting AUTO ARTICULATION (page 59) to ON in page 6 of the Voice Condition display. For details on the effects that are produced by playing the Auto Articulation Voices, refer to the Description column.

Portamento or glissando effect will be produced only when you play intervals of minor 7th, Major 7th or octave in legato with the Voice “S-Violin” or “S-Alto Sax.”

Category	No.	Voice Name	Description
STRINGS/ VIOLIN	01	Strings 1	These Voices feature string ensemble sounds, with accurate simulation of all string instruments, including contrabass, cello, viola and violin. Variations include light plucking sounds, bow scratching noises and deep resonant sounds.
	02	Strings 2	
	03	Strings 3	
	04	Strings 4	
	05	Strings 5	
	06	Strings 6	
	07	Strings 7	
	08	Strings 8	
	09	Strings 9	
	10	Strings 10	
	11	Strings 11	
	12	Slow Strings	This string sound features a gentle initial attack.
	13	Chamber Strs 1	These string ensembles are for chamber music.
	14	Chamber Strs 2	
	15	Chamber Strs 3	
	16	Chamber Strs 4	
	17	Pizzicato Strs 1	These are sounds of stringed instruments being plucked by finger instead of being bowed.
	18	Pizzicato Strs 2	
	19	Pizzicato Strs 3	
	20	Pizzicato Strs 4	
	21	Tremolo Strings	This is the sound of tremolo strings on a single note.
	22	Spiccato Strings	This is the sound of lightly bouncing a bow on the strings of a stringed instrument.
	23	Strings1 & 6	This is a combination of Strings 1 and Strings 6.
	24	Strings2 & Viola	This is a combination of Strings 2 and Viola.
	25	Strings3 & 4	This is a combination of Strings 3 and Strings 4.
	26	Strings6&Violin4	This is a combination of Strings 6 and Violin 4.
	27	Violin4 & Cello	This is a combination of Violin 4 and Cello.
	28	Octave Strings 1	These are string ensemble sounds played in octaves.
	29	Octave Strings 2	
	30	Octave Strings 3	
	31	Violin 1	These deeply expressive sounds are suitable not only for classical music but, also jazz and country & western. Tonal variations include bright Voices and soft ones.
	32	Violin 2	
	33	Violin 3	
	34	Violin 4	
	35	Violin 5	
	36	Violin 6	
	37	Pizzicato Violin	This is the sound of a violin being plucked by finger.
	38	Viola	This instrument is slightly larger (and deeper) than a violin. It is used for mid-range parts.
	39	Cello 1	These are warm and deep sounds.
	40	Cello 2	
	41	S-Violin	*1 *2

Category	No.	Voice Name	Description	
CONTRABASS	01	Contrabass 1	These sounds are used for the lowest pitched parts. Variations range from deep to solo-type sounds.	
	02	Contrabass 2		
	03	Contrabass 3		
	04	Contrabass 4		
	05	Contrabass 5		
	06	Contrabass 6		
		07	Pizzicato Bass 1	These are the sounds of contrabass being plucked by finger.
		08	Pizzicato Bass 2	
		09	Acoustic Bass 1	These acoustic bass sounds are ideal for jazz. This instrument is also known as "standup bass" and "upright bass."
		10	Acoustic Bass 2	
		11	Bass & Cymbal	This is a combination of acoustic bass and ride cymbal.
BRASS/ TRUMPET	01	Brass Section 1	These are trumpet-based brass section sounds. Variations include sounds for classical, big band and other music.	
	02	Brass Section 2		
	03	Brass Section 3		
	04	Brass Section 4		
	05	Brass Section 5		
	06	Brass Section 6		
	07	Power Brass	This is a crisp and powerful brass section sound.	
	08	Soft Brass	This is a soft and sustained brass section sound.	
		09	Trombone Sec 1	These are trombone brass section sounds. Variations include a deep sound for classical music and a sweet, smooth sound for jazz ballads.
		10	Trombone Sec 2	
		11	Trombone Sec 3	
		12	Trombone Sec 4	
		13	Trombone Sec 5	
		14	Trombone Sec 6	
	15	Brass1&Trumpet6	This is a combination of Brass Section 1 and Trumpet 6.	
	16	Brass2&Trumpet6	This is a combination of Brass Section 2 and Trumpet 6.	
	17	Horn 1 & 3	This is a combination of Horn 1 and Horn 3.	
		18	Octave Brass 1	These are octave brass sounds with variations. They feature rich variations from strong, dynamic impact Voices with quick attack, to soft, warm Voices for enriching the overall sound.
		19	Octave Brass 2	
		20	Octave Brass 3	
		21	Octave Brass 4	
		22	Octave Brass 5	
		23	Octave Brass 6	
		24	Octave Brass 7	
		25	Octave Brass 8	
		26	Trumpet 1	These are bright, multi-purpose trumpet sounds.
		27	Trumpet 2	
		28	Trumpet 3	
		29	Trumpet 4	
		30	Trumpet 5	
		31	Trumpet 6	
		32	Trumpet 7	
		33	Trumpet 8	
		34	Trumpet 9	
		35	Muted Trumpet 1	These sounds recreate the distinctive tone that results when a mute is inserted in the bell of trumpet. The normal "blasting" sound of the trumpet is suppressed, and the resulting sound is thin and metallic.
		36	Muted Trumpet 2	
		37	Muted Trumpet 3	
		38	Muted Trumpet 4	
		39	Flugel Horn 1	This is a brass instrument with a characteristically warm and soft sound.
		40	Flugel Horn 2	
		41	Trombone 1	The slide trombone has distinctive "stretching" and "shrinking" characteristics and features a wide range of expressive power, from brilliant and strong to soft and sweet.
		42	Trombone 2	
		43	Trombone 3	
		44	Muted Trombone 1	A mute effect makes the volume softer and alters the characteristics of this trombone Voice.
		45	Muted Trombone 2	
		46	Horn 1	These Voices are all recreations of horns with coiled tubing, and feature a soft, mellow sound. The Voices are indispensable for orchestra and brass band since they blend well with virtually any instrument sound, woodwind or brass.
		47	Horn 2	
		48	Horn 3	
		49	Horn 4	
		50	Horn 5	
		51	Horn 6	
	52	Muted Horn	This horn has a sound that is made sharp and metallic by using a mute, and is even capable of mimicking the sound of a human Voice.	

Category	No.	Voice Name	Description
BRASS/ TRUMPET	53	Tuba 1	This instrument is meant to be played in the lower octaves and has a rich, stable sound that supports brass band and orchestra. It has a wide expressive range, and is often used in playing humorous phrases.
	54	Tuba 2	
	55	Euphonium	This instrument features a characteristically broad and deep — even noble — sound, and is frequently used as a solo instrument.
	56	Brass Bass 1	These are brass ensembles for playing in the lower octaves. They also have a timpani sound in unison.
	57	Brass Bass 2	
	58	Brass Bass 3	
WOODWIND/ FLUTE	01	Flute 1	This light and transparent instrument Voice sounds like a bird singing. This instrument is equally good for both fast, quickly executed passages and smooth melodies.
	02	Flute 2	
	03	Flute 3	
	04	Flute 4	
	05	Flute 5	
	06	Piccolo	This instrument is one octave higher than flute and is meant to be played in the higher octaves.
	07	Recorder 1	This basic flute instrument is used in grade school music classes, and can be heard in some medieval and baroque music. It has a relatively hard and round sound.
	08	Recorder 2	
	09	Ocarina	This instrument has a long history and features a simple, warm sound. The pitch and the sound quality are changed by the strength of the breath.
	10	Whistle	This sound is a reproduction of a human whistling.
	11	Clarinet 1	This instrument has a wide sound range and distinctive character — with rich sound in the low end and crisp, bright tones in the high. It is used extensively in a variety of music styles including classical chamber music and swing jazz.
	12	Clarinet 2	
	13	Clarinet 3	
	14	Clarinet 4	
	15	Bass Clarinet	This instrument has a thick, deep sound and is played one octave lower than the normal clarinet.
	16	Oboe 1	An instrument of the woodwind double reed family, this has a high, reedy, sometimes nasal tone — yet it is also rich and warm, and can handle a wide range of expression and emotion.
	17	Oboe 2	
	18	Oboe 3	
	19	English Horn	Also known as "cor anglais," this instrument is larger than the oboe, and its timbre is well-suited for the performance of expressive, melancholic solos in slow orchestral pieces.
	20	Bassoon 1	This instrument belongs to the double reed family and is used in the lower range. It is known for its humorous, expressive character as well as its wide range and agility, and can also be used as a solo instrument.
	21	Bassoon 2	
	22	Bassoon 3	
	23	Alto Sax 1	Among the woodwind instruments, this instrument is capable of the loudest sound, and plays a highly prominent role. Its wide expressive power makes it ideal for both classical music and jazz.
	24	Alto Sax 2	
	25	Tenor Sax 1	This instrument is active in a wide range of genres, including classical and jazz. It is often used in soul and R&B music, or in slow, moody pieces.
	26	Tenor Sax 2	
	27	Tenor Sax 3	
	28	Soprano Sax	This instrument features a characteristic high, "stretching" sound, perfect for legato phrasing and sweet, emotional passages.
	29	Baritone Sax	This is a soft and low baritone sax sound, also used in R&B music.
	30	Sax Ensemble 1	These are saxophone ensemble sounds with variations, such as mellow sounds for classical music and a sax section for big band.
	31	Sax Ensemble 2	
	32	Sax Ensemble 3	
	33	Sax Ensemble 4	
	34	Sax Ensemble 5	
	35	Sax Ensemble 6	
36	Woodwind Ens 1	These are woodwind ensemble sounds that change the instrument depending on the particular register played.	
37	Woodwind Ens 2		
38	Woodwind Ens 3		
39	Woodwind Ens 4		
40	Clarinet&Flutes	This is a clarinet and flute ensemble.	
41	Clarinet & Oboe	This is a clarinet and oboe ensemble.	
42	Flutes & Oboes	This is a flute and oboe ensemble.	
43	Woodwind&Glocken	This is a combination of woodwind ensemble and glockenspiel.	
44	S-Flute	*1 *2	This Super Articulation Voice uses AEM technology for an accurate simulation of legato and release sounds.
45	S-Alto Sax	*1 *2	This Super Articulation Voice uses AEM technology for an accurate simulation of legato and release sounds. Natural-sounding glissando is possible by turning Auto Articulation on and playing legato octaves.
TUTTI	01	Strings & Winds	This is a strings and woodwind ensemble.
	02	Strings&Brass 1	This is a strings and brass section ensemble.
	03	Strings&Brass 2	
	04	Strings&Brass 3	
	05	Strings & Horn	This is a strings and horn ensemble.
	06	Trumpets & Winds	This is a trumpet, brass section, and woodwind ensemble.
	07	Horns & Winds	This is a horn and woodwind ensemble.
	08	Orchestra Bass	This is a tuba, contrabass, and timpani ensemble.

Category	No.	Voice Name	Description
TUTTI	09	Brass & Sax 1	This is a brass section and sax ensemble.
	10	Brass & Sax 2	
	11	Brass & Sax 3	
	12	Brass & Winds	This is a brass section and woodwind ensemble.
	13	Orchestra Hit 1	These are popular, widely used sampled sounds in which the many instruments of the orchestra play together on one chord or note. They are used for dramatic hits and accents.
	14	Orchestra Hit 2	
CHOIR	01	Choir 1	These are vocal chorus sounds. Variations include a male "ooh" sound, female "ahh," and mixed choirs.
	02	Choir 2	
	03	Choir 3	
	04	Choir 4	
	05	Choir 5	
	06	Choir 6	
	07	Choir 7	
	08	Choir 8	
	09	Choir 9	
	10	Vocal	This is a solo human Voice singing "ahh."
	11	Gospel Choir	This is a vocal chorus sound singing "whooh."
	12	Pop Vocals Bee	These Voices include "bee," "daa," and "mmh" sounds that are divided between male and female Voices based on range.
	13	Pop Vocals Daa	
	14	Pop Vocals Mmh	
PAD	01	Smooth Pad 1	These continuous, sustained synth sounds feature a smooth, warm character that help support the other Voices in a passage, and often serve as transition sounds.
	02	Smooth Pad 2	
	03	Smooth Pad 3	
	04	Smooth Pad 4	
	05	Smooth Pad 5	
	06	Smooth Pad 6	
	07	Smooth Pad 7	
	08	Resonance Pad 1	These Voices have more of unique character and distinctiveness than the other synth pads, and feature sweeping filter effects and other dynamic sound variations when held.
	09	Resonance Pad 2	
	10	Resonance Pad 3	
	11	Resonance Pad 4	
	12	Resonance Pad 5	
	13	Resonance Pad 6	
	14	Resonance Pad 7	
	15	Resonance Pad 8	
	16	Bell Pad 1	These continuous pad Voices feature gentle, bell sounds. There are several types of Voices here — including an initial bell sound, as well as a bright bell that pulses softly and continuously.
	17	Bell Pad 2	
	18	Bell Pad 3	
	19	Bell Pad 4	
	20	Bell Pad 5	
	21	Bell Pad 6	
	22	Bell Pad 7	
	23	Bell Pad 8	
	24	Bell Pad 9	
	25	Space Pad 1	This pad features a mysterious, spacey sound.
	26	Space Pad 2	
	27	Space Pad 3	
	28	Space Pad 4	
	29	Space Pad 5	
	30	Space Pad 6	
	31	Space Pad 7	
	32	Bright Pad	This pad features a bright unison sound.
	33	Noisy Pad 1	This pad features a bright, buzzy sound.
	34	Noisy Pad 2	
	35	Noisy Pad 3	
	36	Noisy Pad 4	
	37	Warm Pad	This pad features a wide, spatial sound.
	38	Dark Pad	This pad features a calm, "floating" attack.
	39	Sweep Pad 1	This pad features sounds that change over time.
	40	Sweep Pad 2	
	41	Sweep Pad 3	
	42	Sweep Phase	This pad features sounds that are processed with a phaser and that change over time.
	43	Sweep Flanger 1	This pad features sounds that are processed with a flanger and that change over time.
	44	Sweep Flanger 2	

Category	No.	Voice Name	Description
SYNTH	01	Synth Lead 1	These special synth sounds are designed for solo parts and lead lines. Included is a synth Voice that has a strong layered fourth interval below the main pitch.
	02	Synth Lead 2	
	03	Synth Lead 3	
	04	Synth Lead 4	
	05	Synth Lead 5	
	06	Synth Lead 6	
	07	Synth Lead 7	
	08	Fat Saw Lead 1	These are fat and bright synth lead sounds.
	09	Fat Saw Lead 2	
	10	Fat Saw Lead 3	
	11	Filter Lead	This synth lead sound features an attack that simulates an analog synthesizer, with a strong touch response.
	12	Soft Lead 1	These synth lead sounds simulate an analog synthesizer with a soft tone.
	13	Soft Lead 2	
	14	Soft Lead 3	
	15	Soft Lead 4	
	16	Chorus Saw Lead	This is a bright synth lead sound processed with chorus.
	17	Vintage Lead 1	These strong synth lead sounds simulate a popular analog synthesizer.
	18	Vintage Lead 2	
	19	Vintage Lead 3	
	20	Vintage Lead 4	
	21	Dance Chords 1	These bright, octave unison synth lead sounds are suitable for dance music.
	22	Dance Chords 2	
	23	Dance Chords 3	
	24	Club Lead 1	These detuned synth lead sounds are suitable for dance music.
	25	Club Lead 2	
	26	Pop Lead 1	These light and round synth sounds are appropriate for solos and leads.
	27	Pop Lead 2	
	28	Pop Lead 3	
	29	Pop Lead 4	
	30	Pop Lead 5	
	31	Pop Lead 6	
	32	Synth Cla 1	These bright, round and fresh synth sounds are reminiscent of the clarinet.
	33	Synth Cla 2	
	34	Synth Cla 3	
	35	Synth Cla 4	
	36	Synth Cla 5	
	37	Synth Cla 6	
	38	Synth Cla 7	
	39	Synth Sax	This is a wind synth sound.
	40	Synth Trumpet	This is a bright analog synth sound with tension.
	41	Synth Brass 1	This is an abundant variety of synth brass Voices, from conventional sounds and octave unisons to unique, comical sounds.
	42	Synth Brass 2	
	43	Synth Brass 3	
	44	Synth Brass 4	
	45	Synth Brass 5	
	46	Synth Brass 6	
	47	Synth Brass 7	
	48	Synth Brass 8	
	49	Synth Brass 9	
	50	Synth Brass 10	
	51	Synth Brass 11	
	52	Fat Synth Brass	This is a fat synth brass sound.
	53	DetunedSawBrass1	These are powerful, detuned synth brass sounds.
	54	DetunedSawBrass2	
	55	DetunedSawBrass3	
	56	Soft Synth Brass	This is a soft synth brass sound.
	57	PWM Brass Slow	This is a synth brass sound that features tonal changes that are controlled by aftertouch. (PWM = Pulse Width Modulation)
	58	PWM Brass Fast	This is a synth brass sound with fast tonal changes. (PWM = Pulse Width Modulation)
	59	Funky Analog	This is a synth brass sound that features a characteristic initial attack.

Category	No.	Voice Name	Description
SYNTH	60	Synth Strs 1	These are spacious synth strings sounds.
	61	Synth Strs 2	
	62	Synth Strs 3	
	63	Synth Strs 4	
	64	Synth Strs 5	
	65	Synth Strs 6	
	66	Synth Strs 7	
	67	Synth Strs 8	
	68	Synth Strs 9	
	69	Synth Strs 10	
	70	Light SynStrings	This is a useful synth strings sound.
	71	FatSynStrings	This is a fat synth strings sound.
	72	Oct SynStrings 1	These are synth strings played in octaves.
	73	Oct SynStrings 2	
	74	Synth Bell 1	These are synth sounds with variations including crisp, clangorous bright bell and soft, glassy sounds.
	75	Synth Bell 2	
	76	Synth Bell 3	
	77	Synth Bell 4	
	78	Synth Bell 5	
	79	Vox Bell	This is a combination of Voice Pad and Synth Bell.
	80	Pop Synth Bell	This is a bright synth bell sound.
	81	Synth Decay 1	These are unique decaying synth sounds.
	82	Synth Decay 2	
	83	Synth Decay 3	
	84	Synth Decay 4	
	85	Synth Sequence	This synth sound is suitable for sequence patterns and arpeggios.
	86	TranceSequence 1	These synth sounds are suitable for sequence patterns and arpeggios used in dance music.
	87	TranceSequence 2	
	88	Percussive Seq 1	These percussive synth sounds are suitable for sequence patterns and arpeggios.
89	Percussive Seq 2		
ORGAN	01	Pipe Organ 1	The pipe organ has its roots in churches and cathedrals, and features a solemn, rich, majestic sound. The Voices here range from soft to powerful.
	02	Pipe Organ 2	
	03	Pipe Organ 3	
	04	Pipe Organ 4	
	05	Pipe Organ 5	
	06	Theatre Organ 1	This instrument evokes feelings of nostalgia, having been used extensively in silent movie theaters, skating rinks, restaurants (especially pizzerias) and baseball stadiums.
	07	Theatre Organ 2	
	08	Theatre Organ 3	
	09	Theatre Organ 4	
	10	Theatre Organ 5	
	11	Theatre Organ 6	
	12	Theatre Organ 7	
	13	Theatre Organ 8	
	14	TheatreTp&Kinura	
	15	Theatre Tp 16&8	
	16	Harmonica 1	This instrument has a wide expressive range, and can be used for emotional, soft ballads and solos.
	17	Harmonica 2	
	18	Harmonica 3	
	19	Reed Organ	This is a small organ without pipes and features a warm sound.
	20	Bandoneon 1	This musical instrument is often used for tango, and features a characteristic initial attack.
	21	Bandoneon 2	
	22	Accordion 1	A versatile, multi-purpose instrument that has a home in a wide variety of genres, including French chanson, Argentinian tango, polka and Tex-Mex music.
	23	Accordion 2	
	24	Accordion 3	
	25	Accordion 4	
	26	AccordionMuset.	This is a musette tone accordion with a bright and unique tuning.
	27	Jazz Organ 1	These electric organ sounds — great for jazz and R&B — are designed to be used with the rich rotary speaker effect.
	28	Jazz Organ 2	
	29	Jazz Organ 3	
	30	Jazz Organ 4	
	31	Jazz Organ 5	
	32	Jazz Organ 6	
	33	Jazz Organ 7	
	34	Vintage Organ	This is a vintage organ sound.

Category	No.	Voice Name	Description	
ORGAN	35	Vin Organ Slow 1	These vintage organ sounds feature a rotary speaker at slow speed.	
	36	Vin Organ Slow 2		
	37	VintageOrganFast	This vintage organ sound features a rotary speaker at fast speed.	
	38	Pop Organ 1	These are multi-purpose organ sounds.	
	39	Pop Organ 2		
	40	Pop Organ 3		
	41	Pop Organ 4		
	42	Pop Organ 5		
	43	Pop Organ 6		
	44	Rock Organ 1	These are hard, overdriven, distorted organ sounds, ideal for rock.	
	45	Rock Organ 2		
	46	Rock Organ 3		
	47	RockOrgan Slow 1	These rock organ sounds feature a rotary speaker at slow speed.	
	48	RockOrgan Slow 2		
	49	RockOrgan Slow 3		
	50	RockOrgan Slow 4		
	51	Rock Organ Fast	This rock organ sound features a rotary speaker at fast speed.	
	52	Organ Bass 1	These pipe organ bass and jazz organ bass sounds are for lower register parts.	
53	Organ Bass 2			
54	Organ Bass 3			
55	Organ Bass 4			
PIANO	01	Piano 1	These are multi-purpose piano sounds.	
	02	Piano 2		
	03	Piano 3		
	04	Honkytonk Piano	This purposely out-of-tune piano sound is used in ragtime, older jazz and blues, and country rock music.	
	05	Octave Piano 1	These are piano sounds played in octaves, including Voices that are an octave lower or two octaves higher.	
	06	Octave Piano 2		
	07	Octave Piano 3		
	08	Harpsichord 1	This is the definitive instrument for baroque music. Since harpsichord uses plucked strings, there is no touch response. There is, however, a characteristic additional sound when the keys are released.	
	09	Harpsichord 2		
	10	Harpsichord 3		
	11	Clavichord	This is a soft keyboard instrument for classical music, with a unique sound when the keys are released.	
	12	DX E.Piano 1	These electric piano sounds are from the popular DX7 synthesizer.	
	13	DX E.Piano 2		
	14	DX E.Piano 3		
	15	DX E.Piano 4		
	16	DX E.Piano 5		
	17	DX E.Piano&Pad 1		These sounds combine the popular DX7 synthesizer with pads.
	18	DX E.Piano&Pad 2		
	19	Galaxy E.Piano	This is a bright sound with a strong touch response.	
	20	Stage E.Piano 1	These electric piano Voices feature the characteristic hammer and tine sound, with a bright yet warm feel. They also have tremolo effects.	
	21	Stage E.Piano 2		
	22	Stage E.Piano 3		
	23	Stage E.Piano 4		
	24	Stage E.Piano 5		
	25	Stage E.Piano 6		
	26	Stack E.Piano 1	These bright electric pianos are characterized by their sharp attack sound.	
	27	Stack E.Piano 2		
	28	Clavi 1	These are funky sounds of a popular 1960's era keyboard.	
	29	Clavi 2		
	30	Clavi 3		
GUITAR	01	Nylon Guitar 1	These sounds are of an acoustic guitar with nylon strings.	
	02	Nylon Guitar 2		
	03	Nylon Guitar 3		
	04	S-Nylon Guitar 1	*2	This is a Super Articulation Voice that features hammering or slides only if you play an accented legato note that is between a minor 2nd and a perfect 4th above the current note. When you release a key, the noise caused by fingers touching and muting strings is reproduced. Natural sounds can be simulated through legato playing.
	05	S-Nylon Guitar 2	*2	This sound is the same as S-Nylon Guitar 1, but without the legato effect or the noise caused by fingers touching strings.
	06	Flamenco Guitar		This guitar sound is suitable for flamenco music.
	07	S-FlamencoGuitar	*2	This is a Super Articulation Voice that features hammering or slides only if you play an accented legato note that is between a minor 2nd and a perfect 4th above the current note. When you release a key, the noise caused by fingers touching and muting strings is reproduced. Natural sounds can be simulated through legato playing.

Category	No.	Voice Name	Description	
GUITAR	08	Steel Guitar 1	These sounds are acoustic guitar with steel strings.	
	09	Steel Guitar 2		
	10	S-Steel Guitar 1	*2 This is a Super Articulation Voice that features hammering or slides only if you play an accented legato note that is between a minor 2nd and a perfect 4th above the current note. When you release a key, the noise caused by fingers touching and muting strings is reproduced. Natural sounds can be simulated through legato playing.	
	11	S-Steel Guitar 2	*2 This sound is the same as S-Steel Guitar 1, but without the legato effect or the noise caused by fingers touching strings.	
	12	12Str Guitar	This is a 12-string classic guitar with gorgeous sounds.	
	13	Jazz Guitar 1	These soft electric guitars are good for jazz solo passages.	
	14	Jazz Guitar 2		
	15	Jazz Guitar Oct		
	16	S-Jazz Guitar	*2 This is a Super Articulation Voice that features hammering or slides only if you play an accented legato note that is between a minor 2nd and a perfect 4th above the current note. When you release a key, the noise caused by fingers muting strings is reproduced. Natural sounds can be simulated through legato playing.	
	17	E.Guitar 1	These electric guitar sounds include distortion and overdrive effects, as well a clean electric guitar.	
	18	E.Guitar 2		
	19	E.Guitar 3		
	20	Clean Guitar 1	These electric guitar sounds are suitable for accompaniment and arpeggios.	
	21	Clean Guitar 2		
	22	Clean Guitar 3		
	23	Clean Guitar 4		
	24	E.Guitar Amp 1	These electric guitar sounds feature amp simulations.	
	25	E.Guitar Amp 2		
	26	E.Guitar Amp 3		
	27	Muted Guitar 1	These are muted guitar sounds.	
	28	Muted Guitar 2		
	29	Muted Guitar 3		
	30	S-Clean Guitar 1	*2	These are Super Articulation Voices. When you release a key, the noise caused by fingers muting strings is reproduced.
	31	S-Clean Guitar 2	*2	
	32	Distortion Gtr 1	These are distorted guitar sounds.	
	33	Distortion Gtr 2		
	34	Distortion Gtr 3		
	35	Distortion Gtr 4		
	36	Distortion Gtr 5		
	37	Distortion Gtr 6		
	38	Distortion Gtr 7		
	39	S-Dist Solid 1	*2	This is a distorted electric guitar sound that is suitable for solos. It is a Super Articulation Voice that features hammering or slides only if you play an accented legato note that is between a minor 2nd and a perfect 4th above the current note. When you release a key, the noise caused by fingers touching and muting strings is reproduced. Natural sounds can be simulated through legato playing.
	40	S-Dist Solid 2	*2	This is a distorted electric guitar sound that is suitable for solos. It is a Super Articulation Voice. When you release a key, the noise caused by fingers touching and muting strings is reproduced. Natural sounds can be simulated through legato playing.
	41	Banjo	This sound is suitable for country and dixieland jazz.	
	42	Mandolin	This instrument is used commonly in Italian music and features a realistic plucked sound.	
	43	Pedal Steel Gtr1	These are Hawaiian guitar sounds. They are effective when used with the glide function.	
	44	Pedal Steel Gtr2		
	45	Harp 1	The gentle, beautiful sound of this instrument makes it ideal for soft passages, and it is often played glissando for dramatic effect.	
	46	Harp 2		
	47	Harp 3		
	PERCUSSION	01	Vibraphone 1	This percussion instrument utilizes resonators fitted with metal discs, which in turn are connected by rod to a motor — which produces the distinctive, warm tremolo effect heard in some jazz music.
		02	Vibraphone 2	
		03	Marimba 1	This instrument is similar to the xylophone and has resonant tubes under the sound plates. However, the wooden keys give it a soft, more organic sound, and it has an especially rich lower register, giving it a wide expressive range and making it useful as a solo instrument.
		04	Marimba 2	
		05	Xylophone	This instrument features dry and tight sounds.
		06	Glockenspiel 1	These are sounds of a small glockenspiel, and feature a soft, shining sound.
		07	Glockenspiel 2	
08		Celesta 1	The celesta is similar in structure to the piano. Hammers move and hit metal bars (similar to the glockenspiel) when the keys are played, producing a pretty, somewhat fragile bell sound.	
09		Celesta 2		
10		Music Box 1	These are music box sounds.	
11		Music Box 2		
12		Chime 1	These are chime sounds.	
13		Chime 2		
14		Chime 3		

Category	No.	Voice Name	Description
TIMPANI	01	Timpani 1	This dramatic sounding percussion instrument is unlike most drums in that it produces a definite pitch. It adds extra power and dynamic impact when played in unison with other instruments and plays a very important role in orchestral music.
	02	Timpani 2	
	03	Timpani Roll 1	These are timpani sounds played with a drum roll technique.
	04	Timpani Roll 2	
ELECTRIC BASS	01	Fingered Bass 1	These are electric bass sounds played by finger.
	02	Fingered Bass 2	
	03	Fingered Bass 3	
	04	Fingered Bass 4	
	05	Fingered Bass 5	
	06	Fingered Bass 6	
	07	Fingered Bass 7	
	08	Slap Bass 1	These are percussive, slapped bass sounds. These slap bass Voices feature variations in the 'thickness' of the sounds and differences in how the strings are played.
	09	Slap Bass 2	
	10	Slap Bass 3	
	11	Slap Bass 4	
	12	Slap Bass 5	
	13	Picked Bass 1	These electric bass Voices feature the bright attack of playing with a pick, and have variations in the 'thickness' of the sounds.
	14	Picked Bass 2	
	15	Picked Bass 3	
	16	Picked Bass 4	
	17	Picked Bass 5	
	18	Fretless Bass 1	These are smooth fretless bass sounds. These fretless bass Voices have a unique sound, and are best used with subtle, sliding pitch changes.
	19	Fretless Bass 2	
	20	Fretless Bass 3	
	21	Fretless Bass 4	
SYNTH BASS	01	Funk Bass 1	These are synth bass sounds that feature a characteristic initial attack.
	02	Funk Bass 2	
	03	Funk Bass 3	
	04	Funk Bass 4	
	05	Funk Bass 5	
	06	Funk Bass 6	
	07	Funk Bass 7	
	08	Dance Bass 1	These synth bass sounds are suitable for dance music.
	09	Dance Bass 2	
	10	Dance Bass 3	
	11	Dance Bass 4	
	12	Dance Bass 5	
	13	Dance Bass 6	
	14	Dance Bass 7	
	15	Dance Bass 8	
	16	Dance Bass 9	
	17	Dance Bass 10	
	18	Smooth Bass 1	These are contemporary, "cool" synth bass sounds.
	19	Smooth Bass 2	
	20	Smooth Bass 3	
	21	Smooth Bass 4	
	22	Fat Bass 1	These are fat synth bass sounds.
	23	Fat Bass 2	
WORLD	01	Pan Flute 1	The pan flute (also known as "pan pipes") is a simple instrument used in folk music of various countries, and consists of several stopped pipes of increasing length bound together in one line. It is a beautiful instrument that evokes the sound of wind in nature and is named after the Greek mythological god Pan.
	02	Pan Flute 2	
	03	Bagpipe	This is a traditional Scottish instrument, usually played with a continuous, low drone. The sound can be melancholy as well as dramatic and inspiring.
	04	Dulcimer	This is a characteristically clear and beautiful Voice.
	05	Shakuhachi	This is a traditional Japanese recorder made of bamboo.
	06	Yokobue	This is a traditional Japanese flute.
	07	Shamisen	This traditional Japanese instrument features three strings and a small body covered with animal skin. The bright, slightly buzzy sound is similar to the banjo, yet has a very strong Oriental flavor.
	08	Koto	This is a Japanese koto sound.
	09	Taishokoto	This is a Japanese Taisho koto sound.
	10	Er Hu 1	Also known as the "Chinese violin," this is a two-stringed bowed instrument, capable of producing sad, mysterious, or joyful melodies.
	11	Er Hu 2	
	12	Er Hu 3	
	13	Ban Hu	This traditional Chinese instrument features a clear, full sound, and is used as a solo instrument.

Category	No.	Voice Name	Description
WORLD	14	Ma Tou Qin	This two-stringed bowed instrument has been passed down through generations by Mongolian nomads. It is also known as the "horse-headed violin," and features a strong yet sometimes delicate tone.
	15	Di Zi	This is a Chinese flute. It features a unique sound produced by the vibration of a thinly stretched membrane.
	16	Suo Na	This double-reed instrument is similar to an oboe, and features a joyful sound.
	17	Hu Lu Si	This Chinese folk instrument is a reed instrument with three bamboo pipes that pass through a gourd. The center pipe is played, while the two outer pipes are typically drone pipes. It features a soft and graceful sound.
	18	Sheng	The Chinese sheng is a mouth-blown free reed instrument consisting of vertical tubes, and apparently inspired the invention of the harmonica, accordion and reed organ.
	19	Gu Zheng 1	This instrument is also called the Chinese koto. It has a long history during which it grew from 13 strings to the currently popular 21-string version. There are also 23-string and 25-string versions. It features a bright sound that is suitable for beautiful and lyrical melodies.
	20	Gu Zheng 2	
	21	Yang Qin	This percussive stringed instrument is a member of the zither family. Sound is produced by striking the strings with beaters. It is a relatively new Chinese instrument with origins influenced by the West.
	22	Pi Pa	This Chinese lute has a pear-shaped body, and it is used often for solo parts as well as accompaniment and ensembles.
	23	Liu Qin	This instrument is smaller than the Pi Pa, and is also called a "willow lute" because its shape resembles a leaf of a willow tree. It features a beautiful, crystal clear treble sound.
	24	San Xian	This traditional three-stringed Chinese instrument features snake skin stretched over both sides of a resonator. It is played with fingerpicks worn on the fingers to pluck the strings.
	25	Surnay	This vertical reed flute features a high-pitched tone.
	26	Oud	This traditional stringed instrument is from Saudi Arabia, Turkey, and nearby regions.
	27	Sitar	This Indian (or Hindustani) classical instrument has different resonances in the lower and mid/high ranges.
	28	Steel Drum	This pitched percussion instrument, originating in Trinidad in the West Indies, is made from 55-gallon oil drums and is apparently the only acoustic instrument invented in the 20th century. It has a bright and joyful tropical sound that belies its industrial source.
	29	Kalimba	African instrument.
	30	S-Irish Pipe	*1 *2 This Super Articulation Voice uses AEM technology to reproduce the characteristics of the Irish pipe. Colorful expression is possible by turning Auto Articulation on and using Pitch Bend and grace notes.

*1 The Voices using AEM technology can be used for the Lead Voice and Pedal Voice sections, but they cannot be used for the Upper Keyboard Voice and Lower Keyboard Voice sections.

*2 The Slide function (in the Voice Condition Display) is not applied to the Super Articulation Voices (having names beginning with the prefix "S-").

3

Voice Controls and Effects

The Electone is equipped with two general kinds of functions that can be used to change the sound of the Voices: Voice Controls and Effects.

Each Voice has been given certain factory-preset effect settings to best enhance its sound. However, if you wish, you can change the sound to suit your preferences by using the controls and effects described in this section. All built-in effects are digital.

The chart below shows the various Voice controls and effects for the individual Voice sections. Available functions are indicated by circles. The controls and effects are applied differently according to the different types: independently for each Voice section, independently for each keyboard or globally for the entire system.

Controls and Effects			Reference page for changing the settings	Voice sections to which the controls/effects are applied			
				Upper Keyboard	Lead Voice	Lower Keyboard	Pedalboard
				Upper Keyboard Voice 1, 2	Lead Voice 1, 2	Lower Keyboard Voice 1, 2	Pedalboard Voice 1, 2
Selecting from the Voice Condition display, Pages 1-6	Page 1	Volume	page 54	○	○	○	○
		Reverb (send level)	page 54	○	○	○	○
		Pan	page 54	○	○	○	○
		Feet	page 54	○	○	○	○
	Page 2	Brilliance	page 55	○	○	○	○
		Initial Touch	page 55	○	○	○	—*
		After Touch	page 55	○	○	○	—*
		Touch Vibrato	page 55	○	○	○	—*
	Page 3	Vibrato	page 56	○	○	○	○
		Delay	page 56	○	○	○	○
		Depth	page 56	○	○	○	○
		Speed	page 56	○	○	○	○
	Page 4	Effect	page 57	○	○	○	○
		Type	page 58	○	○	○	○
		Parameters	page 58	○	○	○	○
		Value	page 58	○	○	○	○
	Page 5	Transpose	page 58	○	○	○	○
		Tune	page 58	○	○	○	○
	Page 6	Slide	page 59	—	○	—	—
		Slide Time	page 59	—	○	—	—
Auto Articulation		page 59	—	○	—	—	
Priority		page 59	—	○ **	—	—	
		Rotary Speaker	page 60	○	○	○	○
Selecting from the panel		Reverb (Depth)	page 61	○			
		Sustain	page 63	○	—	○	○

* Although Initial Touch, After Touch and Touch Vibrato are not applied to the Pedal Voices on the Pedalboard, they will be applied to the Pedal Voices on the Lower Keyboard when you turn the To Lower function to on.

** Priority is applicable only for Lead Voice 2.

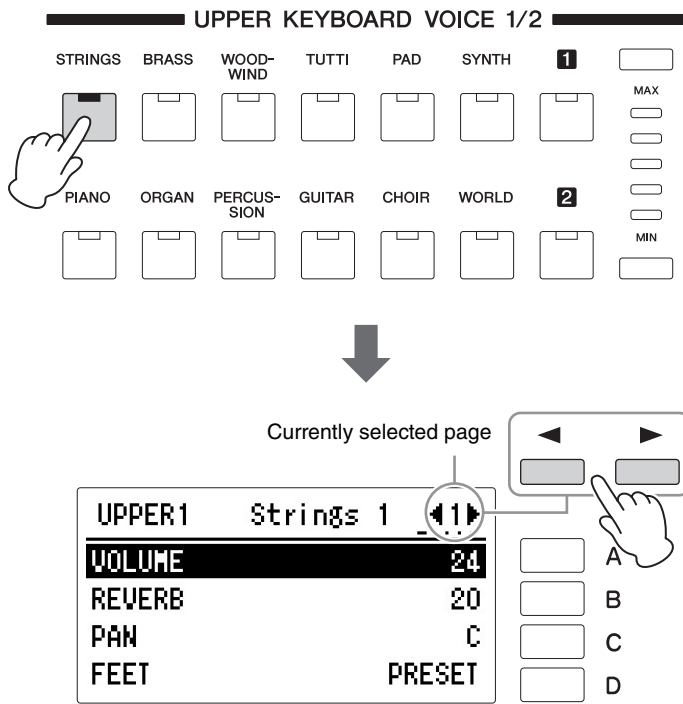
1

Selecting from the Voice Condition display

To call up the Voice Condition display:

Choose a Voice on the panel, then press the same button on the panel again. The Voice Condition display appears.

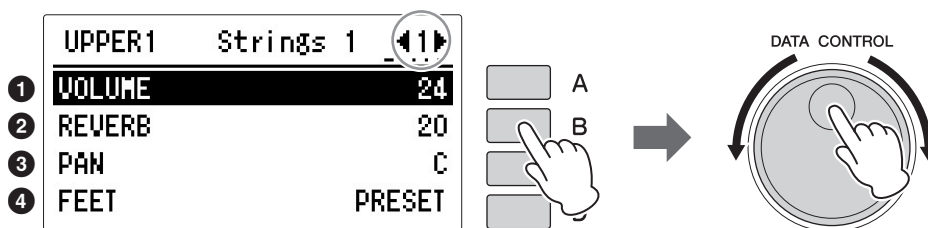
Voice Condition Display



Each voice group's Voice Condition (except for Lead Voice) consists of five display pages. Voice Condition of the Lead Voice consists of six pages.

Setting and adjusting the parameters

Press the [A] – [D] buttons at the right of the display corresponding to the items or parameters you want to change, then use the DATA CONTROL dial to select the desired setting.



In this display, you can adjust the basic Voice controls, including volume and reverb send level.

1 Volume

Fine adjustment of the Voice volume. See page 34 for more information.

2 Reverb

Determines the amount of reverb applied to each Voice section.

When the Reverb Depth setting in the Reverb display is set to the minimum, the setting here will have no effect. See page 61 for details.

3 Panning

Determines the position of the Voice in the stereo image. Seven pan positions are available.

Range: L3 – C – R3

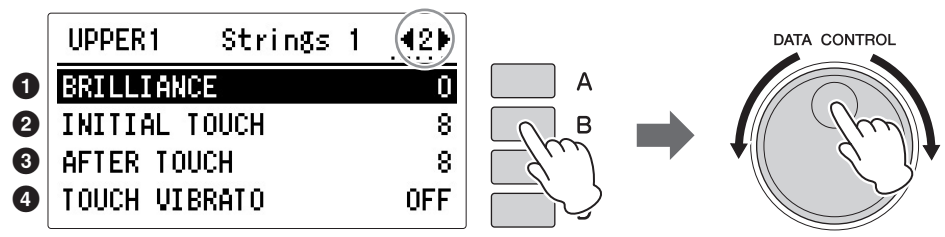
4 Feet

Determines the octave setting of the Voice, letting you use the Voice over a wide register. There are three settings: 4', 8' and 16' (4' is highest and 16' is lowest). A 2' setting is added to the Pedal Voice sections. Preset is the original (factory) setting.

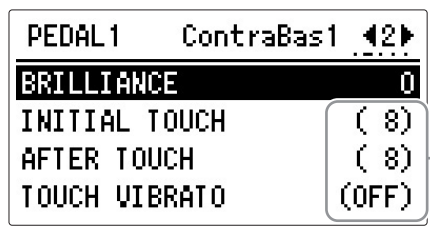
Reference Page
Reverb Depth (page 61)

Voice Condition [Page 2]

Press the Page buttons to select Page 2.



When the Pedal Voice is selected



When the Pedal Voice is selected, the Initial Touch, After Touch and Touch Vibrato values are displayed in parentheses. Although you cannot use these functions with the Pedal Voices on the Pedalboard, you can use them with the Pedal Voices on the Lower Keyboard when you turn the To Lower function to on (page 38).

1 Brilliance

For adjusting the tonal quality of the Voice, making it brighter or warmer. Set the desired brilliance for each Voice over a range of “-3” (warmest) to “+3” (brightest).

2 Initial Touch

Controls volume and timbre according to the velocity at which you play the keys. The harder you play the keys, the greater the volume and the brighter the timbre will become. Higher settings make the change wider. The minimum setting produces no effect.

Range: 0 – 14

3 After Touch

Controls volume and timbre according to the pressure you apply to the keys after playing them. The harder you press down on the keys, the greater the volume and the brighter the timbre will become. Higher settings make the change wider. Minimum setting produces no effect.

Range: 0 – 14

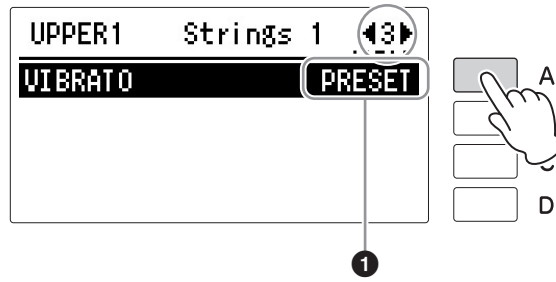
4 Touch Vibrato

Turns the Touch Vibrato function on or off. Setting Touch Vibrato to on lets you apply vibrato to individual notes as you play them by after touch. The harder you press down the key, the greater the vibrato will be. When Touch Vibrato is off, vibrato depth cannot be controlled, no matter how hard you press the keys.

NOTE
Initial Touch may not be effective on some organ Voices.

NOTE
After Touch has no effect on percussive Voices (such as piano or vibraphone), percussion sounds, or some organ Voices.

Press the Page buttons to select Page 3.

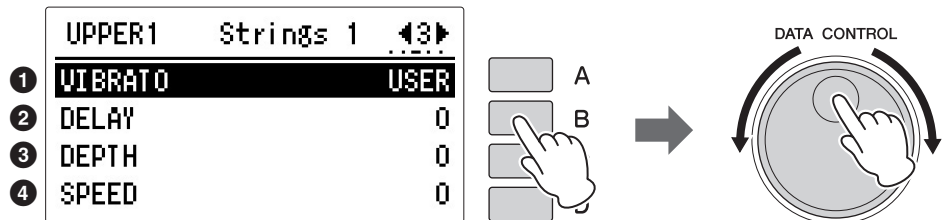
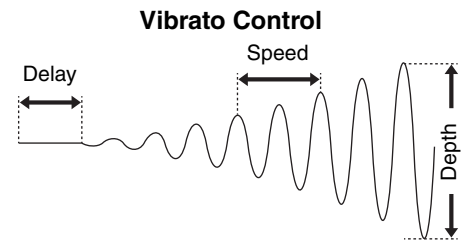


Vibrato

The Vibrato function varies the level of the Voices, making them sound warmer and more animated. This effect is applied independently to each Voice section. For some Voices, vibrato may not be effective at all or the effect may not sound as expected.

1 Preset/User

Toggles between PRESET and USER. Selecting PRESET calls up the original (factory) vibrato settings for the Voice. When PRESET is selected, the Delay, Depth and Speed parameters cannot be edited. Selecting User lets you adjust the vibrato settings for yourself.



2 Delay

Determines the amount of time that elapses between the playing of a key and the start of the vibrato effect. Higher settings increase the delay of the vibrato onset.

Range: 0 – 14

3 Depth

Determines the intensity of the vibrato effect. Higher settings result in a more pronounced vibrato. The minimum setting cancels the vibrato effect.

Range: 0 – 14

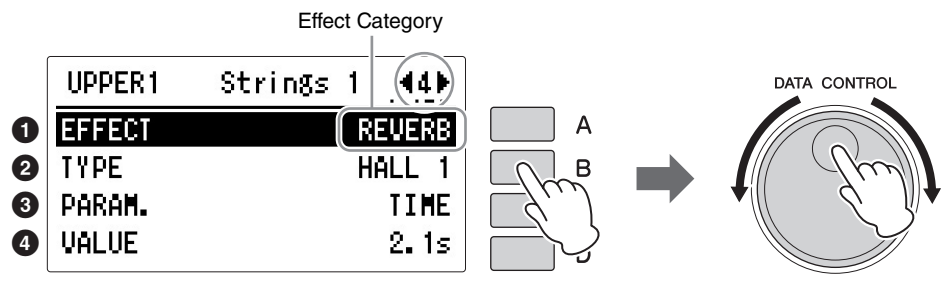
4 Speed

Determines the speed of the vibrato effect. Higher settings increase the speed of the vibrato.

Range: 0 – 14

Voice Condition [Page 4]

Press the Page buttons to select Page 4.




Effect

You can select the effects applied to each Voice section.

1 Effect Category

You can select the Effect Category applied to each Voice section.

PRESET	The effect type that best matches and is most suited to the currently selected sound is automatically selected.
REVERB	Produces a gentle “wash” of aftertones in the sound, recreating the subtle ambience and depth of actual performance spaces and rooms.
DELAY	Produces delayed distinct repeats of the sound, or echoes. This is also useful for creating rhythmic repeats in the sound.
ER/KARAOKE	The ER effect isolates only the early reflection components of the reverb sound, while Karaoke recreates the deep echo effect used in Karaoke sing-along applications.
CHORUS	Creates a warm effect as if several instances of the same sound were playing at once. Makes the overall sound richer, “fatter” and more animated.
FLANGER	This creates a metallic periodic “sweeping” effect, similar to Chorus but with a brighter more resonant sound.
PHASER	Similar to Flanger, this produces rolling timbre changes and a pronounced up/down filter sweep effect.
TREMOLO/AUTO PAN	This periodically changes the volume and has the effect of moving the sound image both front and back, and left and right.
ROTARY SPEAKER	This popular effect (used mainly for electronic organ sounds) recreates the rich, animated pulsing sound of a rotating speaker horn. The Rotary Speaker effect can be switched in real time as you play, with the Left Footswitch (when properly set for Footswitch operation). Keep in mind that the Rotary Speaker effect CANNOT be turned on only by selecting it. To use the Rotary Speaker effect, see “Rotary Speaker” on page 60.
DISTORTION	This effect adds distortion to the sound.
DISTORTION+	A combination of Distortion, Delay and Compressor effects.
AMP SIMULATOR	A simulation of a guitar amp or microphone amp.
WAH	This uses an automatic up/down filter sweep to change the timbre of the sound, producing a “wah-wah” sound.
DYNAMIC	This effect (also called compression) “squeezes” the overall dynamic range of the sound, and has a gain control—letting you make soft sounds louder, and thus give more “punch” to the sound.
EQ/ENHANCER	EQ: This processing tool lets you change the level for specific frequency ranges in the sound, and affects the overall sound quality. Enhancer: This effect emphasizes and enhances the overtones in the high frequency sound range overtone—not merely making the sound brighter, but giving it more clarity and presence.
PITCH CHANGE	Changes the pitch of the input signal.
MISCELLANEOUS	This category contains a wide range of special effects.
THRU	Bypass control. This cancels the effect processing.

 **Reference Page**
Effect List (page 64)

② Effect Type

Effect types are displayed corresponding to the selected effect category.

Effect Parameters

You can set the parameters of effect type in ③ and ④ below. Generally, the effect parameters settings are optimally balanced for the selected effect type, so there is no need to follow the steps below unless you want to change the setting.

If you want to change the setting, select the parameter in ③, then change the value in ④. For details on each parameter type, page 64.

If you want to use the Rotary Speaker effect, set the Speed and Mode settings in the Rotary Speaker display. See “Rotary Speaker” on page 60.

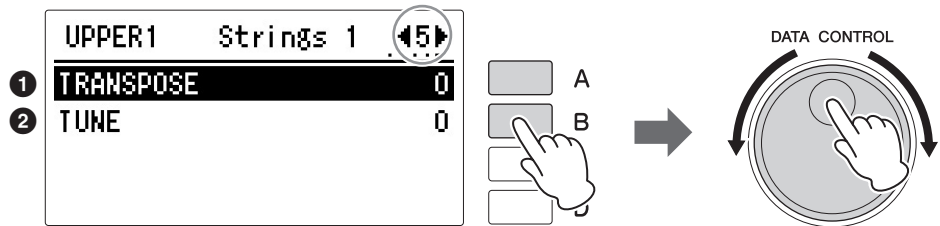
③ Parameters


Effect parameters are displayed corresponding to the selected effect type.

④ Value setting

Voice Condition [Page 5]

Press the Page buttons to select Page 5.




 **Reference Page**
Transpose (for entire instrument); (page 181)

① Transpose

Changes the pitch in semitones for each Voice section.

Range: -6 – +6

 **Reference Page**
Pitch (for entire instrument); (page 181)

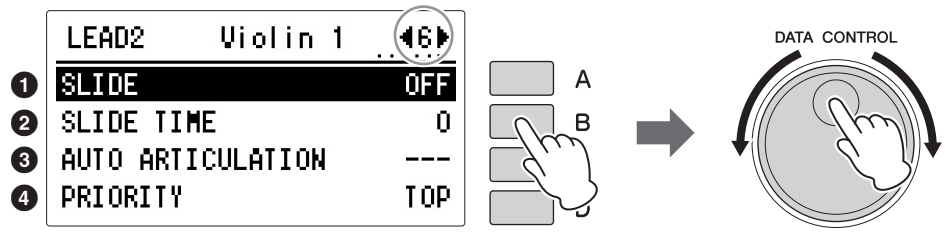
② Tune

Determines the fine pitch settings for each Voice section, letting you create a warmer, richer sound by slightly detuning one Voice relative to another.

Range: -64 – +63

Voice Condition [Page 6] (only for Lead Voice)

Press the Page buttons to select Page 6.



In this Page, you can set whether or not the Slide function/Auto Articulation function is applied to the Lead Voice, and how the monophonic Lead Voice 2 responds to your polyphonic playing (with Last or Top mode).

1 Slide On/Off

Slide applies a portamento effect to notes played in legato. The Slide function is effective within a one-octave range for the Lead Voice. Determines the on/off status of the Slide effect.

2 Slide Time

Determines the speed of the slide or portamento effect. The higher the value, the slower the speed.
Range: 0 – 14

3 Auto Articulation

Determines the on/off status of the Auto Articulation effect. The settings here, available only for Super Articulation Voices, produce effects (such as pitch bend and glissando) which are characteristic of the corresponding acoustic instrument, making your keyboard performance more realistic. Setting this to ON will apply various effects such as pitch bend and glissando to your keyboard performance.

4 Priority (only for Lead Voice 2)

Determines the mode of Lead Voice 2, Last or Top.

- **LAST:** Only the last played key is sounded when two or more keys are played simultaneously.
- **TOP:** Only the highest note is sounded when two or more keys are played simultaneously.

NOTE

The parameters here are not available when a Super Articulation Voice is selected.

NOTE

For information about what effect is produced by setting Auto Articulation to ON, see "Voice List" on pages 42. As listed on these pages, Auto Articulation is not available for some Voices.

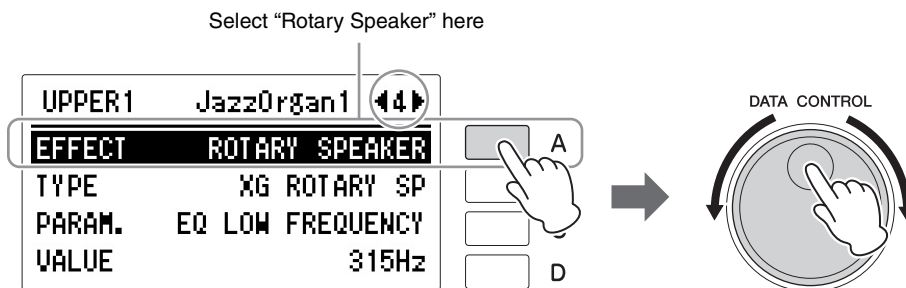
NOTE

Priority will not function when Solo function is on.

Reference Page
About the Solo function (page 39)

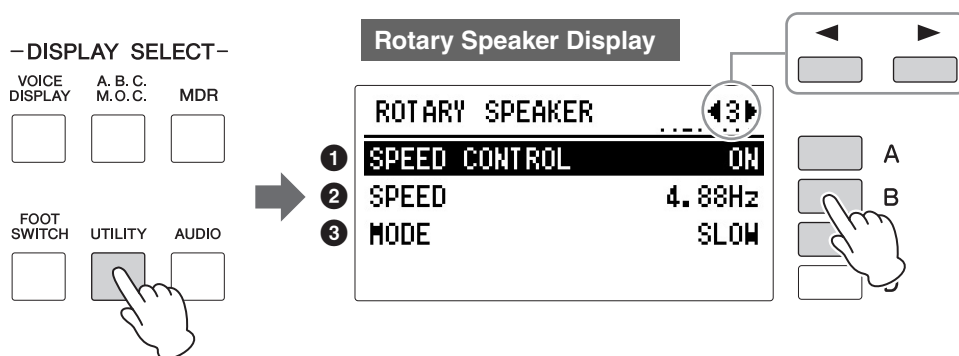
Rotary Speaker

1 Select “Rotary Speaker” as the effect category.



2 Set the Speed Control to on, then adjust the rotating speed and mode of the Rotary Speaker.

Speed Control, Speed and Mode settings are specified in the Rotary Speaker display. The Rotary Speaker display can be called up from Page 3 of the Utility display. Press the [UTILITY] button to call up the Utility display, then select Page 3 by using the Page buttons. The settings in this display are common to all Voice sections.



1 Speed Control

Determines the on/off setting of the Rotary Speaker mode. When this is set to on, rotating speed of the Rotary Speaker becomes fast, and the speed can be set in “2 Speed.” When set to off, the rotating speed of the Rotary Speaker becomes slow or stops; a slow chorus effect is applied or the Rotary Speaker effect turns off (stops completely). Slow or Stop can be set in “3 Mode.”

2 Speed

Determines the speed of the speaker rotation.

Press the [B] button to select the “Speed,” then use the DATA CONTROL dial to change the setting.

Range: 2.69Hz – 39.7Hz

3 Mode

Determines the slow/stop mode when the “Speed Control” is set to off. If Slow is selected, a slow chorus effect is applied. If Stop is selected, the Rotary Speaker effect turns off (stops completely).

Pressing the [C] button alternates between slow and stop.

Once the Rotary Speaker effect has been turned on and set, you can control the effect in real time from the panel (in UTILITY) or conveniently from the Left Footswitch.

3 Control the Rotary Speaker effect from the panel or from the Left Footswitch.

You can control Rotary Speaker on/off not only from the panel (Speed Control parameter in UTILITY, Page 3), but also by using the Left Footswitch, if the Footswitch has been properly assigned.

See “4 Rotary Speaker” on page 180 for details.

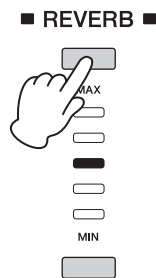
2 Selecting from the panel

The Reverb and Sustain displays are called up by pressing the respective buttons on the panel.

Reverb

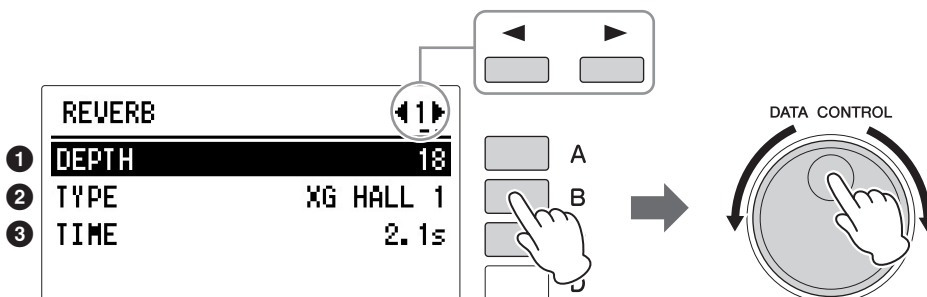
Reverb adds an ambient echo-like effect to the sound, giving the impression of a performance in a large room or concert hall. You can adjust the reverb volume for the entire system.

To adjust the reverb effect and call up the Reverb pages, press one of the REVERB buttons, located to the left of the panel, to set the Reverb effect. The Reverb display appears.



The Reverb display consists of two pages.

[Page 1] Reverb Display



NOTE

Depending on the reverb depth value (set in the Reverb display), two adjacent REVERB button lamps may be lit at the same time, indicating an intermediate position.

Reference Page

The amount of reverb applied to each Voice section (page 54)

Reference Page

Changing the rhythm volume/reverb (page 74)

Reference Page

Effect List (page 64)

① Depth

Determines the depth of reverberation or the level of the reflected sounds. Coarse reverb depth settings are made with the panel REVERB buttons. The REVERB buttons let you make coarse adjustment over a five-step range to the reverb depth, while this parameter gives you fine control. When this parameter is set to the minimum, the settings in Voice Condition display, Page 1 (page 54) have no effect.

Range: 0 – 24

② Type

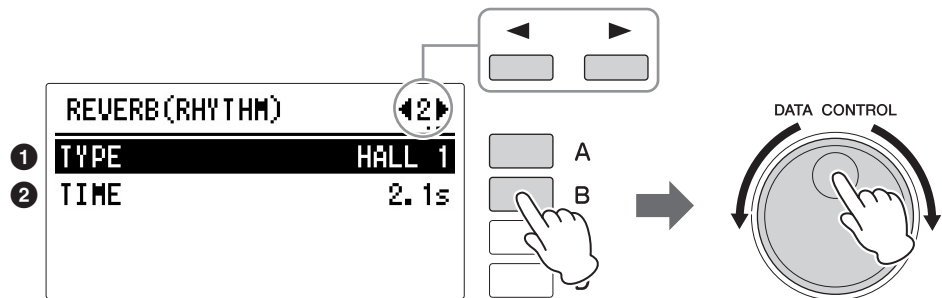
Selects the Reverb Type for the Voice sections. Several types can be selected: Room, Hall, Stage, and so on. After changing the reverb type, the Time parameter below is automatically changed corresponding to the selected reverb type.

③ Time

Determines the reverb length for the Voice sections. Higher settings result in a longer reverb sound.

Range: 0.3s – 30.0s

[Page 2] Reverb Display



Reference Page

Effect List (page 64)

① Type

Determines the reverb type for rhythm, accompaniment and keyboard percussion.

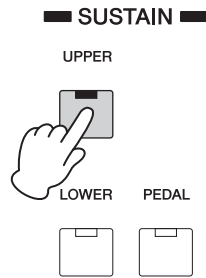
② Time

Determines the length of reverb applied to the rhythm, accompaniment and keyboard percussion.

Range: 0.3s – 30.0s

Sustain

The sustain effect, selectable for the Upper, Lower and Pedal Voices, causes Voices to gradually fade out when the keys are released. The sustain on/off and sustain length settings are independent for each keyboard, providing maximum expressive control. The Sustain effect is not applied to the Lead Voices. Press one of the SUSTAIN buttons, located to the left of the panel, to set the sustain. The SUSTAIN display appears.



Sustain On/Off

The lamp of the button lights up to indicate that sustain is on. Press the button again to turn sustain off and the lamp turns off. When the lamp is off, sustain does not affect the corresponding keyboard. Remember to check whether the sustain button lamps are on or off before you start to play.

Sustain Length

Sustain Display [Page 1]

SUSTAIN LENGTH		◀1▶
UPPER1	10	
UPPER2	10	
LOWER1	10	
LOWER2	10	

Sustain Display [Page 2]

SUSTAIN LENGTH		◀2▶
PEDAL1	2	
PEDAL2	2	

The display shows the current sustain length values for each keyboard. Use the Page buttons and appropriate [A] – [D] buttons to select the desired Voice section, then use the DATA CONTROL dial to change the setting.

Range: 0 – 12

NOTE

The minimum setting results in no sustain. Turning sustain off automatically resets the sustain length to the default setting.

3 Effect List

EFFECT TYPE	Description	
REVERB		
HALL 1	Reverb simulating the acoustics of a hall.	
HALL 2		
HALL 3		
HALL M		
HALL L		
XG HALL 1		
XG HALL 2		
ROOM 1		Reverb simulating the acoustics of a room.
ROOM 2		
ROOM 3		
ROOM 4		
ROOM S		
ROOM M		
ROOM L		
XG ROOM 1		
XG ROOM 2		
XG ROOM 3		
STAGE 1	Reverb simulating the acoustics of a stage. Suitable for solo instruments.	
STAGE 2		
XG STAGE 1		
XG STAGE 2		
PLATE 1	Reverb simulating the effect of a vibrating plate reverb.	
PLATE 2		
XG PLATE		
GM PLATE		
WHITE ROOM	A short reverb creating a warm ambience.	
ATMO HALL	A long reverb creating a wide spatial effect.	
ACOSTIC ROOM	Reverb simulating the acoustics of a room. Standard setting.	
DRUMS ROOM	Reverb simulating the acoustics of a room. For drum sounds.	
PERC ROOM	Reverb simulating the acoustics of a room. For percussion sounds.	
TUNNEL	Reverb simulating a cylindrical space expanding to left and right.	
CANYON	A hypothetical acoustic space which extends without limit.	
BASEMENT	A reverb with a unique resonance.	
DELAY		
DELAY LCR	Produces three delayed sounds: L, R and C (center).	
XG DLY LCR		
DELAY LR	Produces two delayed sounds: L and R.	
ECHO	Produces two independent delayed sounds: L and R. Also capable of producing vintage delay effects.	
CROSS DELAY1	The feedback of the two delayed sounds is crossed.	
CROSS DELAY2		
TEMPO DELAY1	Tempo-synchronized delay.	
TEMPO DELAY2		

EFFECT TYPE	Description	
TEMPO ECHO	Tempo-synchronized echo.	
TEMPO CROSS1	Tempo-synchronized cross delay.	
TEMPO CROSS2		
TEMPO CROSS3		
TEMPO CROSS4		
ER/KARAOKE		
ER 1	Isolates only the early reflection components of the reverb.	
ER 2		
GATE REVERB1	Creates a unique, powerful effect by cutting short the reverberation of a deep reverb.	
GATE REVERB2		
REVERB GATE	Simulates gated reverb played back in reverse.	
KARAOKE 1	Echo for karaoke. Delay effect with feedback.	
KARAOKE 2		
KARAOKE 3		
CHORUS		
CHORUS 1	Creates an effect of warmth and depth by periodically changing the pitch.	
CHORUS 2		
XG CHORUS 1		
XG CHORUS 2		
XG CHORUS 3		
XG CHORUS 4		
GM CHORUS 1		
GM CHORUS 2		
GM CHORUS 3		
GM CHORUS 4		
FB CHORUS		
CHORUS FAST		
CHORUS LITE		
AMB CHORUS		Chorus with early reflection sound.
CELESTE 1		A deeper chorus that adds modulation and spaciousness to the sound with a 3-phase LFO.
CELESTE 2		
CELESTE 3		
CELESTE 4		
AMB CELESTE	Celeste effect with early reflection sound.	
SYMPHONIC	A chorus that adds more stages to the modulation of Celeste.	
XG SYMPHONIC		
AMB SYMPHO	Symphonic effect with early reflection sound.	
ENS DETUNE 1	Chorus without modulation, created by adding a slightly pitch-shifted sound.	
ENS DETUNE 2		
FLANGER		
FLANGER 1	Creates a modulating effect or a sound similar to that of a jet airplane.	
FLANGER 2		
XG FLANGER 1		
XG FLANGER 2		
XG FLANGER 3		
GM FLANGER		

EFFECT TYPE	Description	
V_FLANGER	Simulates an analog flanger. Irregular LFO waveforms can also be selected.	
TEMP FLANGER	Tempo-synchronized flanger.	
DYNA FLANGER	Enables the delay time of the flanger to respond dynamically to the input level.	
VIN FLANGER1	Simulates an analog flanger, with a deep vintage sound.	
VIN FLANGER2		
AMB FLANGER	Flanger with early reflection sound.	
PHASER		
PHASER 1	Periodically modulates the phase to add modulation to the sound.	
PHASER 2		
PHASER 3		
EP PHASER 1	Periodically modulates the phase to add modulation to the sound. For electric piano.	
EP PHASER 2		
EP PHASER 3		
TEMP PHASER1	Tempo-synchronized phaser.	
TEMP PHASER2		
DYNA PHASER	Enables the phaser modulation frequency to respond dynamically to the input level.	
VIN PHASER 1	Simulates an analog phaser, with a deep vintage sound.	
VIN PHASER 2		
VIN PHSR ST1		
VIN PHSR ST2		
VIN PHSR ST3		
VIN PHSR ST4		
TREMOLO/AUTO PAN		
TREMOLO 1		Periodically changes the volume.
TREMOLO 2		
XG TREMOLO		
EP TREMOLO		
GT TREMOLO 1		
GT TREMOLO 2		
ORG TREMOLO		
VIBE VIBRATE	Adds an vibrato effect, much like that of a vibraphone.	
T_TREMOLO	Tempo-synchronized tremolo.	
AUTO PAN	Periodically moves the sound image both left and right, and front and back.	
XG AUTO PAN1		
XG AUTO PAN2		
EP AUTO PAN		
T_AUTO PAN 1		Tempo-synchronized auto pan.
T_AUTO PAN 2		
ROTARY SPEAKER		
XG ROTARY SP	Simulates a rotary speaker.	
ROTARY SP 1		
ROTARY SP 2		
ROTARY SP 3		
ROTARY SP 4		
ROTARY SP 5		
2WAY ROT SP	Simulates a rotary speaker horn and rotor by dividing them into H (high) and L (low) bands.	

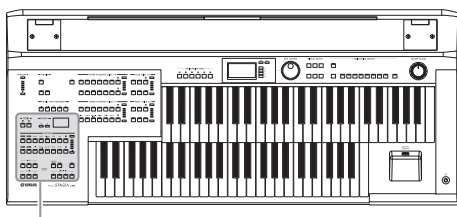
EFFECT TYPE	Description
DUAL ROTSP 1	More complex and textured simulation of the independent rotation of the rotary speaker horn and rotor. (Bright / Warm)
DUAL ROTSP 2	
DUAL ROT BRT	
DUAL ROT WRM	
DIST+ROT SP	Distortion and rotary speaker connected in series.
ODRV+ROT SP	Overdrive and rotary speaker connected in series.
AMP+ROT SP	Amp simulator and rotary speaker connected in series.
DIST+2ROT SP	Distortion and 2-way rotary speaker connected in series.
ODRV+2ROT SP	Overdrive and 2-way rotary speaker connected in series.
AMP+2ROT SP	Amp simulator and 2-way rotary speaker connected in series.
DISTORTION	
DIST HARD 1	Distortion is an effect that adds "dirty" and "edgy" noise/distortion to the sound. (Hard / Soft)
DIST HARD 2	
DIST SOFT 1	
DIST SOFT 2	Stereo distortion. (Hard / Soft)
ST DIST HARD	
ST DIST SOFT	Adds mild distortion to the sound.
OVERDRIVE	
ST OVERDRIVE	Stereo overdrive.
XG DIST	Adds some "edgy" distortion to the sound.
XG ST DIST	Stereo distortion.
V_DIST HARD	Simulates the sound of a vintage tube, fuzz effect, etc.
V_DIST SOFT	
COMP+DIST	Since a Compressor is included in the first stage, steady distortion can be produced regardless of changes in input level.
XG CMP+DIST	
V_DIST WARM	Simulates the sound of a vintage tube, fuzz effect, etc. (Warm / Classic, Hard / Classic, Soft / Metal / Crunch / Blues / Edge / Solid / Clean / Twin / Rockabilly / Jazz Clean / Fusion)
V_DIST CLS H	
V_DIST CLS S	
V_DIST METAL	
V_DIST CRUNC	
V_DIST BLUES	
V_DIST EDGY	
V_DIST SOLID	
V_DIST CLN 1	
V_DIST CLN 2	
V_DIST TWIN	
V_DIST ROCA	
V_DST JZ CLN	
V_DST FUSION	
DISTORTION+	
DIST+DELAY	Distortion and Delay connected in series.
ODRV+DELAY	Overdrive and Delay connected in series.
XG DIST+DLY	Distortion and Delay connected in series.
XG ODRV+DLY	Overdrive and Delay connected in series.
CMP+DIST+DLY	Compressor, Distortion and Delay connected in series.
CMP+ODRV+DLY	Compressor, Overdrive and Delay connected in series.

EFFECT TYPE	Description	
XG CMP+DT+DL	Compressor, Distortion and Delay connected in series.	
XG CMP+OD+DL	Compressor, Overdrive and Delay connected in series.	
V_DIST H+DLY	V Distortion Hard and Delay connected in series.	
V_DIST S+DLY	V Distortion Soft and Delay connected in series.	
DIST+T DLY	Distortion and Tempo Delay connected in series.	
ODRV+T DLY	Overdrive and Tempo Delay connected in series.	
CMP+DST+TDLY	Compressor, Distortion and Tempo Delay connected in series.	
CMP+OD+TDLY1	Compressor, Overdrive and Tempo Delay connected in series.	
CMP+OD+TDLY2		
CMP+OD+TDLY3		
CMP+OD+TDLY4		
CMP+OD+TDLY5		
CMP+OD+TDLY6		
VDST H+TDLY1	V Distortion Hard and Tempo Delay connected in series.	
VDST H+TDLY2		
VDST S+TDLY1	V Distortion Soft and Tempo Delay connected in series.	
VDST S+TDLY2		
AMP SIMULATOR		
AMP SIM	Simulates a guitar amp.	
XG AMP SIM		
ST AMP SIM 1	Stereo amp simulator.	
ST AMP SIM 2		
ST AMP SIM 3		
ST AMP SIM 4		
ST AMP SIM 5		
XG ST AMP		
ST AMP SOLID		
ST AMP CRUNC		
ST AMP BLUES		
ST AMP CLEAN		
ST AMP HARP		
SML ST DIST		Stereo effect that simulates a small guitar amp. Creates a distorted sound ideal for electric guitar.
SML ST OVRDR		
SML ST VINTG		
SML ST HEAVY		
B CMB CLASC	British combo amp simulator with vintage sound settings.	
B CMB TOPBST	British combo amp simulator with high-end boost sound setting.	
B CMB CUSTOM	British combo amp simulator with commonly used settings.	
B CMB HEAVY	British combo amp simulator with heavy sound settings.	
B LGND BLUES	British stack amp simulator with bluesy sound settings.	
B LGND HVY 1	British stack amp simulator; heavy sound 1 settings.	
B LGND HVY 2	British stack amp simulator; heavy sound 2 settings.	
B LGND CLEAN	British stack amp simulator with clean sound settings.	

EFFECT TYPE	Description
B LGND D CLN	British stack amp simulator with crunch sound settings.
US CMB TWIN	Simulates an American combo amp.
USCMB RCH CL	
USCMB THN CL	
USCMB CRUNCH	
JZ CMB BASIC	Simulates a jazz chorus combo amp.
JZ CMB WARM	
US HI GN DTY	Simulates the sound of an American high-gain amp.
US HI GN RIF	
US HIGN BURN	
US HIGN SOLO	
B LD DIRTY	Simulates the sound of a British stack amp.
B LD DRIVE	
B LD GAINER	
B LD HARD	
WAH	
AUTO WAH	Creates a "wah wah" sound by periodically modulating the center frequency of a wah filter.
XG AUTO WAH	
V_AUTO WAH	Simulates analog wah, for a strongly vintage sound. Periodically modulates the center frequency of a wah filter.
TOUCH WAH 1	Enables you to change the wah effect with the strength of your playing.
TOUCH WAH 2	
TOUCH WAH 3	
V_TOUCH WAH	Simulates analog wah, for a strongly vintage sound. Enables you to change the wah effect with the strength of your playing.
AT WAH+DST	Distortion can be applied to the output of Auto Wah.
XG AT WH+DST	
AT WH+DST HD	
AT WH+DST HV	
AT WH+DST LT	
AT WAH+ODRV	Overdrive distortion can be applied to the output of Auto Wah.
XG AT WAH+OD	
AT WH+OD HD	
AT WH+OD HV	
AT WH+OD LT	
TC WAH+DST	Distortion can be applied to the output of Touch Wah.
XG TC WH+DST	
TC WH+DST HD	
TC WH+DST HV	
TC WH+DST LT	
TC WAH+ODRV	Overdrive distortion can be applied to the output of Touch Wah.
XG TC WAH+OD	
TC WAH+OD HD	
TC WAH+OD HV	
TC WAH+OD LT	
CLAVI TC WAH	Clavinet Touch Wah.
EP TOUCH WAH	EP Touch Wah.
WAH+DST+TDLY	Wah, Distortion and Tempo Delay connected in series.
WAH+OD+TDLY1	Wah, Overdrive and Delay connected in series.
WAH+OD+TDLY2	

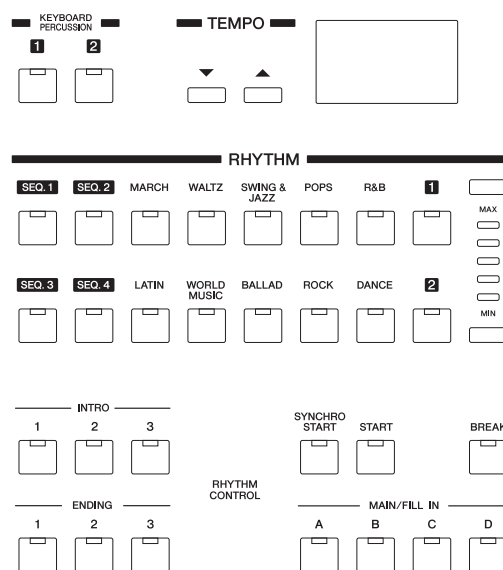
EFFECT TYPE	Description
WAH+DIST+DLY	Wah, Distortion and Delay connected in series.
XG WH+DST+DL	
WAH+ODRV+DLY	Wah, Overdrive and Delay connected in series.
XG WH+OD+DLY	
TEMPO AT WAH	Tempo-synchronized Auto Wah.
T_A.WH+DST	Tempo-synchronized Auto Wah. Distortion can be applied to the output of Auto Wah.
T_A.WH+DSTHD	
T_A.WH+DSTHV	
T_A.WH+DSTLT	
T_A.WH+ODRV	
T_A.WH+OD HD	Tempo-synchronized Auto Wah. Overdrive distortion can be applied to the output of Auto Wah.
T_A.WH+OD HV	
T_A.WH+OD LT	
DYNAMIC	
M BAND COMP	Multi-band compressor that allows you to adjust the compression effect for three individual frequency bands.
COMPRESSOR	Holds down the output level when a specified input level is exceeded, reducing wide dynamic differences in sound volume. A sense of attack can also be added to the sound.
COMP MED	Compressor with medium setting.
COMP HEAVY	Compressor with heavy setting.
COMP MELODY	Compressor for a melody part.
COMP BASS	Compressor for a bass part.
V_COMPRESSOR	Simulates the vintage sound of an analog compressor.
NOISE GATE	Removes unnecessary sound from the original sound. Primarily used to remove noise from the beginning and end of distinct sounds.
EQ/ENHANCER	
ST 2BAND EQ	A stereo EQ with adjustable LOW and HIGH equalization.
ST 3BAND EQ	A stereo EQ with adjustable LOW, MID, and HIGH equalization.
XG 3BAND EQ	A mono EQ with adjustable LOW, MID, and HIGH equalization.
EQ DISCO	Equalizer effect that boosts both high and low frequencies of the audio signal, as is typical in most disco music.
EQ TELEPHONE	Equalizer effect that cuts both high and low frequencies of the audio signal, for simulating the sound heard through a telephone receiver.
HM ENHANCER	Adds new harmonics to the input signal to make the sound stand out.
XG HM ENHNCE	
PITCH CHANGE	
PITCH CHANGE	Changes the pitch of the input signal.
XG PCH CHG 1	
XG PCH CHG 2	
MISCELLANEOUS	
AMBIENCE	Blurs the stereo positioning of the sound to add spatial width.
IMPULSE EXP	Impulse expander that adds a more metallic resonance.
RESONATOR	Adds sonic resonance characteristic of wooden body instruments.

EFFECT TYPE	Description
VOICE CANCEL	Attenuates the vocal part of a CD or other source.
TALKING MOD	Adds a vowel sound to the input signal.
LO-FI	Degrades the audio quality of the input signal.
DYNA FILTER	Enables the filter cutoff frequency to respond dynamically to the input level.
DYNA RINGMOD	Enables the ring modulator to respond dynamically to the input level.
RING MOD	An effect that modifies the pitch by applying amplitude modulation to the high frequency of the input.
ISOLATOR	Controls the level of a specified frequency band of the input signal.
LOOP FX1	Degrades the audio quality of the input signal.
LOOP FX2	
LO-FI DRUM 1	Degrades the audio quality of the input signal. Ideal for drum sounds.
LO-FI DRUM 2	
LO-FI DRUM 3	
LO-FI DRUM 4	
DAMPER RESO	Recreates the deep and broadly resonant sound that is produced when you use the damper pedal.
THRU	
THRU	Bypass without applying an effect.



Rhythm/Keyboard Percussion

This Electone features hundreds different real rhythms featuring actual drum and percussion sampled sounds. Automatic Accompaniment functions are used with the rhythms, providing appropriate and completely automatic accompaniment to match the style of the selected rhythm. Moreover, the Electone has a Keyboard Percussion feature that allows you to directly play drum and percussion sounds from the Upper/Lower keyboards and Pedalboard.



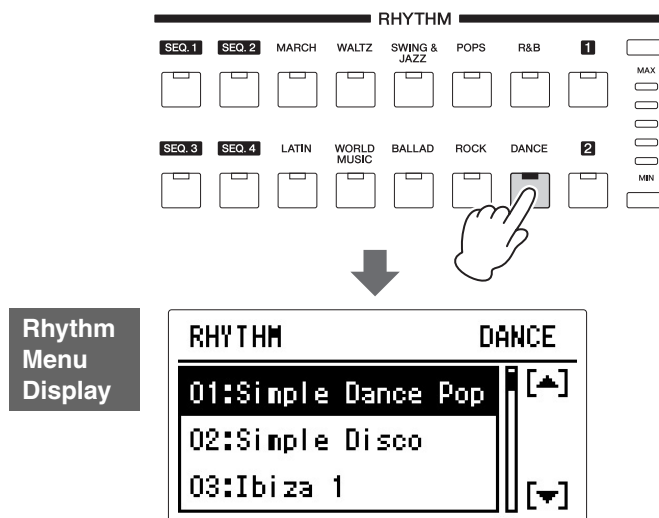
1 Selecting rhythms with the Rhythm buttons

Hundreds rhythms can be instantly selected with the ten rhythm buttons on the front panel.

To select and play a rhythm

- 1 Press one of the Rhythm buttons in the RHYTHM section on the front panel.

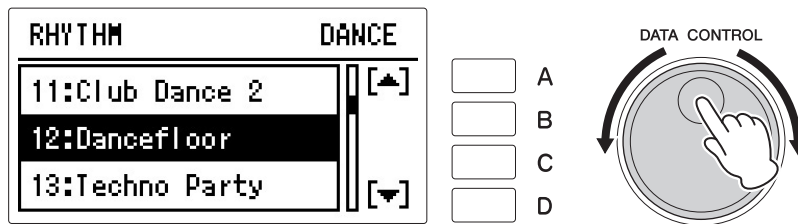
For example, if you have pressed the [DANCE] button, the following display (Rhythm Menu) will appear.



The Rhythm menu contains many Dance rhythms, and they will be shown in the display.

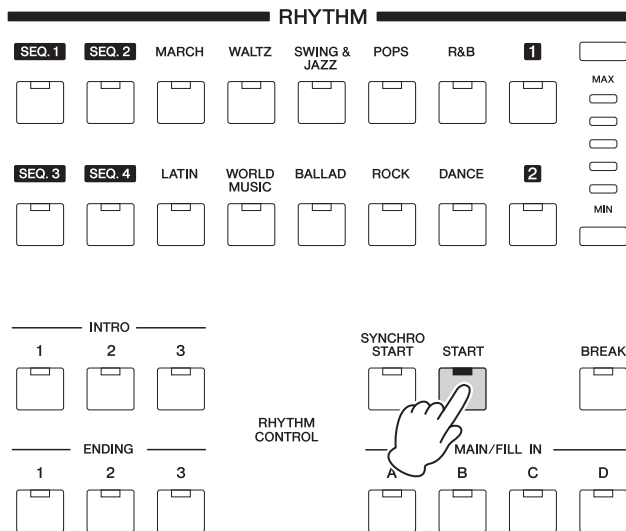
2 Select the Rhythm in the Rhythm Menu display by rotating the DATA CONTROL dial.

You can also select by pressing the [A]/[D] buttons.



Here, we've selected "12: Dancefloor."

3 Press the [START] button to immediately start the rhythm.



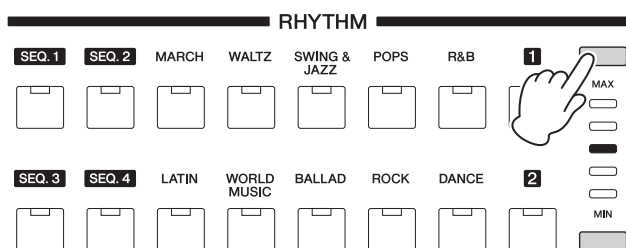
To stop the rhythm, press this button again.

You can turn the rhythm on/off and switch the sections as desired by pressing the buttons on the panel—and add the accompaniment to the rhythm.

4 Set the volume using the panel rhythm volume buttons.

The buttons have five volume settings, from a minimum of 0, or no rhythm sound, to a maximum of full volume.

Fine adjustments in the volume of the rhythm can also be made from the Rhythm Condition display (page 74).



Reference Page

Operating the rhythm from the panel (page 71)

Reference Page

Accompaniment (page 79)

Reference Page

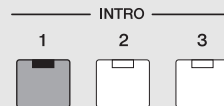
Changing the rhythm volume/reverb (page 74)

Rhythm Structure

Each rhythm is made up of “sections.” Since each section is a variation of the basic rhythm, you can use them to add “spice” to your performance and mix up the beats while you are playing. You can freely change the section while the rhythm is played back.

INTRO

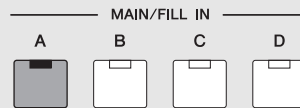
This is used for the beginning of the song. There are three Intro sections that can be selected with INTRO [1] – [3] buttons. When the Intro finishes playing, the rhythm automatically shifts to the Main section.



Selected Intro section's lamp is lit

MAIN

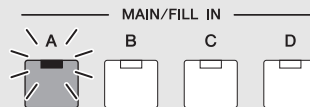
This is used for playing the main part of the song. There are four Main sections that can be selected with MAIN/FILL IN [A] – [D] buttons. The rhythm pattern of several measures repeats indefinitely.



Selected Main section's lamp is lit

FILL IN

This is designed for use as a temporary and regular rhythmic pattern to spice up a repeating rhythm. There are four Fill In sections that can be played by pressing the selected (lit) MAIN/FILL IN [A] – [D] buttons as desired. When one measure pattern of Fill In finishes playing, the rhythm is automatically shifts to the Main section.



Selected Fill In section's lamp flashes

BREAK

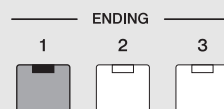
This lets you add dynamic variations and breaks in the rhythm pattern. The Break section is selected by pressing the [BREAK] button. When the one-measure Break pattern finishes playing, the rhythm automatically shifts to the Main section.



The lamp is lit when the Break section is selected

ENDING

This is used for the ending of the song. When the ending is finished, the rhythm automatically stops. There are three Ending sections that can be selected with the ENDING [1] – [3] buttons.



Selected Ending section's lamp is lit

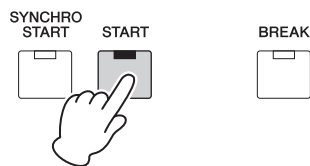
Operating the rhythm from the panel

You can turn the rhythm on/off and switch the sections as desired by pressing the buttons on the panel. Using the Fill Ins and Break patterns let you add dynamic interest and “spice” to your performance.

To start/stop the rhythm:

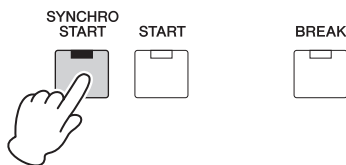
START

The rhythm begins as soon as the [START] button is pressed. To stop the rhythm, press the button again.



SYNCHRO START

The [SYNCHRO START] button puts the rhythm in “standby.” The rhythm starts when you press a note on the Lower keyboard or Pedalboard. When you start the rhythm with the [SYNCHRO START] button, pressing this button again stops the rhythm.



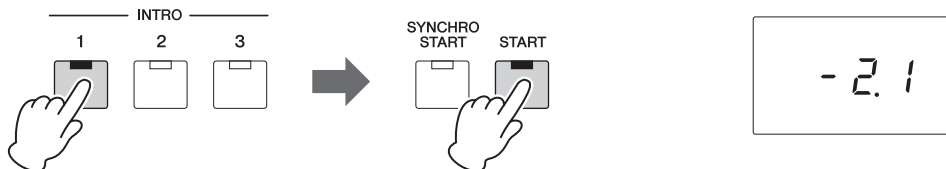
NOTE

When you start the rhythm with [SYNCHRO START] button, set the Lower/Pedal Memory to on. When Memory is off, releasing your fingers from Lower keyboard stops the rhythm. For details on Memory and the A.B.C. function, see page 82.

INTRO

Pressing one of the INTRO [1] – [3] buttons automatically adds a short introduction before starting the actual (Main) rhythm. First press one of the INTRO [1] – [3] buttons, then press the [START] or [SYNCHRO START] button to actually start the rhythm.

While the introduction is playing, the BAR/BEAT display shows the countdown to the first measure of the pattern. For example, if there is a four-measure lead-in for a pattern in 4/4 time, the display at right appears:



ENDING

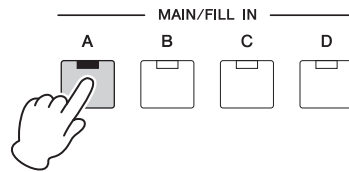
Pressing one of the ENDING [1] – [3] buttons automatically adds an ending phrase before stopping the rhythm. When you press the Ending button while rhythm is playing back, the rhythm will automatically stop after the ending phrase is played. You can have the ending gradually slow down (ritardando) by pressing the ENDING button once again, while the ending is playing.

NOTE

Pressing the ENDING [1] button during playback of the Main section will first call up the Fill In pattern, then the Ending 1 pattern.

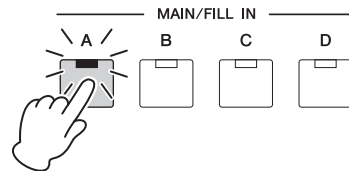
To switch the rhythm sections:

You can change the rhythm section of the Main phrase by pressing the desired MAIN/FILL IN [A] - [D] button. The selected section's lamp (above the button) lights.



To use the Fill In patterns:

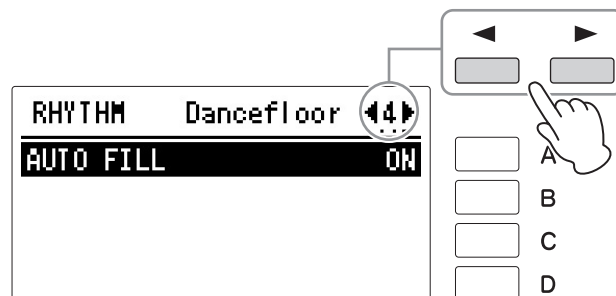
As you play the Electone along with the rhythm, occasionally press the selected MAIN/FILL button as desired. The Fill In pattern (one measure) will be played and the selected Fill In section's lamp (above the button) flashes.



NOTE

You can record the currently selected section to Registration Memory. However, you cannot record the on/off status of the Auto Fill In function.

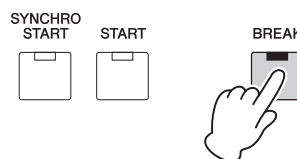
When you use the Auto Fill In function, Fill Ins will be played automatically. The Auto Fill In function is set in the Page 4 of the Rhythm Condition display. To call up the Rhythm Condition display, select the desired rhythm and press the same rhythm button again. Select Page 4 by using the Page buttons.



When Auto Fill is set to ON, the Fill In pattern is automatically played whenever you switch the Main sections. Each press of the [A] button toggles between ON and OFF.

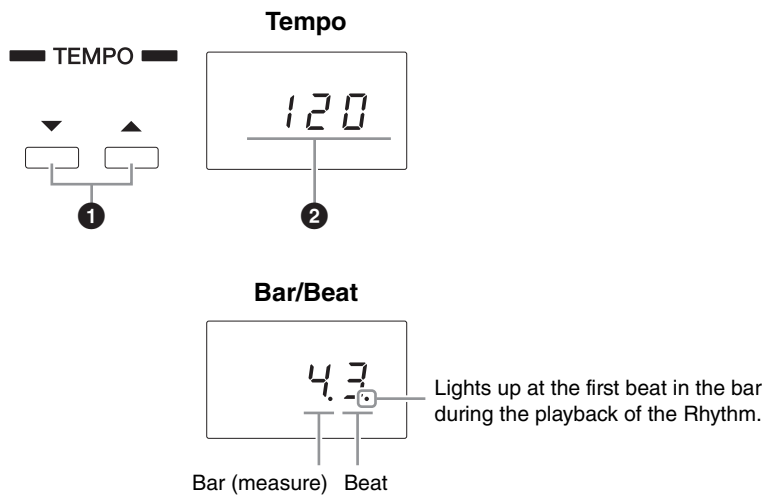
To use the Break patterns:

As you play the Electone along with the rhythm, occasionally press the [BREAK] button. This lets you vary a repeating rhythm with dynamic breaks.



Adjusting the tempo

You can adjust the rhythm tempo by pressing the TEMPO buttons.



① TEMPO buttons

For adjusting the speed of the rhythm. Pressing the right button increases the tempo and pressing the left button decreases it.

Each rhythm has its original (preset) tempo. Press the TEMPO buttons simultaneously to restore the tempo to the original setting.

② Tempo Indicator (Bar/Beat Indicator)

Tempo indicator shows the current tempo. Displayed values are given in beats per minute.

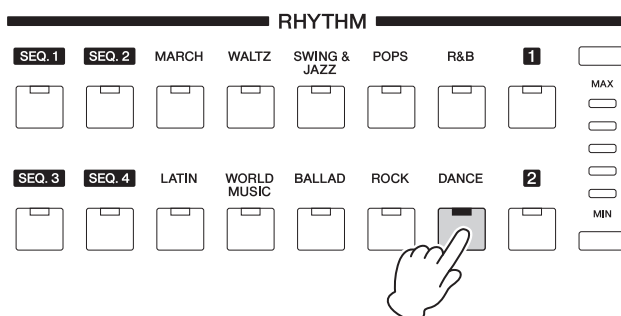
The tempo range is 40 to 240 beats per minute.

When the rhythm begins playing, the Tempo indicator changes function to a Bar/Beat indicator.

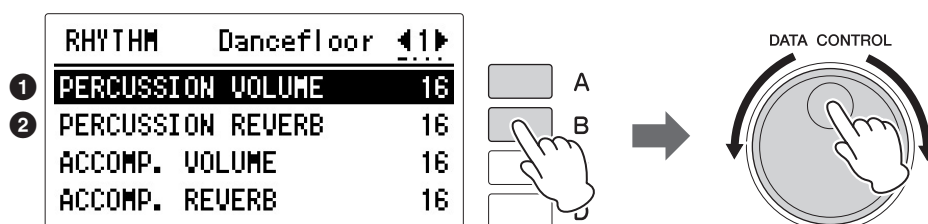
Changing the rhythm volume/reverb

You can adjust the rhythm volume or amount of reverb applied to the rhythms and the percussion sounds used in the rhythms in the Rhythm Condition display. You can also have a Fill In play automatically by setting the Auto Fill function to ON in Display Page 4.

To call up the Rhythm Condition display, select the desired rhythm and press the same rhythm button again.



[Page 1] Rhythm Condition Display



Reference Page
Reverb Depth (page 61)

The buttons at the right side of the display and DATA CONTROL dial are used to control the rhythm volume and reverb.

NOTE

Depending on the volume value (set in the display), two adjacent Volume button lamps may be lit at the same time, indicating an intermediate position.

① Percussion Volume

Fine adjustment of the rhythm percussion volume. Same as the panel Rhythm Volume buttons.

Press the [A] button to select the item, then use the DATA CONTROL dial to change the setting.

Range: 0 – 24

Reference Page

Adjusting the volume and amount of reverb applied to the Accompaniment: (page 81)

② Percussion Reverb

Determines the amount of reverb applied to the rhythm percussion.

When the Reverb Depth (for entire instrument) is set to the minimum, the setting here will have no effect.

Press the [B] button to select the item, then use the DATA CONTROL dial to change the setting.

Range: 0 – 24

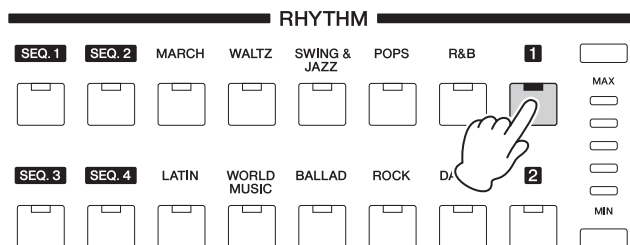
2 Selecting rhythms from the User buttons

As with the Voice sections, the Rhythm section also has User buttons (numbered 1 or 2) from which rhythms can be selected. You can select original User rhythms that have been created with this Electone or other models equipped with the Rhythm Pattern Program function (such as the ELS series). For details on selecting original User rhythms, see next page.

This also allows you to assign two or three rhythms from the same category to be selected from different buttons; one from the original Rhythm button, and the others from the User buttons.

For example, to call up “25: Modern Shuffle,” select the R&B category.

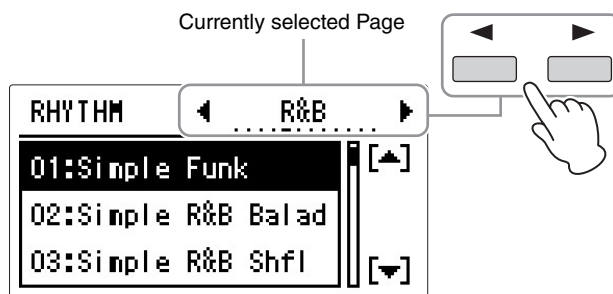
1 Press User button [1] at the right of the Rhythm buttons.



The rhythm category appears at the upper right of the display.

2 Select one of the Pages (categories) with the Page buttons.

In this case, select Page “R&B.”



Metronome

When you want to use the Metronome, select the “METRONOME” Page.

3 Select the “25: Modern Shuffle” rhythm with the DATA CONTROL dial.

This step assigns “25: Modern Shuffle” to the User button [1]. You can call up the “25: Modern Shuffle” the next time you press the [1] button.

To call up a User rhythm

User rhythms created on other Electones that have Rhythm Pattern Programming functions, such as the ELS series, can be selected and played from the User buttons in the panel Rhythm section.

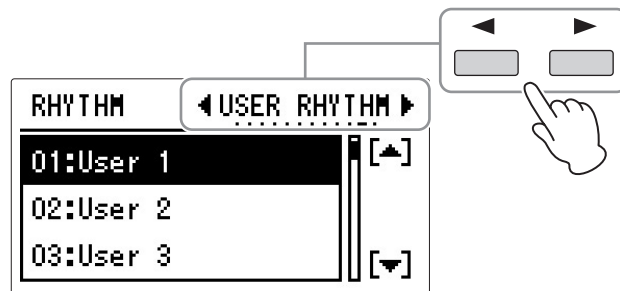
To call up the User rhythm, load back the registration containing the User rhythm to Electone in advance.

For details on loading back the Registration, see “Recalling Recorded Registrations” on page 154 and “Playing Back a Song” on page 155.

This procedure assigns the User rhythms to the User numbers 1 – 48.

1 Press one of the User buttons at the right of the Rhythm buttons.

2 Use the Page buttons to select Page “USER RHYTHM.”



3 Select the User rhythm number (User 1-48) by turning the DATA CONTROL dial.

3 Rhythm List

This list shows all available rhythms on the Electone.

MARCH		
01	Simple March	*1
02	Simple 6/8 March	*1
03	Marching Band 1	
04	Marching Band 2	*1
05	Marching Band 3	
06	German March	
07	6/8 March	
08	6/8 Kids	
09	Orchestral March	
10	Anime Fantasy	
11	Galaxy Ship	
12	SF March 1	
13	SF March 2	
14	Blockbuster	
15	Broadway	*1
16	Showtune	
17	Wild West	
18	Pop Classics	*1
19	French 50s	
20	6/8 Organ March	*2
21	Pub Piano	
22	Baroque	*2
23	Baroque Concerto	*2
24	Strings Concerto	*2
25	Choral Symphony	*2
26	Brass Band Hymn	*2
WALTZ		
01	Waltz	*1
02	Orchestral Waltz	
03	Vienna Waltz 1	
04	Vienna Waltz 2	
05	Gentle Waltz	
06	Classic Waltz	
07	Jazz Waltz 1	
08	Jazz Waltz 2	
09	Jazz Waltz 3	
10	JazzWaltz Medium	
11	Jazz Waltz Fast	
12	Mariachi	
13	Snow Waltz	
14	Vocal Waltz	
15	Musette	
16	Movie Soundtrack	
17	Choir Soundtrack	

18	Romantic Waltz	*2
19	Classical Menuet	*2
20	Green Fantasia	*1 *2
21	Guitar Serenade	*1 *2
SWING&JAZZ		
01	Simple Big Band	*1
02	Simple ComboJazz	*1
03	Big Band 1	
04	Big Band 2	
05	Big Band 3	
06	Orch Big Band 1	
07	Orch Big Band 2	
08	Big Band Jazz	
09	Big Band Fast	
10	Big Band Bop	
11	Movie Panther	
12	Jungle Drum	
13	Medium Jazz 1	
14	Medium Jazz 2	
15	Acoustic Jazz 1	
16	Acoustic Jazz 2	
17	Combo Swing	
18	InstrumentalJazz	
19	Manhattan Swing	
20	Five-Four	
21	Trad Piano Jazz	
22	Jazz Ballad 1	
23	Jazz Ballad 2	
24	Moonlight	
25	Winter Song	
26	ChristmasShuffle	
27	ChristmasBallad	
28	Movie Swing	
29	Afro Cuban 1	
30	Afro Cuban 2	
31	Foxtrot	
32	Slowfox	
33	Dixieland	
34	Dixieland Jazz 1	
35	Dixieland Jazz 2	*2
36	Ragtime	
37	Charleston	
38	Orchestra Swing	
39	Tap Dance Swing	

40	Organ Groove	
POPS		
01	Simple 8Beat Pop	*1
02	Simple 3/4 Pop	*1
03	SimpleShufflePop	*1
04	8Beat Light 1	
05	8Beat Light 2	
06	16Beat	
07	British 16Beat	
08	Guitar Pop	
09	Classic 16Beat	
10	Fusion Shuffle	
11	Folk Rock	
12	Easy Pop	
13	Chart Guitar Pop	*1
14	Jazz Pop	
15	British Pop	
16	Pop Shuffle	
17	Unplugged 1	*1
18	Unplugged 2	
19	Unplugged 3	
20	JPN Pop Shuffle	
21	JPN Idol Hits	
22	JPN 70s Anime	
23	JPN Soundtrack	
24	Cute Pop	
25	The 3rd Funk	
26	Sunset DECA	
27	US 70s TV Theme	
28	Asian Pops	
29	Scand Shuffle	
30	60s Vintage Pop	
31	60s Chart Swing	
32	Bubblegum Pop	
33	70s ChartCountry	*1
34	Euro Pop Organ	
35	Euro Fox	
36	Euro Pop	
R&B		
01	Simple Funk	*1
02	Simple R&B Balad	*1
03	Simple R&B Shfl	*1
04	Soul	
05	16Beat Soul 1	
06	16Beat Soul 2	

07	Frankly Soul	
08	Live Soul Band	
09	Soul Swing	
10	6/8 Soul	
11	Gospel Sisters	
12	Hollywood Gospel	
13	Gospel Party	
14	New Gospel	
15	Gospel Shuffle	
16	Jazz Funk	
17	Kool Funk	
18	Let's Funk	
19	Motor City	
20	Detroit Pop	
21	Blueberry Blues	
22	Blues Shuffle 1	*1
23	Blues Shuffle 2	
24	Lovely Shuffle	
25	Modern Shuffle	
26	Cool R&B	
27	Modern R&B	
28	Soul R&B	
29	Worship Fast	
LATIN		
01	Simple BossaNova	*1
02	Simple Samba	*1
03	Simple Mambo	*1
04	Simple Rumba	*1
05	Bossa Nova 1	
06	Bossa Nova 2	
07	Pop Bossa 1	
08	Pop Bossa 2	
09	Bossa Brazil	
10	Lounge Bossa	
11	Big Band Samba	
12	Light Samba	
13	Jazz Samba	
14	Mambo 1	
15	Mambo 2	
16	Rumba	
17	Rumba Flamenco	
18	Cha Cha Cha	
19	Big Band Cha Cha	
20	Pop Cha Cha 1	
21	Pop Cha Cha 2	

*1 Contains a Section with no Auto Bass part. Such a Section cannot produce the bass sound even if A.B.C. is turned on.

*2 Contains a Section with no Drum part. When playing such a Section, make sure to turn Accompaniment on.

22	Salsa	
23	Montuno	
24	Calypso	
25	Danzon	
26	Bomba	
27	Pop Latin	*1
28	Beguine	
29	Tango 1	
30	Tango 2	
31	Italian Tango	
32	Guitar Rumba	
WORLD MUSIC		
01	Bolero	
02	Flamenco	
03	Pop Flamenco	*1
04	Pasodoble	
05	Tarantella	
06	Sirtaki	
07	Hawaiian	
08	Mexican Dance	*2
09	Enka	
10	Polka 1	
11	Polka 2	
12	Banda Polka	*2
13	Zither Polka	
14	Party Polka	
15	Euro Polka	
16	Irish Dance	
17	Irish Hymn	*1
18	Celtic Dance	
19	Celtic Dance 3/4	
20	Celtic Christmas	
21	Sheriff Reggae 1	
22	Sheriff Reggae 2	
23	Caribbean	
24	Zouk	
25	Hoedown 1	*2
26	Hoedown 2	
27	Bluegrass	
28	ChinaPopBallad 1	*1
29	ChinaPopBallad 2	
30	China Dance	
31	China Trad 1	
32	China Trad 2	*1
33	Kung Fu	
34	Ethereal Voices	*1 *2
BALLAD		
01	Simple 8BtBallad	*1
02	SimpleRockBallad	*1
03	Acoustic8BtBalad	*1

04	8Beat Modern	
05	16Beat Ballad 1	
06	16Beat Ballad 2	
07	6/8 Slow Rock	
08	Schlager 6/8	
09	Big Rock Ballad	
10	90s Rock Ballad	
11	Power Ballad	
12	Easy Ballad	
13	Love Song	
14	Dramatic Ballad	*2
15	Animation Ballad	
16	70s Cool Ballad	
17	70s Pop Duo	
18	70s Glam Piano	
19	Movie Ballad	
20	80s Movie Ballad	
21	BigScreenClassic	
22	Chart Ballad	
23	Analog Ballad	
24	Slow & Easy	
25	Chillout	*1
26	Easy Country	
27	JPN Romantic Bld	
28	JPN Folk Pop Duo	
29	JPN Dance Ballad	*1
30	JPN R&B Ballad	
31	JPN TVSoundtrack	*1
32	Night Walk	*1 *2
33	Organ Ballad 1	
34	Organ Ballad 2	
35	Guitar Ballad	
36	Pop GuitarBallad	
37	ElecPiano Ballad	
38	Pop Piano Ballad	*1
ROCK		
01	Simple Rock	*1
02	Simple Shfl Rock	*1
03	Hard Rock 1	
04	Hard Rock 2	
05	Tears Rock 1	
06	Tears Rock 2	
07	British Rock	*1
08	Power Rock	
09	Stadium Rock	
10	ContemporaryRock	
11	Standard Rock	
12	Acoustic Rock	
13	Brit Rock Pop	
14	Funk Pop Rock	

15	ChartRockShuffle	
16	Chart Piano Shfl	
17	Beach Rock	
18	Surf Rock	
19	60s Rock	
20	70s Rock	
21	80s Power Rock	
22	80s Pop Rock	
23	80s Guitar Pop	
24	00s Boy Band	
25	Rock Shuffle	
26	Rock & Roll	
27	6/8 Rock	
28	60s Rock & Roll	
29	Jive	
30	Swingin' Boogie	
31	Southern Rock	
32	New Country	*1
33	Country Strum	
34	Disco Fox Rock	*1
35	JPN Pop Rock 1	
36	JPN Pop Rock 2	
37	JPN Band Rock 1	
38	JPN Band Rock 2	
39	JPN Light Rock 1	
40	JPN Light Rock 2	
41	JPN Rock Duo	
42	JPN Idol Rock	
43	JPN Kids Hero	
44	Dragon Rock	
45	Miracle Rock	*1
46	Pretty Cute	
47	Happy Pop	
DANCE		
01	Simple Dance Pop	*1
02	Simple Disco	*1
03	Ibiza 1	
04	Ibiza 2	*2
05	Trance Pop	
06	Euro Trance 1	
07	Euro Trance 2	*1
08	6/8 Trance 1	
09	6/8 Trance 2	
10	Club Dance 1	*1
11	Club Dance 2	
12	Dancefloor	*1
13	Techno Party	
14	80s Dance	
15	Swing House	
16	Dirty Pop	
17	Mallorca Party	*1

18	Disco Fox	
19	Disco Philly	
20	Disco Teens 1	*1
21	Disco Teens 2	
22	Disco Chocolate	
23	Saturday Night	
24	90s Disco	
25	70s Disco 1	
26	70s Disco 2	
27	Chart Pop	
28	Ground Beat	
29	Synth Pop	
30	UK Pop	
31	Turkish Eurobeat	*1
32	Oriental Pop	
33	Pop Beat	
34	Garage 1	
35	Garage 2	
36	Electronica	
37	Club Latin	
38	Latin Disco	
39	US Hip Hop	
40	Hip Hop Pop	
41	JPN Idol Pop 1	
42	JPN Idol Pop 2	
43	JPN Idol Pop 3	
44	JPN Dance Pop 1	
45	JPN Dance Pop 2	
46	Cute Techno	
47	Dance Police	
METRONOME		
01	Metronome 2/4	*1
02	Metronome 3/4	*1
03	Metronome 4/4	*1
04	Metronome 6/8	*1
05	Metronome 9/8	*1
06	Metronome 12/8	*1
07	Metronome 5/4	*1
08	Metronome 7/4	*1
09	Metronome 8/4	*1
10	Wood Block 2/4	*1
11	Wood Block 3/4	*1
12	Wood Block 4/4	*1
13	Wood Block 6/8	*1
14	Wood Block 9/8	*1
15	Wood Block 12/8	*1
16	Wood Block 5/4	*1
17	Wood Block 7/4	*1
18	Wood Block 8/4	*1

*1 Contains a Section with no Auto Bass part. Such a Section cannot produce the bass sound even if A.B.C. is turned on.

*2 Contains a Section with no Drum part. When playing such a Section, make sure to turn Accompaniment on.

4 Accompaniment

The Accompaniment function provides arpeggiated chords and other instrumental embellishments when rhythms are used.

To use the accompaniment parts, you'll need to make appropriate settings in the Rhythm Condition display.

1 Select the desired rhythm and press the same button on the panel again.

The Rhythm Condition display appears.

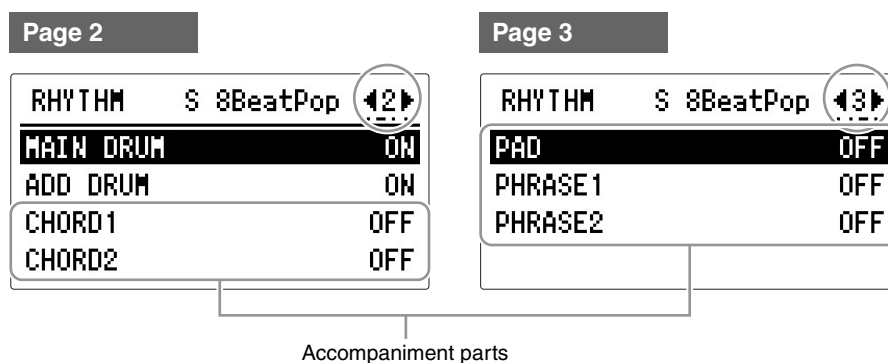
Rhythm Condition Display

RHYTHM	\$ 8BeatPop	◀1▶
PERCUSSION VOLUME		16
PERCUSSION REVERB		16
ACCOMP. VOLUME		16
ACCOMP. REVERB		16

2 Turn the desired parts on.

Use the Page buttons to select Page 2 or Page 3, then make settings for each part.

Pressing one of the [A] – [D] buttons corresponding to the desired accompaniment parts successively alternates between ON and OFF.



Each rhythm consists of seven parts, and you can visually confirm the On/Off status for all parts in Page 2 and Page 3 of the Rhythm Condition display. These parts, with the exception of the Main Drum and Add Drum, are Accompaniment parts.

The Accompaniment consists of five parts, Chord 1, Chord 2, Pad, Phrase 1, and Phrase 2, and each of them can be set to on or off by pressing corresponding button. If you turn all the parts off, the Accompaniment does not sound.

Chord 1/Chord 2

These are the rhythmic chord backing parts.

Pad

This part features sustained chords and commonly uses lush sounds, such as strings and organ.

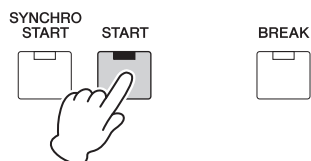
Phrase 1/Phrase 2

These parts are used for various embellishments and riffs that enhance the song, such as brass section accents and chord arpeggios.

Not all parts contain accompaniment data. Some parts may be empty depending on the selected rhythm and rhythm section.

Main Drum and Add Drum contains the drum and percussion rhythm patterns. When you turn both Main Drum and Add Drum off, the drum and percussion do not sound. Generally, Main Drum contains the main part of the rhythm and Add Drum has additional percussion sounds, such as tambourine.

3 Press the [START] button to start the rhythm, and then play the Lower Keyboard.




To adjust the volume and amount of reverb applied to the Accompaniment:

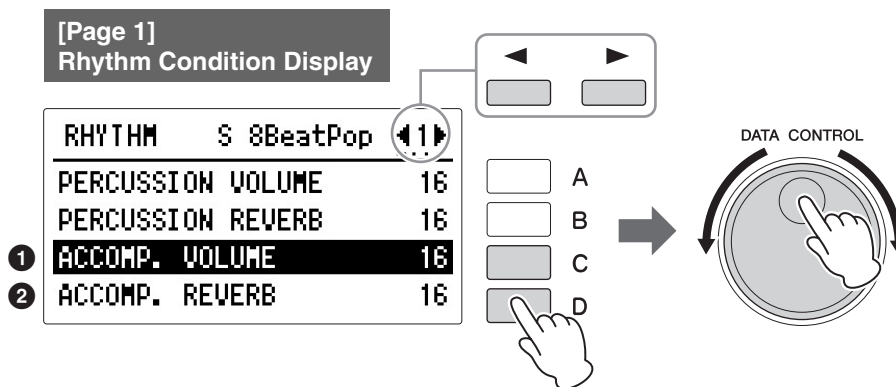
Make settings in Page 1 of the Rhythm Condition display.

- 1 **Select the desired rhythm and then press the same rhythm button on the panel again.**

The Rhythm Condition display appears.

 **Reference Page**
Rhythm Condition display
(page 74)

- 2 **Use the Page buttons to select Page 1.**




Determine the reverb and volume settings.

1 Accompaniment Volume

Determines the accompaniment volume.

Press the [C] button to select the item, then use the DATA CONTROL dial to change the setting.

Range: 0 – 24

 **Reference Page**
Accompaniment (page 79)

2 Accompaniment Reverb

Determines the amount of reverb applied to accompaniment. When the Reverb Depth (for entire instrument) is set to the minimum, the setting here will have no effect.

Press the [D] button to select the item, then use the DATA CONTROL dial to change the setting.

Range: 0 – 24

 **Reference Page**
Reverb Depth (page 61)

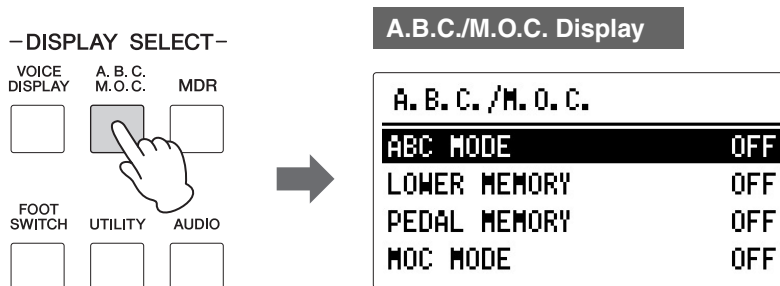
5 Automatic Accompaniment—Auto Bass Chord (A.B.C.)

The Auto Bass Chord (A.B.C.) function works with the Rhythm section of the Electone to automatically produce bass accompaniment as you play. It adds an entirely new dimension to your performance by effectively putting a full backing band at your disposal. There are three modes used for producing Automatic Accompaniment patterns. You can select the desired mode in the A.B.C./M.O.C. display.

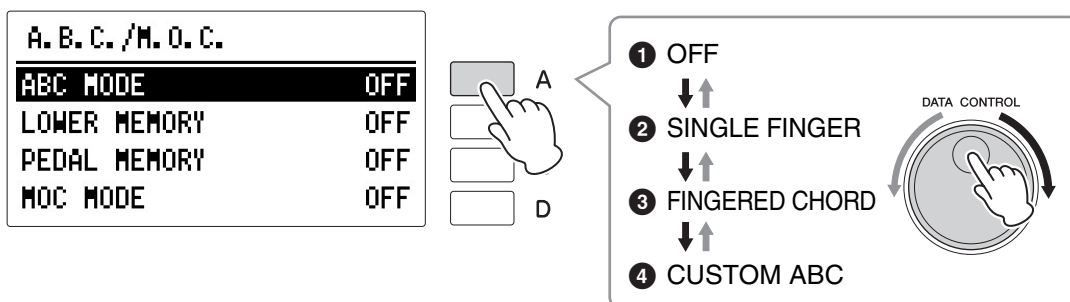
To set the A.B.C. function:

1 Press the [A.B.C./M.O.C.] button.

The A.B.C./M.O.C. display appears.



2 Press the [A] button to select the “ABC MODE,” then select the desired mode by turning the DATA CONTROL dial.



A.B.C. Mode

You can select modes in sequence: OFF → SINGLE FINGER → FINGERED CHORD → CUSTOM ABC by turning the DATA CONTROL dial clockwise. Turning the DATA CONTROL dial counter-clockwise selects in the reverse order.

When you start the rhythm with the [SYNCHRO START] button, set Lower/Pedal Memory to on. When Memory is off, releasing your fingers from Lower keyboard or Pedalboard stops the rhythm. For details, see “Memory” on page 84.

1 Off

Cancels the Auto Bass Chord function.

2 Single Finger

You can produce major, minor, 7th, and minor 7th chords by simply using one, or at most, two or three fingers to play the chords. The Single Finger mode provides the fastest and easiest means to obtain many different chord/bass combinations. The chord produced will sound in the same octave regardless of where it is played on the Lower keyboard.

NOTE

When the A.B.C. function mode is set to Single Finger or Fingered Chord, the bass part will not sound even if you play the pedals of the Pedalboard.

Key of C



Major chords:

Press the root of the chord (the note that corresponds to the chord's name).



Minor chords:

Simultaneously press the root and any one black key to the left of it.



7th chords:

Simultaneously press the root and any one white key to the left of it.



Minor 7th chords:

Simultaneously press the root as well as any black key and any white key to the left of it.

Playing single finger chords without the use of the rhythm lets you add full continuous chords to your performance.

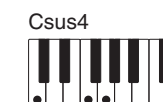
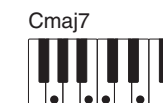
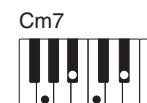
3 Fingered Chord

The Fingered Chord mode automatically produces bass accompaniment for chords played in the Lower keyboard. It allows you to use a wider range of chord types than in the Single Finger mode. In the Fingered Chord mode, you play full chords while the Auto Bass Chord function automatically selects the appropriate bass pattern. If you play only one or two notes in the Lower keyboard, the appropriate chord will sound on the basis of the previously played chord.

NOTE

When playing certain chords (aug, dim7, sus4, 6, and m6), make sure that the lowest note you play is the root of the chord.

Key of C



Playing fingered chords without the use of the rhythm lets you add full continuous chords to your performance.

4 Custom A.B.C.

The Custom A.B.C. mode is a slight variation on the Fingered Chord mode. It allows you to determine what bass notes will be played in the accompaniment by playing notes on the Pedalboard along with the chords you play in the Lower keyboard.

Memory

The Memory function is a convenient performance tool in the A.B.C. features that makes playing with the accompaniment even smoother and more fluid. It is available separately for both the Lower keyboard and Pedalboard. To use it, turn Memory on, start the rhythm and play chords and bass notes according to the selected A.B.C. mode. With Memory on, the accompaniment continues to play, even when you release your fingers (and foot). When you want to change to the next chord, simply play it and release it, and the auto accompaniment keeps playing with the new chord and bass note. This means that you can play a chord/bass note briefly, release it, and take your time before playing the next—you don't have to hold a chord down to keep the accompaniment going.

When A.B.C. is turned off (but Memory is on), the auto accompaniment of the rhythmic chords and bass pattern do not sound, but the sound of the Lower keyboard and/or Pedalboard continues until you play the next chord/bass note.

A. B. C. / M. O. C.		
	ABC MODE	OFF
①	LOWER MEMORY	OFF
②	PEDAL MEMORY	ON
	MOC MODE	OFF

A
 B
 C
 D

① Lower Memory

When this is set to on, the Lower keyboard Voices and chord accompaniment keep playing even after you release your fingers from the Lower keyboard, while the rhythm plays.

Successive pressing of the [B] button alternates between ON and OFF.

② Pedal Memory

When this is set to on, the Pedalboard Voices and bass accompaniment keep playing even after you release your foot from the Pedalboard, while the rhythm plays.

Successive pressing of the [C] button alternates between ON and OFF.

(In the Single Finger and Fingered modes:) When this is set to on, the bass accompaniment of the Pedalboard Voices keeps playing even after you release your fingers from the Lower keyboard.

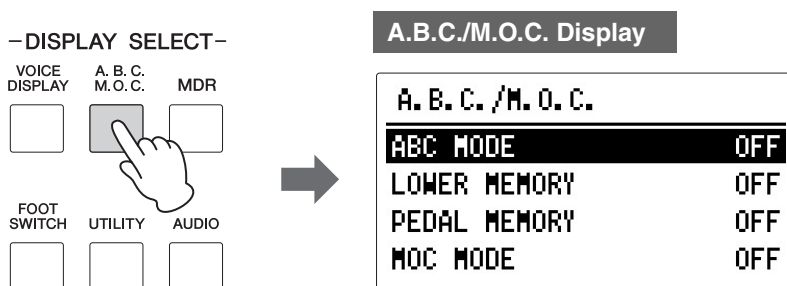
6 Melody On Chord (M.O.C.)

The Melody On Chord (M.O.C.) feature automatically adds a harmony part to the melodies you play on the Upper keyboard. The harmony is derived from the chords you play on the Lower keyboard—or from the chords that are played for you, if you use Automatic Accompaniment.

To set the M.O.C. function:

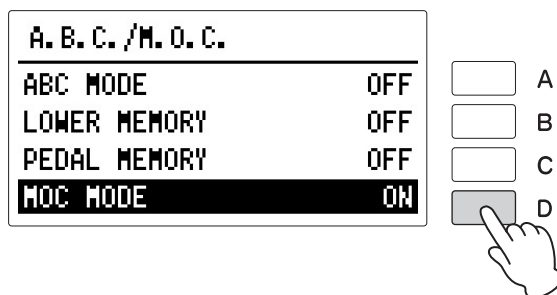
1 Press the [A.B.C./M.O.C.] button.

The A.B.C./M.O.C. display appears.



2 Turn the M.O.C. on.

Successive pressing of the [D] button alternates between ON and OFF.



ON:

Produces harmonies of up to two notes in a range close to the melody played.

OFF:

Cancels the Melody On Chord function.

Melody On Chord can be heard only when the Upper Keyboard Voice section's volume is set to the appropriate value.

Melody On Chord does not apply to the Lead Voice.

Rhythm Sequence

Rhythm Sequence lets you create your own rhythm compositions, connecting together any of the Electone's existing rhythms as well as original rhythms created on other Electones that have the Rhythm Sequence Program function (such as the ELS series). Although this Electone does not have the full Rhythm Sequence Program function, you can load four rhythm compositions to Sequence numbers [SEQ.1]—[SEQ.4] buttons on the panel for future recall, using the steps below.

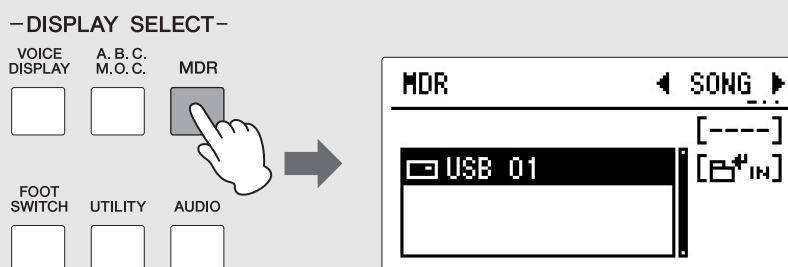
When the rhythm sequence contains Registration Sequence data or Next Unit data, these data types also can be loaded and played on this Electone.

While a rhythm is playing, sequence data in the Registration data cannot be loaded.

1 Insert the USB flash drive that contains the desired rhythm sequence data into the [USB TO DEVICE] terminal.

2 Press the [MDR] button and select the desired Song which contains the Registration data you want to load back to Electone.

For details on selecting a Song, see steps 2 and 3 on page 135.





This is necessary because the rhythm sequence data is stored as part of the registration data in the Song (page 147).

3 Load back the desired registration.

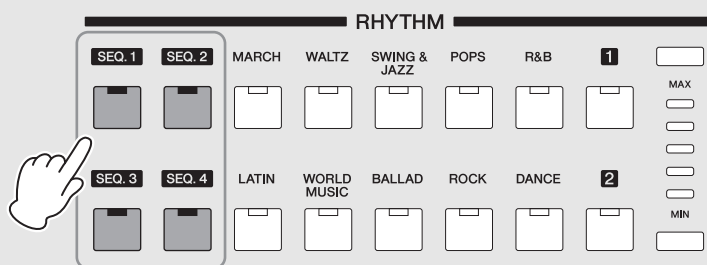
If the desired registration is in Unit 1, press the [PLAY/PAUSE] button in the MDR section to load back the Unit 1 registrations. If the desired registration is in a Unit other than 1, specify the Unit number then load back the Unit.

Now the rhythm sequence data has been loaded to Sequence numbers [SEQ.1]—[SEQ.4] buttons.

 **Reference Page**
What is a Song? (page 134)

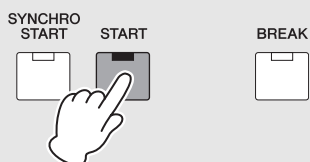
 **Reference Page**
Recalling Recorded Registrations (page 154)

4 Press the desired sequence numbers [SEQ.1]—[SEQ.4] buttons to turn them on (the respective lamps light).



5 Press the [START] button in the Rhythm section to play back the rhythm sequence.

Only those sequences set to on can be played. Two or more rhythm sequences can be played back in succession in numeric order. The SEQ. lamp goes out when the sequence assigned to it is finished playing.



NOTE

Sequence numbers [SEQ.1]—[SEQ.4] buttons can be turned on at the same time.

7 Keyboard Percussion

The Keyboard Percussion function provides many different drum and percussion sounds, playable from the keyboards and Pedalboard. Keyboard Percussion has two different modes, Preset and User. Preset Keyboard Percussion lets you play the preset drum kit sounds from the keyboards (assigned beforehand to the keys), while the User Keyboard Percussion lets you freely assign the drum sounds to any key or pedal you wish.

Using the Preset Keyboard Percussion

NOTE

On/Off status of the Voices (page 31)

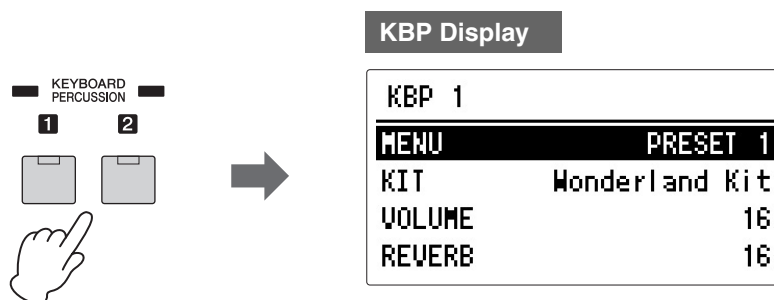
NOTE

Two Keyboard Percussion sets, [1] and [2], can be played at the same time by setting both buttons to on.

1 Turn off the Upper, Lower and/or Pedal Voices by setting each Voice's volume to MIN.

2 Turn on the Keyboard Percussion function by pressing the Keyboard Percussion [1] or [2] button. Press the [1] button to play Percussion sounds on the Upper/Lower keyboards, and press the [2] button for the Pedalboard.

The Keyboard Percussion (KBP) display appears.

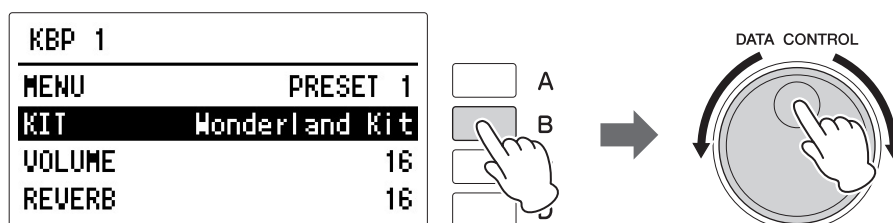


Pressing the Keyboard Percussion [1] button calls up the Preset 1 kit on the Upper/Lower keyboards, and pressing [2] button calls up the Preset 2 kit on the Pedalboard.

3 Select the desired percussion kit.

You can select a kit from a total of 22 different kits.

Press the [B] button to select "KIT," then use the DATA CONTROL dial to select the kit.



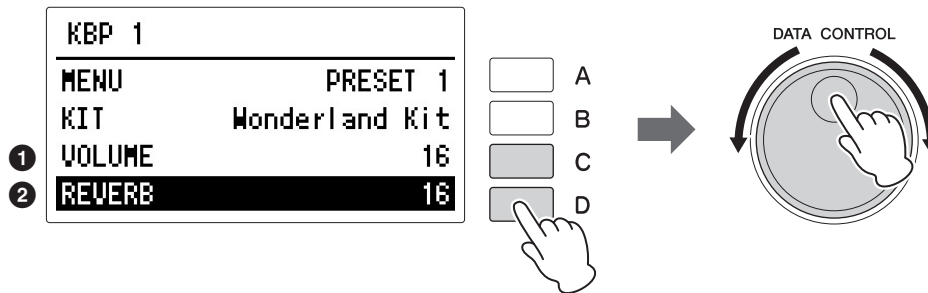
4 Play some notes on the keyboards and/or Pedalboard.

For details of percussion assignments for each kit, see the “Preset Keyboard Percussion List” on page 90.

Reference Page

Recalling the User Keyboard Percussion (page 104)

Changing the Keyboard Percussion volume/reverb



NOTE

The Keyboard Percussion volume and reverb settings made here are commonly applied to both Keyboard Percussion 1 and 2.

1 Volume

Determines the Keyboard Percussion volume.

Press the [C] button to select “VOLUME,” then use the DATA CONTROL dial to change the setting.

Range: 0 – 24

2 Reverb

Determines the amount of reverb applied to the Keyboard Percussion.

When the Reverb depth (for entire instrument) is set to the minimum, the setting here will have no effect.

Press the [D] button to select “REVERB,” then use the DATA CONTROL dial to change the setting.

Range: 0 – 24


Reference Page

Reverb Depth (page 61)

Preset Keyboard Percussion List

Indicates the drum/percussion sounds and their key assignments.

	Wonderland Kit			EL Kit		
	Preset 1 (UK)	Preset 1 (LK)	Preset 2 (PK)	Preset 1 (UK)	Preset 1 (LK)	Preset 2 (PK)
C1		Laser Beam	Thunder		–	Bass Drum Heavy
	C#1	Laser Shot	Horse		–	SD Brush Roll
D1		Water Phone	Bass Drum		–	Snare Drum Heavy
	D#1	Bubble	Footstep		Claves	SD Brush Shot 1
E1		Puddle	Snare		–	SD Reverb 1
	F#1	Thunder	Snare Roll		–	Snare Drum Light
G1		Shower	Footstep		Synth Tom 3	Tom 3
	G#1	Beach	Lion		Concert BD	Snare Drum Rim 1
A1		Stream	Footstep		Synth Tom 2	Tom 2
	A#1	Footstep	Oxen		Bass Drum Heavy	Hi-Hat Closed
B1		Door Squeak	Footstep		Synth Tom 1	Tom 1
	C#2	Door Slam	Door Slam		Bass Drum Light	Hi-Hat Open
C2		Bass Drum	Big Clock	–	Snare Drum Heavy	Ride Cymbal 1
	D#2	Gran Cassa	Footstep	–	SD Brush Roll	Synth Tom 3
D2		Tom 2	Starship	–	Snare Drum Heavy	Crash Cymbal 1
	E2	Tom 1	Footstep	–	SD Brush Shot 1	Synth Tom 2
E2		Snare	Train	–	SD Reverb 1	Orchestra Cymbal
	F#2	Snare Roll	Car Crash	–	Snare Drum Light	–
F2		Hi-Hat Closed	Footstep	–	Tom 3	Synth Tom 1
	G#2	Cymbal	Puddle	–	Snare Drum Rim 1	–
G2		Hi-Hat Open		–	Tom 2	
	A#2	Tambourine		–	Hi-Hat Closed	
A2		Finger Snap		–	Tom 1	
	B2	Castanet		–	Hi-Hat Open	
C3		Triangle Mute		–	Ride Cymbal 1	
	C#3	Wood Block L		–	Orch Snare Drum	
D3		Triangle Open		–	Crash Cymbal 1	
	D#3	Wood Block H		–	Snare Drum Roll	
E3		Hand Clap		–	Orchestra Cymbal	
	F#3	Jingle Bells		–	Orch Cymbal Roll	
F3		Bell Tree		–	Triangle Mute	
	G#3	Alarm Bell		–	Tambourine	
G3		Train		–	Triangle Open	
	A#3	Horn 1		–	Castanet	
A3		Horn 2		–	Cowbell 1	
	B3	Siren		–	Timbale 1 Low	
C4		CarEngn Ignition		–	Timbale 1 High	
	C#4	Car Crash		–	Wood Block Low	
D4		Helicopter		–	Conga Low	
	D#4	Starship		–	Wood Block High	
E4		Sheep		–	Conga High	
	F#4	Goat		–	Bongo Low	
F4		Oxen		–	Agogo Low	
	G#4	Whinny		–	Bongo High	
G4		Horse		–	Agogo High	
	A#4	Lion		–	Cuica Low	
A4		Dog		–	Hand Claps	
	B4	Cat		–	Cuica High	
B4		Hen		–	Shaker	
	C#5	Owl		–		
D5		Insects		–		
	D#5	Frog		–		
E5		Tweet 1		–		
	F#5	Tweet 2		–		
F5		Cuckoo Clock		–		
	G#5	Big Clock		–		
G5		Bell		–		
	A#5	Telephone		–		
A5		Camera		–		
	B5	Gnaw		–		
B5		Applause		–		
C6				–		

 : Indicates the keys of the keyboard.

	Hit Kit			Room Kit		
	Preset 1 (UK)	Preset 1 (LK)	Preset 2 (PK)	Preset 1 (UK)	Preset 1 (LK)	Preset 2 (PK)
C1		–	Kick Tight H		–	Kick
	C#1	Surdo Mute	Stick Ambient		Surdo Mute	Side Stick
D1		Surdo Open	Snare Ambient		Surdo Open	Snare Snappy
	D#1	Hi Q	Hand Clap		Hi Q	Hand Clap
E1		Whip Slap	Snare Tight 2		Whip Slap	Snare Tight Snap
F1		Scratch H	Hybrid Tom 1		Scratch H	Tom Room 1
	F#1	Scratch L	Hi-Hat Closed 2		Scratch L	Hi-Hat Closed
G1		Finger Snap	Hybrid Tom 2		Finger Snap	Tom Room 2
	G#1	Click Noise	Hi-Hat Pedal 2		Click Noise	Hi-Hat Pedal
A1		Metronome Click	Hybrid Tom 3		Metronome Click	Tom Room 3
	A#1	Metronome Bell	Hi-Hat Open 2		Metronome Bell	Hi-Hat Open
B1		Seq Click L	Hybrid Tom 4		Seq Click L	Tom Room 4
C2	–	Seq Click H	Hybrid Tom 5	–	Seq Click H	Tom Room 5
	C#2	Brush Tap	Crash Cymbal 1	–	Brush Tap	Crash Cymbal 1
D2	–	Brush Swirl	Hybrid Tom 6	–	Brush Swirl	Tom Room 6
	D#2	Brush Slap	Ride Cymbal 1	–	Brush Slap	Ride Cymbal 1
E2	–	Brush Tap Swirl	Chinese Cymbal	–	Brush Tap Swirl	Chinese Cymbal
F2	–	Snare Roll	Ride Cymbal Cup	–	Snare Roll	Ride Cymbal Cup
	F#2	Castanet	Tambourine Light	–	Castanet	Tambourine
G2	–	Snare Electro	Splash Cymbal	–	Snare Soft	Splash Cymbal
	G#2	Sticks		–	Sticks	
A2	–	Kick Tight L		–	Kick Soft	
	A#2	Snare Pitched		–	Open Rim Shot	
B2	–	Kick Wet		–	Kick Tight	
C3		Bongo H		Bongo H	Kick	
	C#3	Bongo L	Stick Ambient	Bongo L	Side Stick	
D3		Conga H Mute	Snare Ambient	Conga H Mute	Snare Snappy	
	D#3	Conga H Open	Hand Clap	Conga H Open	Hand Clap	
E3		Conga L	Snare Tight 2	Conga L	Snare Tight Snap	
F3		Timbale H	Hybrid Tom 1	Timbale H	Tom Room 1	
	F#3	Timbale L	Hi-Hat Closed 2	Timbale L	Hi-Hat Closed	
G3		Agogo H	Hybrid Tom 2	Agogo H	Tom Room 2	
	G#3	Agogo L	Hi-Hat Pedal 2	Agogo L	Hi-Hat Pedal	
A3		Cabasa	Hybrid Tom 3	Cabasa	Tom Room 3	
	A#3	Maracas	Hi-Hat Open 2	Maracas	Hi-Hat Open	
B3		Samba Whistle H	Hybrid Tom 4	Samba Whistle H	Tom Room 4	
C4		Samba Whistle L	Hybrid Tom 5	Samba Whistle L	Tom Room 5	
	C#4	Guiro Short	Crash Cymbal 1	Guiro Short	Crash Cymbal 1	
D4		Guiro Long	Hybrid Tom 6	Guiro Long	Tom Room 6	
	D#4	Claves	Ride Cymbal 1	Claves	Ride Cymbal 1	
E4		Wood Block H	Chinese Cymbal	Wood Block H	Chinese Cymbal	
F4		Wood Block L	Ride Cymbal Cup	Wood Block L	Ride Cymbal Cup	
	F#4	Cuica Mute	Tambourine Light	Cuica Mute	Tambourine	
G4		Cuica Open	Splash Cymbal	Cuica Open	Splash Cymbal	
	G#4	Triangle Mute	Cowbell	Triangle Mute	Cowbell	
A4		Triangle Open	Crash Cymbal 2	Triangle Open	Crash Cymbal 2	
	A#4	Shaker	Vibraslap	Shaker	Vibraslap	
B4		Jingle Bells	Ride Cymbal 2	Jingle Bells	Ride Cymbal 2	
C5		Bell Tree	–	Bell Tree	–	
	C#5	–		–		
D5		–		–		
	D#5	–		–		
E5		–		–		
F5		–		–		
	F#5	–		–		
G5		–		–		
	G#5	–		–		
A5		–		–		
	A#5	–		–		
B5		–		–		
C6		–		–		

 : Indicates the keys of the keyboard.


	Rock Kit			Electro Kit		
	Preset 1 (UK)	Preset 1 (LK)	Preset 2 (PK)	Preset 1 (UK)	Preset 1 (LK)	Preset 2 (PK)
C1		–	Kick Gate		–	Kick Gate Heavy
D1	C#1	Surdo Mute	Side Stick		Surdo Mute	Side Stick
E1	D#1	Surdo Open	Snare Rock		Surdo Open	Snare Noisy 2
F1		Hi Q	Hand Clap		Hi Q	Hand Clap
G1	F#1	Whip Slap	Snare Rock Tight		Whip Slap	Snare Noisy 3
A1		Scratch H	Tom Rock 1		Scratch H	Tom Electro 1
B1	G#1	Scratch L	Hi-Hat Closed		Scratch L	Hi-Hat Closed
C2		Finger Snap	Tom Rock 2		Finger Snap	Tom Electro 2
D2	C#2	Click Noise	Hi-Hat Pedal		Click Noise	Hi-Hat Pedal
E2	D#2	Metronome Click	Tom Rock 3		Metronome Click	Tom Electro 3
F2	F#2	Metronome Bell	Hi-Hat Open		Metronome Bell	Hi-Hat Open
G2		Seq Click L	Tom Rock 4		Seq Click L	Tom Electro 4
A2	A#2	Seq Click H	Tom Rock 5		Seq Click H	Tom Electro 5
B2		Brush Tap	Crash Cymbal 1		Brush Tap	Crash Cymbal 1
C3	C#3	Brush Swirl	Tom Rock 6		Brush Swirl	Tom Electro 6
D3	D#3	Brush Slap	Ride Cymbal 1		Brush Slap	Ride Cymbal 1
E3		Brush Tap Swirl	Chinese Cymbal		Reverse Cymbal	Chinese Cymbal
F3	F#3	Snare Roll	Ride Cymbal Cup		Snare Roll	Ride Cymbal Cup
G3	G#3	Castanet	Tambourine		Hi Q 2	Tambourine
A3	A#3	Snare Noisy	Splash Cymbal		Snare Snap Elec	Splash Cymbal
B3		Sticks			Sticks	
C4	C#4	Kick Soft			Kick 3	
D4	D#4	Open Rim Shot			Open Rim Shot	
E4		Kick 2			Kick Gate	
F4	F#4	Bongo H	Kick Gate	Bongo H	Kick Gate Heavy	
G4	G#4	Bongo L	Side Stick	Bongo L	Side Stick	
A4	A#4	Conga H Mute	Snare Rock	Conga H Mute	Snare Noisy 2	
B4		Conga H Open	Hand Clap	Conga H Open	Hand Clap	
C5	C#5	Conga L	Snare Rock Tight	Conga L	Snare Noisy 3	
D5	D#5	Timbale H	Tom Rock 1	Timbale H	Tom Electro 1	
E5		Timbale L	Hi-Hat Closed	Timbale L	Hi-Hat Closed	
F5	F#5	Agogo H	Tom Rock 2	Agogo H	Tom Electro 2	
G5	G#5	Agogo L	Hi-Hat Pedal	Agogo L	Hi-Hat Pedal	
A5	A#5	Cabasa	Tom Rock 3	Cabasa	Tom Electro 3	
B5		Maracas	Hi-Hat Open	Maracas	Hi-Hat Open	
C6		Samba Whistle H	Tom Rock 4	Samba Whistle H	Tom Electro 4	
D6		Samba Whistle L	Tom Rock 5	Samba Whistle L	Tom Electro 5	
E6		Guiro Short	Crash Cymbal 1	Guiro Short	Crash Cymbal 1	
F6		Guiro Long	Tom Rock 6	Guiro Long	Tom Electro 6	
G6		Claves	Ride Cymbal 1	Claves	Ride Cymbal 1	
A6		Wood Block H	Chinese Cymbal	Wood Block H	Chinese Cymbal	
B6		Wood Block L	Ride Cymbal Cup	Wood Block L	Ride Cymbal Cup	
C7		Cuica Mute	Tambourine	Scratch H 2	Tambourine	
D7		Cuica Open	Splash Cymbal	Scratch L 2	Splash Cymbal	
E7		Triangle Mute	Cowbell	Triangle Mute	Cowbell	
F7		Triangle Open	Crash Cymbal 2	Triangle Open	Crash Cymbal 2	
G7		Shaker	Vibraslap	Shaker	Vibraslap	
A7		Jingle Bells	Ride Cymbal 2	Jingle Bells	Ride Cymbal 2	
B7		Bell Tree	–	Bell Tree	–	
C8		–		–		
D8		–		–		
E8		–		–		
F8		–		–		
G8		–		–		
A8		–		–		
B8		–		–		
C9		–		–		

 : Indicates the keys of the keyboard.

	Analog Kit			Dance Kit		
	Preset 1 (UK)	Preset 1 (LK)	Preset 2 (PK)	Preset 1 (UK)	Preset 1 (LK)	Preset 2 (PK)
C1		–	Kick Analog		–	Kick Techno
	C#1	Surdo Mute	Side Stick Anlg		Kick Dance 1	Side Stick Anlg
D1		Surdo Open	Snare Analog		Kick Dance 2	Snare Clap
	D#1	Hi Q	Hand Clap		Hi Q	Dance Clap
E1		Whip Slap	Snare Analog 2		Whip Slap	Snare Dry
	F#1	Scratch H	Tom Analog 1		Scratch Dance 1	Tom Dance 1
	F1	Scratch L	Hat Close Analog		Scratch Dance 2	Hi-Hat Closed 3
G1		Finger Snap	Tom Analog 2		Finger Snap	Tom Dance 2
	G#1	Click Noise	Hat Close Anlg 2		Click Noise	Hat Close Anlg 3
A1		Metronome Click	Tom Analog 3		Dance Perc 1	Tom Dance 3
	A#1	Metronome Bell	Hat Open Analog		Reverse Dance 1	Hi-Hat Open 3
B1		Seq Click L	Tom Analog 4		Dance Perc 2	Tom Dance 4
	C#2	Seq Click H	Tom Analog 5	–	Hi Q Dance 1	Tom Dance 5
	C2	–	Brush Tap	–	Snare Analog 3	Crash Analog
D2		Brush Swirl	Crash Analog	–	Vinyl Noise	Tom Analog 6
	D#2	–	Brush Slap	–	Ride Cymbal 1	Ride Cymbal 1
E2		Reverse Cymbal	Ride Cymbal 1	–	Snare Analog 4	Ride Cymbal 1
	F#2	–	Chinese Cymbal	–	Reverse Cymbal	Chinese Cymbal
	F2	–	Ride Cymbal Cup	–	Reverse Dance 2	Ride Cymbal Cup
	F12	–	Ride Cymbal Cup	–	Hi Q 2	Tambourine Anlg
G2		Hi Q 2	Tambourine	–	Hi Q 2	Tambourine Anlg
	G#2	–	Snare Noisy 4	–	Splash Cymbal	Splash Cymbal
	G2	–	Sticks	–	Snare Dance 1	
A2		Kick 3		–	Kick Techno Q	
	A#2	–	Open Rim Shot	–	Rim Gate	
B2		Kick Anlg Short		–	Kick Techno L	
	C#3	Bongo H	Kick Analog	Bongo Analog H	Kick Techno	
	C3	Bongo L	Side Stick Anlg	Bongo Analog L	Side Stick Anlg	
D3		Conga Analog H	Snare Analog	Conga Analog H	Snare Clap	
	D#3	Conga Analog M	Hand Clap	Conga Analog M	Dance Clap	
E3		Conga Analog L	Snare Analog 2	Conga Analog L	Snare Dry	
	F#3	Timbale H	Tom Analog 1	Timbale H	Tom Dance 1	
	F3	Timbale L	Hat Close Analog	Timbale L	Hi-Hat Closed 3	
G3		Agogo H	Tom Analog 2	Agogo H	Tom Dance 2	
	G#3	Agogo L	Hat Close Anlg 2	Agogo L	Hat Close Anlg 3	
A3		Cabasa	Tom Analog 3	Cabasa	Tom Dance 3	
	A#3	Maracas 2	Hat Open Analog	Maracas 2	Hi-Hat Open 3	
B3		Samba Whistle H	Tom Analog 4	Samba Whistle H	Tom Dance 4	
	C#4	Samba Whistle L	Tom Analog 5	Samba Whistle L	Tom Dance 5	
	C4	Guiro Short	Crash Analog	Guiro Short	Crash Analog	
D4		Guiro Long	Tom Analog 6	Guiro Long	Tom Dance 6	
	D#4	Claves 2	Ride Cymbal 1	Claves 2	Ride Cymbal 1	
E4		Wood Block H	Chinese Cymbal	Dance Perc 3	Chinese Cymbal	
	F#4	Wood Block L	Ride Cymbal Cup	Dance Perc 4	Ride Cymbal Cup	
	F4	Scratch H 2	Tambourine	Dance Breath 1	Tambourine Anlg	
G4		Scratch L 2	Splash Cymbal	Dance Breath 2	Splash Cymbal	
	G#4	Triangle Mute	Cowbell Analog	Triangle Mute	Cowbell Dance	
A4		Triangle Open	Crash Cymbal 2	Triangle Open	Crash Cymbal 2	
	A#4	Shaker	Vibraslap	Shaker	Vibraslap Analog	
B4		Jingle Bells	Ride Cymbal 2	Jingle Bells	Ride Analog	
C5		Bell Tree	–	Bell Tree	–	
	C#5	–		–		
D5		–		–		
	D#5	–		–		
E5		–		–		
	F#5	–		–		
F5		–		–		
	F5	–		–		
G5		–		–		
	G#5	–		–		
A5		–		–		
	A#5	–		–		
B5		–		–		
	B5	–		–		
C6		–		–		

 : Indicates the keys of the keyboard.

	Jazz Kit			Brush Kit		
	Preset 1 (UK)	Preset 1 (LK)	Preset 2 (PK)	Preset 1 (UK)	Preset 1 (LK)	Preset 2 (PK)
C1		–	Kick Jazz		–	Kick Jazz
D1	C#1	Surdo Mute	Side Stick Light		Surdo Mute	Side Stick Light
E1	D#1	Surdo Open	Snare Jazz L		Surdo Open	Brush Slap 3
F1		Hi Q	Hand Clap		Hi Q	Hand Clap
G1	F#1	Whip Slap	Snare Jazz M		Whip Slap	Brush Tap 2
A1		Scratch H	Floor Tom L		Scratch H	Tom Brush 1
B1	G#1	Scratch L	Hi-Hat Closed		Scratch L	Hi-Hat Closed
C2		Finger Snap	Floor Tom H		Finger Snap	Tom Brush 2
D2	C#2	Click Noise	Hi-Hat Pedal		Click Noise	Hi-Hat Pedal
E2	D#2	Metronome Click	Low Tom		Metronome Click	Tom Brush 3
F2	F#2	Metronome Bell	Hi-Hat Open		Metronome Bell	Hi-Hat Open
G2		Seq Click L	Mid Tom L		Seq Click L	Tom Brush 4
A2	A#2	Seq Click H	Mid Tom H		Seq Click H	Tom Brush 5
B2		–	–		–	–
C3	C#3	Brush Tap	Crash Cymbal 1		Brush Tap	Crash Cymbal 1
D3	D#3	Brush Swirl	High Tom		Brush Swirl	Tom Brush 6
E3		Brush Slap	Ride Cymbal 1		Brush Slap	Ride Cymbal 1
F3	F#3	Brush Tap Swirl	Chinese Cymbal		Brush Tap Swirl	Chinese Cymbal
G3		Snare Roll	Ride Cymbal Cup		Snare Roll	Ride Cymbal Cup
A3	A#3	Castanet	Tambourine		Castanet	Tambourine
B3		–	–		–	–
C4	C#4	Snare Jazz H	Splash Cymbal		Brush Slap 2	Splash Cymbal
D4	D#4	Sticks	–		Sticks	–
E4		Kick Soft	–		Kick Soft	–
F4	F#4	Open Rim Shot	–		Open Rim Shot	–
G4	G#4	Kick Tight	–		Kick Tight	–
A4	A#4	Bongo H	Kick Jazz		Bongo H	Kick Jazz
B4		Bongo L	Side Stick Light		Bongo L	Side Stick Light
C5	C#5	Conga H Mute	Snare Jazz L		Conga H Mute	Brush Slap 3
D5	D#5	Conga H Open	Hand Clap		Conga H Open	Hand Clap
E5		Conga L	Snare Jazz M		Conga L	Brush Tap 2
F5	F#5	Timbale H	Floor Tom L		Timbale H	Tom Brush 1
G5	G#5	Timbale L	Hi-Hat Closed		Timbale L	Hi-Hat Closed
A5	A#5	Agogo H	Floor Tom H		Agogo H	Tom Brush 2
B5		Agogo L	Hi-Hat Pedal		Agogo L	Hi-Hat Pedal
C6		Cabasa	Low Tom		Cabasa	Tom Brush 3
D6		Maracas	Hi-Hat Open		Maracas	Hi-Hat Open
E6		Samba Whistle H	Mid Tom L		Samba Whistle H	Tom Brush 4
F6		Samba Whistle L	Mid Tom H		Samba Whistle L	Tom Brush 5
G6		Guiro Short	Crash Cymbal 1		Guiro Short	Crash Cymbal 1
A6		Guiro Long	High Tom		Guiro Long	Tom Brush 6
B6		Claves	Ride Cymbal 1		Claves	Ride Cymbal 1
C7		Wood Block H	Chinese Cymbal		Wood Block H	Chinese Cymbal
D7		Wood Block L	Ride Cymbal Cup		Wood Block L	Ride Cymbal Cup
E7		Cuica Mute	Tambourine		Cuica Mute	Tambourine
F7		Cuica Open	Splash Cymbal		Cuica Open	Splash Cymbal
G7		Triangle Mute	Cowbell		Triangle Mute	Cowbell
A7		Triangle Open	Crash Cymbal 2		Triangle Open	Crash Cymbal 2
B7		Shaker	Vibraslap		Shaker	Vibraslap
C8		Jingle Bells	Ride Cymbal 2		Jingle Bells	Ride Cymbal 2
D8		Bell Tree	–		Bell Tree	–
E8		–	–		–	–
F8		–	–		–	–
G8		–	–		–	–
A8		–	–		–	–
B8		–	–		–	–
C9		–	–		–	–
D9		–	–		–	–
E9		–	–		–	–
F9		–	–		–	–
G9		–	–		–	–
A9		–	–		–	–
B9		–	–		–	–
C10		–	–		–	–

 : Indicates the keys of the keyboard.

	Symphony Kit			Live! Studio Kit		
	Preset 1 (UK)	Preset 1 (LK)	Preset 2 (PK)	Preset 1 (UK)	Preset 1 (LK)	Preset 2 (PK)
C1		–	Gran Cassa Mute		–	Kick Studio
	C#1	Surdo Mute	Side Stick		Surdo Mute	Side Stick
D1		Surdo Open	Band Snare		Surdo Open	Snare Studio M
	D#1	Hi Q	Hand Clap		Hi Q	Hand Clap
E1		Whip Slap	Band Snare 2		Whip Slap	Snare Studio L
	F#1	Scratch H	Floor Tom L		Scratch H	Floor Tom L
F1		Scratch L	Hi-Hat Closed		Scratch L	Hi-Hat Closed
	G#1	Finger Snap	Floor Tom H		Finger Snap	Floor Tom H
G1		Click Noise	Hi-Hat Pedal		Click Noise	Hi-Hat Pedal
	A#1	Metronome Click	Low Tom		Metronome Click	Low Tom
A1		Metronome Bell	Hi-Hat Open		Metronome Bell	Hi-Hat Open
	B#1	Seq Click L	Mid Tom L		Seq Click L	Mid Tom L
B1		Seq Click H	Mid Tom H		Seq Click H	Mid Tom H
	C#2	–	–		–	–
C2		Brush Tap	Hand Cymbal		Brush Tap	Crash Cymbal 1
	D#2	–	–		–	–
D2		Brush Swirl	High Tom		Brush Swirl	High Tom
	E#2	–	–		–	–
E2		Brush Slap	Hand Cymbal S		Brush Slap	Ride Cymbal 1
	F#2	–	–		–	–
F2		Brush Tap Swirl	Chinese Cymbal		Brush Tap Swirl	Chinese Cymbal
	G#2	–	–		–	–
G2		Snare Roll	Ride Cymbal Cup		Snare Roll	Ride Cymbal Cup
	A#2	–	–		–	–
A2		Castanet	Tambourine		Castanet	Tambourine
	B#2	–	–		–	–
B2		Snare Soft	Splash Cymbal		Snare Studio 2	Splash Cymbal
	C#3	–	–		–	–
C3		Sticks			Sticks	
	D#3	–	–		–	–
D3		Kick Soft 2			Kick Ambience H	
	E#3	–	–		–	–
E3		Open Rim Shot			Open Rim Shot	
	F#3	–	–		–	–
F3		Gran Cassa			Kick Ambience L	
	G#3	–	–		–	–
G3		Bongo H	Gran Cassa Mute		Bongo H	Kick Studio
	A#3	–	–		–	–
A3		Bongo L	Side Stick		Bongo L	Side Stick
	B#3	–	–		–	–
B3		Conga H Mute	Band Snare		Conga H Mute	Snare Studio M
	C#4	–	–		–	–
C4		Conga H Open	Hand Clap		Conga H Open	Hand Clap
	D#4	–	–		–	–
D4		Conga L	Band Snare 2		Conga L	Snare Studio L
	E#4	–	–		–	–
E4		Timbale H	Floor Tom L		Timbale H	Floor Tom L
	F#4	–	–		–	–
F4		Timbale L	Hi-Hat Closed		Timbale L	Hi-Hat Closed
	G#4	–	–		–	–
G4		Agogo H	Floor Tom H		Agogo H	Floor Tom H
	A#4	–	–		–	–
A4		Agogo L	Hi-Hat Pedal		Agogo L	Hi-Hat Pedal
	B#4	–	–		–	–
B4		Cabasa	Low Tom		Cabasa	Low Tom
	C#5	–	–		–	–
C5		Maracas	Hi-Hat Open		Maracas	Hi-Hat Open
	D#5	–	–		–	–
D5		Samba Whistle H	Mid Tom L		Samba Whistle H	Mid Tom L
	E#5	–	–		–	–
E5		Samba Whistle L	Mid Tom H		Samba Whistle L	Mid Tom H
	F#5	–	–		–	–
F5		Guiro Short	Hand Cymbal		Guiro Short	Crash Cymbal 1
	G#5	–	–		–	–
G5		Guiro Long	High Tom		Guiro Long	High Tom
	A#5	–	–		–	–
A5		Claves	Hand Cymbal S		Claves	Ride Cymbal 1
	B#5	–	–		–	–
B5		Wood Block H	Chinese Cymbal		Wood Block H	Chinese Cymbal
	C#6	–	–		–	–
C6		Wood Block L	Ride Cymbal Cup		Wood Block L	Ride Cymbal Cup
	D#6	–	–		–	–
D6		Cuica Mute	Tambourine		Cuica Mute	Tambourine
	E#6	–	–		–	–
E6		Cuica Open	Splash Cymbal		Cuica Open	Splash Cymbal
	F#6	–	–		–	–
F6		Triangle Mute	Cowbell		Triangle Mute	Cowbell
	G#6	–	–		–	–
G6		Triangle Open	Hand Cymbal 2		Triangle Open	Crash Cymbal 2
	A#6	–	–		–	–
A6		Shaker	Vibraslap		Shaker	Vibraslap
	B#6	–	–		–	–
B6		Jingle Bells	Hand Cymbal 2 S		Jingle Bells	Ride Cymbal 2
	C#7	–	–		–	–
C7		Bell Tree			Bell Tree	
	D#7	–	–		–	–
D7		–	–		–	–
	E#7	–	–		–	–
E7		–	–		–	–
	F#7	–	–		–	–
F7		–	–		–	–
	G#7	–	–		–	–
G7		–	–		–	–
	A#7	–	–		–	–
A7		–	–		–	–
	B#7	–	–		–	–
B7		–	–		–	–
	C#8	–	–		–	–
C8		–	–		–	–
	D#8	–	–		–	–
D8		–	–		–	–
	E#8	–	–		–	–
E8		–	–		–	–
	F#8	–	–		–	–
F8		–	–		–	–
	G#8	–	–		–	–
G8		–	–		–	–
	A#8	–	–		–	–
A8		–	–		–	–
	B#8	–	–		–	–
B8		–	–		–	–
	C#9	–	–		–	–
C9		–	–		–	–
	D#9	–	–		–	–
D9		–	–		–	–
	E#9	–	–		–	–
E9		–	–		–	–
	F#9	–	–		–	–
F9		–	–		–	–
	G#9	–	–		–	–
G9		–	–		–	–
	A#9	–	–		–	–
A9		–	–		–	–
	B#9	–	–		–	–
B9		–	–		–	–
	C#10	–	–		–	–
C10		–	–		–	–
	D#10	–	–		–	–
D10		–	–		–	–
	E#10	–	–		–	–
E10		–	–		–	–
	F#10	–	–		–	–
F10		–	–		–	–
	G#10	–	–		–	–
G10		–	–		–	–
	A#10	–	–		–	–
A10		–	–		–	–
	B#10	–	–		–	–
B10		–	–		–	–
	C#11	–	–		–	–
C11		–	–		–	–
	D#11	–	–		–	–
D11		–	–		–	–
	E#11	–	–		–	–
E11		–	–		–	–
	F#11	–	–		–	–
F11		–	–		–	–
	G#11	–	–		–	–
G11		–	–		–	–
	A#11	–	–		–	–
A11		–	–		–	–
	B#11	–	–		–	–
B11		–	–		–	–
	C#12	–	–		–	–
C12		–	–		–	–
	D#12	–	–		–	–
D12		–	–		–	–
	E#12	–	–		–	–
E12		–	–		–	–
	F#12	–	–		–	–
F12		–	–		–	–
	G#12	–	–		–	–
G12		–	–		–	–
	A#12	–	–		–	–
A12		–	–		–	–
	B#12	–	–		–	–
B12		–	–		–	–
	C#13	–	–		–	–
C13		–	–		–	–
	D#13	–	–		–	–
D13		–	–		–	–
	E#13	–	–		–	–
E13		–	–		–	–
	F#13	–	–		–	–
F13		–	–		–	–
	G#13	–	–		–	–
G13		–	–		–	–
	A#13	–	–		–	–
A13		–	–		–	–
	B#13	–	–		–	–
B13		–	–		–	–
	C#14	–	–		–	–
C14		–	–		–	–
	D#14	–	–		–	–
D14		–	–		–	–
	E#14	–	–		–	–
E14		–	–		–	–
	F#14	–	–		–	–
F14		–	–		–	–
	G#14	–	–		–	–
G14		–	–		–	–
	A#14	–	–		–	–
A14		–	–		–	–
	B#14	–	–		–	–
B14		–	–		–	–
	C#15	–	–		–	–
C15		–	–		–	–
	D#15	–	–		–	–
D15		–	–		–	–
	E#15	–	–		–	–
E15		–	–		–	–
	F#15	–	–		–	–
F15		–	–		–	–
	G#15	–	–		–	–
G15		–	–		–	–
	A#15	–	–		–	–
A15		–	–		–	–
	B#15	–	–		–	–
B15		–	–		–	–
	C#16	–	–		–	–
C16		–	–		–	–
	D#16	–	–		–	–
D16		–	–		–	–
	E#16	–	–		–	–
E16		–	–		–	–
	F#16	–	–		–	–
F16		–	–		–	–
	G#16	–	–		–	–
G16		–	–		–	–
	A#16	–	–		–	–
A16		–	–		–	–
	B#16	–	–		–	–

	SFX Kit 2			Noise Kit		
	Preset 1 (UK)	Preset 1 (LK)	Preset 2 (PK)	Preset 1 (UK)	Preset 1 (LK)	Preset 2 (PK)
C1		-	Phone Call		-	White Noise
	C#1		Door Squeak		-	Pink Noise
D1		-	Door Slam		-	WhiteNoiseDown 1
	D#1		Scratch Cut		-	PinkNoise Down 1
E1		-	Scratch Split		-	WhiteNoiseDown 2
	F#1		Wind Chime		-	PinkNoise Down 2
F1		-	Telephone Ring		-	White Noise Up 2
	G#1		-		-	White Noise Up 1
G1		-	-		-	Pink Noise Up
	A#1		-		-	WhiteNoiseUp Rel
A1		-	-		-	PinkNoise Up Rel
	B#1		-		-	WhiteNoiseUp LFO
B1		-	-		-	PinkNoise Up LFO
	C#2		-		-	-
C2		-	-		-	-
	D#2		-		-	-
D2		-	-		-	-
	F#2		CarEngn Ignition		-	-
E2		-	Car Tires Squeal		-	-
	G#2		Car Passing		-	-
F2		-	Car Crash		-	-
	A#2		-		-	-
A2		-	-		-	-
	B#2		-		-	-
B2		-	-		-	-
	C#3	Burst	Phone Call		-	White Noise
C3		Roller Coaster	Door Squeak		-	Pink Noise
	D#3	Submarine	Door Slam		-	WhiteNoiseDown 1
D3		-	Scratch Cut		-	PinkNoise Down 1
	F#3	-	Scratch Split		-	WhiteNoiseDown 2
E3		-	Wind Chime		-	PinkNoise Down 2
	G#3	-	Telephone Ring		-	White Noise Up 2
F3		-	-		-	White Noise Up 1
	A#3	Laugh	-		-	Pink Noise Up
G3		Scream	-		-	WhiteNoiseUp Rel
	B#3	Punch	-		-	PinkNoise Up Rel
A3		Heart Beat	-		-	WhiteNoiseUp LFO
	C#4	Foot Steps	-		-	PinkNoise Up LFO
C4		-	-		-	-
	D#4	-	-		-	-
D4		-	-		-	-
	F#4	-	CarEngn Ignition		-	-
E4		-	Car Tires Squeal		-	-
	G#4	-	Car Passing		-	-
F4		-	Car Crash		-	-
	A#4	-	Siren		-	-
G4		-	Train		-	-
	B#4	-	Jet Plane		-	-
A4		-	Starship		-	-
	C#5	Machine Gun	-		-	-
C5		Laser Gun	-		-	-
	D#5	Explosion	-		-	-
D5		Firework	-		-	-
	F#5	-	-		-	-
E5		-	-		-	-
	G#5	-	-		-	-
F5		-	-		-	-
	A#5	-	-		-	-
G5		-	-		-	-
	B#5	-	-		-	-
A5		-	-		-	-
	C#6	-	-		-	-
C6		-	-		-	-

☐ : Indicates the keys of the keyboard.

		Pop Latin Kit			Arabic Kit		
		Preset 1 (UK)	Preset 1 (LK)	Preset 2 (PK)	Preset 1 (UK)	Preset 1 (LK)	Preset 2 (PK)
C1	C#1		–	Bongo H Open 1 f		–	Kick Soft
D1	D#1		Cajon Low	Bongo H Open 3 f		–	Side Stick
E1			Cajon Slap	Bongo H Rim		–	Snare Soft
F1	F#1		Cajon Tip	Bongo H Tip		–	Arabic Hand Clap
G1	G#1		Claves High	Bongo H Heel		–	Snare Drum
A1	A#1		Claves Low	Bongo H Slap		–	Floor Tom L
B1			Hand Clap	Bongo L Open 1 f		–	Hi-Hat Closed
C2	C#2		–	Bongo L Open 3 f		–	Floor Tom H
D2	D#2		Finger Snap	Bongo L Rim		–	Hi-Hat Pedal
E2			Castanet	Bongo L Tip		–	Low Tom
F2	F#2		Conga H Tip	Bongo L Heel		–	Hi-Hat Open
G2	G#2		Conga H Heel	Bongo L Slap		–	Mid Tom L
A2	A#2		–	Conga H Open	Timbale L	–	Mid Tom H
B2			–	Conga H Mute	–	–	Cabasa
C3	C#3		–	Conga H SlapOpen	–	–	Nakarazan Edge
D3	D#3		–	Conga H Slap	–	–	Hager Dom
E3			–	Conga H SlapMute	–	–	Hager Edge
F3	F#3		–	Conga L Tip	Paila L	–	Bongo H
G3	G#3		–	Conga L Heel	Timbale H	–	Bongo L
A3	A#3		–	Conga L Open	–	–	Conga H Mute
B3			–	Conga L Mute	–	–	Conga H Open
C4	C#4		–	Conga L SlapOpen	–	–	Conga L
D4	D#4		–	Conga L Slap	–	–	Zagrouda H
E4			–	Conga L Slide	–	–	Zagrouda L
F4	F#4		Cowbell Top	Bongo H Open 1 f	Katem Dom	–	Kick Soft
G4	G#4		Cowbell 1	Bongo H Open 3 f	Katem Tak	–	Side Stick
A4	A#4		Cowbell 2	Bongo H Rim	Katem Sak	–	Snare Soft
B4			Cowbell 3	Bongo H Tip	Katem Tak	–	Arabic Hand Clap
C5	C#5		Guiro Short	Bongo H Heel	Doff Tak	–	Snare Drum
D5	D#5		Guiro Long	Bongo H Slap	Tabla Dom	–	Floor Tom L
E5			MetalGuiro Short	Bongo L Open 1 f	Tabla Tak 1	–	Hi-Hat Closed
F5	F#5		Metal Guiro Long	Bongo L Open 3 f	Tabla Tik	–	Floor Tom H
G5	G#5		Tambourine	Bongo L Rim	Tabla Tak 2	–	Hi-Hat Pedal
A5	A#5		Tambourim Open	Bongo L Tip	Tabla Sak	–	Low Tom
B5			Tambourim Mute	Bongo L Heel	Tabla Roll Edge	–	Hi-Hat Open
C6			Tambourim Tip	Bongo L Slap	Tabla Flam	–	Mid Tom L
D6			Maracas	Timbale L	Sagat 1	–	Mid Tom H
E6			Shaker	–	Tabel Dom	–	Crash Cymbal 1
F6			Cabasa	–	Sagat 3	–	High Tom
G6			Cuica Mute	–	Tabel Tak	–	Ride Cymbal 1
A6			Cuica Open	–	Sagat 2	–	Crash Cymbal 2
B6			Cowbell High 1	Paila L	Rik Dom	–	Duhulla Dom
C7			Cowbell High 2	Timbale H	Rik Tak 2	–	Tambourine
D7			Shekere	–	Rik Finger 1	–	Duhulla Tak
E7			Shekere Tone	–	Rik Tak 1	–	Cowbell
F7			Triangle Mute	–	Rik Finger 2	–	Duhulla Sak
G7			Triangle Open	–	Rik BrassTremolo	–	Claves
A7			–	Paila H	Rik Sak	–	Doff Dom
B7			Wind Chime	–	Rik Tik	–	–
C8			–	–	–	–	–
D8			–	–	–	–	–
E8			–	–	–	–	–
F8			–	–	–	–	–
G8			–	–	–	–	–
A8			–	–	–	–	–
B8			–	–	–	–	–
C9			–	–	–	–	–

☐ : Indicates the keys of the keyboard.

	China Kit			Orchestra Perc		
	Preset 1 (UK)	Preset 1 (LK)	Preset 2 (PK)	Preset 1 (UK)	Preset 1 (LK)	Preset 2 (PK)
C1		–	Luo High 1		–	Snare Ensemble
C#1		–	Gong Batter		Symphonic Gong 1	Sus Cym 1 Roll S
D1		–	Jin Luo		Symphonic Gong L	Sus Cymbal 1
D#1		–	Luo High 2		Symphonic Gong 2	Sus Cym 2 Roll L
E1		–	Luo Mid-Low		Timpani E	Sus Cymbal 2
F1		–	Luo		Timpani F	Concert Tom 5
F#1		–	Jin Luo Low		Timpani F#	OrchCymbal 1 ckd
G1		–	Da Cha 1		Timpani G	Concert Tom 4
G#1		–	Da Cha Effect		Timpani G#	Orch Cymbal 1
A1		–	Zhongcha		Timpani A	Concert Tom 3
A#1		–	Xiaocha Effect		Timpani A#	Orch Cymbal 2
B1		Da Cha 2	Xiaocha		Timpani B	Concert Tom 2
C2	–	Da Gu mp	Mang Luo Low	–	Timpani C	Concert Tom 1
C#2	–	Da Gu Rim	Mang Luo Mid	–	Timpani C#	Finger Cymbal
D2	–	Da Gu f	Qing	–	Timpani D	Gong
D#2	–	Da Gu Hand	Finger Bell	–	Timpani D#	Ride Cymbal Tip
E2	–	Da Gu Roll	Luo Big	–	Timpani High E	China Cymbal
F2	–	Pai Gu 4	Muyu Low	–	Gran Cassa Hard	Ride Cymbal Cup
F#2	–	Pai Gu 4 High	Muyu Mid-Low	–	Gran Cassa Soft	Tambourine
G2	–	Pai Gu 3	Muyu Mid	–	Gran Cassa Hit	Splash Cymbal
G#2	–	Pai Gu 3 High		–	Gran Cassa Cresc	
A2	–	Pai Gu 2		–	ConcertSnareDrum	
A#2	–	Pai Gu 2 High		–	Snare Roll	
B2	–	Pai Gu 1		–	Snare Drum Light	
C3	Ban	Luo High 1		Bongo H Stick	Snare Ensemble	
C#3	Bangu Roll	Gong Batter		Bongo L Stick	Sus Cym 1 Roll S	
D3	ChineseOperaVo 1	Jin Luo		Conga H Stick	Sus Cymbal 1	
D#3	ChineseOperaVo 2	Luo High 2		Conga L Stick	Sus Cym 2 Roll L	
E3	ChineseOperaVo 3	Luo Mid-Low		Whip	Sus Cymbal 2	
F3	Yunluo F	Luo		Rotating Tom 5	Concert Tom 5	
F#3	Yunluo F#	Jin Luo Low		Tubular Bell L	OrchCymbal 1 ckd	
G3	Yunluo G	Da Cha 1		Rotating Tom 4	Concert Tom 4	
G#3	Yunluo G#	Da Cha Effect		Tubular Bell M	Orch Cymbal 1	
A3	Yunluo A	Zhongcha		Rotating Tom 3	Concert Tom 3	
A#3	Yunluo A#	Xiaocha Effect		Tubular Bell H	Orch Cymbal 2	
B3	Yunluo B	Xiaocha		Rotating Tom 2	Concert Tom 2	
C4	Yunluo C	Mang Luo Low		Rotating Tom 1	Concert Tom 1	
C#4	Yunluo C#	Mang Luo Mid		Temple Block H	Finger Cymbal	
D4	Yunluo D	Qing		Temple Block L	Gong	
D#4	Yunluo D#	Finger Bell		Claves	Ride Cymbal Tip	
E4	Yunluo E	Luo Big		Wood Block H	China Cymbal	
F4	Yunluo High F	Muyu Low		Wood Block L	Ride Cymbal Cup	
F#4	Yunluo High F#	Muyu Mid-Low		Anveil	Tambourine	
G4	Yunluo High G	Muyu Mid		Triangle Roll	Splash Cymbal	
G#4	Yunluo High G#	Muyu High		Triangle Mute	Cowbell	
A4	Yunluo High A	Nanbangzi Roll		Triangle Open	Jingle Ring	
A#4	Yunluo High A#	Nanbangzi		Bell Tree	Castanet Roll	
B4	Yunluo High B	Bangu		Sleigh Bells	Table Castanet	
C5	Yunluo High C	–		Wind Chime	–	
C#5	–			–		
D5	–			–		
D#5	–			–		
E5	–			–		
F5	–			–		
F#5	–			–		
G5	–			–		
G#5	–			–		
A5	–			–		
A#5	–			–		
B5	–			–		
C6	–			–		

 : Indicates the keys of the keyboard.

Assigning sounds to the User Keyboard Percussion

You can assign any desired drum and percussion sound to any key or pedal, and your original setups can be saved to eight memory locations: User 1 through User 40. The User setting saved in the User memory location can be called up by using the Keyboard Percussion [1] or [2] buttons.

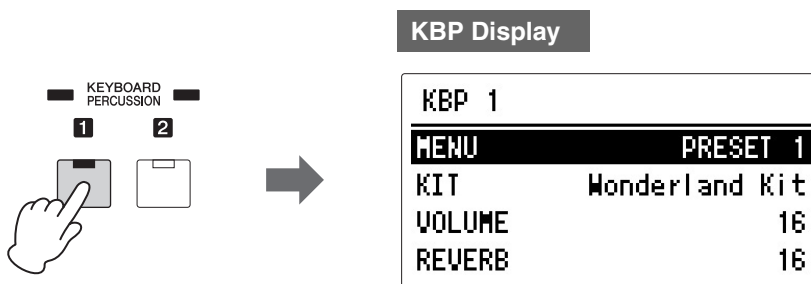
NOTE

By default, the same data as the Preset 1 – 2 of the EL Kit is stored to User Keyboard Percussion 1 and 2.

In the instructions below, drum sounds are assigned to User 1 and called up with Keyboard Percussion [1] button.

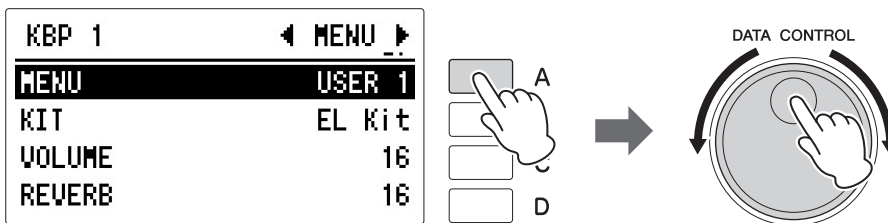
1 Turn on the Keyboard Percussion function by pressing the Keyboard Percussion [1] button.

The KBP display appears.



2 Select “User 1” here.

Press the [A] button to select “User 1.” If another name is shown, select “User 1” with the DATA CONTROL dial.



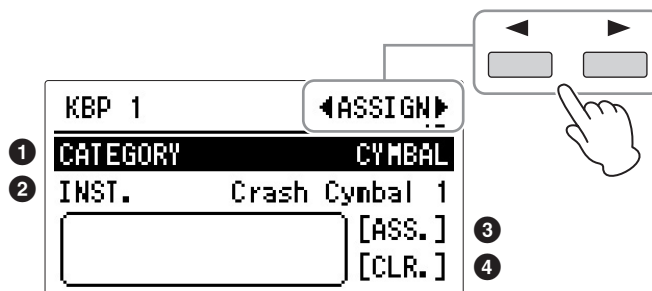
This step assigns “User 1” to the Keyboard Percussion [1] button. You can call up “User 1” the next time you press the [1] button.

3 Select the desired percussion kit.

Press the [B] button to select the item, then use the DATA CONTROL dial to select the kit. Refer to the “Kit Assign List” on page 105.

4 Use the Page buttons to select the ASSIGN Page.

In this Page, you can assign specific drum sounds to any of the keys.



1 Category

This allows you to select the desired percussion category using the [A] buttons. Refer to the “Kit Assign List” on page 105.

2 Instrument Names

The individual instruments are shown in the display and can be selected with the [B] button.

Refer to the “Kit Assign List” on page 105.

3 Assign

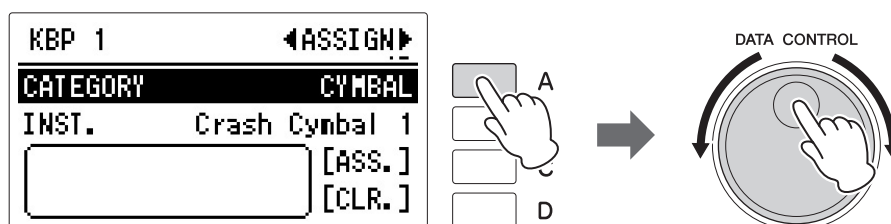
Assigns the selected instrument to the desired key. (See the following explanation in step 7.)

4 Clear

This function is used to erase the User assignment for User 1. Clear works in two ways: either to erase a single instrument, or to erase all instruments. (See the following explanation on page 103.)

5 Select the desired percussion group.

Press the [A] button to select “CATEGORY,” then use the DATA CONTROL dial to select the category.

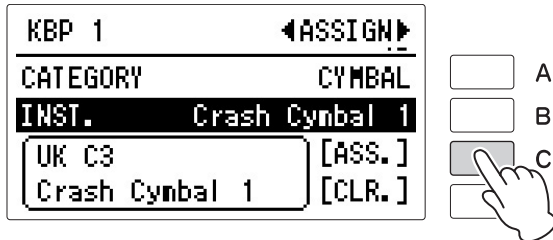


6 Select the desired instruments.

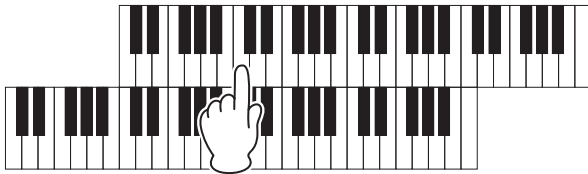
Press the [B] button to select “INST.” (Instrument), then use the DATA CONTROL dial to select the desired instrument.

7 To assign an instrument to a particular key or pedal.

Simultaneously hold down the Data Control button [C] corresponding to “ASS.”(Assign) and press the key (or pedal) to which the instrument is to be assigned. The currently displayed instrument will be assigned to the key you press down as a part of User 1.



7-1. While holding down [C] button...



7-2. Press the key.

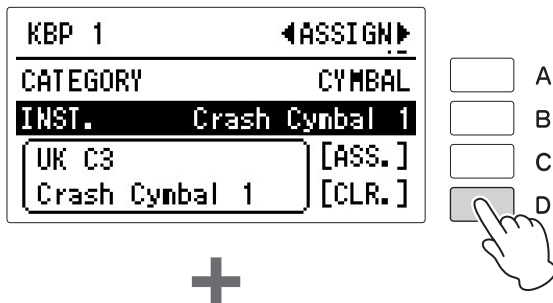
When the assignment is complete, the key name and instrument name is displayed at the bottom of the display. The assignments are saved to the User memory selected in step 2 (in this example, User 1).

8 Repeat the operation steps above as necessary to construct your own User Keyboard Percussion set.

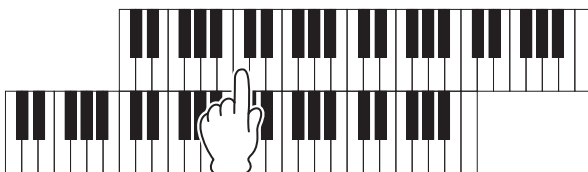
To erase one instrument:

Simultaneously hold down the [D] button corresponding to “CLR.”(Clear) in the display and press the key (or pedal) corresponding to the instrument you wish to erase.

(A short ‘beep’ sound indicates that the instrument has been erased.)



1. While holding down [D] button...



2. Press the key.

NOTE

Though 40 User Keyboard Percussion setups can be created, they cannot be memorized to Registration Memory. Only on/off data and the Keyboard Percussion Menu are memorized to Registration Memory. If you want to save the User Keyboard Percussion setups with the Registration Memory, save the data to the USB flash drive (page 147). 40 User Keyboard Percussion setups will be saved to each Unit.

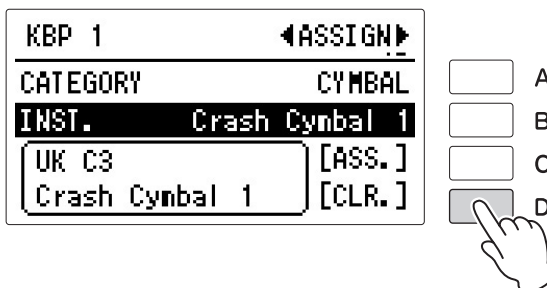
NOTICE

The Keyboard Percussion on/off data and Menu is automatically saved to Registration Memory when another display is called up. Make sure to switch to another display before turning the power off. A “■” mark appears at the top left of the display indicating that the Registration data is currently being saved. Do not turn the power off while the Registration is being saved, otherwise the data will be lost.

To erase all instruments:

You can clear all assignments in ASSIGN Page of the Keyboard Percussion display.

- 1 Press, then release the [D] “CLR.” (CLEAR) button in the display.

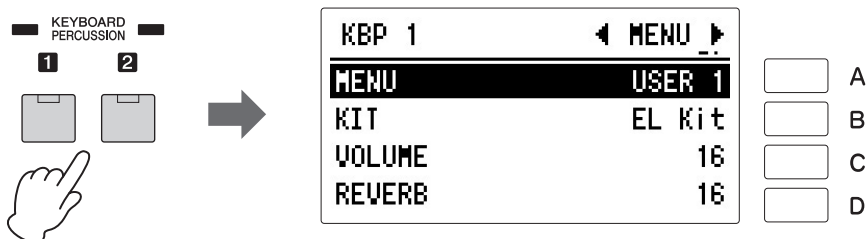


The following display appears, prompting confirmation of the operation. You can cancel the operation at this point by pressing the [D] button corresponding to “CANCEL.”

- 2 Press the [C] “CLR.” (Clear) button to erase all data. When the [C] button is pressed, an “Assignments of User xx have been cleared” message momentarily appears on the display.

Recalling the User Keyboard Percussion

- 1 Press the Keyboard Percussion button.



- 2 Select the desired User Keyboard percussion kit.

Press the [A] button to select “MENU,” then use the DATA CONTROL dial to select the desired User number.

Play some notes on the keyboards and/or Pedalboard.

Kit Assign List

EL Kit	
CYMBAL	
Crash Cymbal 1	
Crash Cymbal 2	
Crash Cym Mute	
Ride Cymbal 1	
Ride Cymbal 2	
Ride Cymbal Cup	
Orchestra Cymbal	
Orch Cymbal Roll	
Orch Cymbal Mute	
Cymbal March	
Cym Brush Shot	
Tam-Tam	
HI-HAT	
Hi-Hat Open	
Hi-Hat Closed	
Hi-Hat Pedal 1	
Hi-Hat Pedal 2	
Analog HH Open	
Analog HH Closed	
SNARE DRUM	
Snare Drum Light	
Snare Drum Heavy	
Snare Drum Rim 1	
Snare Drum Rim 2	
SD Accent 1	
SD Accent 2	
SD Reverb 1	
SD Reverb 2	
Synth Snare Drum	
Orch Snare Drum	
Snare Drum Roll	
Analog SD	
SNARE BRUSH	
SD Brush Shot 1	
SD Brush Shot 2	
SD Brush Roll	
TOM	
Tom 1	
Tom 2	
Tom 3	
Tom 4	
Tom Brush Shot 1	
Tom Brush Shot 2	
Tom Brush Shot 3	
Tom Brush Shot 4	
Synth Tom 1	
Synth Tom 2	
Synth Tom 3	
BASS DRUM	
Bass Drum Light	
Bass Drum Heavy	
Bass Drum Attack	
Synth Bass Drum	
Bass Drum March	
Concert BD	
Analog BD Short	
Analog BD Long	
CONGA/BONGO	
Conga High	
Conga Low	
Conga Slap	
Conga Muff	
Conga Slide	
Bongo High	

Bongo Low	
Bongo Slap	
Bongo Mute	
CUICA/SURDO	
Cuica High	
Cuica Middle	
Cuica Low	
Tamborim Open	
Tamborim Mute	
Surdo Open	
Surdo Mute	
Surdo Rim	
Surdo Muff	
TIMBALES/COWBELL	
Timbale 1 High	
Timbale 1 Low	
Timbale 2 High	
Timbale 2 Low	
Timbale 3 High	
Timbale 3 Low	
Timbale 4 High	
Timbale 4 Low	
Cowbell 1	
Cowbell 2	
Cowbell 3	
Cowbell 4	
PERCUSSION 1	
Cabasa	
Shaker	
Maracas High	
Maracas Low	
Guiro Short	
Guiro Long	
Wood Block High	
Wood Block Mid	
Wood Block Low	
Claves	
Castanet	
Vibraslap	
PERCUSSION 2	
Agogo High	
Agogo Low	
Triangle Open	
Triangle Mute	
Wind Chime Down	
Wind Chime Up	
Tambourine	
Pandeiro	
Bells	
Hand Claps	
Finger Snap	
Scratch	
Noise Percussion	
PERCUSSION 3	
Kotsuzumi 1	
Kotsuzumi 2	
Kotsuzumi 3	
Kotsuzumi 4	
Ohtsuzumi 1	
Ohtsuzumi 2	
Taiko 1	
Taiko 2	
Ohdaiko 1	
Ohdaiko 2	
Kakegoe 1	
Kakegoe 2	
Kakegoe 3	

Standard Kit 1	
CYMBAL	
Crash Cymbal 1	
Crash Cymbal 2	
Splash Cymbal	
Chinese Cymbal	
Ride Cymbal 1	
Ride Cymbal 2	
Ride Cymbal Cup	
Hi-Hat Open	
Hi-Hat Closed	
Hi-Hat Pedal	
SNARE DRUM	
Snare	
Snare Tight	
Snare Soft	
Snare Roll	
Side Stick	
Open Rim Shot	
Brush Tap	
Brush Slap	
Brush Swirl	
Brush Tap Swirl	
TOM	
Floor Tom L	
Floor Tom H	
Low Tom	
Mid Tom L	
Mid Tom H	
High Tom	
BASS DRUM	
Kick	
Kick Tight	
Kick Soft	
PERCUSSION 1	
Conga H Open	
Conga L	
Conga H Mute	
Bongo H	
Bongo L	
Timbale H	
Timbale L	
Cowbell	
Claves	
Guiro Long	
Guiro Short	
Maracas	
Vibraslap	
PERCUSSION 2	
Surdo Mute	
Surdo Open	
Cuica Mute	
Cuica Open	
Cabasa	
Shaker	
Agogo H	
Agogo L	
Samba Whistle H	
Samba Whistle L	
PERCUSSION 3	
Tambourine	
Castanet	
Jingle Bells	
Bell Tree	
Triangle Open	
Triangle Mute	

Wood Block H	
Wood Block L	
Sticks	
Whip Slap	
Finger Snap	
Hand Clap	
PERCUSSION 4	
Hi Q	
Click Noise	
Scratch H	
Scratch L	
Seq Click L	
Seq Click H	
Metronome Click	
Metronome Bell	

Standard Kit 2	
CYMBAL	
Crash Cymbal 1	
Crash Cymbal 2	
Splash Cymbal	
Chinese Cymbal	
Ride Cymbal 1	
Ride Cymbal 2	
Ride Cymbal Cup	
Hi-Hat Open	
Hi-Hat Closed	
Hi-Hat Pedal	
SNARE DRUM	
Snare Short	
Snare Tight H	
Snare Soft 2	
Snare Roll	
Side Stick Light	
Open Rim Shot H	
Brush Tap	
Brush Slap	
Brush Swirl	
Brush Tap Swirl	
TOM	
Floor Tom L	
Floor Tom H	
Low Tom	
Mid Tom L	
Mid Tom H	
High Tom	
BASS DRUM	
Kick Short	
Kick Tight	
Kick Soft	
PERCUSSION 1	
Conga H Open	
Conga L	
Conga H Mute	
Bongo H	
Bongo L	
Timbale H	
Timbale L	
Cowbell	
Claves	
Guiro Long	
Guiro Short	
Maracas	
Vibraslap	

PERCUSSION 2
Surdo Mute
Surdo Open
Cuica Mute
Cuica Open
Cabasa
Shaker
Agogo H
Agogo L
Samba Whistle H
Samba Whistle L
PERCUSSION 3
Tambourine
Castanet
Jingle Bells
Bell Tree
Triangle Open
Triangle Mute
Wood Block H
Wood Block L
Sticks
Whip Slap
Finger Snap
Hand Clap
PERCUSSION 4
Hi Q
Click Noise
Scratch H
Scratch L
Seq Click L
Seq Click H
Metronome Click
Metronome Bell

Hit Kit

CYMBAL
Crash Cymbal 1
Crash Cymbal 2
Splash Cymbal
Chinese Cymbal
Ride Cymbal 1
Ride Cymbal 2
Ride Cymbal Cup
Hi-Hat Open 2
Hi-Hat Closed 2
Hi-Hat Pedal 2
SNARE DRUM
Snare Ambient
Snare Tight 2
Snare Electro
Snare Roll
Stick Ambient
Snare Pitched
Brush Tap
Brush Slap
Brush Swirl
Brush Tap Swirl
TOM
Hybrid Tom 1
Hybrid Tom 2
Hybrid Tom 3
Hybrid Tom 4
Hybrid Tom 5
Hybrid Tom 6
BASS DRUM
Kick Tight H
Kick Wet
Kick Tight L
PERCUSSION 1
Conga H Open

Conga L
Conga H Mute
Bongo H
Bongo L
Timbale H
Timbale L
Cowbell
Claves
Guiro Long
Guiro Short
Maracas
Vibraslap
PERCUSSION 2
Surdo Mute
Surdo Open
Cuica Mute
Cuica Open
Cabasa
Shaker
Agogo H
Agogo L
Samba Whistle H
Samba Whistle L
PERCUSSION 3
Tambourine Light
Castanet
Jingle Bells
Bell Tree
Triangle Open
Triangle Mute
Wood Block H
Wood Block L
Sticks
Whip Slap
Finger Snap
Hand Clap
PERCUSSION 4
Hi Q
Click Noise
Scratch H
Scratch L
Seq Click L
Seq Click H
Metronome Click
Metronome Bell

Room Kit

CYMBAL
Crash Cymbal 1
Crash Cymbal 2
Splash Cymbal
Chinese Cymbal
Ride Cymbal 1
Ride Cymbal 2
Ride Cymbal Cup
Hi-Hat Open
Hi-Hat Closed
Hi-Hat Pedal
SNARE DRUM
Snare Snappy
Snare Tight Snap
Snare Soft
Snare Roll
Side Stick
Open Rim Shot
Brush Tap
Brush Slap
Brush Swirl
Brush Tap Swirl

TOM
Tom Room 1
Tom Room 2
Tom Room 3
Tom Room 4
Tom Room 5
Tom Room 6
BASS DRUM
Kick
Kick Tight
Kick Soft
PERCUSSION 1
Conga H Open
Conga L
Conga H Mute
Bongo H
Bongo L
Timbale H
Timbale L
Cowbell
Claves
Guiro Long
Guiro Short
Maracas
Vibraslap
PERCUSSION 2
Surdo Mute
Surdo Open
Cuica Mute
Cuica Open
Cabasa
Shaker
Agogo H
Agogo L
Samba Whistle H
Samba Whistle L
PERCUSSION 3
Tambourine
Castanet
Jingle Bells
Bell Tree
Triangle Open
Triangle Mute
Wood Block H
Wood Block L
Sticks
Whip Slap
Finger Snap
Hand Clap
PERCUSSION 4
Hi Q
Click Noise
Scratch H
Scratch L
Seq Click L
Seq Click H
Metronome Click
Metronome Bell

Rock Kit

CYMBAL
Crash Cymbal 1
Crash Cymbal 2
Splash Cymbal
Chinese Cymbal
Ride Cymbal 1
Ride Cymbal 2
Ride Cymbal Cup
Hi-Hat Open
Hi-Hat Closed

Hi-Hat Pedal
SNARE DRUM
Snare Rock
Snare Rock Tight
Snare Noisy
Snare Roll
Side Stick
Open Rim Shot
Brush Tap
Brush Slap
Brush Swirl
Brush Tap Swirl
TOM
Tom Rock 1
Tom Rock 2
Tom Rock 3
Tom Rock 4
Tom Rock 5
Tom Rock 6
BASS DRUM
Kick Gate
Kick 2
Kick Soft
PERCUSSION 1
Conga H Open
Conga L
Conga H Mute
Bongo H
Bongo L
Timbale H
Timbale L
Cowbell
Claves
Guiro Long
Guiro Short
Maracas
Vibraslap
PERCUSSION 2
Surdo Mute
Surdo Open
Cuica Mute
Cuica Open
Cabasa
Shaker
Agogo H
Agogo L
Samba Whistle H
Samba Whistle L
PERCUSSION 3
Tambourine
Castanet
Jingle Bells
Bell Tree
Triangle Open
Triangle Mute
Wood Block H
Wood Block L
Sticks
Whip Slap
Finger Snap
Hand Clap
PERCUSSION 4
Hi Q
Click Noise
Scratch H
Scratch L
Seq Click L
Seq Click H
Metronome Click
Metronome Bell

Electro Kit

CYMBAL
Crash Cymbal 1
Crash Cymbal 2
Splash Cymbal
Chinese Cymbal
Ride Cymbal 1
Ride Cymbal 2
Ride Cymbal Cup
Hi-Hat Open
Hi-Hat Closed
Hi-Hat Pedal
SNARE DRUM
Snare Noisy 2
Snare Noisy 3
Snare Snap Elec
Snare Roll
Side Stick
Open Rim Shot
Brush Tap
Brush Slap
Brush Swirl
Reverse Cymbal
TOM
Tom Electro 1
Tom Electro 2
Tom Electro 3
Tom Electro 4
Tom Electro 5
Tom Electro 6
BASS DRUM
Kick Gate Heavy
Kick Gate
Kick 3
PERCUSSION 1
Conga H Open
Conga L
Conga H Mute
Bongo H
Bongo L
Timbale H
Timbale L
Cowbell
Claves
Guiro Long
Guiro Short
Maracas
Vibraslap
PERCUSSION 2
Surdo Mute
Surdo Open
Scratch H 2
Scratch L 2
Cabasa
Shaker
Agogo H
Agogo L
Samba Whistle H
Samba Whistle L
PERCUSSION 3
Tambourine
Hi Q 2
Jingle Bells
Bell Tree
Triangle Open
Triangle Mute
Wood Block H
Wood Block L
Sticks
Whip Slap
Finger Snap

Hand Clap
PERCUSSION 4
Hi Q
Click Noise
Scratch H
Scratch L
Seq Click L
Seq Click H
Metronome Click
Metronome Bell

Analog Kit

CYMBAL
Crash Analog
Crash Cymbal 2
Splash Cymbal
Chinese Cymbal
Ride Cymbal 1
Ride Cymbal 2
Ride Cymbal Cup
Hat Open Analog
Hat Close Analog
Hat Close Anlg 2
SNARE DRUM
Snare Analog
Snare Analog 2
Snare Noisy 4
Snare Roll
Side Stick Anlg
Open Rim Shot
Brush Tap
Brush Slap
Brush Swirl
Reverse Cymbal
TOM
Tom Analog 1
Tom Analog 2
Tom Analog 3
Tom Analog 4
Tom Analog 5
Tom Analog 6
BASS DRUM
Kick Analog
Kick Anlg Short
Kick 3
PERCUSSION 1
Conga Analog M
Conga Analog L
Conga Analog H
Bongo H
Bongo L
Timbale H
Timbale L
Cowbell Analog
Claves 2
Guiro Long
Guiro Short
Maracas 2
Vibraslap
PERCUSSION 2
Surdo Mute
Surdo Open
Scratch H 2
Scratch L 2
Cabasa
Shaker
Agogo H
Agogo L
Samba Whistle H
Samba Whistle L

PERCUSSION 3
Tambourine
Hi Q 2
Jingle Bells
Bell Tree
Triangle Open
Triangle Mute
Wood Block H
Wood Block L
Sticks
Whip Slap
Finger Snap
Hand Clap
PERCUSSION 4
Hi Q
Click Noise
Scratch H
Scratch L
Seq Click L
Seq Click H
Metronome Click
Metronome Bell

Dance Kit

CYMBAL
Crash Analog
Crash Cymbal 2
Splash Cymbal
Chinese Cymbal
Ride Cymbal 1
Ride Analog
Ride Cymbal Cup
Hi-Hat Open 3
Hi-Hat Closed 3
Hat Close Anlg 3
SNARE DRUM
Snare Clap
Snare Dry
Snare Techno
Reverse Dance 2
Side Stick Anlg
Rim Gate
Snare Analog 3
Snare Analog 4
Vinyl Noise
Reverse Cymbal
TOM
Tom Dance 1
Tom Dance 2
Tom Dance 3
Tom Dance 4
Tom Dance 5
Tom Dance 6
BASS DRUM
Kick Techno
Kick Techno L
Kick Techno Q
PERCUSSION 1
Conga Analog M
Conga Analog L
Conga Analog H
Bongo Analog H
Bongo Analog L
Timbale H
Timbale L
Cowbell Dance
Claves 2
Guiro Long
Guiro Short
Maracas 2

Vibraslap Analog
PERCUSSION 2
Kick Dance 1
Kick Dance 2
Dance Breath 1
Dance Breath 2
Cabasa
Shaker
Agogo H
Agogo L
Samba Whistle H
Samba Whistle L
PERCUSSION 3
Tambourine Anlg
Hi Q 2
Jingle Bells
Bell Tree
Triangle Open
Triangle Mute
Dance Perc 3
Dance Perc 4
Snare Dance 1
Whip Slap
Finger Snap
Dance Clap
PERCUSSION 4
Hi Q
Click Noise
Scratch Dance 1
Scratch Dance 2
Dance Perc 2
Hi Q Dance 1
Dance Perc 1
Reverse Dance 1

Jazz Kit

CYMBAL
Crash Cymbal 1
Crash Cymbal 2
Splash Cymbal
Chinese Cymbal
Ride Cymbal 1
Ride Cymbal 2
Ride Cymbal Cup
Hi-Hat Open
Hi-Hat Closed
Hi-Hat Pedal
SNARE DRUM
Snare Jazz L
Snare Jazz M
Snare Jazz H
Snare Roll
Side Stick Light
Open Rim Shot
Brush Tap
Brush Slap
Brush Swirl
Brush Tap Swirl
TOM
Floor Tom L
Floor Tom H
Low Tom
Mid Tom L
Mid Tom H
High Tom
BASS DRUM
Kick Jazz
Kick Tight
Kick Soft

PERCUSSION 1
Conga H Open
Conga L
Conga H Mute
Bongo H
Bongo L
Timbale H
Timbale L
Cowbell
Claves
Guiro Long
Guiro Short
Maracas
Vibraslap
PERCUSSION 2
Surdo Mute
Surdo Open
Cuica Mute
Cuica Open
Cabasa
Shaker
Agogo H
Agogo L
Samba Whistle H
Samba Whistle L
PERCUSSION 3
Tambourine
Castanet
Jingle Bells
Bell Tree
Triangle Open
Triangle Mute
Wood Block H
Wood Block L
Sticks
Whip Slap
Finger Snap
Hand Clap
PERCUSSION 4
Hi Q
Click Noise
Scratch H
Scratch L
Seq Click L
Seq Click H
Metronome Click
Metronome Bell

Brush Kit

CYMBAL
Crash Cymbal 1
Crash Cymbal 2
Splash Cymbal
Chinese Cymbal
Ride Cymbal 1
Ride Cymbal 2
Ride Cymbal Cup
Hi-Hat Open
Hi-Hat Closed
Hi-Hat Pedal
SNARE DRUM
Brush Slap 3
Brush Tap 2
Brush Slap 2
Snare Roll
Side Stick Light
Open Rim Shot
Brush Tap
Brush Slap
Brush Swirl

Brush Tap Swirl
TOM
Tom Brush 1
Tom Brush 2
Tom Brush 3
Tom Brush 4
Tom Brush 5
Tom Brush 6
BASS DRUM
Kick Jazz
Kick Tight
Kick Soft
PERCUSSION 1
Conga H Open
Conga L
Conga H Mute
Bongo H
Bongo L
Timbale H
Timbale L
Cowbell
Claves
Guiro Long
Guiro Short
Maracas
Vibraslap
PERCUSSION 2
Surdo Mute
Surdo Open
Cuica Mute
Cuica Open
Cabasa
Shaker
Agogo H
Agogo L
Samba Whistle H
Samba Whistle L
PERCUSSION 3
Tambourine
Castanet
Jingle Bells
Bell Tree
Triangle Open
Triangle Mute
Wood Block H
Wood Block L
Sticks
Whip Slap
Finger Snap
Hand Clap
PERCUSSION 4
Hi Q
Click Noise
Scratch H
Scratch L
Seq Click L
Seq Click H
Metronome Click
Metronome Bell

Symphony Kit

CYMBAL
Hand Cymbal
Hand Cymbal 2
Splash Cymbal
Chinese Cymbal
Hand Cymbal S
Hand Cymbal 2 S
Ride Cymbal Cup
Hi-Hat Open

Hi-Hat Closed
Hi-Hat Pedal
SNARE DRUM
Band Snare
Band Snare 2
Snare Soft
Snare Roll
Side Stick
Open Rim Shot
Brush Tap
Brush Slap
Brush Swirl
Brush Tap Swirl
TOM
Floor Tom L
Floor Tom H
Low Tom
Mid Tom L
Mid Tom H
High Tom
BASS DRUM
Gran Cassa Mute
Gran Cassa
Kick Soft 2
PERCUSSION 1
Conga H Open
Conga L
Conga H Mute
Bongo H
Bongo L
Timbale H
Timbale L
Cowbell
Claves
Guiro Long
Guiro Short
Maracas
Vibraslap
PERCUSSION 2
Surdo Mute
Surdo Open
Cuica Mute
Cuica Open
Cabasa
Shaker
Agogo H
Agogo L
Samba Whistle H
Samba Whistle L
PERCUSSION 3
Tambourine
Castanet
Jingle Bells
Bell Tree
Triangle Open
Triangle Mute
Wood Block H
Wood Block L
Sticks
Whip Slap
Finger Snap
Hand Clap
PERCUSSION 4
Hi Q
Click Noise
Scratch H
Scratch L
Seq Click L
Seq Click H
Metronome Click
Metronome Bell

Live!StudioKit

CYMBAL
Crash Cymbal 1
Crash Cymbal 2
Splash Cymbal
Chinese Cymbal
Ride Cymbal 1
Ride Cymbal 2
Ride Cymbal Cup
Hi-Hat Open
Hi-Hat Closed
Hi-Hat Pedal
SNARE DRUM
Snare Studio M
Snare Studio L
Snare Studio 2
Snare Roll
Side Stick
Open Rim Shot
Brush Tap
Brush Slap
Brush Swirl
Brush Tap Swirl
TOM
Floor Tom L
Floor Tom H
Low Tom
Mid Tom L
Mid Tom H
High Tom
BASS DRUM
Kick Studio
Kick Ambience L
Kick Ambience H
PERCUSSION 1
Conga H Open
Conga L
Conga H Mute
Bongo H
Bongo L
Timbale H
Timbale L
Cowbell
Claves
Guiro Long
Guiro Short
Maracas
Vibraslap
PERCUSSION 2
Surdo Mute
Surdo Open
Cuica Mute
Cuica Open
Cabasa
Shaker
Agogo H
Agogo L
Samba Whistle H
Samba Whistle L
PERCUSSION 3
Tambourine
Castanet
Jingle Bells
Bell Tree
Triangle Open
Triangle Mute
Wood Block H
Wood Block L
Sticks
Whip Slap
Finger Snap

Hand Clap
PERCUSSION 4
Hi Q
Click Noise
Scratch H
Scratch L
Seq Click L
Seq Click H
Metronome Click
Metronome Bell

House Kit

CYMBAL
Crash Cymbal T9
Crash Cymbal 1
Crash Cymbal 4
Splash Cymbal 2
Ride Cymbal T9
Ride Cymbal 3
RideCymbal Cup 2
Hi-Hat Open T9
Hi-Hat Closed T8
Hi-Hat Pedal T9
SNARE DRUM
Snare T9 1
Snare T9 2
Snare T9 3
Snare T9 5
Snare T9 Gate
Snare T9 Rim
Snare T8 1
Snare T8 5
Snare T8 Rim
Snare Garg L
Snare R&B 1
Snare Roll
Snare Break Roll
TOM
Tom T9 1
Tom T9 2
Tom T9 3
Tom T9 4
Tom T9 5
Tom T9 6
BASS DRUM
Kick T9 1
Kick T9 2
Kick T9 4
Kick T9 5
W Kick
Filter Kick
NOISE
PinkNoise Down 1
PinkNoise Down 2
Pink Noise Up
PinkNoise Up Rel
WhiteNoiseDown 1
WhiteNoiseDown 2
White Noise Up 1
White Noise Up 2
WhiteNoiseUp Rel
Noise Burst
Disco Fx
PERCUSSION 1
Conga H Open 2
Conga H SlapOpen
Conga H Tip
Bongo H Open 1 F
Bongo L Open 3 F
Timbale H

Timbale L
Cowbell 1
Cowbell T8
Claves
Guiro Long
Guiro Short
Maracas Slur 2
PERCUSSION 2
Cuica H
Cuica L
Cabasa
Agogo H
Agogo L
Analog Shaker
Udu High
PERCUSSION 3
Tambourine Hit
Sleigh Bells
Wind Chime
Triangle Open
Triangle Mute
Wood Block H
Wood Block L
Clap T9
Hand Clap
Vox Drum H
Vox Drum L
Vox Alk
Vox Bell

SFX Kit 1

SFX
Cutting Noise 1
Cutting Noise 2
String Slap
Flute Key Click
Shower
Thunder
Wind
Stream
Bubble
Feed
Ghost
Maou
Dog
Horse
Bird Tweet

SFX Kit 2

SFX 1
Phone Call
Telephone Ring
Wind Chime
Door Squeak
Door Slam
Scratch Cut
Scratch Split
Laugh
Scream
Punch
Heart Beat
Foot Steps
SFX 2
CarEngn Ignition
Car Tires Squeal
Car Passing
Car Crash

Siren
Train
Jet Plane
Starship
Burst
Roller Coaster
Submarine
Machine Gun
Laser Gun
Explosion
Firework

Noise Kit

NOISE
White Noise
WhiteNoiseDown 1
WhiteNoiseDown 2
White Noise Up 1
White Noise Up 2
WhiteNoiseUp Rel
WhiteNoiseUp LFO
Pink Noise
PinkNoise Down 1
PinkNoise Down 2
Pink Noise Up
PinkNoise Up Rel
PinkNoise Up LFO

Wonderland Kit

SE
Laser Beam
Laser Shot
Water Phone
Bubble
Puddle
NATURE
Thunder
Shower
Beach
Stream
DAILY
Footstep
Door Squeak
Door Slam
Alarm Bell
Cuckoo Clock
Big Clock
Bell
Telephone
Camera
Gnaw
Applause
VEHICLE
Train
Horn 1
Horn 2
Siren
CarEngn Ignition
Car Crash
Helicopter
Starship
ANIMAL
Sheep
Goat
Oxen
Whinny
Horse

Lion
Dog
Cat
Hen
Owl
Insects
Frog
Tweet 1
Tweet 2
PERCUSSION 1
Cymbal
Snare
Snare Roll
Hi-Hat Open
Hi-Hat Closed
Tom 1
Tom 2
Bass Drum
Gran Cassa
PERCUSSION 2
Tambourine
Castanet
Jingle Bells
Bell Tree
Triangle Open
Triangle Mute
Wood Block H
Wood Block L
Finger Snap
Hand Clap

Pop Latin Kit

CONGA
Conga H Tip
Conga H Heel
Conga H Open
Conga H Mute
Conga H SlapOpen
Conga H Slap
Conga H SlapMute
Conga L Tip
Conga L Heel
Conga L Open
Conga L Mute
Conga L SlapOpen
Conga L Slap
Conga L Slide
BONGO
Bongo H Open 1 f
Bongo H Open 3 f
Bongo H Rim
Bongo H Tip
Bongo H Heel
Bongo H Slap
Bongo L Open 1 f
Bongo L Open 3 f
Bongo L Rim
Bongo L Tip
Bongo L Heel
Bongo L Slap
PERCUSSION 1
Timbale H
Timbale L
Paila H
Paila L
Cowbell Top
Cowbell 1
Cowbell 2
Cowbell 3
Cowbell High 1

Cowbell High 2
Claves High
Claves Low
Guiro Long
Guiro Short
Metal Guiro Long
MetalGuiro Short
PERCUSSION 2
Maracas
Cuica Open
Cuica Mute
Cabasa
Shaker
Tambourine
Tambourim Tip
Tambourim Open
Tambourim Mute
Castanet
Triangle Open
Triangle Mute
Wind Chime
PERCUSSION 3
Hand Clap
Finger Snap
Shekere
Shekere Tone
Cajon Low
Cajon Slap
Cajon Tip

Arabic Kit

ARABIC 1
Nakarazan Dom
Nakarazan Edge
Hager Dom
Hager Edge
Zagrouda H
Zagrouda L
Arabic Hand Clap
Duhulla Dom
Duhulla Tak
Duhulla Sak
Doff Dom
Doff Tak
ARABIC 2
Katem Dom
Katem Tak
Katem Sak
Tabla Dom
Tabla Tak 1
Tabla Tak 2
Tabla Sak
Tabla Tik
Tabla Roll Edge
Tabla Flam
Tabel Dom
Tabel Tak
ARABIC 3
Sagat 1
Sagat 2
Sagat 3
Rik Dom
Rik Tak 1
Rik Tak 2
Rik Sak
Rik Tik
Rik Finger 1
Rik Finger 2
Rik BrassTremolo

CYMBAL/SNARE DRUM
Crash Cymbal 1
Crash Cymbal 2
Ride Cymbal 1
Hi-Hat Open
Hi-Hat Closed
Hi-Hat Pedal
Snare Drum
Snare Soft
Side Stick
TOM/BASS DRUM
Floor Tom L
Floor Tom H
Low Tom
Mid Tom L
Mid Tom H
High Tom
Kick Soft
PERCUSSION
Conga H Open
Conga L
Conga H Mute
Bongo H
Bongo L
Cowbell
Claves
Cabasa
Tambourine

China Kit

CYMBAL
Da Cha 1
Da Cha 2
Da Cha Effect
Zhongcha
Xiaocha
Xiaocha Effect
Gong Batter
Luo Big
Luo
Luo Mid-Low
Luo High 1
Luo High 2
Jin Luo
Jin Luo Low
Mang Luo Low
Mang Luo Mid
DRUM
Da Gu f
Da Gu mp
Da Gu Rim
Da Gu Roll
Da Gu Hand
Pai Gu 1
Pai Gu 2 High
Pai Gu 2
Pai Gu 3 High
Pai Gu 3
Pai Gu 4 High
Pai Gu 4
GONG 1
Yunluo F
Yunluo F#
Yunluo G
Yunluo G#
Yunluo A
Yunluo A#
Yunluo B
Yunluo C
Yunluo C#

Yunluo D
Yunluo D#
Yunluo E
Yunluo High F
Yunluo High F#
Yunluo High G
Yunluo High G#
GONG 2
Yunluo High A
Yunluo High A#
Yunluo High B
Yunluo High C
PERCUSSION
Muyu Low
Muyu Mid-Low
Muyu Mid
Muyu High
Ban
Bangu
Bangu Roll
Nanbangzi
Nanbangzi Roll
Qing
Finger Bell
ChineseOperaVo 1
ChineseOperaVo 2
ChineseOperaVo 3

OrchestraPerc

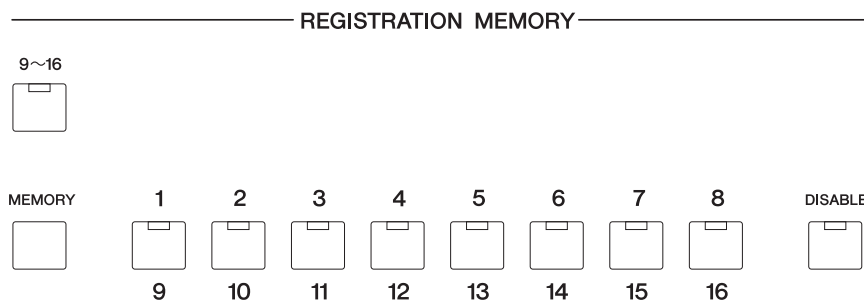
CYMBAL
China Cymbal
Finger Cymbal
Orch Cymbal 1
OrchCymbal 1 ckd
Orch Cymbal 2
Ride Cymbal Tip
Ride Cymbal Cup
Splash Cymbal
Sus Cymbal 1
Sus Cym 1 Roll S
Sus Cymbal 2
Sus Cym 2 Roll L
SNARE DRUM
ConcertSnareDrum
Snare Drum Light
Snare Ensemble
Snare Roll
TOM
Concert Tom 1
Concert Tom 2
Concert Tom 3
Concert Tom 4
Concert Tom 5
Rotating Tom 1
Rotating Tom 2
Rotating Tom 3
Rotating Tom 4
Rotating Tom 5
BASS DRUM
Gran Cassa Hard
Gran Cassa Soft
Gran Cassa Hit
Gran Cassa Cresc
GONG
Gong
Symphonic Gong 1
Symphonic Gong 2
Symphonic Gong L
TIMPANI
Timpani E

Timpani F
Timpani F#
Timpani G
Timpani G#
Timpani A
Timpani A#
Timpani B
Timpani C
Timpani C#
Timpani D
Timpani D#
Timpani High E
PERCUSSION 1
Conga H Stick
Conga L Stick
Bongo H Stick
Bongo L Stick
Cowbell
Claves
Bell Tree
Sleigh Bells
Tubular Bell H
Tubular Bell M
Tubular Bell L
Wind Chime
Jingle Ring
Tambourine
Castanet Roll
Table Castanet
PERCUSSION 2
Triangle Open
Triangle Mute
Triangle Roll
Wood Block H
Wood Block L
Temple Block H
Temple Block L
Anveil
Whip

5 Registration Memory

Registration Memory is a powerful performance tool that helps you sound like a professional player. It lets you store virtually all the settings you make on the panel and LCD, conveniently allowing you to instantly change all Voice settings and rhythms while you're playing—simply by pressing a single Registration Memory button. The buttons are conveniently located at the top right on the panel for easy access while playing. Just press the numbered button that corresponds to the Registration you wish to select.

Moreover, for even greater convenience, you can also recall the settings using the right footswitch. All Registrations in Registration Memory can also be saved to USB flash drive.

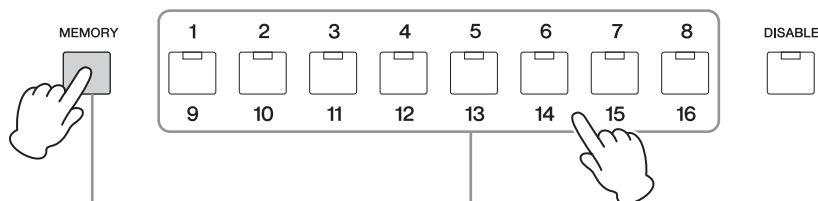


1 Storing Registrations

Newly created Registrations you've made can be stored to the Registration Memory panel buttons. All Registrations in Registration Memory can also be saved to USB flash drive.

1 Create your original Registration by making all desired panel settings.

2 While holding down the [MEMORY] button in the Registration Memory section, press the numbered button to which you wish to save your Registration.



2-1. While holding down the [MEMORY] button...

2-2. Press the desired numbered button.

When the Registration is stored, the LED of the numbered button flashes momentarily.

Reference Page

- Selecting a Rhythm (page 68)
- Selecting a Voice (page 33)
- Voice Controls and Effects (page 52)

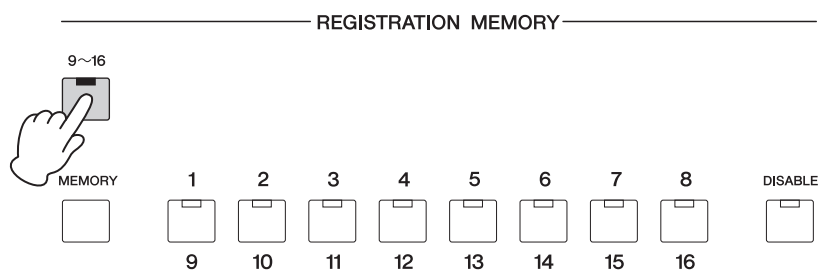
NOTE

By default, Bank A is called up to the panel Registration buttons. Thus, your registration is stored to Bank A. For details about Banks, refer to page 116.


NOTICE

When storing the Registration to the numbered button, a "■" mark appears at the top left of the display indicating that the Registration data is currently being saved. Do not turn the power off while the Registration is being saved, otherwise the data will be lost.

To store Registrations 9 – 16



Although this Electone has just eight Registration Memory buttons, up to sixteen Registrations can be stored by turning on the [9-16] button to make the numbered buttons function as 9 – 16. To restore to the 1-8, turn off the [9-16] button. Then, in both cases, all you have to do is simply press the desired numbered button while holding down the [MEMORY] button as described in step 2.

 **Reference Page**
Saving the Registration Data
to USB Flash Drive
(page 147)

Functions and settings that cannot be memorized:

The following settings cannot be stored to a Registration Memory number.

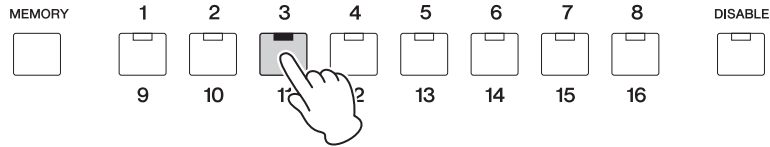
- Pitch (page 181)
- MIDI Control settings (page 190)
- LCD related settings (page 27)
- LCD contrast
- Wireless LAN settings

The following settings are common to all Registration Memory numbers 1 – 16 and cannot be stored individually for each number.

- Transpose (page 181)
- Registration Shift (page 121)
- Auto Fill setting (page 72)
- Reverb type (page 62)
- Keyboard Percussion Kit/Assign
- User rhythms (page 76)
- Rhythm Sequences (page 86)
- Disable setting (page 114)
- Disable mode (page 114)

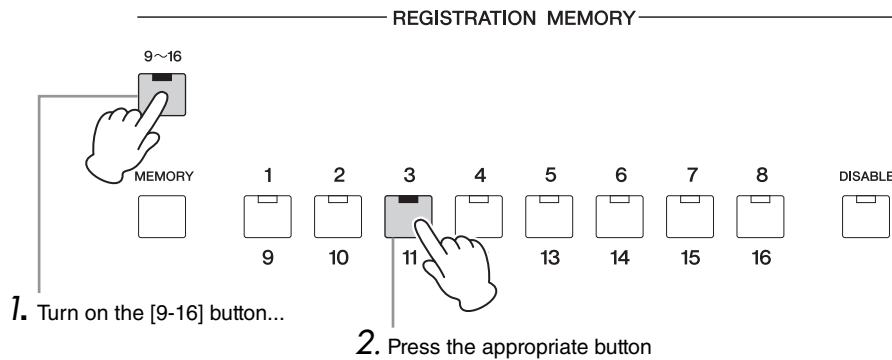
2 Selecting Registrations

Simply press the numbered button that corresponds to the Registration you wish to select. (The selected button's LED lights.)



To call up one of the Registrations 9 – 16, turn on the [9-16] button, then press the appropriate numbered button.

Example: Calling up Registration Number 11



To call up the Registrations stored to another Bank

If you've selected another Bank and stored Registrations to it, you will need to select the same Bank to recall the Registrations. Select the Bank in Page 3 of the VOICE display, then press the panel numbered button to recall the Registration. For details on how to select the Bank, refer to page 116.

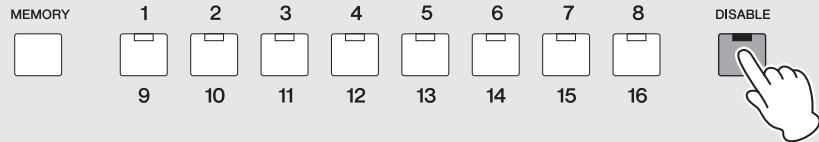
You can also recall Registrations in a pre-programmed order by using the right footswitch. This function is called "Registration Shift" (page 121).

NOTE

The Disable function is available even after changing the Bank.

Using the [DISABLE] button:

Keep in mind that rhythm and automatic accompaniment patterns as well as the tempo also change when you select different Registration Memory buttons. There may be times during your performance when you want to keep the same rhythm going, even when you make Registration Memory changes. Pressing the [DISABLE] button allows you to keep the same rhythm, accompaniment patterns, tempo, and so on throughout all your Registration changes, or make your own rhythm selections if you want to.



When the [DISABLE] button is on, the following functions will not change, even when you change the Registration Memory number.

- Rhythm menu, Rhythm section, Rhythm tempo, Rhythm volume, Rhythm reverb
- Rhythm reverb time
- Accompaniment volume, Accompaniment reverb, On/Off status of Accompaniment parts
- A.B.C. mode, A.B.C. memory
- M.O.C. mode

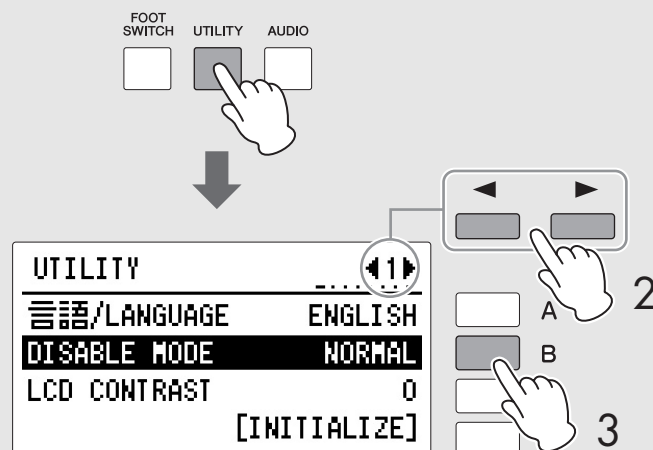
The particular settings that do not change when the [DISABLE] button is on depend on the Disable mode setting. For details on the Disable mode, see “Selecting Disable Mode” below.

Selecting Disable mode:

The Disable mode enables you to select what is to be disabled when the [DISABLE] button is on. There are two Disable modes: Normal (rhythm menu, tempo, etc. are disabled) and Tempo (only tempo is disabled).

1 Press the [UTILITY] button.

The UTILITY display appears.



2 Use the Page buttons to select Page 1.

3 Press the [B] button to set **DISABLE MODE** to “**NORMAL**” or “**TEMPO**.”

NORMAL

When the Disable Mode is set to Normal and the [DISABLE] button is on, the following functions will not change, even when you change the Registration Memory number.

- Rhythm menu, Rhythm section, Rhythm tempo, Rhythm volume, Rhythm reverb
- Rhythm reverb time
- Accompaniment volume, Accompaniment reverb, On/Off status of Accompaniment parts
- A.B.C. mode, A.B.C. memory
- M.O.C. mode

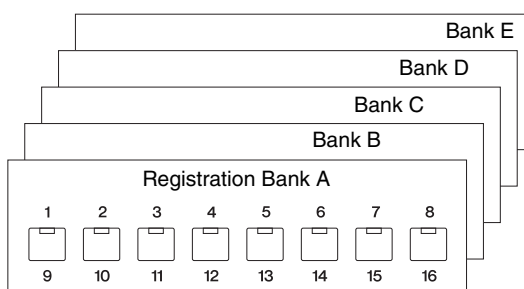
TEMPO

When the Disable Mode is set to Tempo and the [DISABLE] button is on, the rhythm tempo will not change, even when you change the Registration Memory number.

3 Storing Registrations to Another Bank

Registration Memory and Banks

The ELB-02 series lets you create up to five Registration Banks A – E, each of which consists of 1 – 16 Registration Memories. Although preset various Registrations are stored to the Number buttons 1 – 16 of only Bank A by default, you can replace them with your original Registrations. Your original Registrations can be stored also to Banks B – E, up to a maximum of 80 Registrations. Executing the Initialize function (page 120) recalls the preset Registrations of Bank A, and then resets the created Registrations of Banks B – E to their original empty status.



With the default initial settings and Bank A selected, you can store your original Registrations to Banks A and B. Bank C is available only after Registrations have been stored to Bank B. Likewise, other Banks (up to Bank E) will not be available until the Bank preceding it contains data.

To select the Bank:

1 Call up the VOICE Display, then select the Page 3.

The currently selected Registration bank will be shown.



2 Select the desired Bank by using the DATA CONTROL dial.

You can select the Banks from A (at top) to an empty Bank next to the last Bank containing data. When Banks A and B contain Registration data, for example, you can select Banks A, B, and C (which is empty). The message shows whether the selected Bank contains data or not. When you select the Bank containing data, no message is shown, while a message “Registration is not recorded” is shown when you select an empty Bank.

To store the Registration:

- 3 Create your original Registration, then store it to any of the Number buttons 1 – 16. (This corresponds to steps 1 – 2 on page 111.)

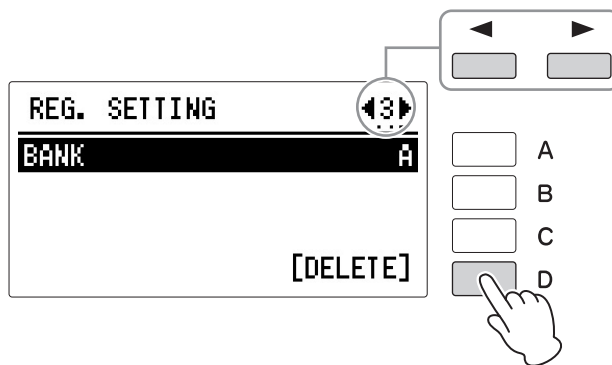
NOTE

When you try to store Registrations after changing the Bank, a confirmation dialog appears. Confirm whether or not you want to set the current Bank as the destination. If you want to set the current Bank as the destination, press the [C] "OK" button, or press the [D] "CANCEL" button to cancel the operation.

4 Deleting Banks


Select the desired Bank to be deleted in Page 3 of the VOICE display, then press the [D] button corresponding to "DELETE" in the display. A message "Are you sure you want to delete the Bank xx" appears, prompting confirmation of the operation. Press the [C] "DELETE" button if you want to delete the Bank, or [D] "CANCEL" button to cancel the operation.


Bank A can only be deleted if data is stored to another bank (other than A).



Data of Banks that follow the deleted Bank will be moved up to the previous Bank respectively. For example, deleting the Bank A will move the data of Bank B to Bank A, Bank C to Bank B, Bank D to Bank C, and Bank E to Bank D.

5 Saving the Registration Data to USB Flash Drive

 **Reference Page**
What is a Song? (page 134)

 **Reference Page**
Compatible USB flash drives
(page 127)

The Registration data stored to the Number buttons can be saved to a USB flash drive connected to the [USB TO DEVICE] terminal.

For details about the save operation, see Chapter 6, Music Data Recorder (MDR). The instructions below explain how to save the Registration data to a USB flash drive.

Make sure to use one of the compatible USB flash drives listed in the Compatible USB Device List downloadable from the Yamaha website:

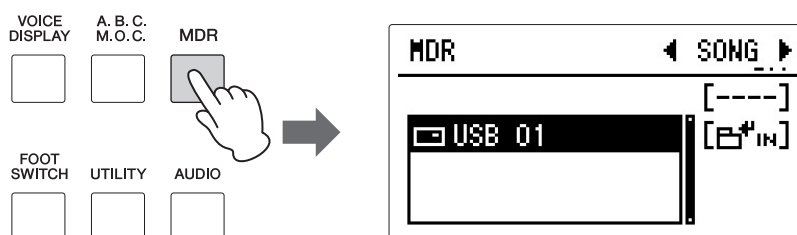
<http://download.yamaha.com/>

Use of unsupported devices may result in data saving/recalling operations to abort, etc. Before using a USB flash drive, be sure to read “Connecting a USB Device” on page 132.

1 Connect the compatible USB flash drive to the [USB TO DEVICE] terminal.

2 Press the [MDR] button.


The MDR display appears.

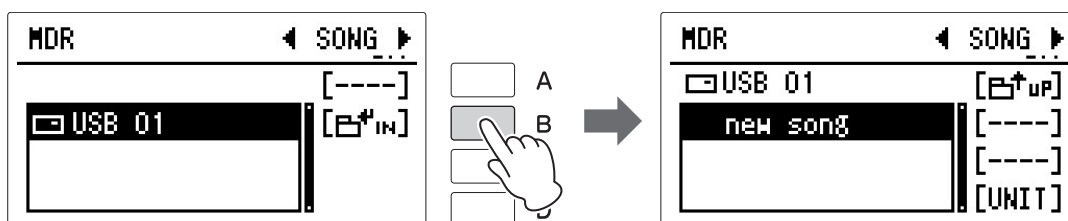


3 Confirm the SONG Page is shown.

Confirm “SONG” is shown at the top right of the display. If another page is shown, select the “SONG” Page by simultaneously pressing both Page buttons.

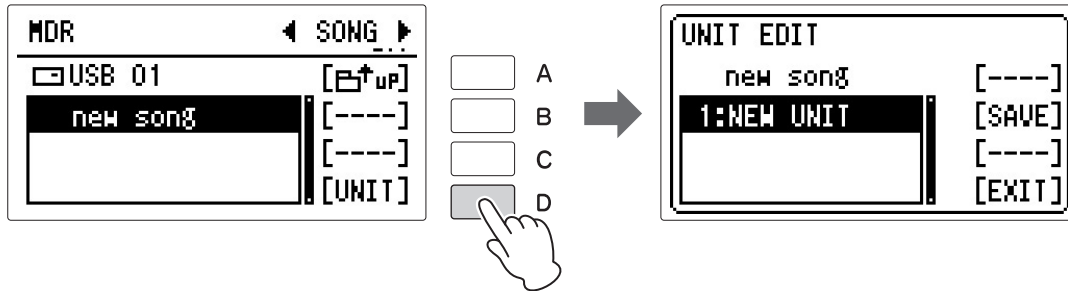
4 Select the Song to which you want to save the Registration data.

Press the [B] button corresponding to the “ IN” in the display to call up the Song/Folder list, in which you can find “new song” (blank Song) at the bottom of the list. Select “new song” by rotating the DATA CONTROL dial.



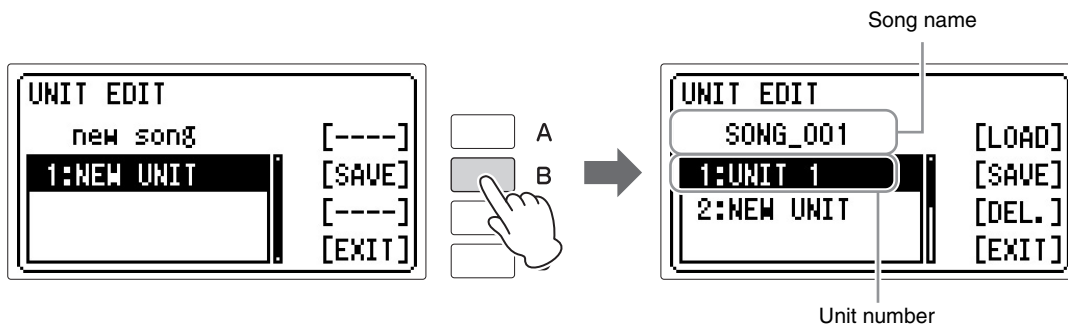
5 Press the [D] “UNIT” button.

The UNIT EDIT display appears.



6 Press the [B] “SAVE” button.

A message appears, indicating the Registration data is currently being saved. When the operation is completed, the message closes and the Song name and the Unit number will be shown in the display. The Registration data stored to Banks A – E is now saved as a Unit to the USB flash drive.



7 Press the [D] “EXIT” button.

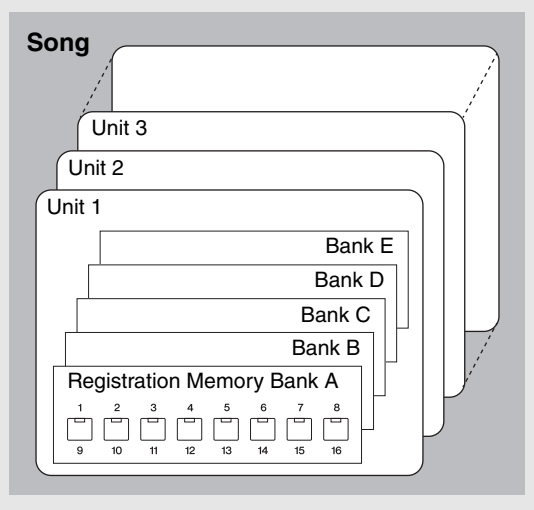
The display returns to MDR display.

Reference Page
Recalling Recorded Registrations (page 154)

Reference Page
Changing the Song/Folder Name (page 144)

About Banks and Units

The Registration Memory data (16 x up to 5 Banks) stored to internal memory of the instrument will be handled as a “Unit.” If you want to create more than 80 (=16 x 5 Banks) Registrations, create another Unit to create more additional Registrations. The Unit can be edited in the MDR function. See page 147.



6 Initializing Registration Memory

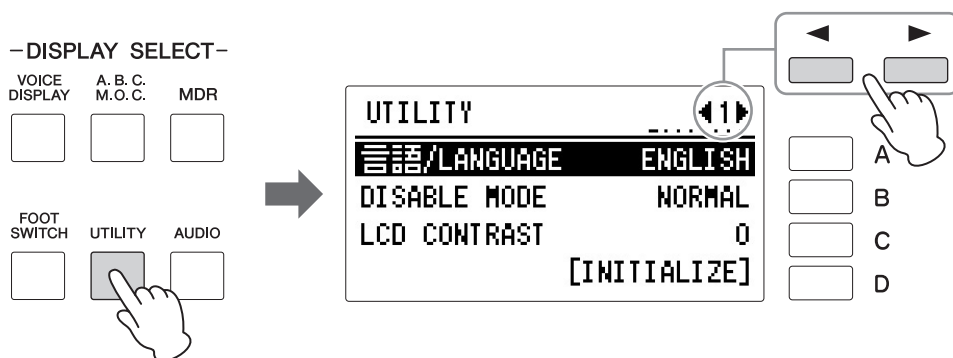
NOTE

Deleting Banks (page 117)

Deleting all Registration data in Registration Memory initializes the Registration Memory and restores the original factory-programmed Registration Memory presets. Be careful when using this operation, since it erases all your existing data. In order to avoid inadvertently losing your important data, save it to a USB flash drive. If you want to delete a specific Bank, see “Deleting Banks” on page 117.

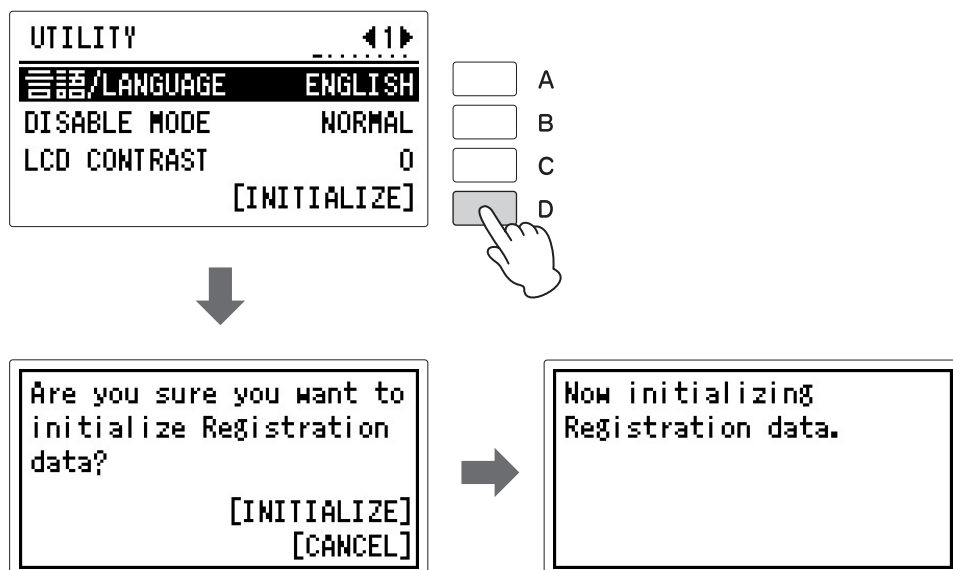
1 Press the [UTILITY] button to call up the Page 1 of the UTILITY display.

If another page is shown, select Page 1 by using the Page buttons.



2 Press the [D] “INITIALIZE” button.

The message “Are you sure you want to initialize Registration data?” appears. You can cancel the operation at this point by pressing the [D] “CANCEL” button. Press [C] “INITIALIZE” button to actually initialize the data. When the operation is complete, the Electone will be restarted.



Reference Page

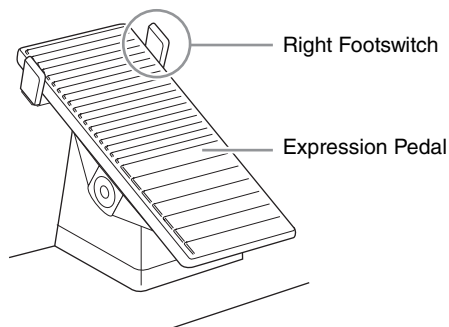
Factory Set (Initializing the Electone) (page 27)

7 Registration Shift

The Registration Shift function conveniently allows you to change Registrations without needing to take your hands from the keyboards.

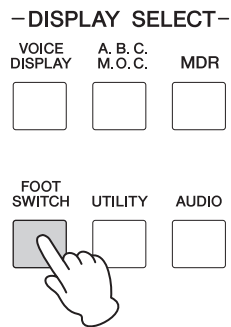
By using the Right Footswitch on the expression pedal, you can “jump” to a specified Registration or step through the panel Registrations in sequence, either in numeric order or in any order you specify.

Registration Shift has four modes: Off, Shift, Jump and User. These are set in the REGIST SHIFT (RIGHT) display. You can also view and check the Registration Shift mode in the VOICE Display.



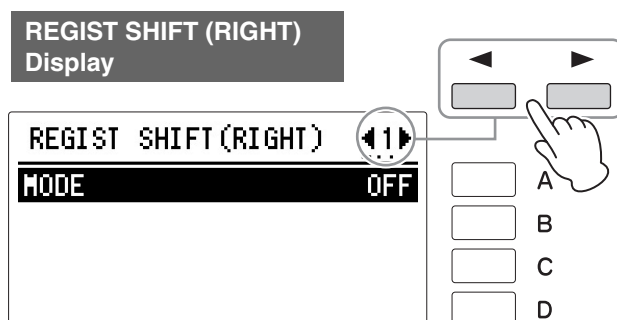
1 Select the Bank containing the Registration you want to use.

2 Press the [FOOT SWITCH] button.



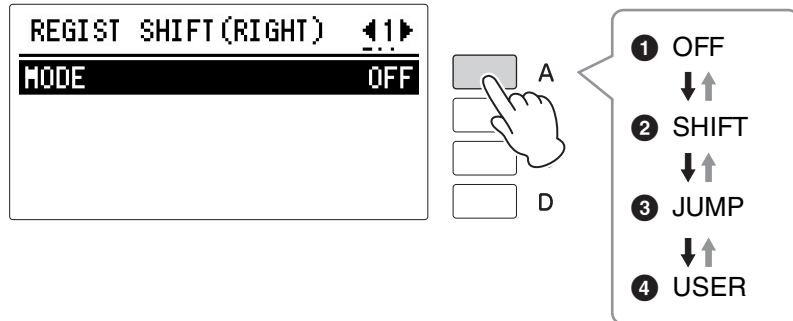
3 Use the Page buttons to select Page 1.

The REGIST SHIFT (RIGHT) display appears.



4 Registration Shift has three modes: Shift, Jump and User. These are set in the REGIST SHIFT (RIGHT) display by successive pressing of the [A] button.

Select each in order (Off → Shift → Jump → User).

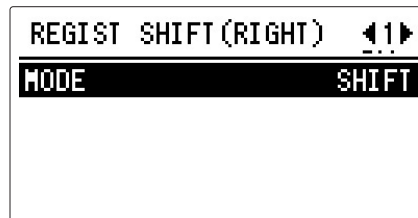


1 Off

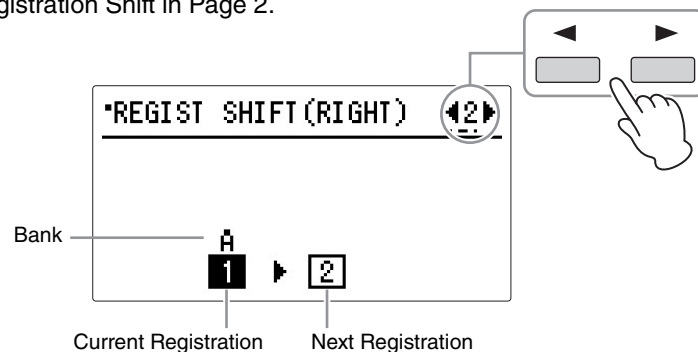
Turns off the Registration Shift assignment. When Off is selected, Registrations cannot be changed by using the Right Footswitch.

2 Shift

In the Shift mode, each press of the Right Footswitch selects the Registration Memory presets in their numerical order. After the last Registration is reached, the function 'wraps around' to select the first preset again. The LEDs of numbered buttons 1 – 16 light up as they are selected. Keep in mind that the [9-16] button lights up in addition to the selected numbered button if Registrations 9 – 16 are selected.



You can confirm the actual Registration Shift in Page 2.



NOTE

In the Shift mode, the Right Footswitch cannot call up another Registration Bank.

3 Jump

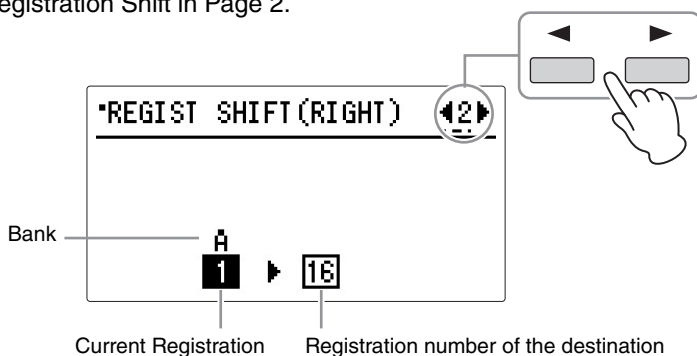
Pressing the Right Footswitch jumps to select the designated panel Registration. Press the [B] button to select the Jump destination.



NOTE

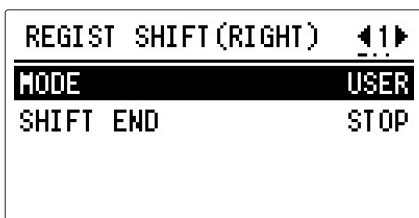
In the Jump mode, the Right Footswitch cannot call up another Registration Bank.

You can confirm the actual Registration Shift in Page 2.



4 User

In the User mode, each press of the Right Footswitch selects Registrations according to the order you've specified. You can also specify an end point for the Registration Shift function. User Shift can be set in Page 2, and Shift End can be set in Page 1 of the REGIST SHIFT (RIGHT) display.

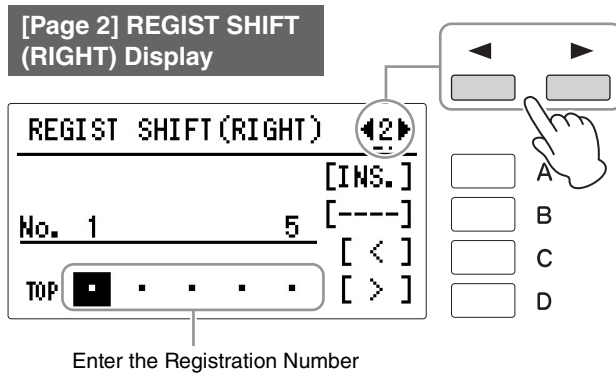


To set the User Registration order:

Before proceeding, set the mode to 4 User.

- 1 **Select the Bank containing the Registration you want to use.**
For details about how to select Banks, refer to page 116.

2 Call up Page 2 of the REGIST SHIFT (RIGHT) display.

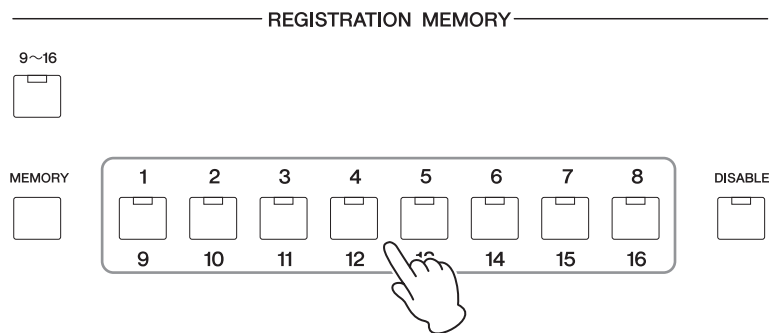


NOTE

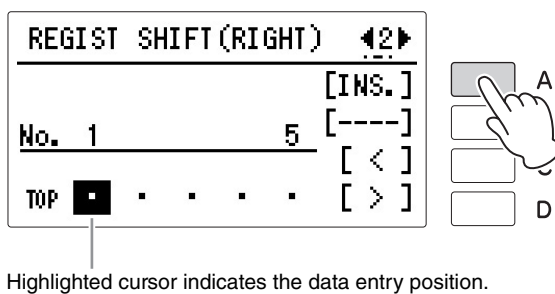
To select the Registration from another Bank, select desired Bank in the Page 3 of the VOICE display (page 116). To go back to the REGIST SHIFT (RIGHT) display, press the [FOOT SWITCH] button.

3 Press the desired numbered button in the Registration Memory section.

If you want to use 9 – 16 Registrations, turn on the [9-16] button, then press the desired numbered button.



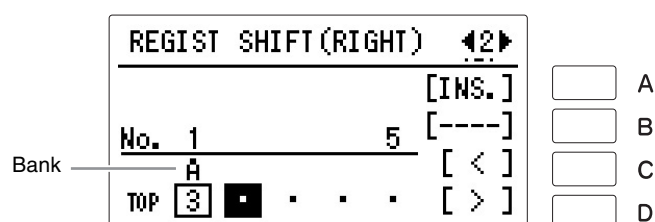
4 Press the [A] “INS.” (Insert) button.



NOTE

No Bank indication will be shown as long as same Registration Bank will be used.

5 The Bank indication and Registration number appears in the display, indicating that the Registration is entered.

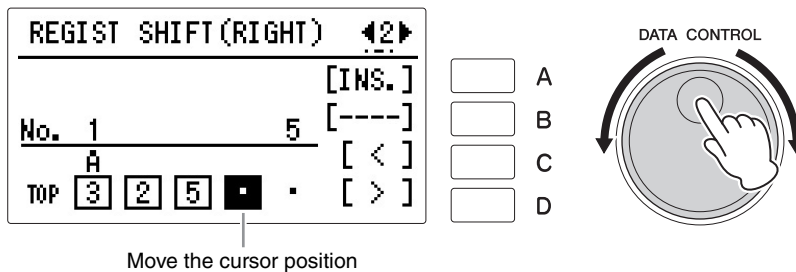


6 Repeat steps 1 through 4 above to set additional numbers in the Registration order. Up to 400 steps with 80 Registrations (16 Registrations x 5 Banks) can be memorized.

7 After settings, move the cursor to the top position with DATA CONTROL dial, then press the Right Footswitch as you play the Electone.

Each press of the Right Footswitch selects Registrations according to the order you've specified. If you've inadvertently advanced the shift setting in the middle of your performance, use DATA CONTROL dial to move the cursor back to the correct position.

Move the cursor to the desired point with the [C] and [D] buttons or DATA CONTROL dial, then insert or delete the desired number by using the [A] and [B] buttons.



Data Entry Position: Highlighted cursor indicates the current data entry position.

If you want to move the cursor to the left, press the [C] button or turn the DATA CONTROL dial counter-clockwise. If you want to move the cursor to the right, press the [D] button or turn the DATA CONTROL dial clockwise.

Insert: Use the [A] button.

This is for initially entering a Registration number to a blank space in the Registration row.

To enter a number, press the desired Registration Memory button, then press the [A] "INS." button. The entered Registration number will appear in the Registration row. After using [A] "INS." button to enter Registrations, the cursor can be moved among the numbers.

Insert can also be used to insert a Registration number just before the current cursor position. To perform the operation, first move the data entry position to a numbered position. Then, press the desired Registration Memory button, and press the [A] "INS." button. The new Registration number is inserted at the cursor position and all other numbers to the right of the cursor are moved to accommodate the new numbers.

Registration numbers cannot be entered beyond the Registration Shift function's capacity of 400. If the insert operation exceeds this capacity, "INS." in the display will be changed to "---" and the operation cannot be executed.

Delete: Use the [B] button.

To delete the unnecessary number, move the cursor to a numbered position and press the [B] "DEL." button.

NOTICE

The Registration Shift setting will be automatically saved to the Registration data when you switch to another display. While data is being saved, a "•" mark appears at the top left of the display indicating that the Registration data is currently being saved. Do not turn the power off while the save operation is in progress, or without switching to another display, otherwise the data will be lost.

NOTE

Registration data cannot be added or deleted when the cursor position is at the "TOP" (found at the lower left of the screen) after inputting the number. Add or delete the data after moving the cursor by rotating the DATA CONTROL dial clockwise.

NOTE

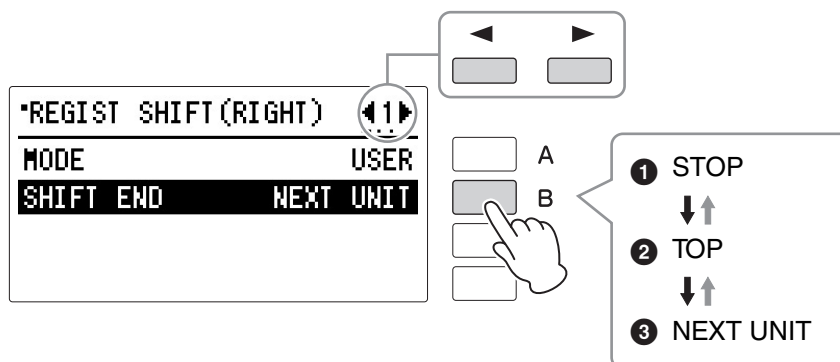
Up to five Registration numbers can be displayed at once in the LCD; however, screen scrolling is enabled when four or more Registration numbers are input. Turn the DATA CONTROL dial counter-clockwise to scroll back toward the beginning.

Shift End:

Determines the end point for the Registration Shift function.

Press the Page buttons to select Page 1.

Press the [B] button to select the item, then use the DATA CONTROL dial to change the setting.



1 Stop

Selects the last Registration and quits the operation.

2 Top

After the last preset is reached, "Top" is called up, returning operation to the beginning. To select the first preset, press the Right Footswitch.

3 Next Unit

After the last preset is reached, the next Unit in the Song on the MDR is called up. This function is available only when two or more Units are saved in one Song. This function is handy when you need to play a Song with more than 80 Registrations.

The Shift End mark (◀: Top, ▶: Next) will automatically be put at the end of the Registrations you entered when Top or Next Unit is selected as the Shift End.

Reference Page

Next Unit Settings (using more than 80 Registrations in one performance) (page 153)

NOTE

- When you play the Song using Next Unit function, always press the [PLAY/PAUSE] button to start the Song with CUSTOM PLAY function (page 156) is set to off since CUSTOM PLAY function will not activate the Next Unit function.
- When you use the Next Unit function during Rhythm playback, Rhythm Sequence and User Rhythm cannot be loaded.

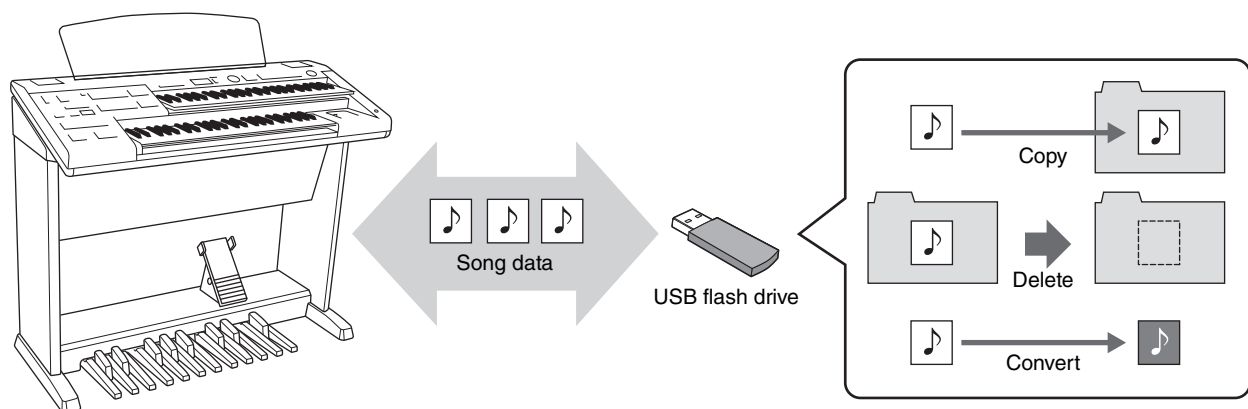
The Music Data Recorder (MDR) is a sophisticated recording system built into the Electone that lets you record your performances and Registration settings to a USB flash drive. Moreover, the MDR allows you to perform various other operations to your Song data (such as copy, delete and convert).

Compatible USB flash drives

Please make sure to use one of the compatible USB flash drives listed in the Compatible USB Device List downloadable from the Yamaha website:


<http://download.yamaha.com/>

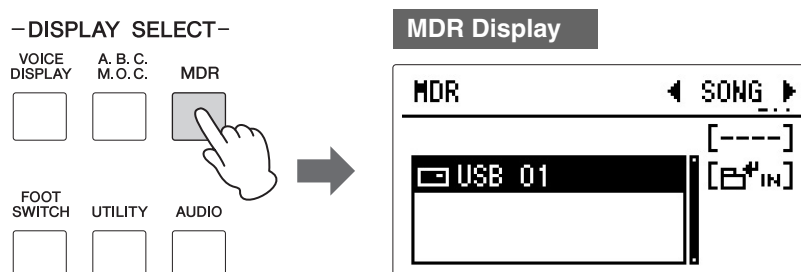
Use of unsupported devices may result in data saving/recalling operations to abort, etc. Before using a USB flash drive, be sure to read "Connecting a USB Device" on page 132.



1 Calling Up the MDR Display

Press the [MDR] button in the panel to call up the MDR display. All operations related to the MDR, such as recording and playing your performances, can be done from the MDR display.

 **Reference Page**
Compatible USB flash drives
(page 127)



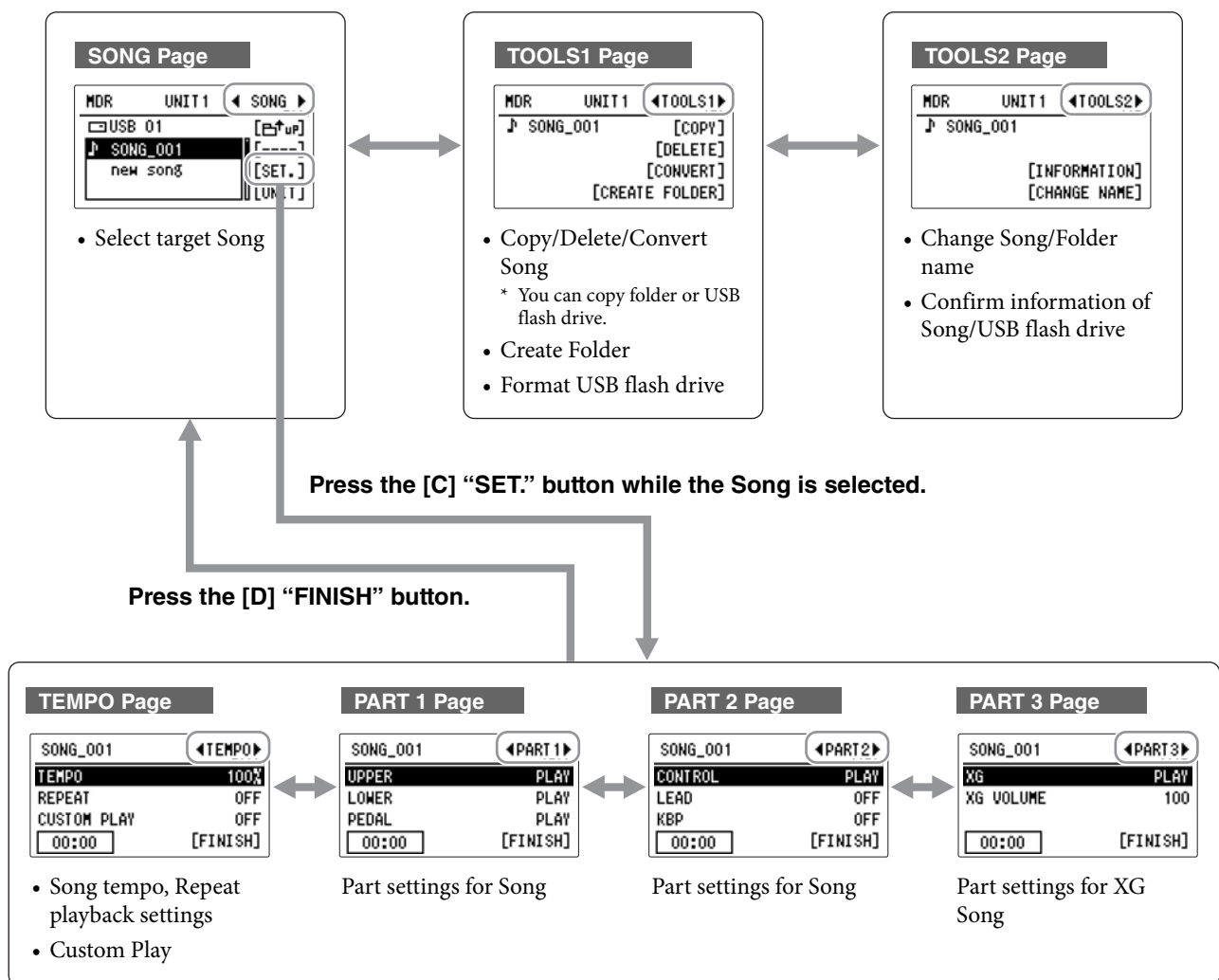
Pressing any button other than the [MDR] button while the MDR display is open exits from the MDR display. If you exit from the function inadvertently, simply press the [MDR] button again to recall the MDR display.

2 Using the MDR Display

The MDR display consists of seven display Pages. Each Page is devoted to a specific function, and you can call up the desired function or operation by selecting the appropriate Page. For example, first select the SONG Page to select a target Song, then select TOOLS1 Page to copy/convert/delete the Song, or TEMPO Page to set the Repeat playback setting for the Song.

To select the desired Page, use Page buttons at the top right of the display on the panel. The TEMPO Page and PART Page below will be shown when you press the [C] “SET.” (Setting) button in the SONG Page while the Song is selected.

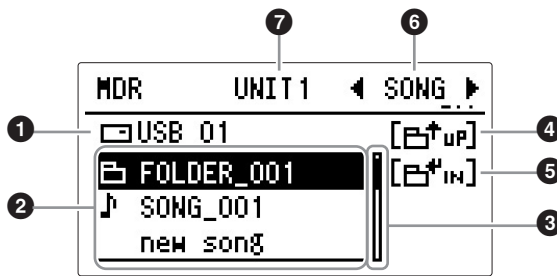
Page construction



NOTE

Keep in mind that the functions shown in the TOOLS1 and TOOLS2 Pages depend on the target selected in the SONG Page.

SONG Page:



1 Current USB Flash Drive/Folder

Displays the currently selected USB flash drive or folder. The contents included in 1 are listed as 2 below.

2 USB Flash Drive/Folder/Song List

Displays the USB flash drive, folders or Songs.

3 Scroll bar

If the USB flash drive/folder/Song list contains more than 5 USB flash drive/folders/ Songs, you can scroll through the display with the DATA CONTROL dial.

4 UP

Selects the higher layer folder or USB flash drive by pressing the [A] button.

5 IN

Selects the next lower (or deeper) layer folder or USB flash drive by pressing the [B] button.

6 Page

Selects the Page of the display if the display contains two or more Pages.

7 Unit



Show the Unit name last used (shown as blank unless the UNIT is used).

If USB flash drive cannot be found:

Press the [A] “  ” button several times until the indication changes to “----”.







The USB flash drive list will be displayed. If there are more than three media selections, scroll through the display with the DATA CONTROL dial to display and select the desired USB flash drive.

If Songs cannot be found:

- 1 Check the current USB flash drive/ folder (page 129 ❶).
- 2 If the desired Song is stored in the currently displayed folder, use the DATA CONTROL dial to display and select the Song.
If the desired Song is stored in a different folder, use the DATA CONTROL dial and the [A] “ UP” and [B] “ IN” buttons to select the folder in which the desired Song is stored.

Song icons

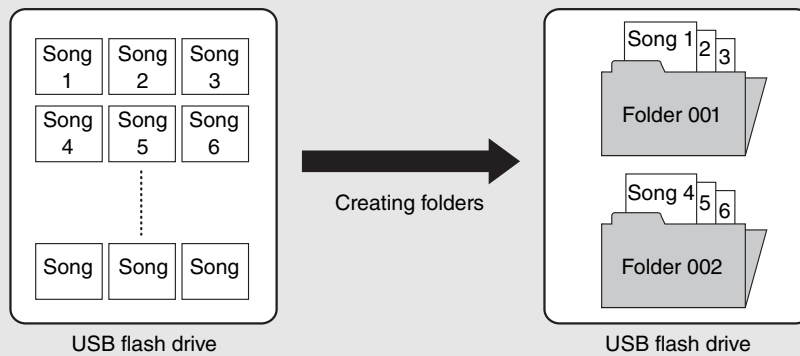
These icons are shown when you select a USB flash drive, folder, and Song.

	Indicates a USB flash drive. This icon is displayed in the USB flash drive/ folder list.
	Indicates a folder.
	Indicates that performance data is contained in the Song.
	Indicates a Protected Original Song. See page 163 for details.
	Indicates a Protected Edit Song. See page 163 for details.
	Indicates an XG-compatible Song.


Media (USB flash drive) Contents: Folders, Songs, and Files

Folders:

A folder is a storage location in the media, used to organize multiple Songs in groups. If you've saved hundreds of Songs to a USB flash drive, it may be difficult to find the desired Song quickly. Organizing your Songs in folders, with similar Songs grouped together (for example, according to genre or tempo), makes it easier to find the Songs you want.



Songs:

A Song is a “container” for storing the Electone data for a piece of music, recorded to external media. A single Song can contain both the recorded performance and Registrations. A blank Song containing no data is displayed as a “new song.” When a Song containing the performance data is selected, a note icon () appears in the display.

Files:

A file is an element of data in a Song. For example, a single Song consists of various files, such as Registration files and performance files. The file types listed below are created with the MDR (The extension will not appear in the Electone display. They will, however, be displayed on a computer.)

Files in the Song

File	Explanation	Extension
Performance data	This file contains performance data, played on the keyboards and pedals of the Electone.	.mid
Registration data	This file contains Registration settings, User Voices, User rhythms, and Rhythm Sequences.	.b00
XG-converted data	This file contains XG Song data, for which Electone performance data is converted to XG-compatible format.	.mid

In addition, one file (extension: .nam) is automatically created in each folder for organization/maintenance of the folder contents. It does not appear on the Electone display.

NOTE

Audio files cannot be saved to a Song, even if created with the Audio Recording features (page 169).

Connecting a USB Device

You can connect a USB flash drive (sold separately) or a USB wireless LAN adaptor (sold separately) to the [USB TO DEVICE] terminal. You can save data you've created on the instrument to the USB flash drive (pages 118, 147), or you can connect the instrument to a smart device such as iPad via wireless LAN (page 192).

Precautions when using the [USB TO DEVICE] terminal

This instrument features a built-in [USB TO DEVICE] terminal. When connecting a USB device to the terminal, be sure to handle the USB device with care. Follow the important precautions below.

NOTE

For more information about the handling of USB devices, refer to the owner's manual of the USB device.

Compatible USB devices

- USB flash drive
- USB hub
- USB wireless LAN adaptor

Other USB devices such as a computer keyboard or mouse cannot be used.

The instrument does not necessarily support all commercially available USB devices. Yamaha cannot guarantee operation of USB devices that you purchase. Before purchasing a USB device for use with this instrument, please visit the following web page:

<http://download.yamaha.com/>

Although USB devices 1.1 to 3.0 can be used on this instrument, the amount of time for saving to or loading from the USB device may differ depending on the type of data or the status of the instrument.

NOTE

The rating of the [USB TO DEVICE] terminal is a maximum of 5V/500mA. Do not connect USB devices having a rating above this, since this can cause damage to the instrument itself.

Connecting USB devices

When connecting a USB device to the [USB TO DEVICE] terminal, make sure that the connector on the device is appropriate and that it is connected in the proper direction.

NOTICE

- **When connecting a USB device to the [USB TO DEVICE] terminal on the top panel, remove it before closing the key cover (if you use the separately sold key cover). If the key cover is closed with the USB device connected, the USB device may be damaged.**
- **Avoid connecting or disconnecting the USB device during playback/recording and file management operations (such as Save, Copy, Delete and Format), or when accessing the USB device. Failure to observe this may result in "freezing" of the operation of the instrument or corruption of the USB device and the data.**
- **When connecting then disconnecting the USB device (and vice versa), make sure to wait a few seconds between the two operations.**

NOTE

- If you intend to connect two or three devices at the same time to a terminal, you should use a self-powered USB hub. Only one USB hub can be used. If an error message appears while using the USB hub, disconnect the hub from the instrument, then turn on the power of the instrument and re-connect the USB hub.
- When connecting a USB cable, make sure that the length is less than 3 meters.
- Do not connect an extension cable.

Using USB Flash Drives

By connecting the instrument to a USB flash drive, you can save data you've created to the connected device, as well as read data from the connected device.

Maximum number of USB flash drives allowed

Up to two USB flash drives can be connected to the [USB TO DEVICE] terminal. (If necessary, use a USB hub. The number of USB flash drives that can be recognized simultaneously with musical instruments even when a USB hub is used is a maximum of four.)

Formatting a USB Flash Drive

You should format the USB flash drive only with this instrument (page 133). A USB flash drive formatted on another device may not operate properly.

NOTICE

The format operation overwrites any previously existing data. Make sure that the USB flash drive you are formatting does not contain important data. Proceed with caution, especially when connecting multiple USB flash drive.

To protect your data (write-protect)

To prevent important data from being inadvertently erased, apply the write-protect provided with each USB flash drive. If you are saving data to the USB flash drive, make sure to disable write-protect.

Turning off the instrument

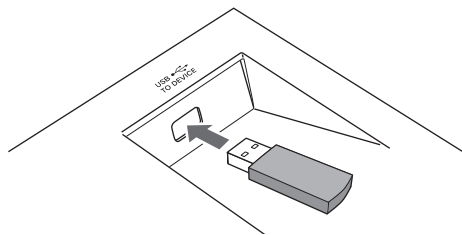
When turning off the instrument, make sure that the instrument is NOT accessing the USB flash drive by playback/recording or file management (such as during Save, Copy, Delete and Format operations). Failure to do so may corrupt the USB flash drive and the data.

3 Formatting a USB Flash Drive

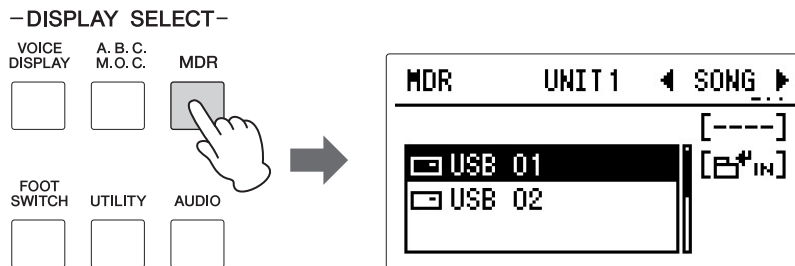
If you find that you are unable to use a new, blank USB flash drive or an old one that has been used with other devices, you may need to format it. Formatting erases all the data in the USB flash drive and makes it ready to record. The data erased by formatting will be lost permanently. Check whether or not the USB flash drive contains any important data you wish to keep before executing the operation. Proceed with caution, especially when connecting multiple USB flash drives.

- 1 Connect the compatible USB flash drive to the [USB TO DEVICE] terminals.

 **Reference Page**
Compatible USB flash drives
(page 127)




- 2 Press the [MDR] button on the panel to call up the MDR display.



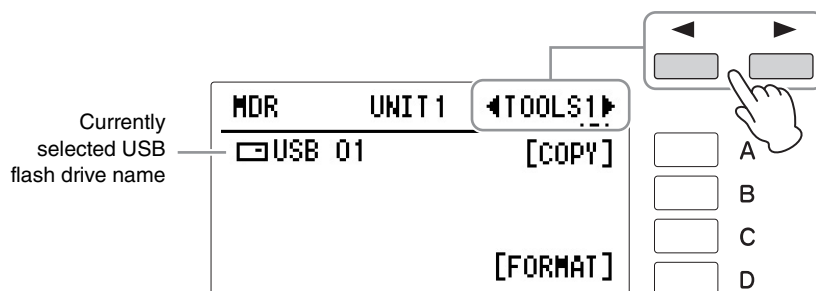
- 3 Select the desired USB flash drive you want to format.

If a single USB flash drive is connected, only USB 01 will be displayed. After that, if you connect another USB flash drive, the latter one will be displayed as USB 02. If the desired USB flash drive is not selected, use the DATA CONTROL dial to select the desired one.

 **Reference Page**
If USB flash drive cannot be found: (page 129)

NOTE
If two (or more) USB flash drives are connected, which of them is labeled USB 01 or USB 02 may change when you turn on the power to the instrument.

- 4 Press the Page buttons at the top right of the display to call up the TOOLS1 Page.



5 Press the [D] “FORMAT” button in the display.

A message appears prompting confirmation of operation. You can cancel the operation at this point by pressing the [D] “CANCEL” button.

6 Press the [C] “FORMAT” button to format the USB flash drive.

When the operation is completed, the LCD returns to SONG Page.

NOTICE

Never attempt to disconnect the USB flash drive or turn the power off during formatting. Doing so may corrupt the USB flash drive data.



4 Selecting a Song

In order to record your performance to the USB flash drive or to load Registrations in the USB flash drive back to the Electone, you will need to select a Song, as described below.

Reference Page

USB flash drive (Media)
Contents: Folders, Songs,
and Files (page 131)

NOTICE

While the instrument is accessing data, do NOT remove the USB flash drive. (Some USB flash drives are equipped with an LED. The LED will flash while the USB flash drive is being accessed.)

What is a Song?

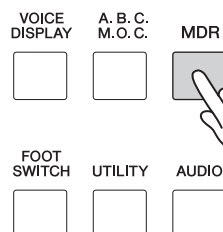
You can think of a song as a “container” for storing the Electone data for a piece of music, recorded to external media. A single song can contain both the recorded performance and Registrations.

Reference Page

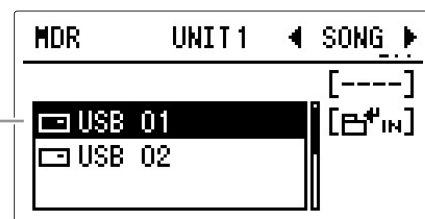
Compatible USB flash drives
(page 127)

1 Connect the compatible USB flash drive to the [USB TO DEVICE] terminal, then press the [MDR] button.

–DISPLAY SELECT–



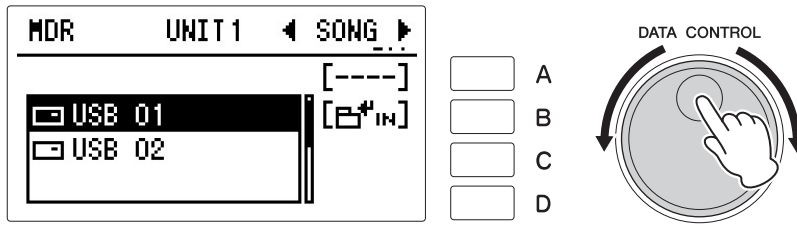
MDR Display [SONG Page]



Currently selected USB flash drive name

The SONG Page of the MDR display appears. In the SONG Page, you can select a blank Song for recording your performance or saving the Registration settings, or you can select a desired Song for playback.

2 Select the desired USB flash drive.



If a single USB flash drive is connected, only USB 01 will be displayed. After that, if you connect another USB flash drive, the latter one will be displayed as USB 02. If the desired USB flash drive is not selected, use the DATA CONTROL dial to select the desired one.

Reference Page

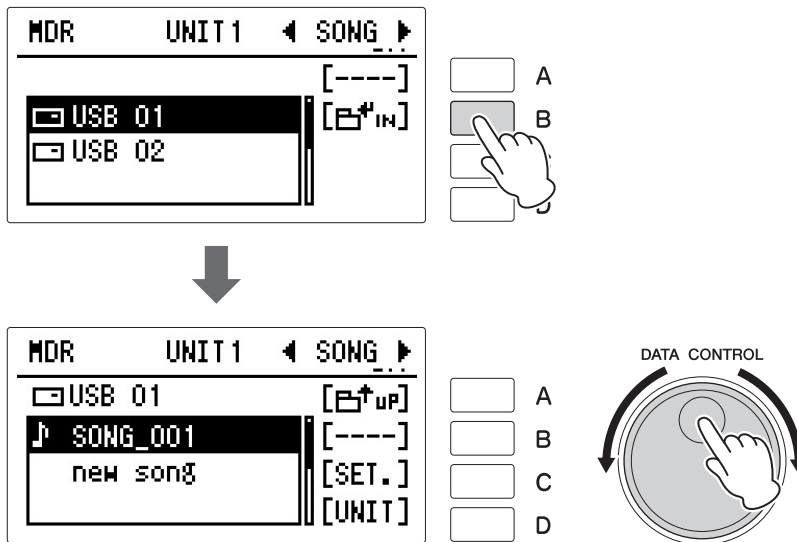
If USB flash drive cannot be found: (page 129)

NOTE

If two (or more) USB flash drives are connected, which of them is labeled USB 01 or USB 02 may change when you turn on the power to the instrument.

3 Select a Song.

Press the [B] “ IN” button to call up the Song/folder list contained in the USB flash drive, then select the desired Song by using the DATA CONTROL dial.



NOTE

The “new song” file is a blank Song automatically created in the USB flash drive/folder, if the number of the Songs in the USB flash drive/folder is less than 100.

Reference Page

- Changing the Song/Folder Name (page 144)
- Song Icons (page 130)

Select “new song” at the bottom of the list if you want to make a new recording or save data.

To simply play an existing Song, select the desired Song (containing data), referring to the Song name and icons. The selected Song is highlighted.



For details about how to select songs in a folder, see “Selecting a Song in a Folder” on page 136.

Reference Page

- Playing Back the Selected Part(s) (page 157)
- Changing the Tempo (page 158)

Playback Settings

Pressing the [C] “SET.” button in the SONG Page of the MDR display while the Song is selected calls up a display of the currently selected Song, letting you confirm the tempo/ repeat settings (TEMPO Page) or parts that are played when playing the Song (PART Pages). These Pages can be switched by pressing the Page buttons in the order: TEMPO → PART 1 → PART 2 → PART 3.

SONG_001 ◀TEMPO▶	
TEMPO	100%
REPEAT	OFF
CUSTOM PLAY	OFF
00:00	[FINISH]

SONG_001 ◀PART 1▶	
UPPER	PLAY
LOWER	PLAY
PEDAL	PLAY
00:00	[FINISH]

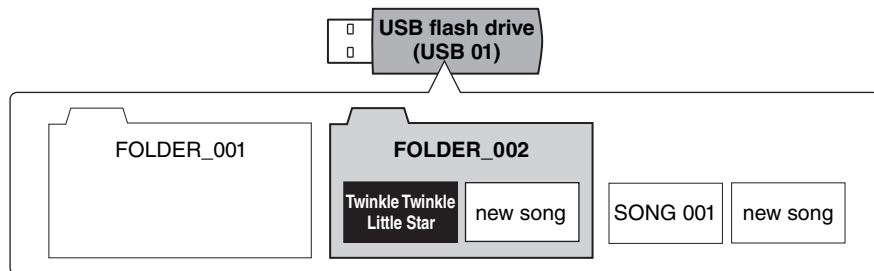
When playing back the Song (by pressing the [PLAY/PAUSE] button on the panel), only those parts that are set to “PLAY” in the display actually play at the indicated tempo (over a range of 50% to 200% of the original tempo when recording). If the Song contains no performance data, all parts are set to “OFF”

Selecting the Song in the Folder:

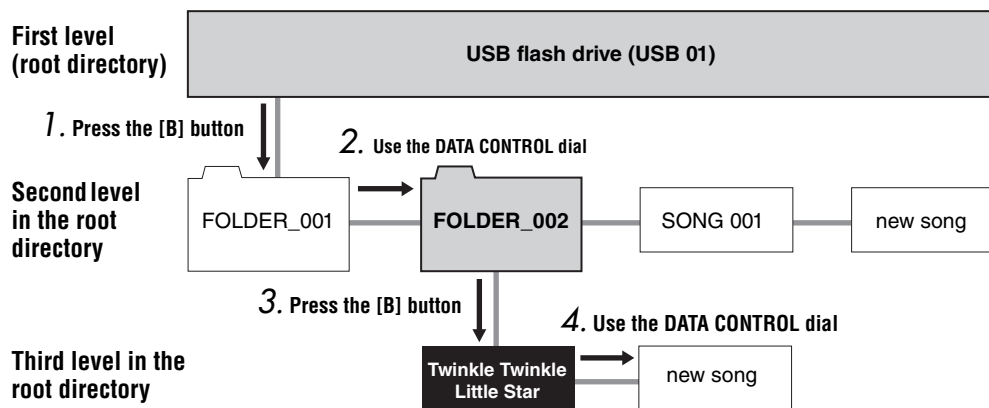
Keep in mind that the Song in the folder will not be shown in the display unless you open the folder which contains the Song. The illustrations below shows you how to use the display to access a specific Song in a folder of a USB flash drive (in this case, calling up the Song “Twinkle Twinkle Little Star”).

NOTE

The new Song is a blank Song which is automatically created in the USB flash drive/folder, if the number of the Songs in the USB flash drive/folder is less than 100.



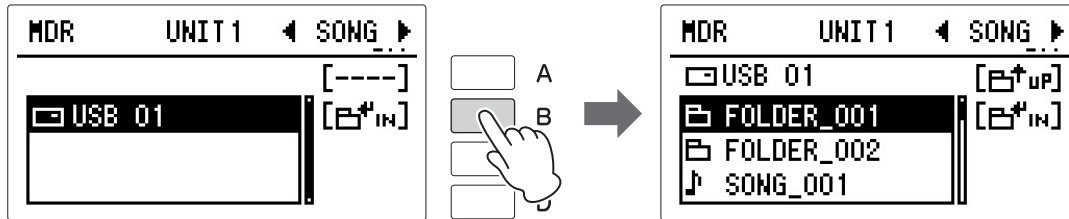
The illustration below shows the levels of folders and Songs in the USB flash drive. Follow the dark arrows and the accompanying instruction steps to select the desired Song, “Twinkle Twinkle Little Star.”



Songs or folders in the same level can be selected in sequence by turning the DATA CONTROL dial.

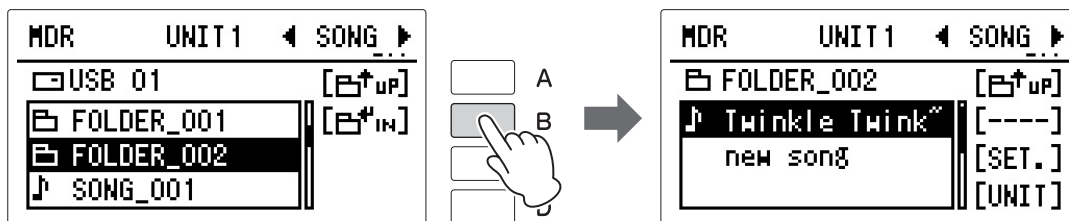
Here is the actual procedure again, in linear form:

- 1 Press the [B] button corresponding to the “ IN ” in the display to call up the folder/Songs list in the selected USB flash drive.



FOLDER_001, FOLDER_002 and SONG_001 are displayed.

- 2 Select FOLDER_002 by turning the DATA CONTROL dial.
- 3 Press the [B] button to call up the song in the FOLDER_002.



In this case, already “Twinkle Twinkle Little Star” is selected.

- 4 Select the desired Song, “Twinkle Twinkle Little Star,” by turning the DATA CONTROL dial.

5 Recording


MDR Recording

This lets you record your performance as a Song to a USB flash drive. A Song is comprised of your keyboard performance information and is not a recording of the actual sound itself. The performance information refers to which keys are played, at what timing, and at what strength — just as in a musical score. Based on the recorded performance information, the tone generator of the Electone outputs the corresponding sound. MDR also records Registrations such as Voice selection, effect settings and so on for future recall. In addition, this method enables you to record parts individually and re-record a specific part.

Keep in mind that the Song recorded on the Electone using the MDR function is intended for playing back only on the Electone, so you cannot transfer the Song to other devices such as a portable music player for playing the Song on such devices. If you want to do so, record your performance as an audio file in the method described in Chapter 7 “Audio” on page 169.

Recording

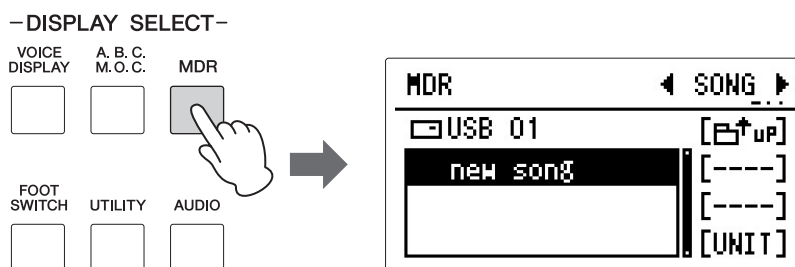
Before recording, set up the Electone just as you’ll need it for the entire recording. Set the desired Registrations you’ll use throughout the performance/recording in Registration Memory and make sure also to select the Registration that you will use at the beginning of the Song.

 **Reference Page**
Compatible USB flash drives
(page 127)

NOTE
When you record the Song using the Next Unit function, make sure to press the [PLAY/PAUSE] button before pressing the [RECORD] button. For details, see page 154.

- 1 **Connect the compatible USB flash drive to the [USB TO DEVICE] terminal.**
- 2 **Press the [MDR] button, then select the blank Song “new song” for recording your performance.**

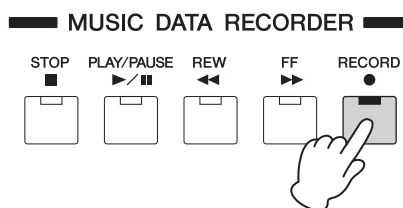
For details on selecting a Song, see steps 2 and 3 on page 135.



- 3 **Press the [RECORD] button in the Music Data Recorder section on the panel.**

The lamp of the [RECORD] button lights, indicating that the Electone is ready to record.

You can cancel the operation at this point by pressing the [STOP] button.



4 Press the [PLAY/PAUSE] button at the top left on the panel to start the recording.

The lamp of the [PLAY/PAUSE] button lights up and a small indicator flashes across from left to right at the bottom left of the LCD display. This indicates that Registration data is currently being saved as a Unit to the Song.

 **Reference Page**
Unit (page 119)

5 After “00:00” appears at the bottom left of the LCD display, begin playing.

6 When you finish playing, press the [STOP] button.

Recording stops and your performance is written to the Song. The Song to which your performance is recorded is automatically named like “SONG_001.” You can change the Song name as desired. (For details, see page 144.)

NOTICE
Do not remove the USB flash drive from the instrument during recording.

7 To hear your newly recorded performance, press the [PLAY/PAUSE] button.

Playback will begin after a couple of seconds, as the Electone reads the Registration. For more information on playback and other playback-related functions, see page 155.

Outline of MDR Operation

Basically, the MDR independently records the following three types of data:

Registration data (including Bulk data)

All registrations stored to the Registration Memory numbered buttons as well as the registration currently set to the panel, are recorded at the beginning of a Song, before the actual recording of your performance. Bulk data is also saved to the Song with the Registration data. Bulk data includes: Registration Shift settings, Rhythm Pattern (User rhythms) and Rhythm Sequence data, and User voices.

Performance data

The MDR records your performance on the keyboards and pedalboard of the Electone exactly as you play it, even recording the strength at which you play the keys and how hard you press them down while playing. The various types of performance data – Upper, Lower, Pedal and Lead – are recorded to independent “tracks,” so that you can change any one of them without affecting the others.

Control data

All changes you make on the Electone during your performance are recorded in real time. These include registration changes, the use of the expression pedals and footswitches.

NOTE
Saving Registrations
(page 147)

Re-recording (Retry)

NOTE

After exiting from the recording mode, you can re-record your performance using the same Registration.

1 Select the Song you want to re-record.

After selecting the Song, select the TOOL1 Page with the Page buttons, then press the [B] "DELETE" button. A message appears prompting confirmation of operation. Press the [C] "PERF. ONLY" (Performance Only) button to delete only the performance data.

2 Load the Unit of the Song to the Electone (page 154).

3 Start recording in the normal way (and not in the way described in "Re-recording" here).

If you make a mistake during recording, you can simply re-record the song from the beginning.

1 Press the [RECORD] button while the Song is still running.

This automatically stops recording and returns you to the starting point of the Song. The lamp of the [PLAY/PAUSE] button starts flashing, indicating that you can re-record the Song.

2 Press the [PLAY/PAUSE] button.

Re-recording starts from the beginning of the Song and replaces the previously recorded performance with the newly recorded performance.

3 Press the [STOP] button.


Recording Each Part Separately

You can also record the parts of your performance independently. This function lets you record Keyboard Percussion and performance control data, such as Registration changes and expression pedal operation, separately from the other parts of the Song. Even Keyboard Percussion and Lead Voice 1 can be recorded separately. The following instruction is an example: First, record the chords and bass to the Song using the Lower and Pedalboard, and then record the melody using the Upper Keyboard.

1 Follow steps 1 through 3 on page 138 to call up the Rec Standby display.



2 Select the Page PART 1 or PART 2 with the Page buttons.

 **Reference Page**
Control data (page 139)

3 Select the parts for recording.

In this case, set the Lower Keyboard (LOWER) and Pedalboard (PEDAL) to “RECORD,” while other parts to “OFF.”



NOTE

You should also set the CONTROL to “REC,” in order to record Registration changes and expression pedal operation.

Each press of the [A] – [C] button corresponding to the desired part in the display toggles the status among PLAY, OFF and RECORD. Turn off the parts you don’t want to record, and make sure “PLAY” is selected for the parts you want to play and “RECORD” for the part you want to record.

PLAY: Playback of parts that have been recorded.

OFF: Recording or playback is not active.

RECORD: Recording of the part.

If you set the UPPER part to “REC,” the performance on the Upper Keyboard (including Lead Voice 1 Voices) is recorded. Setting LEAD to “REC,” however, records only the Lead Voice 1 Voices. You cannot set both Upper and Lead to “REC” at the same time; neither can the LOWER and KBP (Keyboard Percussion) parts be recorded at the same time.

NOTE

When you record the Keyboard Percussion, make sure that the KEYBOARD PERCUSSION [1] button is set to on.

4 Press the [PLAY/PAUSE] button. After “00:00” appears at the bottom left of the LCD display, begin playing.

5 Press the [STOP] button when you are finished with your performance to stop recording.

Now you’ve recorded the first parts of your performance.

Setting up recording of the next part—Upper part in this case.

6 Press the [RECORD] button.

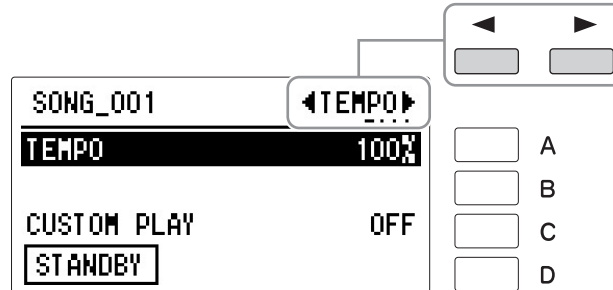
A message appears prompting confirmation of operation. To overwrite, press the [C] “OVERWRITE” button.

7 Select the PART Page with the Page buttons, then select the parts for recording.

Set the parts you want to record next (in this case, the Upper part) to “REC.” Also set the part already recorded (in this case, the Lower and Pedal parts) to “PLAY,” so that you can hear the previously recorded parts as you record new ones.

If you want to change the part tempo for ease in recording, perform steps 8 and 9; otherwise, skip to step 10.

8 Select the TEMPO Page with the Page buttons.



9 Change the playback tempo, if desired.

The playback tempo can be set over a range of 50% to 200% of the original. The original recorded tempo is 100%; values less than 100% result in a slower tempo while values greater than 100% result in a faster tempo.

Use the [A] button to select the item, then use the DATA CONTROL dial to change the tempo.

10 Press the [C] button repeatedly, if necessary, to set “CUSTOM PLAY” to ON to start recording of the new part or parts.

11 Press the [PLAY/PAUSE] button on the panel to start recording, then begin playing.

Playback of the previously recorded parts starts immediately. The CUSTOM PLAY function is used here to record only the parts that have been selected for recording, and plays back only those parts that have been selected for playback. While you listen to the parts being played back, start playing the melody on the Upper Keyboard.

When the end of the recorded performance is reached, playback is automatically stopped. The length of a subsequently recorded part cannot exceed the length of the previously recorded parts.

12 To stop the recording, press the [STOP] button.

Punch-in Recording

This lets you re-record over a specific phrase or section—either that of a specific part(s) or all parts.

- 1** Connect the compatible USB flash drive to the [USB TO DEVICE] terminal.
- 2** Press the [MDR] button, then select the Song which contains the phrase you want to change.
For details on selecting a song, see steps 2 and 3 on page 135.
- 3** Press the [PLAY/PAUSE] button to start playback of the Song.
- 4** Press the [PLAY/PAUSE] button at the point you want to execute punch-in recording.
The current Song is stopped momentarily.
- 5** Press the [RECORD] button.
The lamp of the [RECORD] button lights, indicating that the MDR is ready to record.
- 6** Set the parts which you want to change to “RECORD” status and other parts to “PLAY.”
Part settings can be set in Pages PART 1 and PART 2. You can cancel the record standby mode at this point by pressing the [STOP] button.
- 7** Press the [PLAY/PAUSE] button to start punch-in recording. Play the new phrase, as you want it to be changed.
- 8** Press the [STOP] button to quit punch-in recording as soon as you reach the end of the phrase.

NOTE

This function is best used when the phrase to be rerecorded has definite beginning and end points, with slight pauses before and after.

Reference Page

Compatible USB flash drives (page 127)

Reference Page

Recording Each Part Separately (page 140)

6 Changing the Song/Folder Name

NOTE

However, Song names of EL-series Electones, such as the EL-900, cannot be changed.

Even though the Electone automatically assigns a generic name to each recorded Song, it's best to give each Song a "meaningful" name, such as an original title or even a date indicating when it was recorded.

Reference Page

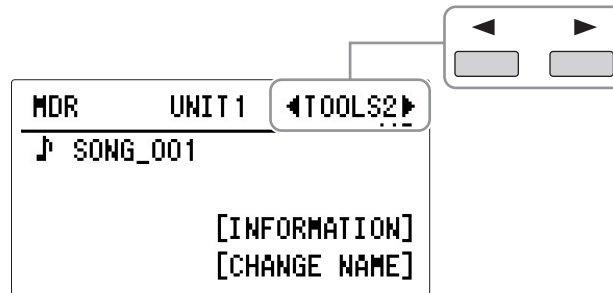
Compatible USB flash drives (page 127)

1 Connect the compatible USB flash drive to the [USB TO DEVICE] terminal.

2 Press the [MDR] button, then select the Song/folder whose name you want to change.

For details on selecting a Song or a folder, see steps 2 and 3 on page 135.

3 Use the Page buttons to select the TOOLS2 Page.

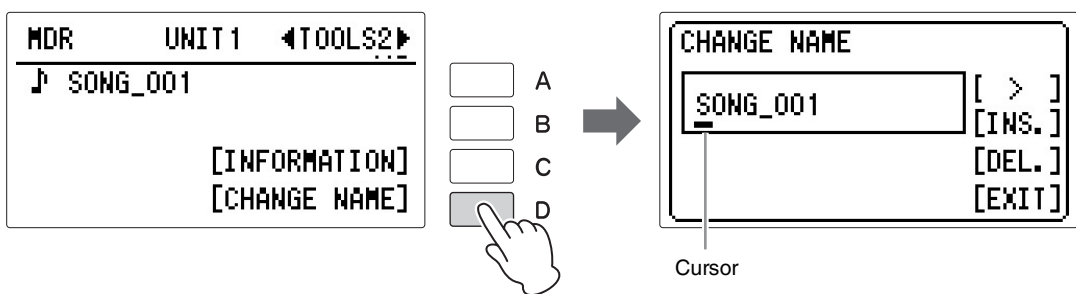


NOTE

A blank Song cannot be named. Once a Song contains data, it can be named.

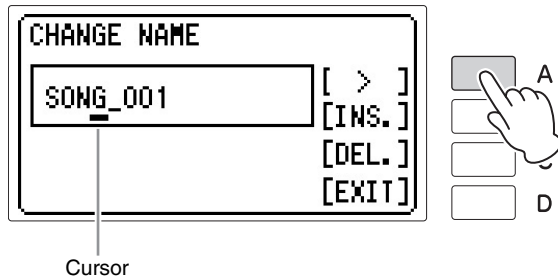
4 Press the [D] "CHANGE NAME" button.

The CHANGE NAME display appears.



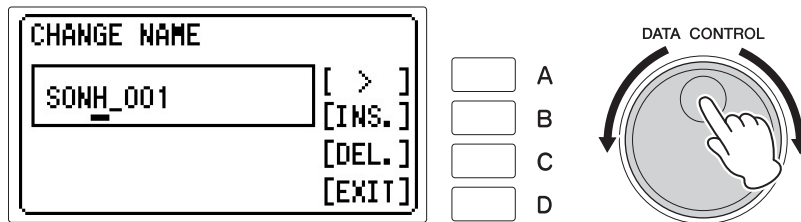
5 Move the cursor to the desired point by using the [A] buttons.

Pressing the [A] button moves the cursor one step to the right, and holding moves the cursor to the right continuously. When the cursor reaches to the end of the name, it will return to the beginning of the name.

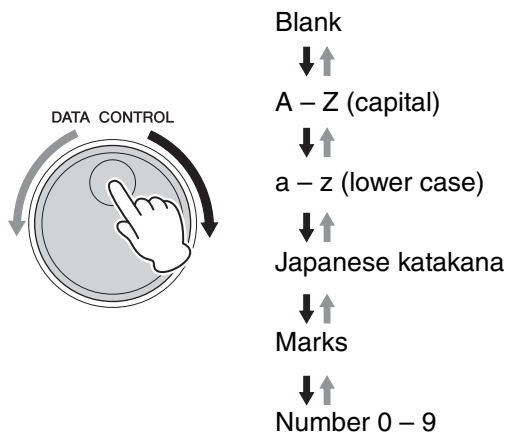


6 Change the character at the cursor position.

Replace the current character at the cursor by using the DATA CONTROL dial.



Turn it clockwise to select the characters in order, and counter-clockwise for reverse order.



NOTE

If "ENGLISH" is selected as the Language in the Utility display (page 27), Japanese katakana characters are unavailable.

To delete a character:

Move the cursor to the character you want to delete, and press the [C] button. When the character is deleted, all other numbers to the right of the cursor are moved one step to the left.

To insert a character:

Move the cursor one step right to the position at which you want to enter the character, press the [B] button then use the DATA CONTROL dial.

NOTE

An XG Song name can contain up to 46 characters.

7 Repeat steps 5 through step 6 above to finish entering the Song name.

Up to 50 characters can be entered.

8 After finishing, press the [D] “EXIT” button.

A message appears prompting confirmation of operation. You can cancel the operation at this point by pressing the [D] “CANCEL” button.

9 To actually enter the change, press the [C] “CHANGE” button.

The renamed Song/folder is displayed.

An error message (“This name is not available”) may appear when pressing the [C] “CHANGE” button to finish entering the name. If this message appears, the name is invalid and you’ll need to enter a different name. The following names cannot be used. (The letters “xx” indicate numbers.)

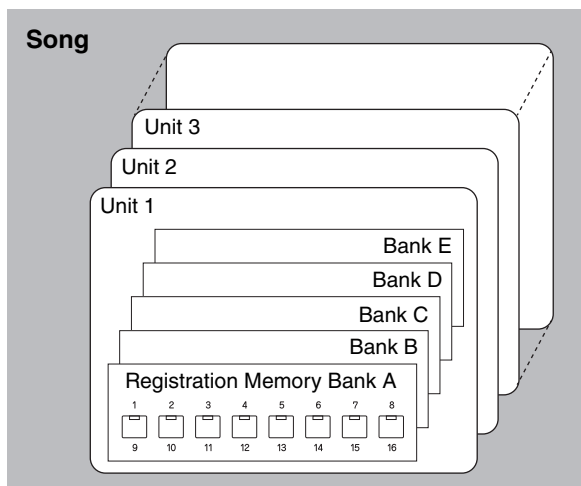
MDR_xx.EVT	ELS_SONG.NAM	MDR_xxx.TMP	TMP
MDR_xx.MID	MDR_xxx.MID	REG_xxx.TMP	TMP.E02
MDR_xx.Bxx	REG_xxx.B00	ELS_SONG.TMP	MDR_xx.Vxx
SONG_xxx.C02	SONG.NAM		

7 Saving Registrations

You can also record Registration Memory data and other created data, separate from performance recording, as listed below. The data will be saved to a Unit of the selected Song.

Data saved to a Unit

- Registration Memory 16 x 5 Banks
- Registration Shift settings
- Reverb Type, Disable mode, [DISABLE] button on/off status
- User Keyboard Percussion
- When loading Registration data containing the following data created on the ELS series,) User Rhythm data, Rhythm Sequence data, User Voice data, Voice Link data



NOTE

Even if you've only created a couple of Registrations yourself, 16 separate Registration Memory settings are always stored when saving to a Song—the factory preset Registrations being stored if no new settings have been made to the numbers.

NOTE

Units can be saved to Songs created on the ELS or ELB series, but not to Songs created on the EL series such as EL-900.

Reference Page

Bank and Unit (page 119)

Reference Page

Functions and settings that cannot be memorized (page 112)

There are two ways to save Registrations.

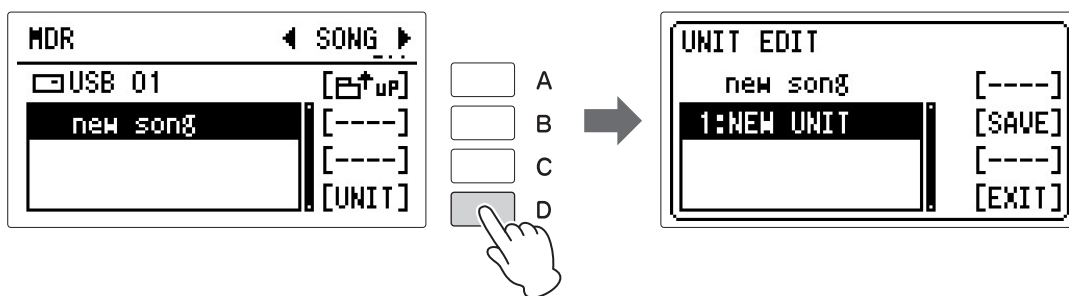
Method 1

- 1 Connect the compatible USB flash drive to the [USB TO DEVICE] terminal.**
- 2 First make all the desired Electone settings to create your original Registration.**
- 3 Press the [MDR] button, and select the destination (blank Song).**
Select “new song.” For details on selecting a Song, see steps 2 and 3 on page 135.

Reference Page

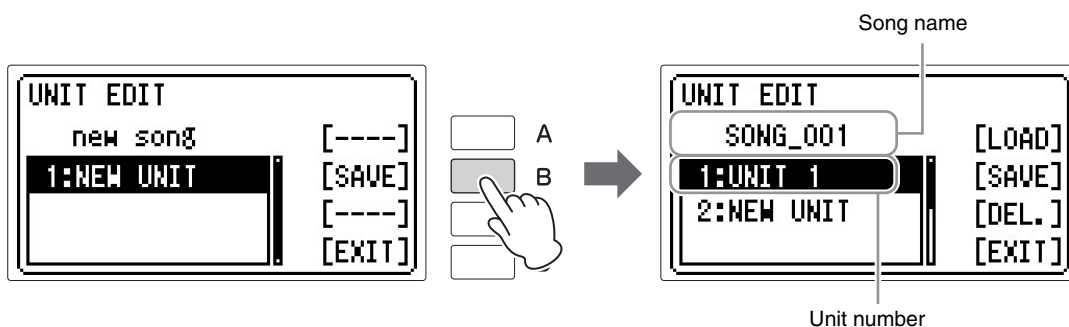
Compatible USB flash drives (page 127)

- 4** Press the [D] “UNIT” button to call up the UNIT EDIT display.
“NEW UNIT” (blank Unit) is selected.



- 5** Press the [B] “SAVE” button.

A message appears, indicating that the Registration data is currently being saved. After the message disappears, the Unit to which the Registration is recorded is automatically named “UNIT 1,” and “SONG XXX” (XXX: number) is assigned as Song name to the destination Song.



- 6** Press the [D] “EXIT” button to exit from the UNIT EDIT Display.

Method 2

- 1** First make all the desired settings you want to save, then select the destination (blank Song) as you did in steps 1 and 3 above.
- 2** Press the [RECORD] button on the panel to enable recording on the MDR.

Reference Page
Changing the Song/Folder
Name (page 144)

- Press the [PLAY/PAUSE] button to record the Registrations, then press the [STOP] button before the “00:00” indication is shown at the bottom left of the display.

This is the same procedure as the one shown when you start recording. The “00:00” at the bottom left of the display indicates that the MDR is recording the Registrations and being set up for normal recording; pressing the [STOP] button interrupts this process.

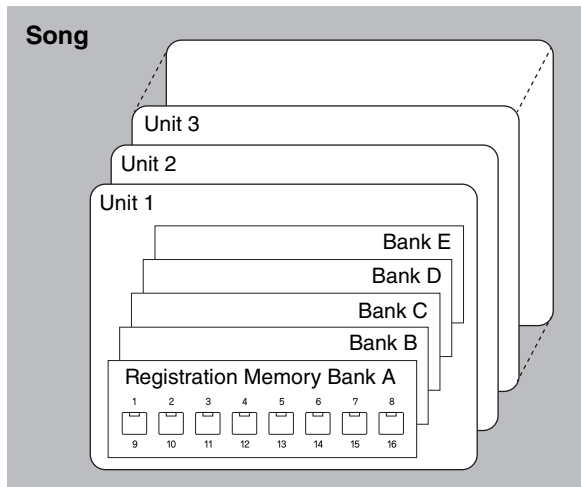


Saving Two or More Registration Units to One Song

When you want to use various Registrations exceeding five Registration Banks (one Unit), you should save additional Registration Units to a Song.

NOTE

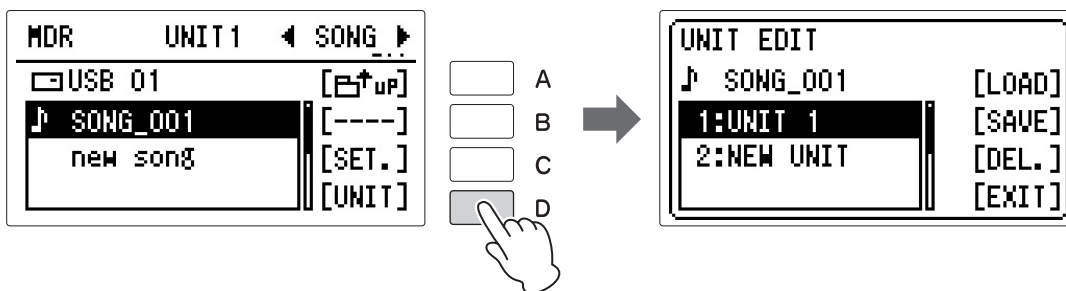
Although a maximum of 50 Units can be saved to a single Song, the actual amount may differ since the total number of Banks that can be saved to 5 Units is limited to 50. For example, saving 5 Banks to one Unit results in a maximum of 10 Units that can be saved to a Song.



- First make all the desired settings you want to save.
- Connect the compatible USB flash drive to the [USB TO DEVICE] terminal.
- Press the [MDR] button, and select the destination Song which includes Registration data.

For details on selecting a Song, see steps 2 and 3 on page 135.

4 Press the [D] “UNIT” button to call up the UNIT EDIT display.



In the display, the Registration Unit list of the current Song is shown, such as “UNIT 1” and “UNIT 2.”

 **Reference Page**
Files (page 131)

5 Select the blank Registration bank “NEW UNIT” to which you want to save the additional Registration bank, located at the bottom of the list, by using the DATA CONTROL dial.

6 Press the [B] “SAVE” button.

The Registration Unit will be added and follows previously contained Units.

7 Press the [D] “EXIT” button to exit from the UNIT EDIT Display.

To play this Song, first press the [D] “EXIT” button to returns to the SONG Page, then press the [PLAY/PAUSE] button. Keep in mind that when you play back this Song, the “UNIT 1” will be loaded to the Electone, but the next Unit will not be loaded unless you make the Next Unit settings of Registration Shift (page 153).

NOTE


When playing back an EL Song (created on the EL series, such as EL-900) which uses the Next Song function, the Unit data in the next Song will be loaded.


Overwriting Registration data to a Unit

This operation lets you replace just the Registration Unit without changing the performance data in already recorded Song data.

- 1 First make all the desired settings you want to save to the new Registration.
- 2 Connect the compatible USB flash drive to the [USB TO DEVICE] terminal.

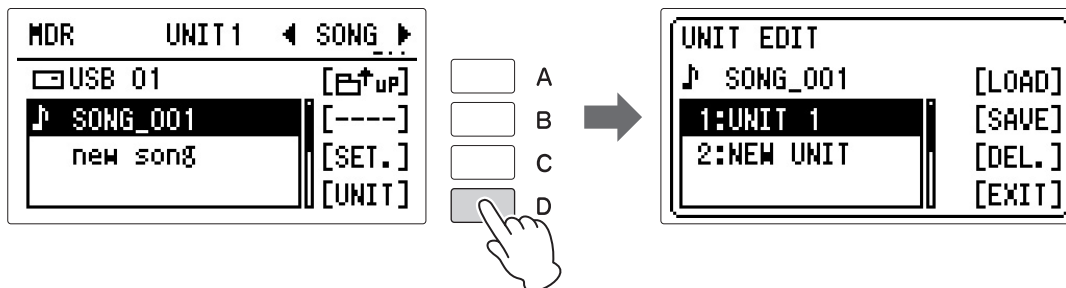
- 3 Press the [MDR] button, and then select the desired Song containing the Registration you wish to replace.

 **Reference Page**
Song icons (page 130)

When a Song contains performance data, a note icon () will appear at the left of the Song name.

For details on selecting a song, see steps 2 and 3 on page 135.

- 4 Press the [D] “UNIT” button to call up the UNIT EDIT display.



In the display, the Registration Unit list of the current Song is shown, such as “UNIT 1” and “UNIT 2.”

- 5 Select the Registration Unit number you wish to overwrite by using the DATA CONTROL dial.

- 6 Press the [B] “SAVE” button.

A message appears prompting confirmation of the operation.

You can cancel the operation at this point by pressing the [D] “CANCEL” button.

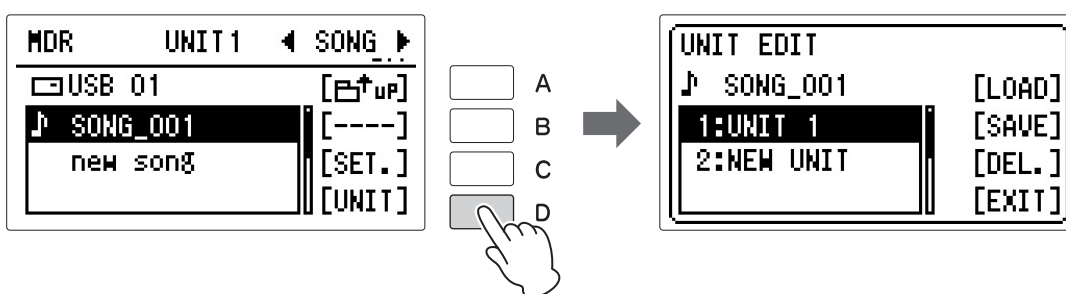
- 7 Press the [C] “OVERWRITE” button to overwrite (replace).

- 8 Press the [D] “EXIT” button to exit from the UNIT EDIT Display.

Deleting Registrations

This function lets you delete the Registration Unit saved to a Song.

- 1 Connect the compatible USB flash drive to the [USB TO DEVICE] terminal.
- 2 Press the [MDR] button, then select the Song containing the Registrations you wish to delete.
For details on selecting a song, see steps 2 and 3 on page 135.
- 3 Press the [D] “UNIT” button to call up the UNIT EDIT display.



In the display, the Registration Unit list of the current Song is shown, such as “UNIT 1” and “UNIT 2.”

- 4 Select the Registration Unit number you want to delete by using the DATA CONTROL dial.
- 5 Press the [C] “DEL.” button.
A message appears prompting confirmation of operation.
You can cancel the operation at this point by pressing the [D] “CANCEL” button.
- 6 Press the [C] “DELETE” button.
- 7 Press the [D] “EXIT” button to exit from the UNIT EDIT Display.

NOTE

if you delete all the Units from a Song, that song will be deleted.

Next Unit Settings (using more than 80 Registrations in one performance)

You've learned in an earlier section that by using 5 Bank of 16 Registrations, you can program a maximum of 400 settings to be recalled in a specified order, with the Regist Shift function described on page 123.

When playing back a Song which uses more than 80 Registration numbers, you can have two or more Registration Units saved to a single Song and recall them one by one as you play the Song. This function that makes this possible is called Next Unit.

1 Connect a compatible USB flash drive to the [USB TO DEVICE] terminal.

2 Set the User Registration order.

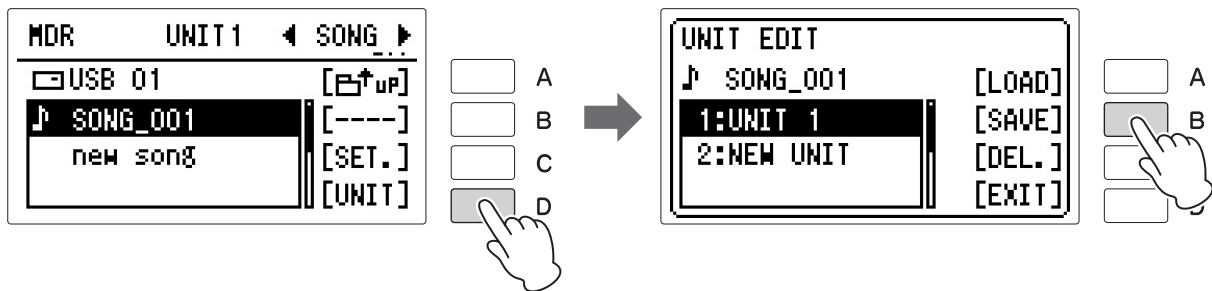
Set the Registration Shift mode to USER, and select Next UNIT as the Shift End in Page 1 of the REGIST SHIFT (RIGHT) display, then set the Use Registration order in Page 2.

For details, see "To set the User Registration order" on page 123.

3 Press the [MDR] button, and select the destination Song.

For details on selecting a Song, see steps 2 and 3 on page 135.

4 Call up the UNIT EDIT display, then save the User Registration to "NEW UNIT" (blank Unit).



5 Press the [D] "EXIT" button to exit from the UNIT EDIT Display.

6 Repeat steps 2 through 5 above to save the Registration Units in the order you want to recall them in the same Song.

For details, see "Saving Two or More Registration Units to One Song" on page 149.

NOTE

When repeating steps 2 – 5 and making new Registration Shift settings, delete the previous settings, then continue.

Once the Next Unit function has been turned on and set, you can use the function, following the steps below.

7 Press the [MDR] button, and select the Song for which the Next Unit function has been set.

See steps 2 and 3 on page 135 for instructions on selecting Songs.

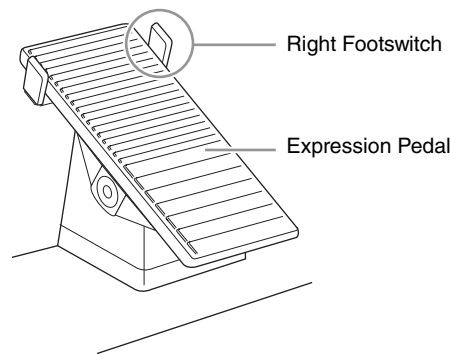
8 Press the [PLAY/PAUSE] button.

If the Song contains more than two Registration Units, the first one will be loaded. You can check the Registration order in Page 2 of the REGIST SHIFT (RIGHT) display.

9 As you play the Electone, press the Right Footswitch.

Each press of the Right Footswitch selects Registrations according to the order you've specified.

After finishing the play back of the first Unit, the next Unit begins loading automatically, and can be selected by pressing the Right Footswitch.



NOTICE

When you record a Song using the Next Unit function, make sure to load the top Registration Unit (UNIT 1) to the Electone by pressing the [PLAY/PAUSE] button after selecting the desired song. If you begin the recording procedure instead by pressing the [RECORD] button, even as another Unit (UNIT 2, etc.) is loading, a message "The data currently loaded in the instrument is that of Unit xx. Are you sure you want to save the data to Unit 1?" will be shown. If you select "OK," Unit 1 will be overwritten by the current Unit and will be lost.

NOTE

While a rhythm is playing, sequence data and User rhythm in the Registration data created on the Electone such as ELS series cannot be loaded.

8 Recalling Recorded Registrations

Registrations (and bulk data) recorded to the Song can be easily loaded back to the Electone.

Use this function if you want to recall a specific Registration Unit (other than UNIT 1) from a Song which contains more than two Registration Units.

Loading Registrations

1 Connect the compatible USB flash drive to the [USB TO DEVICE] terminal.

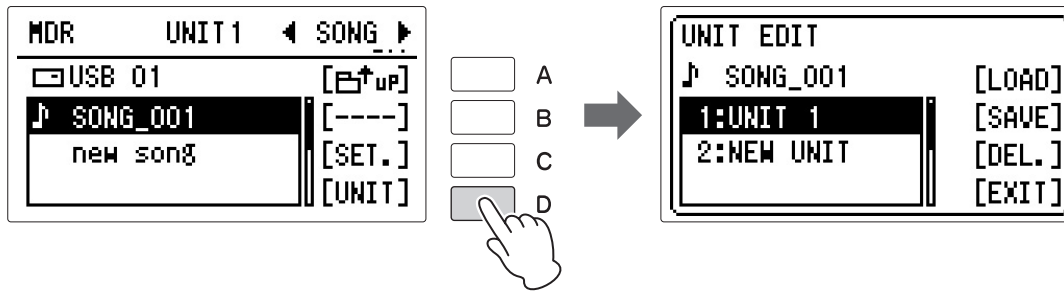
2 Press the [MDR] button and select the Song containing the Registrations you want to load back to the Electone.

For details on selecting a Song, see steps 2 and 3 on page 135.

Reference Page

Compatible USB flash drives (page 127)

3 Press the [D] “UNIT” button to call up the UNIT EDIT display.



In the display, the Registration Unit list of the current Song is shown, such as “UNIT 1” and “UNIT 2.”

4 Select the Registration Unit number you want to load by using the DATA CONTROL dial.

5 Press the [A] “LOAD” button.

A message appears prompting confirmation of the operation.

You can cancel the operation at this point by pressing the [D] “CANCEL” button.

6 Press the [C] “LOAD” button.

A message appears, indicating the selected Unit including the 16 Registrations x 5 banks is currently being loaded. After the Registration data is loaded, the LCD returns to the UNIT EDIT display.

7 Press the [D] “EXIT” button to exit from the UNIT EDIT Display.

NOTE

If you load a Registration while a rhythm is playing, User rhythms and sequence data created on the ELS series in the Registration data cannot be loaded.

9 Playing Back a Song

This section describes how to play back a Song recorded with the MDR and the commercially available Song data which can be played back with the MDR.

This operation lets you automatically load the Registration data saved to a Song when playing back your recorded performances. Thus, you can use the loaded Registrations for your performance.

1 Connect the compatible USB flash drive containing the Song to be played back to the [USB TO DEVICE] terminal.

2 Press the [MDR] button, then select the desired Song for playback.

For details on selecting a Song, see steps 2 and 3 on page 135.

NOTICE

Since playing back a Song containing a Registration data will load the Registration data (Unit 1) in the Song to the Electone, the Registration data memorized on the Electone will be overwritten and erased. Save your important Registration data on the Electone to the USB flash drive, referring to “Saving Registrations.”

Reference Page

Compatible USB flash drives (page 127)

NOTE

Audio files will not be shown in the MDR Display even when the USB flash drive contains audio files.

 **Reference Page**

Next Unit Settings (using more than 80 Registrations in one performance) (page 153)

NOTE

Registration data is generally not included in most Song data, such as commercially available XG Songs created on instruments other than the Electone.

3 Press the [PLAY/PAUSE] button to start playback.

A “-----” mark appears at the bottom left of the display, indicating the Registration data is currently being loaded when the Song contains the Registration data. When the Song contains more than two Registration Units, the first one will be loaded.

Depending on the Song, no note icon is shown by the file name, indicating that only Registration data is included and there is no performance data. Starting playback of such a Song will load only Registration data, produce no sound, and return operation to the SONG Page.

4 When a Song contains performance data, playback starts automatically after reading the Registration data. (No sound will be produced if no performance data is included).

The elapsed time will be showed on the display, and Song playback starts (if the Song contains performance data). In general, all parts recorded to the Song are played back; however, you can mute specific parts and play back only selected parts (page 157). When the end of the recorded performance is reached, playback automatically stops. You can, however, stop playback in the middle of the Song by pressing the [STOP] button.

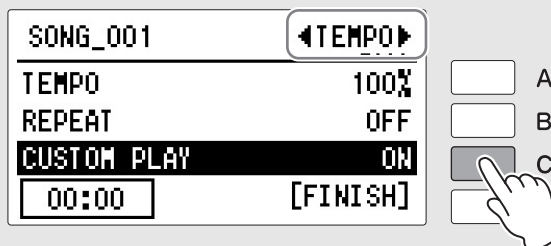
Although this Electone can play Songs created on other Electones, such as the ELS series, the sound or tempo of the Song may differ from the original.

 **Reference Page**

Playback Settings (page 136)

Custom Play

If you want to play back the Song without resetting the Registrations, use the Custom Play function. Turn the CUSTOM PLAY to ON in the TEMPO Page, then press the [PLAY/PAUSE] button on the panel. This displays the Song time and starts playback immediately.



When you play a Song using the Next Unit function, make sure to turn CUSTOM PLAY to OFF in the TEMPO Page, then press the [PLAY/PAUSE] button to start the Song.

Playing Back Selected Parts

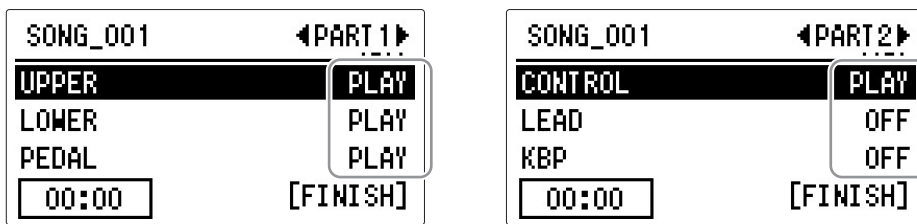
You can also play back selected parts of your recorded performance, while other parts are temporarily turned off. This function is especially useful for playing a single part, such as the melody, over previously recorded accompaniment parts.

To play back the selected part(s):

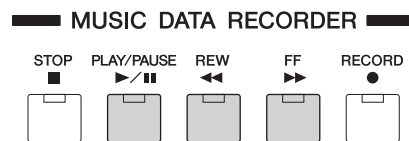
Before or during playback, use the [A] – [C] buttons to turn the parts you want to play back to “PLAY” and the parts you want to mute to “OFF.” Pressing the corresponding button toggles the part setting between PLAY and OFF.

The XG part setting can be set in the PART 3 Page.

 **Reference Page**
Playback Settings
(page 136)



Rewind, Fast Forward and Pause




Rewind and Fast Forward:

During audio playback (or when paused), press the [REW] (Rewind) button or [FF] (Fast forward) button and hold it down until the time reaches the desired position. When the button is released, playback is paused at the desired position. To resume playback from the point you've reversed to or advanced, press the [PLAY/PAUSE] button.

Pause:

If you want to temporarily stop playback of the Song or Songs, press the [PLAY/PAUSE] button. To resume playback from the point at which the Song was paused, press the [PLAY/PAUSE] button again.

Changing the Tempo

You can change the tempo of the Song as the Song is playing in the MDR display, either while the Song is stopped or while it is playing. Since the procedure for changing the tempo is different depends on whether the Song has an  icon or not, confirm if the desired Song has an icon or not.

icon is included:

You can change the tempo in the following procedure.

icon is not included:

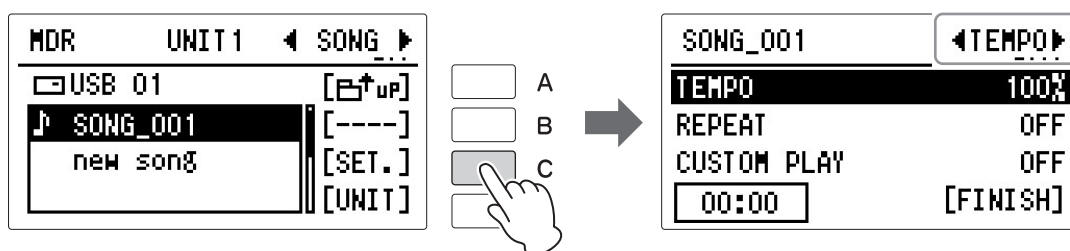
You can change the tempo by re-recording the tempo saved in the Registration data of the Song.

Copy the Song for which you want to change the tempo, then play the edit (copied) Song to load the Registration data to the Electone for editing. Recall the desired Registration for editing by pressing the Registration numbered button, and change the tempo with the TEMPO button on the panel, then record the changed tempo to the Registration numbered button. Repeat these steps for all numbered buttons you want to change the tempo. After finishing the settings, save (overwrite) the Registration data to the edit Song.

1 Press the [MDR] button, then select the Song with icon to be played back.

For details on selecting a Song, see steps 2 and 3 on page 135.

2 Press the [C] “SET.” button to call up the TEMPO Page.



3 Change the Tempo in the TEMPO Page.

Press the [A] button to select “TEMPO,” then press the same button successively or use the DATA CONTROL dial to change the setting. The range is 50 – 200%. The original recorded tempo is 100%; values less than 100% result in a slower tempo, while values greater than 100% result in a faster tempo.

Repeat Playback

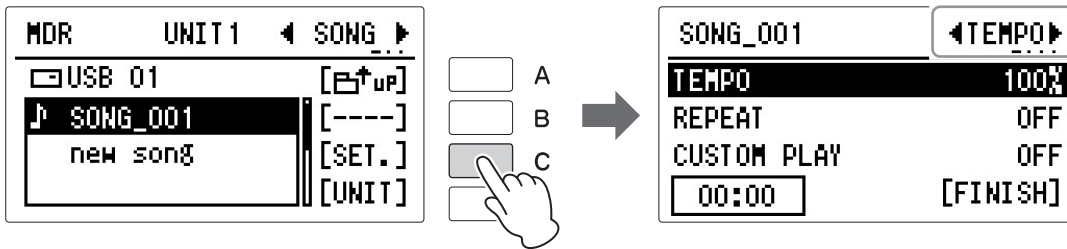
This feature allows you to repeatedly play back either all Songs on a folder or only one specific Song.

1 Press the [MDR] button, then select the Song you wish to repeatedly play back.

If you wish to play back all Songs on a folder, select the first Song that will be played back.

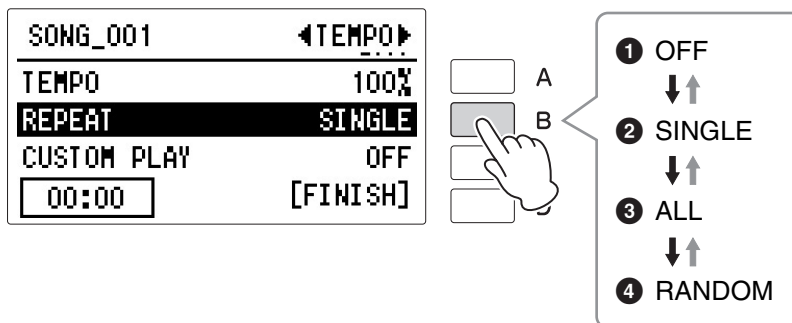
For details on selecting a Song or folder, see steps 2 and 3 on page 135.

2 Press the [C] “SET.” button, then press the Page buttons to select the TEMPO Page.



3 Select the repeat mode.

Press the [B] button to select “REPEAT,” then press the same button successively or use the DATA CONTROL dial to change the setting.



1 Off

Cancels repeat playback.

2 Single

Repeats the currently selected Song indefinitely.

3 All


Repeats all Songs in the currently selected folder in order.

4 Random

Repeats all Songs in the currently selected folder randomly.


- Press the [PLAY/PAUSE] button to begin playback.
To cancel the repeat setting, select “OFF” for the repeat mode.

Playing Back XG Songs

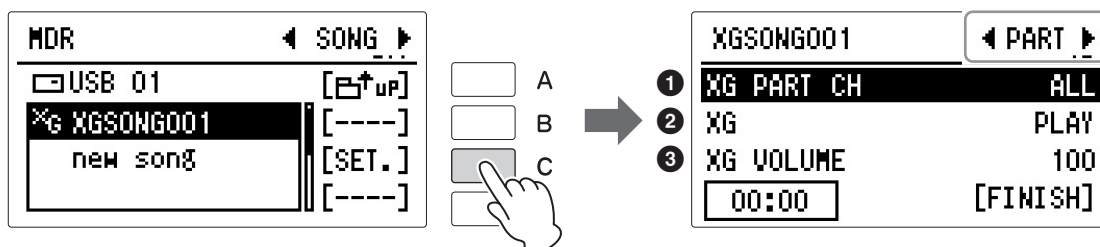
 **Reference Page**
Converting to XG format
(page 166)

The Electone allows you to playback XG Song data, created on the computer or converted from Electone Song format to XG format. Naturally, you can use the fast forward, rewind and pause controls, just as with Songs (performances) recorded on the Electone.

- Connect the compatible USB flash drive containing the XG song data to the [USB TO DEVICE] terminal.
- Press the [MDR] button, then select the desired Song for playback.
For details on selecting a Song, see steps 2 and 3 on page 135.

 **Reference Page**
Playback Settings
(page 136)

- Press the [C] “SET.” Button, then press the Page buttons to select the PART Page.
You can set the volume or mute settings for each part.



1 Part

Select the desired channel “CH1” through “CH16” or “ALL” to specify the part to mute/play or to change the volume.

Press the [A] button to select “XG PART CH,” then use the DATA CONTROL dial to select the setting.

2 Playback/Off

Sets the selected part for playback or mute (off). Select “PLAY” for the part you want to play back and select “OFF” for the part you want to mute. Press the [B] button to select “XG,” then press the same button successively to select the setting.

3 Volume

You can adjust the volume for the selected part within a range of 0 – 100.

Press the [C] button to select “XG VOLUME,” then use the DATA CONTROL dial to select the setting.

When the selected Song contains an XG part, you can adjust the XG part on/off setting and volume from Page 3, in the same way as you did with the XG Songs.


10 Other Operations — Copy, Delete, etc.

The TOOLS Pages in the MDR display has many functions, such as Song copy, Song delete, confirming the Song size, etc., as well as creating or deleting folders.

Copy

This function lets you copy a folder/Song, or even a USB flash drive. You can copy and exchange the data even between two different USB flash drives. (For Songs created on EL-series instruments, such as the EL-900, cannot be copied.) Make sure to check the remaining memory of the destination drive in advance. If memory space is insufficient, or if the folder already contains 100 Songs, Copy is not available.

- 1 **Connect the compatible USB flash drive to the [USB TO DEVICE] terminal.**

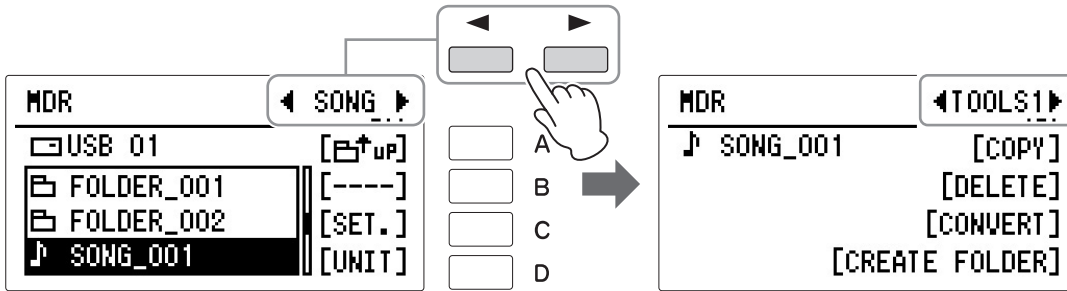
 **Reference Page**
Compatible USB flash drives
(page 127)

If you want to copy a Song between two different drives, you will need to insert the destination USB flash drive.

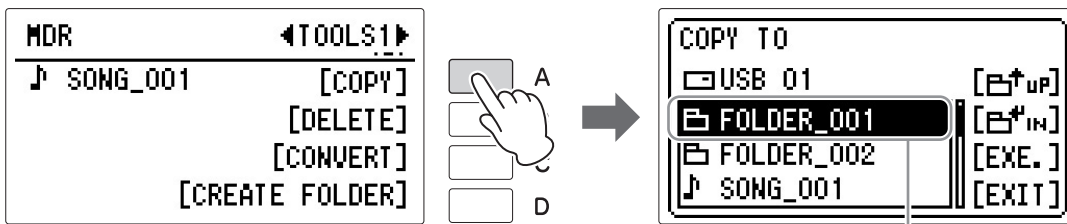
- 2 **Press the [MDR] button, then select the folder/Song/USB flash drive to be copied.**

For details on selecting folder/Song/USB flash drive, see steps 2 and 3 on page 135.

- 3 **Use the Page buttons to select the TOOLS1 Page.**



- 4 **Press the [A] “COPY” button to call up the COPY TO Display.**




Copy Destination

5 As necessary, select the destination (highlighted).

Select folder or USB flash drive as the copy destination. You can even select the destination from another USB flash drive.

For details on selecting folder/ USB flash drive, see steps 2 and 3 on page 135.

If you want to copy the Song/folder to the same place which contains the source Song/folder, press the [A] “ UP” button when the COPY TO display appears to make the folder/drive which contains source Songs/folders as the destination.

Reference Page

About Protected Songs
(page 163)

About Copying Protected Songs

Protected Original Songs or Protected Edit Songs can be copied as long as you select the same folder that contains the source Protected Song as the destination. If you select another folder/drive, the message “Song xx will be moved.” will be displayed. If you select “OK,” the currently selected Protected Original Song and Protected Edit Song created from a Protected Original Song are all moved to another folder/drive you have specified. In this case, the data is not copied, but moved.

NOTE

- If the USB flash drive copy operation is executed, the folder name “#MEDIA” will be created in the destination folder.
- If a “Path name is too long” message is displayed, change the hierarchy or rename the folder name to make it shorter.
- The copy operation will automatically be stopped if an unrecognizable file is detected in the folder.

NOTICE

Never attempt to remove the USB flash drive or turn the power off during copying (or moving a Protected Song). Data may be lost.

6 Press the [C] “EXE.” button to execute the copy.

When the operation is completed, the LCD returns to the SONG Page.

The folder/Song name in the destination is the same as the one of the source Song/folder. If you copy a folder/ Song to a folder that contains a Song whose name is the same as the source Song, the copied name will be “source Song name_XXX” (XXX indicates Song number). If you copy an XG-compatible Song to another folder or USB flash drive that contains a Song with the same name as the source Song, a message appears prompting confirmation of overwriting the Song. Selecting “OVERWRITE” overwrites the XG-compatible Song in the destination. Selecting “CANCEL” cancel the operation. If you want to change the folder/Song name, see page 144.

7 When copying the folder or USB flash drive, the approximate time of copying appears on the display; keep in mind that the actual time necessary may differ. Proceed by following the message in the display.

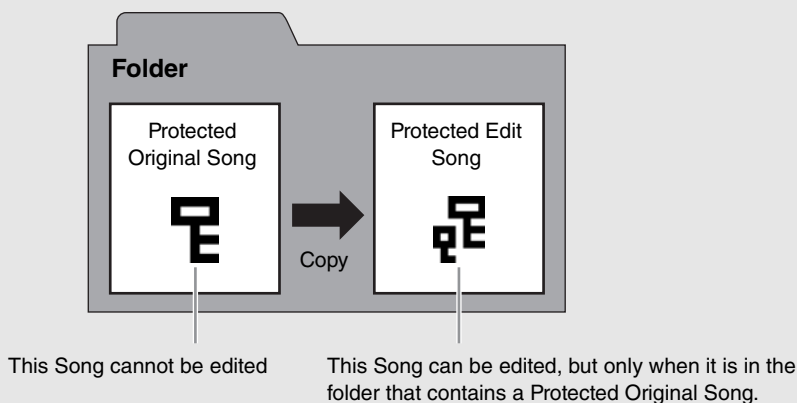
Press the [D] button to cancel, or [C] button to execute the operation.

If you want to cancel the copy operation while the copy operation is in progress, press the [D] “INTERRUPT” button. Keep in mind, however, that cancelling the operation may take a long time, since the operation is stopped only after all files in the current folder are copied.

If you cancel the operation, make sure to check which files have been properly copied and which have not.

About Protected Songs

If you buy or download Song data, it may be protected from being deleted (to prevent accidental erasure) or from being copied (to protect copyright ownership). These are called "Protected Songs." A Protected Song can be played back in the same way as Songs you've created, but it cannot be converted to XG format. Registration data in the Protected Song cannot be edited, nor can the performance data be overwritten. If you want to edit a Protected Song, first copy it within one media/folder, then edit the copy. (You cannot copy to another media/folder.) The copied Song (called "Protected Edit Song") is available only when the original Song (called "Protected Original Song") exists in the same folder. Be careful not to delete the Protected Original song.



NOTICE

If you move or copy the protected Song data on the computer without the Musicsoft Downloader application, the Song cannot be played back. Always use Musicsoft Downloader when moving or copying protected Songs on the computer.

Musicsoft Downloader can be obtained at the following Internet address:

<http://download.yamaha.com/>

NOTICE

When you want to edit a protected Song, turn the power to the instrument off and back on again, then select the Song to be edited. (The Registration data of the previous protected Song will be initialized.) Otherwise the edited protected Song may not be saved.

NOTICE

If the folder you are deleting contains audio files, deleting the folder deletes all the audio files as well as Songs in the folder. Use of separate USB flash drives — one for Songs, one for audio files — is highly recommended for data protection. However, at very least, you should use separate folders.

 **Reference Page**

Compatible USB flash drives (page 127)

Song Delete/Folder Delete

These operations let you delete Songs and folders. (Only Songs created with the EL-series, such as the EL-900, cannot be deleted.)

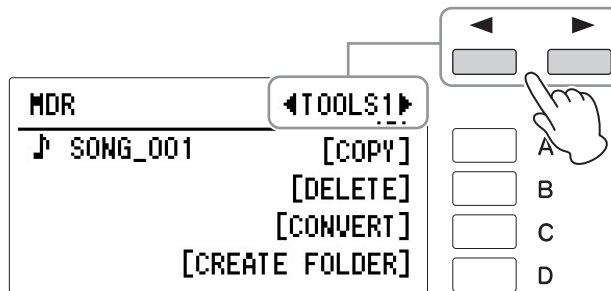
Before proceeding, make sure to confirm from the AUDIO display that no audio files exist in the folder you are deleting, since the MDR display will not show any audio files, even when the folder contains audio files.

1 Connect the compatible USB flash drive to the [USB TO DEVICE] terminal.

2 Press the [MDR] button, then select the Song/folder you want to delete.

For details on selecting a Song/folder, see steps 2 and 3 on page 135.

3 Use the Page buttons to select the TOOLS1 Page.



4 Press the [B] “DELETE” button.

A message appears prompting confirmation of operation.


You can cancel the operation at this point by pressing the [D] “CANCEL” button.

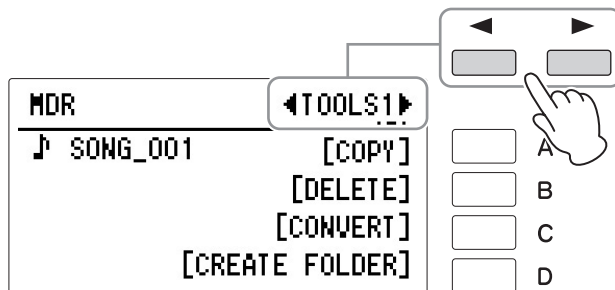
5 Press the appropriate [A] – [D] button corresponding to the specific data you want to delete: “DELETE” or “PERF. ONLY.” Selecting “DELETE” deletes the entire Song, and selecting “PERF. ONLY” deletes only performance data in the Song.

When the operation is completed, the LCD returns to the SONG Page.

Creating folders

- 1 Connect a compatible USB flash drive to the [USB TO DEVICE] terminal.**
- 2 Press the [MDR] button, then select the media/folder within which you want to create the new folder.**
For details on selecting a Song/folder, see steps 2 and 3 on page 135.
- 3 Press the [B] button to open the media/folder.**
- 4 Call up the TOOLS1 Page with the Page buttons.**

 **Reference Page**
Compatible USB flash drives
(page 127)




- 5 Press the [D] “CREATE FOLDER” button.**
A message appears prompting confirmation of the operation.
You can cancel the operation at this point by pressing the [D] “CANCEL” button.
- 6 Press the [C] “OK” button.**
The newly created folder is automatically named “FOLDER_001,” or similar.
Up to 120 folders can be created.
For instructions on changing the folder name, see page 144.

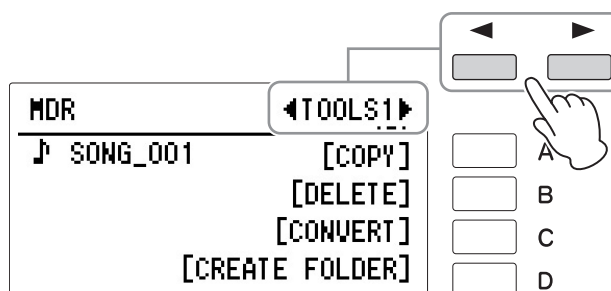
Converting to XG format

This function allows you to convert ELB-02 Song data to XG format data. You can play back the data using XG devices. The converted XG Song data may not sound the same as the original data.

Make sure to check the remaining memory of the destination media in advance. If memory space is insufficient, the Convert operation is not available. Protected Songs cannot be converted to XG format.

 **Reference Page**
Compatible USB flash drives
(page 127)

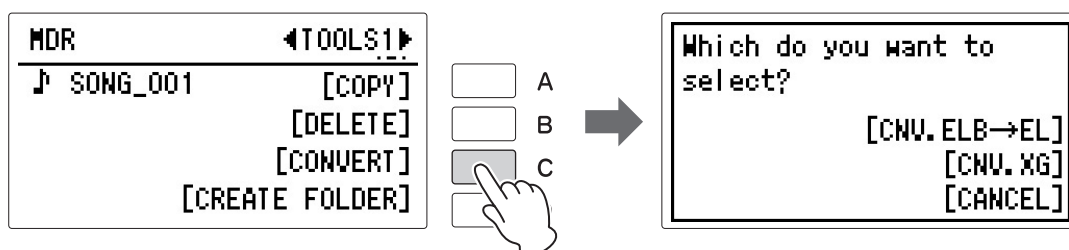
- 1 Connect the USB flash drive containing the Song you want to convert to XG format to the [USB TO DEVICE] terminal.**
- 2 Press the [MDR] button, then select the Song to be converted to XG format.**
Select the desired Song (having the 🎵 icon at left of its name).
For details on selecting a Song, see steps 2 and 3 on page 135.
- 3 Call up the TOOLS1 Page with the Page buttons.**



- 4 Press the [C] “CONVERT” button.**

A display for selecting conversion type appears.

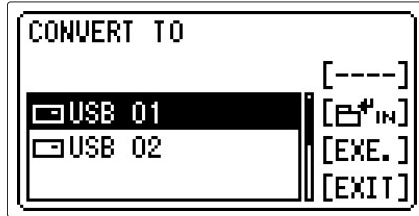
You can cancel the operation at this point by pressing the [D] “CANCEL” button.



- 5 Press the [C] “CNV. XG” button.**

6 After the CONVERT TO display is called up for selecting the convert destination, select the destination of the converted data.

Select the USB flash drive or folder as the destination. See steps 2 and 3 on page 135 for instructions on selecting the destination.



7 Press the [C] “EXE.” button to start conversion.

8 A message will appear, prompting confirmation of the converted data, and the converted Song is played back.

The song converted to XG format is automatically named such as “XGSONG001.”

For instructions on changing the Song name, see page 144.


For details on XG Songs, refer to “Playing Back XG Songs” on page 160.

NOTE

Do not play the keyboard or press any of the panel controls during the confirmation of the conversion, since these actions will be recorded to the converted XGcompatible Song.

Checking the Remaining Memory

When a USB flash drive is selected on the TOOLS2 Page, pressing the [INFORMATION] button calls up a display indicating the remaining memory in the USB flash drive. When a Song is selected on the TOOLS2 page, pressing the [INFORMATION] button calls up a display indicating the data size, amount of Registration Banks, Song title, composer of the Song, etc. The indicated items differ depending on what is selected.

 **Reference Page**
Compatible USB flash drives
(page 127)

- 1 Connect the USB flash drive to the [USB TO DEVICE] terminal.**
- 2 Press the [MDR] button, then select a Song or USB flash drive.**
For details on selecting a Song or USB flash drive, see steps 2 and 3 on page 135.
- 3 Call up the TOOLS2 Page with the Page buttons.**
- 4 Press the [C] “INFORMATION” button to call up the information.**



When a USB flash drive is selected:

REMAIN: Remaining memory in the USB flash drive

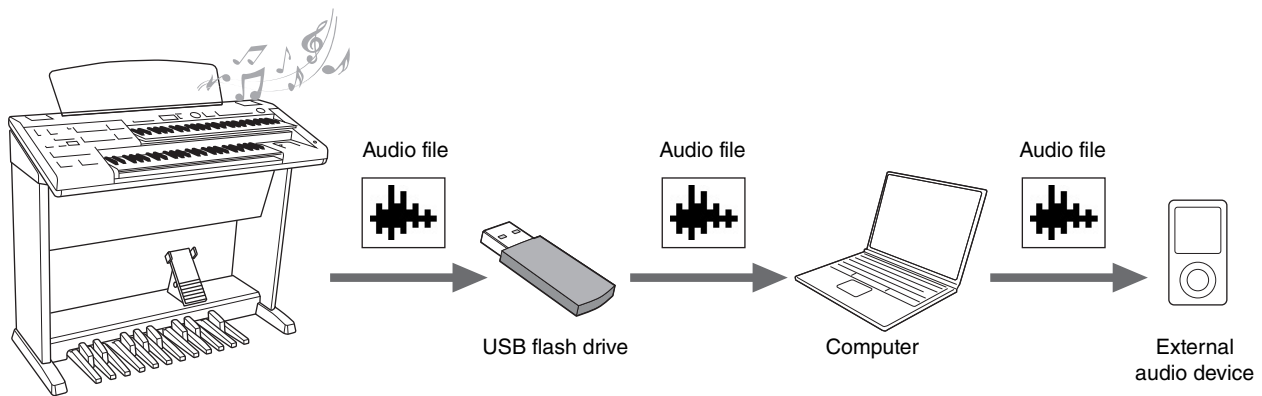
ID: Displays “Found” or “Missing” to indicate if the USB flash drive can handle the Protected Song for ELB series or ELS series or not. “Found” indicates the USB flash drive can handle the data, while “Missing” indicates that it cannot.

When a Song is selected:

SIZE: Song data size

BANK: Amount of Registration Banks

The convenient [AUDIO] button allows you to play back audio files (.WAV) saved to a USB flash drive. Moreover, since you can record your performances and recordings as audio data (.WAV) to a USB flash drive, it is possible to play back the files on computer, share them with your friends, and record your own CDs to enjoy as well.



Compatible USB flash drives

Please make sure to use the compatible USB flash drives listed in the Compatible USB Device List downloadable from the Yamaha website:

<http://download.yamaha.com/>

Use of unsupported devices may result in data saving/recalling operations to abort, etc. Before using a USB flash drive, be sure to read “Connecting a USB Device” on page 132.

NOTICE

To avoid the possibility of malfunction/ damage to data, follow the notices below.

- Yamaha recommends that you format a USB flash drive (page 133), after checking if the USB flash drive does not contain any important data, and to use it only for audio recording/playback. Using MDR Songs and audio data together in the same drive may cause severe fragmentation of the USB flash drive, and may stop audio recording/playback altogether.
- Insert the USB flash drive firmly and take care that the USB flash drive does not loosen from the connection from sudden shaking while performing, etc. during audio recording/playback. If the USB flash drive is disconnected while recording, it may result in data corruption in the USB flash drive.

1 Recording Your Performance as Audio

Audio Recording

With this method, recorded performances are saved to a USB flash drive as an audio file. An Audio file is a recording of the performed sound itself. Since it is saved in stereo WAV format of normal CD quality resolution (44.1kHz/16bit), it can be transmitted to and played on portable music players by using a computer. You can also record the sound of an external device since all the sounds produced via your keyboard performance and the sound input from the [AUX IN] jack will be recorded.

Keep in mind, however, that Audio recording cannot be used to save Registrations. If you want to save Registrations, perform the “Recording” operation described on page 138 in chapter 6.

NOTE

When recording audio that is input from the [AUX IN] jack to the USB flash drive, the output volume of the external audio device connected to this instrument cannot be controlled by the Electone. Adjust the volume level from the control on the external audio device.

Try recording your performance as an audio file to a USB flash drive. Maximum amount of recording time is 60 minutes per recording, though this may be less depending on the capacity of the particular USB flash drive.

NOTE

The file extension does not appear in the Electone display. However, it can be viewed on a computer.

Reference Page

Compatible USB flash drives (page 169)

NOTE

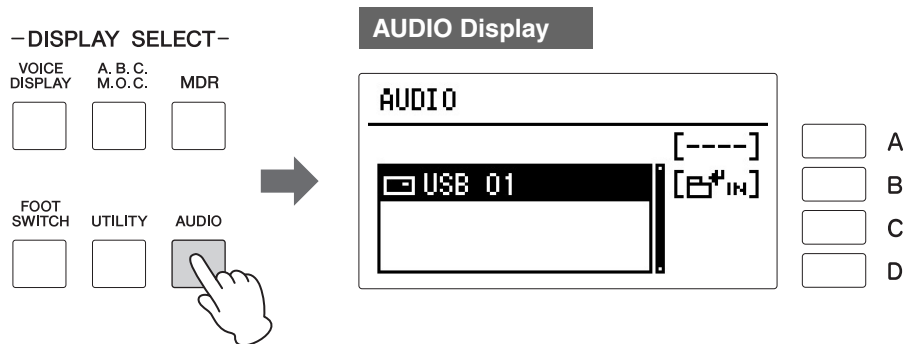
Songs you've created on the Electone will not be shown in the AUDIO Display even when the USB flash drive contains Songs.

File format that can be recorded

.wav — 44.1 kHz sample rate, 16-bit resolution, stereo

1 Connect a compatible USB flash drive to the [USB TO DEVICE] terminal.

2 Press the [AUDIO] button located at the top right on the panel to call up the AUDIO display.



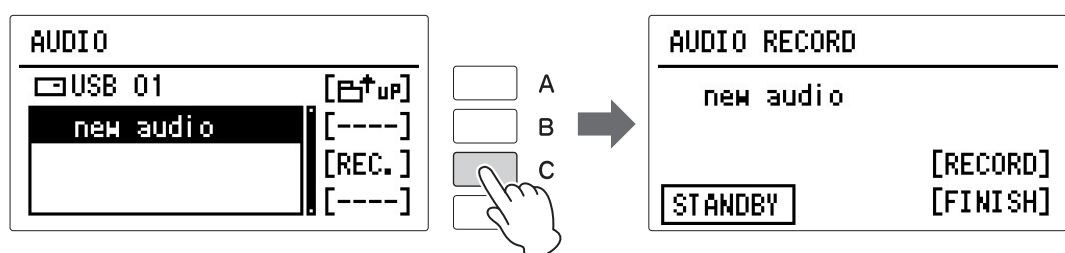
3 Select the blank audio file “new audio” for recording your performance.

To find “new audio,” press the [B] “B+IN” button in the display of step 2 to open the USB flash drive, then select “new audio” by using the DATA CONTROL dial.

Since the operation for selecting audio files is the same as that for Songs, refer to steps 2 and 3 on page 135.



4 Press the [C] “REC.” button to engage the Record Standby status.



5 Start recording by pressing the [C] “RECORD” button, and then start your performance.

When recording begins, the elapsed recording time is shown in the lower left of the AUDIO RECORD display.

Once the elapsed recording time is shown, you can load the Registration or play the Song with the MDR.

NOTICE

Never attempt to disconnect the USB flash drive or turn the power off during recording. Doing so may corrupt the USB flash drive data or the recording data.



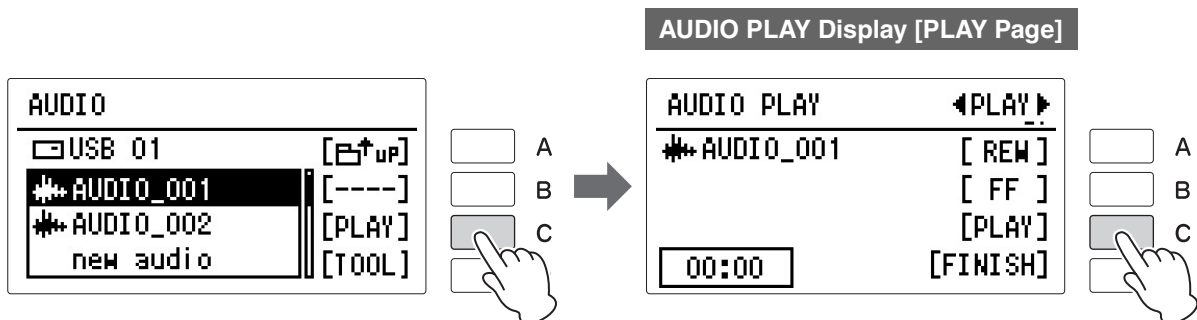
6 When you finish playing, press the [D] “FINISH” button.

Recording stops and the audio file to which your performance is recorded is automatically named and selected in the AUDIO display.

7 To hear your newly recorded performance, press the [C] “PLAY” button twice.

Reference Page

Deleting files/Renaming files (page 176)



Recording the Song playback as audio file

Once you've recorded your performance as a Song using MDR function, you can record the playback of the Song as an audio file.

- 1** Connect two compatible USB flash drives, one containing the Song, and another for recording audio files, to the USB TO DEVICE terminals.
- 2** Start audio recording (perform steps 2 – 5 above.)
- 3** Select the Song on the MDR Display, then start playback of the Song.
Playback the Song to the end of the Song.
- 4** Stop the audio recording (perform steps 6 and 7 above).

2 Playing Back Audio Files

NOTE

This instrument cannot play back DRM protected files.

Try playing back audio files from a USB flash drive connected to this instrument.

File format that can be played back

.wav — 44.1 kHz sample rate, 16-bit resolution, stereo

Reference Page

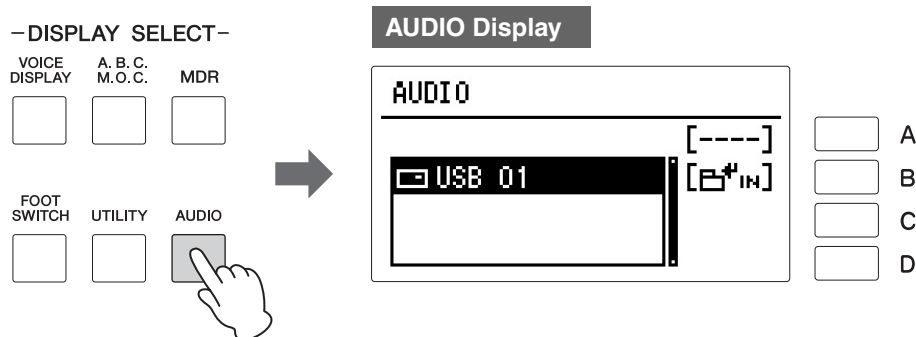
Compatible USB flash drives (page 169)

NOTE

Songs you've recorded using the MDR function on this Electone and Protected Songs will not be shown in the AUDIO Display, even when the USB flash drive contains Songs.

1 Connect the compatible USB flash drive containing the audio file to be played back to the [USB TO DEVICE] terminal.

2 Press the [AUDIO] button located at the top right on the panel to call up the AUDIO display.



3 Select the desired audio file for playback.

To simply play an existing audio file, select the desired audio file (containing data), referring to the audio file name and icon “#”.

Since the operation for selecting audio files is the same as that for Songs, refer to steps 2 and 3 on page 135.



NOTE

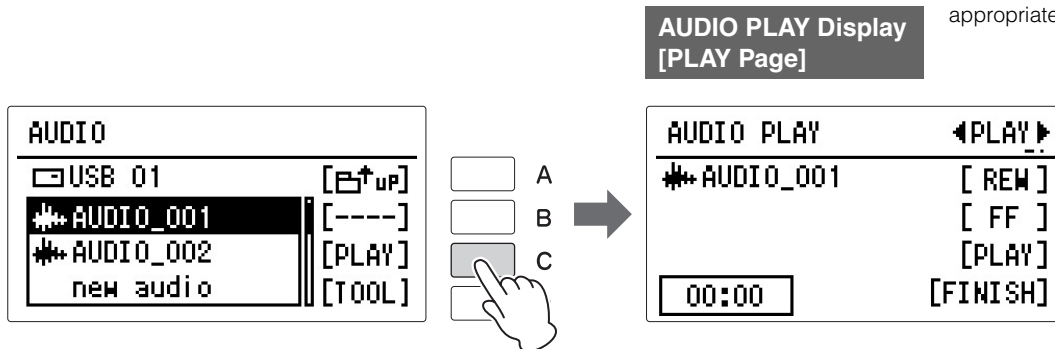
The “new audio” file is a blank audio file automatically created in the USB flash drive/folder, if the number of the audio files in the USB flash drive/folder is less than 120.

4 Press the [C] “PLAY” button to call up the PLAY Page of the AUDIO PLAY display.

Select the PLAY Page with the page buttons if another page is shown.

NOTE

AUDIO PLAY display consists of two different pages: “PLAY” or “SET.” (Setting). Use the Page buttons to select the appropriate page.



5 Press the [C] “PLAY” button to start playback.

When playback begins, the elapsed time is shown in the lower left of the display.

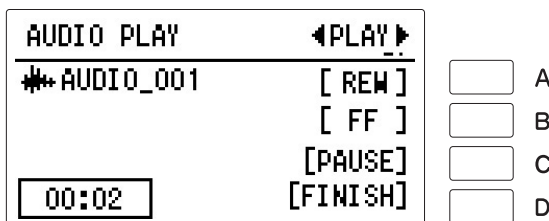
6 Press the [D] “FINISH” button to stop playback.

The display returns to the AUDIO display.

NOTICE

Never attempt to disconnect the USB flash drive or turn the power off during playback. Doing so may corrupt the USB flash drive data.

Rewind, Fast Forward and Pause



Rewind and Fast Forward:


During audio playback (or when paused), press the [A] “REW” (Rewind) button or [B] “FF” (Fast forward) button and hold it down until the time reaches the desired position. When the button is released, playback is paused at the desired position. To resume playback from the point you’ve reversed or advanced to, press the [C] “PLAY” button.

Pause:

If you want to temporarily stop playback of the audio file press the [C] “PAUSE” button. To resume playback from the point at which the audio file was paused, press the [C] “PLAY” button again.

Changing the Volume, Tempo and Pitch

You can change the volume, tempo and pitch of the audio file as the file is playing.

 **Reference Page**
Compatible USB flash drives
(page 169)

1 Connect the compatible USB flash drive to the [USB TO DEVICE] terminal.

2 Press the [AUDIO] button.

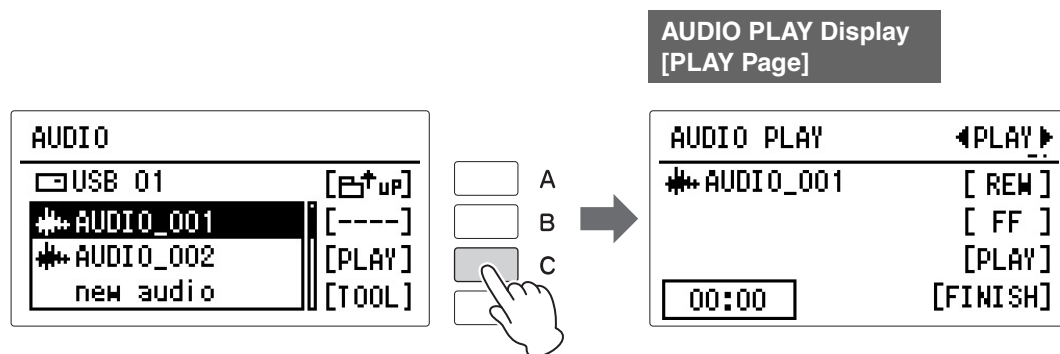
3 Select the desired audio file for playback.

Since the operation for selecting audio files is the same as that for Songs, refer to steps 2 and 3 on page 135.

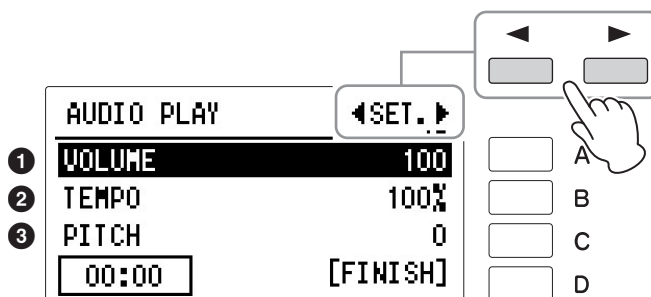


4 Press the [C] “PLAY” button to call up the AUDIO PLAY display.

Select the PLAY Page with the page buttons if another page is shown.



5 Press the Page buttons to select the “SET.” (Setting) Page.



In this Page, you can make other audio playback settings.

❶ To adjust the Volume:

Press the [A] button to select “VOLUME,” then adjust the value by using the DATA CONTROL dial or by successively pressing the [A] button.

Range: 0 – 127

❷ To Change the Tempo:

Press the [B] button to select “TEMPO,” then adjust the value by using the DATA CONTROL dial or by successively pressing the [B] button. The value can be adjusted from 75% to 125% and the default value is 100%. Higher values result in a faster tempo. If you select another audio file, this setting will be restored to the default value.

❸ To Change the Pitch:

Press the [C] button to select “PITCH,” then adjust the value by using the DATA CONTROL dial or by successively pressing the [C] button. This let you shift the pitch of an audio file in semitone steps (from -12 to 12). If you select another audio file, this setting will be restored to the default value (0).

NOTE

Changing the playback tempo or pitch of an audio file may change its tonal characteristics.

NOTE


Volume, tempo and pitch changes are temporary; these values revert to their defaults when the power is turned off and then back on again.

6 After setting, go back to the PLAY Page with the Page buttons, and then play the audio file to hear and check the changes you’ve made in the SET. Page.

7 If you are satisfied with the sound, press the [D] “FINISH” button. Audio playback is stopped (if the file is being played back) and the display returns to the AUDIO display.

Deleting the File / Changing the File Name

You can delete the file or change the file name.

 **Reference Page**
Compatible USB flash drives
(page 169)

1 Connect the compatible USB flash drive containing the audio files to the [USB TO DEVICE] terminal.

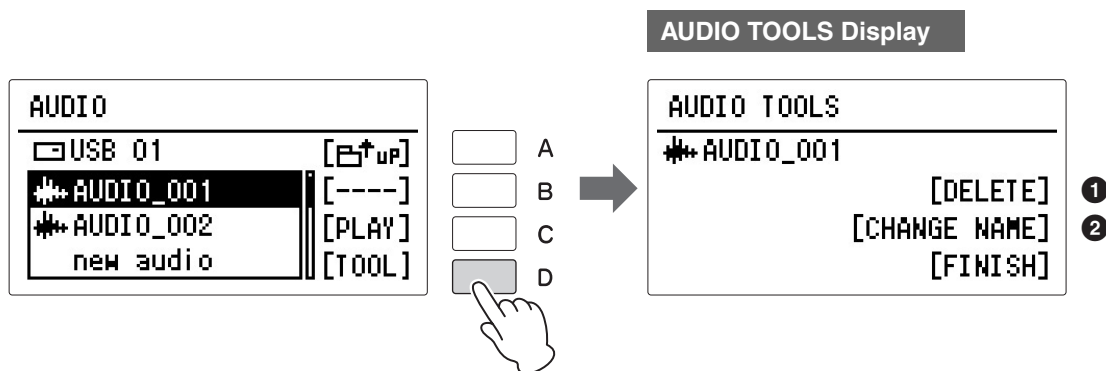
2 Press the [AUDIO] button.

3 Select the desired audio file.

Since the operation for selecting audio files is the same as that for Songs, refer to steps 2 and 3 on page 135.

4 Press the [D] “TOOL” button to call up the AUDIO TOOLS Page.

In this Page, you can delete or rename the audio file.




① To delete the file:

Press the [B] “DELETE” button. A message appears prompting confirmation of the operation. You can cancel the operation at this point by pressing the [D] “CANCEL” button. If you want to delete the file, press the [C] “DELETE” button. The audio file will be deleted and the display returns to the AUDIO display.

② To rename the file:

Press the [C] “CHANGE NAME” button to call up the rename display. For details on how to enter characters, refer to the “Changing the Song/Folder Name” on page 144. After entering the characters, press the [D] “FINISH” button to call up a message prompting confirmation of operation. You can cancel the operation at this point by pressing the [D] “CANCEL” button. To finalize the name, press the [C] “CHANGE” button. The audio file will be renamed and the display returns to the AUDIO display.

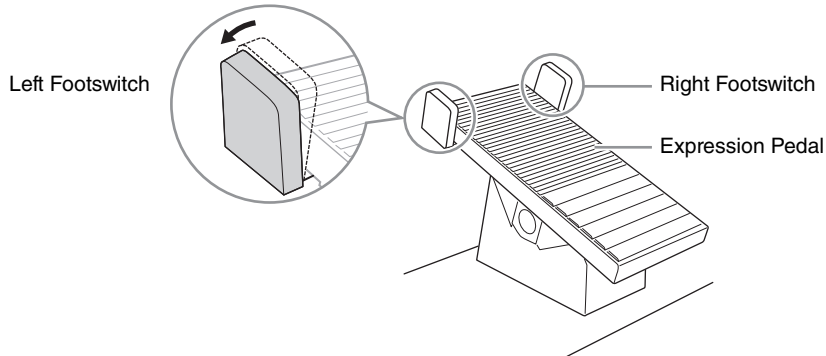
To exit from the AUDIO TOOLS Page, press the [D] “FINISH” button.

 **Reference Page**
Changing the Song/Folder
Name (page 144)

8

Footswitches

These leg- and foot-operated controls allow you to execute various performance functions and switch the effects on/off, without needing to take your hands from the keyboard. The Electone has two Footswitches on the expression pedal.



1 Right Footswitch

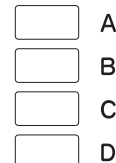
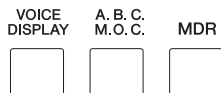
The Right Footswitch is used for the Registration Shift function. For details on the Registration Shift function and Right Footswitch, see “Registration Shift” on page 121.

2 Left Footswitch

The Left Footswitch can be set to control one of three functions: Rhythm, Glide, or Rotary Speaker. Instructions for setting the Left Footswitch (in the FOOT SWITCH (LEFT) Page) are given here.

1 Press the [FOOT SWITCH] button.

–DISPLAY SELECT–

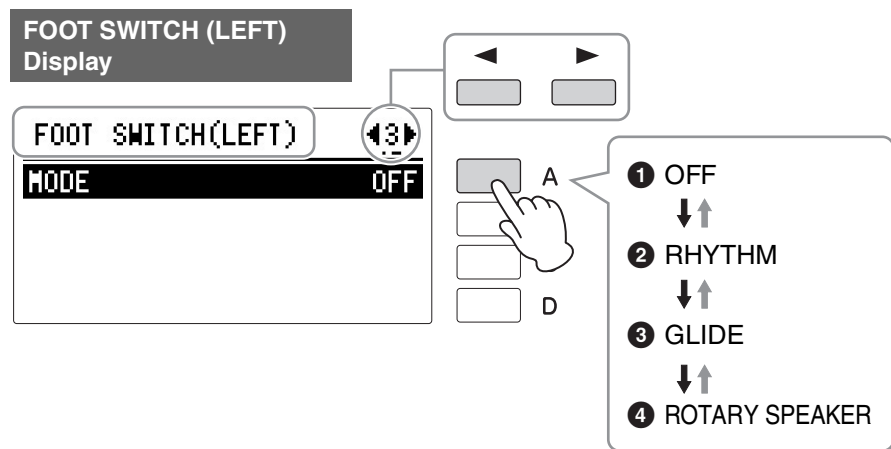


NOTE

Pressing the [FOOT SWITCH] button calls up one of two different displays: REGIST SHIFT (RIGHT) or FOOT SWITCH (LEFT). Use the Page buttons to select the appropriate display.

2 Call up the FOOT SWITCH (LEFT) display.

Use the page buttons to select page 3.



Reference Page
Rhythm Structure (page 70)

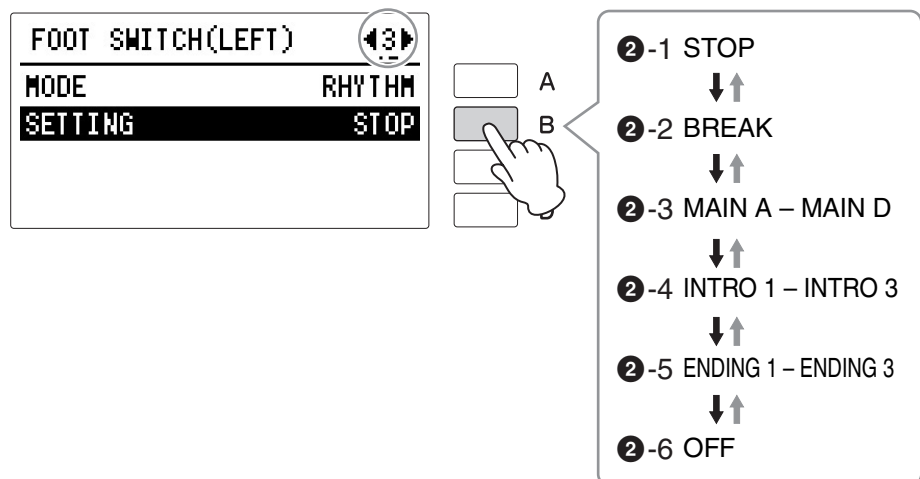
In this page, you can assign which function the Left Footswitch will control: Rhythm, Glide, or Rotary Speaker. Each press of the [A] button selects the functions in sequence: Off → Rhythm → Glide → Rotary Speaker. When Off is selected here, the Left Footswitch is inactive.

1 Off

Control with the Left Footswitch is disabled.

2 Rhythm

When this is selected, one of the control settings appears below. Press the [B] button as necessary to select the desired control setting.



2 - 1 Stop

Switches the rhythm on/off whenever you press the Left Footswitch.

2 - 2 Break

This function corresponds to the [BREAK] button on the panel. When you press the Left Footswitch, the Break section is played.

② - 3 Main A – Main D

These functions correspond to the MAIN/FILL IN [A] – [D] buttons on the panel. For example, when “MAIN A” is selected in this display and you press the Left Footswitch, the rhythm section is switched to Main A or Fill In A.

② - 4 Intro 1 – Intro 3

These functions correspond to the INTRO [1] – [3] buttons on the panel. For example, when “INTRO1” is selected in this display and you press the Left Footswitch, the rhythm section is switched to Intro 1.

② - 5 Ending 1 – Ending 3

These functions correspond to the ENDING [1] – [3] buttons on the panel. For example, when “ENDING1” is selected in this display and you press the Left Footswitch, the rhythm section is switched to Ending 1. After the ending pattern is played, the rhythm stops.

② - 6 Off

Control with the Left Footswitch is disabled.

③ Glide

This lets you control the Glide effect by using the Left Footswitch. Pressing the Left Footswitch immediately lowers the pitch of the selected Voice or Voices by a half-step and releasing it slowly returns the pitch to the original.

When the Glide setting is chosen, two separate Glide pages are available, with the current page number shown at the top right side of the display. You can select the pages by using the Page buttons.

FOOT SWITCH (LEFT) Display

[Glide Page 3]

FOOT SWITCH(LEFT)	43▶
MODE	GLIDE
TIME	1
LEAD1	ON
LEAD2	OFF

③ - 1

[Glide Page 4]

FOOT SWITCH(LEFT)	44▶
UPPER1	ON
UPPER2	ON
LOWER1	OFF
LOWER2	OFF

③ - 2


③ - 1 Time

Determines the speed of the Glide function, or how gradually the pitch returns to normal when the Left Footswitch is released. Higher settings produce slower pitch changes.

Range: 1 – 5

③ - 2 Lead 1/2, Upper1/2, Lower 1/2

Turn on the desired Voice section(s) for which the Glide function is to be applied by pressing the corresponding [A] – [D] buttons. Each press of the corresponding button toggles between on and off.

 **Reference Page**
Rotary Speaker (page 60)

④ Rotary Speaker

You can control the Rotary Speaker effect (on/off) by using the Left Footswitch. When the “ROTARY SPEAKER” is selected in this display and you press the Footswitch, the Rotary Speaker effect is switched on or off. This function corresponds to the “Speed Control” in the Rotary Speaker display. To use this function, you’ll need to make the appropriate Rotary Speaker settings for each Voice section. For details, see page 60.



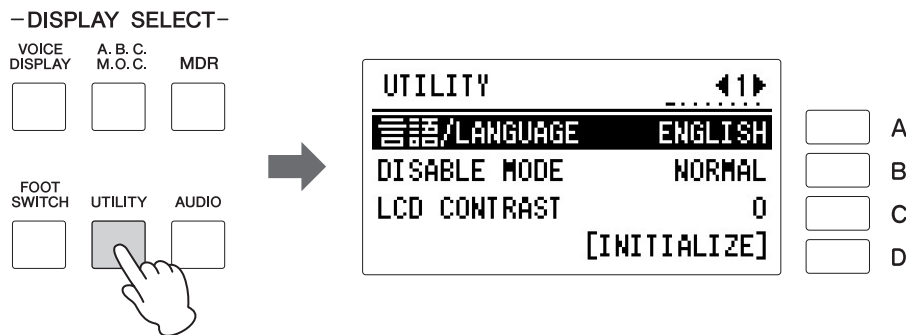
Transpose and Pitch Controls

There are two pitch-related controls on the Electone: **Transpose** and **Pitch**.

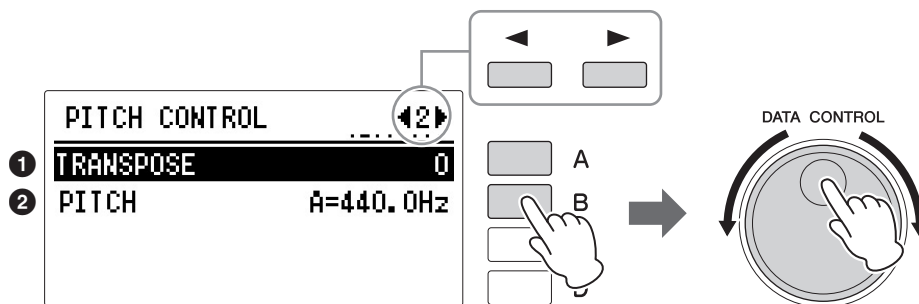
Transpose allows you to change the key of the instrument and **Pitch** lets you finely adjust the tuning. **Transpose** and **Pitch** can be adjusted in the **Utility** display.

1 Press the [UTILITY] button.

The Utility display appears.



2 Select Page 2 of the Utility display by pressing the Page buttons.



In this page, you can change the **Transpose** and **Pitch** settings.

Press the [A] button to change the **Transpose** setting, or press [B] button to change the **Pitch** setting.

1 Transpose

Determines the coarse pitch setting of all the Voices, and is adjustable in half steps (semitones).

Range: -6 – +6

2 Pitch

Determines the fine pitch setting of all the Voices. Each step changes the pitch by 0.2 Hz. The default Pitch setting is 440.0 Hz (corresponding to key A3).

Range: 427.2 Hz – 452.6 Hz

You can also change the **Transpose** and **Pitch** for each Voice section, in the **Voice Condition** display. (See page 58 for details.)

NOTE

These are overall pitch controls; the actual pitch of a Voice section will be affected accordingly and may differ if that Voice section's pitch has been changed. For example, if the **Transpose** value is set to "+1" here and the **Transpose** value for Upper Keyboard Voice 1 is set to "+1" in the **Voice Condition** display, the overall pitch of the instrument becomes "+1," but the Upper Keyboard Voice 1 pitch setting becomes "+2."

NOTE

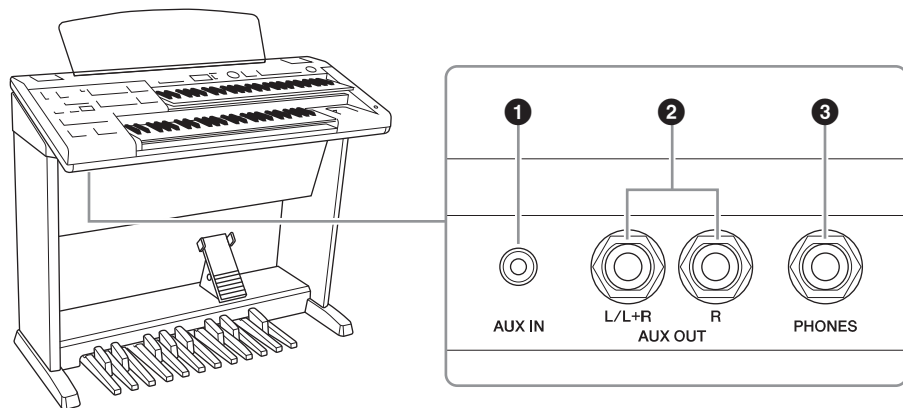
The **Transpose** setting here does not affect XG Songs (page 160).

10 Connections

On the underside and right side of the Electone keyboard is a separate panel equipped with various input/output terminals and miscellaneous controls, the functions of which are described below.

1 Accessory Jacks and Controls

This section provides brief explanations for each jack/control on the Electone. For details on connecting to external devices, see page 184.



Reference Page

Outputting the sound of an external device through the built-in speakers of the Electone (page 184)

Reference Page

Playing the Sounds of the Electone Through an External Audio System (page 184)

Reference Page

Using Headphones (page 19)

❶ [AUX IN] (stereo mini) jack

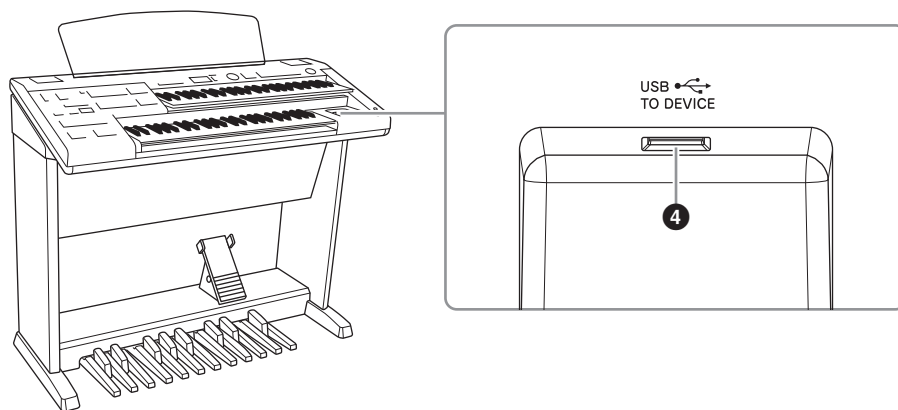
For connection to an external device. The signal from the connected external device sounds from the Electone's built-in speakers.

❷ AUX OUT [L/L+R], [R] (standard phone) jacks

This pair of stereo outputs is for connection to an external amplifier/speaker system. The output level can be controlled with the MASTER VOLUME dial.

❸ [PHONES] jack

For connection of a stereo headphone set. When headphones are connected to this jack, sound to the Electone's built-in speaker system is automatically cut off, allowing you to play without disturbing others.

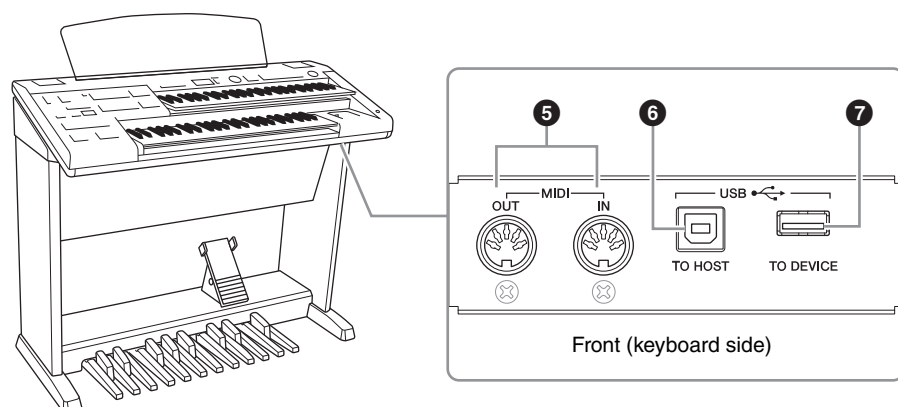


4 [USB TO DEVICE] terminal

For connecting a USB flash drive. You can save data you've created on the instrument to the USB flash drive. You can also use this to connect a USB wireless LAN adaptor (sold separately) for connecting the instrument to an iPhone/iPad via wireless LAN.

Reference Page

- Connecting a USB Device (page 132)
- Connecting to an iPhone/iPad (page 192)



5 MIDI [IN]/[OUT] terminals

For connecting external MIDI devices such a synthesizer or sequencer. You can also use these to connect with a computer that has a MIDI Interface.

6 [USB TO HOST] terminal

For connecting to a computer with a USB cable. To connect to a computer, make sure that an appropriate USB-MIDI driver is installed to the computer.

7 [USB TO DEVICE] terminal

Same as "4 [USB TO DEVICE] terminal."

Reference Page

- Controlling External MIDI Devices from the Electone (page 185)
- Controlling the Electone from an External Device (page 185)
- What is MIDI (page 187)
- Connection with Computer (page 186)

CAUTION
Before connecting the instrument to other electronic components, turn off the power of all the components. Also, before turning any components on or off, make sure to set all volume levels to minimum (0). Otherwise, electrical shock or damage to the components may occur.

NOTICE
To avoid damage to the devices, first turn on the power to the instrument, then to the external device. When turning off the power, first turn off the power to the external device, then to the instrument.

NOTICE
Do not route the output from the AUX OUT jacks to the [AUX IN] jack. If you make this connection, the signal input at the [AUX IN] jack is output from the AUX OUT jacks. These connections could result in a feedback loop that will make normal performance impossible, and may even damage both pieces of equipment.

NOTE
Use audio cables and adaptor plugs having no (zero) resistance.

NOTICE
To avoid damage to the devices, first turn on the power to the external device, then to the instrument. When turning off the power, first turn off the power to the instrument, then to the external device.

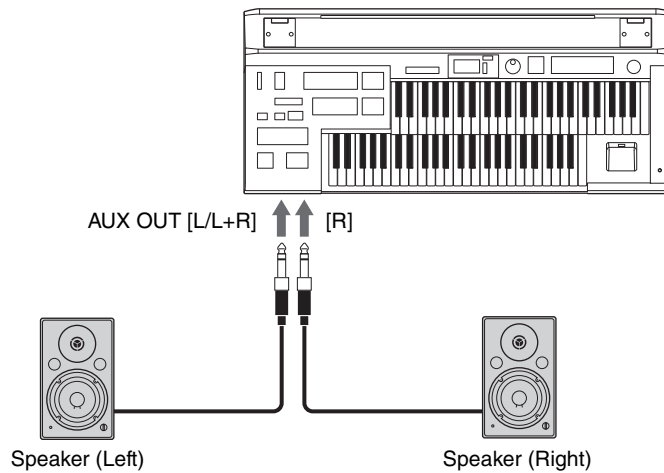
NOTE
Use audio cables and adaptor plugs having no (zero) resistance.

2

Connection Examples — External Devices

Playing the Sounds of the Electone Through an External Audio System

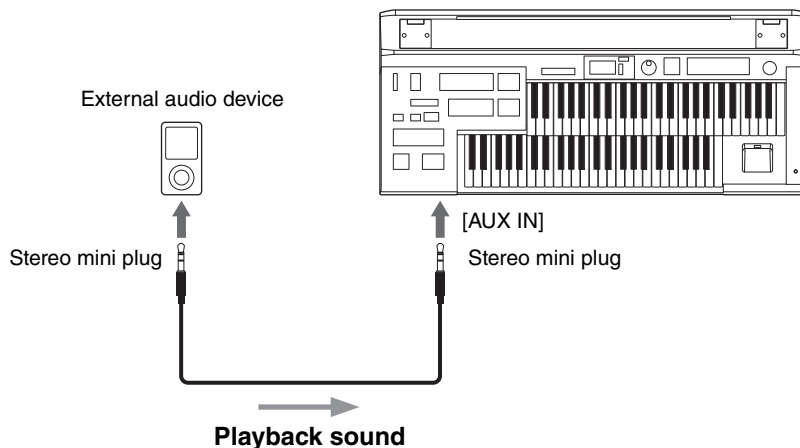
By using the AUX OUT jacks, you can connect your Electone to external speakers. If you're connecting the Electone to a mono device, use only the AUX OUT [L/L+R] jack (standard phone).



By connecting the Electone to an external audio device instead of speakers, you can record your Electone performance to that device.

Outputting the sound of an external device through the built-in speakers of the Electone

By connecting a cable from the external audio device to the [AUX IN] jack, you can play back the sound of the external device via the speakers of the Electone.



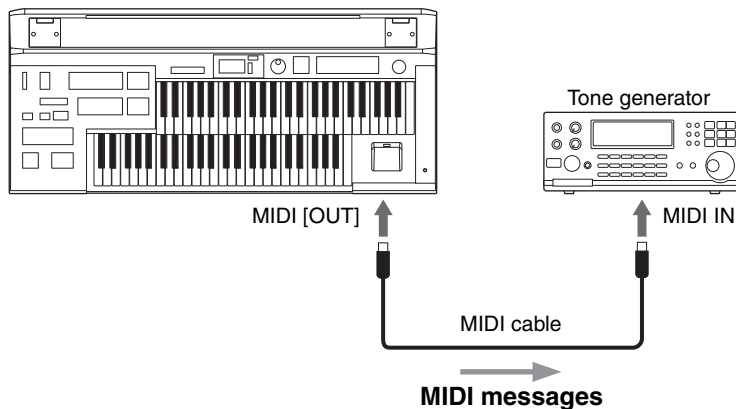
Controlling External MIDI Devices from the Electone

You can use the Electone to remotely play the Voices of a MIDI keyboard (or tone generator), combining them with the Electone and letting you create even richer, more multi-layered sound textures. (The MIDI receive channels of the MIDI keyboard must match the transmit channels on your Electone.)

The Electone transmits a variety of performance messages along with note information as digital data, including values that indicate how far the expression pedal is pressed down and how hard you play the keyboard. How the connected external device responds to these messages depends on the particular device.

NOTE

When you are using the MDR, MIDI data cannot be transmitted.



MIDI terminals are automatically disabled when the [USB TO HOST] terminal is used.

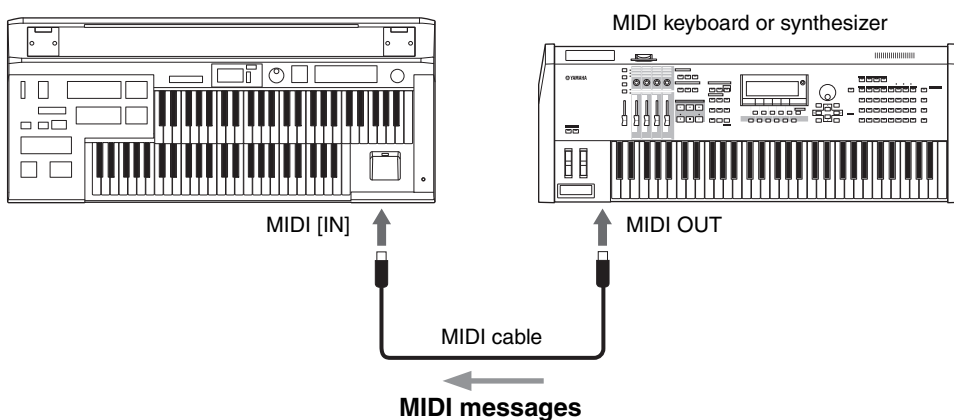
MIDI and [USB TO HOST] terminals are automatically disabled when the USB wireless LAN adaptor is connected.

Controlling the Electone from an External Device

You can use an external MIDI keyboard or sequencer to remotely play the sounds of your Electone and change its Registrations. (You will need to set the MIDI transmit channels of the MIDI keyboard to match the fixed receive channels on your Electone.)

NOTE

When you are using the MDR, MIDI data cannot be transmitted.



MIDI terminals are automatically disabled when the [USB TO HOST] terminal is used.

MIDI and [USB TO HOST] terminals are automatically disabled when the USB wireless LAN adaptor is connected.

3 Connection with Computer

NOTE

When you are using the MDR, MIDI data cannot be transferred to/from the computer.

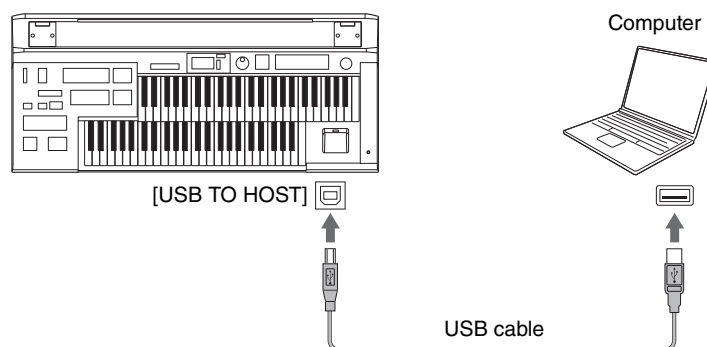
By using the [USB TO HOST] terminal or MIDI terminals, you can connect the Electone and computer enabling the MIDI communication between both. Install the USB-MIDI driver to your computer, then make the MIDI connection between the Electone and computer. Regarding the USB-MIDI driver, you can download the latest version from the Yamaha website:

<http://download.yamaha.com/>

Connecting your Electone to a computer opens up a whole new world of musical possibilities. You can save your original songs to computer and create notation (score writing application or sequencing software is needed), and even upload your original Electone song data to your own website, to promote your talents or share songs with your friends. You can also control the Electone from the computer, for example, by playing a MIDI file on the computer to play back the sounds of your Electone.

Using the [USB TO HOST] terminal

Using the Electone's [USB TO HOST] terminal and a standard USB cable, connect the Electone and the computer.



MIDI terminals are automatically disabled when the [USB TO HOST] terminal is used.

MIDI and [USB TO HOST] terminals are automatically disabled when the USB wireless LAN adaptor is connected.

Precautions when using the [USB TO HOST] terminal

When connecting the computer to the [USB TO HOST] terminal, make sure to observe the following points. Failing to do so risks freezing the computer and corrupting or losing the data. If the computer or the instrument freezes, restart the application software or the computer OS, or turn the power to the instrument off then on again.

NOTICE

- Use an AB type USB cable of less than 3 meters. USB 3.0 cables cannot be used.
- Before connecting the computer to the [USB TO HOST] terminal, disable any power-saving mode of the computer (such as suspend, sleep, standby).
- Before turning on the power to the instrument, connect the computer to the [USB TO HOST] terminal.
- Execute the following before turning the power to the instrument on/off or plugging/unplugging the USB cable to/from the [USB TO HOST] terminal.
 - Quit any open application software on the computer.
 - Make sure that data is not being transmitted from the instrument. (Data is transmitted only by playing notes on the keyboard or playing back a song.)
- While the computer is connected to the instrument, you should wait for six seconds or more between these operations: (1) when turning the power of the instrument off then on again, or (2) when alternately connecting/disconnecting the USB cable.

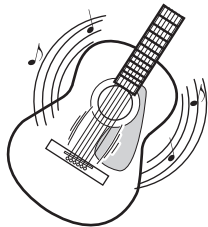
4 MIDI

This section explains what MIDI is, and what it can do, as well as how you can use MIDI on your Electone.

What is MIDI?

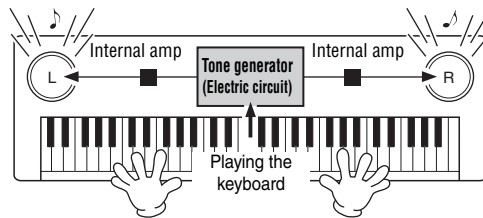
No doubt you have heard the terms “acoustic instrument” and “digital instrument.” In the world today, these are the two main categories of instruments. Let’s consider a grand piano and a classical guitar as representative acoustic instruments. They are easy to understand. With the piano, you strike a key, and a hammer inside hits some strings and plays a note. With the guitar, you directly pluck a string and the note sounds. But how does a digital instrument go about playing a note?

Acoustic guitar note production



Pluck a string and the body resonates the sound.

Digital instrument note production



Based on playing information from the keyboard, a sampled note stored in the tone generator is played through the speakers.

As shown in the illustration above, in an electronic instrument the sampled note (previously recorded note) stored in the tone generator section (electronic circuit) is played based on information received from the keyboard, and output through the speakers. So then what is the information from the keyboard that becomes the basis for note production?

For example, let’s say you play a “C” quarter note using the grand piano sound on the Electone keyboard. Unlike an acoustic instrument that puts out a resonated note, the electronic instrument puts out information from the keyboard such as “with what Voice,” “with which key,” “about how strong,” “when was it pressed” and “when was it released.” Then each piece of information is changed into a number value and sent to the tone generator. Using these numbers as a basis, the tone generator plays the stored sampled note.

Example of Keyboard Information

Voice number (with what Voice)	01 (grand piano)
Note number (with which key)	60 (C3)
Note on (when was it pressed) & Note off (when was it released)	Timing expressed numerically (quarter note)
Velocity (about how strong)	120 (strong)

As described above, your keyboard performance and panel operations such as Voice selection are handled as MIDI events.

MIDI (Musical Instrument Digital Interface) allows electronic musical instruments to communicate with each other, by sending and receiving compatible Note, Control Change, Program Change and various other types of MIDI data, or messages.

MIDI Messages of the Electone

MIDI messages can be divided into two groups: the Channel Messages and System Messages. Channel Messages consist of data related to the performance on the keyboard for a specific channel. System Messages consist of data that allows several MIDI devices to communicate with each other.

Channel Messages

Each time you play the keyboard on the Electone, channel messages (indicating which keys are played and how strongly) are transmitted via a specific channel. Similarly, the Electone can be played remotely when receiving this data from an external keyboard.

Note On: Indicates which keys are played with the note numbers 0 through 127. The reception note range is C-2 (0) – G8 (127), C3 = 60.

Note Off: Generated when a key is released.

Velocity: Indicates how strongly the key is played. The range is 1 – 127.

For more detailed information, refer to the “MIDI Reference” document, downloadable from the Yamaha website (page 9).

● Program Change

Program Change messages allow you to change Voices in the middle of a song. With these messages you can change the Registrations of the Electone.

For more detailed information, refer to the “MIDI Reference” document, downloadable from the Yamaha website (page 9).

● Control Change

Control Change Messages let you select Voice banks, control the volume, panning, modulation, portamento time, brightness and various other sound parameters, through specific Control Change numbers.

For more detailed information on the Control Change messages available on the Electone, refer to the “MIDI Reference” document, downloadable from the Yamaha website (page 9).

System Messages

● System Exclusive Messages

System Exclusive messages are used to exchange the system and Voice/Registration data.

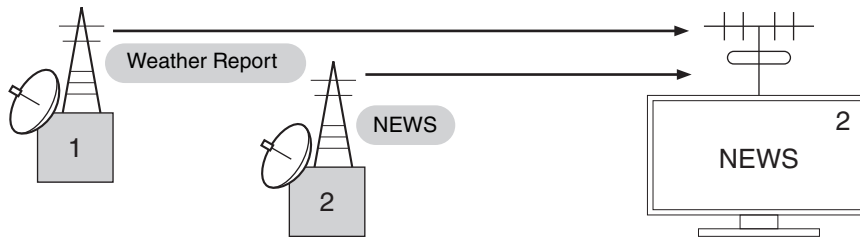
NOTE

Yamaha website address is on page 9 in this Owner's Manual.

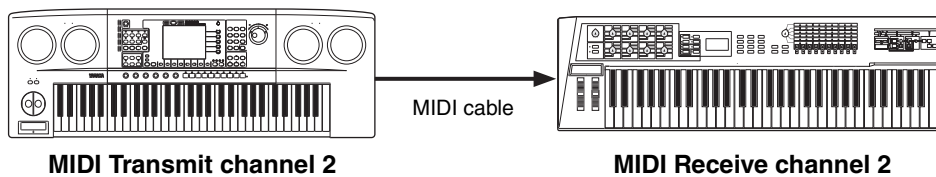
MIDI Channels

MIDI data is assigned to one of sixteen MIDI channels. Using these channels, 1 – 16, the performance data for sixteen different instrument parts can be simultaneously sent over one MIDI cable.

Think of the MIDI channels as TV channels. Each TV station transmits its broadcasts over a specific channel. Your home TV set receives many different programs simultaneously from several TV stations and you select the appropriate channel to watch the desired program.



MIDI operates on the same basic principle. The transmitting instrument sends MIDI data on a specific MIDI channel (MIDI Transmit Channel) via a single MIDI cable to the receiving instrument. If the receiving instrument's MIDI channel (MIDI Receive Channel) matches the Transmit Channel, the receiving instrument will sound according to the data sent by the transmitting instrument.



The receive channel of the Electone is fixed at channel 1 for the Upper Keyboard, channel 2 for the Lower Keyboard, and channel 3 for the Pedalboard. This means that when you are using another MIDI device to play the Electone's Voices, you must set the MIDI transmit channel(s) of the connected device to match the receive channel(s) of the Electone. You can select the transmit channel for each keyboard (Upper, Lower and Pedal) from channels 1 – 16. See page 191 for more information.

5 MIDI Control

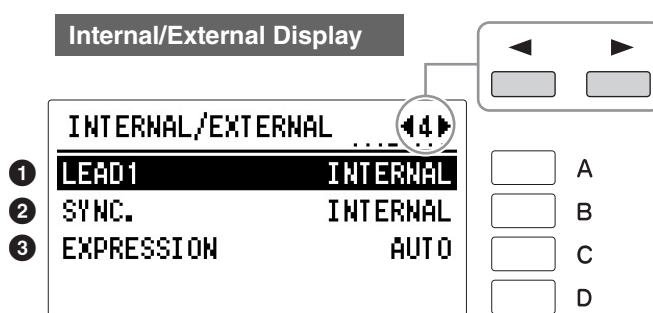
When you connect your Electone with a second MIDI device (such as a synthesizer or computer), you can determine how the Electone controls that MIDI device, or how the Electone is controlled.

To select the MIDI page:

1 Press the [UTILITY] button.

The Utility display appears. The MIDI Pages are found on Pages 4 – 5.

2 Use the PAGE buttons to select Pages 4 – 5.



Internal/External

Switches control over the displayed items between the Electone (Internal) or the connected device (External).

1 Lead1

Determines Internal or External control of the Lead Voice 1.

Successive presses of the [A] button alternates between Internal and External.

Internal: Lead Voice 1 is played from the Upper Keyboard of the Electone. (If the To Lower function is on, it is played from Lower Keyboard.)

External: Lead Voice 1 is played from the connected instrument via MIDI channel 4.

2 Synchro

Determines the source of the timing control, for rhythm synchronization purposes.

Successive presses of the [B] button alternates between Internal and External.

Internal: Pressing the Rhythm [START] or [SYNCHRO START] button on the panel enables control of and synchronization to any connected devices (e.g., sequencer, etc.).

External: Starting the rhythm of a connected rhythm machine also starts the rhythm of the Electone.

③ Expression

Determines the control of the expression pedal functions. Ordinarily, this control is set to Auto.

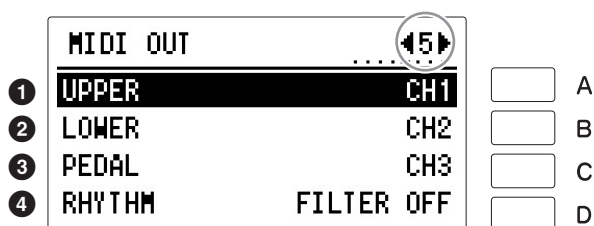
Successive presses of the [C] button alternate among Auto, Internal and External.

Auto: Internal and External is automatically switched.

Internal: You can manually control the expression pedal even during MDR. playback.

External: While playing the MDR or receiving MIDI messages, the expression pedal has no effect. (The volume is controlled by the recorded data in a USB flash drive or received MIDI data.)

MIDI Out Channel Display



For setting the channels over which MIDI information will be transmitted. Any channel from 1 through 16 can be assigned to each keyboard, the Upper Keyboard, the Lower Keyboard and the Pedalboard. The MIDI messages on each keyboard will be sent over the channels set here. You must set the transmit channel here to match the receive channel of the connected device.

① Upper Keyboard

You can select the channel for the Upper Keyboard.

Press the [A] button to select the item, then use the DATA CONTROL dial to select the setting.

② Lower Keyboard

You can select the channel for the Lower Keyboard.

Press the [B] button to select the item, then use the DATA CONTROL dial to select the setting.

③ Pedalboard

You can select the channel for the Pedalboard.

Press the [C] button to select the item, then use the DATA CONTROL dial to select the setting.

④ Rhythm

Deletes unnecessary MIDI data and keeps it from being transmitted from the Electone. Rhythm start/stop messages can be filtered on the Electone.

Successive presses of the [D] button alternate between being transmitted (FILTER OFF) and not transmitted (FILTER ON).

6 Connecting to an iPhone/iPad

NOTE

Yamaha website address is on page 9 in this Owner's Manual.

You can connect a smart device such as an iPhone or iPad to the instrument. By using an application tool on your smart device, you can take advantage of convenient functions and get more enjoyment out of this instrument.

- For details on connections, refer to the “iPhone/iPad Connection Manual” on the website (page 9).
- For information about compatible smart devices and application tools, access the following page:
<http://www.yamaha.com/kbdapps/>

NOTE

MIDI and [USB TO HOST] terminals are automatically disabled when the USB wireless LAN adaptor is connected.

Connection with a USB wireless LAN adaptor (sold separately):

The USB wireless LAN adaptor lets you connect the Electone to an iPhone/iPad wirelessly. For details about the USB wireless LAN adaptor (sold separately), contact your nearest Yamaha representative or the distributor listed at the end (or beginning) of this manual. Or you can access the following website and contact Yamaha support at your location.

<http://www.yamaha.com/contact/>

To connect the Electone to an iPhone/iPad wirelessly, follow the instructions in the “iPhone/iPad Connection Manual” on the website, and also refer back to the Owner's Manual (this book) for the specific Wireless LAN settings (below) which you'll need to make for wireless connection.

Reference Page

- Wireless LAN Detailed Settings (page 198)
- Initialize the settings in the wireless LAN settings (page 200)

NOTICE

When you use the instrument along with an application on your iPhone/iPad, we recommend that you first set “Airplane Mode” to “ON” then set “Wi-Fi” to “ON” on your iPhone/iPad in order to avoid noise caused by communication.

NOTICE

Do not place your iPhone/iPad in an unstable position. Doing so may cause the device to fall and result in damage.

NOTE

Before using the USB [TO DEVICE] terminal, be sure to read “Precautions when using the USB [TO DEVICE] terminal” on page 132.

Wireless LAN settings

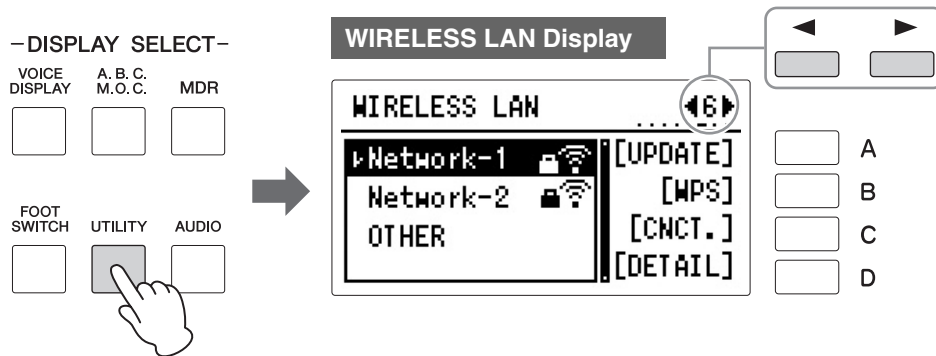
Start wireless connection according to the instructions in the “iPhone/iPad Connection Manual” on the website, then make sure to make appropriate setups from the following instructions: “Display the Networks and connecting to the access point,” “Automatic Setup by WPS,” “Manual Setup” or “Connecting by the Adhoc Mode.” Refer to pages 192 – 196 in this Owner's Manual, then set up as required. If there is no access point, follow the instructions in “Connecting by the Adhoc Mode” (page 196).

Automatic Setup by WPS

- 1 **Set the Wireless LAN mode to “INFRASTRUCTURE,” if necessary.**
Refer to “Wireless LAN Mode” on page 197.

2 Connect the USB wireless LAN adaptor, then call up the Wireless LAN display.

Press the [UTILITY] button, then use the Page buttons to select Page 6.



3 Press the [B] “WPS” button.

A message appears prompting confirmation of operation. You can cancel the operation at this point by pressing the [D] “CANCEL” button.

4 Press the [C] “OK” button to start WPS setup, then press the WPS button on your access point within two minutes.

Appears when connection between the instrument and the access point is done successfully.



5 After connection between the instrument and the access point is done successfully, connect the iPhone/iPad to the access point by referring to the “iPhone/iPad Connection Manual.”

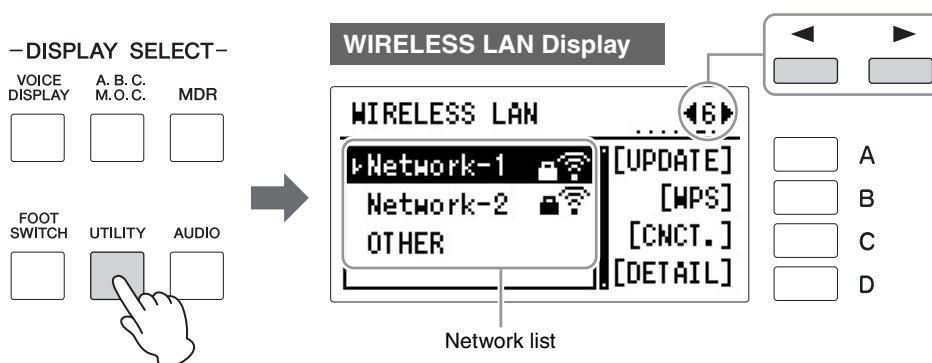
Displaying available networks in the wireless LAN and connecting to a network

1 Set the Wireless LAN mode to “INFRASTRUCTURE.”


Refer to “Wireless LAN Mode” on page 197.

2 Connect the USB wireless LAN adaptor, then call up the Wireless LAN display.

Press the [UTILITY] button, then use the Page buttons to select Page 6.



3 Press the [A] “UPDATE” button to call up the network list.

For a network with a lock icon (), you need to enter the proper password.

4 Connect the instrument to the desired network.

4-1 Select the desired network by using the DATA CONTROL dial, then press the [C] “CNCT.” (Connect) button.

The name of the selected network will be fully shown in the display, letting you confirm this is the network you want to use.

4-2 Press the [C] “CNCT.” (Connect) button.

- For a network without a lock icon:

Connecting starts.

- For a network with a lock icon ():

You need to enter the proper password. For details on how to enter characters, refer to the “Changing the Song/Folder Name” on page 144. After entering the password, press the [D] button to finalize the setting. This operation starts connecting automatically.

Appears when connection between the instrument and the access point is done successfully.



- 5 After connection between the instrument and the access point is done successfully, connect the iPhone/iPad to the access point by referring to the “iPhone/iPad Connection Manual.”

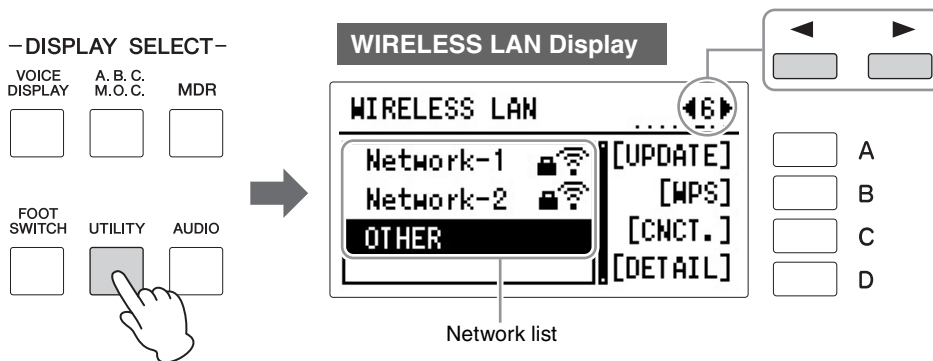
Manual Setup

- 1 Set the Wireless LAN mode to “INFRASTRUCTURE.”

Refer to “Wireless LAN Mode” on page 197.

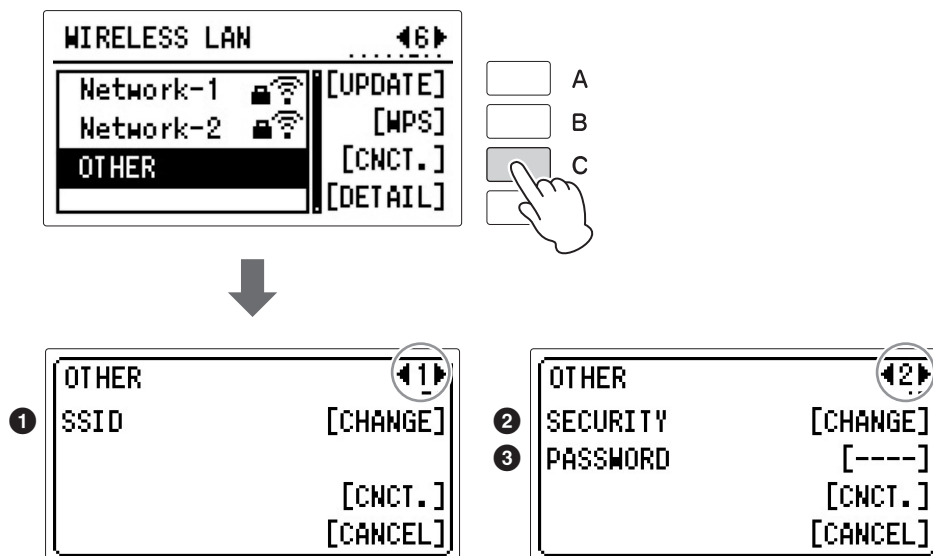
- 2 Connect the USB wireless LAN adaptor, then call up the Wireless LAN display.

Press the [UTILITY] button, then use the Page buttons to select Page 6.



- 3 Select “OTHER” at the bottom of the network list by using the DATA CONTROL dial, then press the [C] “CNCT.” (Connect) button.

The OTHER display will be shown. The OTHER display consists of two different pages that can be switched by using the Page buttons.



4 Set the SSID, Security and Password to the same as the settings on the access point.

① SSID

Press the [A] button on page 1 to call up the display for SSID input, then enter the SSID. For details on how to enter the characters, refer to “Changing the Song/Folder Name” on page 144. Up to 32 characters (half size), alphanumeric characters, marks can be entered. After entering the SSID, press the [D] “EXIT” button to finalize the setting.

② Security

Press the [A] button on page 2 to call up the Security list, then select the desired setting by using the DATA CONTROL dial. Press the [C] “CHANGE” button to finalize the setting.

③ Password

Press the [B] button on page 2 to call up the display for Password input, then set the password in the same way as SSID. Press the [D] “EXIT” button to finalize the setting.

NOTE

The password cannot be set when you select “NONE” for the security setting.

5 Press the [C] “CNCT.” button to start connection.

Appears when connection between the instrument and the access point is done successfully.




6 After connection between the instrument and the access point is done successfully, connect the iPhone/iPad to the access point by referring to the “iPhone/iPad Connection Manual.”

Connecting by the Adhoc Mode

1 Set the Wireless LAN mode to “ADHOC.”

Refer to “Wireless LAN Mode” on page 197.

2 The settings for the instrument are complete if you do not need to change the SSID and so on. Connect the iPhone/iPad to the instrument by referring to the “iPhone/iPad Connection Manual.” You can change the SSID, Security, etc. from the ADHOC display pages.

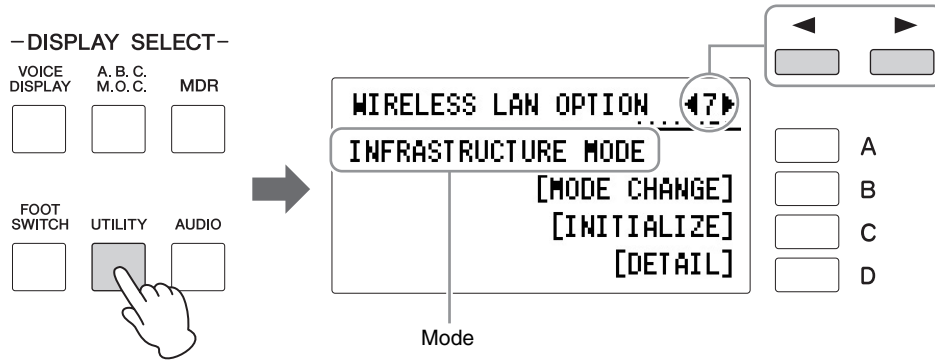
 **Reference Page**
Wireless LAN Detailed
Settings (page 198)

Wireless LAN Mode

1 Connect the USB wireless LAN adaptor, then call up the Wireless LAN option display.

Press the [UTILITY] button, then use the Page buttons to select Page 7.

The currently selected Mode name is shown.



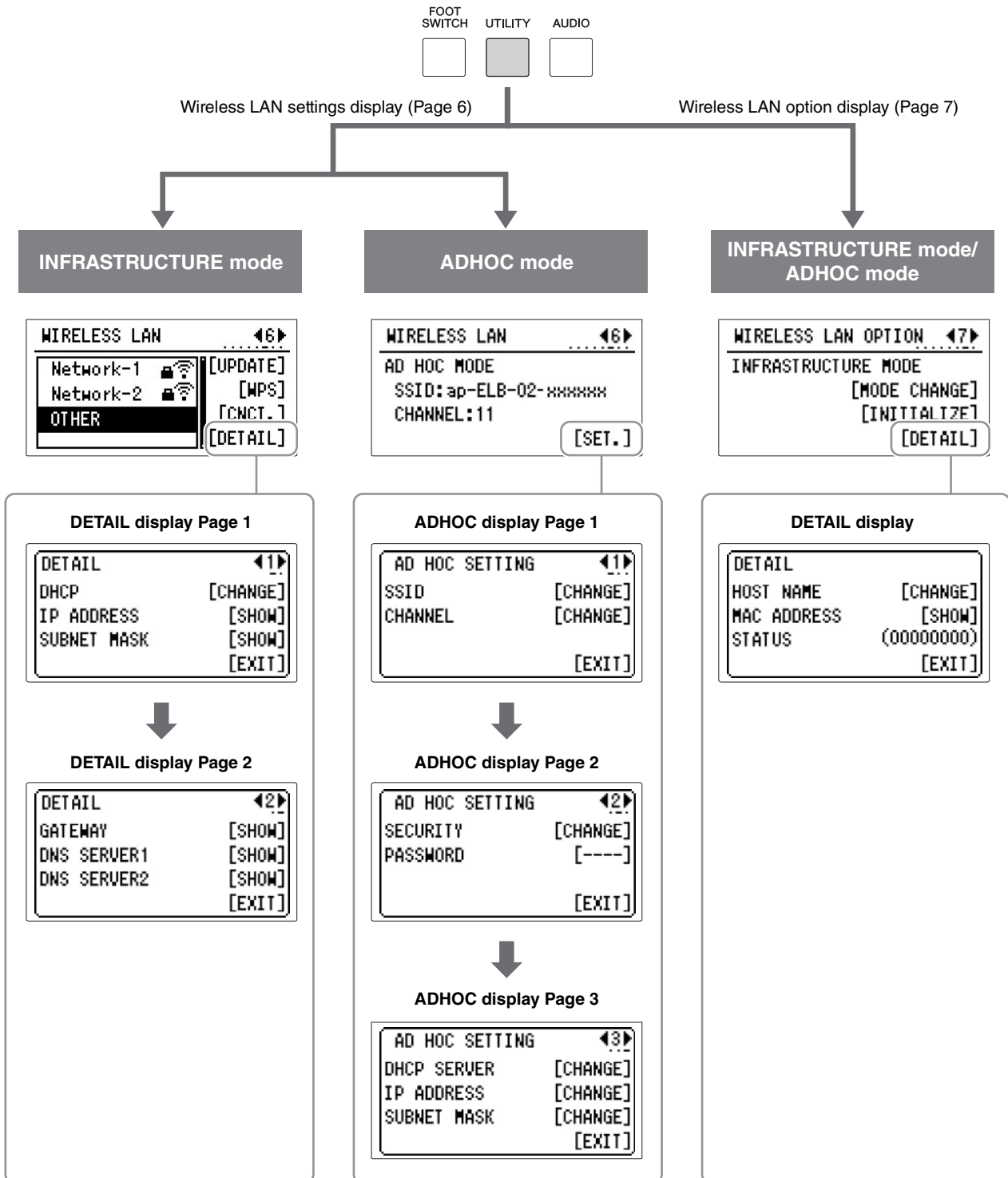
2 Set the Wireless LAN mode.

You can set between two modes: INFRASTRUCTURE and ADHOC. Press the [B] "MODE CHANGE" button to call up a message prompting confirmation of the operation, then press the [C] "OK" button to execute the operation.

Wireless LAN Detailed Settings

You can set the detailed settings for each mode: INFRASTRUCTURE and ADHOC. No need to change or set the settings if you've done the connection between iPhone/iPad and instrument.

- 1 Set the Wireless LAN mode, then call up the display for detailed settings by pressing the [D] button in the Wireless LAN settings display (Page 6) or the Wireless LAN option display (Page 7)



2 As necessary, set the detailed settings.

Press the [A] – [D] buttons corresponding to “CHANGE” or “SHOW” in the display to call up the display for Setting/Input.

Wireless LAN mode	Display	Item	Default setting	Setting/Input
INFRASTRUCTURE mode	DETAIL display Page 1	DHCP	ON	Determines whether or not DHCP is used. If your router is compatible with DHCP, select “ON (set DNS automatically)” here. Select on or off by using the DATA CONTROL dial then press the [C] “CHANGE” button.
		IP Address	0.0.0.0	Set the wireless LAN detailed settings. IP Address, Subnet Mask, Gateway, DNS Server1, DNS Server2 can be set when DHCP is set to Off but cannot be set when DHCP set to On. For details on confirmation and changes in the setting of the access point on the router side, refer to the owner’s manual for the product you are using. For details on how to enter characters, refer to the “Changing the Song/Folder Name” on page 144. The setting range is 0.0.0.0-255.255.255.
		Subnet Mask	0.0.0.0	
	DETAIL display Page 2	Gateway	0.0.0.0	
		DNS Server 1	0.0.0.0	
		DNS Server 2	0.0.0.0	
ADHOC mode	ADHOC display Page 1	SSID	ap-ELB-02-(last 6 characters of MAC address in lowercase); or simply “ap-ELB-02,” if MAC address cannot be used.	
		Channel	11	
	ADHOC display Page 2	Security	–	
		Password	–	
	ADHOC display Page 3	DHCP	ON	
		IP Address	192.168.0.1	
INFRASTRUCTURE mode / ADHOC mode	DETAIL display	HOST NAME	ELB-02-(last 6 characters of MAC address in lowercase); or simply “ELB-02,” if MAC address cannot be used.	To find the specific MAC address, see “MAC address” below. Set the Host name. Up to 57 characters (half size) including alphanumeric characters, the “_” (underscore) and “-” (hyphen) character. For details on how to enter characters, refer to the “Changing the Song/Folder Name” on page 144. After entering the characters, press the [D] “EXIT” button to finalize the setting. The last 6 characters of the MAC address must be entered in lowercase.
		MAC address	–	Shows the MAC address of the USB wireless LAN adaptor. You cannot change the MAC address here.
		STATUS	00000000	Shows the error code of network function.

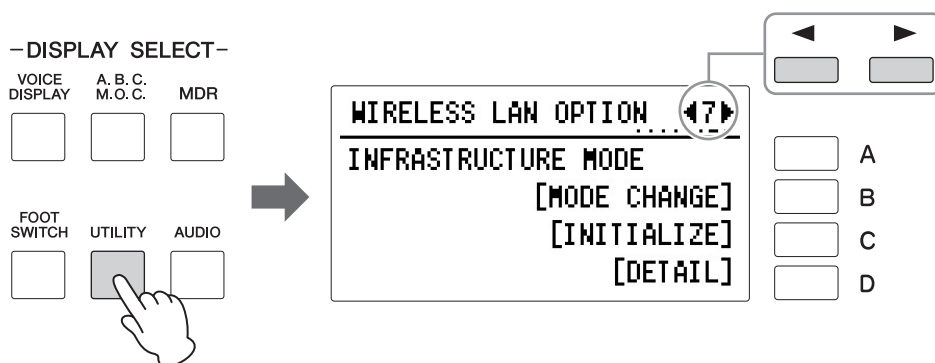
3 Save the settings.

Press the [D] “EXIT” button. A message appears prompting confirmation of operation when there is a change in the setting. Press the [C] “OK” button to execute the operation, or press the [D] button to cancel. When the operation is completed, the LCD returns to the previous display.

Initialize the wireless LAN settings

Factory Set (page 27) does not affect the settings of the wireless LAN settings, which can be initialized by the following procedure. Be careful when executing initialize, since it erases all the wireless LAN settings and replaces them with the factory defaults.

- 1 Press the [UTILITY] button to call up the UTILITY display, then select Page 7 by using the Page buttons.



- 2 Initialize the wireless LAN setting.

Press the [C] button. A message appears prompting confirmation of operation. Press the [C] "OK" button to execute the operation, or the [D] button to cancel.

Glossary of Terms

Access point	A device which acts as a base station when transmitting data by wireless LAN. Some access points are combined with modem functions.
Ad Hoc mode	Communication method for performing data communication with the terminal and other devices directly without using a relay device, such as an access point of a wireless LAN.
DHCP	A standard or protocol by which IP addresses and other low-level network configuration information can be dynamically and automatically assigned each time the computer and the instrument connect to the Internet.
DNS SERVER	A server that maps names to actual IP addresses of devices connected to a network.
GATEWAY	A Gateway is a link between two computer programs or systems.
Infrastructure mode	Communication method for performing data communication with each terminal via a relay device, such as an access point of the wireless LAN.
IP ADDRESS	A string of numbers assigned to each computer connected to a network that indicate the device's location on the network.
LAN	Short for Local Area Network, this is a data-transfer network that connects a group of computers at a single location (such as an office or home) by means of a special cable.
router	A device that allows multiple devices (e.g., computers, your Yamaha instrument) to share the same Internet connection.
Site	Short for "website," this refers to the group of web pages that are opened together. For example, the collection of web pages whose addresses begin with "http://www.yamaha.com/" is referred to as the Yamaha site.
SSID	A name used to identify a particular access point, or the wireless networks set as the access point.
SUBNET MASK	The structure for dividing a large-scale network.
Wireless LAN	A LAN connection that allows data transfer through a wireless, cable-free connection.
WPS	A structure to easily make a setting of wireless LAN by pushing only the WPS buttons of an access point and the wireless LAN device.

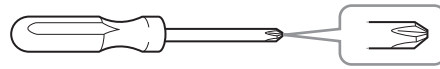
11 Appendix

Assembly Instructions

⚠ CAUTION

- Assemble the unit on a hard and flat floor with ample space.
- Be careful not to confuse or misplace the parts, and be sure to install all parts in the correct orientation. Please assemble the unit in accordance with the sequence described here.
- Assembly should be carried out by at least two persons.
- Be sure to use only the included screws of the specified sizes. Do not use any other screws. Use of incorrect screws can cause damage or malfunction of the product.
- Be sure to tighten all screws upon completing assembly of each unit.
- To disassemble the unit, reverse the assembly sequence given below.

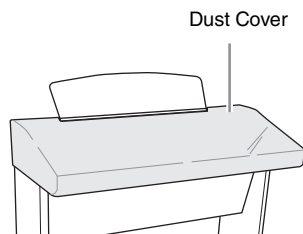
Have a Phillips-head (+) screwdriver of the appropriate size ready.



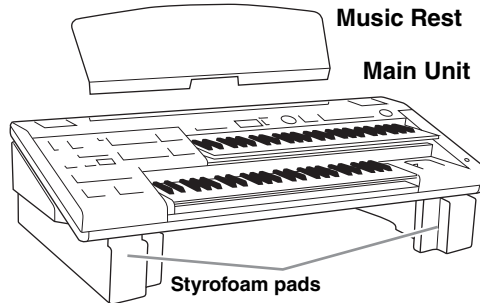
1 Open the package, take out the two styrofoam pads from the both sides of the package, and carefully place the main unit on top of the pads as shown.

2 Take out all parts from the package.

Please confirm that all parts shown in the illustration are provided. When you take out the Speaker Unit, always hold the bottom of the Speaker Unit, not holding the Grill Net.



Dust Cover

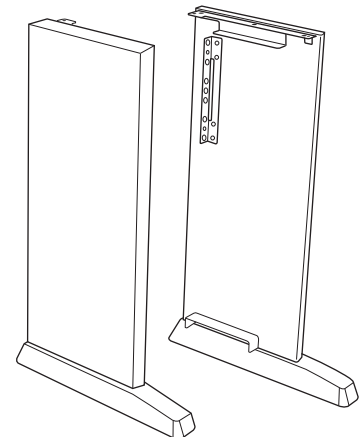


Music Rest

Main Unit

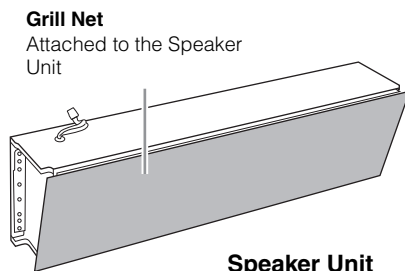
Styrofoam pads

Take out the styrofoam pads, and place the Main Unit on top of the pads.



Sideboard (Left)

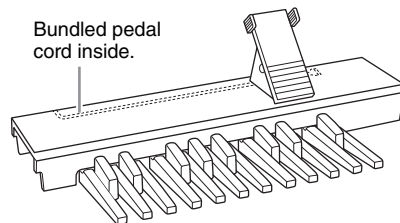
Sideboard (Right)



Grill Net

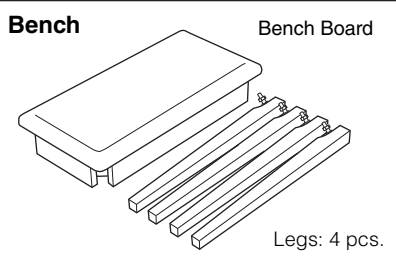
Attached to the Speaker Unit

Speaker Unit



Bundled pedal cord inside.

Pedalboard Unit



Bench

Bench Board

Legs: 4 pcs.

Assembly parts

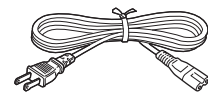


5 x 16 mm x 4



5 x 12 mm x 8

Power cord



Cord holders x 4



Screw caps x 4



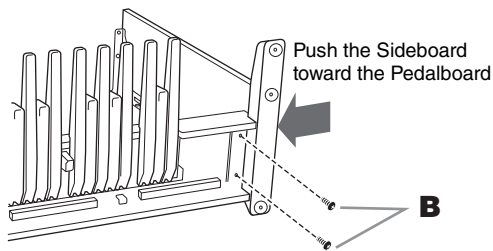
3 Mount the Sideboards onto the Pedalboard unit.

Be sure not to confuse the Right and Left Sideboards.

3-1 Untie (at three points) and straighten out the bundled pedal cord.

3-2 Raise the Pedalboard as shown in the illustration below.

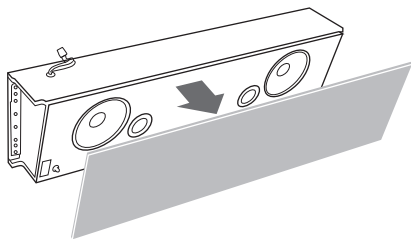
3-3 Position each screw hole on both the Pedalboard and Sideboards as shown in the illustration and mount the Sideboards onto the Pedalboard using four screws (B; two screws on each Sideboard).



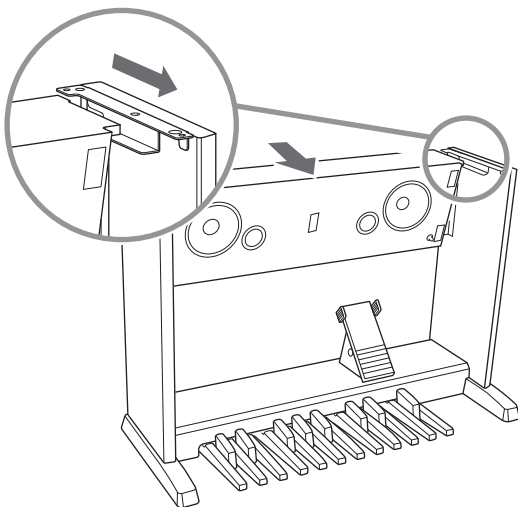
3-4 Stand the Pedalboard after securing the screws.

4 Mount the Speaker Unit onto the Sideboards.

4-1 Remove the Grill Net from the Speaker Unit.

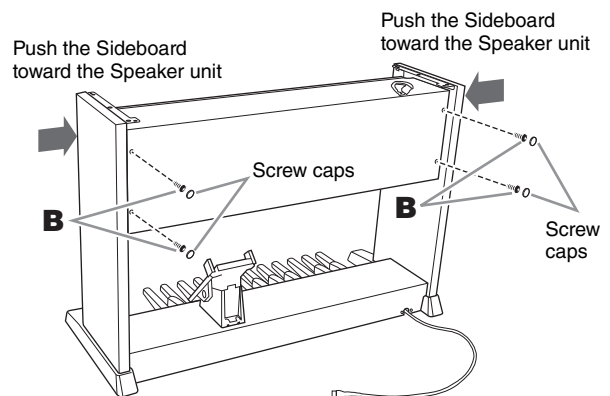


4-2 With the help of another person, hold the Speaker unit horizontally, and slide it from the rear into place along the brackets.



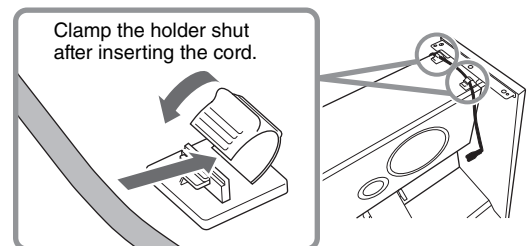
CAUTION
Take care not to drop the Speaker unit or to pinch your finger(s) between the Speaker unit and Sideboard.

4-3 While holding the Sideboard(s) to the Speaker unit, fasten the four screws (B) from the rear, to secure the Speaker unit to the Sideboards. Cover the four screw holes on the rear side with the corresponding screw caps.



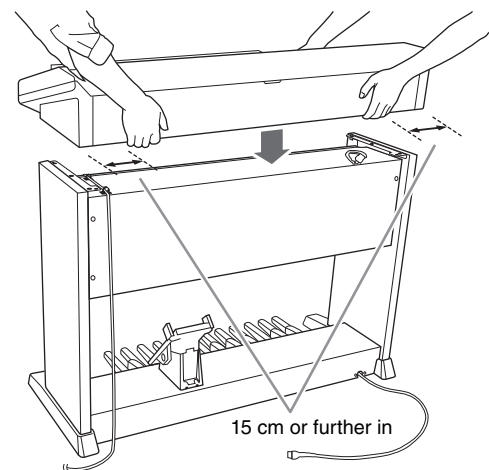
5 Affix the two cord holders to the top surface of the Speaker unit, then insert the Power cord in the holders as shown in the illustration.

Make sure to place the connector of the power cord at the front side, and the plug of the power cord at the back side.



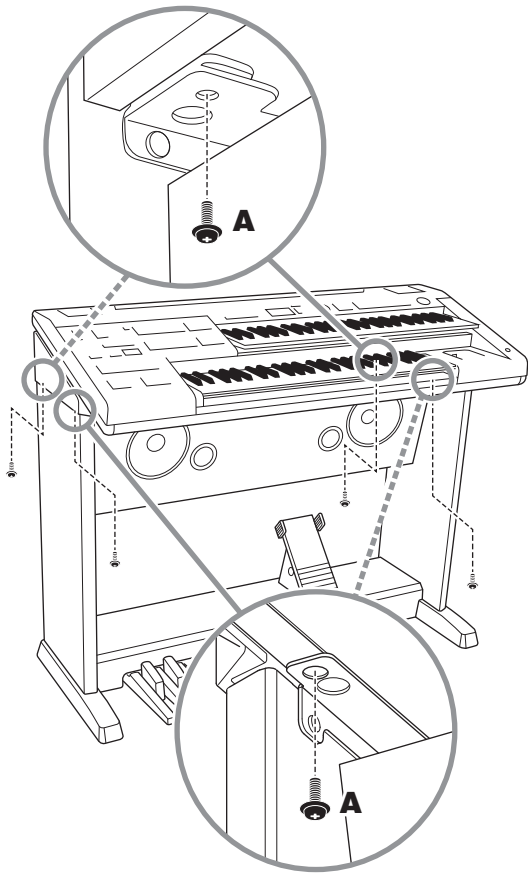
6 Mount the Main Unit.

6-1 As shown in the illustration, hold the Main Unit horizontally (with two people), and mount the Main Unit. Be sure to place your hands at least 15 cm from either end of the main unit when positioning it.

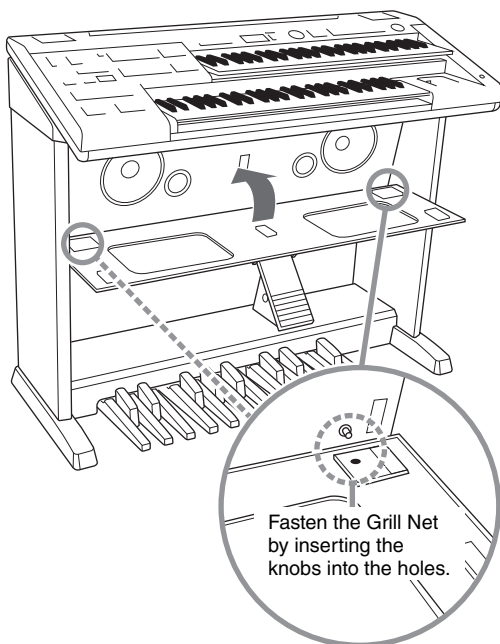


CAUTION
Take care not to drop the Main unit or to pinch your finger(s) between the Speaker unit and Main unit.

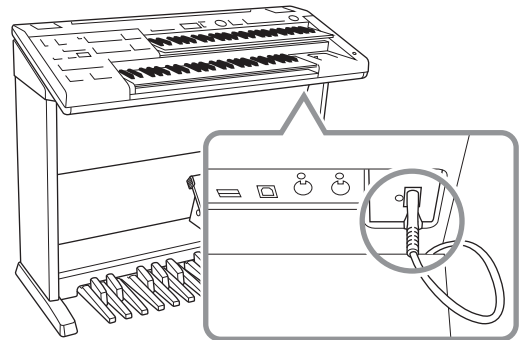
- 6-2** Use the four screws (A) to fasten the Main unit to the Sideboards as shown in the illustration.



- 7** **Fit the Grill Net onto the Speaker.**
First, align the net with the bottom line, then secure it to the speaker assembly.

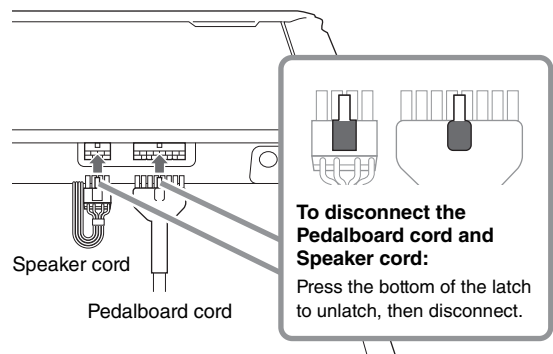


- 8** Plug the power cord into the AC IN jack on the bottom surface of the main Unit.



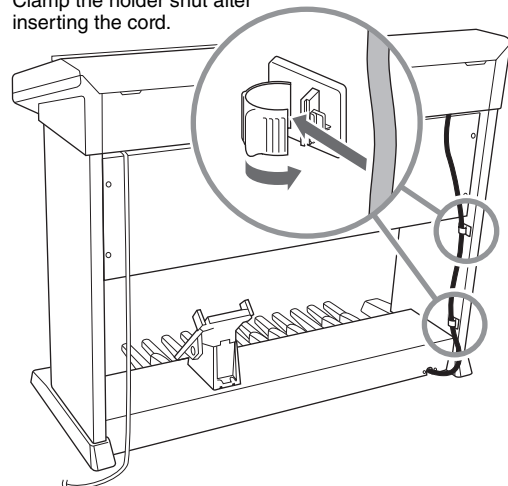
- 9** **Connect the Pedalboard cord and Speaker cord to the Main Unit.**

Remove the protective film applied to each connector of the cords. Make sure that the latches on each connector of the cords face toward you, and connect them to each socket securely until the latch is set. Once connected securely, the connector cannot be accidentally disconnected, even if you pull the connector gently downward. (If disconnected, the pedals will not function properly.)

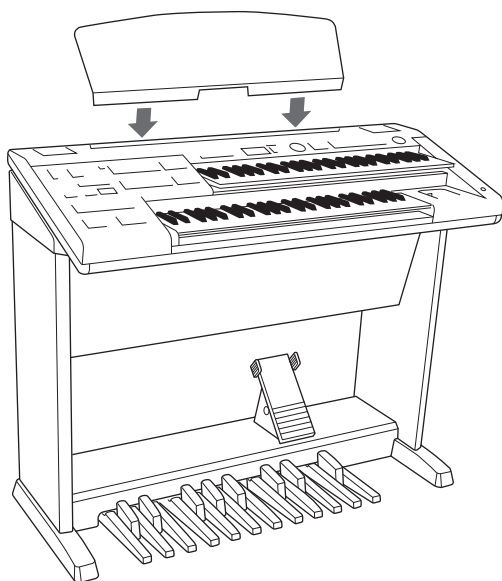


- 10** **Affix the two cord holders to the inside of the side board, then insert the Pedalboard cord in the holders as shown in the illustration.**

Clamp the holder shut after inserting the cord.



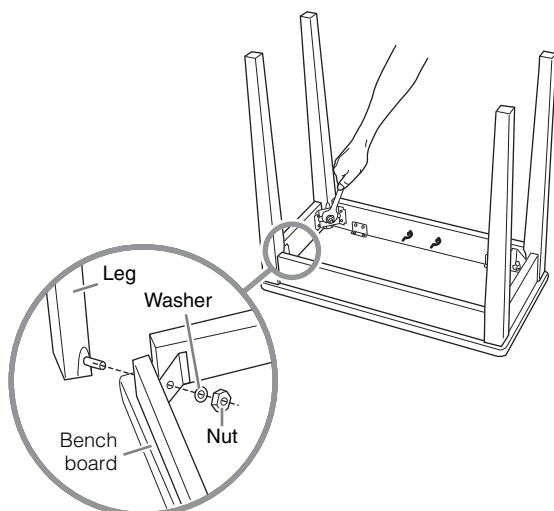
11 Place the music rest on the Electone.



12 Turn on the Electone's [⏻](Standby/On) switch and confirm that the Electone can be played, and that the assembly is successful.

BENCH ASSEMBLY

Turn the bench board over and put the legs in place, one by one, at the corners of the bench board, then tighten each nut using the included wrench. Be sure to put the washer between each leg and nut as shown.



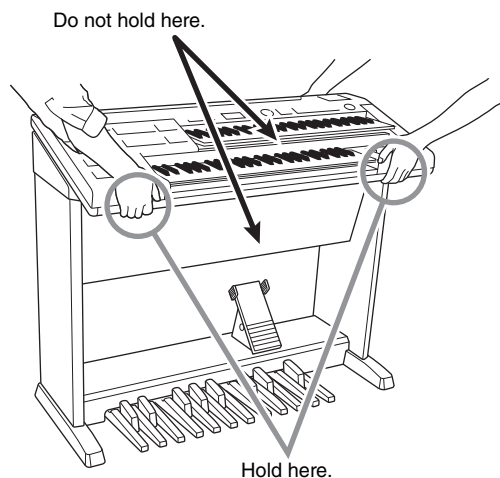
After completing the assembly, please check the following items.

- **Are there any parts left over?**
 - Review all assembly procedures.
- **Is the Electone clear of doors and other movable fixtures?**
 - Move the Electone to an appropriate location.
- **Does the Electone make a rattling noise when you shake it?**
 - Tighten all screws.
- **Can the Electone be turned on?**
 - Confirm that the power cord plug is securely connected to an appropriate power outlet.
- **Does the Electone produce sounds?**
 - How to produce sounds is described in “Quick Introductory Guide.” Confirm that the Speaker cord connector and the Pedalboard cord connector are securely connected to each socket on the Main unit.

When moving the instrument

⚠ CAUTION

When moving the instrument, always hold the bottom of the main unit. Do not hold the top portion. Improper handling can result in damage to the instrument or personal injury.



• Transporting

If you move to another location, you can transport the instrument along with other belongings. You can move the unit as it is (assembled), or you can disassemble the unit down to the condition it was in when you first took it out of the box. Transport the keyboard horizontally. Do not lean it up against a wall or stand it up on its side. Do not subject the instrument to excessive vibration or shock. When transporting the assembled instrument, make sure all screws are properly tightened and have not been loosened by moving the instrument.

⚠ CAUTION

If the main unit creaks or is otherwise unsteady when you play on the keyboard, refer to the assembly diagrams and retighten all screws.

Troubleshooting

Problem	Possible Cause and Solution
GENERAL OPERATION	
The sound is not heard for about 10 seconds after turning the power on.	This is normal; the Electone takes a while to start up.
A click or pop is heard when the power is turned on or off.	Electrical current is being applied to the instrument. This is normal.
A cracking noise is sometimes heard.	Noise may be produced when either an electrical appliance is turned on or an electric power tool (such as drill) is used in the proximity of the Electone. If this occurs, plug the Electone into an electrical outlet located as far as possible from the device that seems to be the source of the problem.
Interference from radio, TV, or other sources occurs.	This is caused by the proximity of a high-power broadcasting station, an amateur ham radio setup or a mobile phone.
Noise is heard from the instrument's speakers or headphones when using the instrument with an application on an iPhone/iPad.	When you use the instrument along with an application on your iPhone/iPad, we recommend that you first set "Airplane Mode" to "ON" then set "Wi-Fi" to "ON" on your iPhone/iPad in order to avoid noise caused by communication.
The sound of the Electone causes surrounding objects to resonate.	Because the Electone is capable of producing powerful bass sounds, resonance may be caused in surrounding objects, such as cabinets or glass windows. To avoid this, relocate the objects or lower the Electone's volume.
The sound is too small even when the volume is set to its maximum.	<ul style="list-style-type: none"> • The MASTER VOLUME dial may be set around The minimum position. Turn it clockwise (page 17). • The Expression Pedal may not be pressed down. Press it down with your toe (page 17). • The speaker cord plug is not connected. Securely insert the speaker cord to the Main Unit (page 204).
The Pedal Voices do not sound, and the expression pedal does not work.	The pedal cord plug is not connected. Securely insert the pedal cord plug to the Main Unit (page 204).
The "Connection interrupted; problem occurred in USB device." message is shown and the USB device does not respond.	Communication with the USB device has been shut down because of a problem. Disconnect the device from the [USB TO DEVICE] terminal, then turn on the power of the instrument.
The Electone panel does not function normally or the content of the memorized data has changed.	This happens very rarely. Occasionally, power surges and spikes due to electrical storms or other reasons may cause the Electone to malfunction and/or alter the contents of memorized data. If this happens, perform the Factory Set operation to reset the Electone.
VOICES/RHYTHMS	
When a key is pressed, two or more Voices sound.	Perhaps the Voice of the Voice section 2 sounds as for the Lower Keyboard or Pedalboard. Turn off the Voice of the Voice section 2 in the Voice display, or set the volume setting to minimum after switching to the Voice section 2 (page 36). As for the Upper Keyboard, the Lead Voice may sound in addition to the Voice of the Voice section 2. Turn off the Lead Voice in the Voice display.
The pitch may sound excessively high on the Pedalboard and low in the higher registers of the Lower and Upper keyboards.	This may occur when you compare the Electone's sounds with that of a piano. Because of the difference of the harmonics structure, the tuning system of the Electone is different from the piano in the higher and lower ranges.
Some of the Voices may contain cracking and/or noisy sounds.	You may find these mainly in the wind instrument Voices. These are purposely added effects to the Voices to reproduce the characteristics of the wind instruments such as the pipe vibrations, breath noises and squeaks.

Problem	Possible Cause and Solution
When too many keys are pressed, not all of the notes sound.	Total polyphonic capacity (notes sounding for both Upper and Lower Keyboards) is 10 notes.
Only one sound is heard when two notes of the Lead or Pedal Voices are simultaneously played.	For practical performance reasons, the Electone has been designed so that only one note of the Lead or Pedal Voices can be played at a time.
The Pedal Voices do not sound, even though the volume is properly set.	<ul style="list-style-type: none"> • The Single Finger or Fingered Chord mode of Auto Bass Chord is on. Turn off the mode in the display (page 82). • TO LOWER button in the Pedal Voice section is turned on. Turn the function off (page 38).
When keys are pressed, the sounds of percussion instruments are also heard.	The Keyboard Percussion function has been turned on. When not using the function, be sure to turn it off (page 88).
Even though a User button's rhythm has been selected and started, the pattern does not sound.	Since the User buttons contain User rhythms, no rhythm will sound if a pattern has not been saved to the selected User button.
EFFECTS	
The Initial Touch, After Touch and Touch Vibrato function do not operate.	<ul style="list-style-type: none"> • Adjust the Initial Touch, After Touch and Touch Vibrato settings in the Voice Condition display (page 55). • Initial Touch, After Touch and Touch Vibrato are not applied to the Pedal Voices on the Pedalboard.
The Reverb effect is not applied to the desired Voice sections, even when the REVERB button setting on the panel is increased.	Increase the Reverb depth for the desired Voice sections in the Voice Condition Display (page 54).
The Rotary Speaker effect cannot be heard, even when the "Speed Control" in the Rotary Speaker display is on.	Rotary Speaker must be selected first in Voice Condition display (page 57).
ACCOMPANIMENT	
The pitch in the Single Finger mode does not change, even when pressing different keys of the keyboard.	Single Finger mode will only produce notes when played within a fixed octave interval on the Lower keyboard. If notes with the same letter name are pressed outside of that range, the chords that are sounded will share the same pitch.
While an Intro/Ending pattern is automatically playing, the Lower keyboard does not produce any sound, even when the keys are played.	Since the Accompaniment chords play automatically one after another, the Lower keyboard is designed not to produce any sound during the playback of an Intro/Ending pattern.
The Accompaniment cannot be heard even when an appropriate Accompaniment type is selected and the rhythm has been started.	<ul style="list-style-type: none"> • The Accompaniment volume may have been set to 0. Be sure to raise the Accompaniment volume in the Rhythm Condition display (page 81). • All Accompaniment parts may be set to off (mute). Set the desired part on (page 79).
The harmony notes of the Melody On Chord function cannot be heard.	The Upper keyboard has been set to sound only Lead Voices. Increase the volume of the Upper Keyboard Voices.
REGISTRATION MEMORY	
Certain functions have not been memorized to Registration Memory.	Some functions cannot be memorized. Refer to page 112.
MUSIC DATA RECORDER	
The instrument does not recognize the connected USB flash drive.	Please make sure to use the compatible USB flash drives listed in the Compatible USB Device List downloadable from the Yamaha website: http://download.yamaha.com/

Problem	Possible Cause and Solution
Recording or playback cannot be performed.	<ul style="list-style-type: none"> • The part may have been turned off. Turn the desired part to REC or PLAY in the PART 1 and PART 2 Pages. • The performance data is too large. The maximum limit for recording performance data is 1 MB. • The USB flash drive is write-protected. Cancel the write-protect.
Recording is stopped before the performance is finished.	<ul style="list-style-type: none"> • The amount of recorded data on the media is close to the maximum limit. Either use another media or delete the data of unnecessary songs. • When you overwrite the Song, the length of a subsequently recorded part cannot exceed the length of the previously recorded parts. Delete the previously recorded Song, then record again (page 164). • The performance data is too large. The maximum limit for recording performance data is 1 MB.
An error message appears while entering a folder name or song name.	<ul style="list-style-type: none"> • The Song/folder name is too long. The capacity is 50 characters. • The Song/folder name may be an invalid name. Refer to page 146. • The path name is too long. Reduce the layer or shorten the Song/folder name to shorten the path (page 144).
The rhythm does not start at the beginning of a recording, or stops in the middle of the performance.	The MDR is designed so that the rhythm cannot be started at the very beginning of a recording. If you wish to use the rhythm, start it after the time indicator appears in the display (page 138).
The USB flash drive cannot be formatted when you want to format an unformatted drive.	Recognizing an unformatted drive takes a few seconds after it is inserted. Wait about 30 seconds, then try to format again.
An error message is shown when you edit the Protected Edit Song.	Registrations from another Protected Song have been called up on the Electone. Initialize the Registration (page 120) then select the Song you want to edit.
The Song you've edited becomes a Protected Song.	Registrations from Protected Song has been called up on the Electone. Initialize the Registration (page 120) then start the operations you want such as Registration edit/saving or Song recording.
Audio	
Recording or playback cannot be performed.	<ul style="list-style-type: none"> • The USB flash drive is write-protected. Cancel the write-protect. • The file format may not be compatible with the instrument. The only compatible format is WAV.
A "Data could not be saved" message is shown and the recording is stopped.	The message will be shown when using the USB flash drive to which frequently recording/deleting operations have been applied. Format the USB flash drive (page 133), after checking if the USB flash drive does not contain any important data, then try to use again.

Specifications

PRODUCT NAME	DIGITAL ORGAN		
TONE GENERATION	AWM		
KEYBOARD	Upper: 49 keys (C – C), Lower: 49 keys (C – C), Pedal: 20 keys (C – G)		
	Keyboard Type	BASIC (FSB)	
	Initial Touch	Upper, Lower	
	After Touch	Upper, Lower	
REGISTRATIONS	Registration Menu	601	
	Registration Memory	1 Unit 16 x 5 MEMORY, 1 – 16, DISABLE	
	Registration Shift	Shift, Jump, User (1 Unit: 400 steps), Next Unit	
VOICE	Voice Sections	Upper 1, Upper 2, Lead 1, Lead 2, Lower 1, Lower 2, Pedal 1, Pedal 2	
	Voice Buttons	Upper/Lower	STRINGS, BRASS, WOODWIND, TUTTI, PAD, SYNTH, PIANO, ORGAN, PERCUSSION, GUITAR, CHOIR, WORLD, USER 1, USER 2
		Lead	VIOLIN, SYNTH, FLUTE, TRUMPET, USER 1, TO LOWER (Lead 1), SOLO (Lead 2)
		Pedal	CONTRABASS, ELEC. BASS, TIMPANI, SYNTH BASS, USER 1, TO LOWER
	Preset Voices	540	
	Rotary Speaker Control	2.69 – 39.7 Hz, Slow, Stop	
EFFECT/ CONDITION	Sustain	Upper 1, Upper 2, Lower 1, Lower 2, Pedal 1, Pedal 2	
	Reverb	Types	Hall 1 – 3, M, L, XG Hall 1 – 2, Room 1 – 4, S, M, L, XG Room 1 – 3, Stage 1 – 2, XG Stage 1 – 2, Plate 1 – 2, XG Plate, GM Plate, White Room, Atmosphere Hall, Acoustic Room, Drums Room, Percussion Room, Tunnel, Canyon, Basement
		Depth	Upper 1 – 2, Lower 1 – 2, Lead 1 – 2, Pedal 1 – 2, Percussion, Accompaniment, Keyboard Percussion
	Voice Section Effects	Reverb, Delay, ER/Karaoke, Chorus, Flanger, Phaser, Tremolo/Auto Pan, Rotary Speaker, Distortion, Distortion+, Amp Simulator, Wah, Dynamic, EQ/Enhancer, Pitch Change, Miscellaneous, Thru	
RHYTHMS	Rhythm Buttons	MARCH, WALTZ, SWING & JAZZ, POPS, R&B, LATIN, WORLD MUSIC, BALLAD, ROCK, DANCE, USER 1, USER 2	
	Preset Rhythm Patterns	368 (including the metronome)	
	Parts	Main Drum, Add Drum	
	Sections	INTRO 1 – 3, ENDING 1 – 3, MAIN/FILL IN A – D, BREAK, Auto Fill	
ACCOMPANIMENT	Accompaniment Parts	Chord 1 – 2, Pad, Phrase 1 – 2	
	Auto Bass Chord	OFF, Single Finger, Fingered Chord, Custom A.B.C. Memory: Lower, Pedal	
	Melody On Chord	Yes	

KEYBOARD PERCUSSION	Settings		1 Unit Preset 1 – 2, User 1 – 40
	Kits		Wonderland Kit, EL Kit, Standard Kit 1, Standard Kit 2, Hit Kit, Room Kit, Rock Kit, Electro Kit, Analog Kit, Dance Kit, Jazz Kit, Brush Kit, Symphony Kit, Live! Studio Kit, House Kit, SFX Kit 1, SFX Kit 2, Noise Kit, Pop Latin Kit, Arabic Kit, China Kit, Orchestra Percussion
	Assign		Yes
CONTROLS	Footswitch	Left	Rhythm: Stop, Break, Main A – D, Intro 1 – 3, Ending 1 – 3 Glide: Upper 1, 2, Lead 1, 2, Lower 1, 2, Glide Time Rotary Speaker
		Right	Registration Shift
	Expression Pedal		Yes
	Transpose		-6 – +6
	Pitch		A = 427.2 – 452.6 Hz, Default value: A = 440 Hz
	MIDI Control		Yes
	MASTER VOLUME		Yes
	MDR		Song Select: Stop, Play, Pause, Rewind, Fast Forward, Record, Custom Play, Setting (Tempo/Part), Unit Edit Tools: Create Folder, Change Song Name, Copy, Delete, Conversion (XG format), Format, Information
	Audio Recording/Playback		Play: Stop, Play, Pause, Rewind, Fast Forward, Volume, Tempo, Pitch Record: Stop, Record Tools: Change Name, Delete File Format: .wav (44.1kHz, 16bit, stereo)
	Utility		Language (English/Japanese), Disable Mode (Normal/Tempo), LCD Contrast, Initialize
	Display Select		VOICE DISPLAY, A.B.C./M.O.C., MDR, FOOTSWITCH, UTILITY, AUDIO
OTHERS	Display		Full Dot LCD (128 x 64 dots), Monochrome
	Sound System	Power Amplifiers	(20W + 10W) x 2
		Speakers	(16cm + 5cm) x 2
	Storage		USB flash drive
	Connectors		PHONES AUX OUT (VARIABLE, Standard phone): L/L+R, R AUX IN (stereo mini phone) MIDI IN/OUT USB TO HOST USB TO DEVICE x 2
	Dimensions (Width x Depth x Height), Weight	1113mm x 493mm x 924mm (Depth and Height with music rest: 509mm x 1103mm), 50 kg	
		Bench	596mm x 296mm x 580mm, 6.2kg
	Supplied Accessories		Owner's Manual (this book), Playing the ELB-02 — Tutorial Guidebook, Online Member Product Registration, Music Rest, Dust Cover, Power Cord, Bench

* The contents of this manual apply to the latest specifications as of the publishing date. To obtain the latest manual, access the Yamaha website then download the manual file. Since specifications, equipment or separately sold accessories may not be the same in every locale, please check with your Yamaha dealer.

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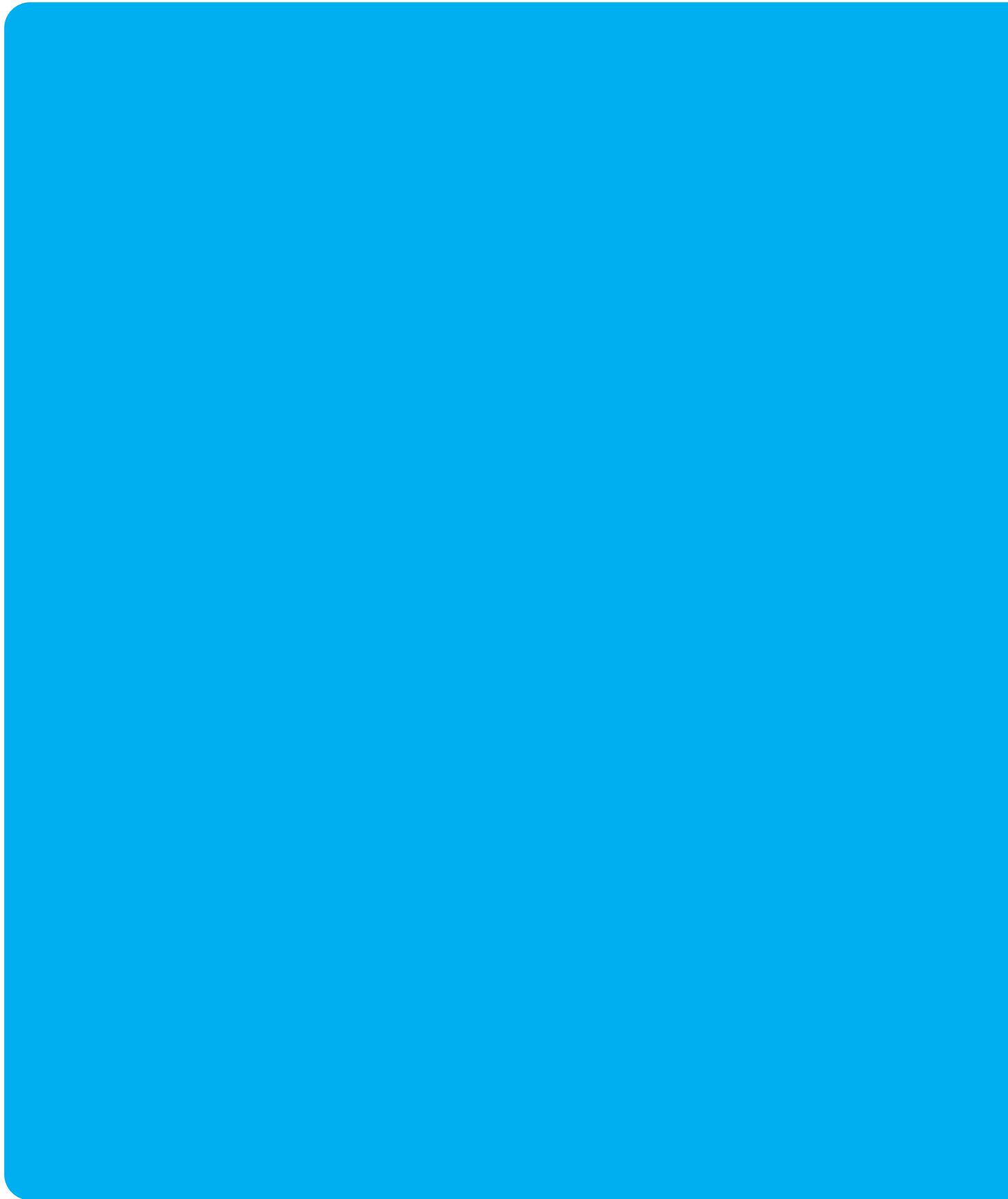
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Published 04/2016 MWZC*.*- **C0
Printed in Indonesia



ZS53040

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