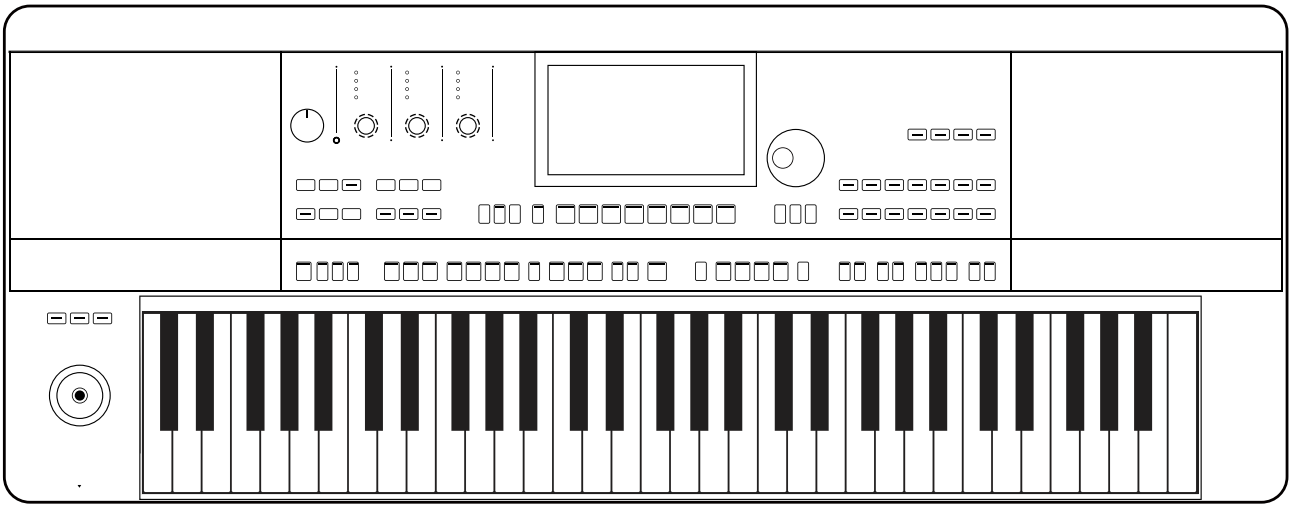
MEDELI



AKX10S

ACCOMPANIMENT KEYBOARD
OWNER'S MANUAL

Important Messages

Please read this page carefully before operating and keep this manual properly for convenient reference in the future.

THE FCC REGULATION WARNING (for USA)

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules.
These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Unauthorized changes or modification to this system can void the user's authority to operate this equipment.

CAUTION

The normal function of this product may be subject to strong electromagnetic interference. Should the circumstances arise, please follow the relevant instructions in this manual to restore the product to its default settings. Otherwise, try moving the product to another location.

Power supply

Please connect the power adapter provided in the package to a power socket with the correct voltage. DO NOT connect to power sources with unmatched voltages. Unplug this device during thunderstorms or when the device is not in active use.

Connections

Power off all devices before making connections. This will effectively prevent potential malfunctioning & damage.

Precautions

To avoid deformation, discoloration or other more serious damages, DO NOT place this instrument in:

- direct sunlight
- extremely hot environments or too close to a heat source (such as a heater)
- severe cold such as snowy and icy outdoors
- dusty environments, or places with high temperatures, high humidity, or unstable locations where strong vibrations or displacements may occur
- proximity of strong electromagnetic fields

Interference

To avoid unwanted interference, please keep this instrument at a proper distance from televisions, radios, and cell phones.

Maintenance

Use only soft, dry cloth for cleaning. DO NOT use thinners, solvents, detergents, or wipes soaked with chemicals.
DO NOT apply excessive force when handling switches & knobs.
This instrument is safe for use in tropical climates with a maximum operating temperature of 45°C.
The maximum operating altitude is determined by the selected model of the power adapter.

Handling

Please avoid getting scraps of paper, metal, or other materials inside this instrument. If this happens, unplug this unit and have it checked by a qualified maintenance personnel.
Also, unplug this unit before moving it to another location.

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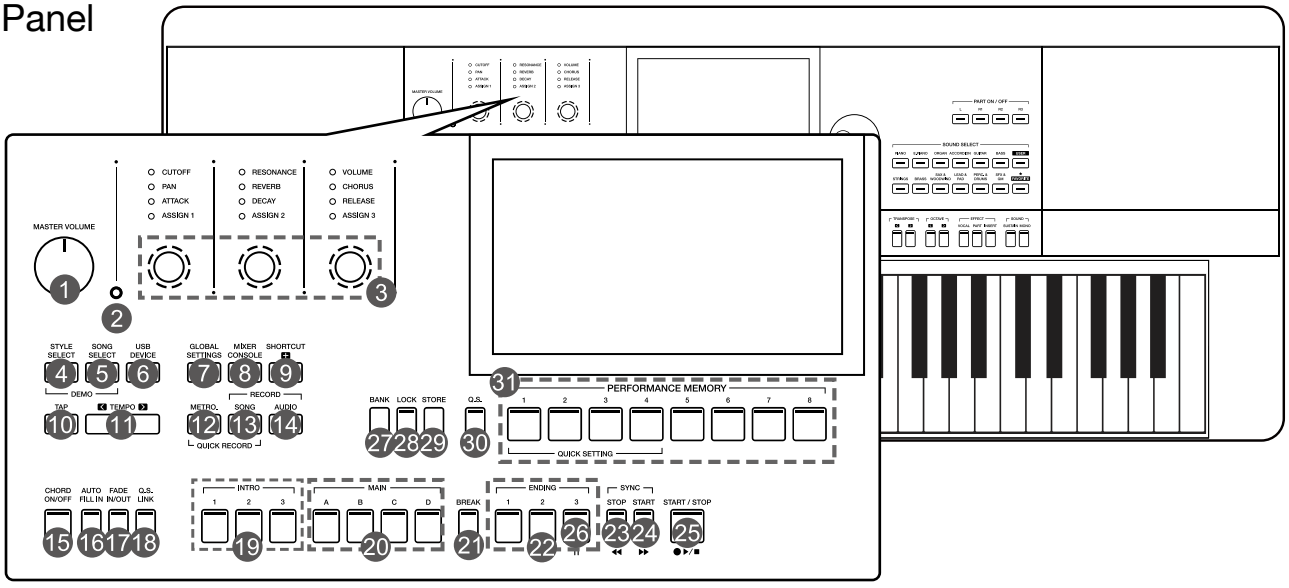
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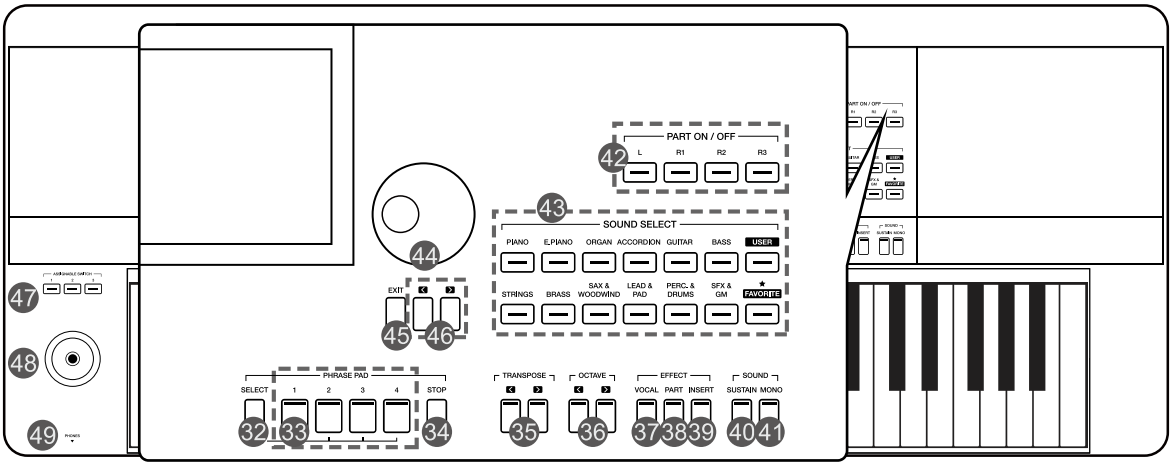
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Panel & Display

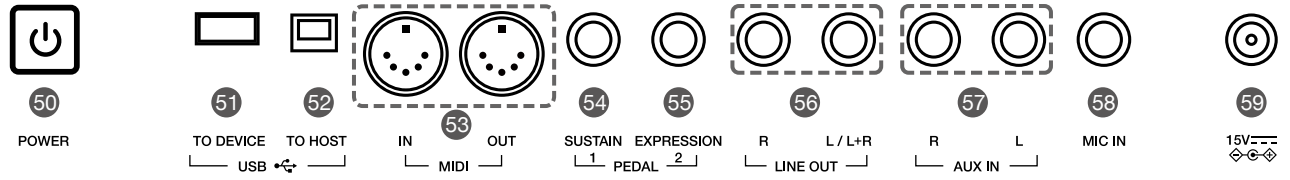
Panel



1	MASTER VOLUME KNOB	Adjust the master volume.
2	SELECT BUTTON	Select the GROUP KNOBS effect combinations sequentially.
3	GROUP KNOBS	Adjust the parameter of corresponding function.
4	STYLE SELECT BUTTON	Enter the STYLE SELECT menu.
5	SONG SELECT BUTTON	Enter the SONG SELECT menu.
6	USB DEVICE BUTTON	Enter the USB DEVICE menu.
7	GLOBAL SETTINGS BUTTON	Enter the GLOBAL SETTINGS menu.
8	MIXER CONSOLE BUTTON	Enter the MIXER interface.
9	SHORTCUT+ BUTTON	Quick access to specific function menus.
10	TAP BUTTON	Press to control the tempo.
11	TEMPO [<], TEMPO [>] BUTTONS	Adjust the current tempo.
12	METRO. BUTTON	Turn the Metronome on or off.
13	SONG RECORD BUTTON	Enter the RECORD SONG menu.
14	AUDIO RECORD BUTTON	Arm Audio Recording.
15	CHORD ON/OFF BUTTON	Turn CHORD mode on or off.
16	AUTO FILL IN BUTTON	Turn AUTO FILL IN on or off.
17	FADE IN/OUT BUTTON	Turn FADE IN or OUT on or off.
18	Q.S. LINK BUTTON	Turn the Q.S. LINK on or off.
19	INTRO 1, 2, 3 BUTTONS	Play the intro part of the selected style.
20	MAIN A, B, C, D BUTTONS	Play the main part of the selected style.
21	BREAK BUTTON	Play the break of the selected style.
22	ENDING 1, 2, 3 BUTTONS	Play the ending of the selected style.
STYLE CONTROL		
23	SYNC. STOP BUTTON	Turn the SYNC. STOP on or off.
24	SYNC. START BUTTON	Turn the SYNC. START on or off.
25	START/STOP BUTTON	Start or stop the style playback.
SONG CONTROL		
23	◀◀ BUTTON	Rewind the song.
24	▶▶ BUTTON	Fast forward the song.
25	▶/■ BUTTON	Play or stop the song.
26	II BUTTON	Play or pause the song.
PERFORMANCE MEMORY		
27	BANK BUTTON	Enter the MEMORY menu.
28	LOCK BUTTON	Turn the LOCK function on or off.
29	STORE BUTTON	Save the current panel setup to one of the performance memories.
30	Q.S. BUTTON	Switch to Q.S. function.
31	1-8 BUTTONS	Save or recall a panel setting.
QUICK SETTING		
31	1-4 (Q.S.1-Q.S.4) BUTTONS	Call up the panel settings that match the current style.



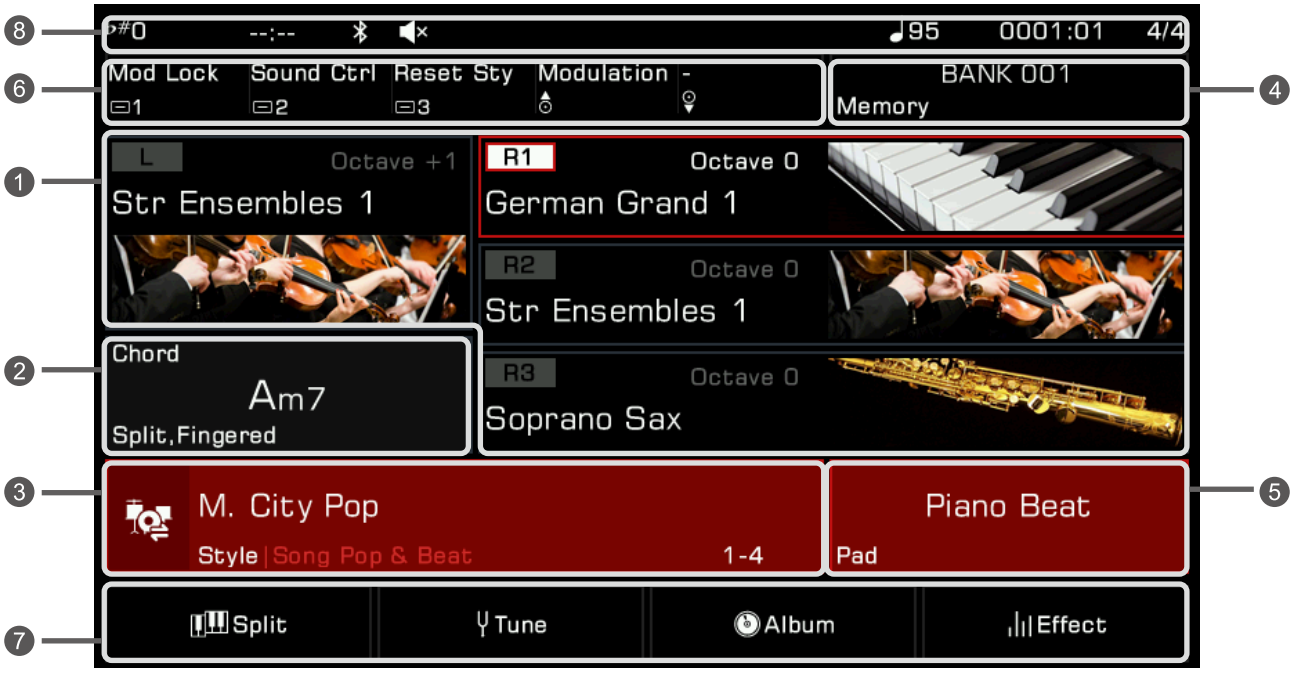
32	PHRASE PAD SELECT BUTTON	Enter the PHRASE PAD menu.
33	PHRASE PAD 1, 2, 3, 4 BUTTONS	Start the percussion and melodic phrases playback.
34	PHRASE PAD STOP BUTTON	Stop the percussion and melodic phrases playback.
35	TRANSPOSE [<], TRANSPOSE [>] BUTTONS	Shift the keyboard pitch in semitone steps.
36	OCTAVE [<], OCTAVE [>] BUTTONS	Shift the keyboard pitch in octave steps.
37	VOCAL EFFECT BUTTON	Switch between microphone Vocal mode and Talk mode.
38	PART EFFECT BUTTON	Turn the keyboard PART EFFECT on or off.
39	INSERT EFFECT BUTTON	Turn the sounds INSERT EFFECT on or off.
40	SUSTAIN BUTTON	Turn the SUSTAIN on or off.
41	MONO BUTTON	Turn MONO on or off.
42	PART L, R1, R2, R3 ON/OFF BUTTONS	Turn the keyboard PART L, R1, R2, R3 on or off.
43	SOUND SELECT BUTTONS	Enter the SOUND SELECT interface and select sounds.
44	DATA DIAL	Change the value of the current selection.
45	EXIT BUTTON	Exit the current menu and return to the previous display.
46	[<], [>] BUTTONS	Change the value of the current selection.
47	ASSIGNABLE 1, 2, 3 SWITCHES	Turn the assigned functions on or off.
48	JOYSTICK	Control the pitch bend, modulation or assign functions of the keyboard.
49	PHONES	Connect headphones.



50	POWER BUTTON	Turn the power on or off.
51	USB TO DEVICE JACK	Connect a USB storage Device.
52	USB TO HOST JACK	Connect to a computer.
53	MIDI IN/OUT JACKS	Connect other MIDI devices or equipment.
54	SUSTAIN PEDAL JACK	Connect a sustain pedal.
55	EXPRESSION PEDAL JACK	Connect an expression pedal.
56	LINE OUT JACKS	Connect to external speakers or mixer.
57	AUX IN JACKS	Connect external audio device to play through instrument speakers.
58	MIC IN JACK	Connect a microphone.
59	DC IN	Connect a standard DC 15V power adapter.

Main Display

The color LCD touch screen shows basic information on all current settings at a glance. Settings can be adjusted by touching the screen.



1	Sound	Displays Sound name and octave setting of each part.	Select sounds of each part (L, R1, R2, and R3), for example: 1. Select the R1 part by pressing the R1 display. 2. Press it again to bring up the Sound Selection Display then select a sound for R1 from the list.
2	Chord	Displays the Chord name and related information.	Press the Chord display to view and adjust: • Chord Name • Chord Mode • Split
3	Style & Song	Displays the current Style or Song name.	1. Press the Style/Song icon to switch between the Style mode and Song mode. 2. Press the Style name (or Song name) to select Style or Song. 3. In Song mode, you can adjust certain parameters with the function buttons on the right.
4	Performance Memory	Display the currently selected Memory Bank number.	Press the Memory area to select a Performance Memory Bank.
5	Phrase Pad	Displays the currently selected Phrase Pad Bank name.	Press the Phrase Pad Bank name to select a Phrase Pad.
6	Controllers	Displays the currently assigned function names of controllers.	Press the Controller name to set the controller function.
7	Shortcut to setup pages	Displays quick entries of some setup pages.	Press “Split” to jump to the Split Setting menu. Press “Tune” to jump to the Scale setting menu. Press “Album” to jump to the Album display. Press “Effect” to jump to the Effect Setting menu.
8	Others	Displays Transpose, Recording time, Speaker setup, Bluetooth connection, Tempo, Current Position in style or song playback and Time Signature information.	

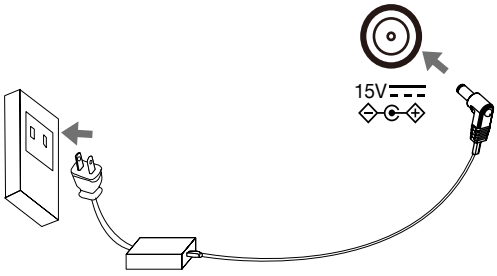
Setup

This section contains information about setting up your instrument and preparing to play.

Power Supply

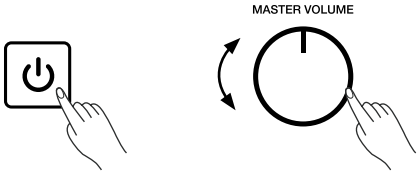
Connecting the Adapter

1. First, set the master volume level of the instrument to minimum.
2. Connect the DC adapter to the power supply jack on the rear panel.
3. Plug the power adapter into a power socket.



Turning the Power On

1. Before powering on the instrument, set the volume of the instrument and all connected devices to 0.
2. Press the [POWER] switch. The LCD will light up.
3. Rotate the [MASTER VOLUME] knob to set the desired volume level.



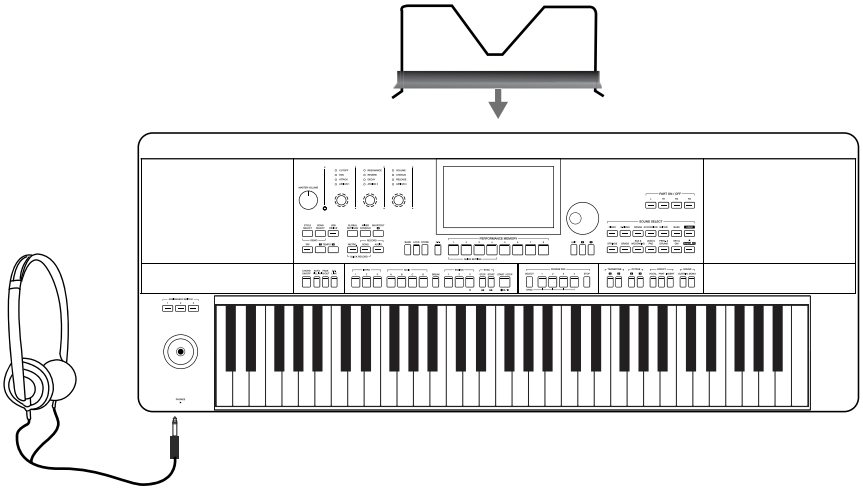
Note!	Always turn the instrument on before turning on the power of any connected external equipment. Reverse the steps when turning off the power. Turn off the external equipment first, then turn off the instrument. To prevent damage, unplug the power adapter when the instrument is not in use and during a thunderstorm.

Installing the Music Stand

A music stand is supplied with the keyboard. Insert it into the slots at the rear panel to attach it to the instrument.

Connecting Headphones

When a pair of stereo headphones (not included) is connected to the [PHONES] jack, the built-in speakers will automatically switch off so that sound will only be heard in the headphones. This is ideal for private practice or late-night playing.



Tips:	If you want the instrument speaker to remain unmuted while using headphones, please refer to the section under “Utility” on speaker mode settings.
Note!	Avoid using headphones at high volume for long periods to prevent fatigue or hearing damage.

Connecting a Footswitch/Expression Pedal

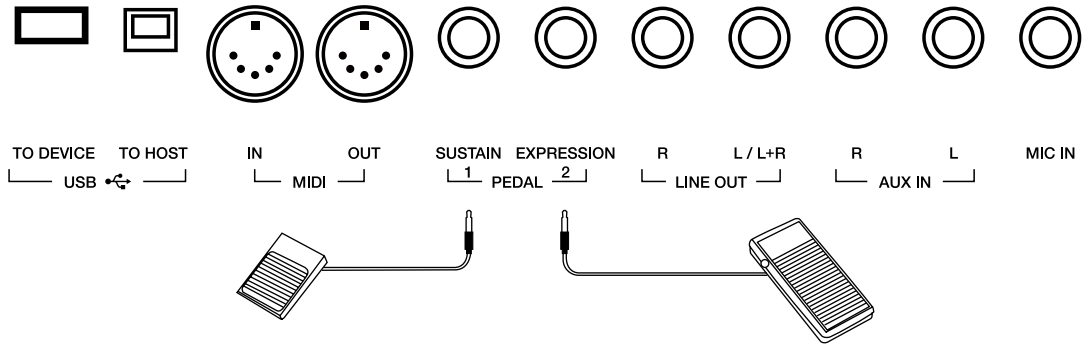
By connecting a footswitch and an expression pedal to the rear panel, you can use the pedals to control various functions.

Connecting a Footswitch

Connect a footswitch to the [SUSTAIN PEDAL] jack as shown below.By default, you can use the footswitch to turn sustain on or off. When pressed down, you can add a natural sustain effect to the notes you play.

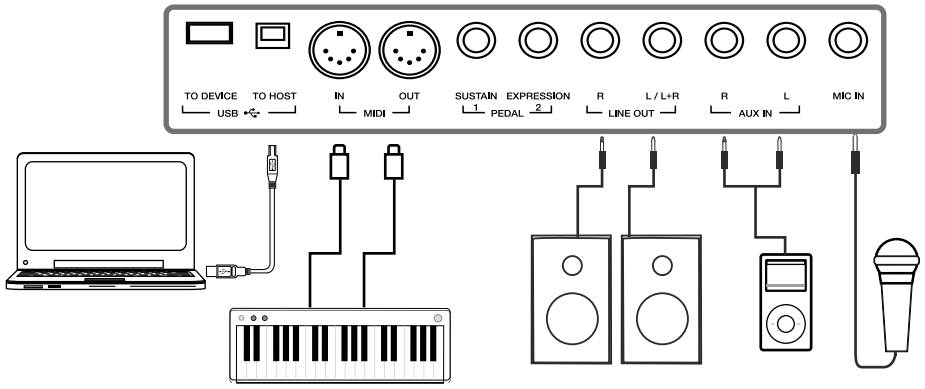
Connecting an Expression Pedal

Connect an expression pedal to [EXPRESSION PEDAL] jack as shown below. By default, you can use the pedal to control the volume of the sound parts.



Tips:	You can assign different functions to the connected pedals in the Controllers menu. For more details, please refer to the Controllers section.

Connecting External Equipment



Connecting Audio Equipment

The [LINE OUT] jack sends the instrument signal output to external audio equipment such as a keyboard amplifer, stereo sound system, mixing console, or recording interface.
When audio equipment is connected to the instrument, you can use the [MASTER VOLUME] knob to adjust the overall output volume.
When a microphone is plugged into the [MIC IN] jack, the microphone sound will also be output to the connected external audio equipment.

Note!	Turn off the power to all devices before connecting or disconnecting external equipment. To avoid damaging the speakers, set the volume of all devices to 0 before turning on the power.

Connecting an MP3/CD Player

Plug an external audio player (MP3, CD, mobile phone) into the [AUX IN] jack to play music or backing tracks through the instrument's built-in speakers.
The instrument can also play music from an external audio source via Bluetooth.

Connecting a Microphone

Connect an external microphone to sing through the instrument's built-in speakers.
1. Before connecting a microphone, make sure the microphone is turned off and its volume is set to minimum.
2. Connect the microphone to the [MIC IN] jack.
3. Turn on the microphone and slowly adjust the volume to an appropriate level.

Note!	Ensure the microphone is turned off and the volume is set to 0 before disconnecting it from the instrument.

Tips:	You can add various mic effects to the sound in the Mic Settings menu. Please refer to the Microphone section.

Connecting a Computer

Connect to a computer using the rear panel [USB TO HOST] jack to transfer MIDI data between the instrument and your computer. You can also adjust instrument settings with the included software.
Alternatively, you can connect the instrument directly to your computer with MIDI cables (not included).
The instrument can also send and receive MIDI data via Bluetooth.

Tips:	• By default, it uses the [MIDI IN] jack to receive MIDI messages. However, when USB-MIDI and Bluetooth MIDI are connected, the interface connected later will take precedence. • The instrument supports sending MIDI messages via MIDI, USB, and Bluetooth at the same time. Please refer to the "MIDI I/O" section for more details.

Connecting External MIDI Devices

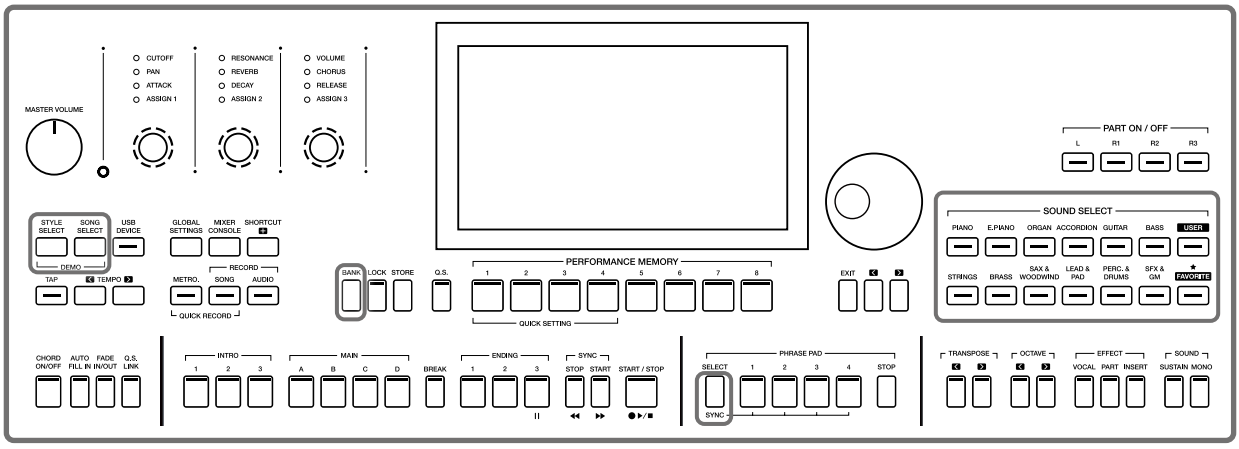
By connecting a MIDI keyboard or other MIDI devices to the [MIDI IN] and [MIDI OUT] jacks, you can transfer MIDI data between the instrument and your devices.
• MIDI IN: Receive MIDI messages from an external MIDI device.
• MIDI OUT: Transmits MIDI messages generated by the instrument.

Tips:	Please refer to the "MIDI I/O" section for more details.

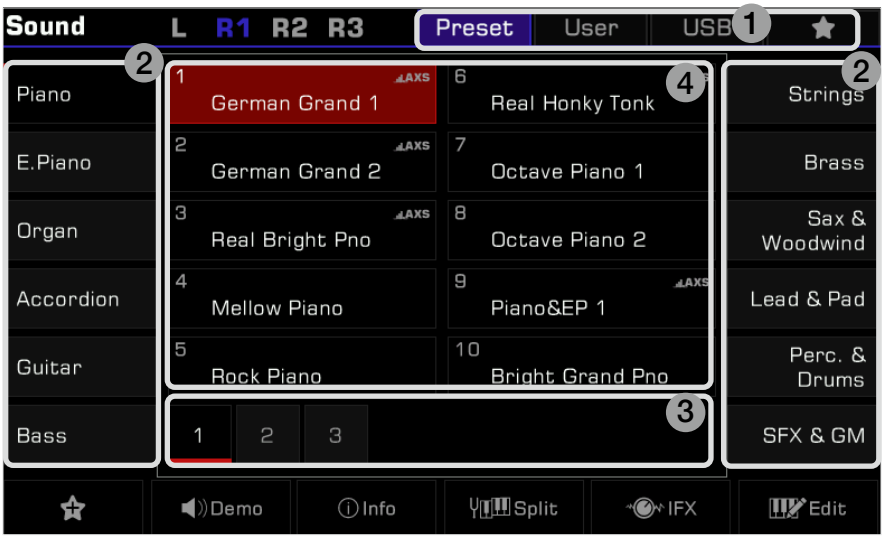
Basic Operation

Selection Operation

The selection menus include: sound selection, style selection, song selection, phrase pad bank selection, performance memory selection, and others.
Bring up the selection menus by pressing them on the touch screen or by pressing the panel buttons shown below.



Using the Sound selection menu as an example, follow these steps to choose a file:



1. Data Location

Preset: Preset data is stored here.
User: Recorded or edited data is saved here.
USB: Data on a USB storage device is saved here.
My Favorites: Adding commonly used files to My Favorites for quick access.

2. Data Categories

Files are divided into categories according to type. Select one by pressing its name on the screen.
For example: Pressing “Guitar” will select the Guitar category.

3. File Browsing

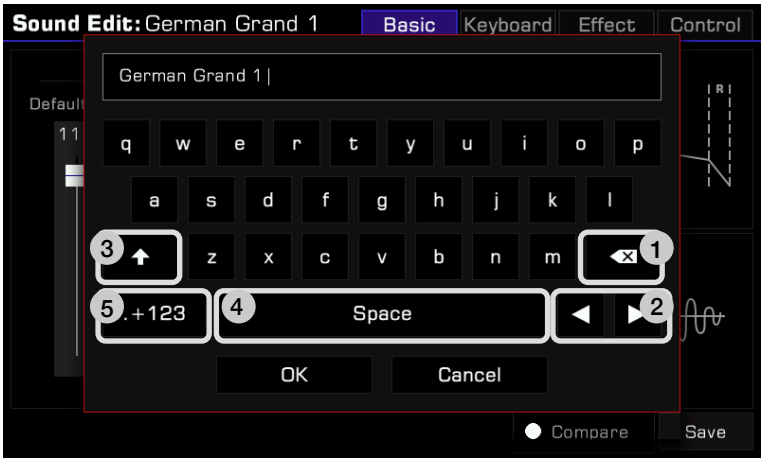
Each page displays 10 files in the center of the screen. Use the page buttons at the bottom to switch to other pages.
If there are over 80 files in the category, press the Right/Left arrow buttons to scroll through the pages.

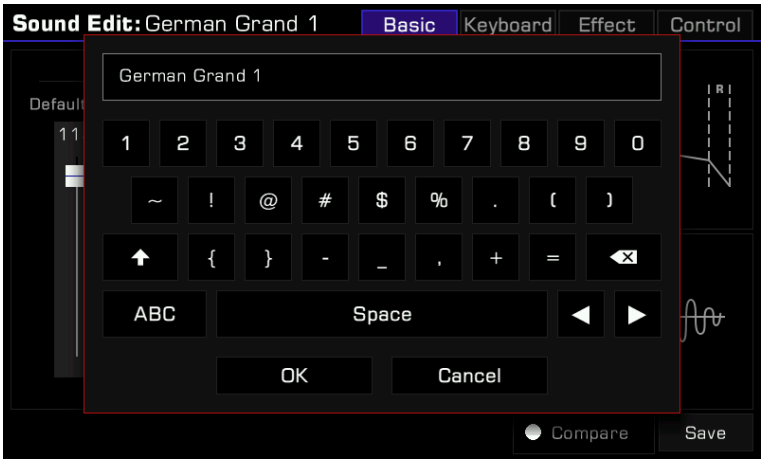
4. File Selection

Select a file by pressing the file name on the screen.

Using the Soft Keyboard

When you need to name or rename a file or a folder, the soft keyboard will be called.





1. Deleting characters

Press the delete button to delete the previous character in the input field.
To delete all the characters in the input field at once, press and hold the delete button.

2. Moving the cursor

Press the right and left arrow buttons to move the cursor.

3. Entering capital letters

Press the CAPS button, and capital letters will be displayed.

4. Entering a space

Press the space button.

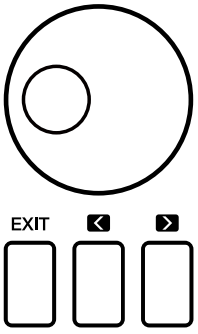
5. Entering numbers or symbols

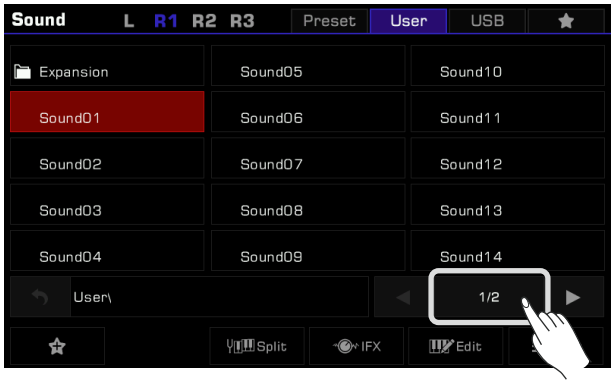
Press the ".+123" button to display numbers and symbols.

When you finish editing, press the OK button to enter the new name and return to the previous display. Or, press the Cancel button to cancel the edit and return to the previous display.

Settings Operation

The instrument has a touch screen from which you can directly select files, adjust parameters, and change settings.
These operations can also be made using the [DATA DIAL] and [</>] buttons.
When adjusting parameter values, press the [<] and [>] buttons simultaneously to reset the parameter value.
To return from the current menu to the previous one, press the [EXIT] button. Press it repeatedly to return to the main display.
If there are lots of user files, click on the page position section and then use the [DATA DIAL] or the [</>] buttons to turn pages quickly.



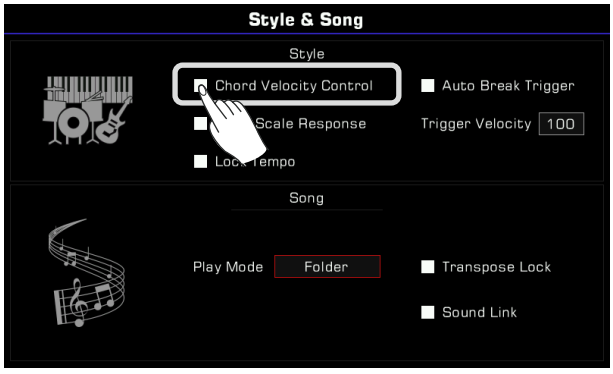


Parameter Adjustment

There are three types of parameters. The operation procedure will differ depending the type of parameters.

1. ON/OFF

Some parameters (such as the “Chord Velocity Control”) feature a checkbox that can be used to turn the function ON or OFF. Press it once to turn it on, press it again to turn it off.

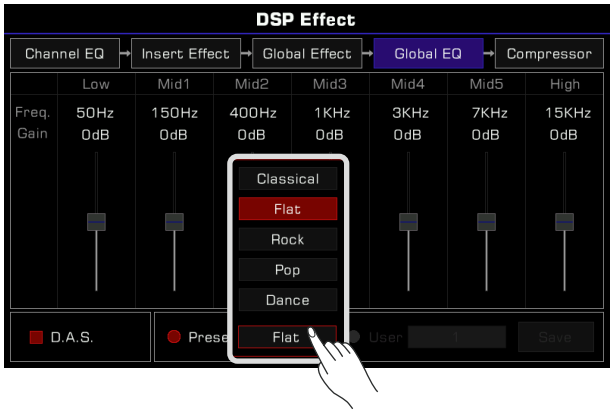


2. LIST

Some parameters (such as “EQ”), come up as a list when you press the parameter name.
There are three ways to select the parameter:

- Press the parameter name on the touch screen.
- Use the [DATA DIAL].
- Use the [</>] buttons.

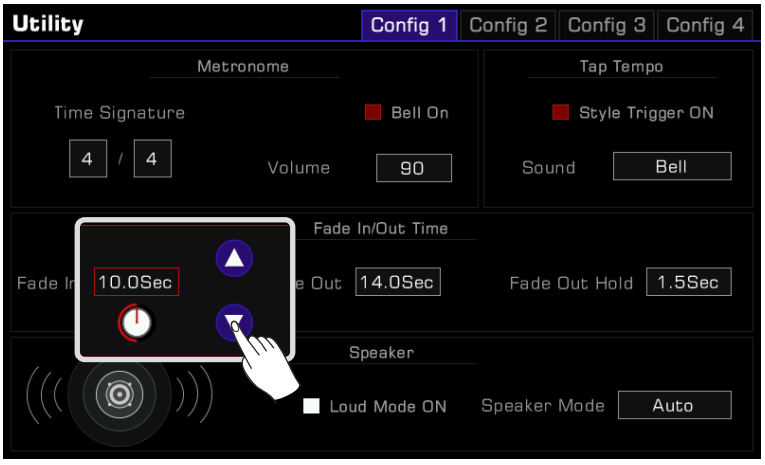
The selected parameter will become highlighted. Then, press the parameter name or another area to close the list.



3. DATA

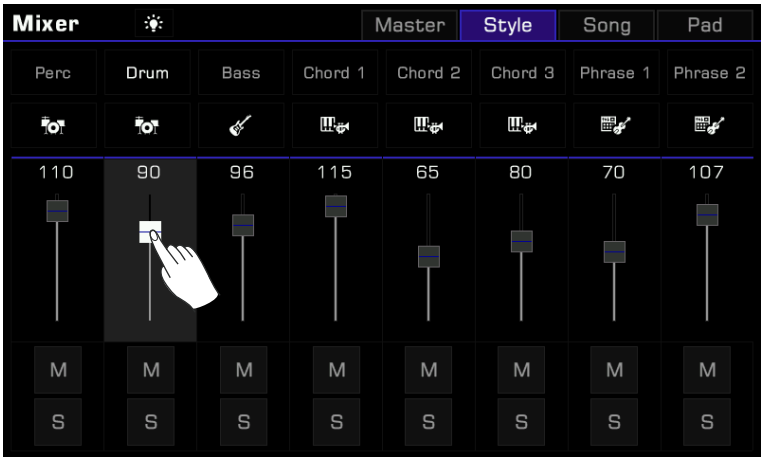
Some parameters (such as “Fade In Time”) feature a combo box.
There are three ways to adjust the parameter:

- Press the up/down or left/right arrow buttons on the touch screen.
- Use the [DATA DIAL].
- Use the [</>] buttons.



In some menus, such as “Mixer”, you can even use the virtual slider to adjust values.

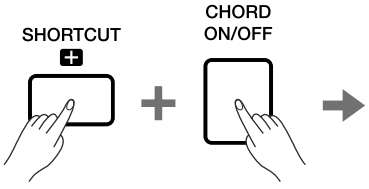
- Press and hold the slider, then move it up or down.
- When the slider is selected, you can also use [DATA DIAL] or [</>] buttons to adjust the value.

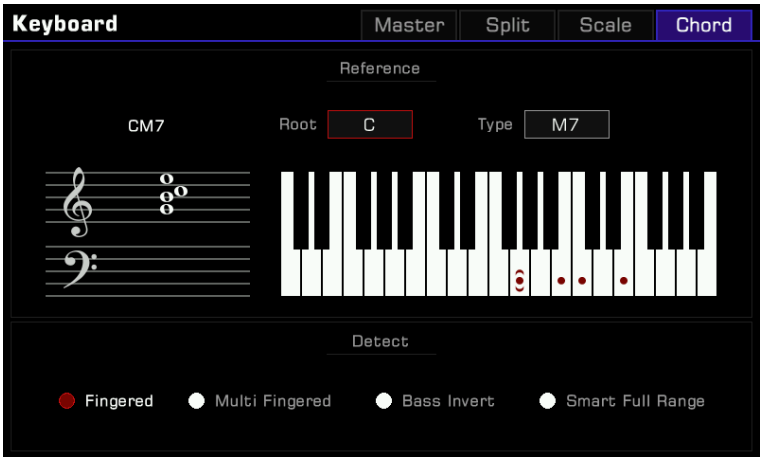


Shortcut +

You can quickly bring up the interface you need by using the [SHORTCUT+] button.
1. Press or hold the [SHORTCUT+] button.
2. Press another button while holding the [SHORTCUT+] button. It will bring up the interface most relevant to that button.

For example, press [SHORTCUT+] and then press the [CHORD ON/OFF] button to display the chord setting.

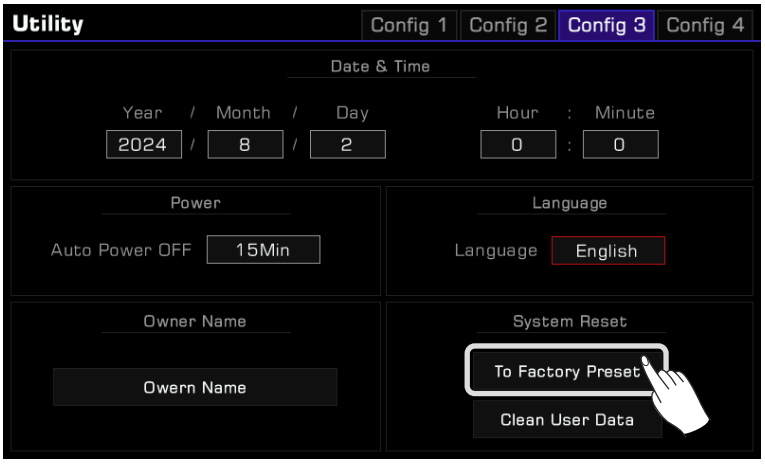




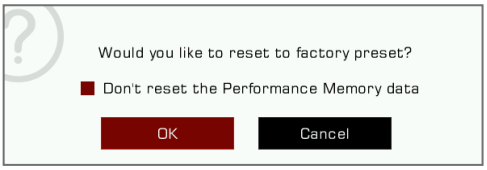
Tips:	Hold [SHORTCUT+] and use the keyboard, pedal or joystick to get direct access to those menus. Please refer to the Short Cut+ Chart in the Appendices section.

Factory Reset

You can restore the instrument to factory settings as follows:
Press the “Global Settings - Utility” menu and press the “To Factory Preset” button in the “Config 3” tab.



When performing factory reset, you can choose not to reset the Performance Memory data. This option is enabled by default.



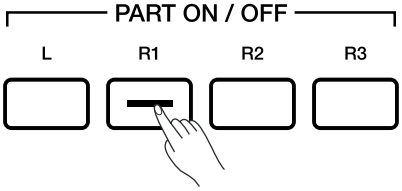
Sounds

The instrument has four parts: L, R1, R2 and R3. You can use the [PART ON/OFF] buttons to switch these parts ON or OFF. Through the combination of different parts you can enrich your performance.

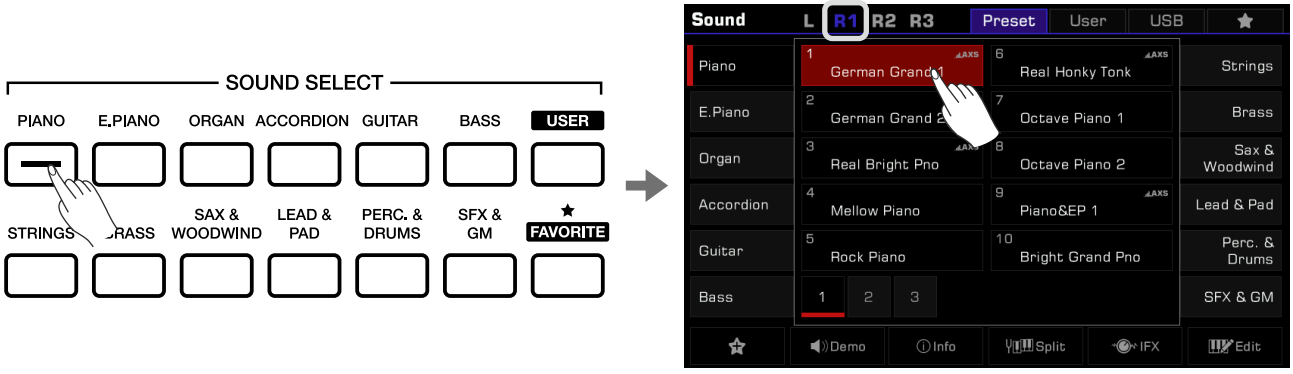
Playing Sounds

Turning on the Part, Selecting and Playing Sounds

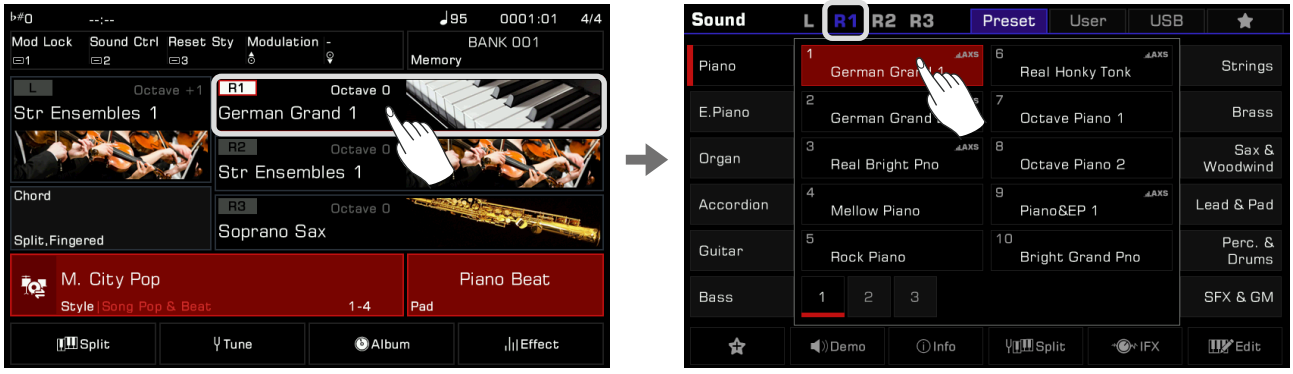
1. Press the the [R1] button to turn it on.



2. There are two ways to select sounds:
   - Press one of the [SOUND SELECT] buttons to bring up the corresponding sound selection menu. From there, make a selection by pressing the sound name. Each category will display different sounds.

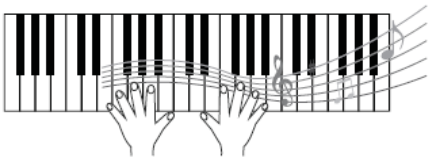


   - Press the R1 area in the main display to bring up the corresponding category. From there, switch categories or pages by using the touch screen.



To select User Sound, press the “User” tab or “USB” tab to bring up that menu.

3. Once the sound is selected, you may begin playing.



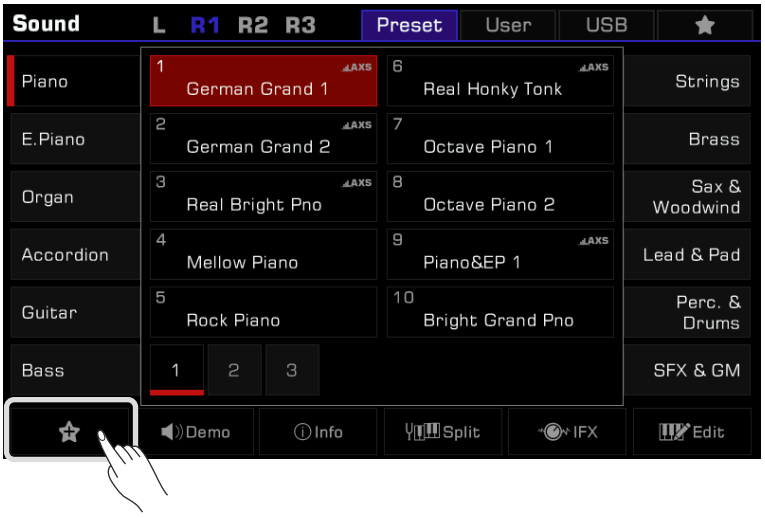
When using this instrument for music production, you can click the “Info” button at the bottom of the sounds selection menu to view the Bank and Program Change information of all preset sounds.

Tips:	• This instrument features high-quality preset sounds. Sounds with an AXS icon are our recommended favorites. • AXS is the abbreviation of “Acoustic Expression Sound”. This is a special term for the sounds that have samples of articulation or other playing techniques (such as, guitar sounds with finger scratches), which can be triggered by key off, pedals, or other real-time performance inputs.

Adding a Sound to “My Favorites”

This feature lets you quickly locate a file whenever it’s needed. Just with a tap of your fingertip, you can add sounds, styles, songs, albums and memories to “My Favorites” for easy access.

1. Press the “☆+” button at the bottom. A star will appear to the right of the selected sound name. Press the button again to remove it from “My Favorites”.

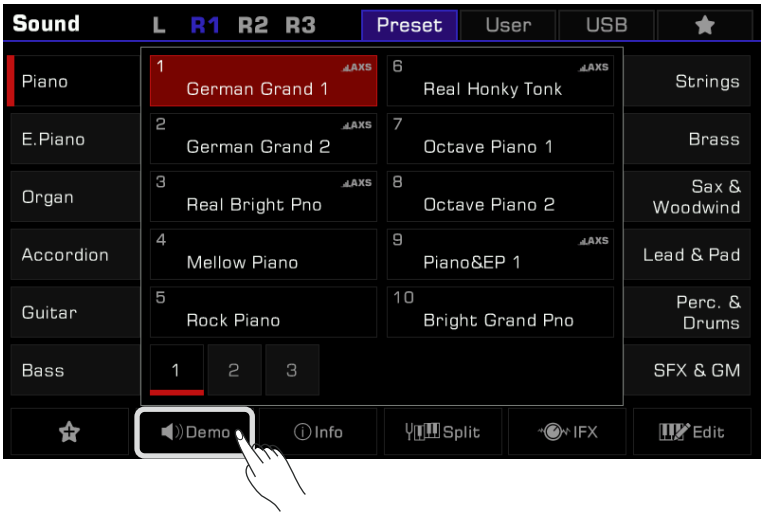


2. Press the “☆” tab to see the list of the sounds you added. You can remove any of the sounds in this menu anytime. You can also access this menu by pressing the [FAVORITE] button on the panel.



Playing Sound Demo

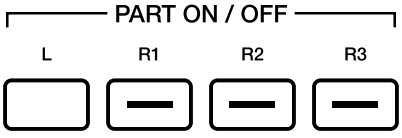
Press “Demo” on the Sound selection menu to start playing a demo of the selected sound. Press “Demo” again to stop it. The button is disabled if there isn’t a sound demo for the selected sound.



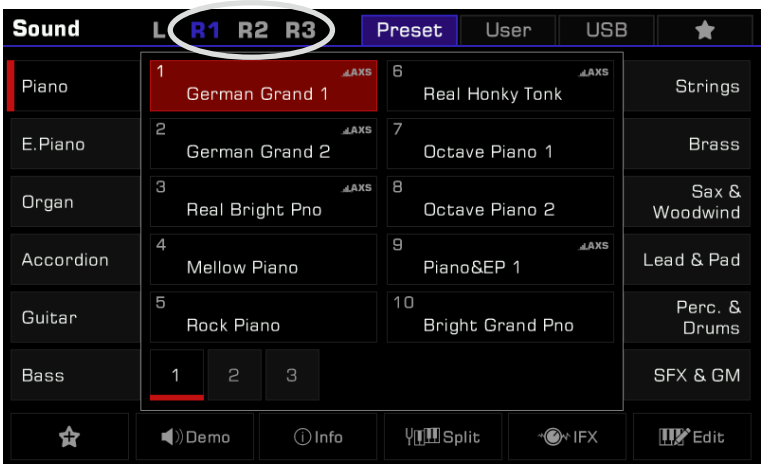
Playing Two or Three Sounds Simultaneously

The instrument allows two or three different sounds to be layered together to create a fuller, richer sound.

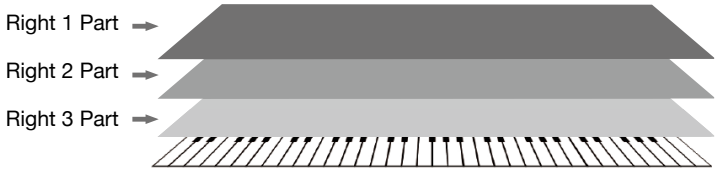
1. Press the [PART ON/OFF] buttons to turn the corresponding parts on or off.



2. Enter the Sound selection menu. Press the part name on the top left corner to switch the selected part. Then, select a sound for each part.



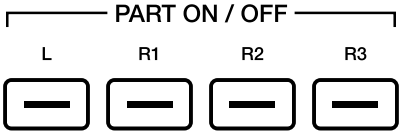
3. After selecting a sound for each part, play the keyboard to hear a layered, ensemble sound combining these parts.



Playing Different Sounds with Both Hands

This instrument supports up to 4 parts simultaneously, one for the left hand and three for the right hand.
1. First, turn the upper (R1-R3) parts on.

2. To set a sound for the left hand, make sure the [PART L ON/OFF] button is turned on.



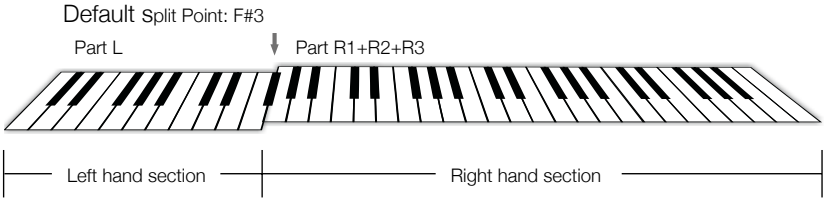
3. Select a left part sound.

4. Play the keyboard with both hands. You will hear different sounds from the left and the right hand sections.



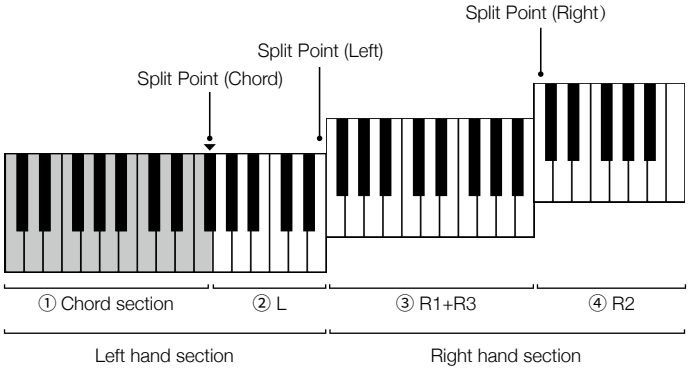
Setting the Split Point

When part “L” is turned off, you can play the right hand parts R1/R2/R3 across the full keyboard.
When part “L” is turned on, the keyboard is split into the left-hand section and the right-hand section.
The key that splits the keyboard is called the “split point”. The default split point is [F#3]. When all parts are turned on, by default, the parts are are assigned as follows:



The instrument allows you to further split the keyboard into multiple areas, so you can play different parts in each of them. You can set up to three split points across the keyboard: the chord split point, the left-hand split point, and the right-hand split point (for separating R1+R3 from R2).

The split point map is as follows:



- Split Point (Chord): (#F3 in the image) splits the left-hand section into the ①Chord Area and the ②Left Hand Part Area.
- Split Point (Left): (E4 in the image) splits the entire keyboard into the left-hand and the right-hand sections.
- Split Point (Right): (C6 in the image) splits the right-hand section into the ③R1+R3 Area and the ④R2 Area.

The icon ▼ indicates the Split Point (Chord) (#F3 in the image).

The gray bar representing C2 ~ #F3 indicates this area is not available for playing sound parts. For example, as shown in the image, you can play part L only in the area of G3 ~ E4.

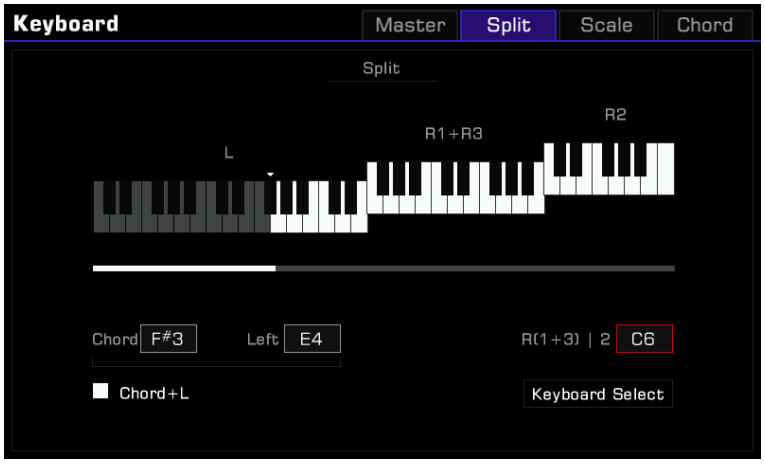
When the [CHORD ON/OFF] button is turned on, the gray bar of the chord area will be highlighted to indicate this area is now the chord detection area. The notes you play in this area will be recognized as chord notes.

You can play R1 and R3 together in the area of F4 ~ B5, and the part R2 on C6 and above.

Adjusting the Split Points:
You can adjust the split points to suit your needs. Press “Split” on the main display. Or access the Global Settings interface and select “Keyboard”, then press the “Split” tab.
1. Turn on all the parts and the [CHORD ON/OFF] button.

2. On the Split screen, select the split point name that you want to adjust, then directly change it on the touch screen, or by using the [DATA DIAL] or the [<]/[>] buttons.

Alternatively, you can press the “Keyboard Select” button to activate it, then assign the split point by pressing the keyboard.



3. When you turn on/off keyboard parts and [CHORD ON/OFF], the Split screen will reflect the keyboard splitting status in real-time.

4. If you turn on the “Chord + L” switch, the chord split point and the left-hand split point will overlap immediately. Adjusting one will automatically synchronize the other.

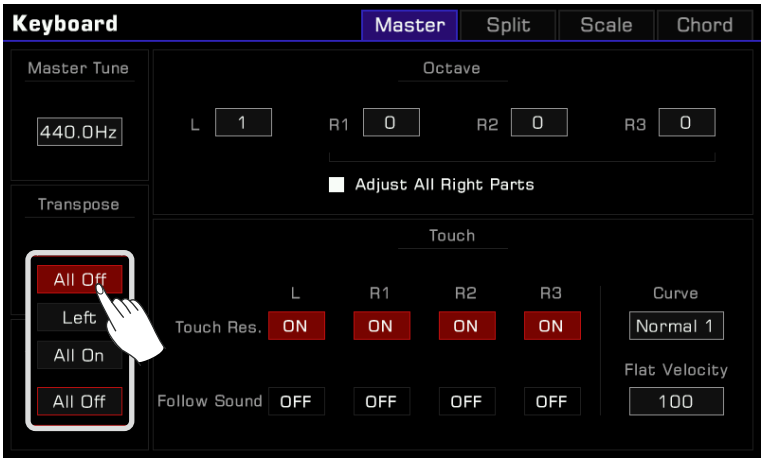
Tips:	• Split Point (Left) cannot be set lower than Split Point (Chord), while Split Point (Right) cannot be set lower than Split Point (Left). • If you set Split Point (Right) just next to the Split Point (Left), the three parts R1, R2 and R3 will overlap and play in the same area. • Due to limited system resources, part R3 has much fewer applicable IFX types than the other keyboard parts. Thus, R3 is layered with R1, instead of playing in a separate area. • You can set the volume of each part in the “Mixer” interface.

Using Keyboard Latch

When you turn the Latch function on, the sound of the latched part will continue playing after you release the keys.

1. Press “Split” on the main display or press the [GLOBAL SETTINGS] button and then select “Keyboard” to bring up the Keyboard menu.

2. Click the “Latch” parameter to select an option.
   - All Off: The Latch function will not apply to any sound part.
   - Left: The Latch function will only apply to the left part.
   - All On: The Latch function will apply to all sound parts (L, R1, R2 and R3).

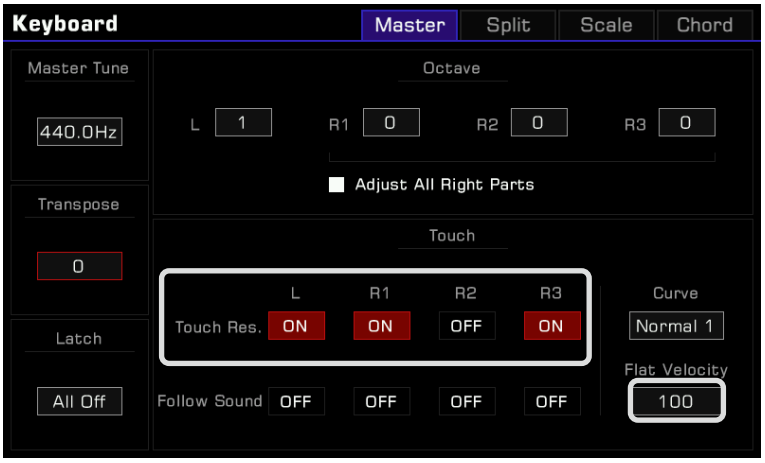


Setting the Keyboard Touch Response

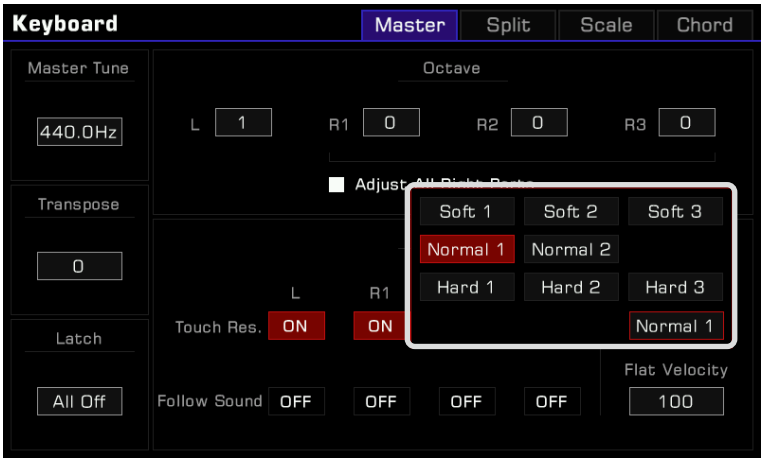
The touch response feature allows you to control you performance flexibly by the force of your touch.

Press “Split” on the main display or press the [GLOBAL SETTINGS] button and then select “Keyboard” to bring up the Keyboard menu.

1. Press the touch switch of each part to turn the touch response of the corresponding part on or off.
   - With touch OFF, the corresponding part will play at the same volume and output a flat velocity value no matter how much force you use. You can click the “Flat Velocity” value to bring up a combo box, then use the [DATA DIAL], the [<]/[>] buttons, or touchscreen to set the value.
   - With touch ON, the corresponding parts will respond to the force of your touch.

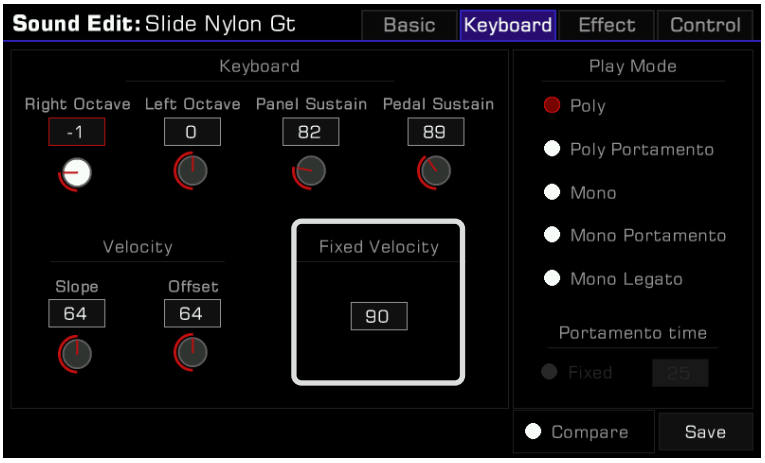


2. You can select a velocity curve that best suit your style. Press the “Curve” name to bring up a combo box, then use the [DATA DIAL], the [<]/[>] buttons, or touchscreen to select a curve.

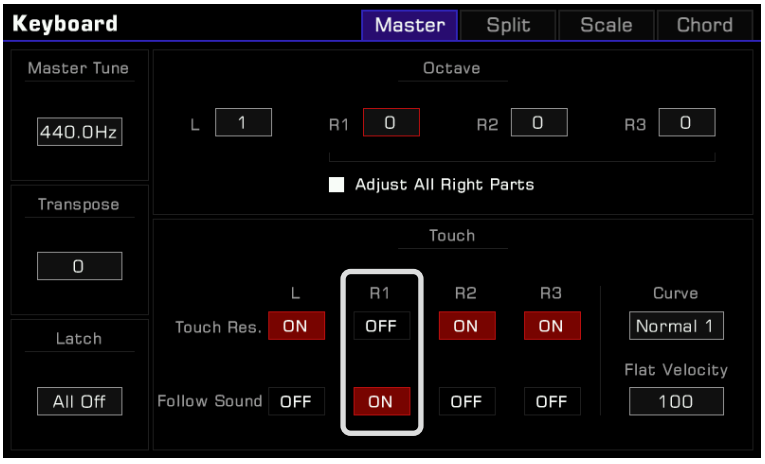


Follow Sound:
Some sounds on this instrument come with rich dynamic layers. If you find it challenging to control the dynamics by the force of your touch, you may use the Follow Sound feature.

1. Each preset sound has a default “Fixed Velocity”. You can adjust this parameter in the “Keyboard” tab of the Sound Edit menu. Then set this sound to a keyboard part.



2. In the Keyboard menu, switch off the touch response of that keyboard part, then turn on its “Follow Sound” switch.



3. When you play this part, it will output the fixed velocity as set in the Sound Edit menu, no matter how much force you use.

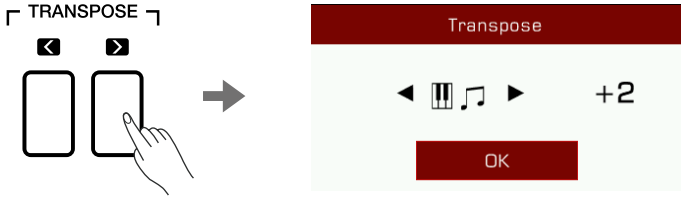
Tips:	• Certain sounds, such as clavichords and pipe organs, are not touch responsive due to their inherent characteristics. • When the touch switch of a part is turned on, the corresponding part will respond to the force of your touch, regardless of whether its “Follow Sound” is turned on or off. • When the touch switch of a part is turned off, the corresponding part will output the flat velocity (with Follow Sound disabled) or the sound’s fixed velocity (with Follow Sound enabled).

Using Transpose and Octave to Change Pitch

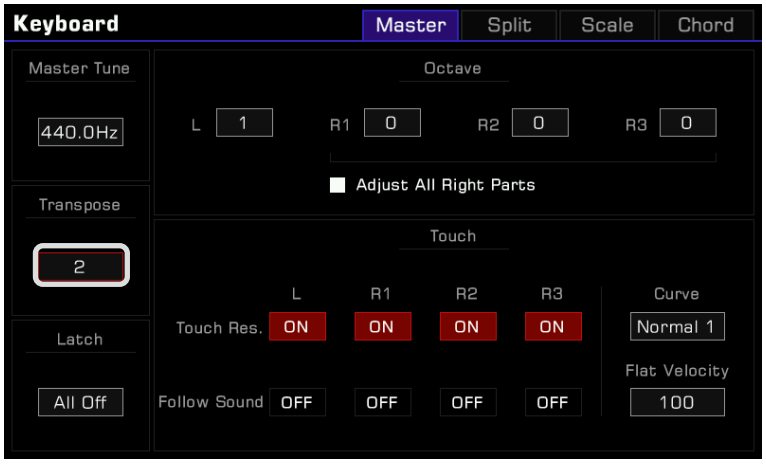
The transpose function allows the overall pitch of the instrument, including Styles and Songs, to be transposed up or down by a maximum of one octave in semitone steps.

There are two ways to use the Transpose function:

1. Press the [TRANSPOSE <] / [TRANSPOSE >] buttons to edit the transpose setting.



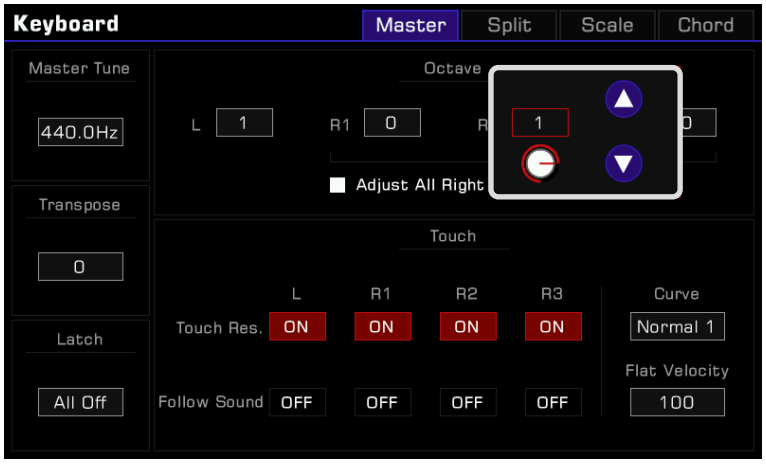
2. Use the [DATA DIAL], [<]/[>] buttons, or touchscreen in the “Keyboard” menu to adjust the keyboard pitch by semitones.



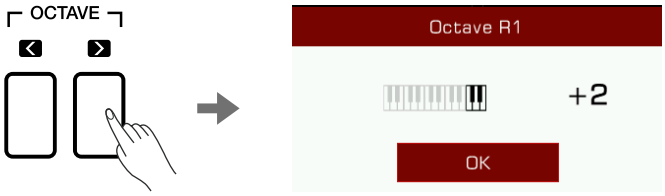
You can also shift the pitch of a specific part or track up or down by full octaves. Octave shift is not available for Style and Song modes.

There are two ways to shift the Octave of a part:

1. In the Keyboard menu, press the “Octave” value of a part, then use the [DATA DIAL], [<]/[>] buttons, or touchscreen to shift the octave of this part.

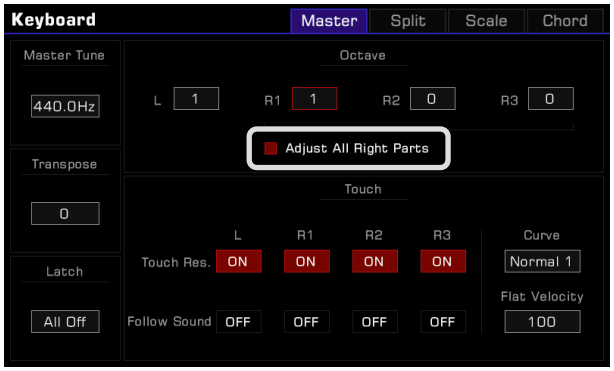


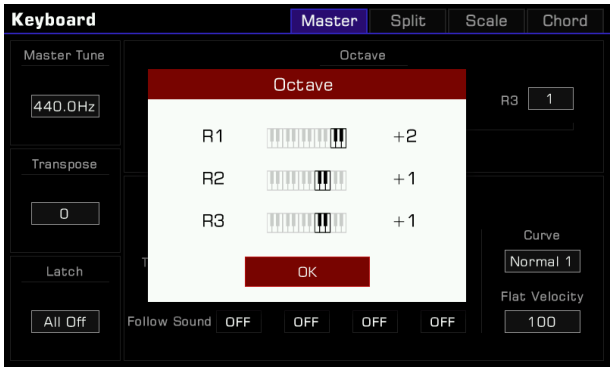
2. Press the [OCTAVE <] / [OCTAVE >] buttons to edit the octave of selected part.



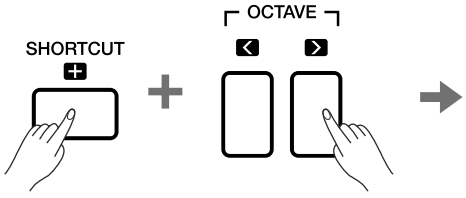
There are two ways to shift the Octave of all the right-hand parts at the same time.

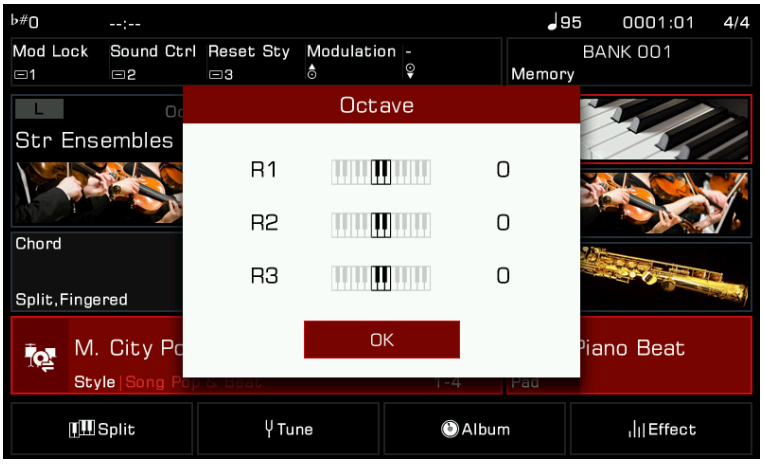
1. In the Keyboard menu, turn on the “Adjust All Right Parts” switch.
   At this point, if you adjust the octave of a right hand part in the Keyboard menu or with the [OCTAVE] buttons, the octave setting of the other right hand parts will be synchronized.





2. Press and hold the [Shortcut+] button, then press [Octave<] or [Octave>] button to shift the octave of all the right hand parts simultaneously.

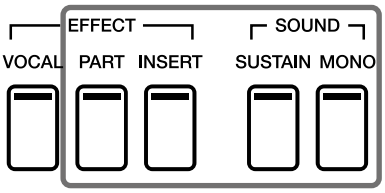




Tips:	• In addition to Transpose and Octave adjustment, you can set the overall instrument pitch by adjusting the Master Tune frequency. • Generally, the instrument uses twelve-tone equal temperament at a standard pitch of 440.0 Hz. However, you can set it higher or lower according to performance needs. • Please refer to the section on Master Tuning for more details.

Adding Effects to Sounds

The instrument features several fine-tuned effects that can be added to keyboard parts to enrich your musical expression.



• Sustain: Press the [SUSTAIN SOUND] button to apply sustain effect to the notes you play on the keyboard. This effect applies to all the parts.

Tips:	• For a more natural sustain effect, please use the sustain pedal. • You can use the sound edit function to modify the length of panel sustain and pedal sustain. • When using the R1 part to play the no. 1 piano sound, using the sustain pedal allows you to achieve a very authentic pedal noise and string resonance.

• Part Effect: Press the [PART EFFECT] button to add Arp/Harmony to the notes played. This effect only applies to the currently selected parts.

Tips:	• Most harmony effects only work in Chord mode. Press the [CHORD] button to turn on Chord mode and then play chords in the chord area. It will add harmony effect to the the right hand notes. • Harmony only applies to the hand parts (R1, R2, R3). It's not available for the left hand part. • When applying arpeggio to a keyboard part, one or more notes you play on the keyboard will be converted into a series of notes playing in a chronological order. Try different arpeggios to add variation to your performance. • A keyboard part can use either harmony or arpeggio. These two part effects cannot be applied to the same keyboard part at the same time. • Each sound on this instrument has an optimized part effect setting. To edit the part effect setting, please refer to the Part Effects section.

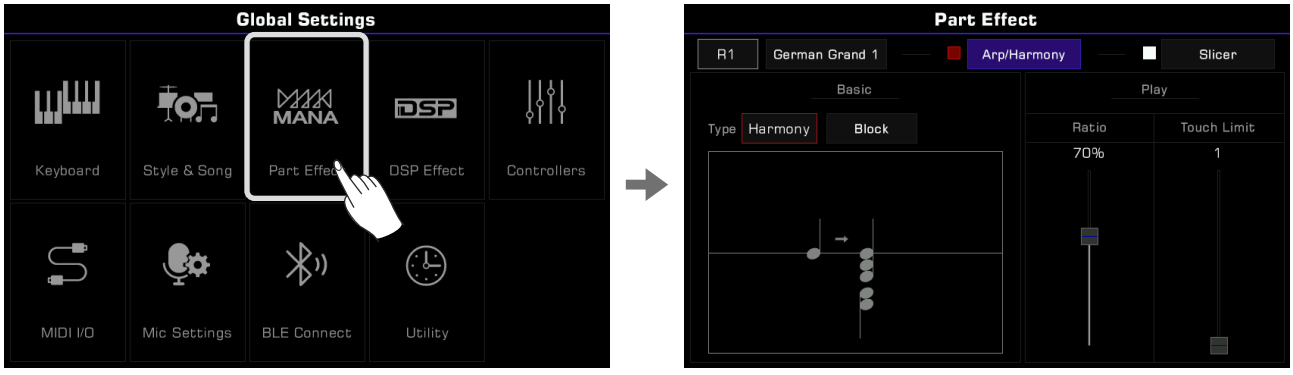
• Insert Effect: Press the [INSERT EFFECT] button to add an effect to the Sound. There is a wide selection of insert effects available. For example, adding distortion to a Guitar sound to enrich its expression, or adding delay to an E.Piano sound to make it more authentic. This effect only applies to the currently selected parts.

Tips:	• You can edit the insert effect setting for each keyboard part. Please refer to the DSP Effects section. • You can also quickly turn on/off the insert effect for each part in the Mixer interface. • Most sounds on this instrument have an default insert effect setting. You can change the insert effect of a sound by using the sound edit function. Please refer to the Editing Sound section.

• Mono: Press the [MONO SOUND] button to make the Sound play monophonically (single notes only). In this mode, the keyboard will only produce one note at a time no matter how many keys you press at the same time. This effect only applies to the currently selected parts.

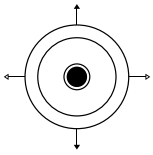
Tips:	• Some sounds are set to Mono by default according to their characteristics. Some sounds may also apply a portamento or legato effect (portamento effect is also applied to some sounds with poly mode). • You can edit the Play Mode of a sound by using the sound edit function.

This instrument also includes other part effects. For example, slicer allows you to play notes with rhythmic filters and volume changes, adding great dynamics to your performance.
Enter the "Part Effect" menu through [GLOBAL SETTINGS] to add more keyboard effects to your playing.

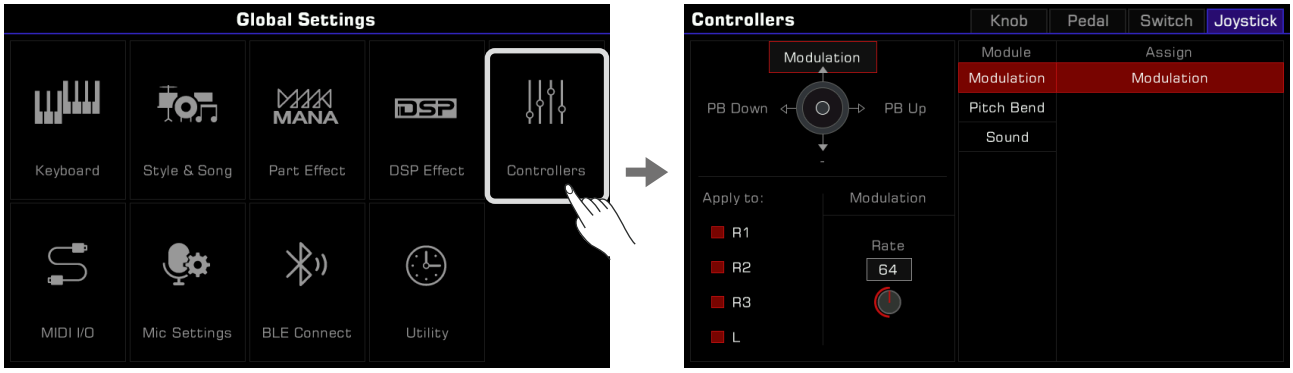


Using the Joystick to Adjust Pitch and Sound

Move the Joystick up, down, left, or right to change keyboard pitch or sound effects. After releasing it, the Joystick will return to the neutral position.



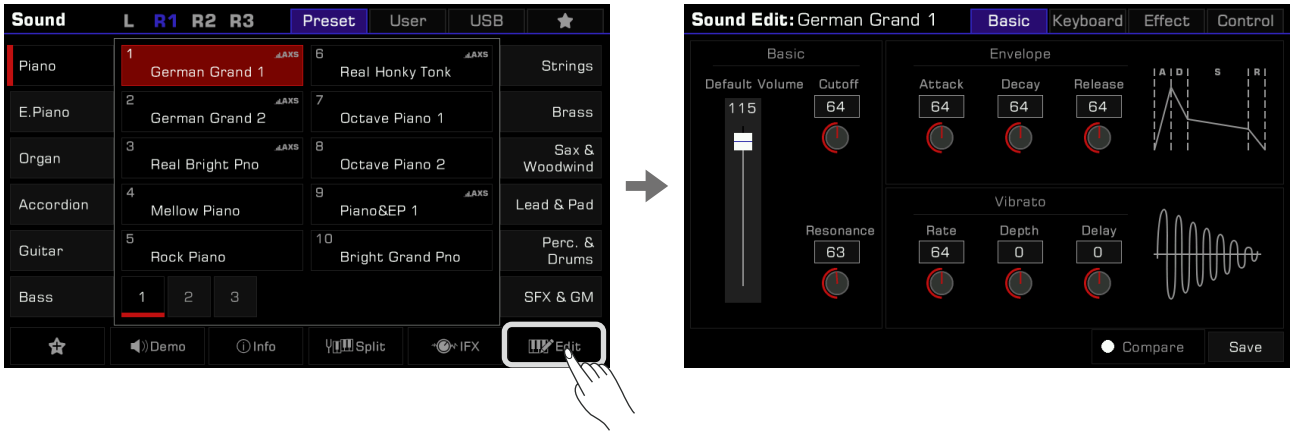
- The left and right directions, by default, are Pitch Bend, which will bend the pitch down or up.
- The up direction, by default, is Modulation. It plays the notes with vibrato.
- The up and down directions are assignable. You can assign functions to these directions. Pleaser refer to the Controllers section.



Tips:	**About Pitch Bend:** With the Joystick you can produce realistic bend effects when you play the sound, which will make the sounds more flexible. Different sounds have different default bend ranges. You can change the default bend up/down ranges with the sound edit function. All keyboard parts of this instrument can have only one bending range at one time. With several parts enabled at the same time, the bending range of the instrument generally follows the R1 part. If you want to customize the bending range and lock it, use the Pitch Bend Lock feature. 1. In the Controller interface, assign the function “Sound - Pitch Bend Range Lock” to an assignable switch above the Joystick, then turn it on. 2. Adjust the pitch bend up/down ranges in the Joystick tab. At this point, if you use the Joystick to bend the notes, it will apply this bending ranges to all keyboard parts, instead of using the bending range of the sound. 3. When you switch off the Pitch Bend Lock function, the bending range will be reset to the default setting of the current sound. **About Modulation:** When Joystick is pushed upward, the part being played has a vibrato effect. Joystick will return to center position when released and the vibrato effect will disappear. With the Modulation Lock function, it will retain the vibrato effect when the Joystick returns to the center position. In the Controller interface, assign the function “Joystick - Modulation Lock” to an assignable switch, and then turn it on. **About Sound Control:** You can modify the function of Joystick’s up and down directions to better suit your playing habits. When the Joystick is assigned “Sound - Sound Control”, you can move it up or down to change the applied insert effect of the sound in real time. Alternatively, when an assignable switch above Joystick is set to Sound Control and turned on, moving the Joystick up and down can change the insert effect parameters of the sound in real time. Refer to the “Controllers” and “Sound Edit” sections for more information.

Editing Sounds

The sound edit function enables you to create your own sounds by editing parameters of existing sounds. You can save up to 500 User Sounds and recall them from the User sound tab.
Select a sound to edit. Press the “Edit” button on the Sound Selection display to call up the Sound Edit menu.



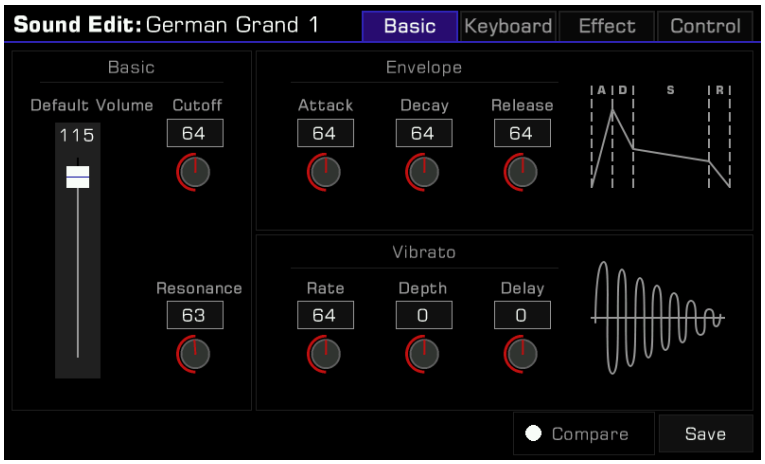
Editable Parameters

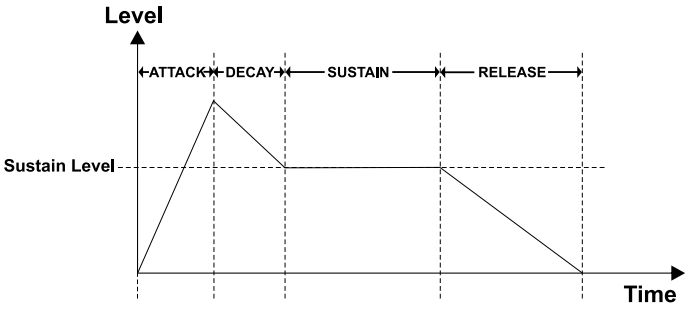
The editable parameters are categorized into four tabs at the top of the menu. Press one of the tabs to edit that parameter.

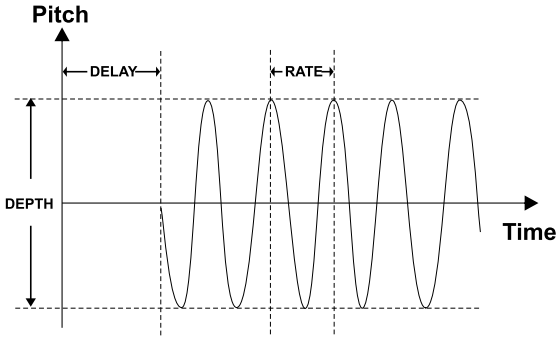
Basic Tab

This menu contains “Basic”, “Envelope”, and “Vibrato” parameters .

Basic	Default Volume	Change the default volume of the current sound. As the value is turned higher, the sound becomes louder.	0~127
	Cutoff	Adjust the filter cutoff of the sound. As the value is turned higher, the sound becomes brighter.	0~127
	Resonance	Adjust the filter resonance of the sound. As the value is turned higher, the resonance effect becomes stronger.	0~127
Envelope	Attack	Determines the time it takes for a sound to reach maximum volume after the key is pressed and sound begins. As the value is turned lower, the sound begins faster.	0~127
	Decay	Determines the time it takes for a sound to reach its sustain level volume after the attack. As the value is turned lower, the sound decays faster.	0~127
	Release	Determines the time from the key is released until the sound decays to silence. As the value turned lower, the sound disappears faster.	0~127
Vibrato	Rate	Determines how fast one vibrato effect cycle is played. As the value is turned higher, the vibrato speed becomes faster.	0~127
	Depth	Determines the strength of the vibrato effect. As the value is turned higher, the effect becomes stronger.	-64~63
	Delay	Determines how quickly the vibrato effect starts after the sound begins. As the value is turned higher, the vibrato starts later.	-64~63



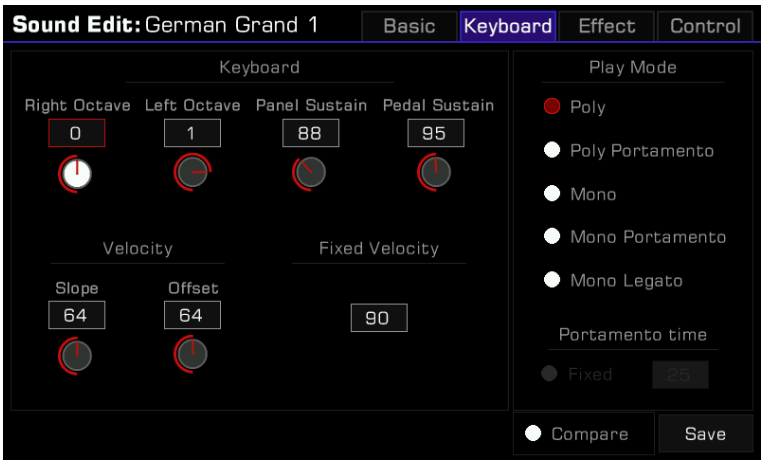




Keyboard Tab

This menu contains “Keyboard”, “Velocity”, and “Play Mode” parameters.

Keyboard	Right Octave	Determines the default octave shift of the edited sound when used as any of the RIGHT 1-3 keyboard parts.	-2~+2
	Left Octave	Determines the default octave shift of the edited sound when used as the LEFT keyboard part.	-2~+2
	Panel Sustain	Determines the length of sustain when using Panel Sustain.	64~127
	Pedal Sustain	Determines the length of sustain when using Pedal Sustain.	64~127
Velocity	Slope	Adjusts the velocity slope. As the value is turned higher, the velocity dynamics becomes greater.	0~127
	Offset	Adjusts the amount by which the keyboard sound responds to the velocity slope.	0~127
Play Mode	Poly	Sets the sound to be played back with multiple simultaneous notes (polyphonically).	
	Poly Portamento	Sets the sound to be played back with multiple simultaneous notes (polyphonically). Legato playing triggers the Portamento effect.	
	Mono	Sets the sound to be played back with single note only (monophonically).	
	Mono Portamento	Sets the sound to be played back with single note only (monophonically). Legato playing triggers the Portamento effect.	
	Mono Legato	Sets the sound to be played back with legato, and without Portamento.	
	Portamento Time	Sets the transition speed from the first note played to the next, when the play mode is set to Portamento or Legato. Please note that the portamento range may change when Portamento Time is fixed.	0~127
Sound Velocity	Fixed Velocity	Set the sound’s fixed velocity. When the touch switch of a part (where this sound is used) is turned off and the “Follow Sound”switch is turned on in the Keyboard menu, it will use this fixed velocity for playing the sound.	0~127

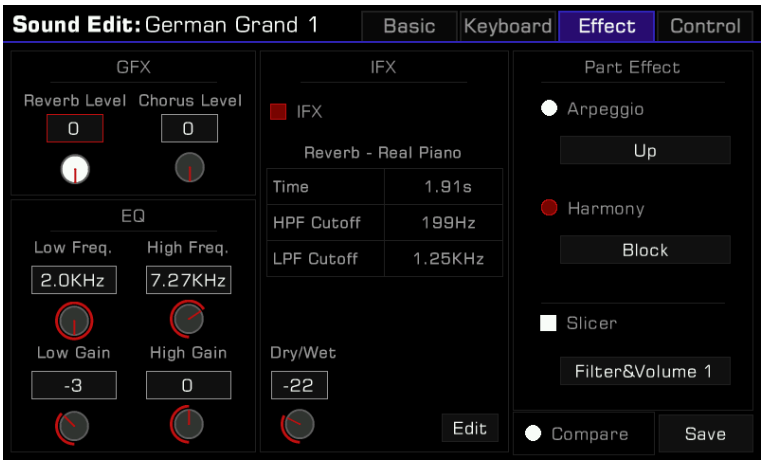


Tips:	• If the play mode is set to “Mono”, only one sound will be produced at a time no matter how many keys you play at the same time. When using the Harmony effect, you can still hear all harmony notes. • Portamento slides the pitch of one note played on the keyboard into the next note played. You can control the transition time by adjusting the “Portamento Time”. • Legato is a special mode of monophonic playing. When you press a new key while already holding another key, the first note will immediately change to the second note played. Playing some stringed instruments with Legato can be surprisingly realistic.

Effect Tab

This menu contains “Global Effect”, “EQ”, “Insert Effect” and “Part Effect” parameters.

GFX	Reverb Level	Adjust the reverb depth.	0~127
	Chorus Level	Adjust the chorus depth.	0~127
EQ	Low Frequency	Adjust the Sound’s Low Frequency cutoff.	32 Hz~2.0 KHz
	Low Gain	Adjust the Sound’s Low Gain level.	-12~+12
	High Frequency	Adjust the Sound’s High Frequency cutoff.	500 Hz~16 KHz
	High Gain	Adjust the Sound’s High Gain level.	-12~+12
IFX	IFX ON/OFF	Press to turn the default IFX of your selected sound on/off. You can also control this function with the IFX button on the panel. The current IFX name and parameters are displayed under this switch.	
	Dry/Wet	Adjust the IFX depth. If the selected IFX does not support this parameter adjustment, the knob will not appear.	-64~+64
	IFX Edit button	Press this button to select IFX for the selected Sound in the pop-up.	
Part Effect	Arpeggio ON/OFF	Press to set Arpeggio as the Sound’s default part effect.	
	Arpeggio Type	Press the Arpeggio name to bring up the Arp Selection menu. Press to select an arpeggio type from this list.	
	Harmony ON/OFF	Press to set Harmony as the Sound’s default part effect.	
	Harmony Type	Press the Harmony name to bring up the Harmony Selection menu. Press to select a Harmony type from this list.	
	Slicer ON/OFF	Press to turn on/off the Slicer effect.	
	Slicer Type	Press the Slicer name to bring up the Slicer Selection menu. Press to select a Slicer type from this list.	

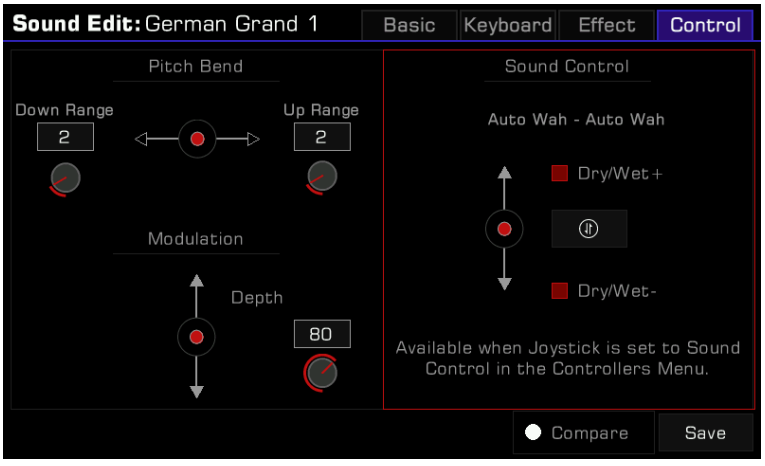


Tips:	• When a sound is used in R3, the insert effect of that sound may be turned off. This depends on the effect type used for the sound, as some IFX cannot be used for R3. The insert effects of this instrument can be freely distributed among the parts of the keyboard. When an insert effect of a part is occupied, the part may have no effect. Go to the “DSP Effects” section for more information. • Most Harmony effects only work when [CHORD ON/OFF] is turned on. Turn [CHORD ON/OFF] on when editing a sound and listen to the effect while playing a chord. • Arpeggio and Harmony effects can not be used on the same keyboard part at the same time. Slicer can be used with Arpeggios or Harmonies. • Please refer to the section on Part Effects for more information.

Control Tab

This menu contains “Pitch Bend”, “Modulation” and “Sound Control” parameters.

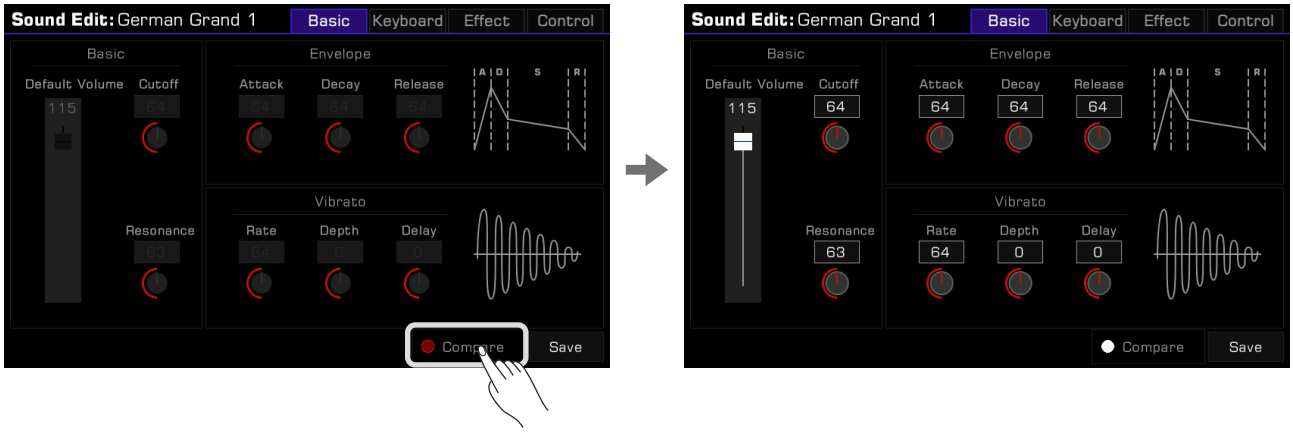
Pitch Bend	Pitch Bend Range	Adjust the default bending up/down ranges of the sound, changing the pitch of played notes up or down smoothly with the Joystick.	0~12
Modulation	Vibrato Depth	Determines the strength of the vibrato effect. Add Vibrato by moving the Joystick up.	0~127
Sound Control	IFX ON/OFF	Control the IFX effect in real time by moving the Joystick up or down. Different IFX have different preprogrammed parameters for the Joystick. The parameter name for the selected IFX will be shown here. Press to turn on the IFX button, and assign “Sound Control” function to the Joystick’s up and down directions. Press the “Exchange” button to swap the parameters’ position.	



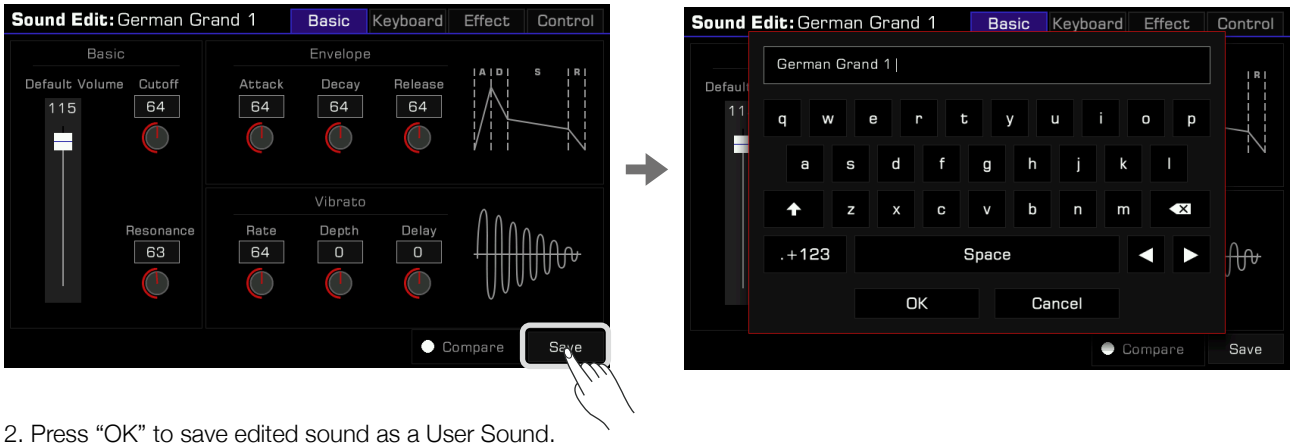
Tips:	• Only some insert effects have up to two effect parameters that can be assigned to the Joystick. • When the switch function above Joystick is set to Sound Control and turned on, move the Joystick up and down to activate Sound Control. Go to the “Controllers” section for more information.

Saving the Edited Sound

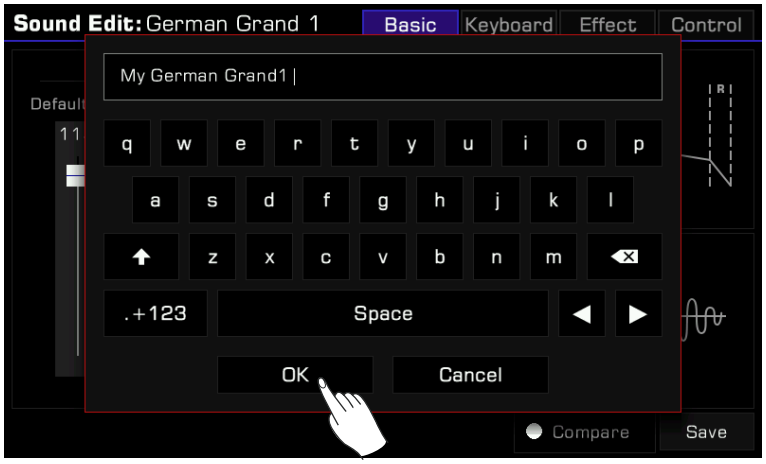
After editing the sound, you can compare your edit to the original sound.
Press the “Compare” button, then play the keyboard to hear the original preset sound with default parameter settings.
Press the “Compare” button again to return to your edited sound.



When you finish editing, save your settings to User Sound as follows:
1. Press “Save”. Enter a name for your edited sound by the soft keyboard.



2. Press “OK” to save edited sound as a User Sound.



Now, you can find the saved sound in the “User” tab.

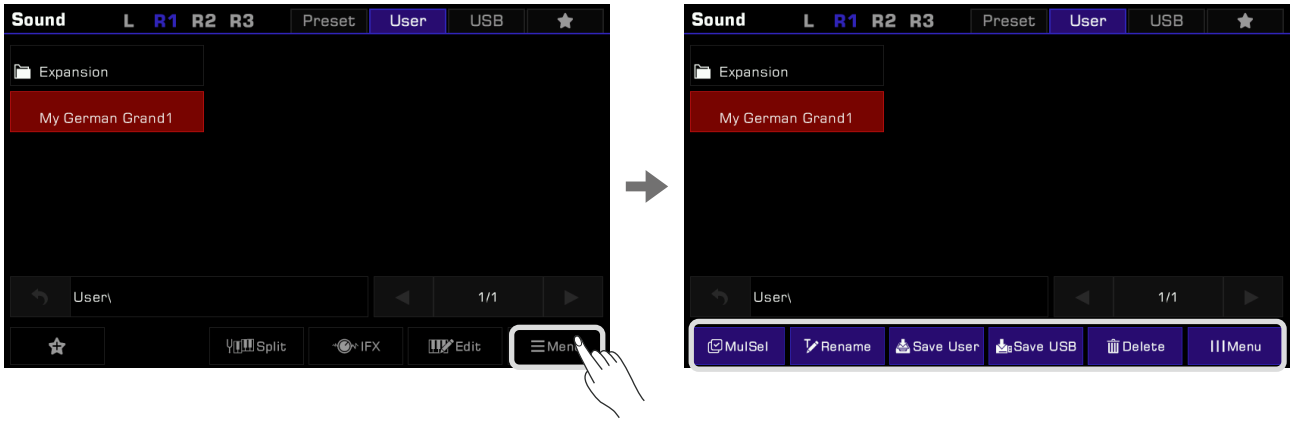


Saving, Deleting or Renaming a User Sound

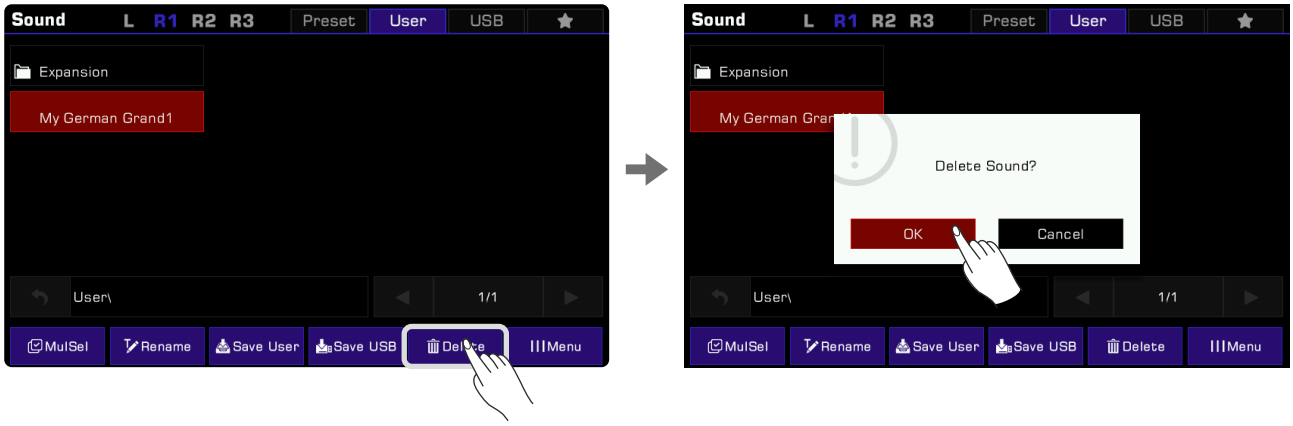
You can delete, rename or save a User Sound to USB device from the “User” menu.

1. Select a User Sound.

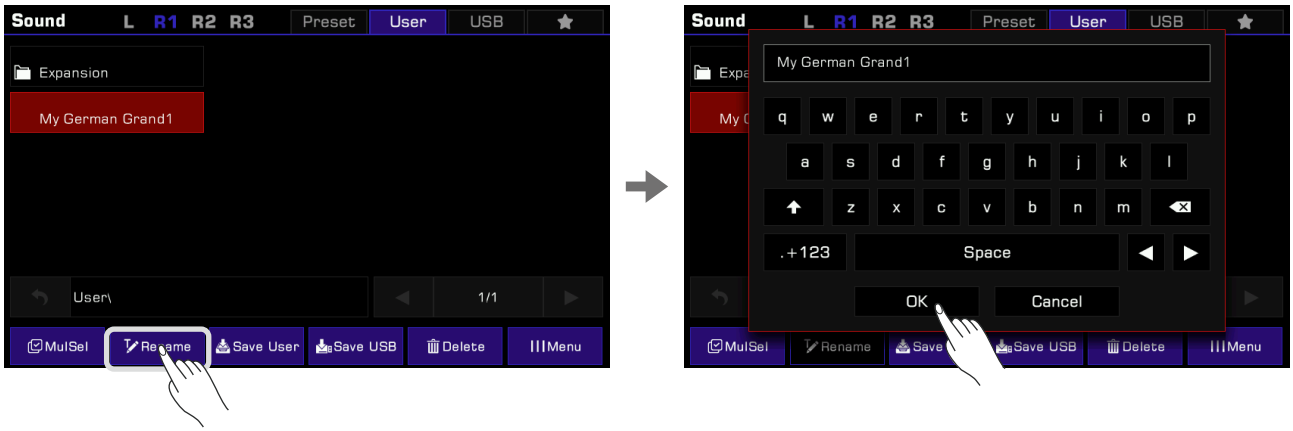
2. Press the “Menu” icon at the bottom right corner to bring up the function menu.



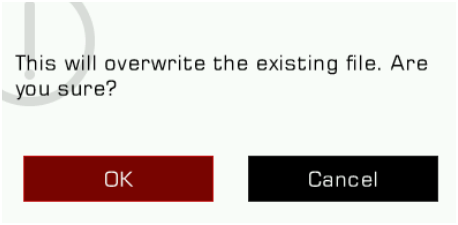
3. Press the “Delete” button to delete the selected User Sound. Then press OK to confrm.



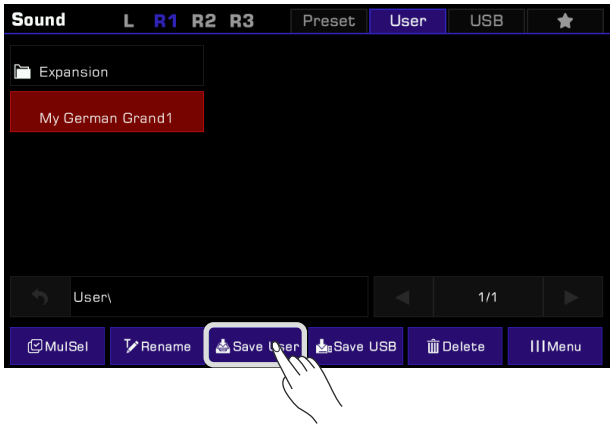
4. If you wish to rename the sound, press the “Rename” icon to bring up the soft keyboard. Edit the new name and press “OK” to confirm.



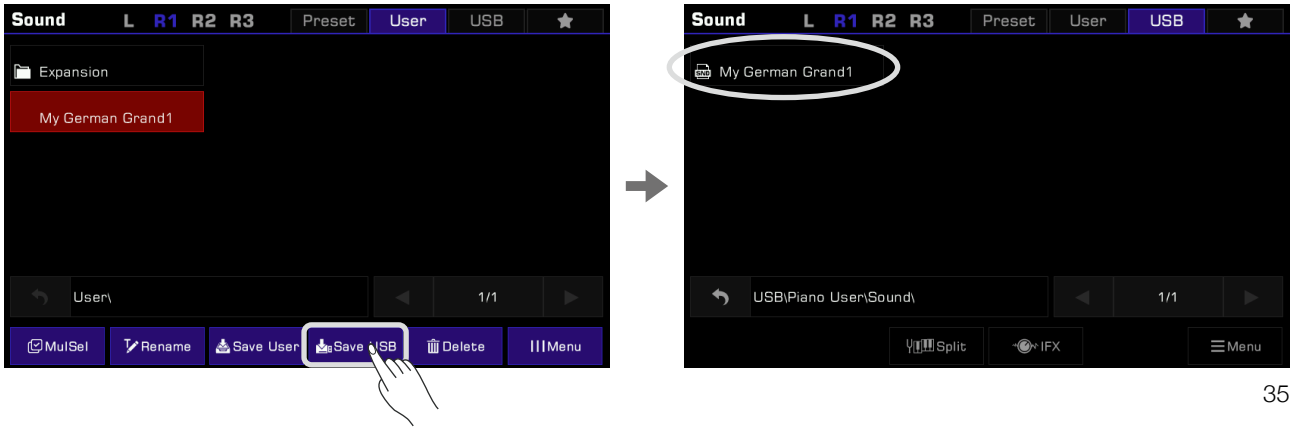
If the name you entered is same as an existing file, a pop-up will ask if you want to overwrite the existing sound.



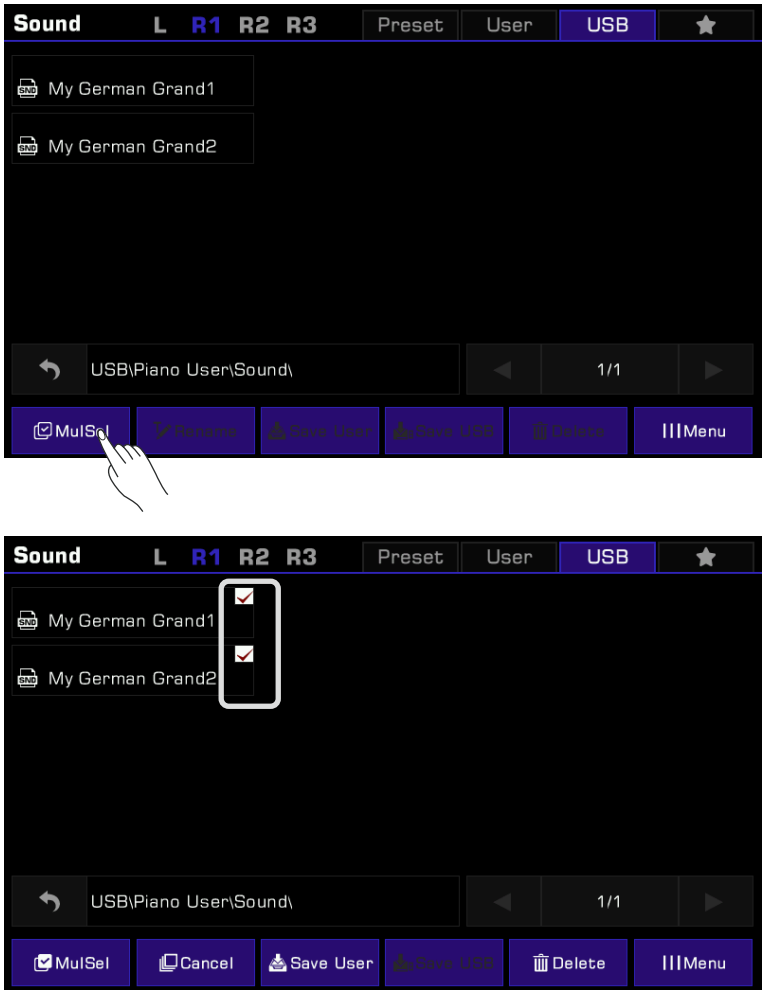
5. Press the “Save User” button to bring up the soft keyboard. Rename the sound and save it as a new User Sound.



6. Press the “Save USB” button to bring up the soft keyboard. Rename the sound and save it to a USB device. This function only can be used when a USB device is connected. Enter the “USB” menu to find the new sound you saved.



You can also select multiple files to delete them. Press the “MulSel” button on the bottom left to enter “Multi-select” mode. The “Rename” button will be replaced by a “Select All” button.
Now, you can touch multiple file names to select them or press “Select All” to select all the files in the directory.



Tips:	You can add a User Sound or a Sound saved in a USB device to “My Favorites” the same way you add a preset Sound to “My Favorites”.

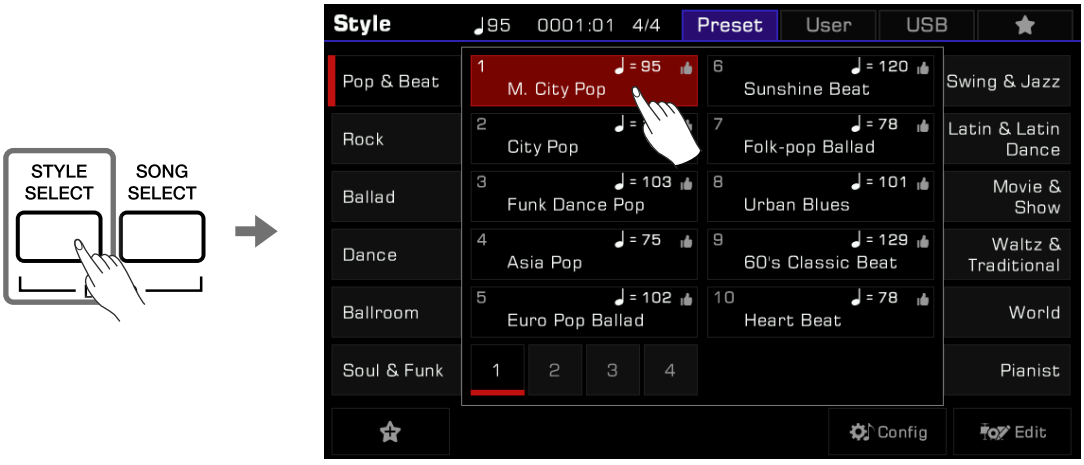
Styles

The instrument has a huge selection of various musical styles that put a full backing band at your fingertips. All you have to do is to play chords. With auto accompaniment, even a solo performer can enjoy the experience of playing with a full band or orchestra.
Styles are grouped into may categories based on musical genres.

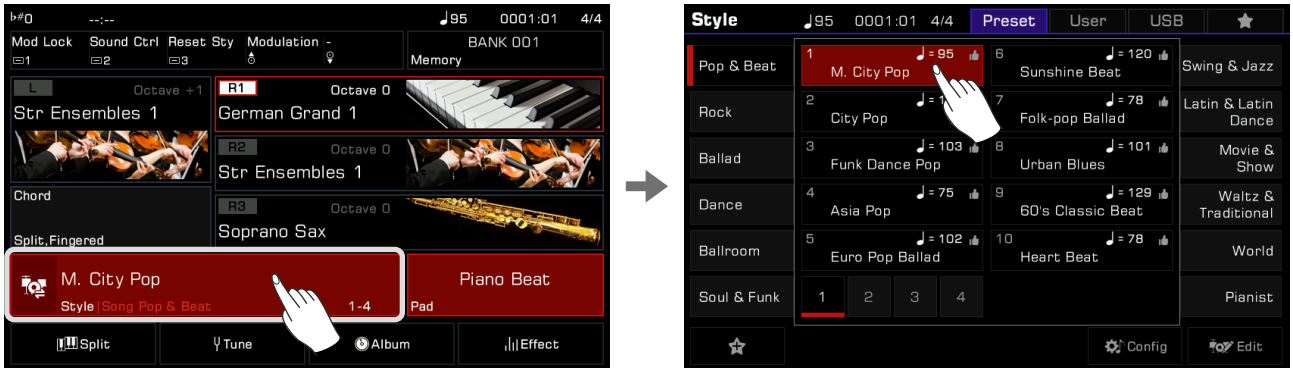
Using Styles

Selecting Various Styles

1. You can select a style as follows:
   - Press the [STYLE SELECT] button to enter the Style Selection menu. Choose a Style Group, then press to select a style name from the list.



   - When the Style/Song area in the main display is in Style mode, press this area to enter the corresponding group display of the current style. You can jump to other pages or other groups by touching the screen. Then, press the style name to select it.



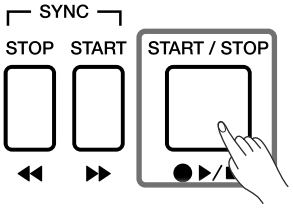
   - To select a User Style, press the “User” or “USB” tab and select a file from the list displayed.

Tips:	• All of the presets in this instrument feature high quality styles. Styles with a “👍” icon are our recommended favorites. • On the main display, you can switch between Style mode and Song mode by clicking on the icon to the left of the style/song name. • In the Style/Song area, it also shows the information “current measure position - total measures” of the current style section. It informs you about the playback position, so you can judge when to switch to other sections.

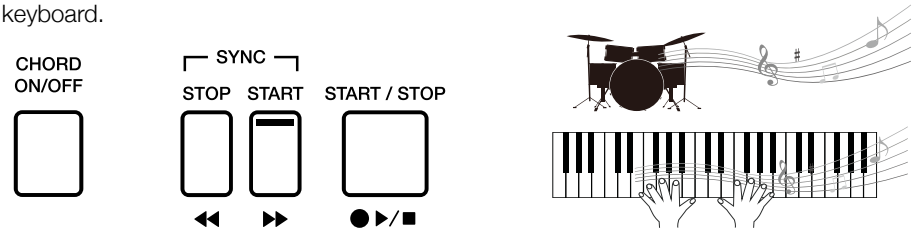
Playing the Percussion Tracks of a Style

Percussion tracks are a significant part of a style. You can generally identify the style of music by listening to its percussion track.

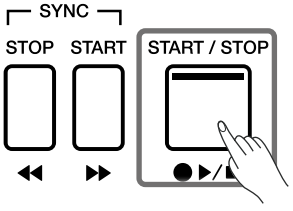
1. In the Style mode, press the [START/STOP] button. The style will immediately start with only the percussion track.



If the [CHORD ON/OFF] button is turned off and the [SYNC START] button is turned on, the percussion track will start when you play the keyboard.



2. Press the [START/STOP] button again to stop the style playback.



Tips:	• There may be no sound after pressing the [START/STOP] button if you select a piano style. This is because percussion is not available for piano style. • In the Mixer interface, you can adjust the global volume of the whole style and each channel.

Playing All Tracks of a Style

With auto accompaniment, you just need to play chords. The accompaniment will automatically follow along with the chords you play. This simulates the experience of playing with an orchestra.

Play all the tracks of a style as follows:

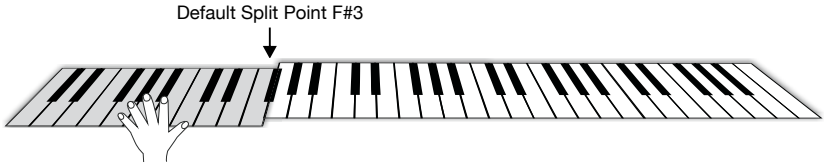
1. Press the [CHORD ON/OFF] button to turn on chord detection.



2. Press the [SYNC START] button to turn on the Sync Start function.



3. Press a chord in the chord area. It will start playing auto accompaniment of all tracks.
   Experiment with playing different chords with your left hand and playing the melody with your right hand.
   The automatic accompaniment will enhance your performance.

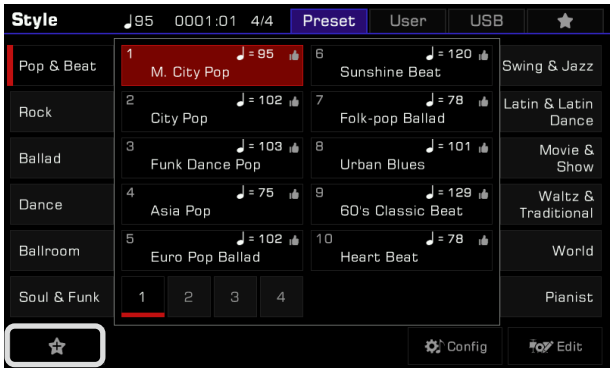


Tips:	• If you press the [SYNC STOP] button to turn on the Sync Stop function, the accompaniment will automatically stop when you release the chord. • The preset tempo of each style is displayed above the style name. The tempo will change according to the style you select. • To switch between different styles without changing the tempo, turn on the “Tempo Lock” in the “Style & Song” menu to maintain the tempo of the style that is currently playing. • To adjust the volume of each track or turn some tracks off, you can make detailed adjustments in the “Mixer” menu.

Adding a Style to “My Favorites”

Get quick access to your most commonly used styles by adding them to “My Favorites” as follows:

1. Press the “☆+” button at the bottom. A star will appear to the right of the selected style name. Press the button again to remove it from “My Favorites”.



2. Press the “☆” tab to see the list of the styles you added. You can remove any of the styles in this menu anytime.



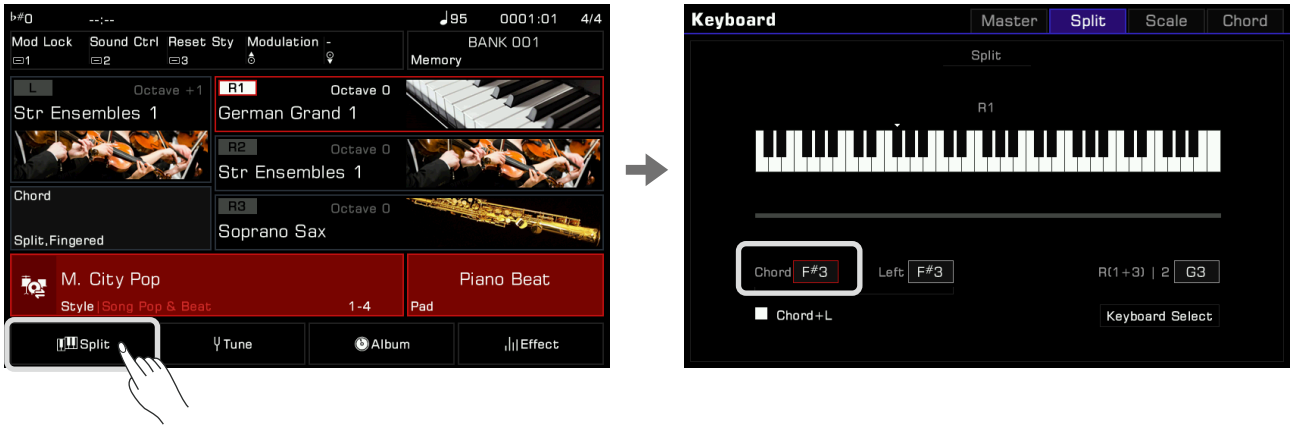
Split Point Settings

You can set up to three split points on the keyboard: the chord split point, the left-hand split point, and the right-hand split point (for separating R1+R3 from R2).
The Chord Split Point separates the Chord section for Style playback from the section(s) for playing keyboard parts.

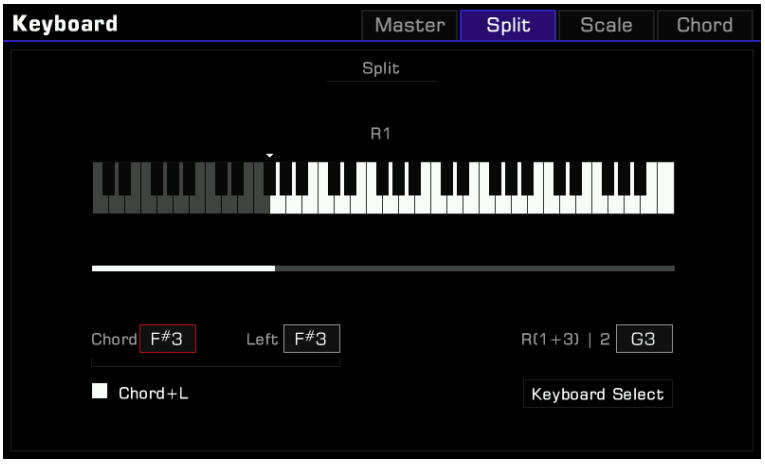
Adjust the chord split point as follows:

1. Press “Split” on the main display. Or access the Global Settings interface and select “Keyboard”, then press the “Split” tab.

2. Press the chord split point, then change it on the touch screen, or by using the [DATA DIAL] or the [<]/[>] buttons. This icon ▼ on the screen indicates the current chord split point.
   Alternatively, you can press the “Keyboard Select” button to activate it, then assign the split points by pressing the keyboard.

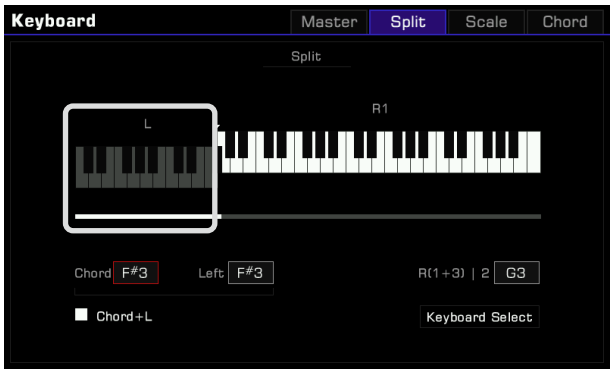


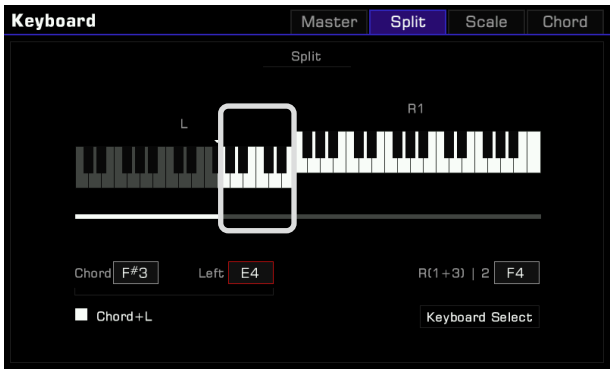
3. Press the [CHORD ON/OFF] button to turn it on. In the interface, all the keys on the left side, including the split point marked with the icon ▼, will turn gray, while the corresponding portion of the bar below the keyboard lights up. This is the chord detection area. The notes you play in this area will be recognized as chord notes.



The default chord split point is F#3, which is the same as the left hand split point. If you turn on the left-hand part, then play in the chord area, you will hear the left-hand sound and the chord notes.

You can set the chord split point and the left-hand split point separately, then turn on the left-hand part. Now you can play left-hand sound in the area between the chord split point and the left-hand split point. For example, as shown in the image, you can play part L only in the area of G3 ~ E4.





If you wish to adjust the chord split point and the left-hand split time at the same time, just enable the “Chord + L” switch. These two split points will overlap immediately. Adjusting one will automatically synchronize the other.

Tips:	• Split Point (Left) cannot be set lower than Split Point (Chord), and Split Point (Chord) cannot be set higher than Split Point (Left). • When chord mode is set to Smart Full Range, after turning on the [CHORD ON/OFF] button, the entire keyboard will become chord area.

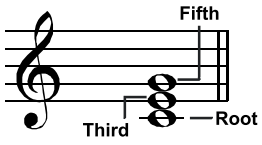
Chord Basics

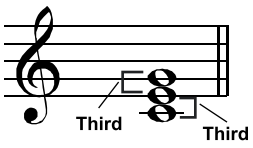
This section is a brief introduction to the basics of chords.

Chord Construction

When three or more notes are played together, they form a chord. A chord is the basic component of harmony, and each note in the chord is generally built according to a principle of thirds.

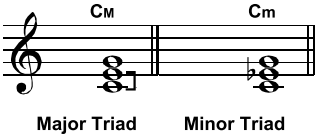
In most music, the fundamental chord is the “triad.” The notes that make up a chord are determined according to their position: the lowest note is called the “root”, the one a third interval above the root is called the “third”, and the one a fifth interval above the root is called the “fifth”.



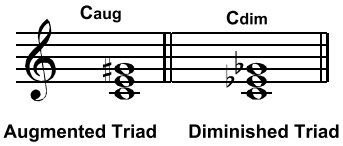


The root note, also known as the tonic, is the most important note in a chord. It stabilizes the sound by determining the “mode” of the chord, fixing the composition of the other notes in the chord. The name of the chord structure depends on the interval of each note above the root note in the chord.

- When the root pitch is a perfect fifth away from the fifth note and a major or minor third from the third note, they are called “major chords” and “minor chords”.



• When the root pitch is a major third and an augmented fifth or a minor triad and a diminished fifth from the third note and fifth note, they are called the “augmented chord” and “diminished chord”.



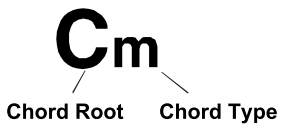
According to the principle of third superposition, we can add a seventh (seven intervals from the root note) and ninth (nine intervals from the root note) on the triad to form a “seventh chord”, “ninth chord”, “eleventh chord” and “thirteenth chord”.

Please refer to a chord chart or use a chord reference for more information on chord types.

Chord Inversion
The “inversion” of a chord is formed by turning the root note upward and placing the third or fifth note in the lowest position. The chord is called an “inversion chord” when the root of the chord is not in the lowest position.
This instrument supports playing chords by using inversion chord fingering. When Bass inversion mode is turned on, the fingering of standard chords and the fingering of inversion chords will have different effects.

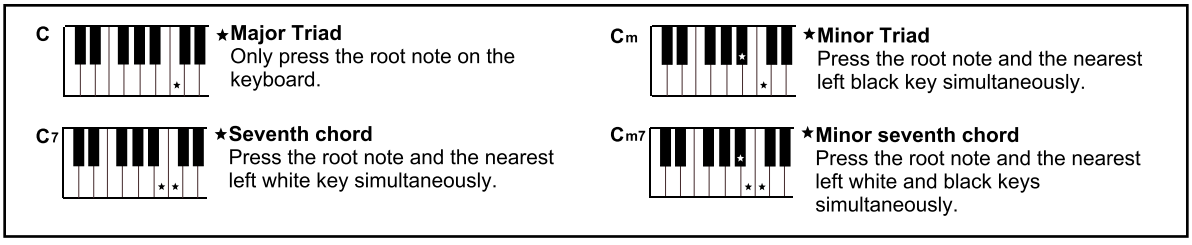
Chord Name
A chord name can tell you almost everything you need to know about a chord, including: the root of the chord, whether the chord is a major chord or a minor chord, an augmented chord or a diminished chord, a seventh chord or a ninth chord, and so on.

For example, the name below clearly indicates that the root of the chord is C, and the chord type is a minor triad, so this chord is a minor triad with C as the root.



Please refer to a chord chart or use a chord reference for more information on chord names.

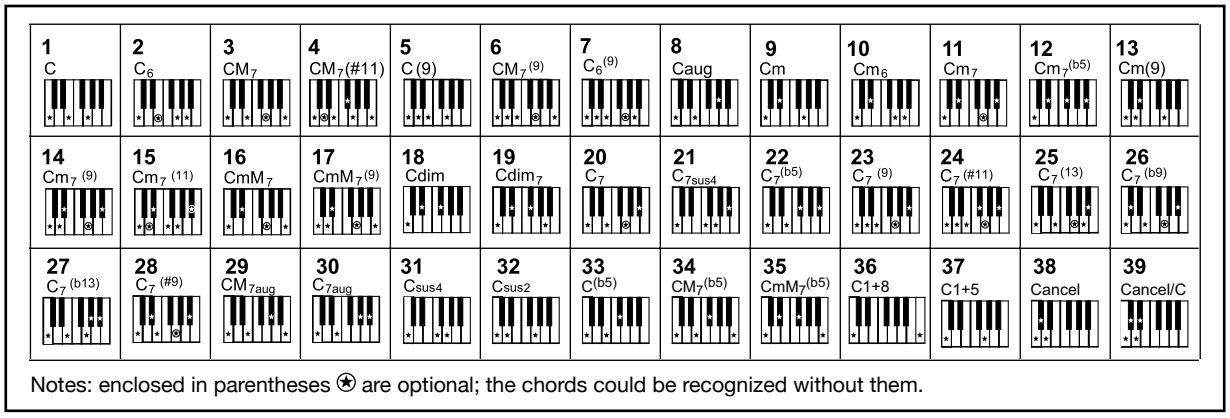
Single-fingered
In Single-fingered Mode, you can play Major chords, Minor chords, Seventh chords, and Minor seventh chords by using up to three fingers. Let’s take for example a chord with root C and introduce the fingering for these four chords.



In Single Finger mode, you can play these four chords with a single finger.

Multi-fingered

Multi-fingered mode only detects multi-finger chords. Let's take for example a chord with root C and introduce fingering according to a chord chart or chord reference.



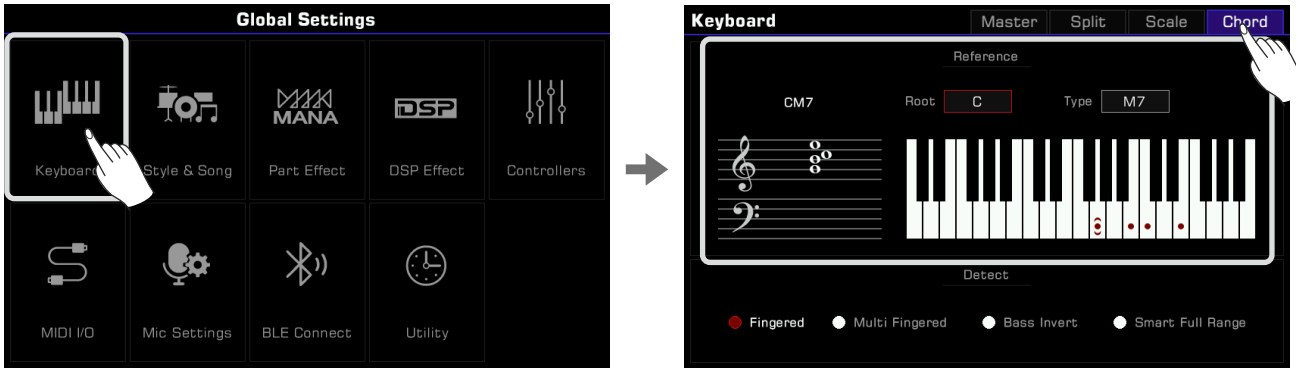
Fingered

The default chord detect mode of this instrument is Fingered. You can either use Single-fingered or Multi-fingered.

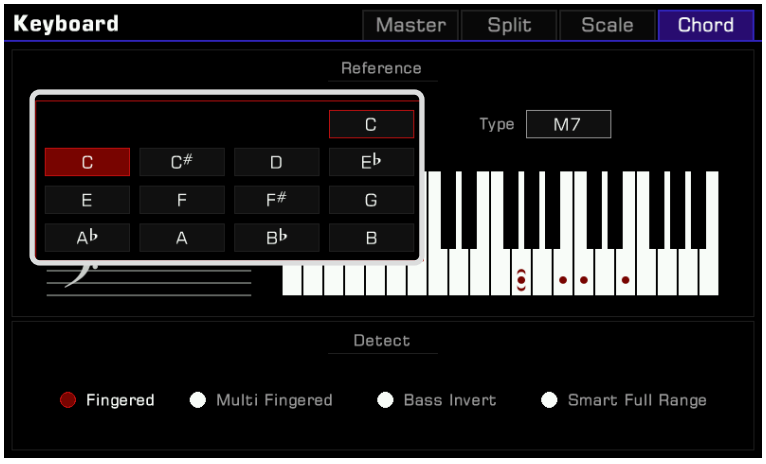
Chord Reference

The built-in chord reference provides complete finger positions of almost every chord. Use this feature to find out how to play a chord you wish to know.

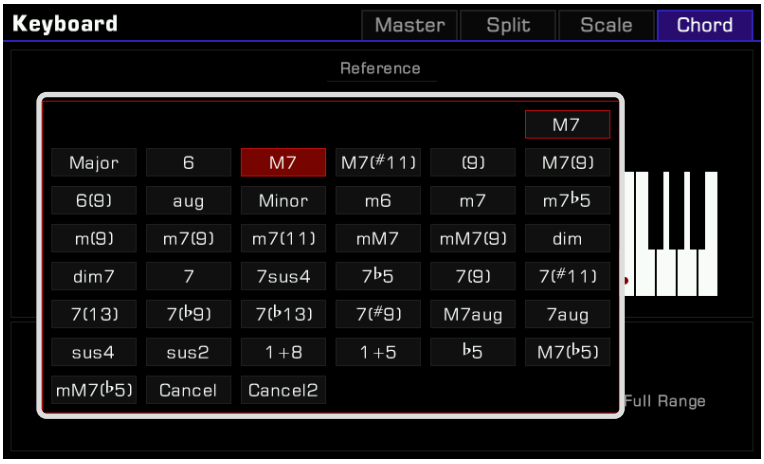
1. Press "Split" at the bottom of the main display or press the [GLOBAL SETTINGS] button to enter the "Keyboard" interface. Select the "Chord" tab to bring up the chord reference.



2. Press the Root name and use the touchscreen, [DATA DIAL], or the [<]/[>] buttons to select a chord root.



3. Press the chord type and use the touch screen, [DATA DIAL], or the [<]/[>] buttons to select a chord type.

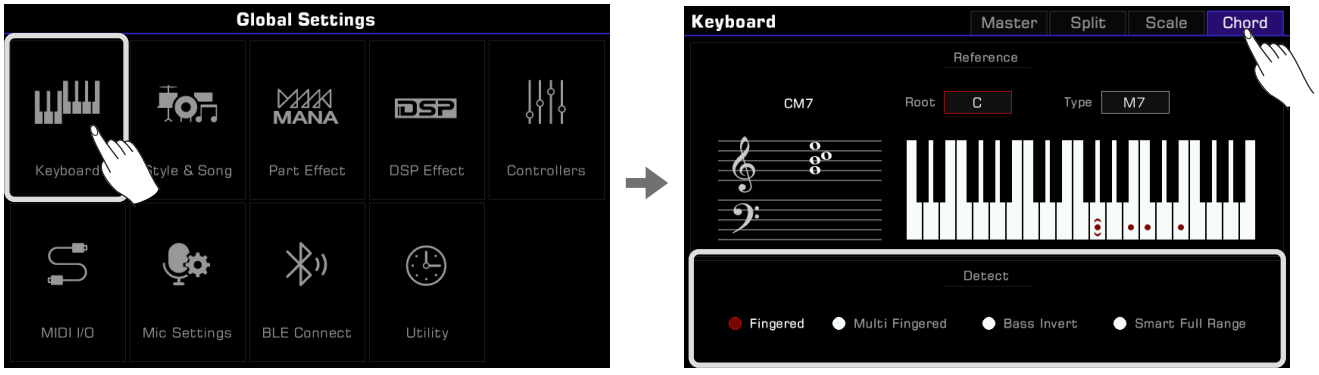


The correct chord fingering will appear on the keyboard, and the chord notes will appear on the music staff.

Tips:	There are always variations to chord fingering and construction. In addition to the fingering suggested in chord reference, you may try other fingerings that suit your style.

Setting Chord Detect Mode

Which fingering to use depends on the setting of the chord detect mode. Press “Split” at the bottom of the main display or press the [GLOBAL SETTINGS] button to enter the “Keyboard” menu. Select the “Chord” tab to set the chord detect mode.



Select a chord detect mode under Options. This instrument has four modes.

Fingered	Detects single-fingered and multi-fingered.
Multi-Fingered	Only detects multi-fingered.
Bass Invert	Detects inverted chords so the Bass channel can play a note other than the root of the chord.
Smart Full Range	Detects multi-fingered chords in the full keyboard area.

Tips:	**About Cancel chord:** When the chord detect mode is set to “Multi-Fingered” or “Bass Invert”, two special chords can be triggered: Cancel and Cancel2. Press any three adjacent keys simultaneously in the chord detection area to trigger the Cancel chord. When a Cancel chord is triggered, the chord detection is immediately canceled with a cymbal sound, and the style continues to play the percussion channels while the other channels are muted.

	The Cancel2 chord is triggered by pressing any four adjacent keys simultaneously in the chord detection area. The lowest note of the four keys being pressed is recognized as the root of the chord, and its name is shown as Cancel/ root note, such as Cancel/C. When a Cancel2 chord is triggered, the style continues to play the percussion channels and the bass channel based on the root note of the chord, while other channels are muted. The use of Cancel and Cancel2 chords allows more flexibility in Style playing. The Phrase Pad does not support the Cancel and Cancel2 chords.

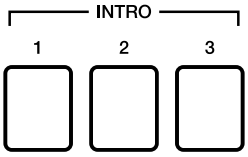
Style Playback

Style Variations

There are many preprogrammed variations of automatic accompaniment.

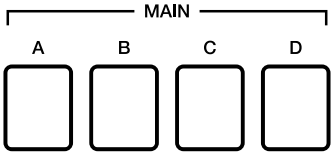
- [INTRO 1] - [INTRO 3]

  An Intro is usually used at the beginning of the music. This instrument features three built-in Intro sections.
  Press one of the [INTRO 1] - [INTRO 3] buttons before starting style playback. The [INTRO] button LED will light up.
  Press the [START/ STOP] button or play a chord on the keyboard (if [SYNC START] is enabled) to start playing the Intro pattern.
  If a style is playing when an [INTRO] button is pressed, the Intro will start at the next measure and the main section will begin playing after the Intro is done.



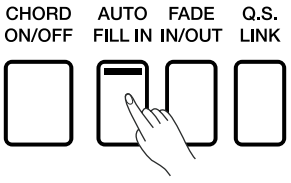
- [MAIN A] - [MAIN D]

  Main is used for the loop part of the song. This instrument features four built-in Main sections.
  Press the [MAIN A] - [MAIN D] buttons during style playback to shift between different patterns. The new Main section will start playing at the next measure.
  When [AUTO FILL IN] is turned on, if you press the [MAIN] button of the current section, it will automatically play a Fill, and then go back to the Main part.



- [FILL IN A] - [FILL IN D]

  Fills will give variation to the song between Main parts. This instrument features four built-in Fill sections.
  When the same [MAIN] button is pressed again, the corresponding Fill will be automatically inserted, even if [AUTO FILL IN] is off.
  You can also turn on the [AUTO FILL IN] function, which will automatically add a Fill when you switch between Main sections.
  After the Fill plays, it will automatically return to the Main loop section.



- [BREAK]

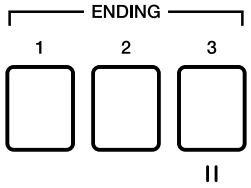
  When in Style playback, using a Break section can give even more dynamics to the Main section loop.
  As the Style plays, press the [BREAK] button to play a Break section in the next measure.

  After the Break plays, it will automatically return to the Main loop section.



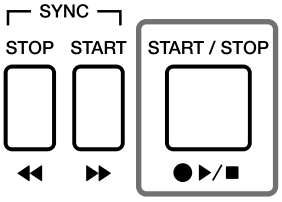
Tips:	• This instrument has a feature called “Auto Break Trigger” which allows you to trigger the Break section in chord mode by playing chords at certain force, instead of pressing the [BREAK] button. • Auto Break Trigger is turned off by default. To enable it, press the [GLOBAL SETTINGS] button, then enter the “Style & Song” menu, then click “Auto Break Trigger”. You can customize the Trigger Velocity to suit your needs. • Auto Break Trigger cannot be used when the chord detect mode is Smart Full Range.

• [ENDING 1] - [ENDING 3]
An Ending is commonly used at the end of a performance. This instrument features three built-in Ending sections. Press one of the [ENDING 1] - [ENDING 3] buttons to start the Ending section in the next measure. The Style will stop when the Ending finishes.

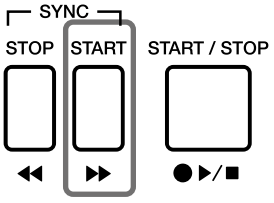


Control Buttons

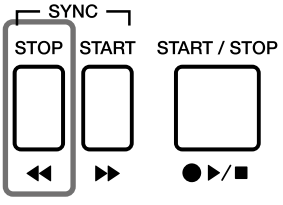
• [START/STOP]
Start or stop playing back the Style. When the Style is playing, the [START/STOP] button LED flashes according to the current tempo.



• [SYNC START]
Start Style playback when playing the keyboard.
When [CHORD ON/OFF] is turned off, turn on the [SYNC START] button, and the percussion channels will start playing when you press any key.
When [CHORD ON/OFF] and [SYNC START] are both turned on, the Style playback will be triggered by playing a chord in the keyboard chord detect area.

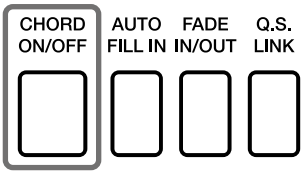


• [SYNC STOP]
To stop the style when releasing the chord, press the [SYNC STOP] button. This will work only when [CHORD ON/OFF] is enabled.
When [SYNC STOP] is turned on, the style stops when you release the chord. [SYNC START] will then automatically turn on for you to easily control the Style start and stop.



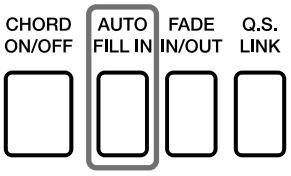
Tips:	The [SYNC STOP] function cannot be used in the Smart Full Range chord detection mode.

• [CHORD ON/OFF]
When the [CHORD ON/OFF] button is turned on, the left area of the keyboard becomes the chord detection area. As different chords are played, the automatic accompaniment will change along.
When the [CHORD ON/OFF] button is turned off, only the percussion channel of the style will play.



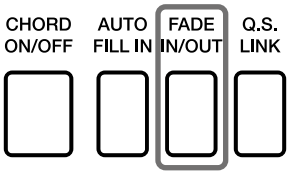
Tips:	• The instrument has chord velocity control. If this feature is turned on, the Style volume will vary when you play chords at different velocities. • Chord velocity is turned off by default. To turn it on, press the [GLOBAL SETTINGS] button, then enter the "Style & Song" menu, click the "Chord Velocity Control" switch.

• [AUTO FILL IN]
Turn on [AUTO FILL IN] by pressing the button. It will automatically play a Fill when you switch between Main Patterns.



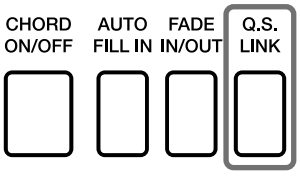
• [FADE IN/OUT]
Starting the Style with Fade In produces a smooth beginning, with the volume increasing from low to high. Press the [FADE IN/OUT] button when Style playback is stopped. The [FADE IN/OUT] LED will light up. When the Fade In is complete, the [FADE IN/OUT] LED will go out.

Stopping the Style with Fade Out produces a smooth ending, with the volume tapering from high to low. Press the [FADE IN/OUT] button during Style playback. The [FADE IN/OUT] LED will light up. When the Fade Out is complete, the Style will automatically stop and the LED will go out. The keyboard volume will also get affected during the Fade Out process.

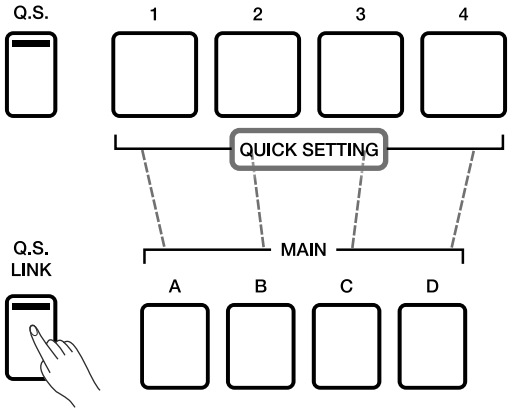


Tips:	You can set the Fade In/Out time to meet your actual performance demands. To adjust this setting, go to the Utility menu and refer to the relevant section.

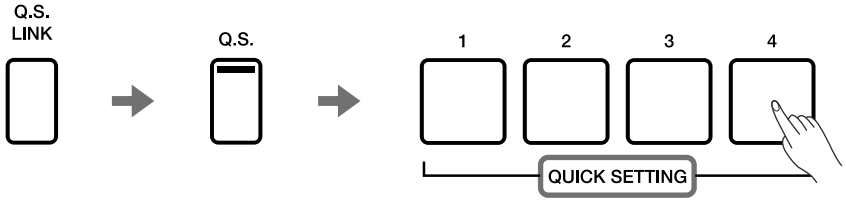
• [Q.S. LINK]
Q.S. Link is a very useful feature. When you play different styles and switch the main sections, the Q.S. function will apply the preset parameters of the main patterns to your performance.



The instrument has four Main Patterns: Main A, Main B, Main C, and Main D, corresponding to Q.S.1, Q.S.2, Q.S.3 and Q.S.4.
Press the button to turn on the [Q.S. LINK]. The [Q.S.] button will turn on simultaneously. Now, when you switch between Main patterns, the [Q.S.] will also switch to follow the Main patterns.

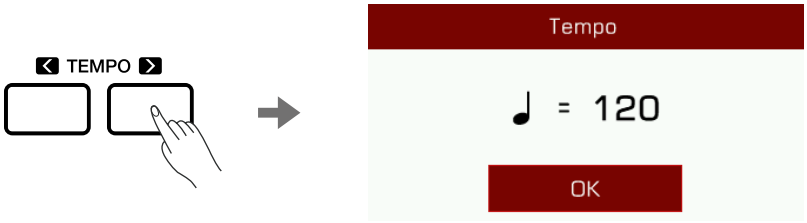


Of course, you can turn off the [Q.S. LINK] and switch between the four [Q.S] options manually when the [Q.S.] button is on.



Adjusting the Tempo

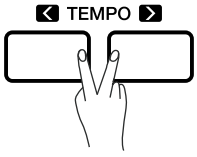
You can also adjust the tempo by following methods.
1. Press either of the [TEMPO <]/[TEMPO >] buttons to bring up pop-up window.



2. Use the [TEMPO <]/[TEMPO >] buttons to adjust the tempo.

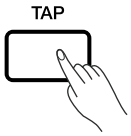
3. Use the [DATA DIAL] or press and hold the [TEMPO <]/[TEMPO >] buttons to change the value quickly.

4. Press the [TEMPO <] and [TEMPO >] buttons at the same time to reset the tempo to default.



You can also use the Tap Tempo feature to change the current tempo, which is an efficient way to get the desired tempo.
1. When the Style is playing, you can press the [TAP] button several times to change the tempo.

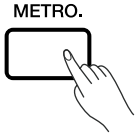
2. When the Style stops, press the [TAP] button several times in succession, and the Style will start playing at the tempo you tapped.



Tips:	• The Style tempo is displayed above the Style name. When you select a different Style, the tempo will also change. • To switch between different Styles without changing the tempo, you can turn on “Tempo Lock” in the “Style & Song” menu to lock the current tempo. • If you wish to use the [TAP] button to set the tempo but don’t want to start style or song playback, you can disable the “Style Trigger On” feature in the “Utility” menu. • Tap Tempo is equally effective in Song mode. • When Style/Song is stopped, if you press the [TAP] button, it will produce a percussion sound. • If you want to change or turn this sound off, you can go to the “Utility” menu.

Metronome

1. Press the [METRO.] button to turn on the metronome. The button LED will flash in sync with the metronome sound.



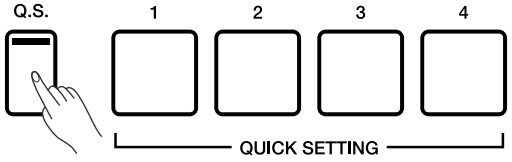
2. Press the [METRO.] button again to turn off the metronome.

Tips:	• You can adjust the metronome settings, including Time Signature, Bell ON/OFF, and Volume. Please refer to the “Utility” menu for more details. • No matter what time signature you set for the system, when the Style/Song starts playing, the time signature will synchronize with the Style/Song that is playing.

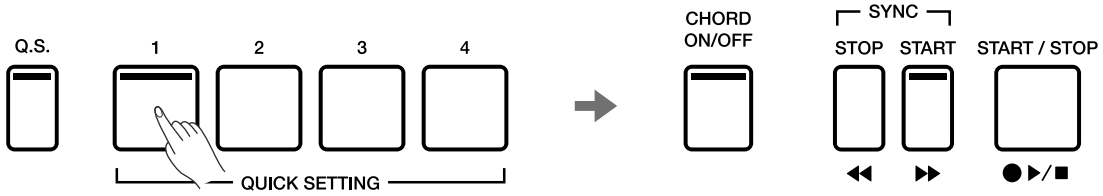
Quick Setting (Q.S.)

When Quick Setting is switched on, you can instantly recall all auto accompaniment related settings, including Quick Setting and digital effects, with the single touch of a button.

1. Press the [Q.S.] button to turn on the Quick Setting function.
   The [1] - [4] buttons will act as [Q.S. 1] - [Q.S. 4].

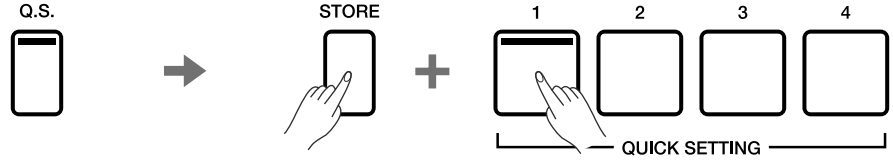


2. Press one of the [Q.S. 1] - [Q.S. 4] buttons. The LED of the button will light. The [CHORD ON/OFF] and [SYNC START] switches will also turn on. The panel settings that match the current Style will be recalled instantly.



3. When you play a chord in the chord detect area, the Style will start playing automatically.
   Each style has 4 preset settings. You can press [Q.S. 1] - [Q.S. 4] as you play to try different Sounds and Effects.

Sometimes, when you have a satisfactory set of panel settings for the current Style, you may want to save it as a [Q.S.] for that Style. In this case, you can turn [Q.S.] on, then press and hold the [STORE] button and press any of the [Q.S. 1] - [Q.S. 4] at the same time.
The interface will then immediately jump to the [Q.S.] edit screen and show the related panel settings of the current style. You can then save it.



Tips:	• When the Style is playing, pressing [Q.S.] will not automatically turn on the [SYNC START]. • You can change the [Q.S.] setting of a style by using the Style Recording function. Please refer to the related section for more information. • You can turn on the [Q.S. LINK] button, so it will automatically apply the corresponding [Q.S.] settings when you change the Main sections.

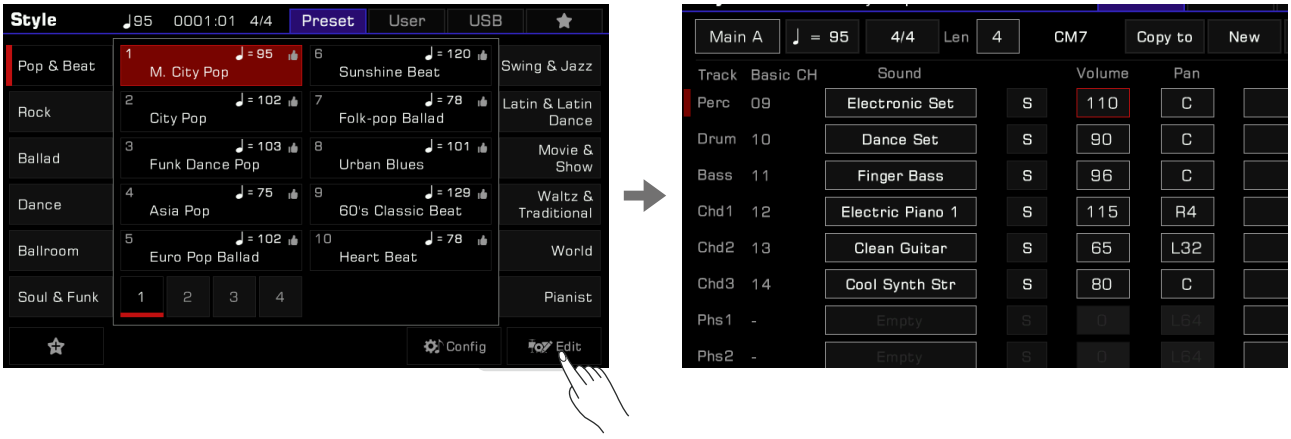
Style Recording

The instrument has powerful Style editing and recording functions. With these features you can modify the preset Style, combine the Style content edit the Style effects, or record your own Style. The more you experiment with Style recording, the bigger the arsenal you'll have for your professional use. You can save up to 1000 User Styles.

Styles are made up of different sections (INTRO × 3, MAIN × 4, FILL IN × 4, ENDING × 3, Break × 1). Each section has eight separate channels.

Percussive	A channel consisting of percussion phrases.
Drum	As a basic part of the accompaniment style, this channel contains drum phrases.
Bass	The bass channel contains bass phrases that match the accompaniment style.
Chord 1	Chord channel 1, generally contains some rhythmic phrases.
Chord 2	Chord channel 2, generally contains some rhythmic phrases.
Chord 3	Chord channel 3, generally contains some rhythmic phrases.
Phrase 1	Phrase channel 1, generally contains some melodic phrases.
Phrase 2	Phrase channel 2, generally contains some melodic phrases.

You can create a Style by recording the channels separately, or by importing pattern data from other existing Styles. Select a Style in the Style Selection menu and press the “Edit” button to enter the Style Recording menu.



This menu displays the editable parameters of the current style.

Basic Parameters of Styles

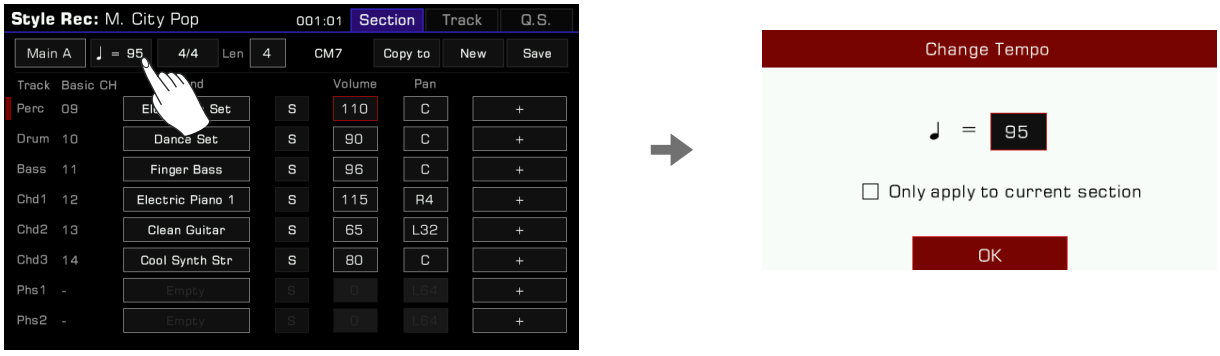
This section briefly explains each editable parameter in the Style recording menu and how to adjust each one.

Tempo Adjustment

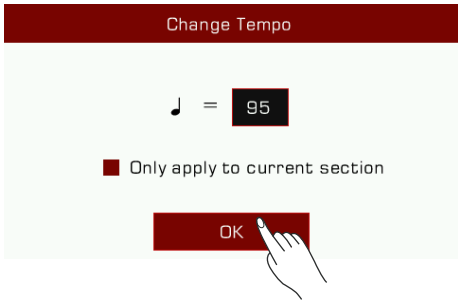


Adjust the tempo of your Style. Generally, the tempo of each section is consistent with the others.
The Style recording function supports setting different tempos for each section to make unique styles of your own.

1. Press the “Tempo” button to bring up a pop-up window. Press the value in the pop-up window and modify it by pressing the arrow, using the [DATA DIAL] or the [<]/[>] buttons.



2. In the Tempo Adjustment pop-up, there is an “Only apply to current section” option. If you only want to change the tempo of the current section, select this option.

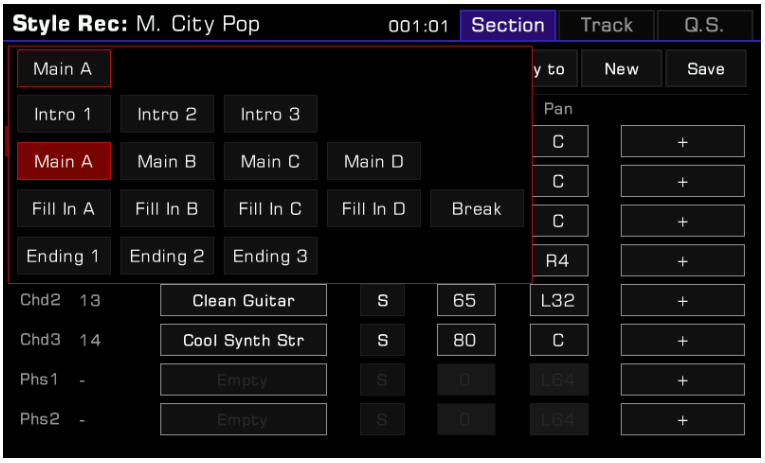


Most of the sections have a uniform tempo. If you do not turn on the “only apply to current section” switch, the tempo of all the other sections will be synced to your new tempo after you confirm.

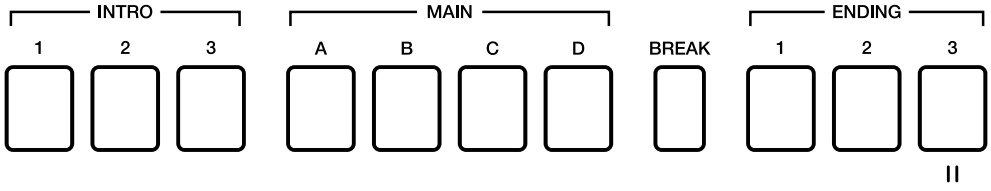
Section Selection



Select the section you want to edit.
Press the Section name to bring up the section list. Press the section name to select a section.

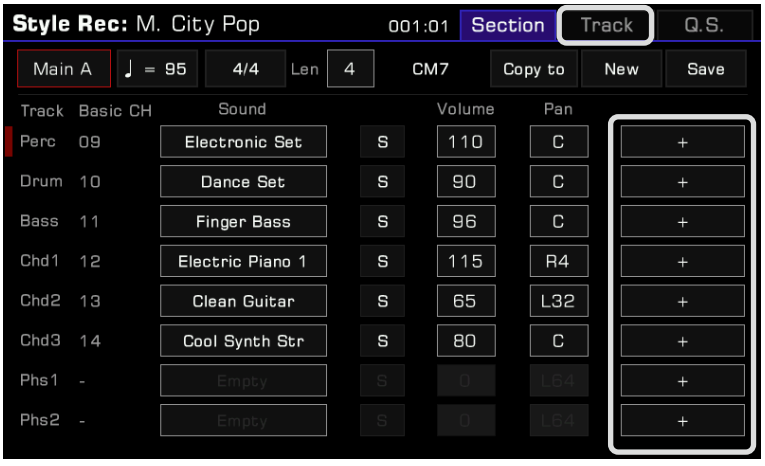


You can also press the Style Section buttons on the panel to switch the section directly.

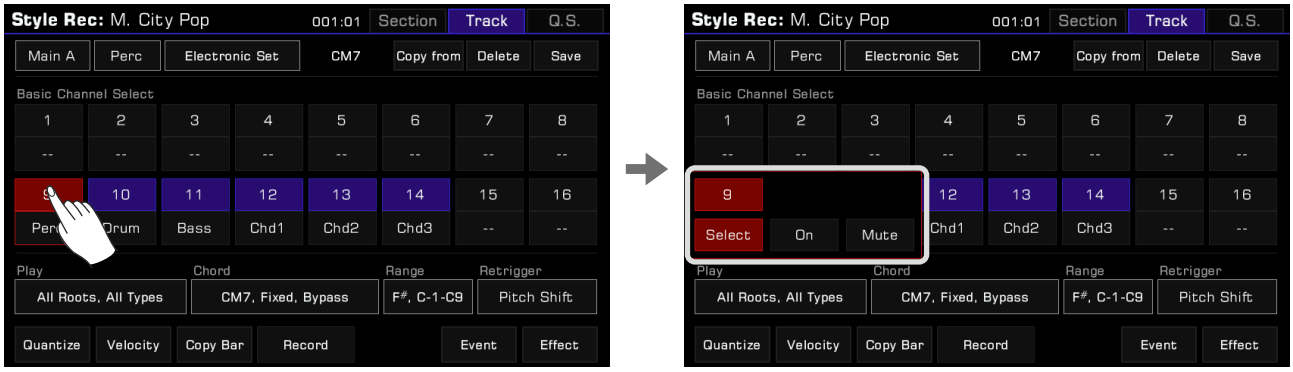


Channel Selection

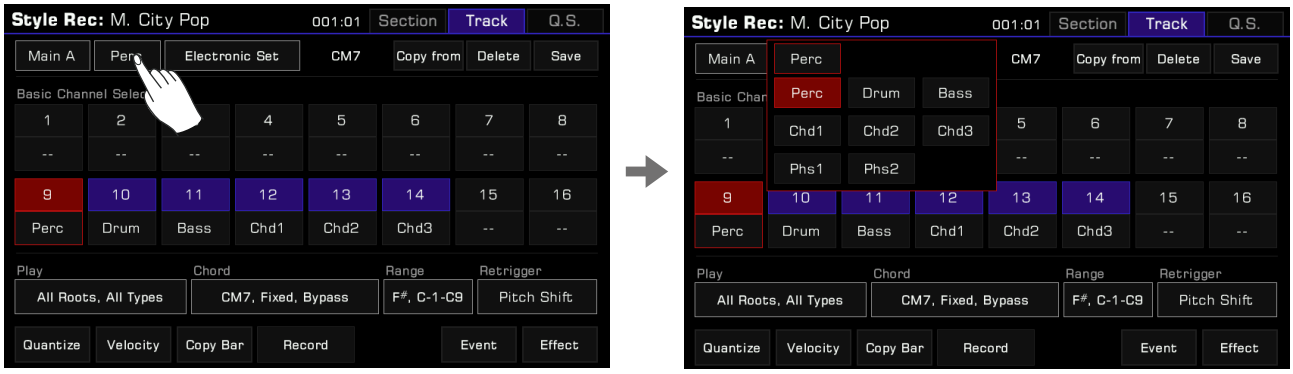
Press the upper right “Track” option, or press the “+” icon at the right end of each corresponding channel to further edit the style.



You can touch the channel number directly, then select, turn on or mute the channel from the pop-up list.



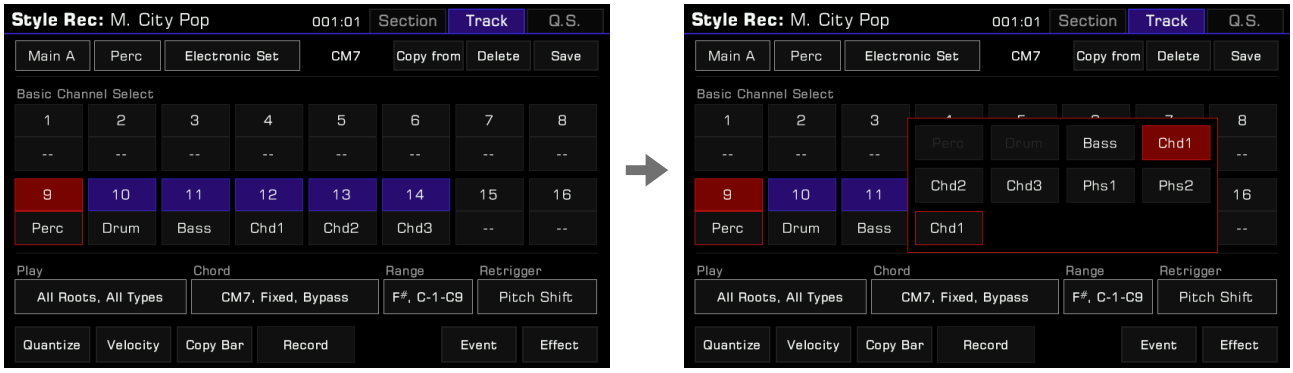
You can also press and select the channel name button displayed at the top left of the screen, and this will bring you the appropriate channel selections automatically.



When editing an Intro or Ending, the editable channels will light up depending on the chord type you play in the chord detection area. At this point, if you manually select an unlit channel, the chord displayed in the upper middle of the screen will change to match the selected channel. By default, it uses the CM7 chord.



Touch the channel name below the channel number to change the original channel and your settings will be synchronized to the Style Recording interface.



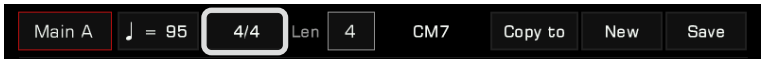
Tips:	• You can only select within Channel 1, 2, 9, 10 for Perc and Drum Channels, while any of the remaining Channels can be assigned as Chord Channels. • You may map multiple original channels to the same playback track simultaneously in the Style editing. • Each original channel has its own parameter-settings, including channel sound, volume, pan, reverb effect, chorus effect, etc. Once mapping multiple original channels to the same playback track: - The above parameters of each original channel will initially maintain their respective settings, in order to restore back to the default settings when the mapped playback track is altered later as necessary. - If any one or more of the above parameters are modified at this moment, changes will be synchronized to all original channels in which the current channel chord is applied.

Bar Length

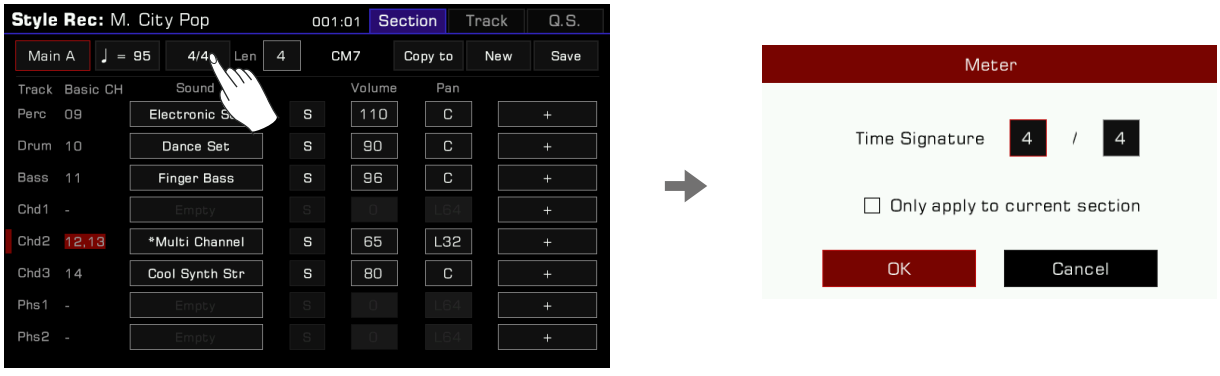


Change the length (in number of bars) of the edited section. When you record or play back, the currently edited section will loop the playback according to the bar length.
This parameter range is depending on the current edited Style section: the Intro, Main and Ending sections support no more than 32 bars. The Fill and Break sections are limited to 2 bars.
Touch the value and change the length by pressing the arrows, or use the [DATA DIAL] or the [<]/[>] buttons.

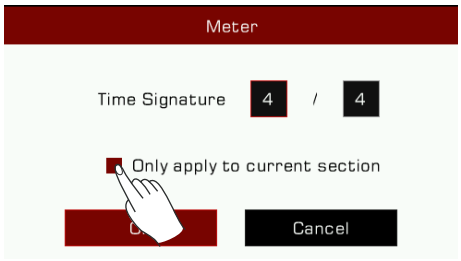
Section Beat (Time Signature)



Change the beat, i.e. time signature, of the edited section. Generally, the beat of each section is consistent.
The Style recording function supports setting different beats for each section to make unique styles of your own.
1. Press the “Beat” button to bring up a pop-up window. Press the value in the pop-up window and modify it by pressing the arrow, using the [DATA DIAL] or the [<]/[>] buttons.



2. In the Beat adjustment pop-up, there is an “Only apply to current section” option. If you only want to change the time-signature of the current section, select this option.



Most of the sections have a uniform beat. If you do not turn on the “only apply to current section” switch, the beat of all the other sections will be synced to the new time signature when you confirm the change.

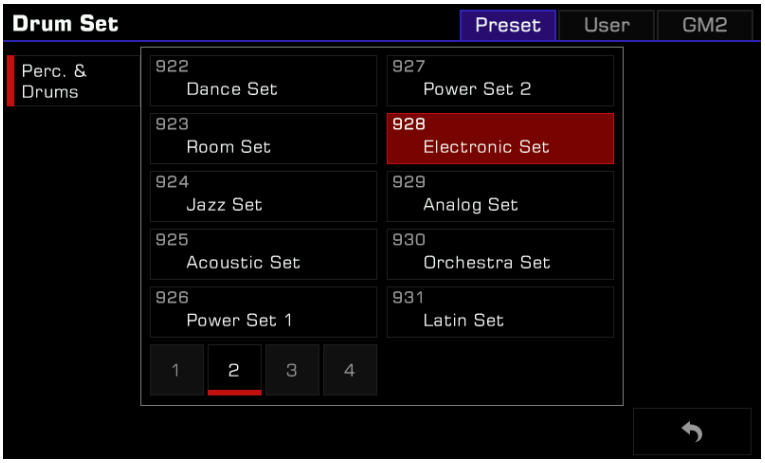
Note!	Depending on the time signature, bar length will vary within the supported range. If the bar length exceeds the limit (please refer to the Bar Length section for more details) because of the beat change, the current section may not be played back in full. In such as case, please reset the Time Signature and Bar Length to their initial values to regain normal playback.

Channel Sound Selection

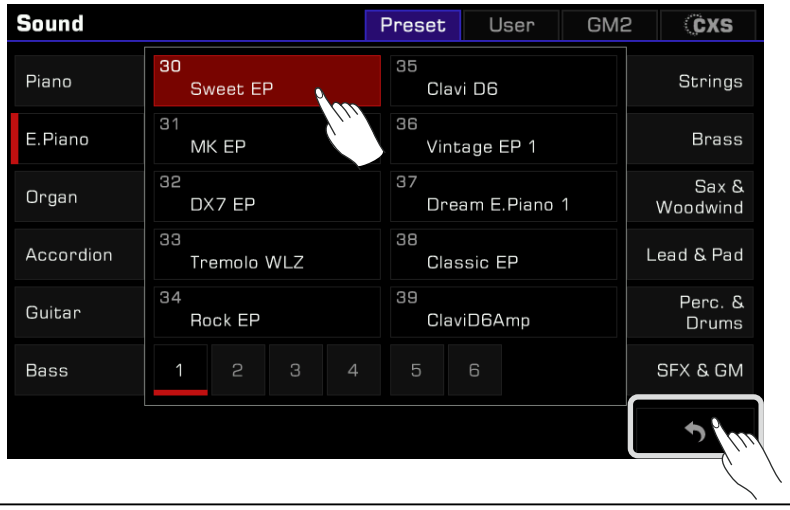


Change the channel sound as follows:

1. Press the sound name of the channel you want to change to enter the Sound Selection menu.
   The Sound Selection menu will only display all selectable sounds of this channel. Unsupported sounds will be hidden. For example, you can only select percussion sounds for the Perc and Drum Channels.



2. Select the sound for this channel by touching the sound name. Press the “Back” button on the lower right corner to return to the Style Recording menu.

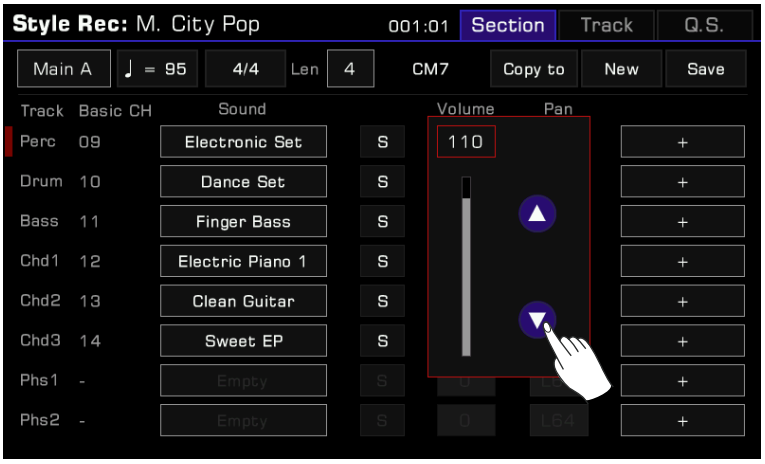


Tips:	• When selecting a channel sound for the Style, you can select a GM2 sound in its tab. After you press the “Back” button, it is possible that the sound name does not match what you saw when you selected it. This is because some of the GM2 sounds share the same Program number as the preset sounds, which is normal. • You can also select a user sound as a channel sound. Since a user sound is created by editing a preset sound, when you return to the Style Recording menu, the screen will show the name of the preset sound from which the user sound was created, though the user sound settings are already applied. At this point, if you wish to revert to the preset sound settings, please first select another preset sound in the Sound Selection menu and then select the target preset sound again.

Channel Volume



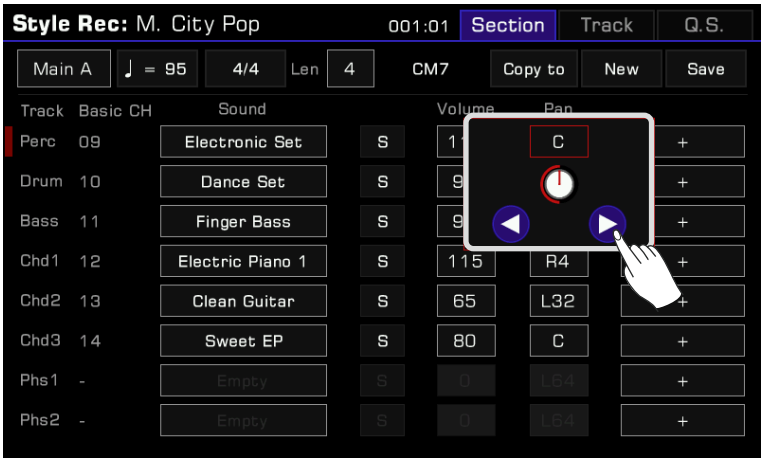
Press the volume value. Then press the Up and Down arrows, use the [DATA DIAL], or use the [<]/[>] buttons to adjust the volume value.



Channel Pan



Press the pan value. Then press the Left or Right arrows, use the [DATA DIAL], or use the [<]/[>] buttons to adjust the pan value.



Further Editing a Style

Get into deep editing for your Style recording!

In the Style Recording menu, there are two ways to enter the Track menu to further edit a style.

1. Touch the “+” icon at the right end of any channel.



2. Touch the “Track” option on the upper right of the display.



Quantize

The quantize function aligns the notes in the channel according to certain timing rules. Adjust this parameter to make your notes play more neatly.

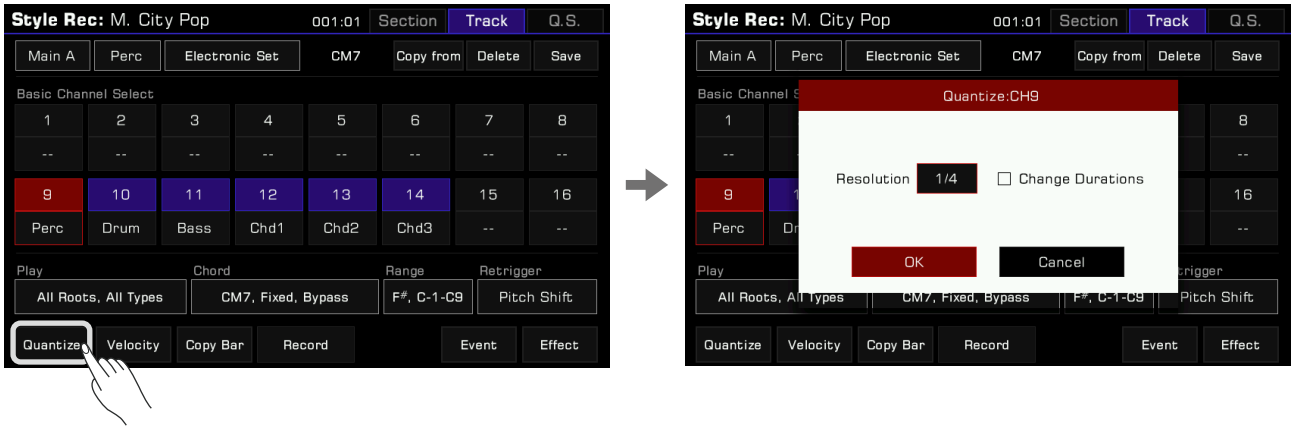
Original



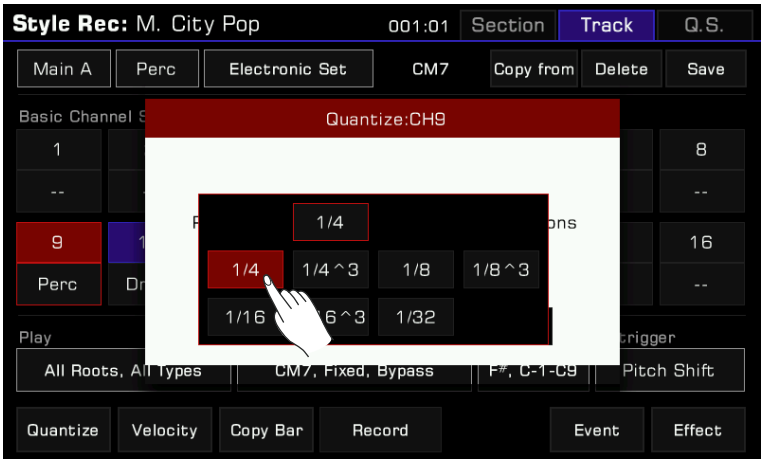
Quantized to 1/8 notes



Click on the “Quantize” button at the bottom left of the screen to bring up a pop-up window.



Press the resolution note to bring up a list. Select a resolution note so the notes of the current channel will be quantized accordingly.

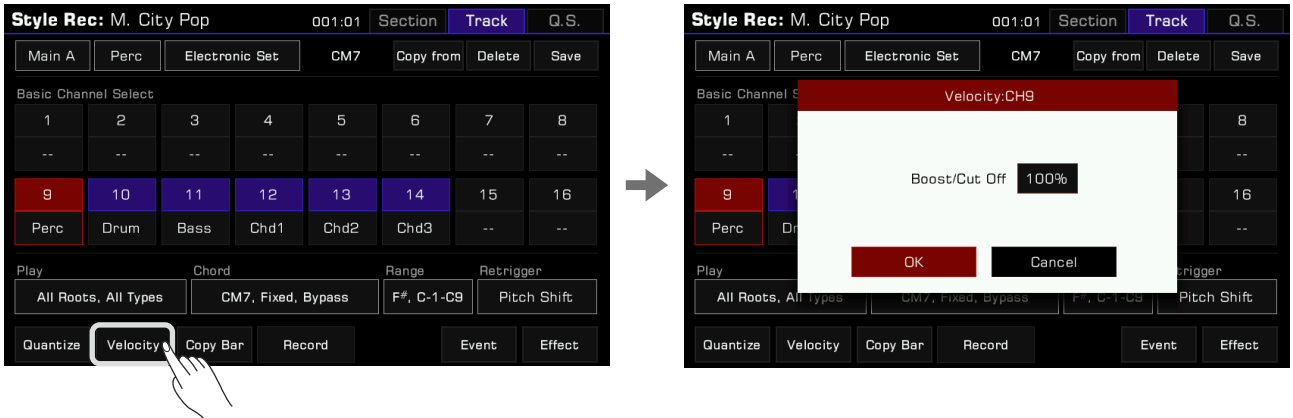


To achieve the desired result, please set the Quantize resolution to the shortest note value in the channel. For example, if eighth notes are the shortest in the channel, set the eighth notes as the Quantize resolution.

Precision quantization does not change the length of the notes in a channel, and for some melodic channels, a less than perfectly regular length will make the music sound more natural. If you want to quantize the note lengths as well, you can turn on the “Change Durations” switch in the pop-up window so that the note lengths are also regularised during precision quantization.

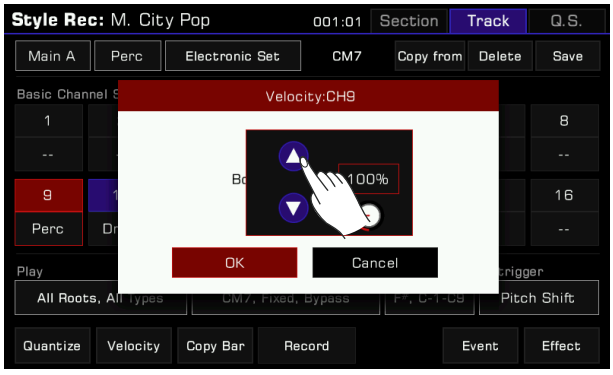
Velocity

Edit the velocity percentage of the notes in the edited channel. If you feel the overall velocity of a channel is too high or too low, use this function to adjust the overall velocity without losing the channel’s dynamics.



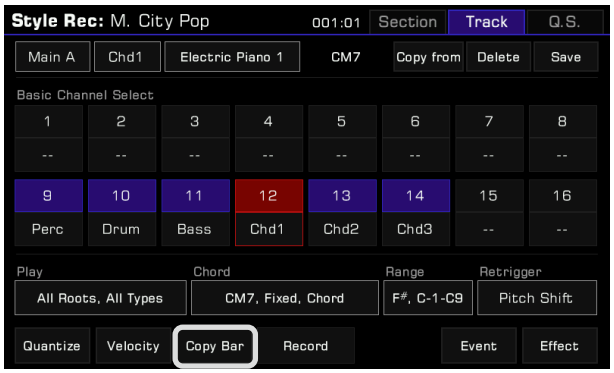
Press “Velocity” at the bottom of the screen to bring up a pop-up window.

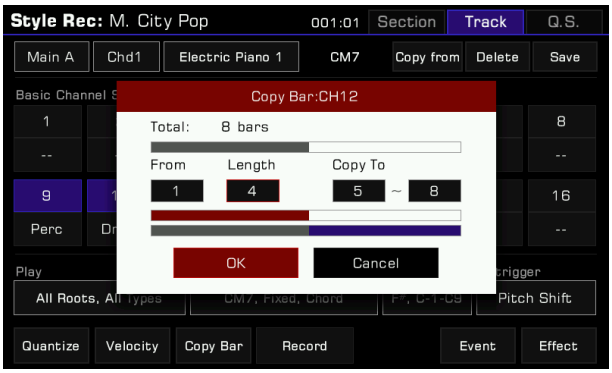
Press the velocity value. Then press the Up and Down arrows, use the [DATA DIAL], or use the [<]/[>] buttons to adjust the velocity percentage.



Copy Bar

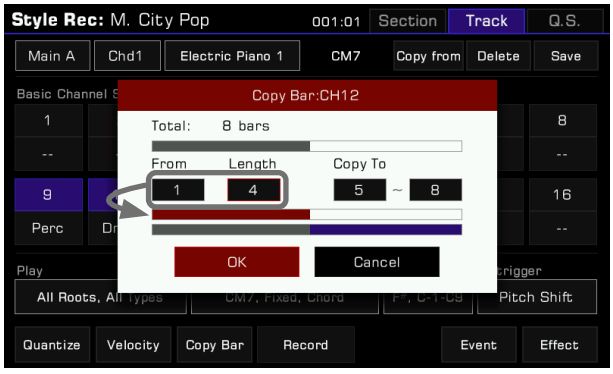
The Copy Bar feature allows you to directly copy the content of specified bars to the other bars of the same channel in a style section. With this feature, you can easily fill in other bars with the recorded data.
Press the “Copy Bar” button at the bottom of the screen to bring up a pop-up window.





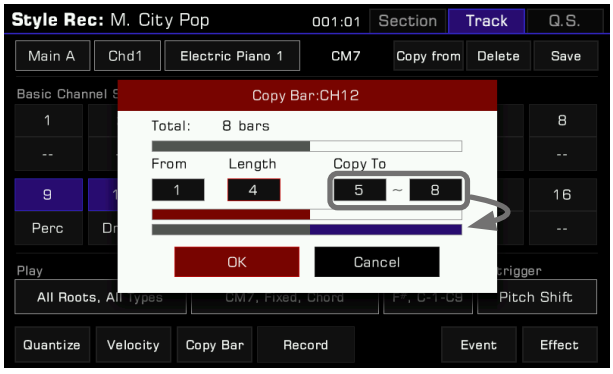
For example, in image of the pop-up, the bar under “Total: 8 bars” is half filled and half blank. It indicates the edited channel of the current style section has 8 bars in total, with bar 1-4 having data and bar 5-8 being blank. Now you can copy the content of bar 1-4, and paste it to bar 5-8 with the following steps:

First, select the bars that you wish to copy from. You can only select consecutive bars.



1. Press the value under “From” and set it to 1. This is the beginning bar for copying.
2. Press the value under “Length” and set it to 4. This will set the ending bar for copying, so it will copy in the length of 4 bars in total.

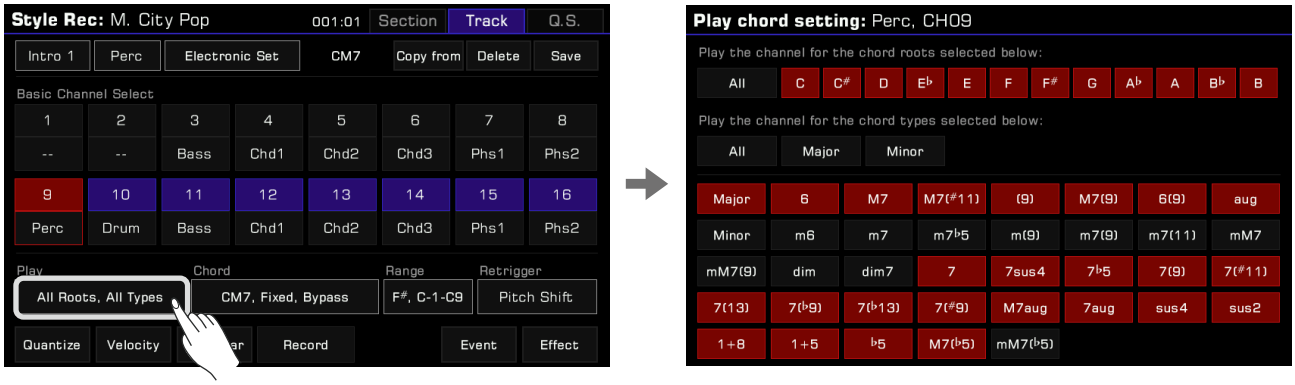
Now, select the target bars that you’re going to paste the content. You can only select consecutive bars.



1. Press the values under “Copy To” and set them to “5” and “8” respectively, which will set the beginning and ending bar for pasting.
2. Press “OK” to confirm and finish. Now if you audition this channel, you will hear the content of 8 bars.

Setting Channel Chord and Root Response

Set the chords which the current channel will play. Press the “Play” option at the bottom left of the screen to view the list of chord and root types.



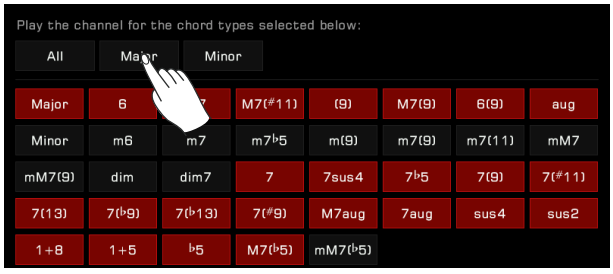
1. Setting the Root Response
   Select “All” option to make the channel play all types of chord roots.
   Depending on the selected root types individually specified here, the playable roots will differ.



2. Setting the Chord Response

All	This channel will play and respond to Major and Minor chords.
Major	This channel will only play and respond to Major chords.
Minor	This channel will only play and respond to Minor chords.

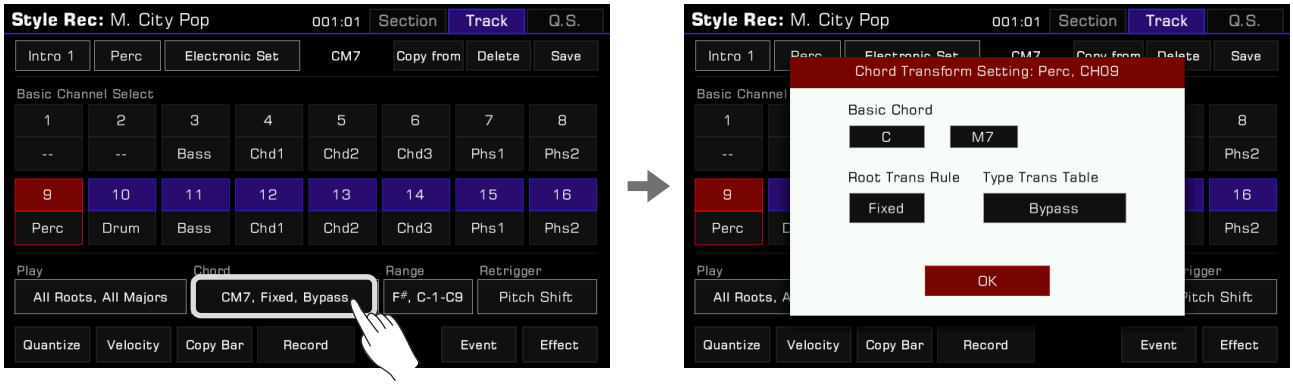
Depending on the selected chord types specified here, the playable chords will differ. Please consider the channel “Chord Response” settings in conjunction with the “Channel Selection” settings when editing and recording channels.



Tips:	Style channels 1~8 and 9~16 use the same playback channels (for example, channel 1 and 9 use the same channel for playback). If the two channels’ chord response are both set to “All”, but their other parameters (tone, volume, etc.) are different, there may be problems when playing the Style, and it may not play according to your settings. Make sure the parameter settings are consistent with your Style during setup to avoid this issue.

Setting Chord Transform Parameters

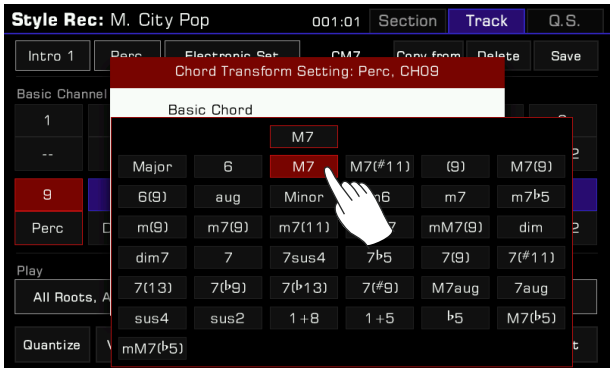
During Style playing, the notes in each channel will respond to your chord playing according to their settings, resulting in various changes. Here is how to adjust the settings:
Press the “Chord” option at the bottom of the screen to open the pop-up window for Chord Transform Setting of the current channel.



1. Basic Chord
   Basic Chord setting determines what key is used for this channel.
   “CM7” (Root = C and Chord Type= M7) is set by default.

   In the pop-up window for Chord Transform Setting, touch the “Basic Chord” option to specify various chord types.

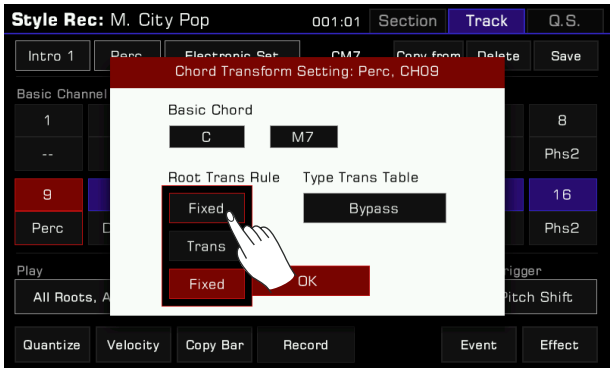
   The playable notes will vary depending on the chord type you selected here. It is recommended that once setting the desired Basic Chord, change the chord during your keyboard performance and check the resulting sound in the playback, to see if the chord trans work as expected.



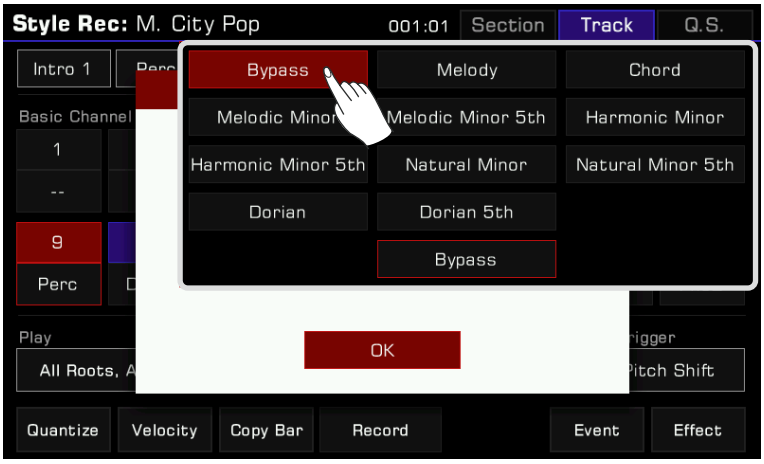
2. Root Trans Rule
   Root Trans sets the rules when a root note changes.
   In the pop-up window for Chord Transform Setting, touch the “Root Trans Rule” option to bring up a list of options.

The following is a brief overview of the general usage of “Root Trans”:

Trans	Suitable for melody and bass channels. Root Trans Rule: Keep the pitch relationship between notes.
Fixed	Suitable for percussion channels or channels that contain chord notes. Root Trans Rule: Keep the note as close as possible to the root note of the previous chord.



3. Type Trans Table
   Type Trans sets how the notes in the source pattern are transposed according to the Chord Type change.
   In the pop-up window for Chord Transform Setting, touch the “Type Trans Table” option to bring up the note transposition table.



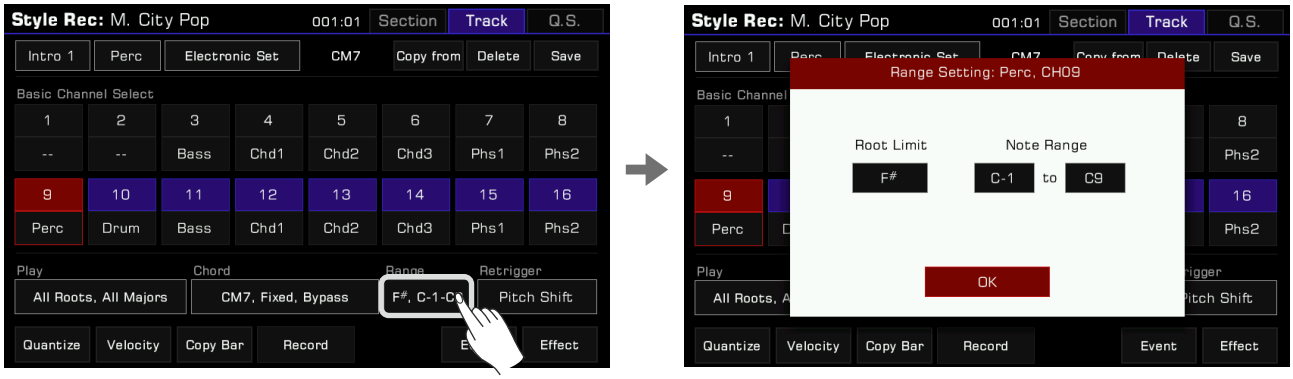
When a major chord changes to a minor chord, the original notes in the scale will become lower. When a minor chord changes to a major chord, the original notes in the scale will become higher.

The following is a brief overview of the general usage of “Type Trans”:

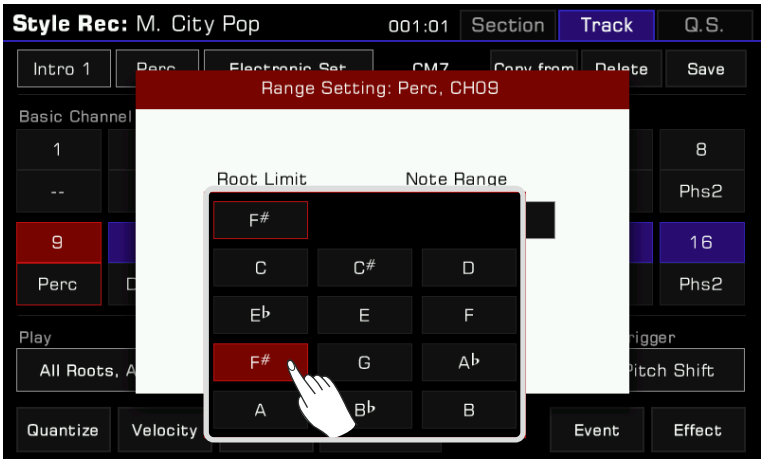
Bypass	Suitable for percussion channel.
Melody	Suitable for melody and bass channels.
Chord	Suitable for chord transposition.
Melodic Minor	Suitable for Intros and Endings. Scale change: Third.
Melodic Minor 5th	Suitable for Intros and Endings. Scale change: Third, Fifth.
Harmonic Minor	Suitable for Intros and Endings. Scale change: Third, Sixth.
Harmonic Minor 5th	Suitable for Intros and Endings. Scale change: Third, Fifth, Sixth.
Natural Minor	Suitable for Intros and Endings. Scale change: Third, Sixth, Seventh.
Natural Minor 5th	Suitable for Intros and Endings. Scale change: Third, Fifth, Sixth, Seventh.
Dorian	Suitable for Intros and Endings. Scale change: Third, Seventh.
Dorian 5th	Suitable for Intros and Endings. Scale change: Third, Fifth, Seventh.

Setting Root and Note Limit Parameters

Press the “Range” option at the bottom of the screen to view the list of root limit and note range.

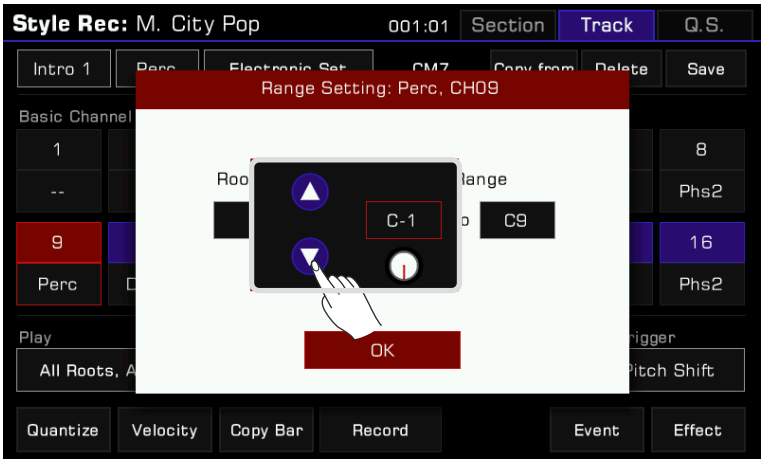


1. Root Limit
   Press the “Root Limit” option to bring up a list displaying the root limit rules.



Acoustic instruments have a note limit determined by a real range. This parameter defines the position in a chord at which the root note of the current channel shifts down an octave.

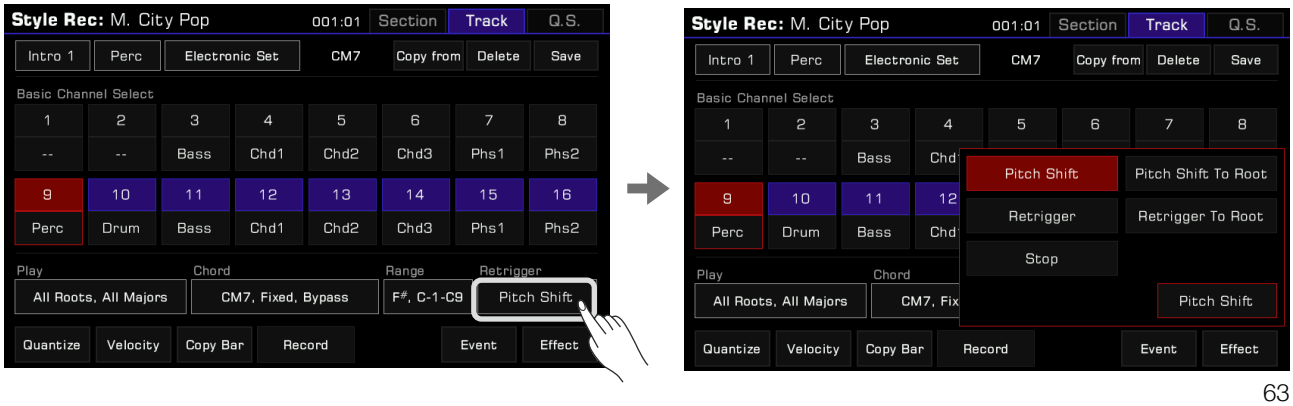
2. Note Range
   Press the note names under “Note Range” and use the [DATA DIAL], [<]/[>] buttons, or press the arrows to change the note range.



Note range will automatically shift notes which are too high or too low into the range you have set, making the sounds as realistic as possible.

Setting Chord Retrigger Rule

Press the “Retrigger” option at the bottom right of the screen to bring up a list of retrigger rules.

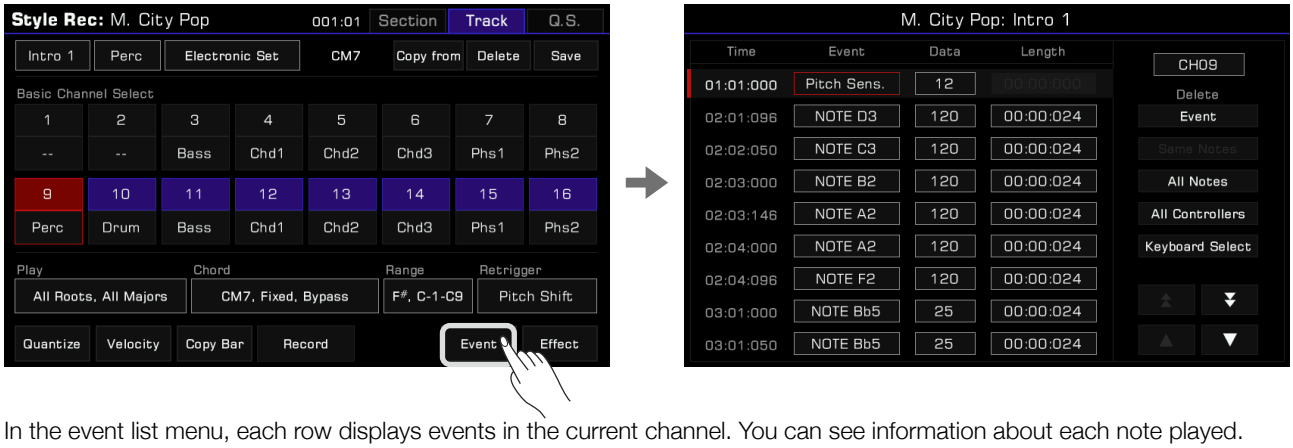


By adjusting this parameter, you can determine how notes in the current channel respond to chord change.
The following is a brief introduction of “Retrigger Rule”:

Pitch Shift	When a new chord is played, the notes played will bend to the new pitch instead of re-trigger with new attacks to match the new chord type.
Pitch Shift To Root	When a new chord is played, the notes played will bend to the new pitch to match the new chord root.
Retrigger	When a new chord is played, the notes played will be stopped, then new notes will be re-triggered to match the new chord root.
Retrigger To Root	When a new chord is played, the notes played will be stopped, then new notes will be re-triggered to match the new chord root in the same octave.
Stop	When a new chord is played, the notes played will be stopped.

Editing Each Note of the Style

With the powerful “Event List” function, you can edit each note of a channel; this is very helpful for detailed modification of your style.
Press the “Event” button at the bottom right of the screen to enter the event list interface.



In the event list menu, each row displays events in the current channel. You can see information about each note played.



- Time: The time the event occurred, expressed as “Bar: Beat: Tick”.
- Event: The event type and name. You can use “NOTE”, “CTRL”, “PITCH BEND” and “SOUND” events.
- Data: Event parameter. The parameters and their expressions will vary depending on the event type.
- Length: The length of notes.

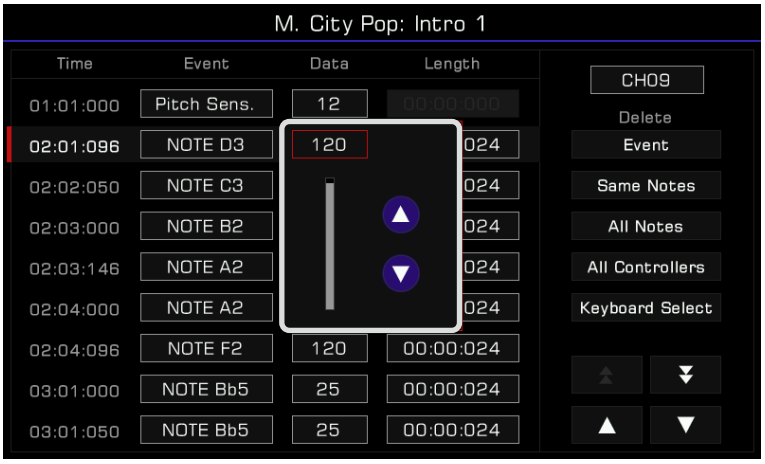
You can edit the information for each event within the channel in detail.

1. Change an Event
   Press the “Event” button to edit the event.



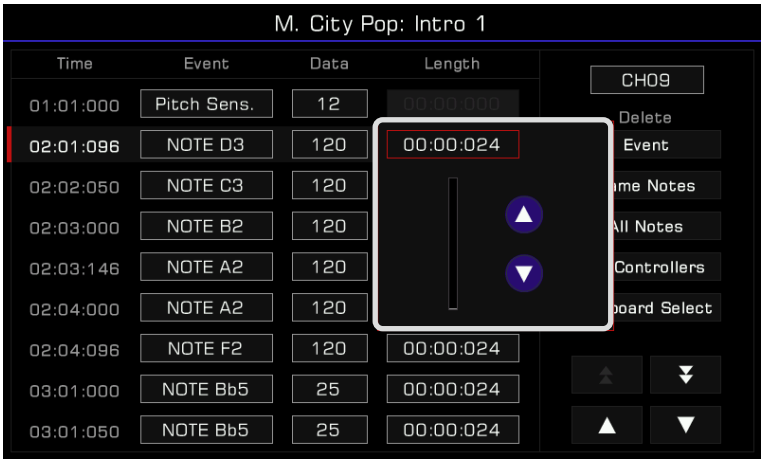
The editable object will vary depending on the event type.
• NOTE: This event changes the note pitch.
• CTRL: This event changes the number of controllers.

2. Edit the Event Parameters
Press the “Data” button to edit the data of the event.

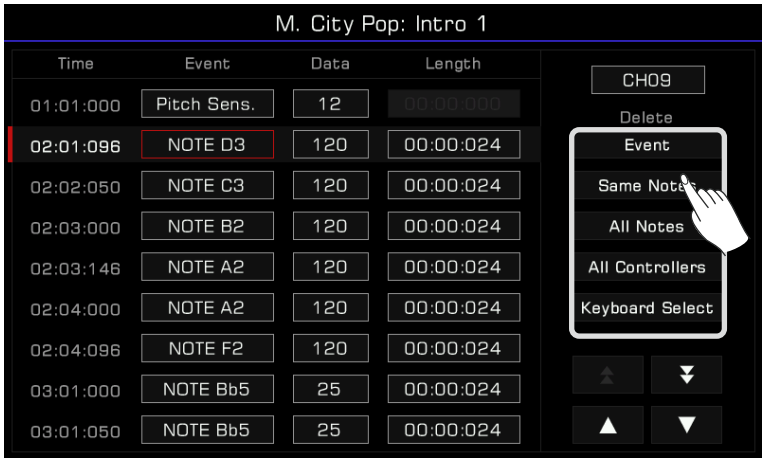


The editable parameters will vary depending on the event type.
• NOTE: This event changes the note velocity.
• CTRL: This event changes the controller parameters.
• PITCH BEND: This event changes the pitch of the on-going notes.

3. Change Note Length
Press the “Length” button to change the length of notes (for NOTE events). Use the [DATA DIAL], Up and Down arrows and [<]/[>] buttons to adjust the beat and measure lengths (in number of ticks).

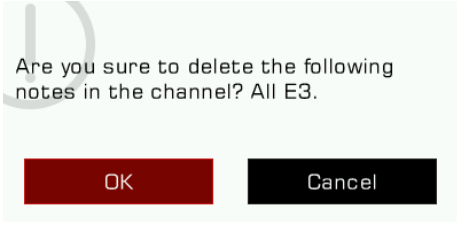


4. Delete events, notes and controller information from the event list



1) Deleting a note event
Once you have selected an event, you can delete it by clicking on the “Event” button in the Delete function on the right hand side of the screen. For example, if you want to delete a note, you can click on the note event and delete it.

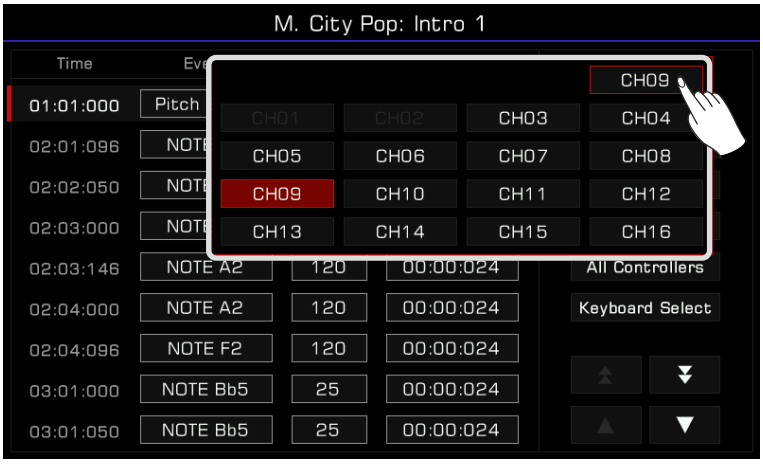
2) Delete all the same notes in the channel
Select a note event and click on the “Same Notes” button in the Delete function on the right hand side of the screen to delete all notes in the current channel that have the same pitch as the note you have selected.
You can also select the note pitch using the keyboard. Click on the ‘Keyboard Select’ button and this button will change colour. You can then play the next note on the keyboard, confirm this with a pop-up and delete all notes of that pitch.



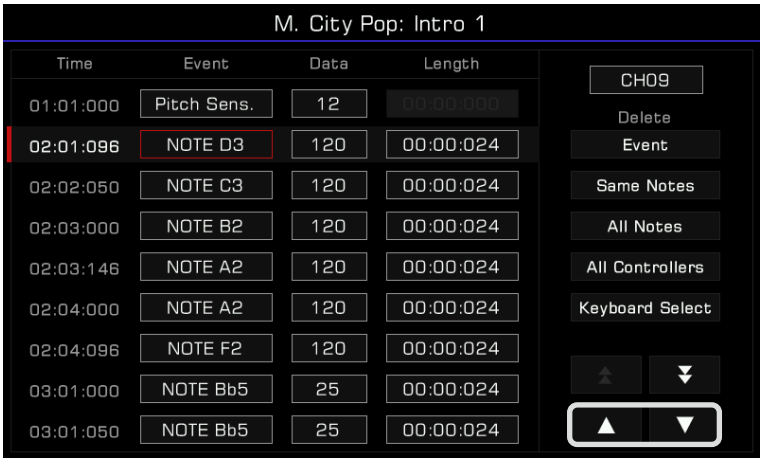
3) Delete all controllers
Click on the “All Controllers” button and follow the pop-up prompts to delete all controllers in that channel.

Tips:	After you have performed the delete operation, the deleted content cannot be recovered when you save the edited style and overwrite the original style.

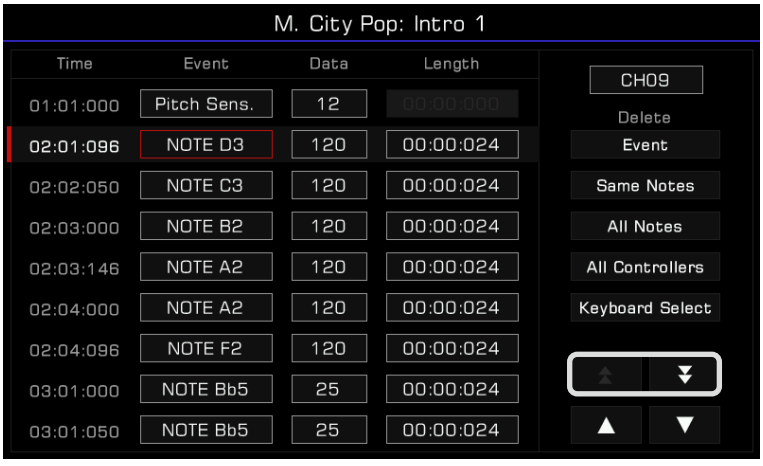
5. Select Channel
   To directly change a channel selection in the Event List without returning to the Style Track edit menu, simply press the “Channel” button in the display and select a different one.



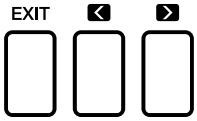
6. Preview Event
   Press the up and down arrows to select the event and listen to it (if it is a music event).



Press the double arrows to scroll between pages.

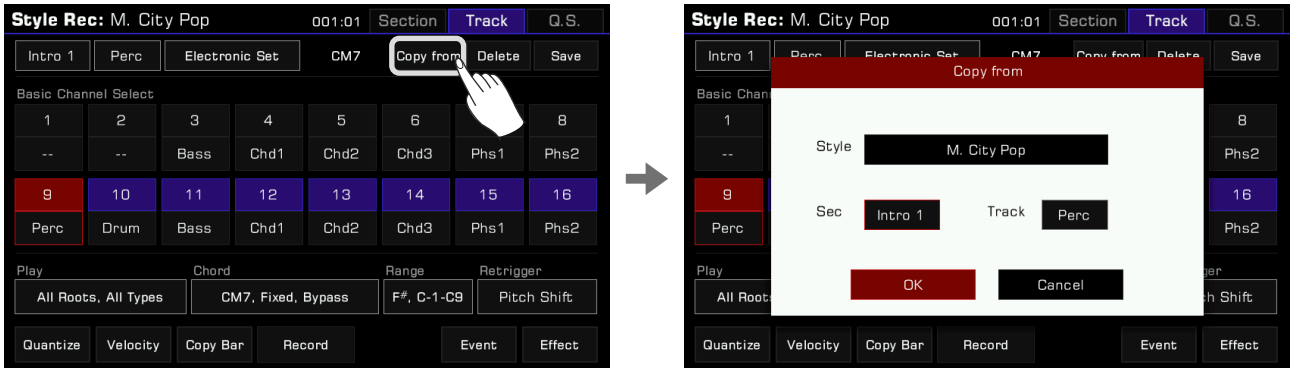


7. Exit Event List
   Press the panel [EXIT] button to return to the Style Track edit menu.

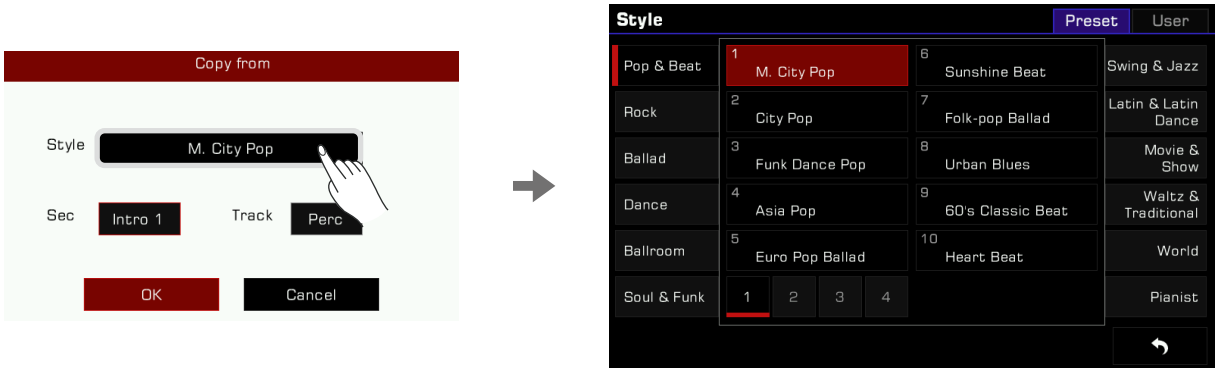


Copy From

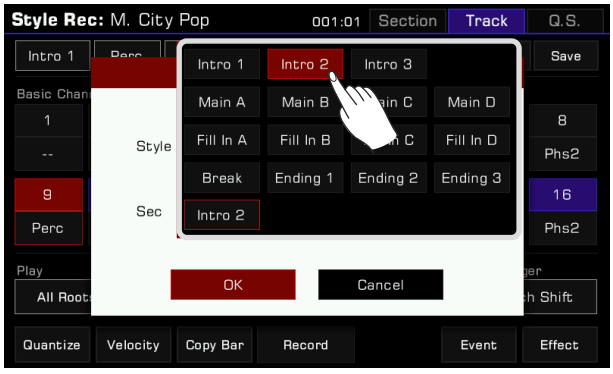
Copy a channel from an existing style to the currently edited Style.
Select a track you wish to edit, then press the “Copy from” button at the upper right of the screen to bring up a pop-up window. Select a channel that you wish to copy from.



1. Press the Style name to enter the Style Selection menu. Select a Style from the different tabs and categories. Press the [EXIT] button to confirm your selection and return to the “Copy from” pop-up window.



2. Press the section name to bring up the section list. Then, select one as the section source.



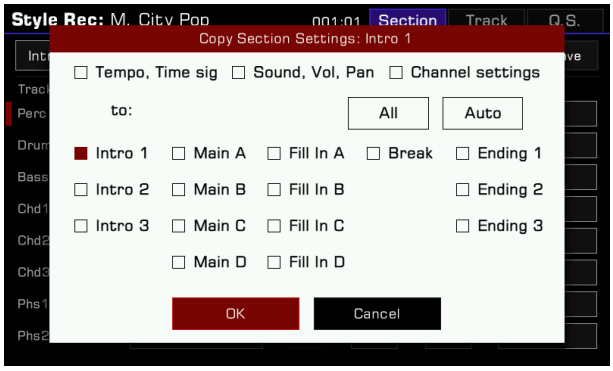
3. Press “OK” to confirm and save you settings.

Tips:	• The selected data source must match the content of the currently edited channel. For example, if you are editing a percussion or drum channel, you can only select a percussion or drum channel as the data source. • “Copy from” will not be executed if NONE of the channels in the data source you selected match the current editing channel chord.

Copy Settings to Other Sections

With this feature, in the current editing section, you can quickly copy the section settings of which you want to apply, to other Style sections and their corresponding channels.
This way you don't have to set complex settings repeatedly.
Click "Copy to" to open the pop-up window.

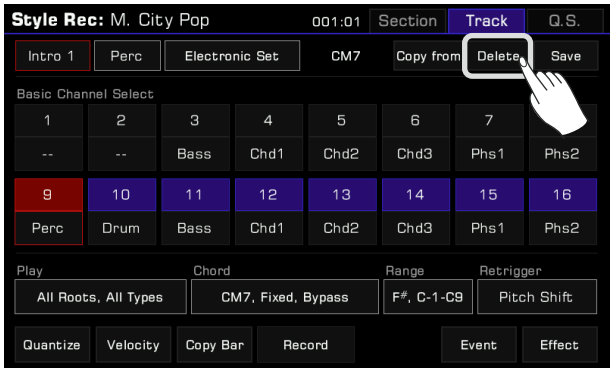


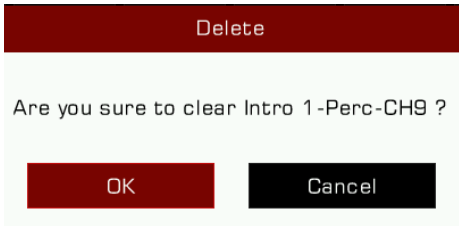


To apply the current section settings to other sections, click "Copy to" button and select your desired settings to copy them to the target section and its corresponding channels.
If you use the "Auto" button, the system will automatically select the appropriate target sections suitable for applying the same settings as the current section. If the currently edited section is Intro or Ending, all Intro and Ending sections will be auto-selected. If the currently edited section is Main, Fill, or Break, then all Main, Fill, and Break sections will be auto-selected.
Use the "All" button to select or unselect all sections.
Tick the "Tempo, Time sig", together with the "Sound, Vol, Pan" to quickly apply the above Settings to other sections.

Delete Channel Content

Press the "Delete" button in the Style Track edit menu. Press "OK" in the pop-up window to clear the channel content, then the channel name displayed shifts to "--".





Tips:	After the channel is cleared, the deleted content cannot be recovered when you save the edited style and overwrite the original style.

Editing Style Effects

This instrument has a powerful Style edit function. In the effects editing interface of a Style, you can see the effects working on each section.

In the Style effects edit interface, you can set the following settings:

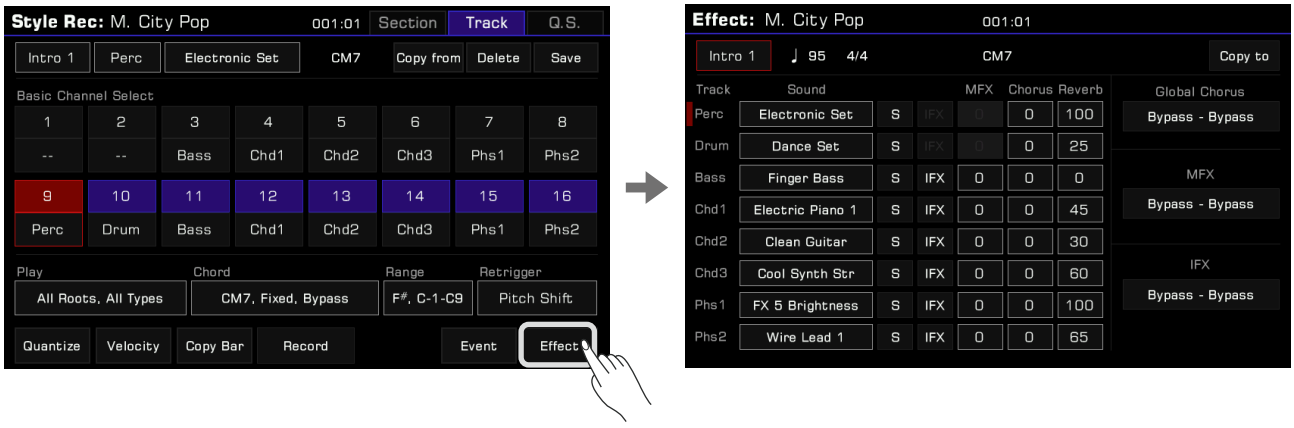
1. Adjust the level of Global Reverb of each channel.

2. Set the effect type of Global Chorus and adjust its level of each channel.

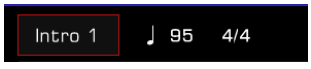
3. Add MFX effects for the Style. MFX is a multi-channel effector that allows you to:
- Select the type of MFX effect.
- Add MFX effects on one or more channels.
- Adjust the MFX effect level for each channel.

4. Add an IFX effect for the Style. IFX is a single channel effector. You can:
- Select the type of IFX effect.
- Add the IFX effect on a channel.
- Adjust the effect level of the IFX

In the Style Track edit menu, click the “Effect” button to enter the editing interface.



1. Select the section



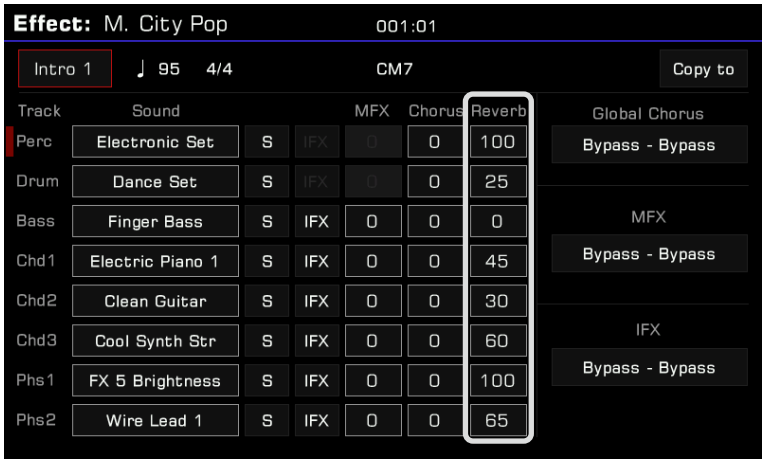
You can select another section to edit by clicking the button or by using the panel section buttons.

2. Channel sound selection

In the Style effects edit interface, you can also modify the channel sound for each channel.

3. Global Reverb effect level

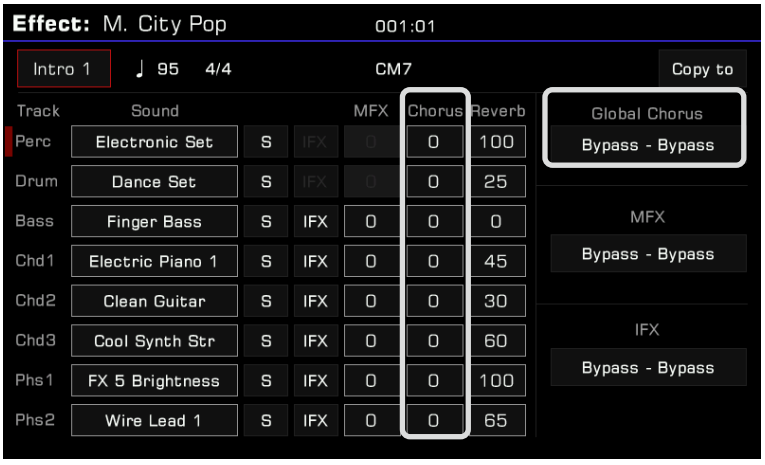
Click the Global Reverb effect parameters of each channel to set the value.



4. Global Chorus type selection and level setting

Click the name of the Global Chorus and bring up the type selection menu to select. After that, adjust the Global Chorus effect level of each channel.

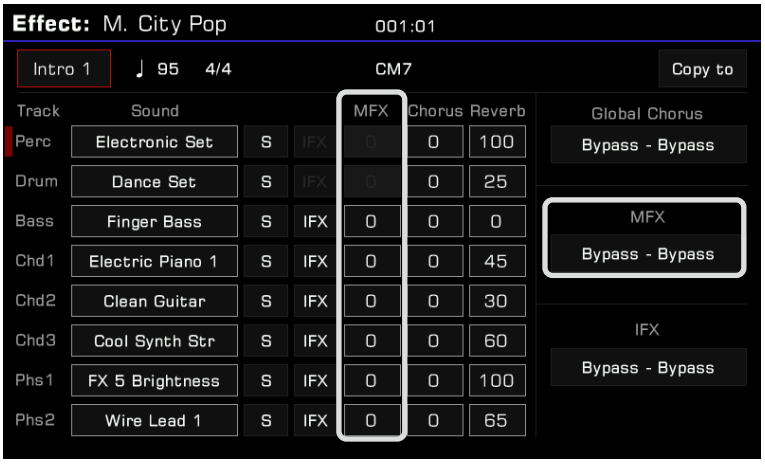
If you do not want to add a Global Chorus effect to the Style, select “Bypass” in the effects menu.



5. MFX effect type selection and level setting

Click the MFX effect type name and bring up the type selection menu to select. After that, adjust the MFX effect level of each channel.

Please set the MFX effect level to 0 for Style channels that do not need MFX. If you do not want to add MFX effects to the Style, select “Bypass” in the effects menu.

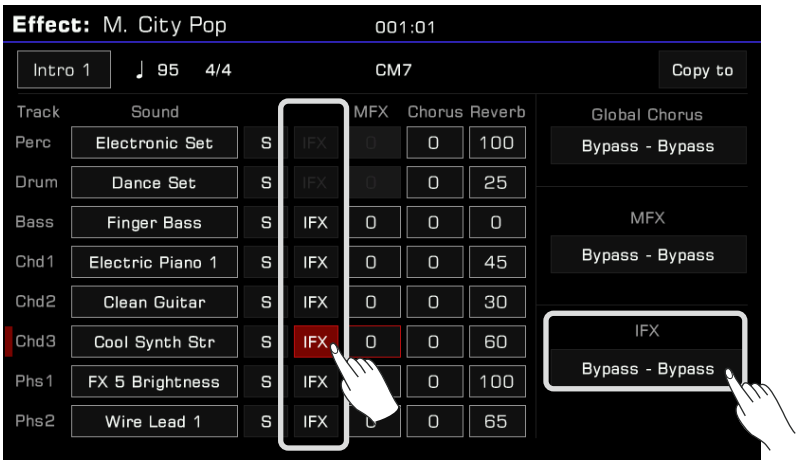


6. IFX effect type selection and level setting

Click the IFX effect of the target channel, then click the IFX type name and bring up the menu to select it and set its level.

If you do not need to add an IFX effect for Style, cancel it as follows:

1. Select “Bypass” in the effects menu. Then the IFX effect will not be added at this point, regardless of whether the IFX button is activated on each channel.
2. Touch the screen directly and de-activate the IFX button to turn off the IFX in this channel.



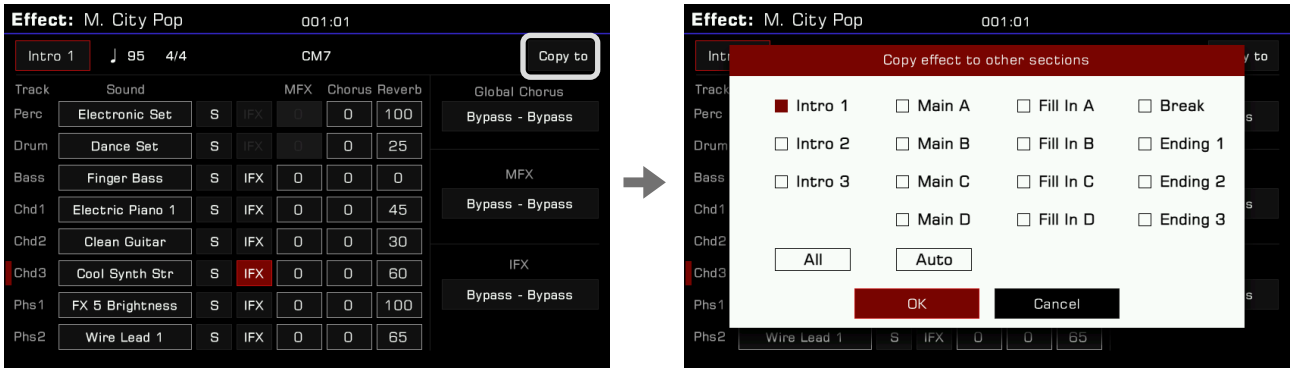
7. Listen to the channel effect

Click the “S” (Solo) button to listen only to the effect of the selected channel.



8. Copy the Style effect parameters to other sections

With this feature, you can quickly copy all the effect parameters of the currently edited section into other sections. Click the “Copy to” button to open the pop-up window.



Select the target Style section to which you want to apply the effect parameters, then click the “OK” button.
Using the “Auto” button, the system will automatically select the appropriate target sections for you. If the currently edited section is Intro or Ending, all Intro and Ending sections will be auto-selected. If the currently edited section is Main, Fill, or Break, then all Main, Fill, and Break sections will be auto-selected.

Use the “All” button to select or unselect all sections.

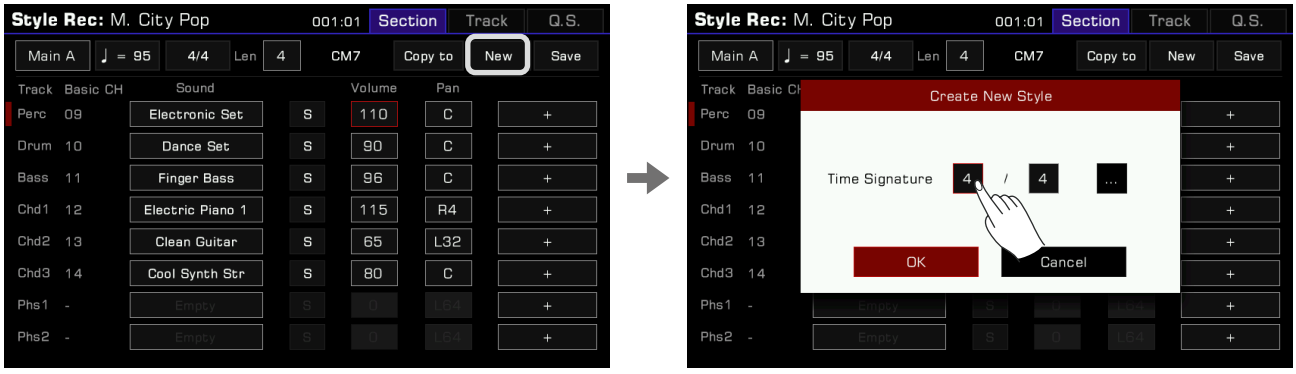
Tips:	• Global Reverb type cannot be modified in the Style effects editing function. You can view the current Global Reverb of this instrument in the “DSP Effect – Global Effect” interface. • Channel 9 and 10 are percussion channels. Since each key of the drum set has its own reverb, it is no recommended/doesn’t support using the Style effect editing feature to add MFX and IFX for percussion channels.

Recording Your Performance as a New Style

Besides editing the existing music content, you can also record your own performance as a Style channel.

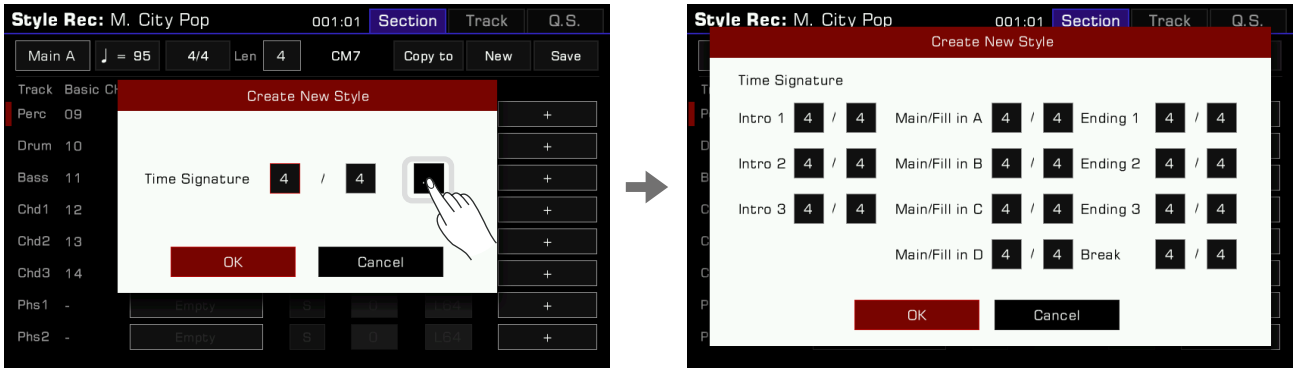
1. Create a blank style

   Press the “New” button. Set a time signature for the new Style and press “OK” to confirm.



You can also set different Time Signatures for different sections as follows:

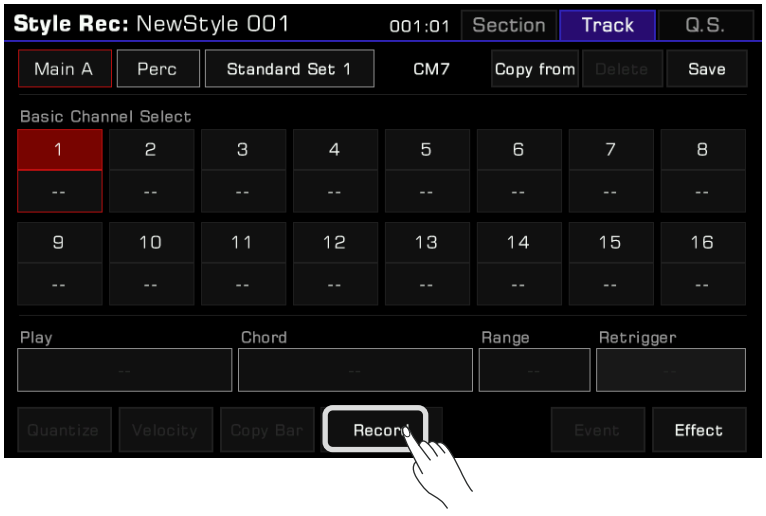
Press the “...” button to open the advanced setting pop-up window. Set different Time Signatures for each section. Press “OK” to save and return to the Style Recording menu.



Tips:	If you just want to record a new style based on an existing style, select a style and skip this step.

2. Select the channel for recording

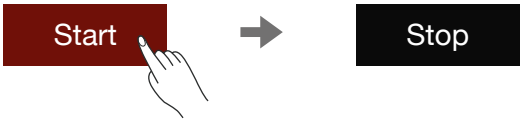
   You must select a channel to record, then click the “Record” button below to arm the channel for recording.



3. Start recording
   Press the “Record” button. The button will change to “Start” and await recording.



Play the keyboard, press the “Start” button, or press the panel [START/STOP] button to start recording. The screen button will change to “Stop”.



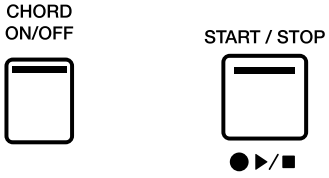
The current style section will play repeatedly while recording, and the notes you play will overdub the existing music content of the channel.

4. Stop recording
   Press the screen “Stop” button, or press the panel [START/STOP] button to stop recording.



Listen to the Edited Style

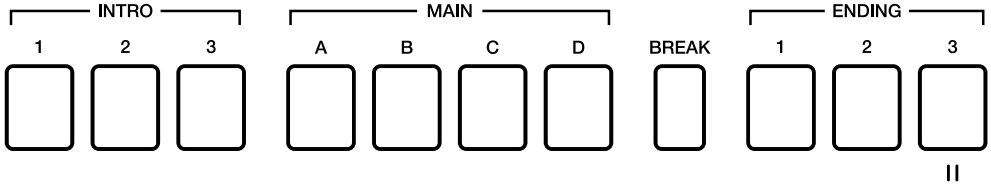
Pressing the [START/STOP] button on the panel will begin playing the edited Style section in a loop.



You can also listen to a channel of editing section by pressing the “Solo” button to turn it on.

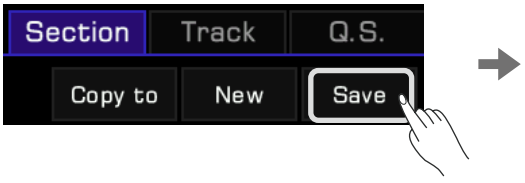


Switch to the section you want to listen to by using the Style section button on the panel. In this listening mode, unlike the usual playback, all the sections will be played in a loop.



Saving Edited Style

Press the “Save” button on the upper right and enter the name of the style. Save the new User Style by pressing “OK”.





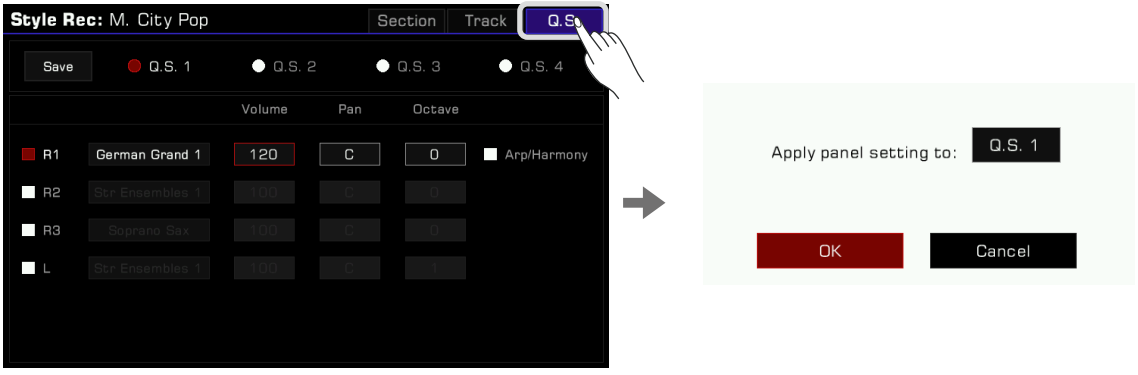
Now, you can locate the new User Style you saved in the “User” tab.



Setting Style Q.S. (Quick Setting)

By editing the Q.S. of the Style, you can modify the tonal parameters to match the Style to suit your playing preferences.

1. Press the “Q.S.” tab in the Style Recording interface to enter the Q.S. settings menu.



2. The Q.S. settings menu allows you to set each detailed parameter of the Q.S..



- Part ON/OFF: Turn on/off the Parts (R1, R2, R3, L)
- Sound: Select a Sound for each Part.
- Volume: Set the Volume for each Part.
- Pan: Set the Pan value for each Part.
- Octave: Set the Octave for each Part.
- R1 Arp/Harmony ON/OFF: Set the Arp/Harmony ON/OFF for R1.

3. Press the “Save” button to confirm and save your settings.



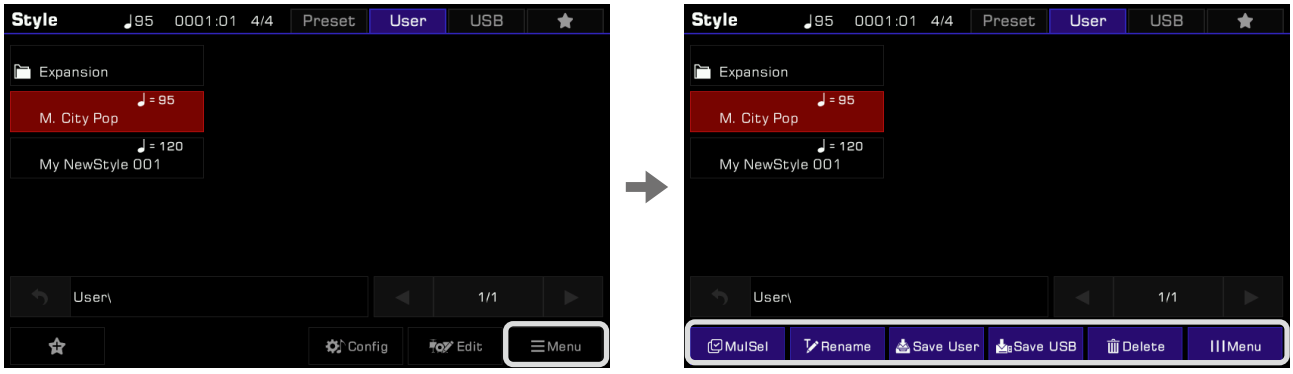
In other screens, with [Q.S.] on, you can also quickly access the Q.S. settings screen in Style Edit by pressing any Q.S. setting button while holding down the [Store] button to save the current panel setting as a Q.S. setting for the current style.

Saving, Deleting or Renaming the User Style

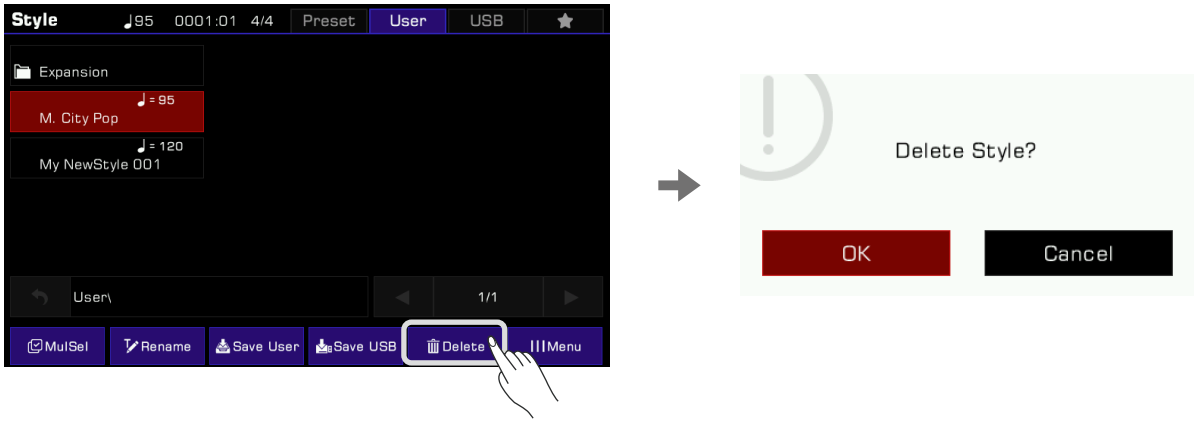
User Styles can be deleted, renamed, or saved to a USB storage device.

1. Press the “User” tab and select a User Style.

2. Press the “Menu” button to call up the function menu.



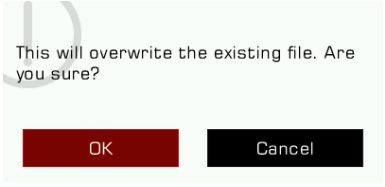
3. Press the “Delete” button and press “OK” in the pop-up window to confirm.



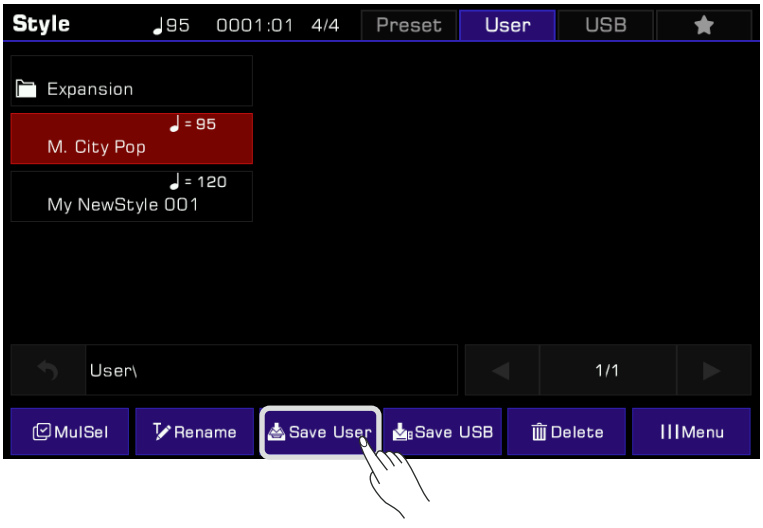
4. Press the “Rename” button and enter a new name with the soft keyboard. Press “OK” to save the new Style to the “User” tab.



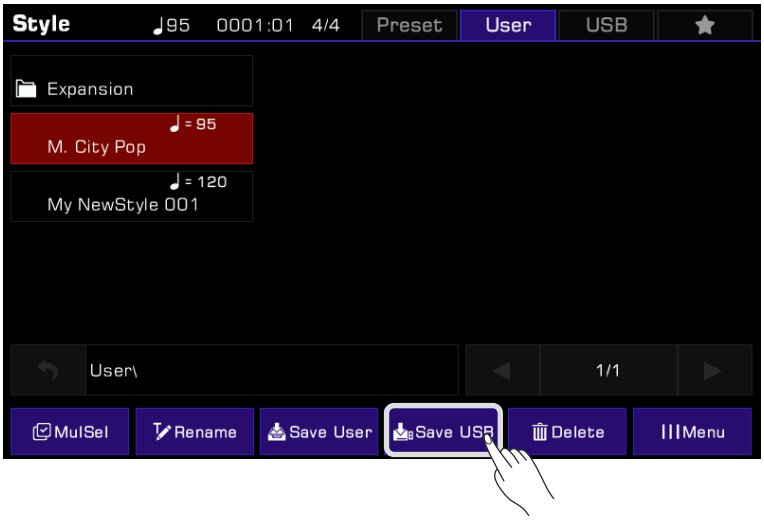
If the name already exists, a warning pop-up will ask you to confirm whether to overwrite the existing file.



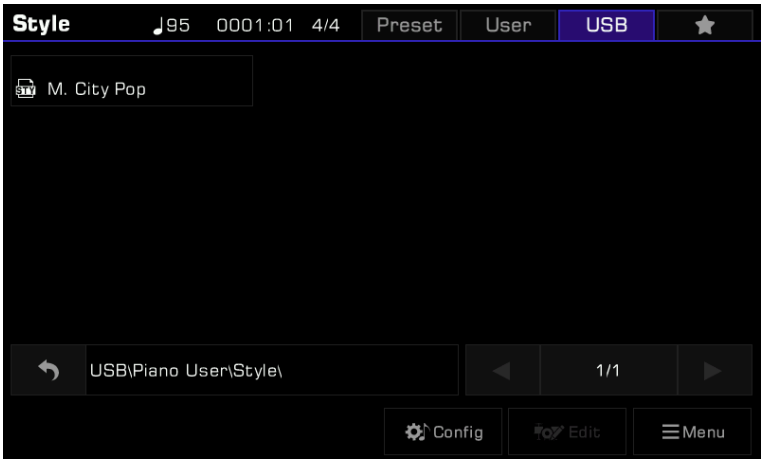
5. Press the “Save User” icon to enter a new name with the soft keyboard. Press “OK” to save the new Style to the “User” tab.



6. Press the “Save USB” icon and enter a new name with the soft keyboard. Press “OK” to save the new Style to a USB device.



Press the “USB” tab to find the style you saved in the USB device.



Tips:	Styles can be added to “My Favorites” tab by pressing the “☆+” button. Similarly, you can add selected User Styles in “User” tab or “USB” tab to “My Favorites”.

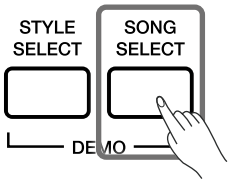
Songs and Audio

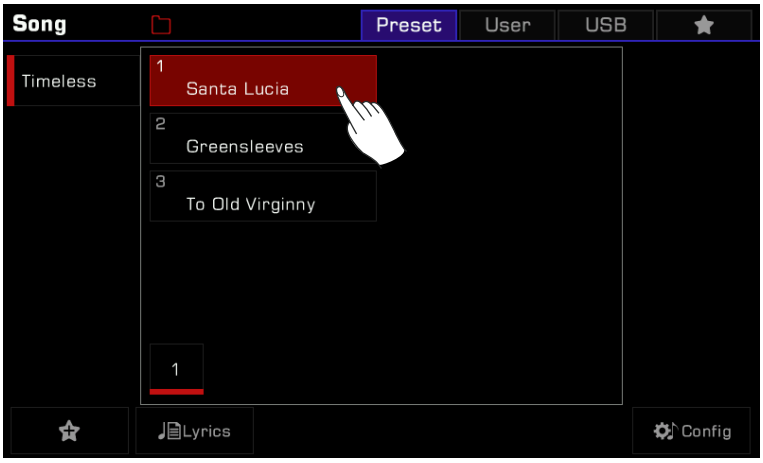
Playing Songs and Audio

This instrument features 3 songs.Some of these songs include lyric data. You have the option to display the lyrics during song playback.
You can also play audio files (WAV / MP3 / AAC(.m4a)) and MIDI files from a USB device through the built-in speakers.

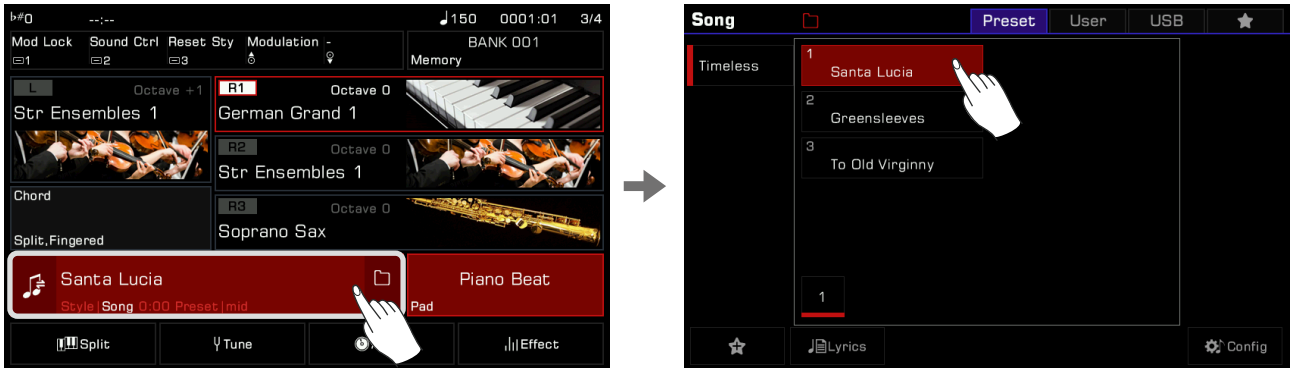
Selecting Songs

1. You can select preset songs one of the two following ways:
   • Press the [SONG SELECT] button to enter the song selection menu. Press a song name to select a song.





• Select Song mode from the style/song area in the main display. To select user songs, press the “User” or “USB ” tab and select a song file from the menu.

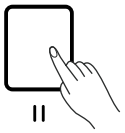


Playing the Keyboard During Song Playback

In Song mode, the [PLAY/STOP] button LED will be lit. Press the [PLAY/STOP] button to play the song.
Press it again to stop the song.

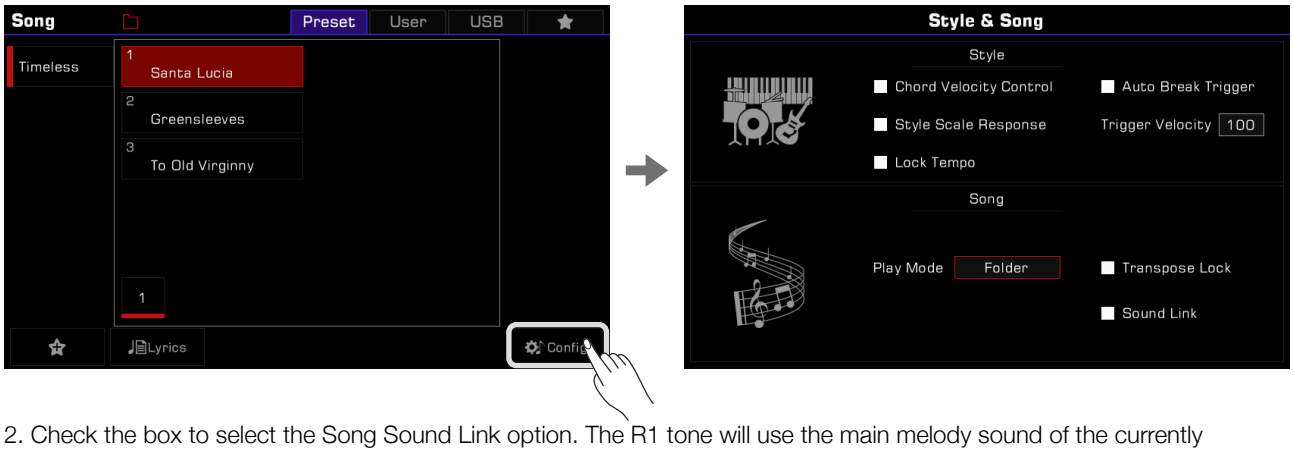


Press the [⏸] button, the playing song will pause. Press it again to resume playing from the current position.

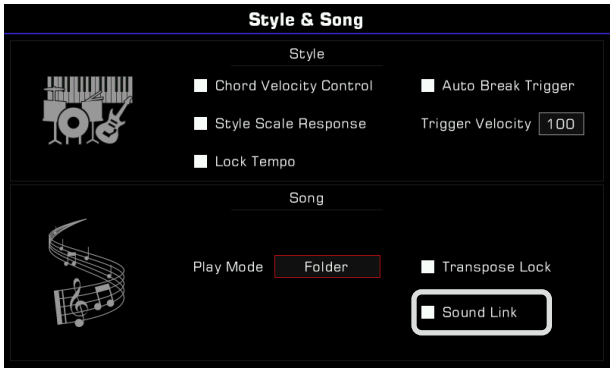


Here's how to play the keyboard in the main melody sound while a song is playing:

1. Press the "Config" button below to enter the Style & Song menu. You can also enter the Style & Song menu via [GLOBAL SETTINGS].

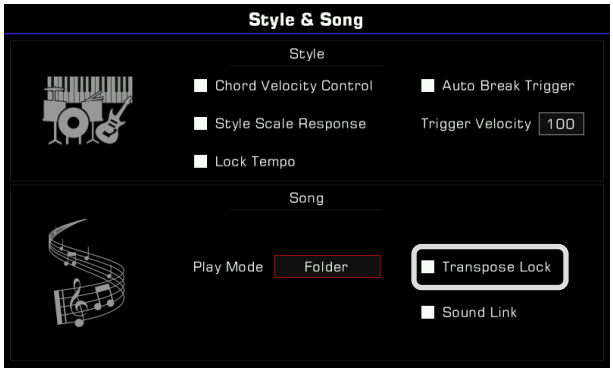


2. Check the box to select the Song Sound Link option. The R1 tone will use the main melody sound of the currently selected song.
   You can also select other sounds to play, but if the Song Sound Link is turned on, the keyboard sound will automatically follow the sound of the new Song you selected. This feature only applies to preset songs. When playing the user songs, the sound of keyboard will not change.



In some cases, you may want the song not to be affected by the transpose feature. For example, when a song is in C# major and you want to use as few black keys as possible, playing only the white keys.
There is a "Song Transpose Lock" which can retain the default transpose settings of a preset or user song and only change the transposition of the keyboard.

1. In the Style & Song menu, check the box to select the Song Transpose Lock option. The Song will not respond to transposition changes but will retain the default transpose setting.



2. Now, you can use the panel [TRANSPOSE<] or [TRANSPOSE>] to change the pitch of the keyboard sound and play the keyboard as the song plays.
   Turn off the Song Transpose Lock, and the song will respond to the system transposition.

Operating Song Playback

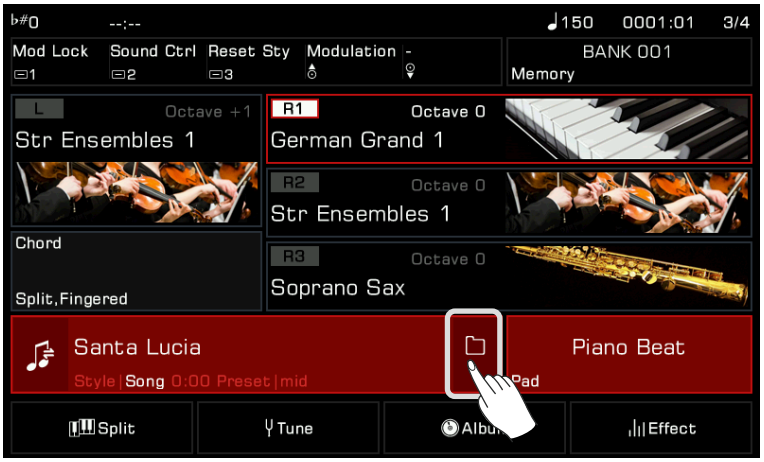
Select Song Play Mode
There are three ways to change the playback mode:
The default song play mode is Order. In this play mode, the songs in the current group will be played in order and stop automatically after the last song is played.

1. Press the “Song Play Mode” icon on the top of the song selection menu to switch the song play mode.

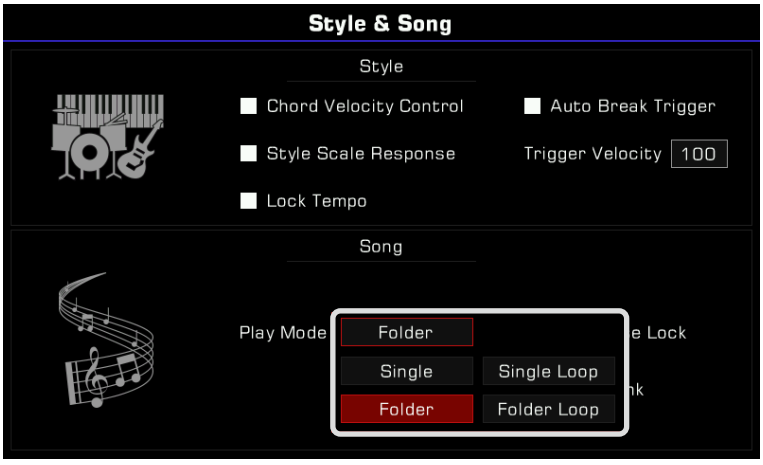


	Order: Play the songs in the current group in order and stop automatically after the last song is played.
1	Single: The currently selected song will stop automatically after playing.
	Single Loop: The current song will play repeatedly.
	Group Loop: The current group of songs will play in a loop.

2. Press the song play mode icon on the right side of the song area in the main menu to switch the song play mode.



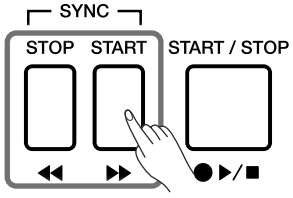
3. Enter the “Style & Song” menu through [GLOBAL SETTINGS]. Press “Song Play Mode” and select a mode from the popup list by using the [DATA DIAL] or the [<]/[>] button.

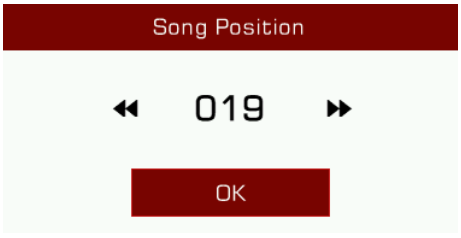


Rewind and Fast Forward

Pressing the [REW] or [FF] button allows you to jump to a certain measure of a song during playback. The Song play position will be visible.

Press and hold either button to fast forward (right arrows) or rewind (left arrows).





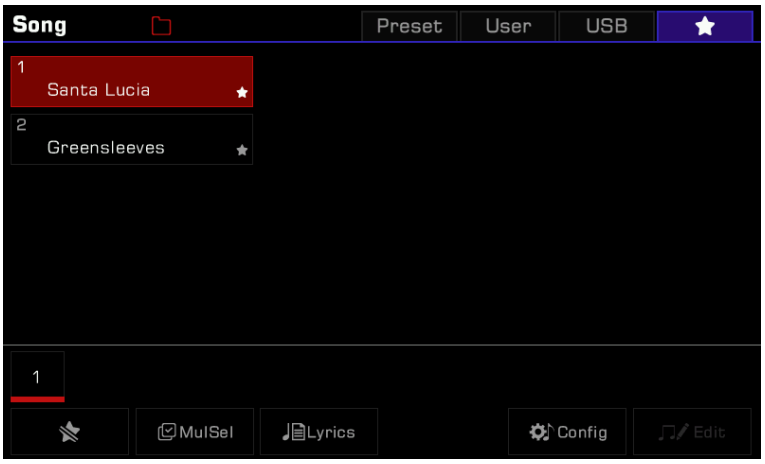
Add Songs to “My Favorites”

Add selected Songs to “My Favorites” as follows:

1. Press the “☆+” icon at the bottom. A star will appear to the right of the selected Song name. Press the button again to remove it from “My Favorites”.

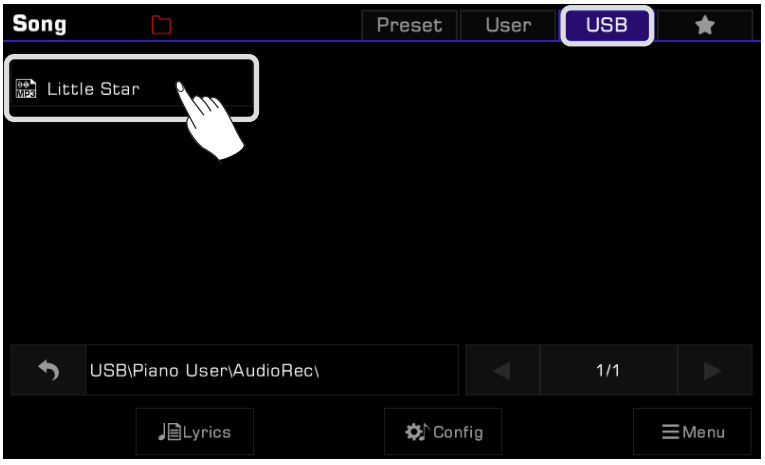


2. Press the “☆” tab to access the songs you saved. You can remove one or more of the songs in this menu anytime.

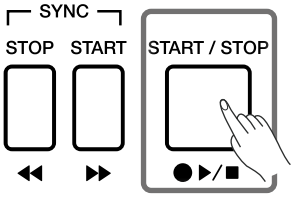


Audio Playback

1. Press the “USB” tab to display all the songs and audio files saved on the USB storage device. Press a file name to select it.

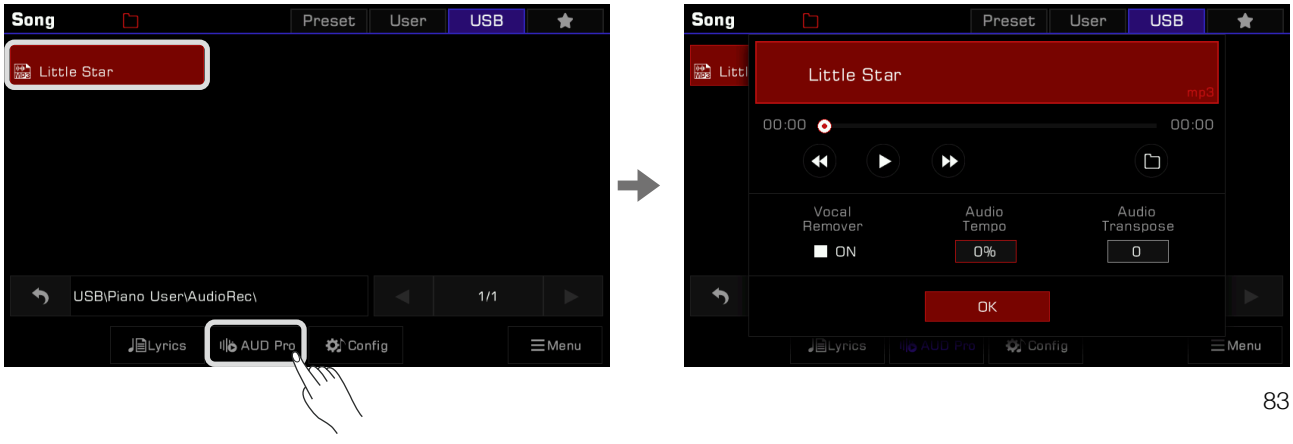


2. Press the [PLAY/STOP] button to start playing the audio.

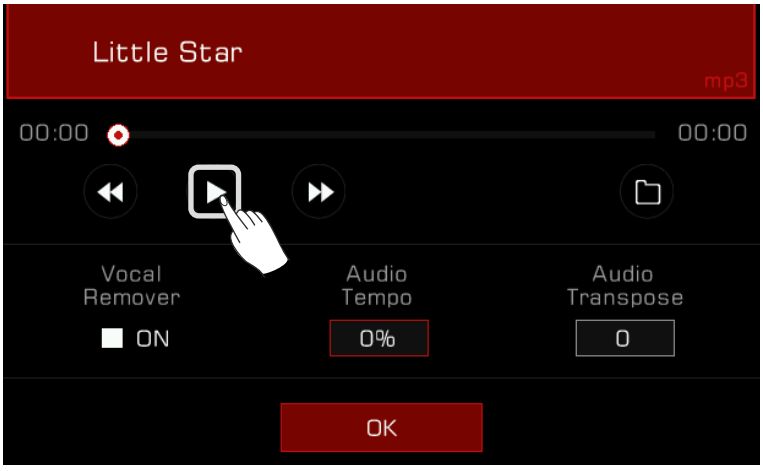


Operating Audio Playback

Play audio files using the instrument’s built-in audio player.
When you select an Audio file from the USB device, click the “AUD Pro” button to bring up the Audio player.

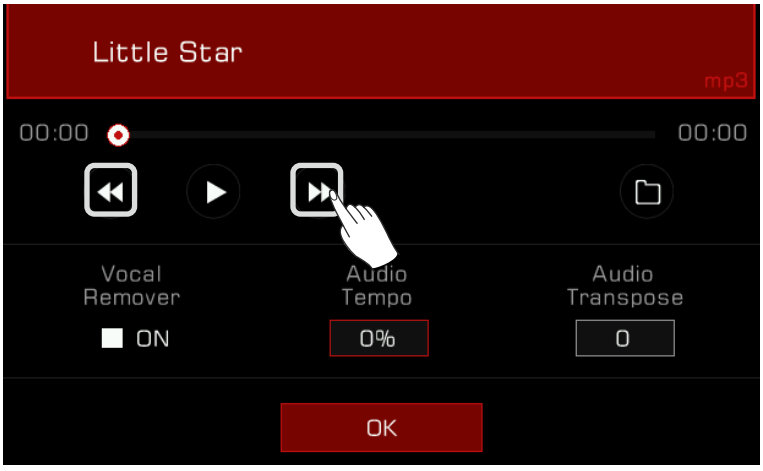


Use the “Play/Pause” button in the player to play or pause the audio.

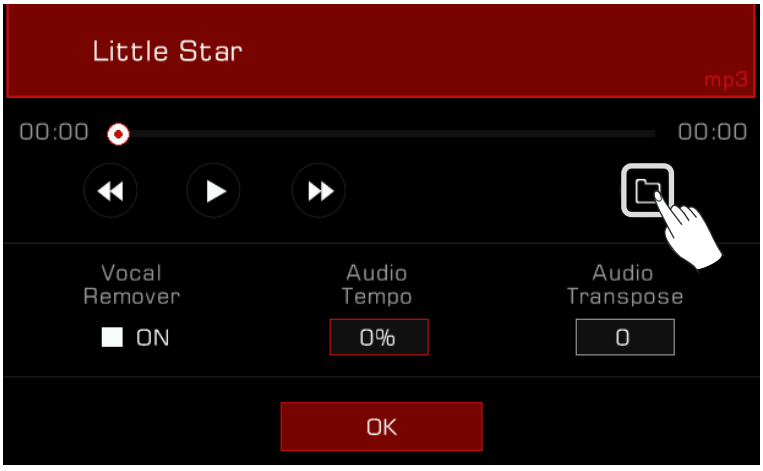


When the audio is playing or paused, you can press the “Rewind” or “Fast forward” arrows to rewind or fast forward in seconds.

Press and hold either arrow to rewind or fast forward quickly.



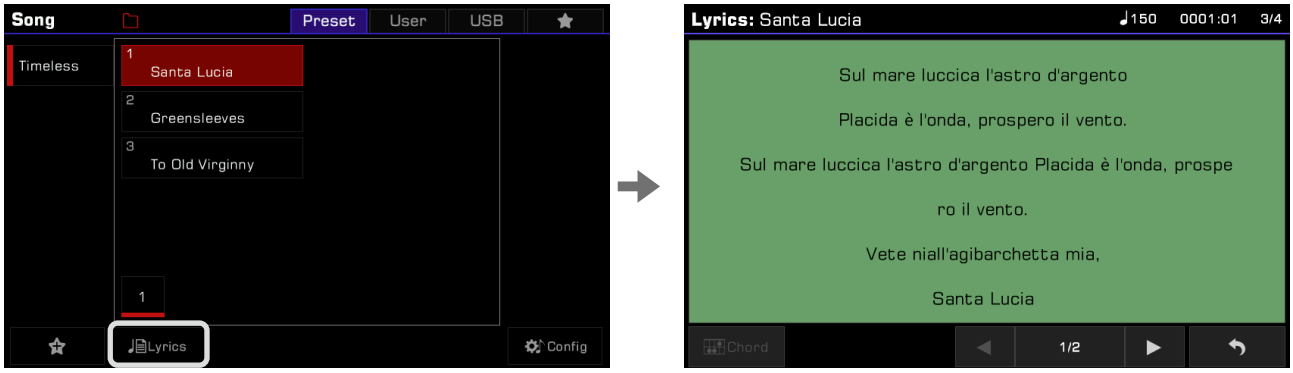
Press the “Audio Playback Mode” button to switch audio playback mode.



Displaying Song Lyrics

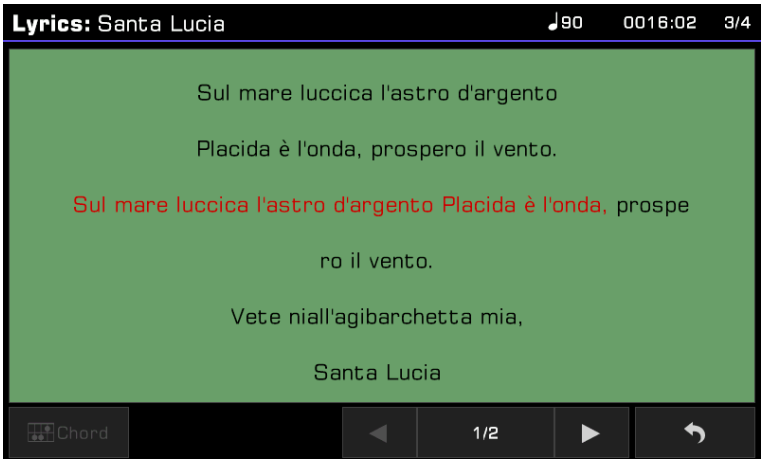
When playing an MP3 or MIDI file that contains lyrics, you can view the lyrics on the screen.
This instrument comes with some classic songs which contain lyrics. The corresponding lyrics will be highlighted as the song plays, so you can view the lyrics while listening to the song.

1. Select a song. Then press the “Lyric” button at the bottom of the Song selection menu to display the lyrics of the current song. In the lyric screen, you can use the page buttons at the bottom to switch to other pages.

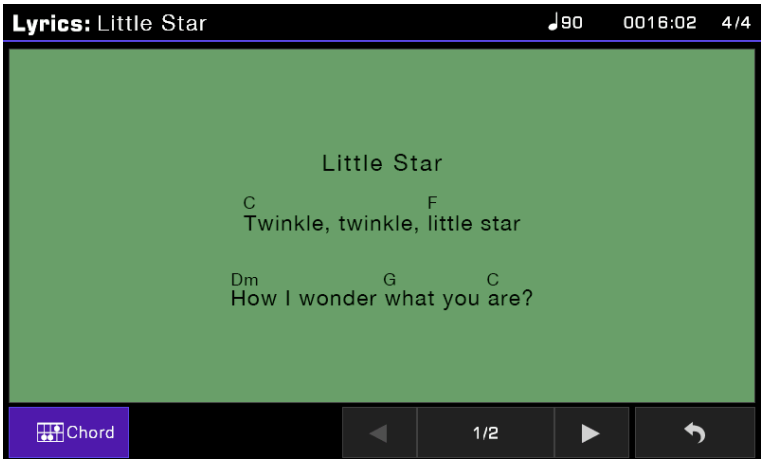


Some preset songs may not have lyric data. In such a case the, it will prompt “The file is empty!” in the lyric screen.

2. As the song plays, the corresponding lyrics will be highlighted word by word.



Some MIDI files may also contain chord information along with lyric data. When you select a song that contains chord information, you can press the “Chord” button at the bottom left of the screen to enable/disable chord display.



Some MP3 files may contain lyric data. You can view the corresponding lyrics when playing such MP3 files.

If the data contains lyrics, this instrument supports the following file formats for lyric display:

.mid / .kar	Supports built-in lyrics only (must be embedded within the file).
.wav / .m4a	Supports linked external lyrics only (requires an ".lrc" file with the exact same filename in the same directory).
.mp3	Supports both built-in and external lyrics. The system will prioritize reading built-in lyrics if available.

Tips:	Using external ".lrc" lyric files: • This instrument supports synchronizing audio files with lyrics by linking ".lrc" format lyric files. • Simply name the ".lrc" file exactly the same as its corresponding audio file and place them in the same directory. The system will automatically recognize the ".lrc" file as the lyrics for the audio file. When playing the audio, you can view the corresponding lyrics in real-time. • Additionally, you can directly open ".lrc" files individually by selecting the "Execute" operation in the USB interface menu.

Displaying Text

The instrument supports directly opening a text file (.txt) from a USB storage device, without even selecting a song. Select a text file in the USB interface, then press the "Execute" button to enter the lyric screen.



If the text content is not displayed normally, it's probably because the file is too large or the character encoding is not supported. In either case, the screen will display the possible reason. You can then open the text file on computer, remove some text content, or save the text using UTF-8 encoding. Then try it on the instrument again.

Tips:	• If some characters in a lyric or text file appear as "□", this is because the character library on this instrument is limited, some characters might not be supported. • If you wish to enable/disable the lyric screen with one-button operation during performance, you can assign the "Lyrics/Text Switch" function to an assignable switch in the "Controller" interface.

Real-time Audio Processing

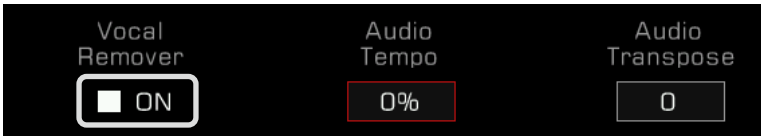
The instrument has powerful real-time audio processing functions. Audio playback has vocal remover, tempo change, and transpose functions that let you do karaoke and create other possibilities for your live performance.

Vocal Remover

The Vocal Remover eliminates the human voice part of the audio in real time. This allows you to use a keyboard or microphone to play or sing the main melody.

There are two ways to turn the Vocal Remover on or off:

1. Select the “Vocal Remover” option to turn it on, and the human voice track will be eliminated. You can turn this option off at any time to restore normal audio playback.



2. Press the “Vocal Remover” icon in the song display area of the main menu to turn the Vocal Remover function on or off.



Note!	The actual result of the Vocal Remover depends on the type and quality of the audio files. If the file doesn’t have a vocal track or the file is of low resolution, this may result in unpredictable sound effects or human voice artifacts.

Audio Tempo

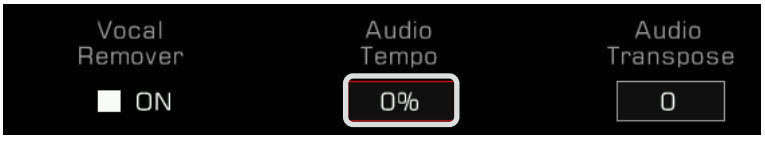
The Audio Tempo can be changed in real time without affecting the audio pitch.

There are two ways to adjust the Audio Tempo in real time:

1. Press “Audio Tempo” in the audio player and adjust the audio tempo percentage by using the [DATA DIAL] , [<]/[>] buttons, or using the touch screen.

The adjustment range is -30% ~ +30%.

- When the percentage is 0%, the audio is played at the original tempo.
- When the percentage is negative, the audio is played at a rate slower than the original tempo.
- When the percentage is positive, the audio is played at a rate faster than the original tempo.



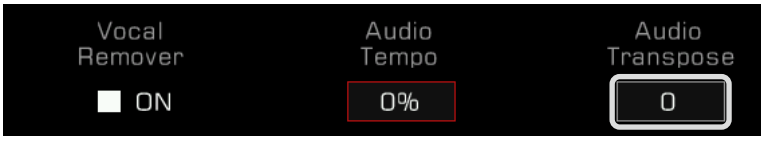
2. Press the “Audio Tempo” icon in the song display area of the main menu to adjust the audio tempo in real time.



Note!	The actual result of the Audio Tempo function depends on the type and quality of the audio files. Results may be unpredictable for some files.

Audio Transpose
Use the Audio Transpose function to raise or lower the audio pitch in real time without changing the tempo.

There are two ways you can do this in real time:
1. Press “Audio Transpose” in the audio player and transpose the pitch by using the [DATA DIAL], [<]/[>] buttons, or using the touch screen
   The adjustment range is -5 ~ +6.



2. Press the “Audio Transpose” icon in the song display area of the main menu to transpose in real time.



Note!	• The actual result of the Audio Transpose function depends on the type and quality of the audio files. Results may be unpredictable for some files. • Real-time audio processing will affect the audio playback quality triggered by phrase pads. It is recommended to disable all audio processing functions when playing audio via phrase pads.

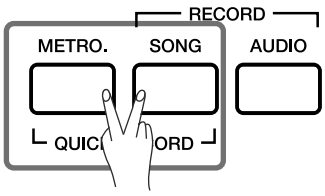
Song Recording and Audio Recording
This instrument has powerful recording capabilities. Record your performance, then store it in the internal storage or save the high-quality audio files to a USB device, sharing with your family and friends.

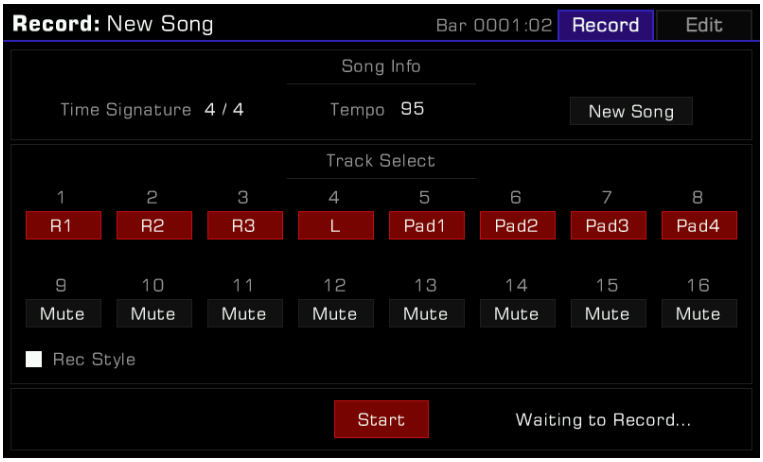
MIDI Recording
With MIDI recording you can record everything you play on the instrument, edit it, and play it back at any time.

The MIDI songs you record will be saved in the User Song library. You can also play the keyboard during User Song playback and use it as accompaniment.

You can also save your recorded MIDI songs to a USB storage device. You can do detailed editing and create your own music by using other MIDI devices.

Quick Recording
Quick recording lets you get right into recording.
1. Press the [METRO.] and [SONG RECORD] buttons at the same time to instantly create a new song. The [SONG RECORD] LED light will flash. Now, look at your settings before you record.

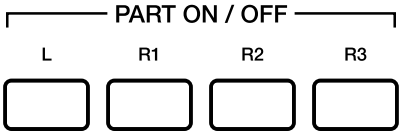




2. Here is how to set the recording parameters during the preparation state:

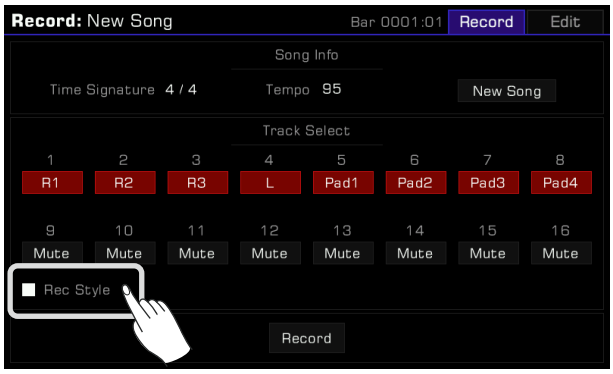
• Select the parts to record

Turn on the Part switch on the panel to set the recorded parts. And select the recording channel for them and record them.



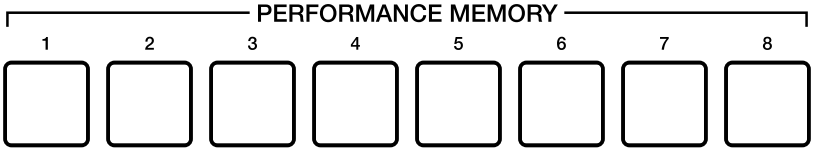
• Recording the Style

If you wish to record the Style, check the “Rec Style” box to turn it on. After that, the Style channels will be recorded as to tracks 9-16.



• Recording with performance memory

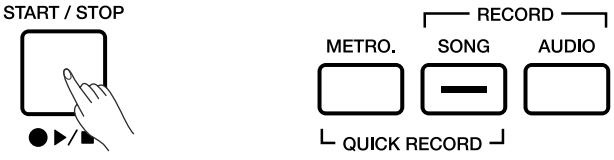
Press any of the [PERFORMANCE MEMORY 1] - [PERFORMANCE MEMORY 8] buttons and the performance memory be called immediately for recording.



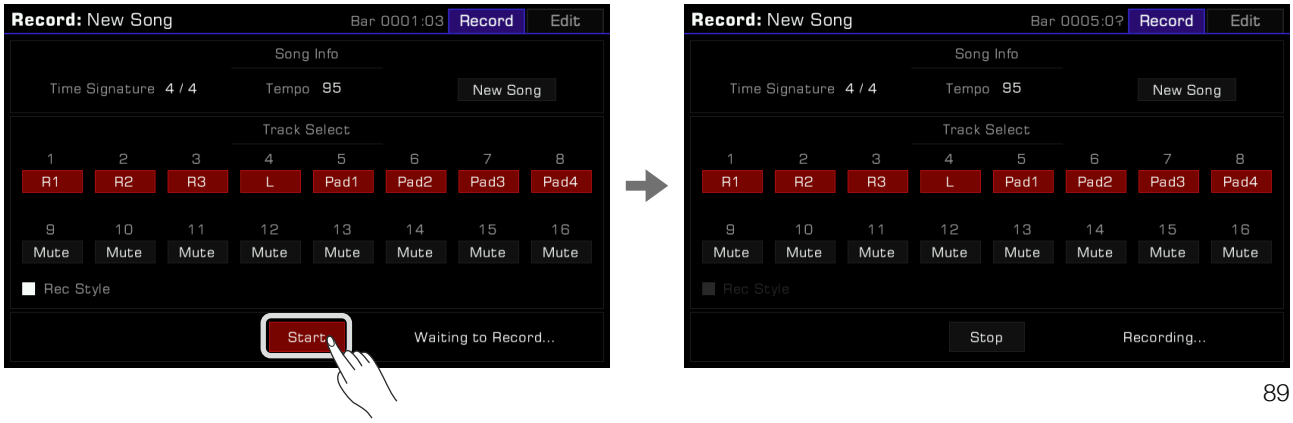
• Other Settings

You can also adjust the system tempo, transpose, and octave settings before recording.

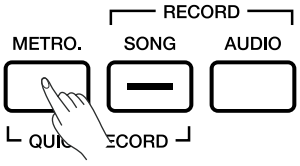
3. After adjusting your settings for recording, press the [START/ STOP] button, play the keyboard or a Phrase Pad to begin recording. The [SONG RECORD] LED will stay lit.



You can also press the “START” button in the menu to start recording.

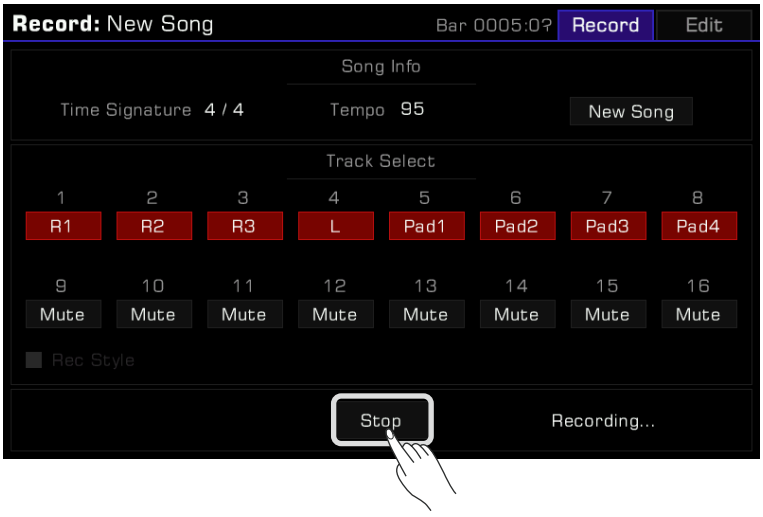


4. Turn on the metronome at any time during the recording to assist your performance. The metronome sounds will not be recorded.

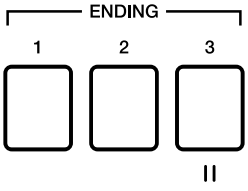


5. Press “STOP” in the menu or press the [START/STOP] button on the panel to stop recording. The LED light will go off.



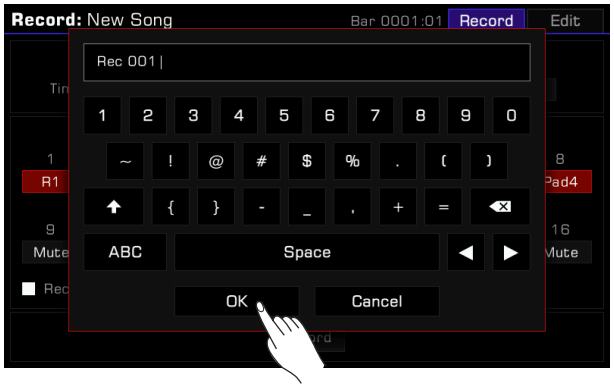


If you also recorded a Style, press the [ENDING] section and the recording will automatically stop when it finishes playing.



6. After the recording is stopped, the soft keyboard will come up. Enter a new name and save your recorded song in the User Song category by pressing “OK”.

   Press the [PLAY/STOP] button to play back the song you recorded. You can also go to the user song category any time to check your user songs.

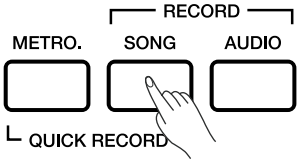


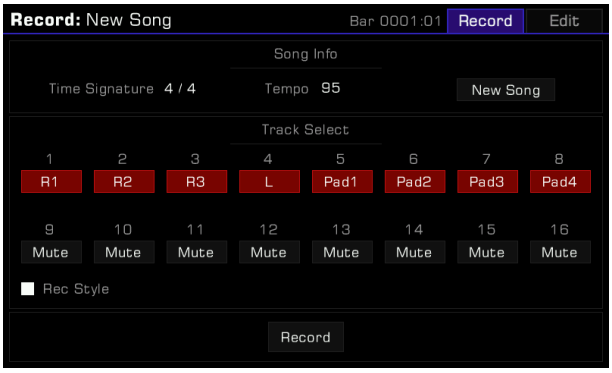


Multi-Track Recording

Each Song contains 16 separate tracks, and you can record each track individually, building a song track by track.

1. Press the [RECORD SONG] button to enter the song recording menu.





2. Press the track name to bring up the track list and select the part you want to record. Then you can do some preparation for recording.



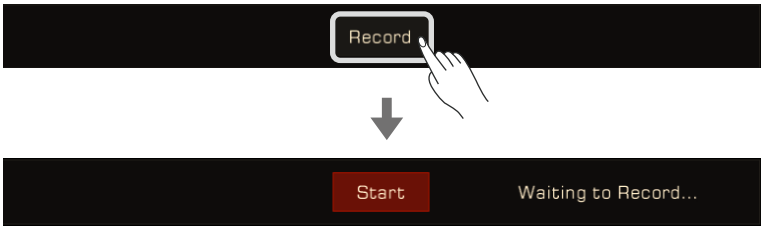
By default, the corresponding part of each track is:

1	R1	6	Pad 2
2	R2	7	Pad 3
3	R3	8	Pad 4
4	L	9~16	Style Channels
5	Pad 1		

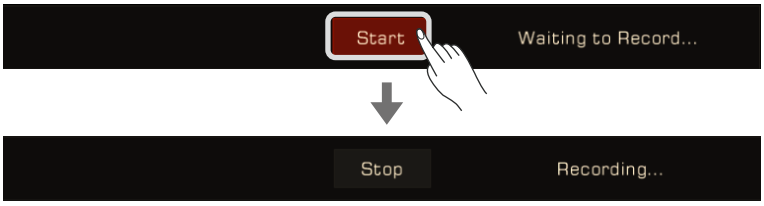
After music data is recorded, the track content is automatically set to “ON”. When recording other tracks, these tracks will be played back.

You can also set some tracks to “Mute” so that they will not be played while recording other tracks. Muted tracks will still be heard during playback of the song.

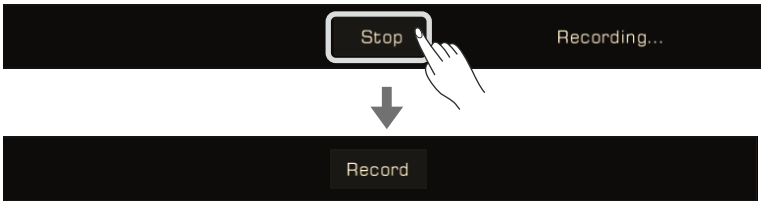
3. Press the “RECORD” button in the menu to get ready for recording. You can still make any adjustments you need before beginning.



4. Press the “START” button in the menu to start recording your performance. You may also start recording by playing on the keyboard or start a phrase pad.



5. When you are finished, press the “STOP” button in the menu to stop recording.



After that, you can play or view your User Songs.

If additional tracks are required, repeat steps 2~5 above. You can also re-do a previously recorded track and overwrite the content of that track.

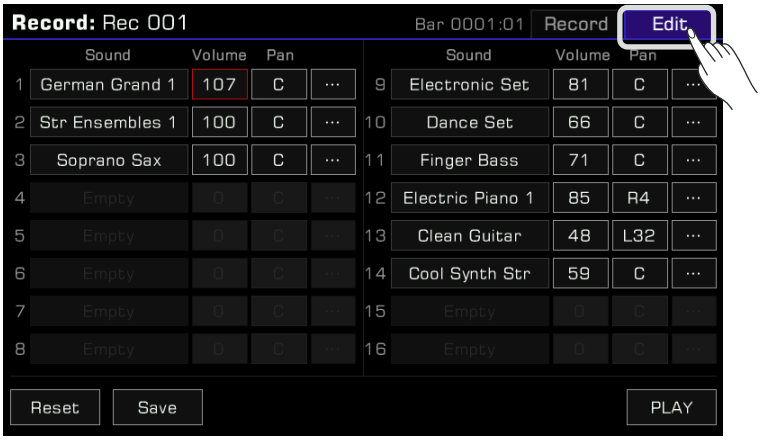
If you want to add recording tracks to a saved song, select the song from the User Song list and press the “Edit” icon to enter the recording menu. From there you can make additional recordings or edit the song.



Tips:	**About IFX:** • Due to system resource limitations, only one Insert Effect can be used per channel during MIDI recording. It will follow the priority order as “IFX1 > IFX2 > IFX3 > IFX4” if you add several effects on one part. • During playback, the IFX that is not occupied is preferred for playback. However, if all current IFX are used, the system preempts the IFX that is currently being used by the Part. The part may lose that effect during the playback. This is a normal phenomenon. When recording playback is finished, it will restore normal effect function for the part. See the IFX section for more information.

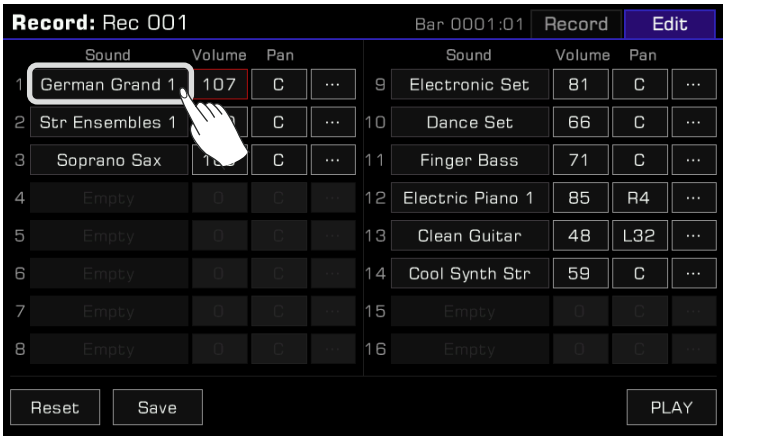
Editing a Recorded MIDI Song

The song editing function allows you to adjust the volume, pan, and quantization of MIDI songs. You can also delete a track. Press the “Edit” tab to enter the track editing menu of the current User Song. From here you can edit the MIDI song tracks.

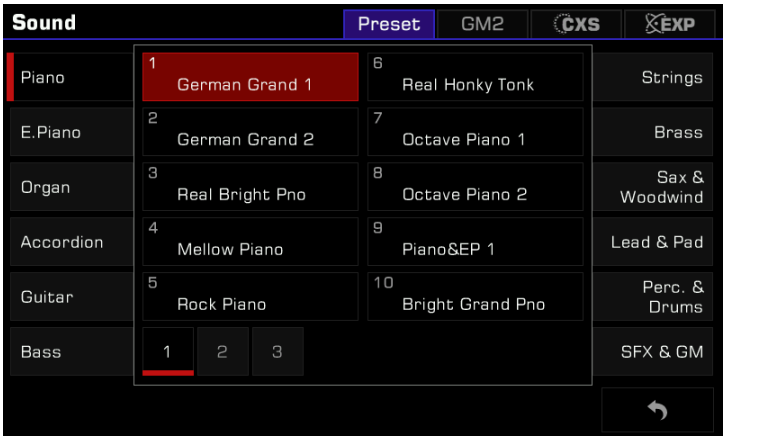


Channel Sound

Channel Sound can be modified by:



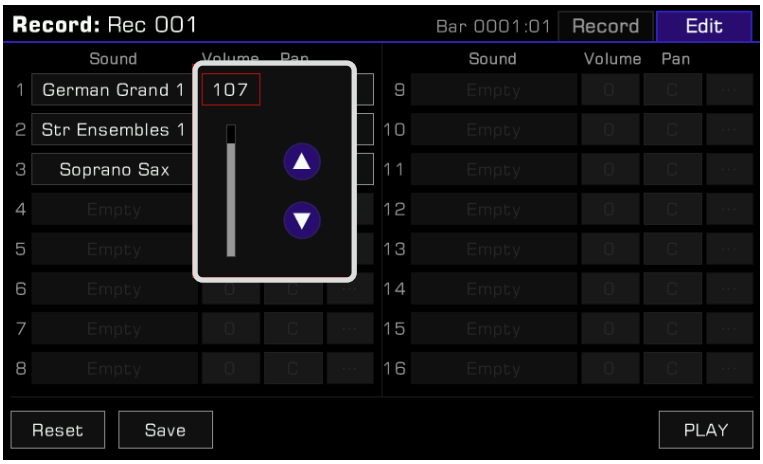
Click on the channel sound name to enter the channel sound selection screen; you can then select a channel sound by clicking on the sound name in the sound group under each sound tab. When you have finished selecting, click on the “Back” button in the bottom right corner of the screen to return to the recording edit screen.



Tips:	When selecting a sound for a MIDI channel, you can select a sound from the GM2 tab. If you select a GM2 sound, when you return to the edit screen, the sound name may not match what you have selected. This is because some of the GM2 sounds share the same Program number as the preset sounds. This is a normal phenomenon.

Track Volume

Set the volume of the current track. Press the volume value and adjust it by pressing the arrows or by using the [DATA DIAL] or the [<]/[>] buttons.



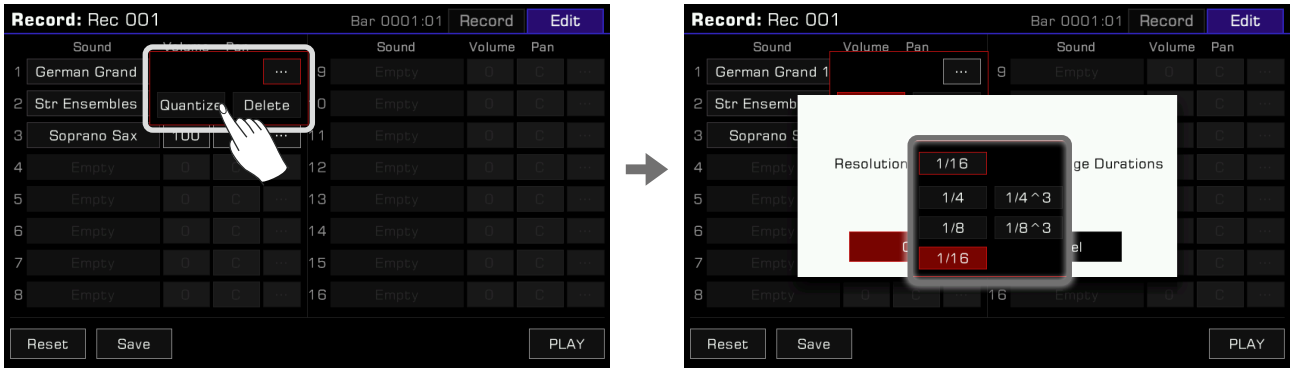
Track Pan

Set the pan position of the current track. Press on the pan value and adjust it by pressing the arrows or by using the [DATA DIAL] or the [<]/[>] buttons.



Quantize

Press the "..." button, then press "Quantize" to bring up the quantization pop-up. Select a resolution note then press "OK" to quantize the notes in the current track.



For best results, set the quantize resolution to the shortest note in the current track. For example, if the shortest note in the track is an eighth note (1/8), set the resolution to 1/8.

Precision quantization does not change the length of the notes in a channel, and for some melodic channels, a less than perfectly regular length will make the music sound more natural. If you want to quantize the note lengths as well, you can turn on the "Change Durations" switch in the pop-up window so that the note lengths are also regularised during precision quantization.

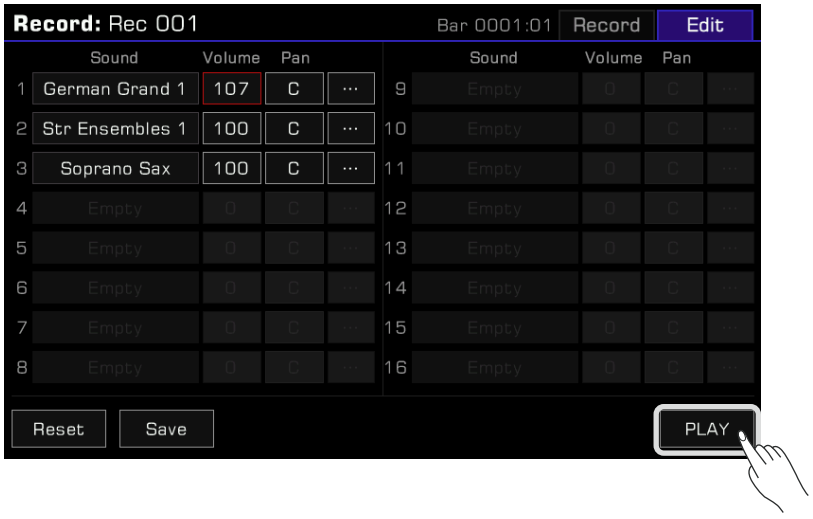
Delete

Press the "..." button, then press the "Delete" button to clear all information of that track. You need to keep at least one track.



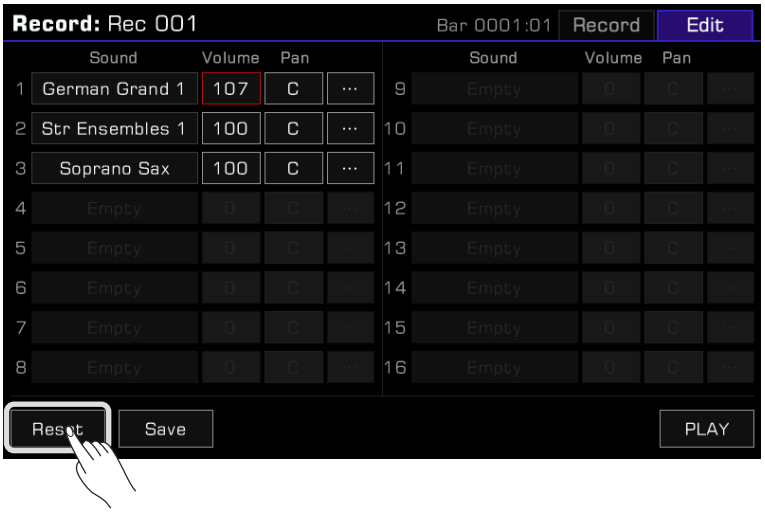
Listen to the Edited Song

Press the "PLAY" button at the bottom right of the screen to listen to the song you've edited. Press "STOP" to stop playback. Use the [PLAY/STOP] button on the panel to play back the song before editing. This is an easy way to compare the edited version of the song with the original version.



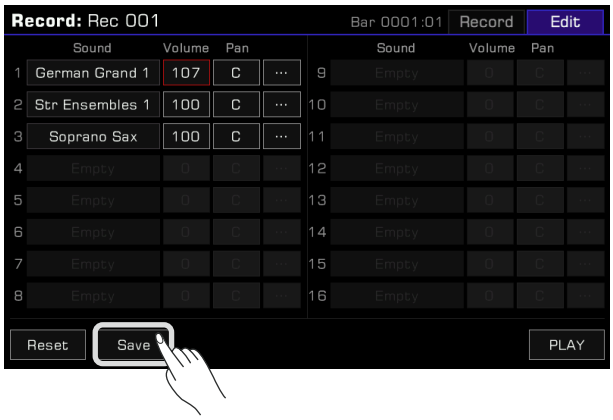
Reset the Editing

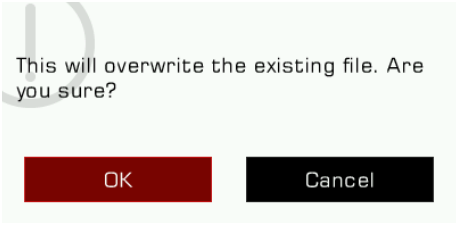
Press the "Reset" button at the bottom left of the screen to reset all of your edits. The track parameters will be restored to their previous values.



Save Your Edits

Press the “Save” button at the bottom of the screen to call up the saving popup, then press “OK” to apply your changes to the current User Song.





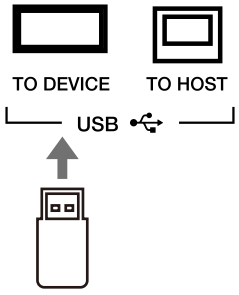
Note!	If you exit the song editing menu without saving it, all of the changes you made will be lost.

Audio Recording

This instrument has real-time audio recording, which allows you to save your performance to a USB storage device in real time.

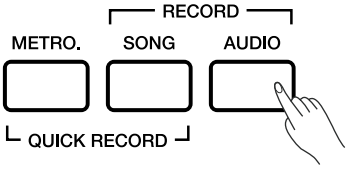
All the sounds from this instrument can be recorded as audio, including external audio sources such as Mic In and Aux In, even the music played via Bluetooth. The metronome cannot be recorded.

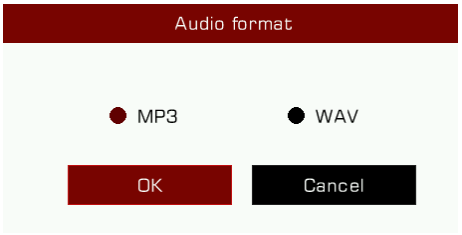
1. Connect your USB storage device to the [USB TO DEVICE] jack. The audio files you recorded will be saved to this device. Please make sure your USB device has sufficient storage space.



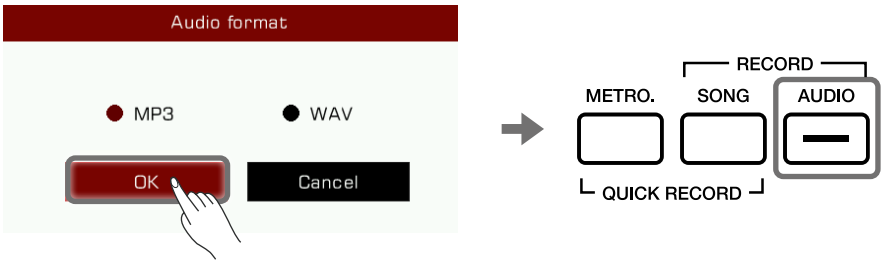
2. Press the [AUDIO RECORD] button to bring up a recording format pop-up. Press to select the audio format in which the recording will be saved.

This instrument supports the following two formats:
- WAV (44.1KHz, 16bit, Hi-fi stereo CD quality)
- MP3 (320Kbps)



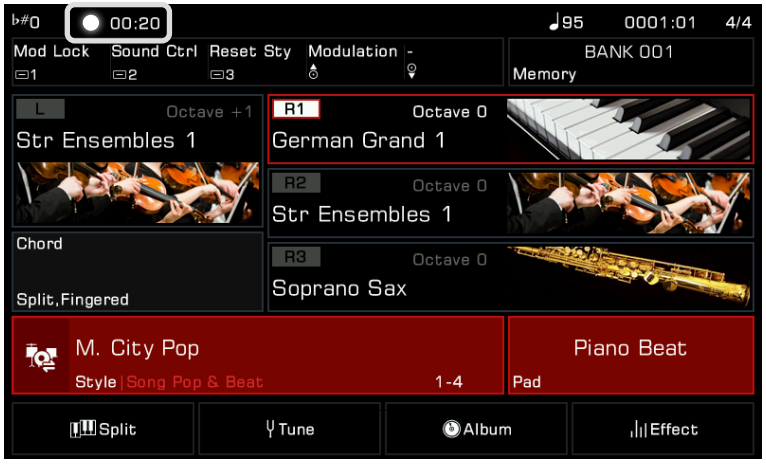


3. Press “OK” and the recording will start immediately. At this time, the [AUDIO RECORD] button LED will be lit. Your playing, singing or external audio input will be recorded and saved to your USB storage device in real time.



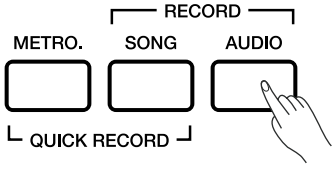
The instrument supports 90 minutes of recording. The recording time information appears at the top of the Main display.

When recording time exceeds 87 minutes, the recording time will flash to remind you. When it reach 90 minutes, the recording will automatically stop and the audio file will automatically be saved. After that, you can go to the USB song tab to change the audio name.



Note!	• Do not disconnect the USB storage device from the instrument during recording, otherwise the file may be corrupted. Keep the instrument power on during audio recording. • If you enter the Audio Recording mode while an audio file from the USB device is being played, the audio playback will stop automatically. Likewise, you cannot play audio files while recording audio.

4. When you finish recording, press the [AUDIO RECORD] button again to stop. Use the soft keyboard to name the audio file. You can play the file or view it in the USB song tab.



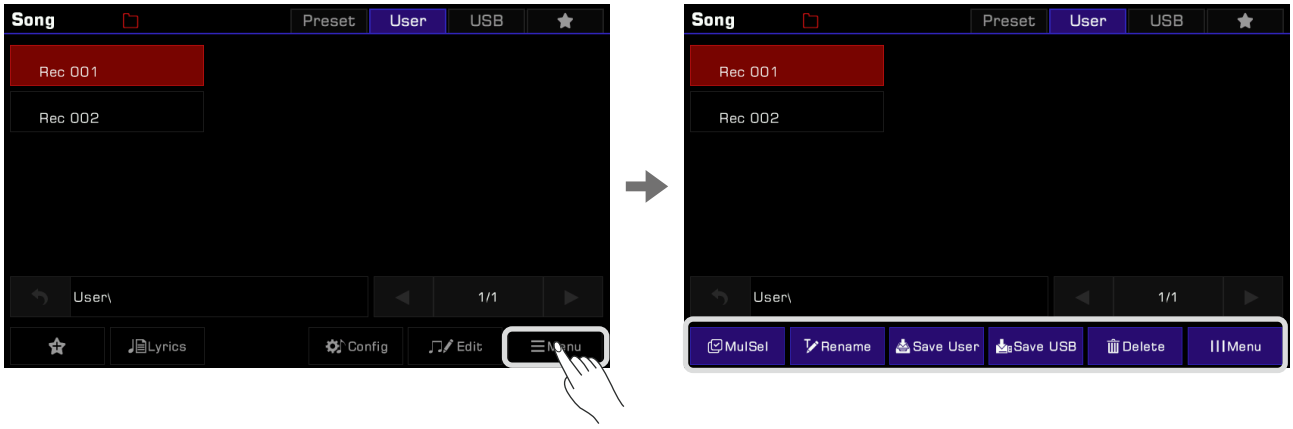
Before audio recording, make sure the USB storage device has sufficient capacity. If it runs out of space during recording, the recording will stop and be saved.

Saving, Deleting and Renaming the User Song

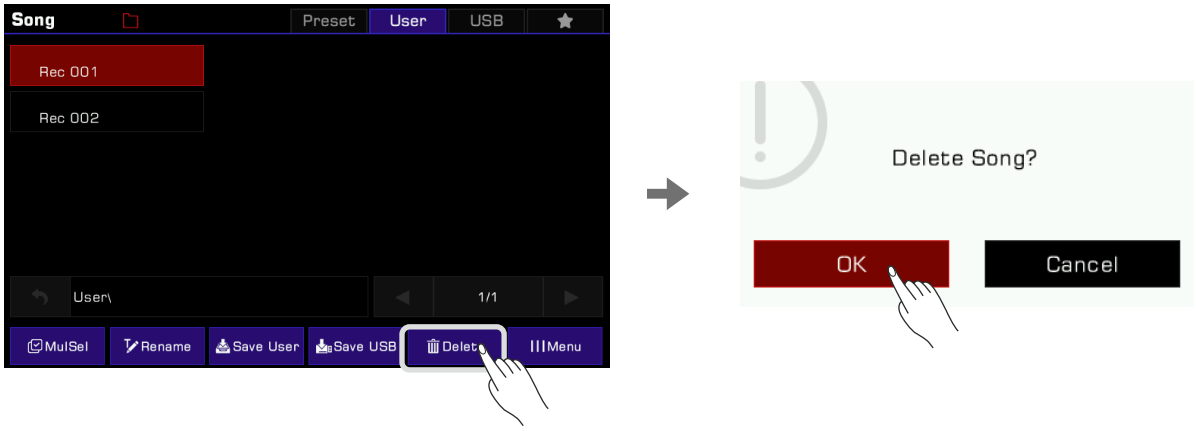
You can delete, rename, or save a User Song to a USB storage device from the User Song tab.

1. Select a User Song in the “User” tab .

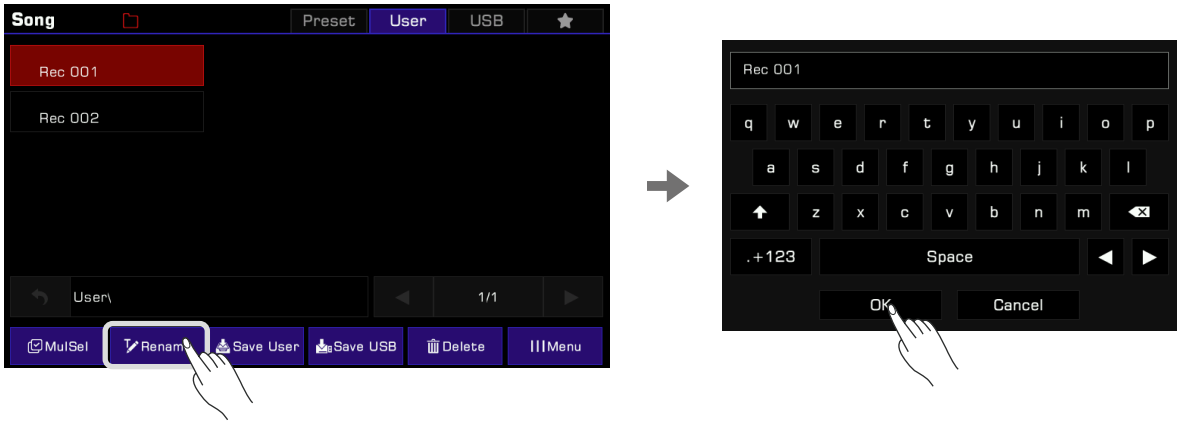
2. Press the “Menu” icon at the bottom right of the menu to bring up the function menu.



3. Press “Delete” and then confirm to delete the currently selected User Song.



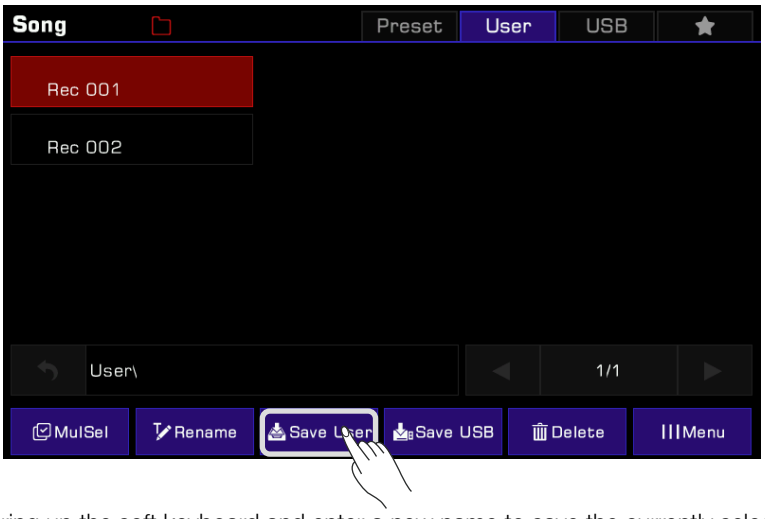
4. Press “Rename” to bring up the soft keyboard to rename the currently selected User Song. Press “OK” to confirm.



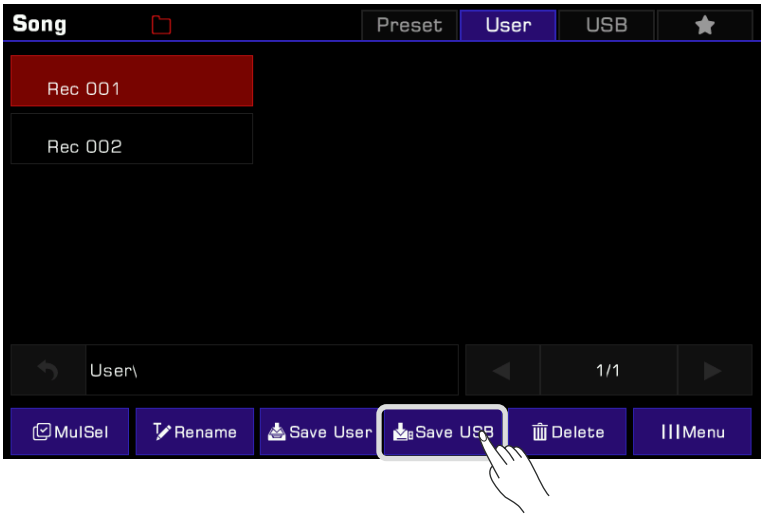
If the new name you entered already exists, it will prompt you to enter a different name for the currently selected User Song.



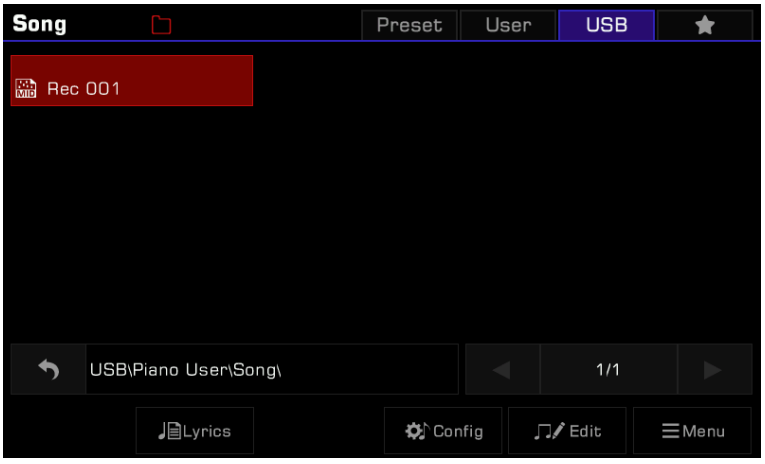
5. Press “Save User” to bring up the soft keyboard and enter a new name to save the currently selected User Song to the User list. Press “OK” to confirm.



6. Press “Save USB” to bring up the soft keyboard and enter a new name to save the currently selected User Song to a USB device. Press “OK” to confirm.



Press the “USB” tab to view the new song you just saved to the USB device.



Tips:	You can add your favorite preset songs to “My Favorites”. In the same way, you can add user songs to “My Favorites”.

Phrase Pads

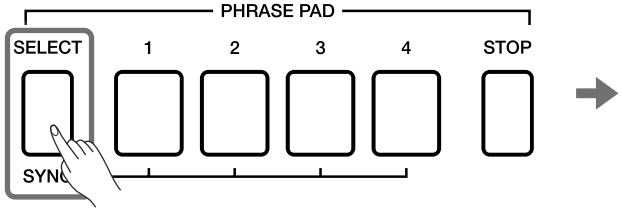
A Phrase Pad is a short rhythmic sequence or sequence of phrases. Similar types of sequences are combined to form a Phrase Pad Bank.

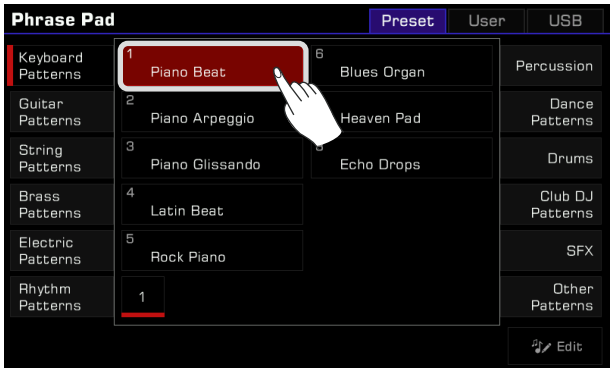
The instrument has more than 180 Phrase Pad Banks, each containing four sequences.These sequences vary in style and length, so experiment with them to find the sequences right for your performance.

Selecting a Phrase Pad Bank

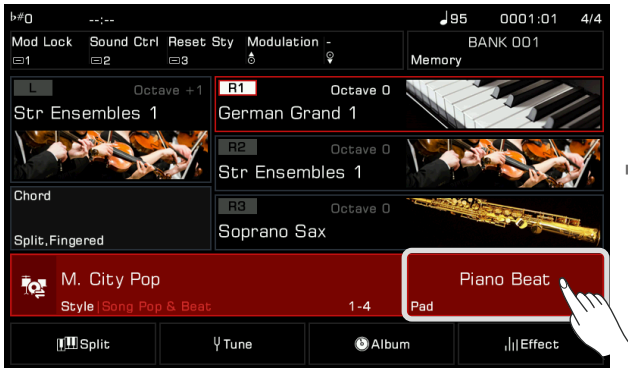
Phrase Pad can be only used in Style Mode. There are two ways to select a Phrase Pad:

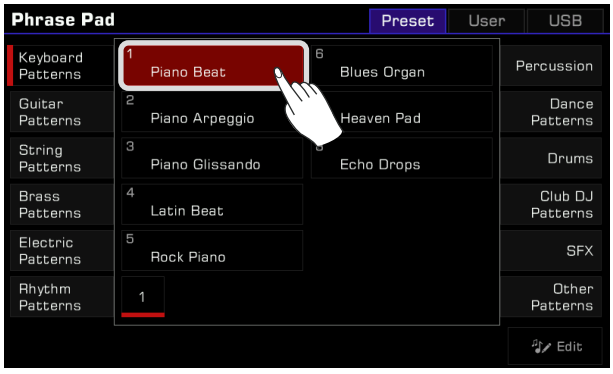
- Press the [PHRASE PAD SELECT] button to enter the Phrase Pad selection menu. Select a group to display Phrase Pads of that style or type. Press the Phrase Pad name to select it.





- Press the Phrase Pad area in the main menu to enter the group menu of that pad. Switch groups and search through pages by using the touch screen. Press the Phrase Pad name to select it.



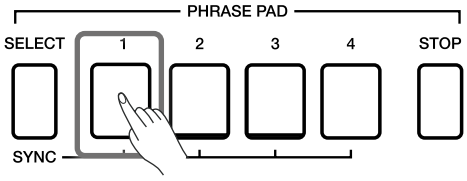


Playing Phrase Pads

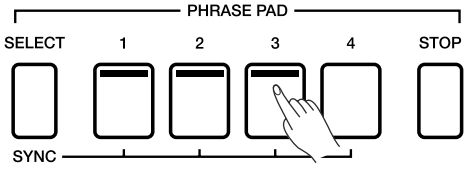
Playing One or More Phrase Pads

Press any [PHRASE PAD] button to start playback. Now, the LED lights of the corresponding buttons will light up and the pad will play according to the current system tempo.

During playback, press the same Phrase Pad again and it will play again from the start.

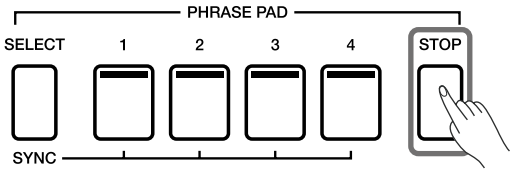


You can play several Phrase Pads at the same time. The new Phrase Pad will start immediately after pressing it.

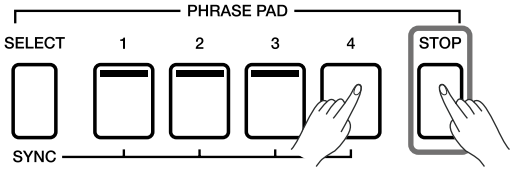


Stop Playing Phrase Pads

Press the [PHRASE PAD STOP] button to stop all phrase Pads at the same time. The LED lights will all go out.



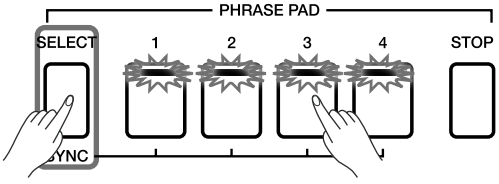
If several Phrase Pads are playing at the same time, you can hold [PHRASE PAD STOP] and press one of the Phrase Pads to stop it immediately. The other Phrase Pads will keep playing.



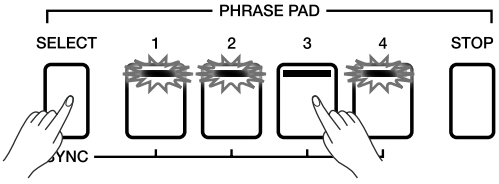
The instrument has two types of sequences: Loop sequence and Single sequence. The loop sequence will loop when playing. Single sequence will stop automatically after playing one time.

Set Phrase Pads to Standby Status

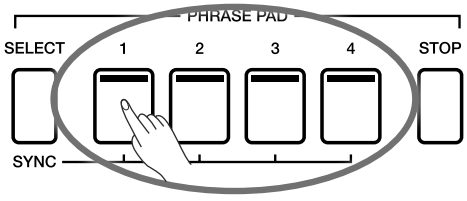
Press [PHRASE PAD SELECT] and hold it. Press one or more Phrase Pads at the same time. The corresponding Phrase Pads can be set to standby state, in which their LEDs keep flashing.



- Now, press [PHRASE PAD SELECT] and hold it. Press one of the Phrase Pads that is in standby state, and it will play immediately. Other Phrase Pads will remain in standby state.



- If you want to play all of the Phrase Pads that are in standby state at the same time, just press any of them.

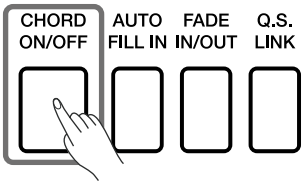


When the [CHORD ON/OFF] button is off, playing the keyboard will also start the phrase pads that are in standby state.
When a phrase pad is in standby state, starting the style will also start that phrase pad.
When a phrase pad is playing, you can start the style. Style playback will be synchronized with the phrase pad.
If you need to cancel the standby state, hold [PHRASE PAD STOP] and press the Phrase Pad you want to cancel.

Playing Phrase Pads with Chord Mode

Many Phrase Pads in this instrument respond to chords. When you play different chords, the notes in the phrase sequences will change.

Press the [CHORD ON/OFF] button to turn this function on. The left side of the keyboard becomes the chord area.



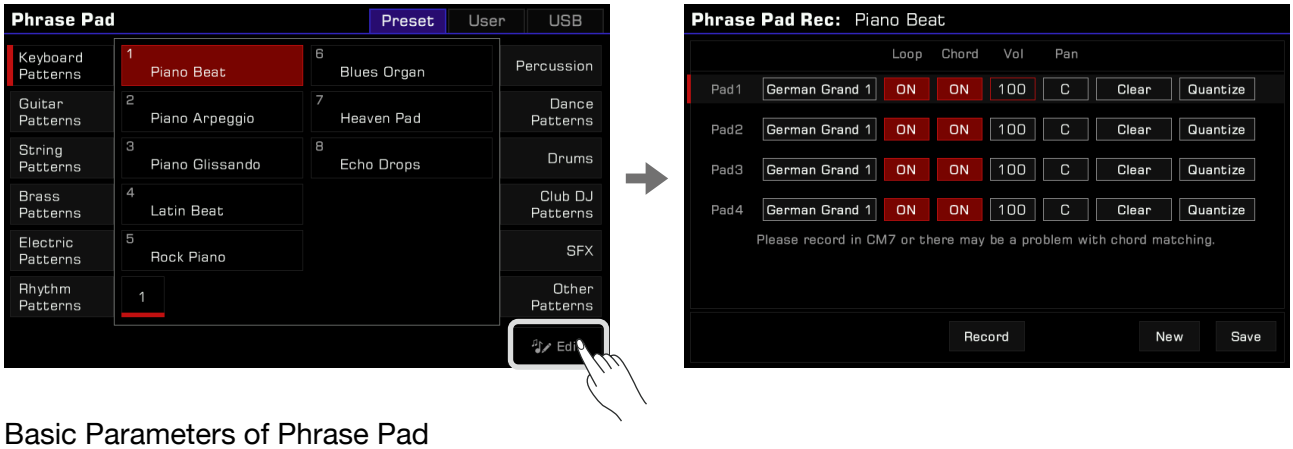


Choose a Phrase Pad and play different chords with your left hand in the chord area.
When [CHORD ON/OFF] is on, playing a chord in the chord area will also start the phrase pads that are in standby state.

Tips:	• Phrase Pads can be accompanied by a Style to give your performance additional flexibility. • When the Style is playing, press a Phrase Pad to have the Phrase Pad play in sync with the Style. • The Phrase Pad does not respond to Cancel and Cancel2 chords.

Phrase Pad Recording

With the Phrase Pad recording function you can easily adjust the preset Phrase Pad, such as changing the sounds or the loop status adjusting the volume and pan, etc. You can also record new Phrase Pads. In the user category, you can store up to 500 banks.
Press the Phrase Pad area in the main display to open the Phrase Pad interface. Then choose a Phrase Type tab and select a Phrase Pad name. Now click “Edit” to enter the recording interface, and then select the specific Phrase Pad you want to edit.



Basic Parameters of Phrase Pad

This section briefly explains the meaning of the editable parameters of the Phrase Pad and how to set them.

Sound Selection of Phrase Pad



Change the sound of the currently selected Phrase Pad.
Click the sound name you want to change to enter the selection interface. Select a new sound, and click the back button or the panel [EXIT] button return to the Phrase Pad recording menu.

Loop Mode of Phrase Pad



There are two loop modes of Phrase Pad: Loop ON and Loop OFF. Click on the screen to modify.

Loop ON	Once the phrase starts, it loops until you stop it. Generally, a rhythmic melody phrase or percussion phrase will be set to play in this way.
Loop OFF	When the music starts, it will stop automatically after playing once. In general, special sound effects or decorative phrases are set to play in this way.

Chord Detection of Phrase Pad



The Phrase Pad may or may not respond to the chord. Click on the screen to modify.

Chord ON	The playing of the phrase is influenced by the chords; different chords produce different pitches. In general, melodic phrases are set to respond to chords.
Chord OFF	A phrase is played regardless of the chord and the pitch is always the same. In general, drum kits or special sound effects are set to not respond to chords.

Volume of Phrase Pad



Adjust the volume of the currently selected Phrase Pad. Click the volume value to adjust it.

Pan of Phrase Pad



Adjust the pan of the currently selected Phrase Pad. Click the pan to adjust it.

Clear the Content of Phrase Pad



Click “Clear” and you will be asked to confirm whether to clear the music content in the phrase pad. When you click the “OK” button, all the contents of the current phrase pad are immediately deleted.
At this point, the LED light on the corresponding [PHRASE PAD] button on the panel will go out.

Quantize the Notes in Phrase Pad



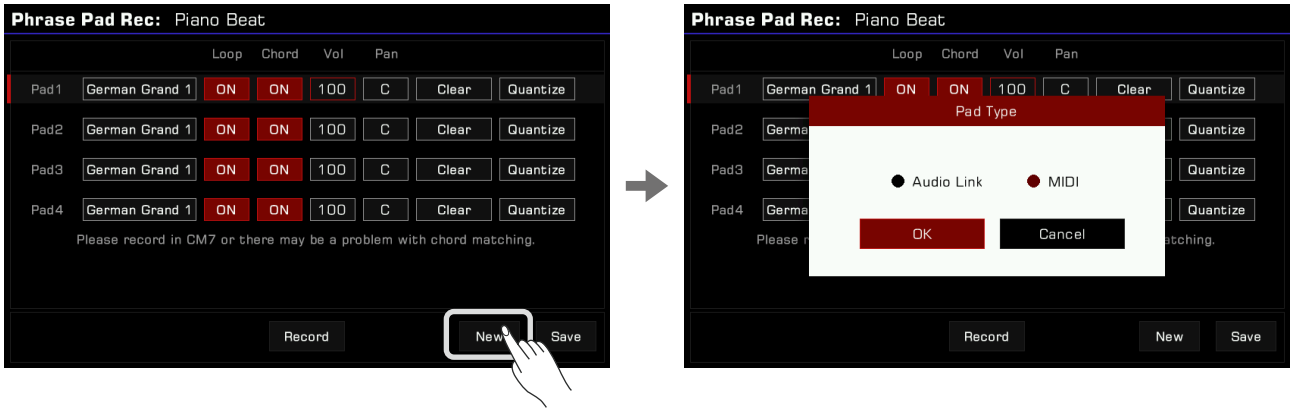
This function can quantize all the notes in the Phrase Pad according to a certain rule. In this way, the notes will sound more neat.
Click to open the popup window to set the quantize resolution.

To get the desired result, please set the resolution to the note with the shortest time value in the current phrase pad. For example, if the shortest note in the phrase pad is the quaver (1/8), then it is recommended that you choose 1/8 as the quantization value.

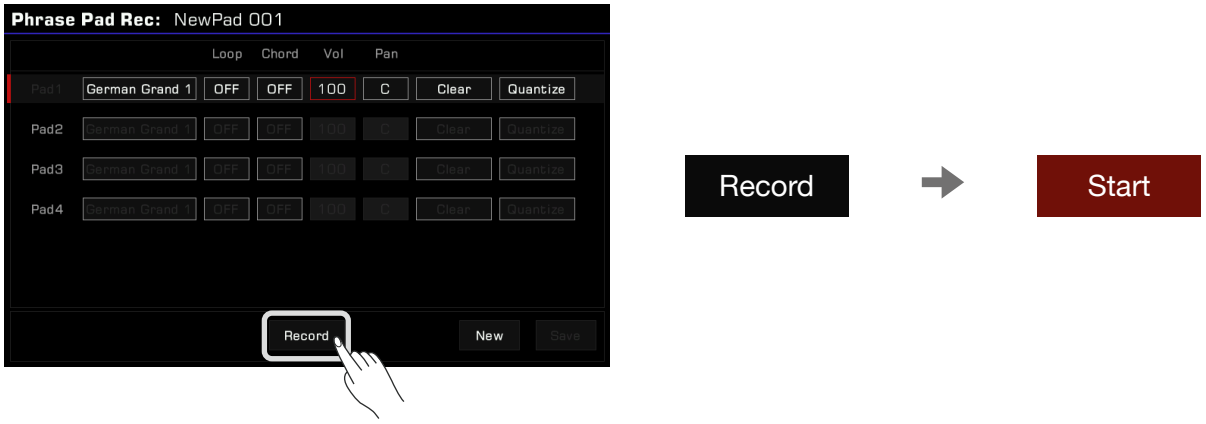
Precision quantization does not change the length of the notes in a channel, and for some melodic channels, a less than perfectly regular length will make the music sound more natural. If you want to quantize the note lengths as well, you can turn on the “Change Durations” switch in the pop-up window so that the note lengths are also regularised during precision quantization.

Record New Phrase Pads

In addition to editing the preset Phrase Pad in this instrument, you can also create your own Phrase Pads. In the Phrase Pad recording interface, click the “New” button at bottom right. A pop-up window will ask you to select the pad type, please select “MIDI”, then press “OK”.



Press “RECORD”, the button will change to “START” and wait for record to start.

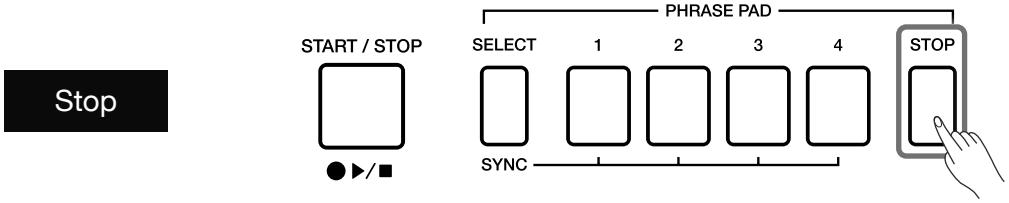


In the recording preparation state, click the screen or press the [PHRASE PAD] button on the panel to select the Phrase Pad you want to record. At this point, the metronome will turn on automatically and you can adjust the tempo, sound, pitch and so on.

You can play the keyboard, or press “START” in the screen, or press the panel [START/STOP] button to start recording. The screen button will change to “STOP”. The [PHRASE PAD] button and the [PHRASE PAD SELECT] button on the panel are not operable during recording.



After recording, click the “STOP” button on the screen or press the [START/STOP] button on the panel to stop recording. You may also press the [PHRASE PAD STOP] button to stop recording.

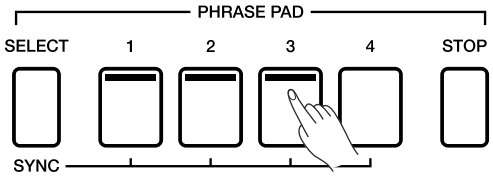


You can record up to 32 bars on the current system time signature.
At this point, you can listen and edit the parameters of recorded Phrase Pad.

Tips:	• If your recorded phrase needs to respond to chords, please ensure to record the notes of the CM7 chord. In this way, the phrase will play normally under different chords. • Please note that each Phrase Pad recording will overwrite the previous recording, and it cannot be restored. • Due to the limitation of system resources, the IFX cannot be used in the Phrase Pad recording.

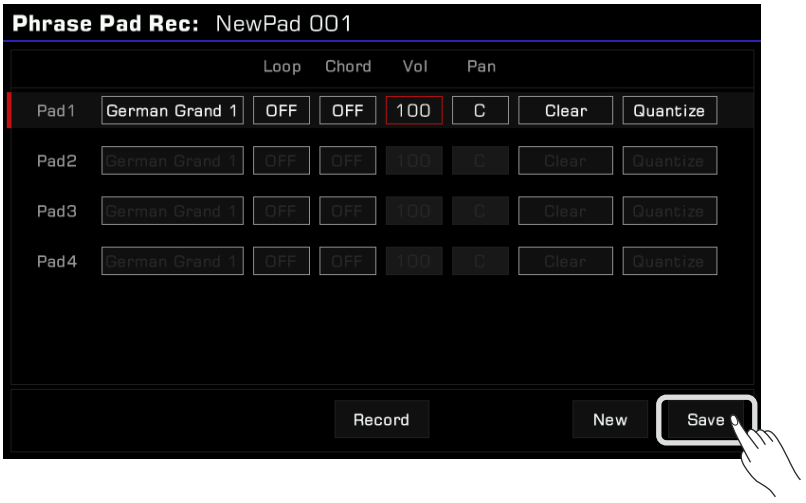
Listen to the Edited Phrase Pad

You can use the panel [PHRASE PAD] button in the recording interface to listen to them as normal. During listening, the recording functions cannot be used.



Save the Edited Phrase Pad

Click the “Save” button at the bottom right of the Phrase Pad recording interface, then enter the name of the bank you want to save using the soft keyboard, and click “OK” to save it to the user category.



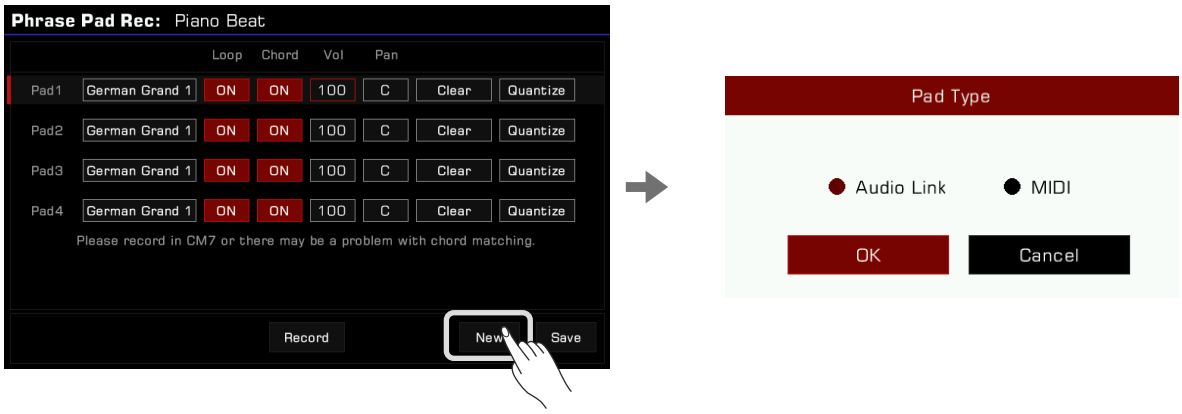
You can also copy user Phrase Pad banks to a USB storage device and delete or rename them.

Linking Audio to Phrase Pads

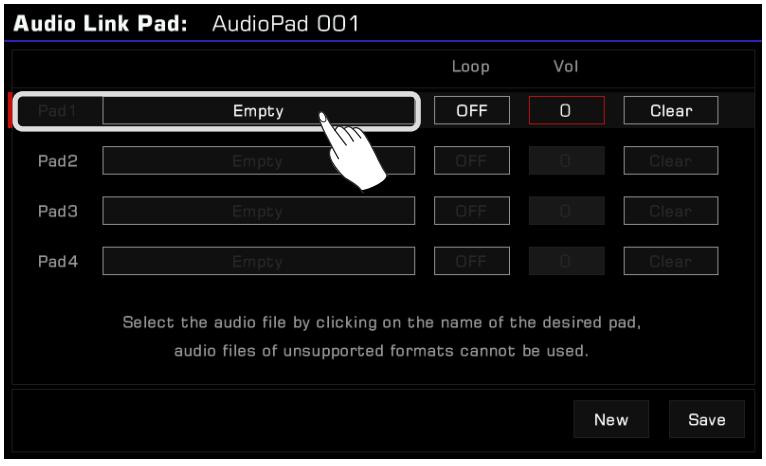
By linking compatible audio files on a USB storage device to the Phrase Pads, you can use the phrase pads to play the linked audio files, just like using preset pads.
This instrument supports linking WAV (44.1KHz, 16bit) to Phrase Pads. Please ensure the USB storage device is connected.

Link Audio to Phrase Pad

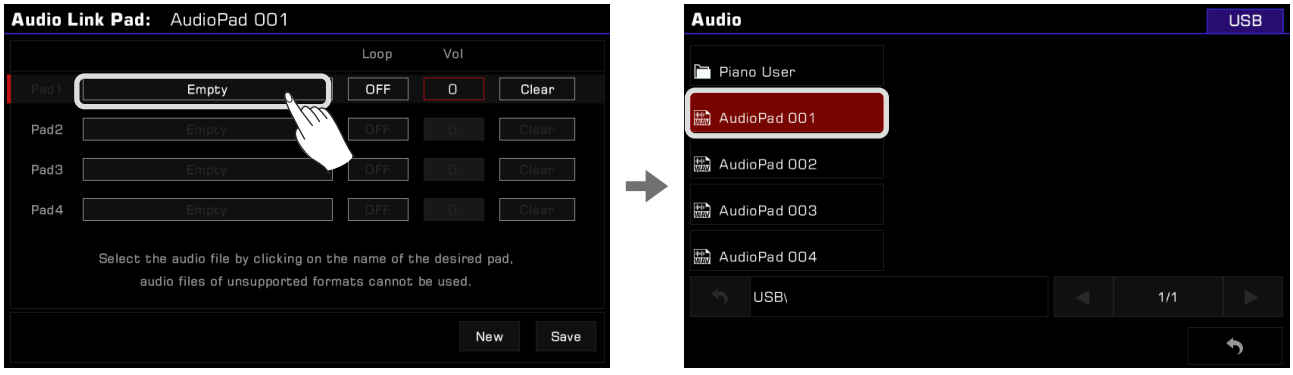
1. In the phrase pad recording interface, click the “New” button. Select “Audio Link” in the pop-up window, then click “OK”.



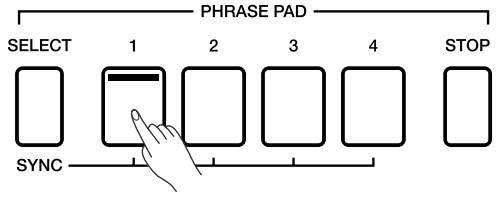
2. In the Audio Link Pad interface, select a pad which you wish to link to an audio file.



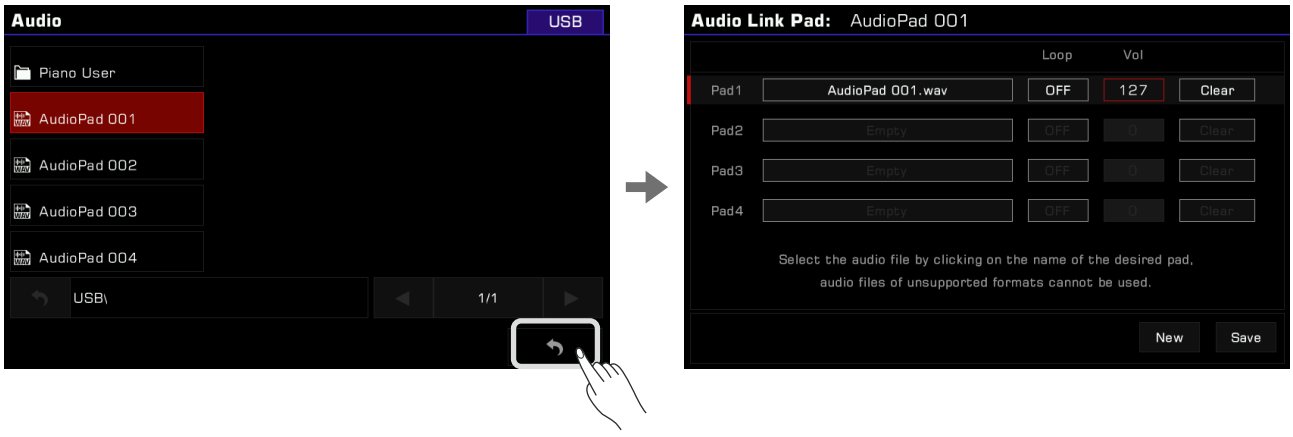
3. Press the name of the selected phrase pad. It will go to the USB interface. Now you can select an audio from the USB st orage device.



At this point, the corresponding [PHRASE PAD] button will light up. Press that [PHRASE PAD] button to play it. You may also try this feature with the other [PHRASE PAD] buttons.



4. After selecting an audio file, click the “Back” button in the bottom right corner of the screen to return to the Audio Link Pad interface. You can set the loop status and the volume of the selected pad, then use the corresponding phrase pad button on the panel to play and listen to it.



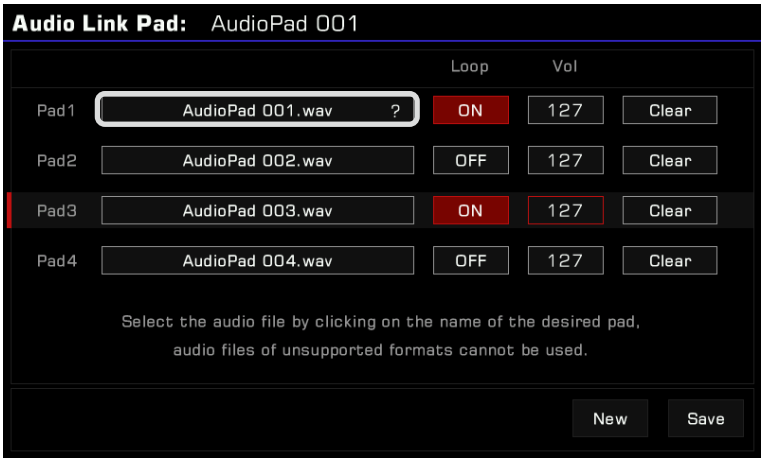
If you wish to delete the audio link of the phrase pad, click the “Clear” button in the menu.

Note!	• Do not disconnect the USB storage device from the instrument when playing audio files via the phrase pads, as this may cause error in the system. Even if you connect the USB storage device to the instrument later again, the audio link result may not be correct. • The audio link pad feature supports audio file in the format of WAV (44.1KHz, 16bit) only. Files of unsupported format cannot be displayed or selected.

Listen to Audio Linked Phrase Pad

In Audio Link Pad interface, you can use the panel [PHRASE PAD] buttons to play and listen to the linked audio files, just like using a preset phrase pad. When listening to it, you can adjust the loop status and the playback volume at any time.

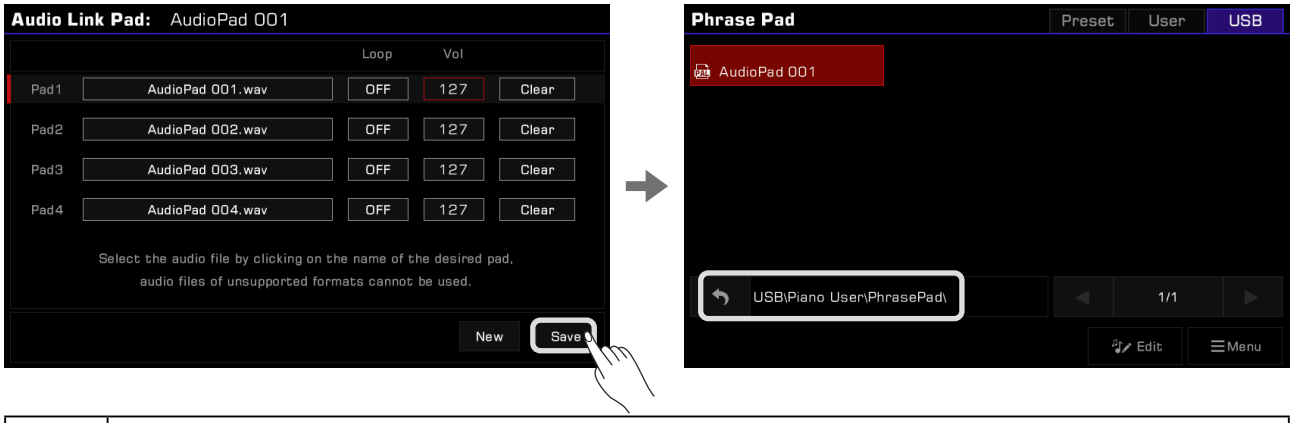
If the linked audio file becomes corrupted or lost, or the link fails to work, it will show the “?” icon next to the phrase pad name, instead of losing the link.



Save the Audio Linked Phrase Pad

Click the “Save” button at the bottom right of the Audio Link Pad interface. Use the soft keyboard to enter a name, then click “OK” to save it to the USB category.

You can select this phrase pad bank from the USB tab of Phrase Pad selection menu, then use the panel [PHRASE PAD] buttons to play the linked audio files.



Note!	• Do not rename or delete the audio files which are linked to phrase pads, as this will break the link between the audio file and the phrase pad. • When using the audio link phrase pad feature, do not operate the linked audio file or disconnect the USB storage device, otherwise, the playback will stop or errors may occur, which could affect your performance.

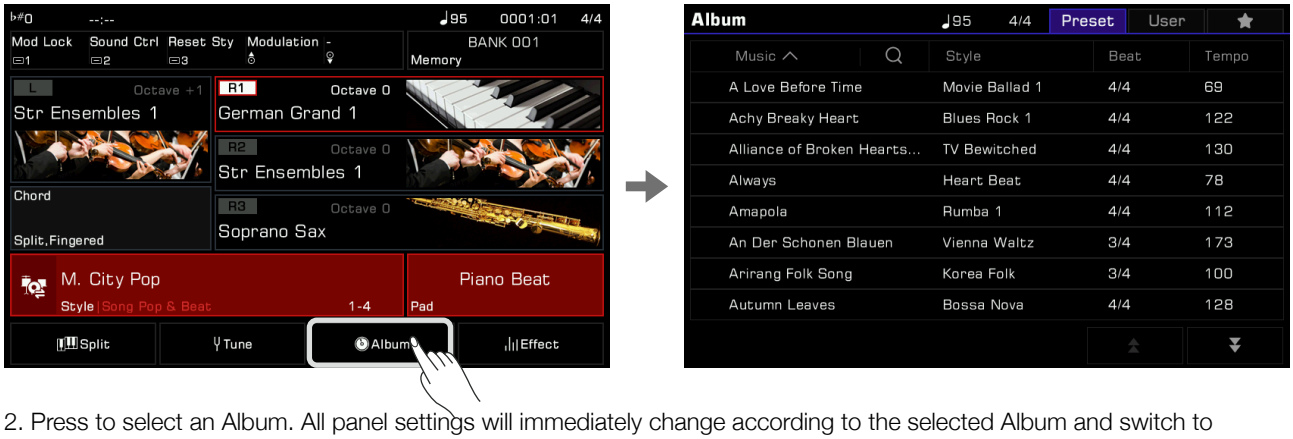
Albums

The instrument Album feature helps you make the most of the panel settings to play songs.
When you find and select a song in the Album, the instrument automatically sets the best setting for this song.
You can also save your panel settings as new Albums.

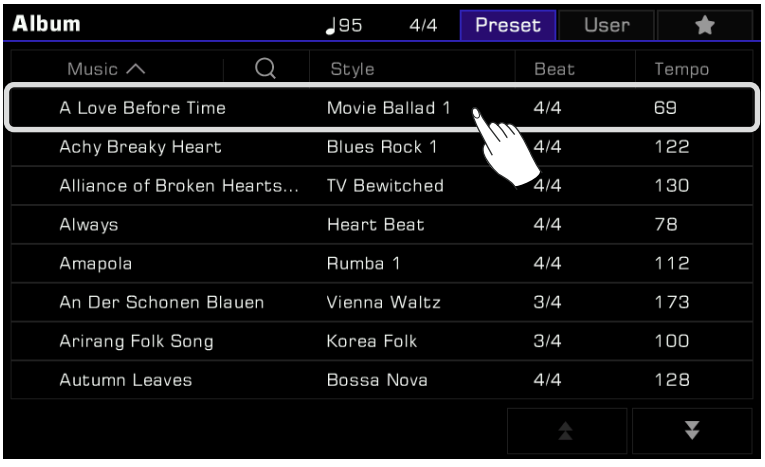
You have the option to sort the Albums by Style, Beat, or Tempo, in addition to sorting them by their names in alphabetical order (the “Music” column). Press the desired column heading to change the sort criteria. Press it again to reverse the column order.

Selecting an Album and Playing the Keyboard

1. Press “Album” in the main display to enter the Album Selection menu.



2. Press to select an Album. All panel settings will immediately change according to the selected Album and switch to Style mode.



Scroll up and down by pressing the arrows at the bottom right.



3. Start playing the song on the keyboard.

Sort the Albums

To make it easier for you to find the Album you need, you can use the sorting function.
Press the title name to sort the Albums according to the category. Press “Music” to sort the Albums alphabetically from A->Z. Press “Beat” or “Tempo” to sort the Albums according to their time signature or tempo.



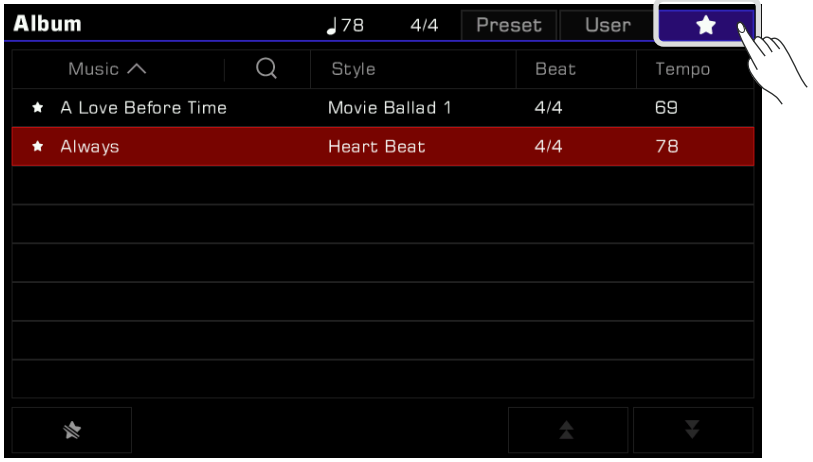
Add Albums to “My Favorites”

You can add the currently selected Album to “My Favorites” as follows:

1. Press the “☆+” icon at the bottom of the menu and a star will appear on the currently selected Album. Press the button again to remove it from “My Favorites”.



2. Press the “☆” tab at the top right to see the Album you have marked. In this menu, you can also delete favorites at any time.



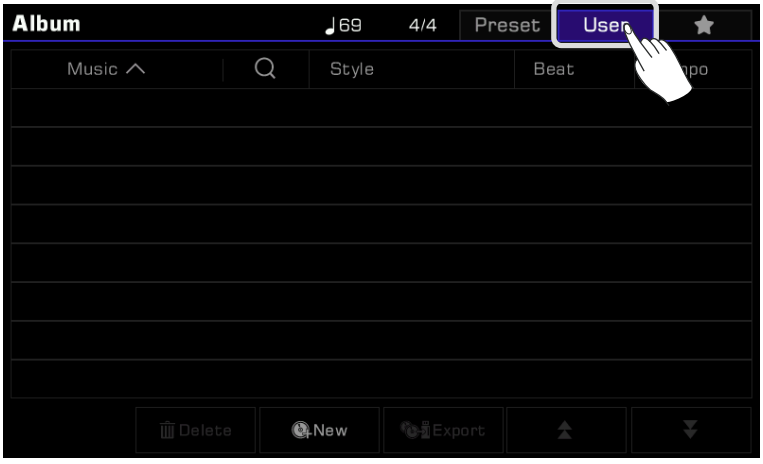
Add or Delete an Album

Add a User Album

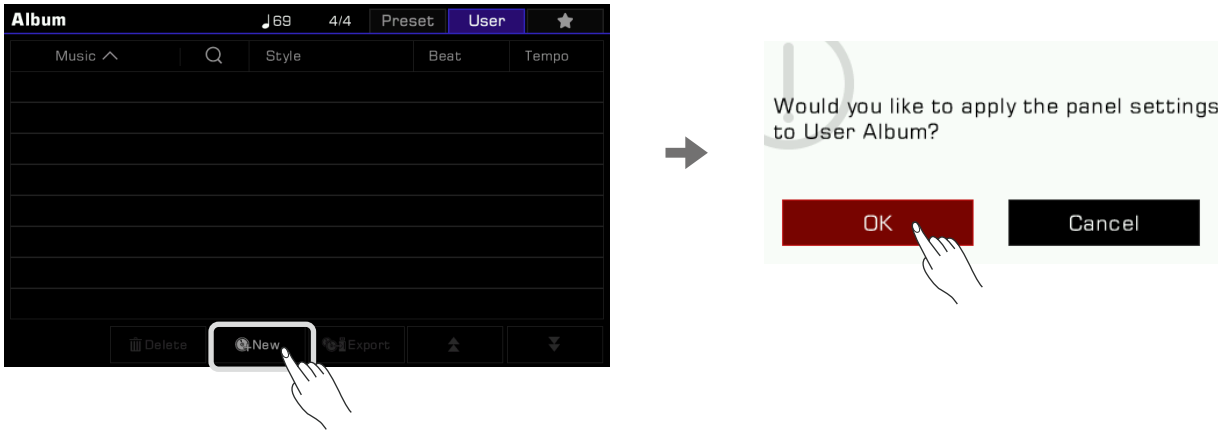
You may want to adjust the instrument panel settings to play various songs.

By using the Album function as follows, you can quickly add your panel settings to a User Album, rename them, and then call them up with a simple search.

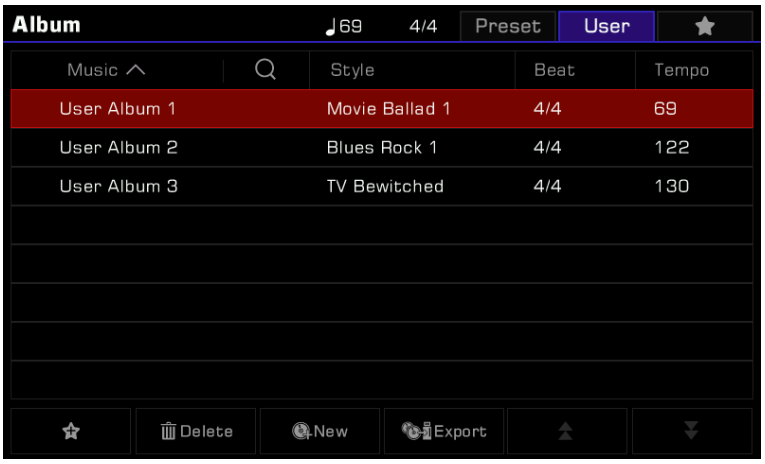
1. Press the “User” tab at the top of the menu to enter the User Album display.



2. Press the “New” icon to open a pop-up asking if you want to add the current panel settings to the User list. Press “OK” to bring up the soft keyboard and name the Album.

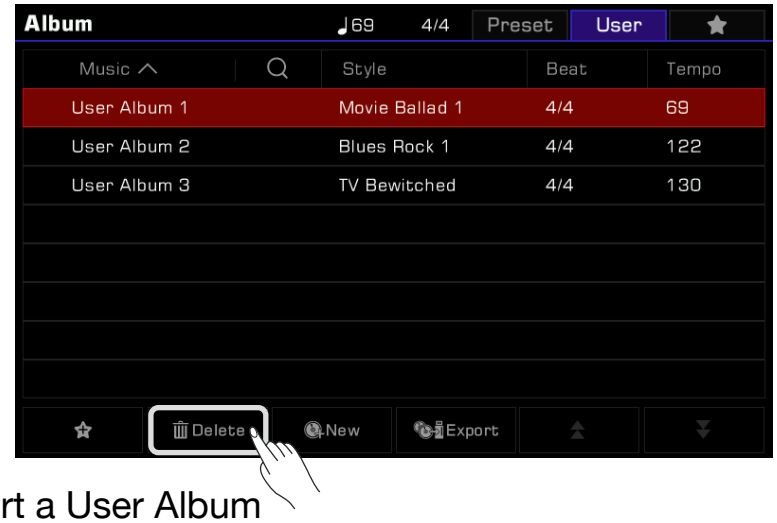


3. The Album you just added will appear in the User list. Whenever you need to play the song with the same settings, simply select this user Album.



Delete a User Album

You can delete the currently selected item by clicking the “Delete” icon. Press “OK” in the pop-up window and the Album will be deleted. The current panel settings will not change.



Export or Import a User Album

IIf you have the same model of this instrument in a different location, you can export the saved user Album file from the instrument to a USB storage device, and then import it to another instrument for immediate use.

Please insert a USB storage device, and then click the “Export” button in the user Album tab to export all user Albums to the USB storage device.

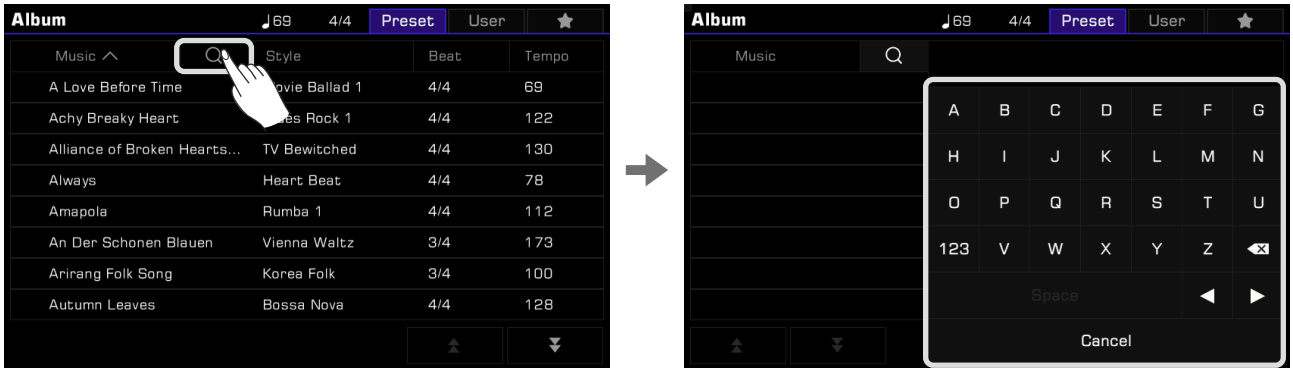


You can see the Piano User folder created by the system on the USB storage device. In the Album folder, you can see the exported Album files, select them and click on the “Execute” button at the bottom left of the screen to import them into the user Album category.

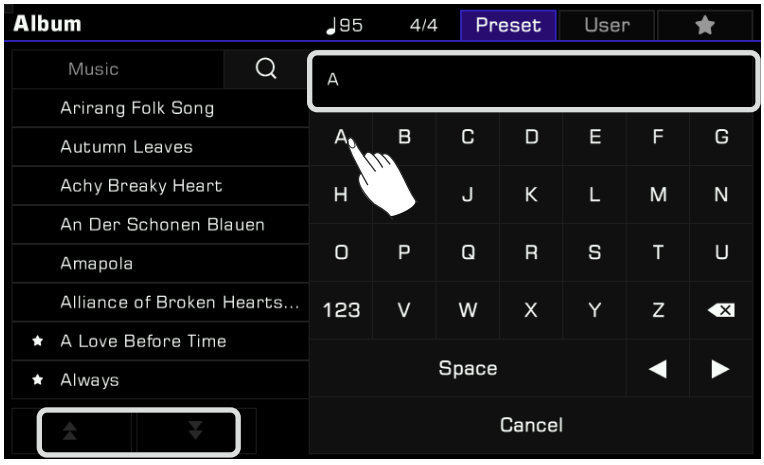
Search an Album

Use the search function to find an Album.

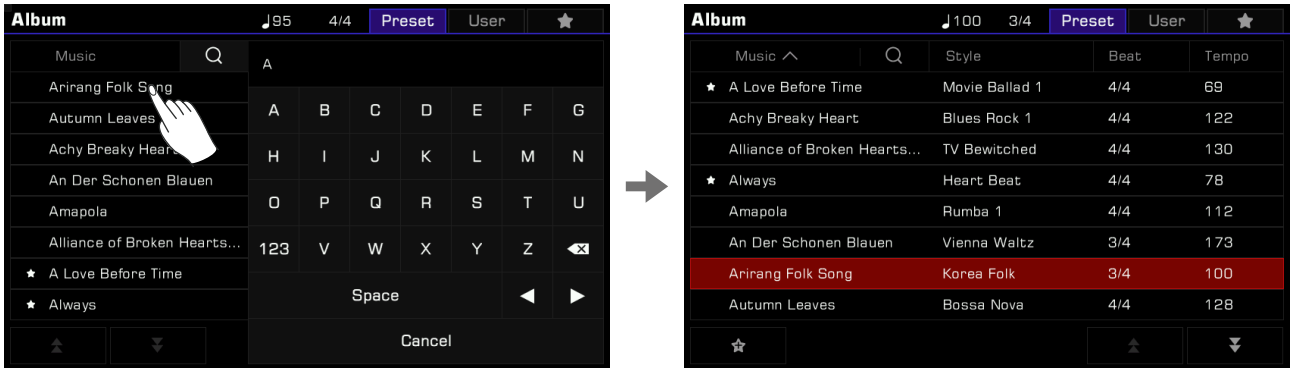
1. Press the “Search” icon in the selection menu to bring up the soft keyboard.



2. Enter the Album name you want to search for. Search results will appear in the column to the left. Use the up and down arrows to scroll through the list.



Press the name of the Album to select it.



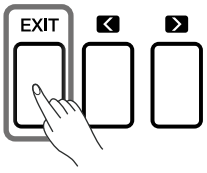
Demo

This instrument is preset with 3 Demos which give an overview of the musical properties and features/functions of the instrument.

Press the [STYLE SELECT] and [SONG SELECT] buttons at the same time to enter the Demo menu. The Demo music will begin immediately.
Press the Demo number at the bottom right or use the [DATA DIAL] or [<]/[>] buttons to switch between Demos. You can also adjust the Tempo, and start or stop the Demo.



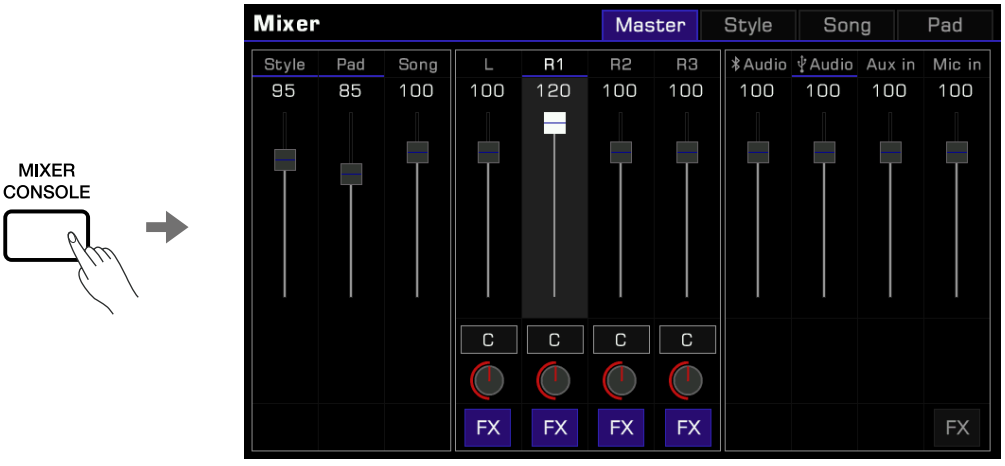
Press the [EXIT] button to stop playing the Demo and return to the main menu.



Mixer

This instrument has a powerful and intuitive mixer interface, allowing you to easily adjust the volume balance across all channels of the entire instrument.

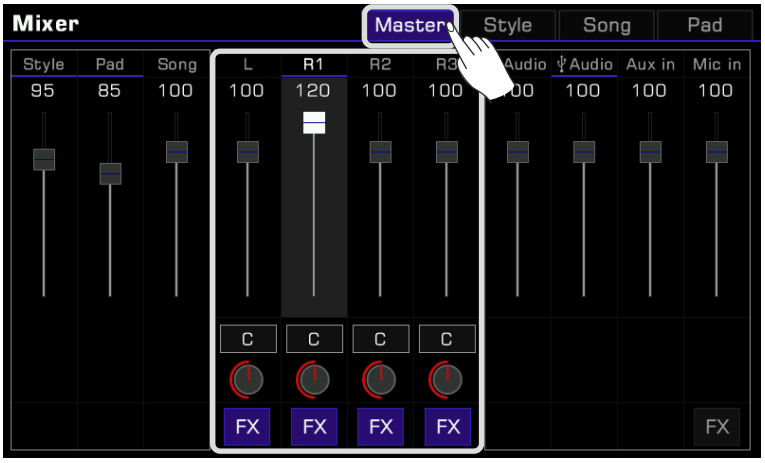
Press the [MIXER CONSOLE] button to bring up the mixer interface.



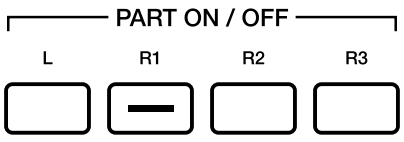
Adjusting Volume and Pan on Keyboard Parts

Adjust the volume balance and channel pan as follows:

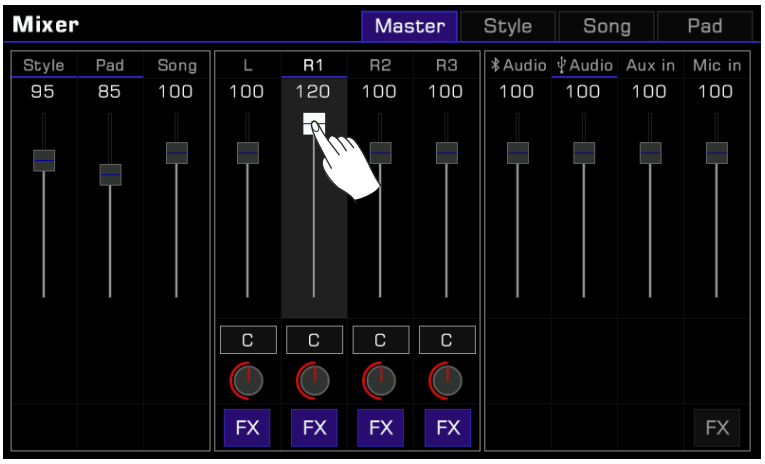
1. Press the “Master” button to enter the main control interface. From here you can adjust the volume of L, R1, R2 and R3.



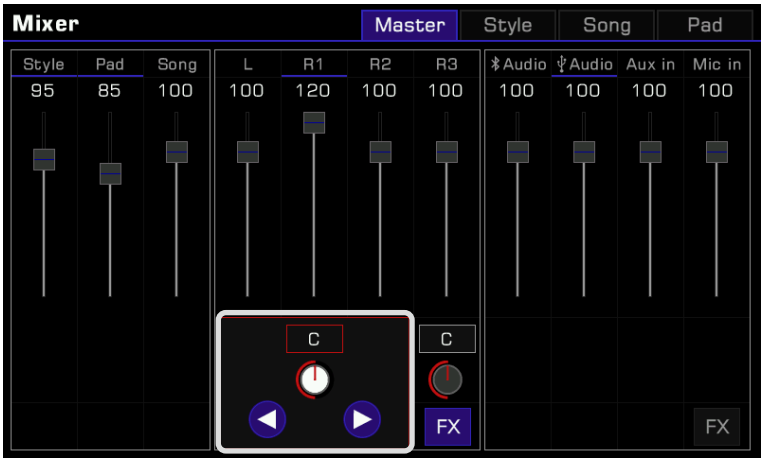
2. Make sure the Part you’re adjusting is turned on.



3. Press and hold a volume slider and move it up or down to adjust the volume of that part. You can also use the [DATA DIAL] or the [<]/[>] buttons to adjust the volume.



4. To adjust the left/right pan of a part, press the circular knob to bring up a combo box. Adjust the pan value by pressing the arrows, using the [DATA DIAL] or the [<]/[>] buttons.

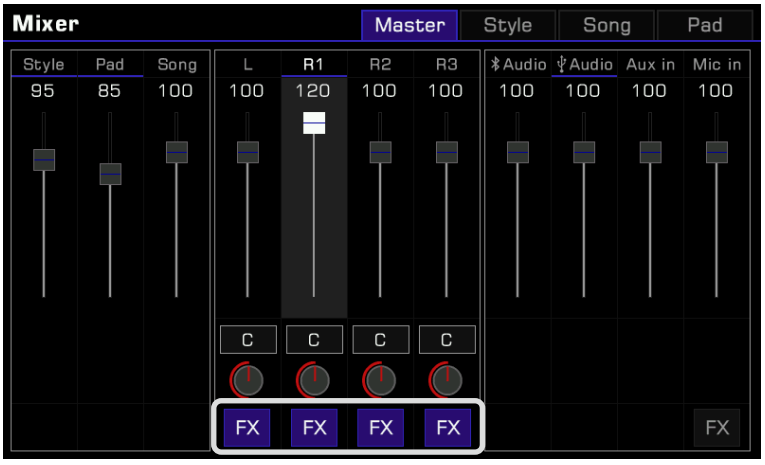


Turning On/Off Insert Effect (IFX)

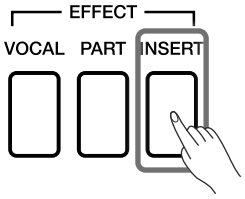
This instrument has rich and powerful effects, including Global Effects and Insert Effects (IFX). The powerful IFX gives depth to the Sound to make your performance more expressive.

There are two ways to turn the IFX on or off:

1. In the main control interface, press the “FX” button under each Part to turn the effect on or off.



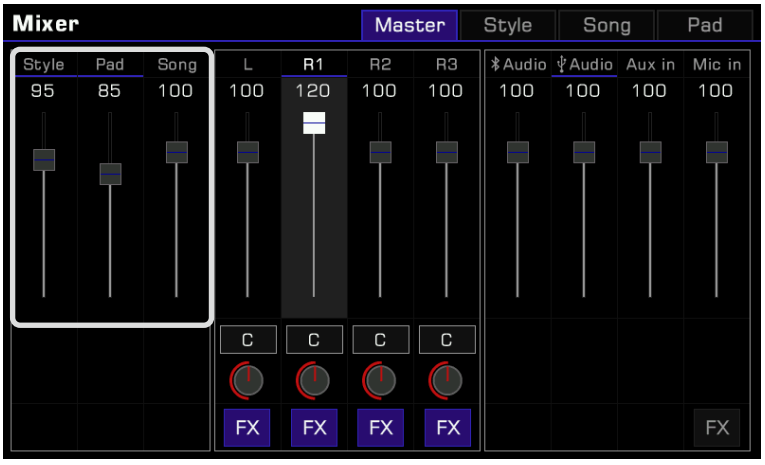
2. Press the [INSERT EFFECT] button on the panel to turn the IFX on or off for the current part.



Tips:	Refer to the section on IFX for more detailed information.

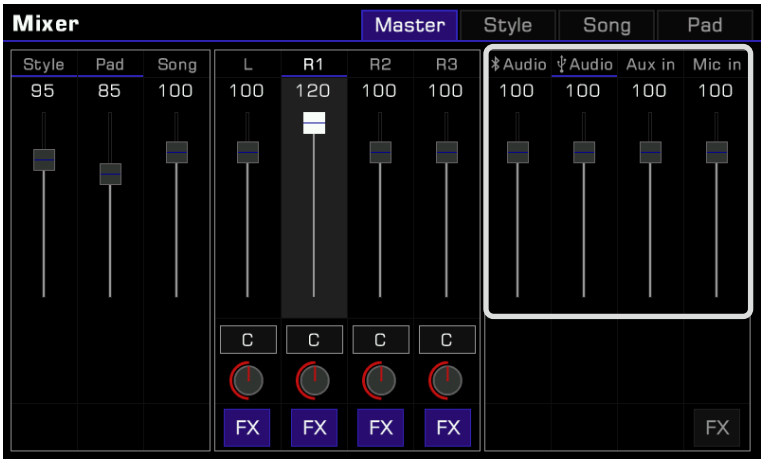
Adjusting Volume of Style, Phrase Pad and Song

Adjust the Style, Phrase Pad and Song volumes in the mixer while playing the keyboard to balance their volume with the keyboard.

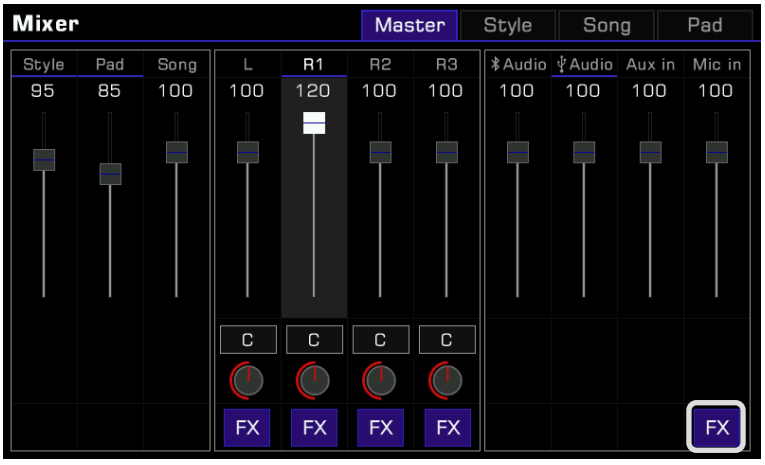


Adjusting Volume of Input/Output Audio

Adjust the Bluetooth audio, USB audio, AUX IN audio and Microphone volume in the mixer.



Press the Microphone “FX” to turn the Microphone effect on or off.

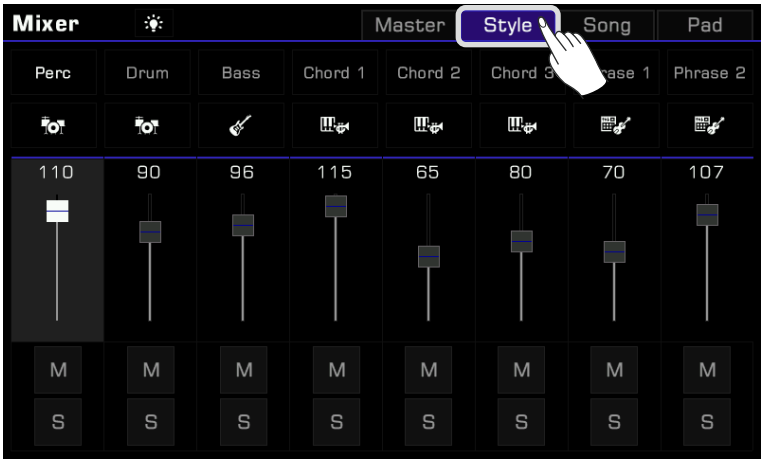


Tips:	Refer to the Microphone section for more detailed information.

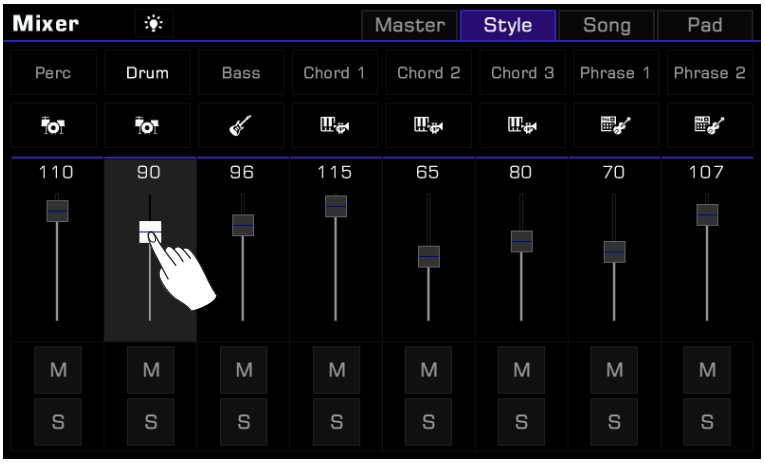
Control Channel Volume of Style

Adjust the volume balance of each Style channel as follows:

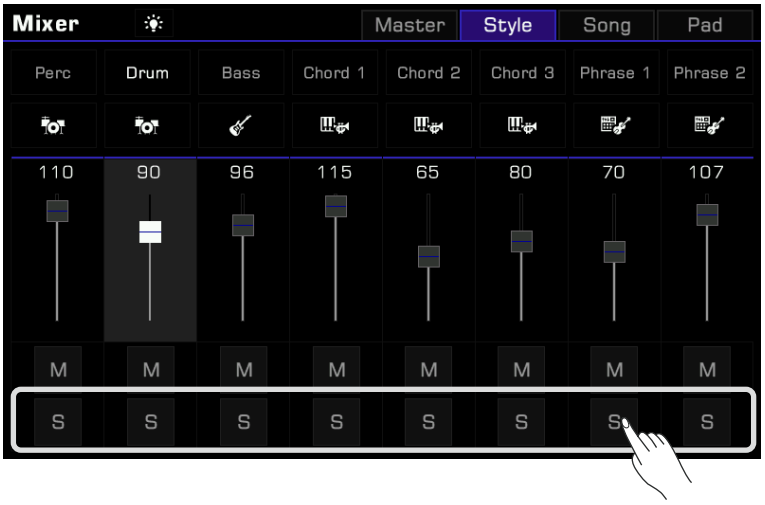
1. Press the “Style” tab to enter the control interface.



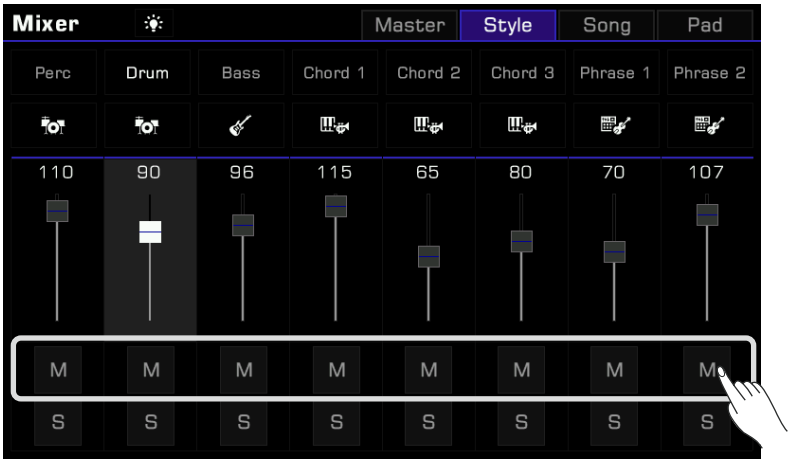
2. Use the volume faders to adjust channel volumes.



You can also solo or mute certain channels according to your preference.
1. To hear a channel played solo, press the “S” button to turn it on. Press it again to turn it off.



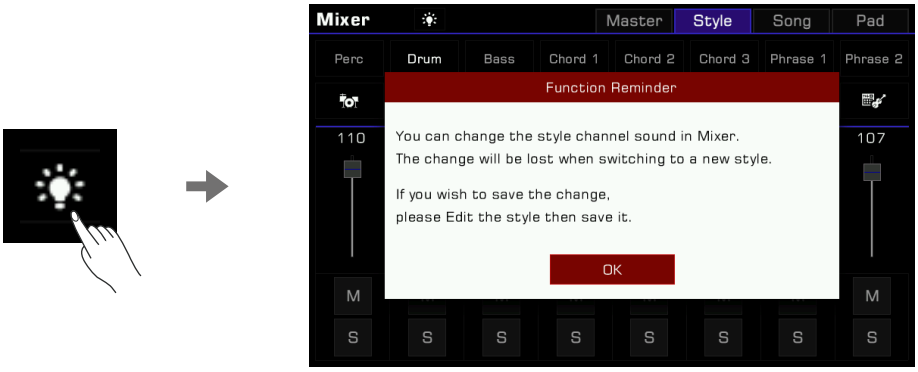
2. Press the “M” button to mute the channel. Press it again to turn it back on.



Changing Channel Sound of Style

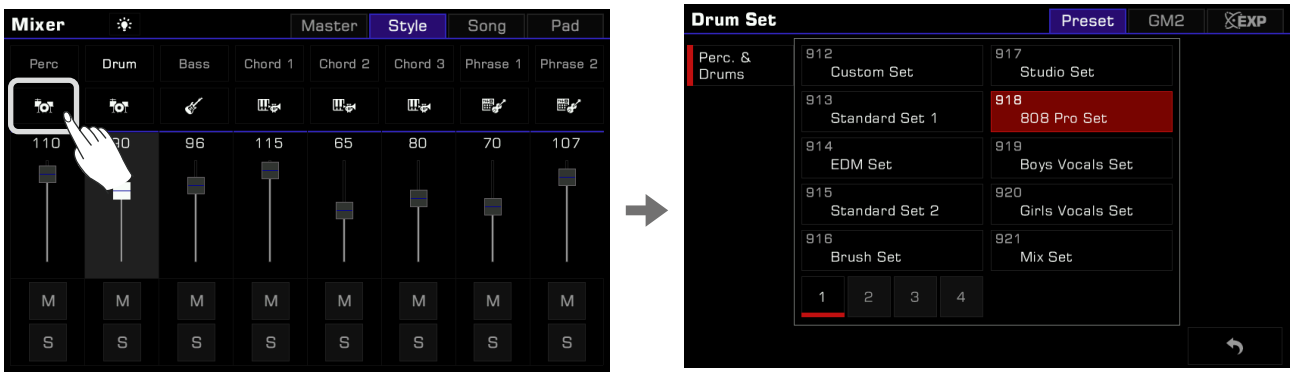
With the powerful Mixer interface, you can directly change the channel sounds of the current style. This interesting feature will greatly enhance style performance. For example, you can make a traditional style produce a completely different expression, just by changing some channel sounds in it. You can modify the channel sounds without interrupting the ongoing style playback. The sound change can be carried over to the style edit function for further editing.

Before using this feature, please read the notes by touching the “function reminder” icon on the top left of the screen.

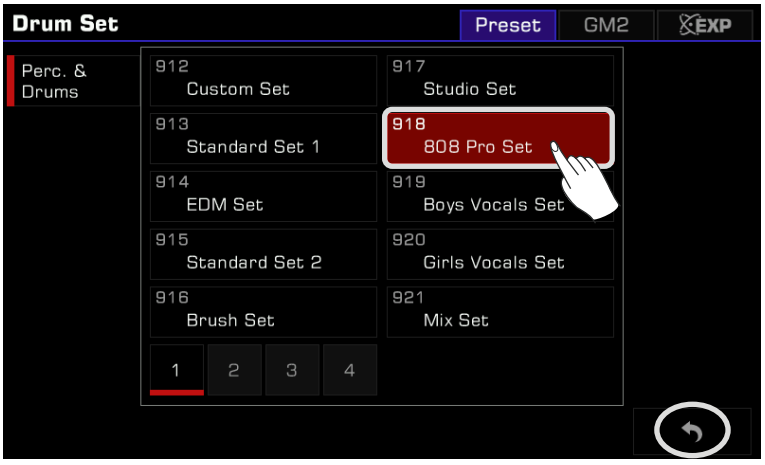


For example, you can instantly transform a folk style into an electronic music style by changing its percussion sound.

1. Play the style, and then go to the Mixer interface. In the “Style” tab, press the sound icon of the percussion channel to enter the percussion selection menu. The screen shows the currently selected percussion sound.



2. Select a 808 Pro Set in the selection menu. You will immediately hear the change in sound. Click the “Back” button in the bottom right of the screen to go back to the “Style” tab.



3. In this way, you can conveniently try out different sounds on each style channel when the style is playing. Even if you exit from the Mixer interface, this change will remain as long as you don't select a new style.

If you wish to further edit this style, go to the Style Selection menu then press "Edit" to enter the style edit menu. The channel sound change in the Mixer interface will be automatically carried over to the style edit menu.

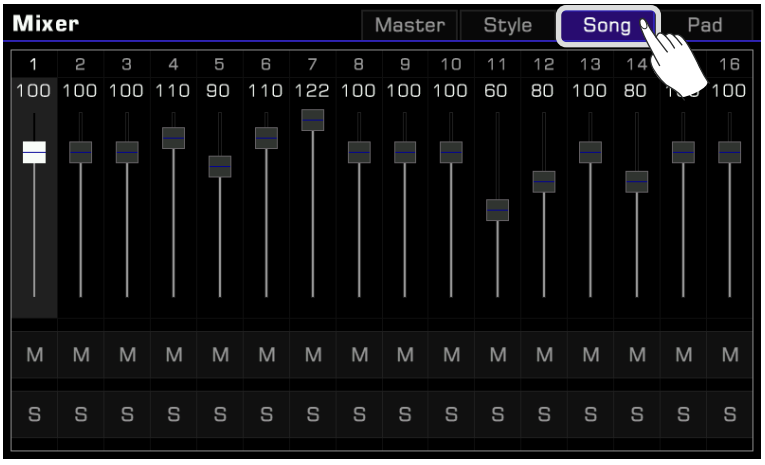
The Mixer interface provides direct and instant adjustment to the channel sounds of a style, however, such changes will be lost when you switch to a new style.

Tips:	• The change of style channel sounds in the Mixer interface cannot be registered to a performance memory. • Expansion styles which are not preset, may not support editing. When you change the channel sounds of these expansion styles, such changes cannot be carried over to the style edit menu.

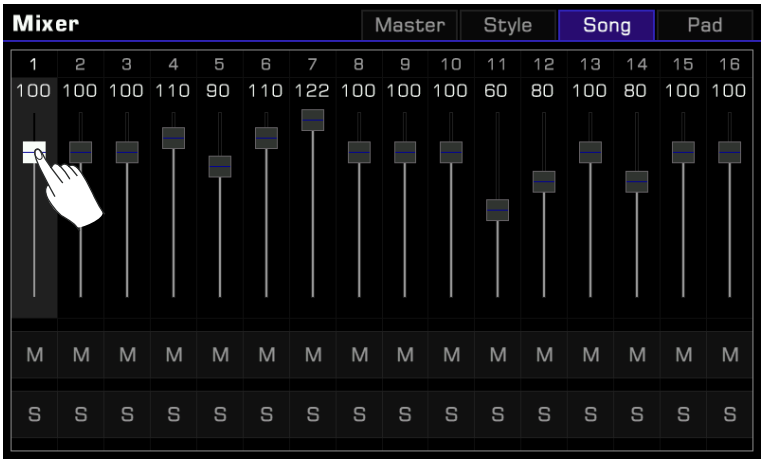
Control Song Track Volume

Adjust the volume balance between each track of Song as follows:

1. Press the "Song" tab to enter the control interface.

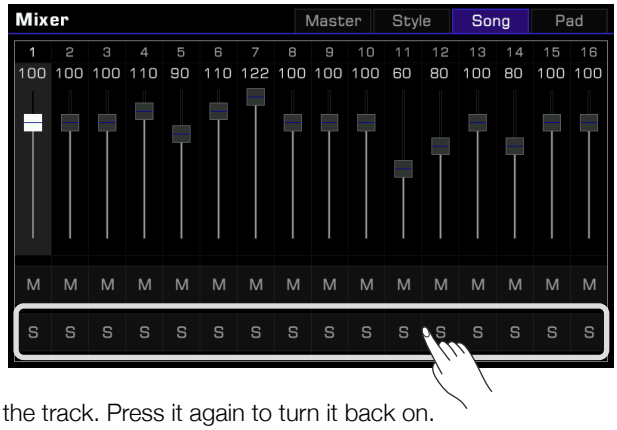


2. Use the volume faders to adjust each track's volume.

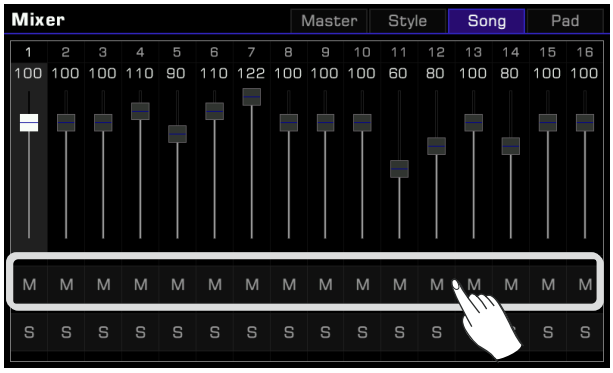


You can also solo or mute certain tracks according to your preference.

1. To hear a track played solo, press the “S” button to turn it on. Press it again to turn it off.



2. Press the “M” button to mute the track. Press it again to turn it back on.



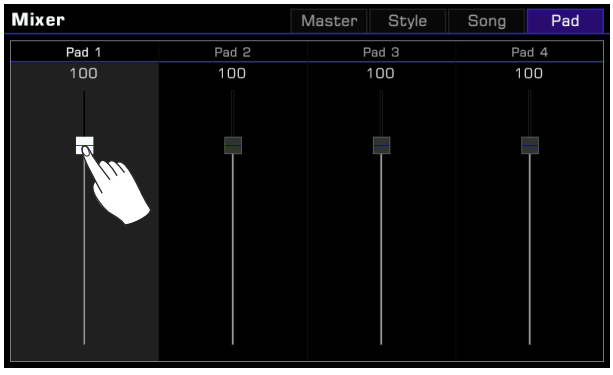
Control Phrase Pad Volume

Adjust the volume balance between each phrase pad as follows:

1. Press the “Pad” tab to enter the control interface.



2. Use the volume faders to adjust the volume of each phrase pad.



Performance Memory

The Performance Memory feature lets you access your saved performances on the fly. Save panel settings to a Performance Memory button, then instantly recall those panel settings by pressing a single button ([PERFORMANCE MEMORY 1] - [PERFORMANCE MEMORY 8]).

The instrument has 200 Performance Memory Banks, each of them with 8 memories.

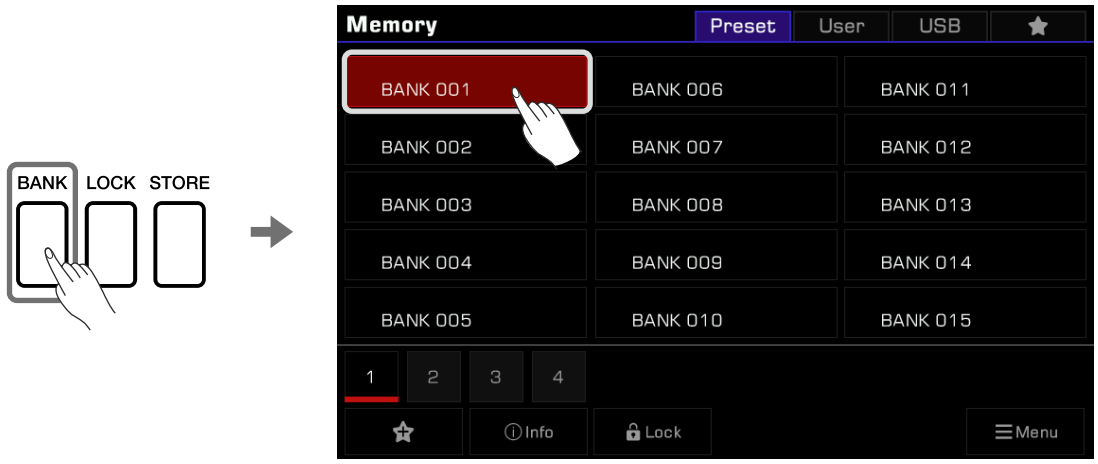
Select a Bank and a Performance Memory

Select a Performance Memory Bank

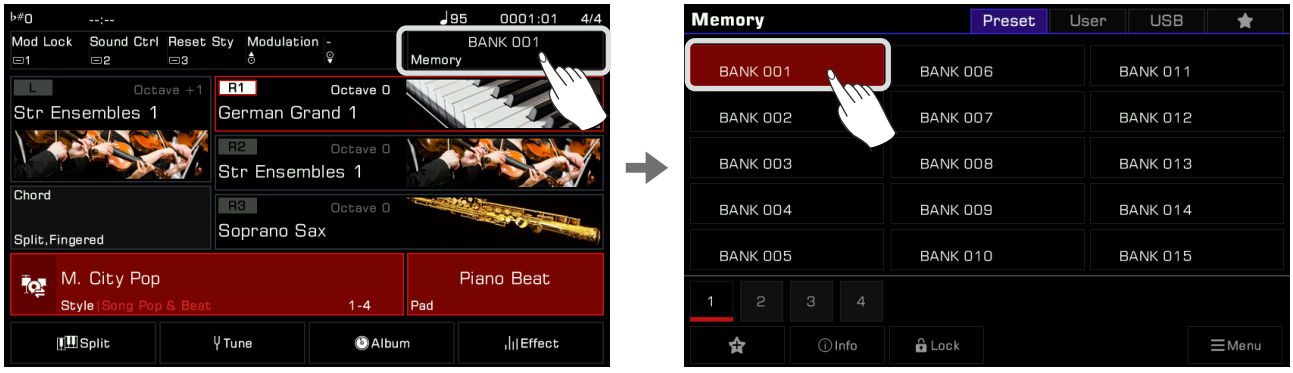
Each Performance Memory is stored in a bank. Each memory bank contains eight Performance Memories.

There are two ways to Select a Performance Memory Bank:

- Press the [BANK] button to enter the Performance Memory Bank selection menu. You can switch pages using the page buttons, then press the name to select it.

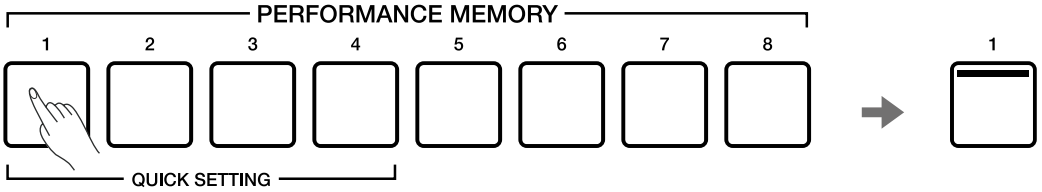


- Press the memory display area in the main menu to enter the selection menu. You can switch pages by using the page buttons, then press the name to select it.



Bring Up a Performance Memory

Press one of the [PERFORMANCE MEMORY] buttons ([PERFORMANCE MEMORY 1] - [PERFORMANCE MEMORY 8]) to recall the panel settings stored in that memory. The LED light will light up.

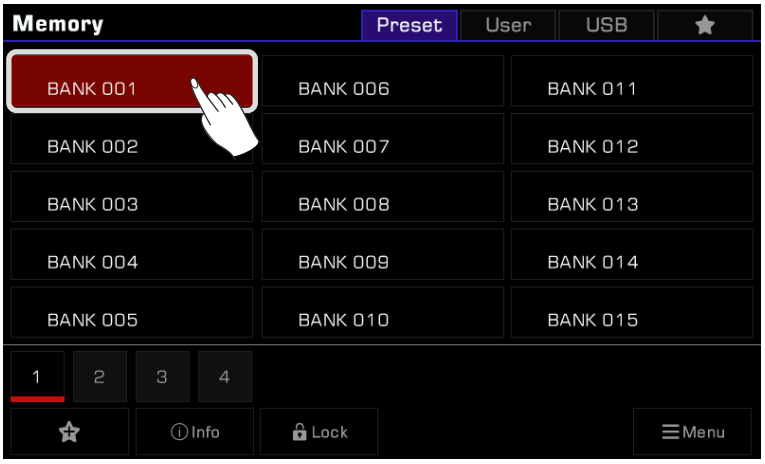


Tips:	Make sure the [Q.S.] switch is turned off before selecting a Memory.

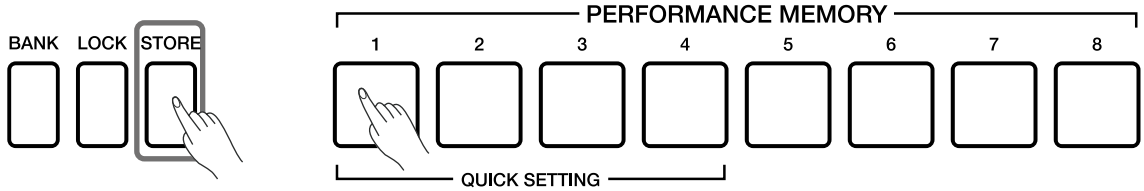
Save Settings as a Performance Memory

Save your current panel Settings as Performance Memory as follows:

1. Select a Performance Memory Bank in which your settings will be saved.



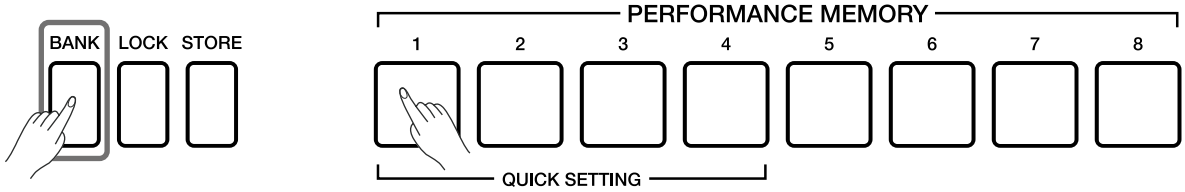
2. Press and hold the [STORE] button on the panel and press one of the [PERFORMANCE MEMORY] buttons to save the current panel settings to that Memory.



Note!	After saving a Performance Memory, the new setting will replace any existing setting. Please check the Memory settings before saving to avoid accidentally overwriting the settings you want to keep.

Clear Performance Memory

Press and hold the [BANK] button on the panel and press one of the [PERFORMANCE MEMORY] buttons to clear the data in that Memory. The LED light will go out, indicating there is no data.

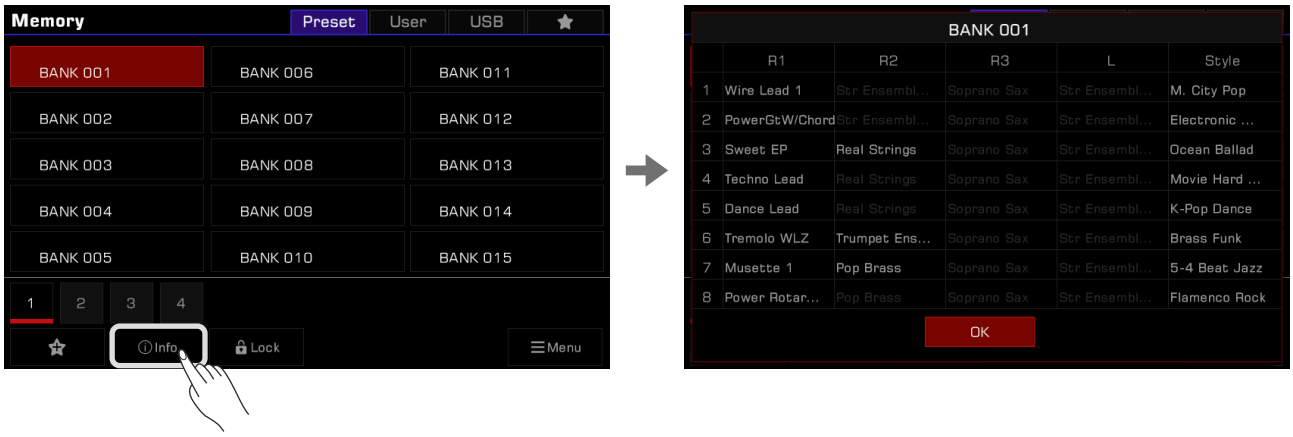


View Basic Information of Performance Memory Bank

The basic information of a Performance Memory Bank includes 9 basic settings parameters:

- R1 Sound name and part switch
- R2 Sound name and part switch
- R3 Sound name and part switch
- L Sound name and part switch
- Style name

This information will help you remember the currently selected memory content. Press the “Info” icon at the bottom to bring up the basic information pop-up window.

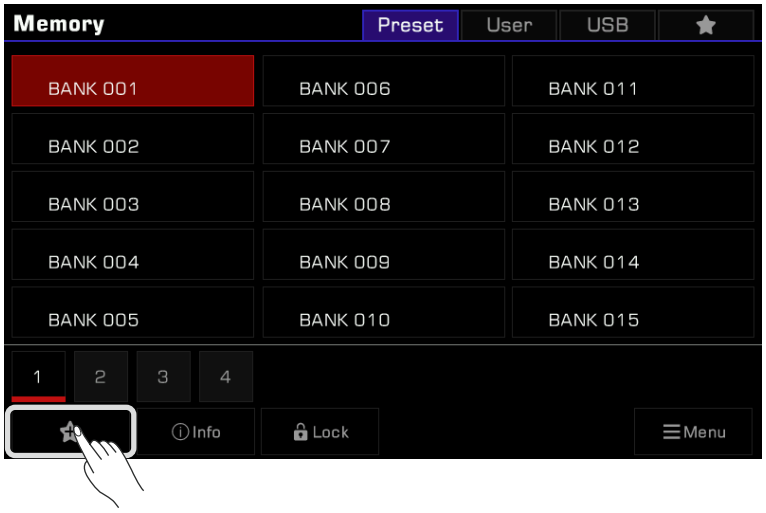


Press “OK” to confirm and close the window.

Add the Bank to “My Favorites”

Add a selected bank to “My Favorites” as follows:

1. Press the “☆+” icon. A star will appear on the selected bank. Press it again to remove the bank from “My Favorites”.



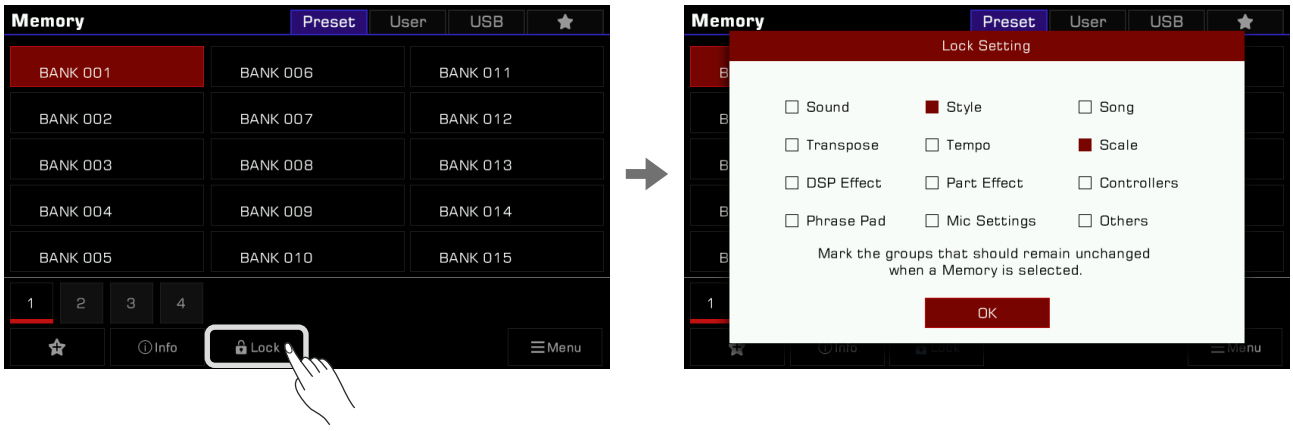
2. Press the “☆” tab to view the favorite bank you marked. You can also remove one or more of your favorite Memory Banks from this menu at any time.



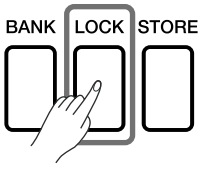
Lock the Settings

Depending on your performance, you may want to keep special settings. Use the settings lock to retain the locked items of the current setting when you switch to another memory.

1. In the selection menu, press the “Lock” icon to bring up a pop-up window, then press to select the items to lock. Press “OK” to confirm and save the settings.



2. Press the [LOCK] button on the panel to turn on the lock function. When you switch to another memory, the lock settings will remain the same as the previous memory.



Press the [LOCK] button again to turn the lock function off.

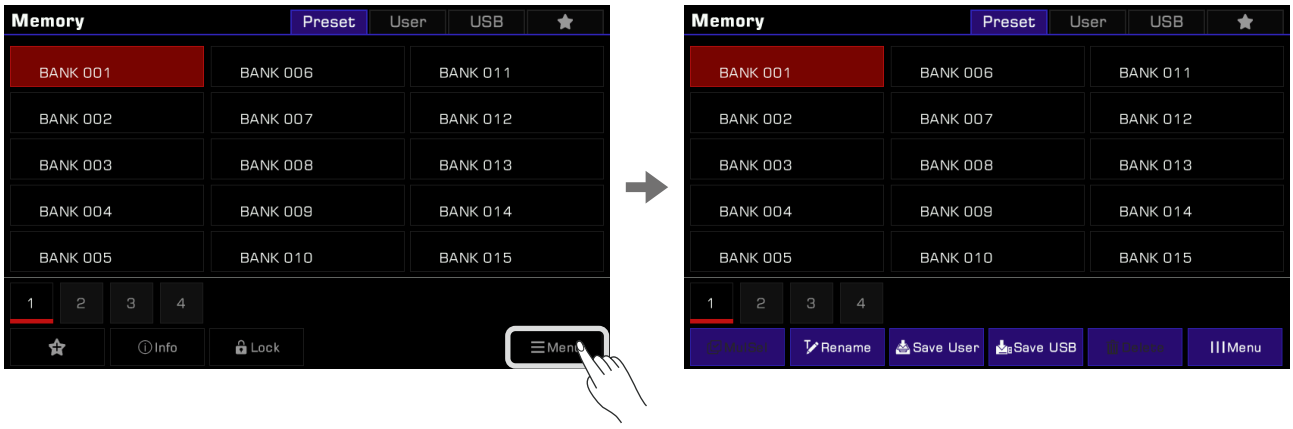
Here are the parameters that can be locked:

Sound	Sound, Part ON/OFF, Sound Octave, DSP Effect, Sound Volume, Sound Pan, Part IFX ON/OFF, Sustain, Mono, Touch ON/OFF, Touch Curve, Touch Flat Velocity, etc.
Style	Style, Sync Start ON/OFF, Sync Stop ON/OFF, CHORD ON/OFF, Q.S. Link ON/OFF, Chord Velocity Control, Tempo Lock, Auto Break Trigger ON/OFF, Auto Break Trigger Velocity, Chord Detect Mode, L Split Point, Chord Split Point, Style Volume, Style Channel Volume, Style Channel Mute or Solo etc.
Song	Song, Song Play Mode, Song Volume, Song Channel Volume, Transpose Lock, Sound Link, Song Channel Mute or Solo etc.
Transpose	Transpose value.
Tempo	Tempo value.
Scale	Master Tune, all Scale Tune settings.
DSP Effect	Global Effect Type and Parameters.
Part Effect	Part Effect and Part IFX ON/OFF.
Controllers	Assignable Switch, Joystick, Assignable Pedals and Knobs settings.
Phrase Pad	Phrase Pads Selection, Phrase Pads Playback State, Phrase Pads Volume etc.
Mic Settings	All Microphone settings.
Others	Time Signature, Metronome Bell ON/OFF, Metronome Volume, Fade In Time, Fade Out Time, Fade Out Hold Time, Tap Tempo Sound, Style Trigger ON/OFF, Latch, etc.

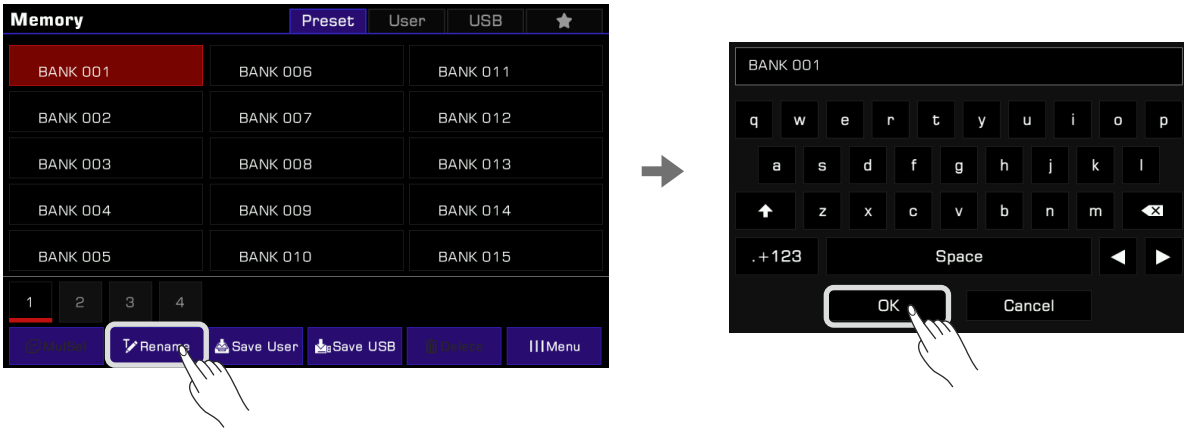
Rename and Save a Performance Memory Bank

You can rename the selected memory bank, save it to the User bank or a USB device, and do other operations.

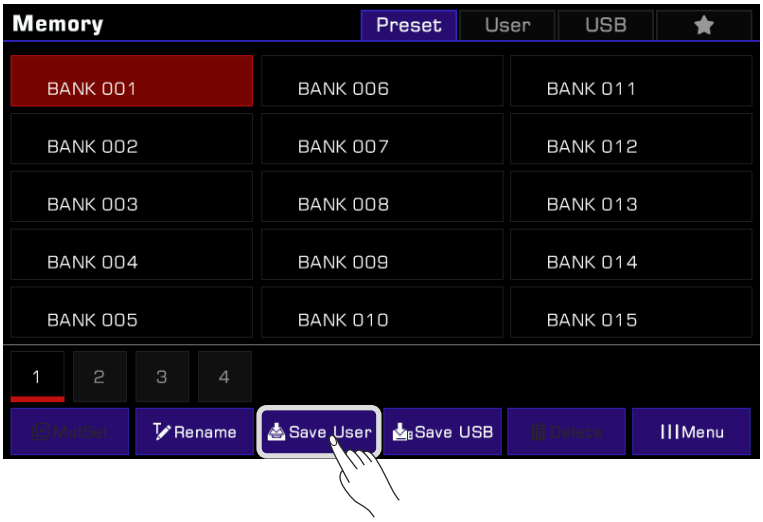
1. Press the “Menu” button on the lower right to bring up the function menu.



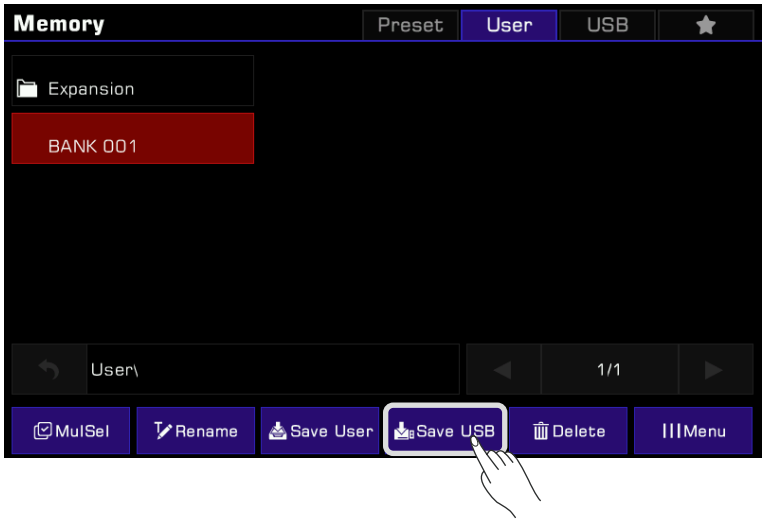
2. Press the “Rename” icon to bring up a soft keyboard. Enter a new name and press “OK” to save the new memory bank to the Preset tab.
   Rename all the Banks in this instrument to facilitate their accessibility.



3. Press the “Save User” icon to bring up a soft keyboard. Enter a new name and press “OK” to save the new memory bank to the User tab.



4. Press the "Save USB" icon to bring up a soft keyboard. Enter a new name and press "OK" to save the new memory bank to a USB device.

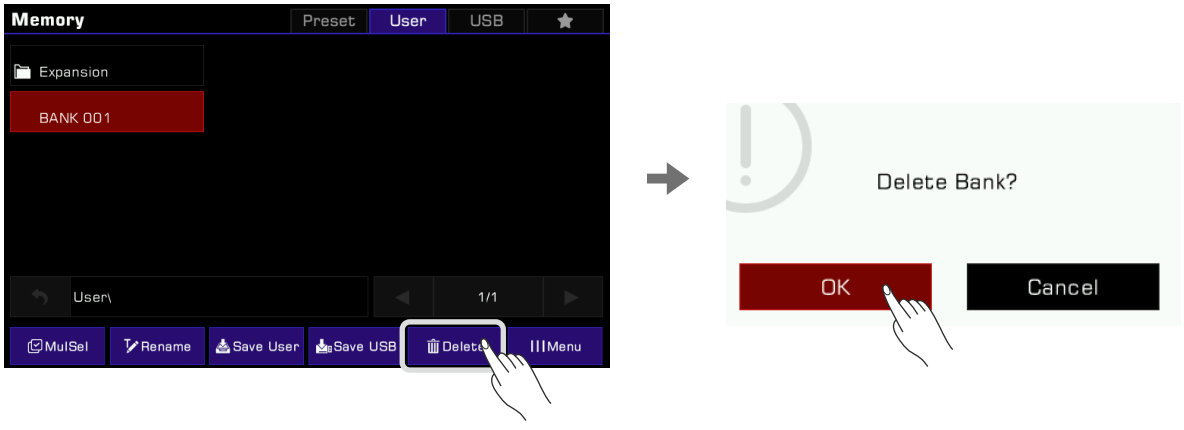


Delete User Performance Memory Banks

You can delete the selected memory bank from the User tab or the USB device. Preset banks can only be renamed; they cannot be deleted.

1. Choose the memory bank you want to delete, open the file menu by pressing the “Menu”, then choose “Delete”.

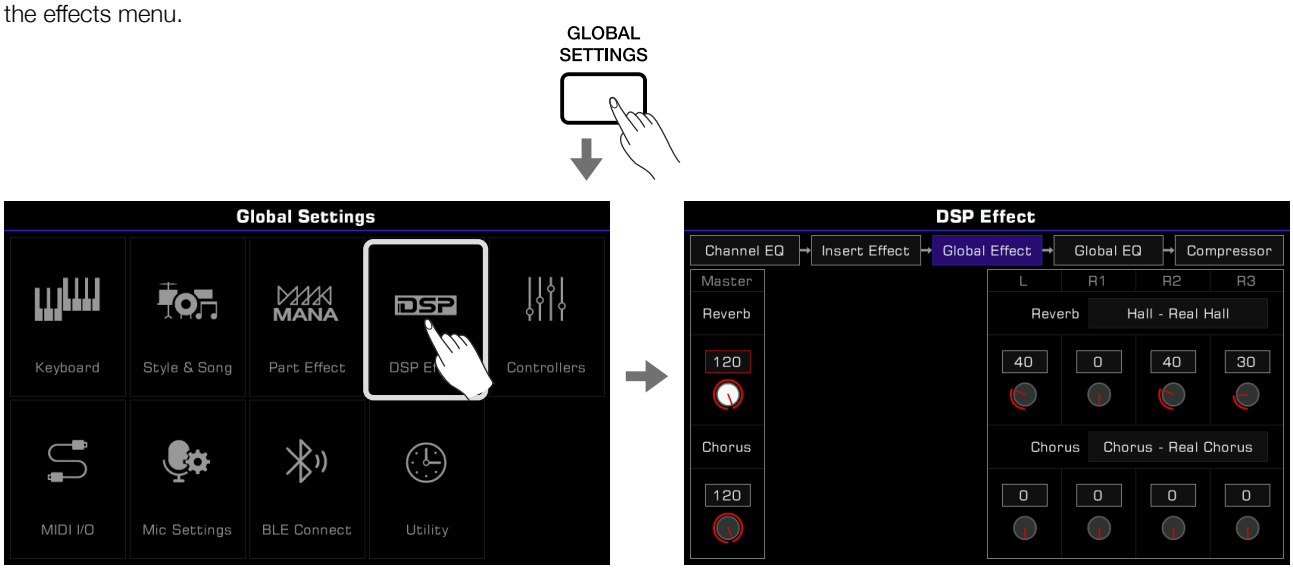
2. Choose “OK” when the pop-up window shows up.



DSP Effects

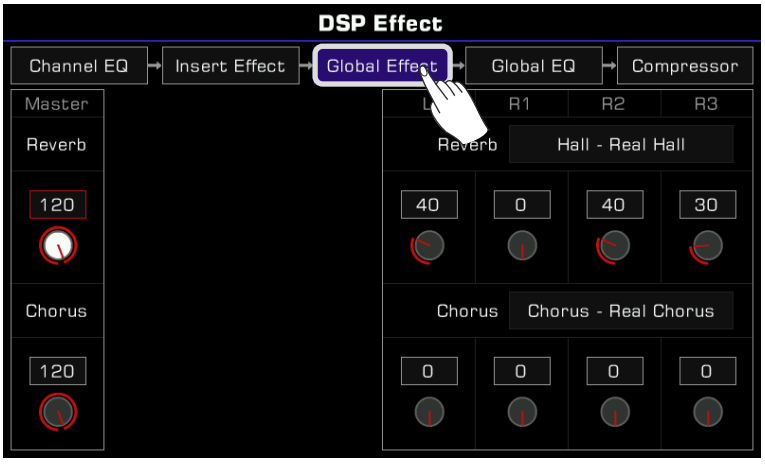
This instrument has powerful DSP effects divided into several module categories which will greatly enrich the acoustics of the instrument and your playing.

Press the [GLOBAL SETTINGS] button on the panel to bring up the selection menu. Press the “DSP Effect” button to enter the effects menu.



Global Effect

Press “Global Effect” to bring up the settings menu.



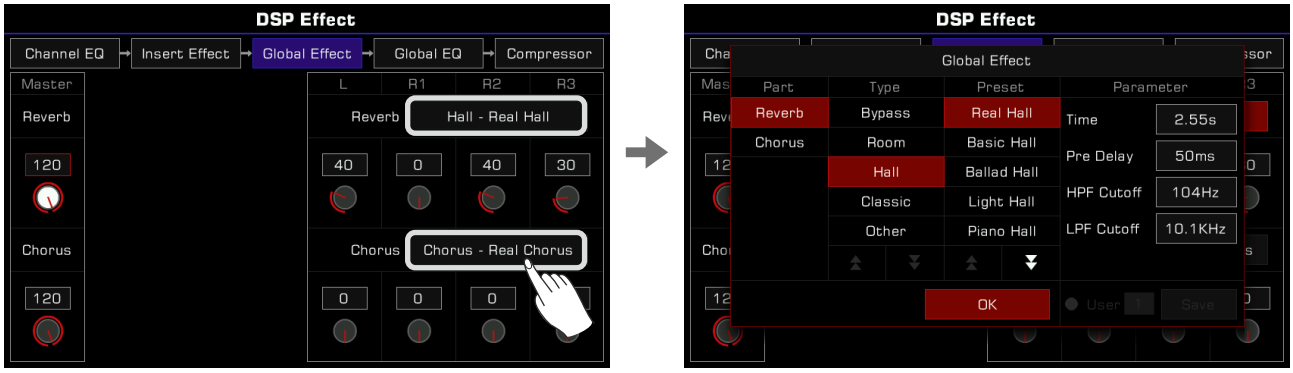
The global effect is applied to every sound produced by the instrument (except for external audio input). This instrument has two global effects: Reverb and Chorus. They may be applied simultaneously.

Reverb	Reverb simulates a spacial atmosphere.
Chorus	Chorus simulates a doubled track to widen the sound.

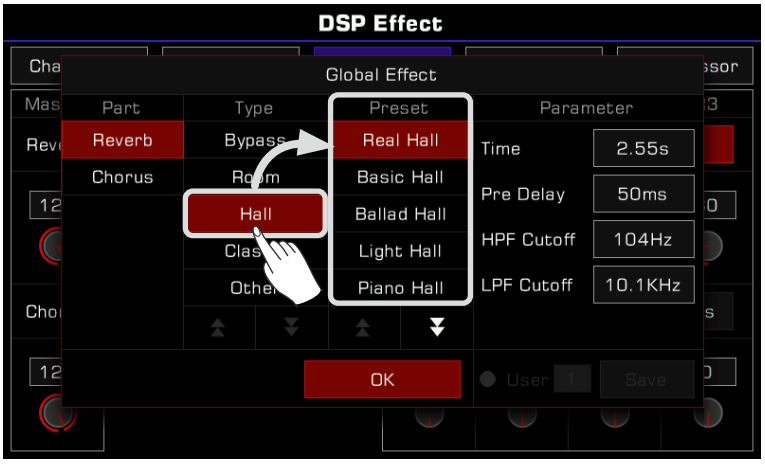
In the Global Effect module, you can select Reverb or Chorus and adjust the level of each effect. You can also adjust the Reverb and Chorus level of the individual keyboard parts.

Selecting Global Effect

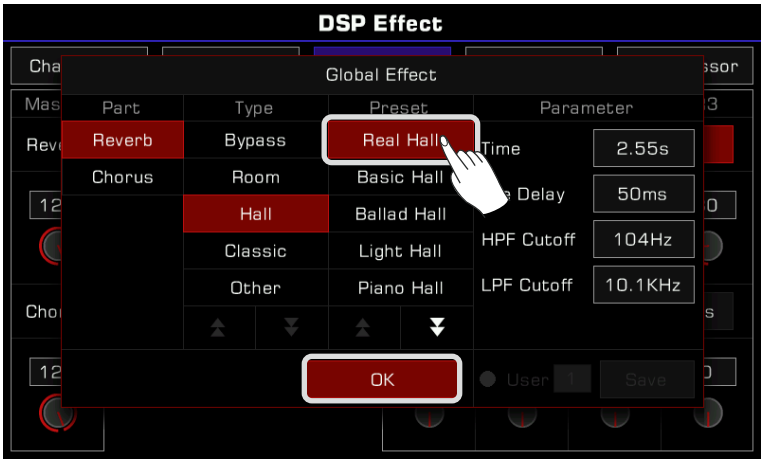
1. Press the effect “Type name” to bring up the global effect pop-up window.



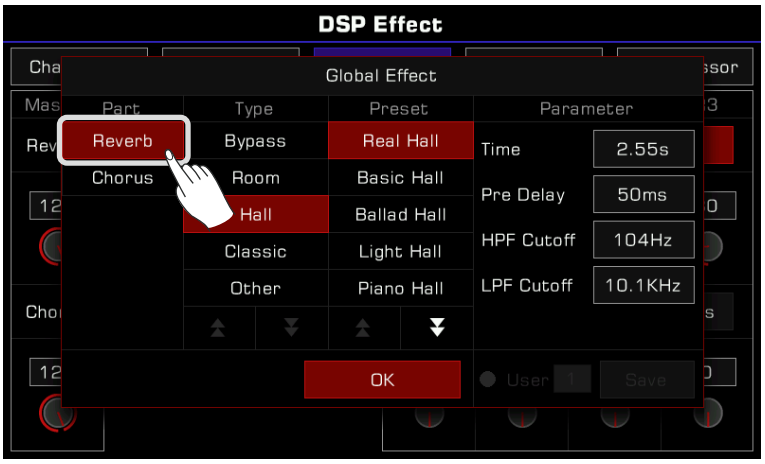
2. Select an effect from the effect preset list. There are many preset effects for each type of effect. Press the arrows to scroll through the effects types and presets.



3. Press to select the effect from the list and the effect will be applied immediately. Press “OK” to close the pop-up menu.

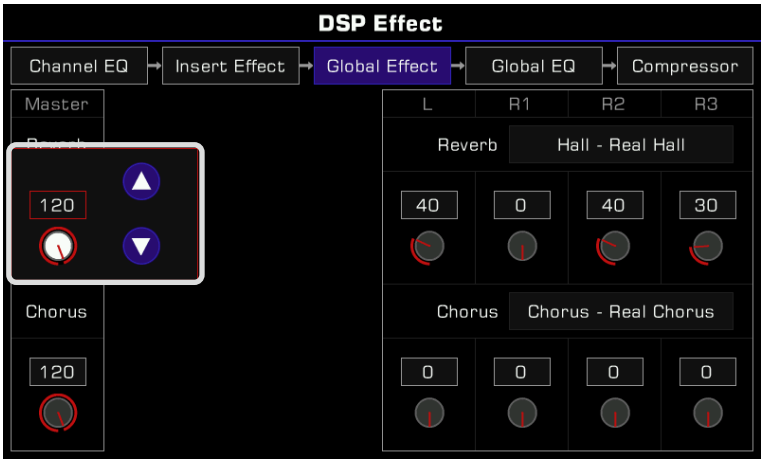


4. In the Global Effect selection pop-up, press “Reverb” or “Chorus” on the left to choose whether to modify the Reverb or the Chorus.



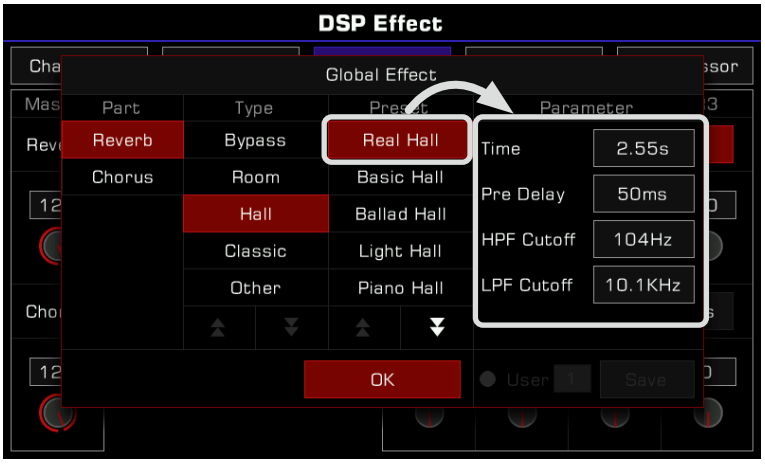
Adjusting Effect Level

In the Global Effect settings menu, press the level number and adjust the global Reverb and Chorus levels, and the Reverb and Chorus levels of the keyboard parts. Use the up and down arrows on the touch screen, the [DATA DIAL] or the [<]/[>] buttons.



Adjusting Parameter Values

The different parameters and values of the different Global Effects are displayed on the right. To fine-tune an effect parameter, press the value to modify it.

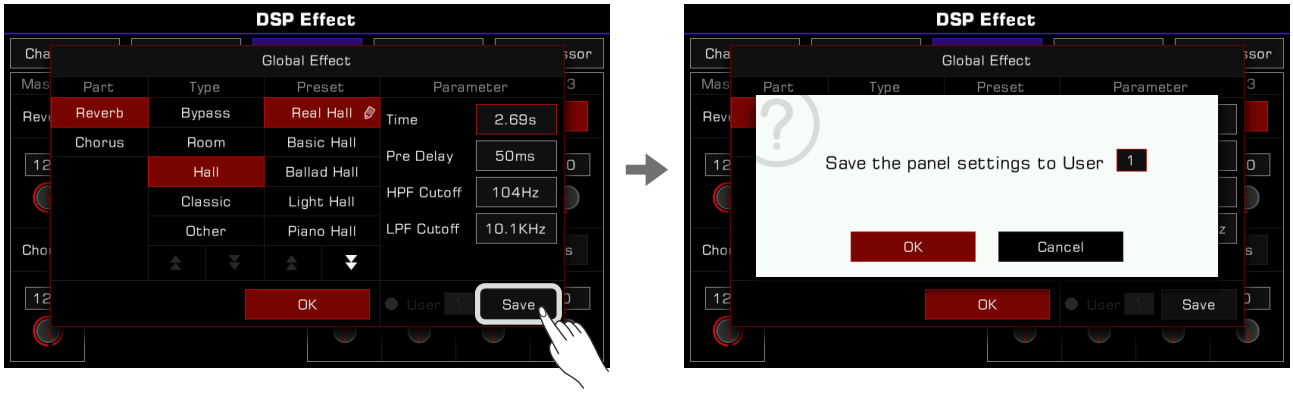


Note!	If you do not save your changes as a User Effect, your changes will be lost when you switch to another effect.

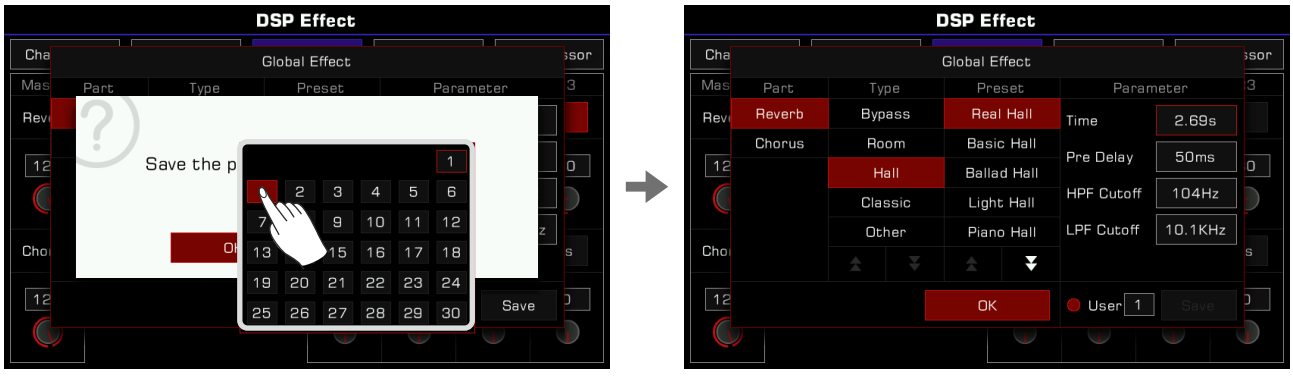
Saving and Selecting User Global Effect

After you adjust an effect, you can save the modification as a User Effect.

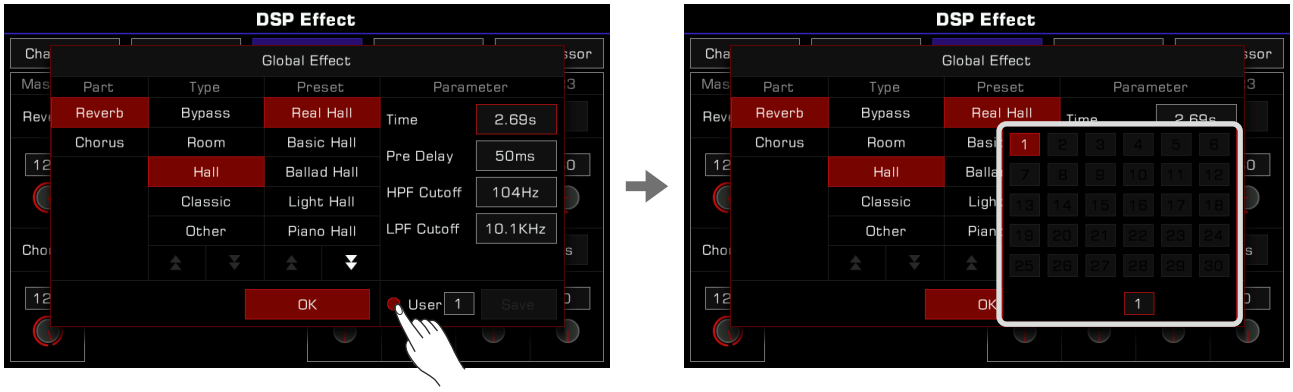
1. After adjusting the parameters, press “Save” and select a location to save the User Effect.



2. Press the User Effect number to select the location you want your effect to be saved. Press “OK” to return to the Global Effects selection menu.

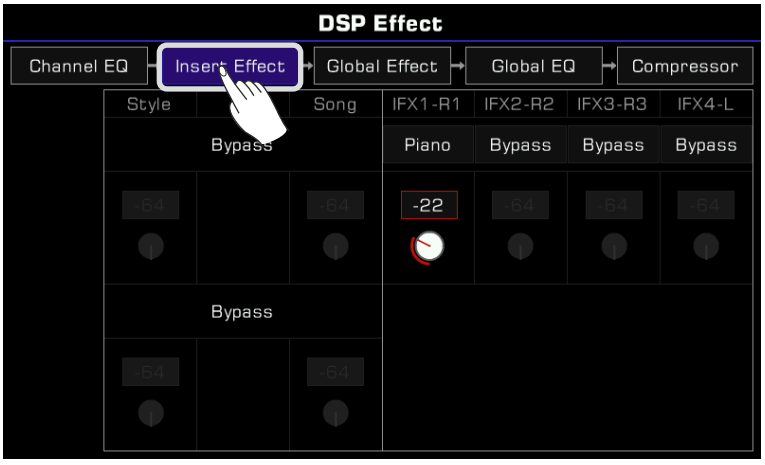


To apply the User Global Effect, press the “User” option on and select an effect.



Insert Effect

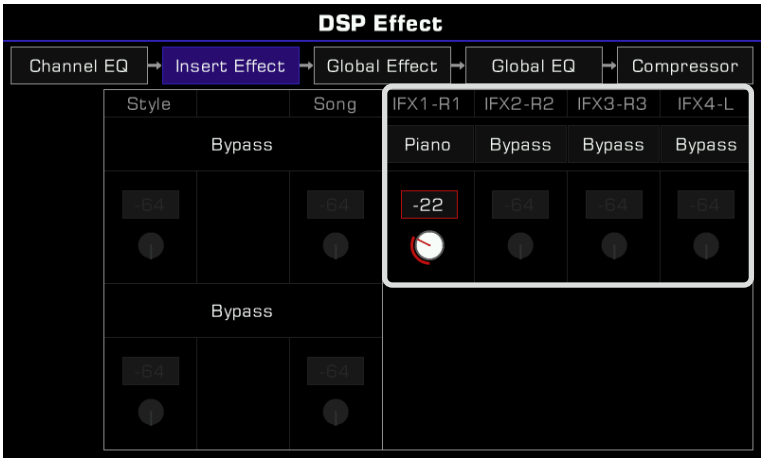
This instrument has four IFX that can be added freely to keyboard parts.
Click the “Insert Effect” module label to bring up the setting interface.



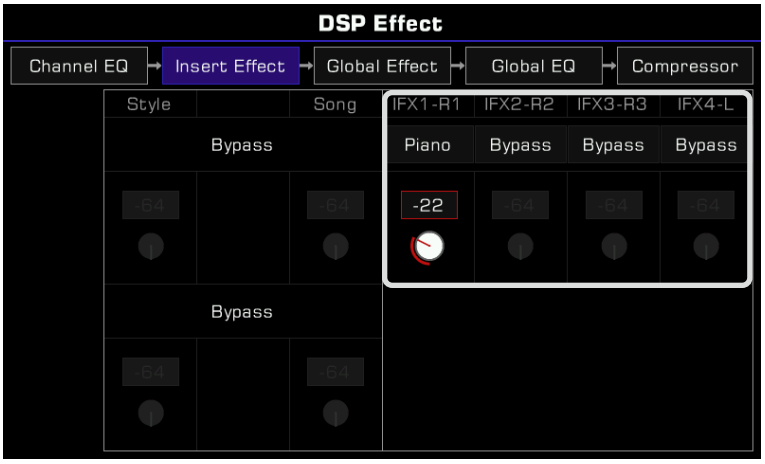
Basic Introduction

In the setting interface, you can see four IFX: IFX1~IFX4, and the parts that they are being applied to. You can also view the types and level.
The initial allocation of the system is: IFX1-R1; IFX2 - R2; IFX3 - R3; IFX4 - L.
Similar to the operation of Global Effect, you can modify the IFX level for each part, or click the “Type-Name” of the effect to bring up the selection window.

In the IFX window, you can select a new IFX type, adjust the effect parameters, and add several IFX on one keyboard part.

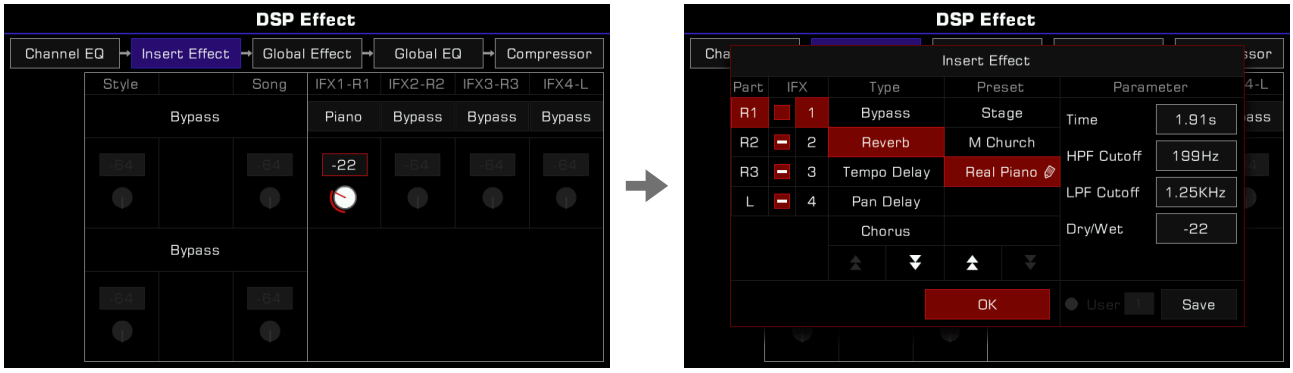


Also, when you start playing a Style or Song, you can view the IFX and MFX types and parameters being used in this interface, but you can't adjust them. You can modify the IFX and MFX types and parameters in the Style Recording feature.

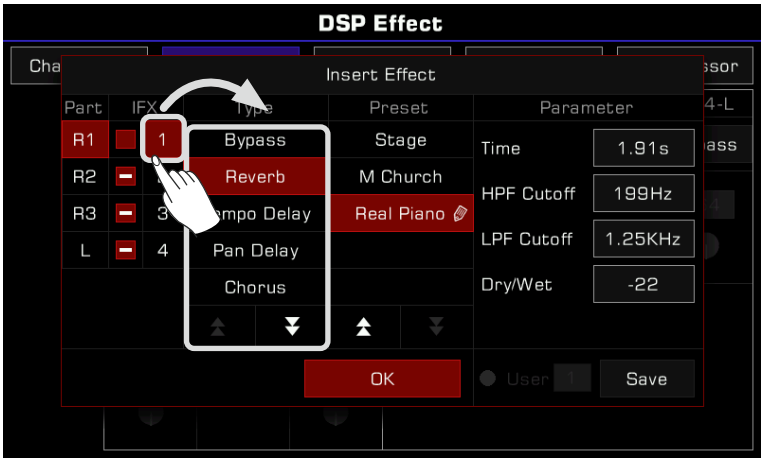


Selecting Insert Effect

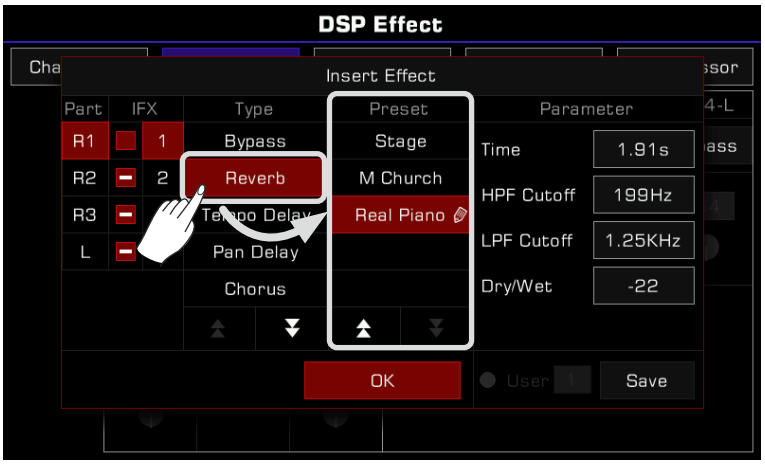
1. Click the "Type name" of the insert effect to open the selection window.



2. In the insert effect selection popup, click the number of IFX to see the effect type.

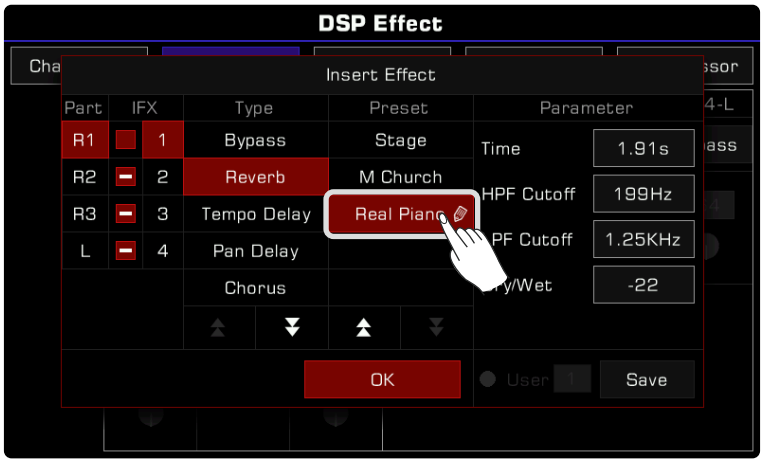


3. Click the effect type to display the list of presets. Click the up and down arrow to scroll through the list of types and presets.



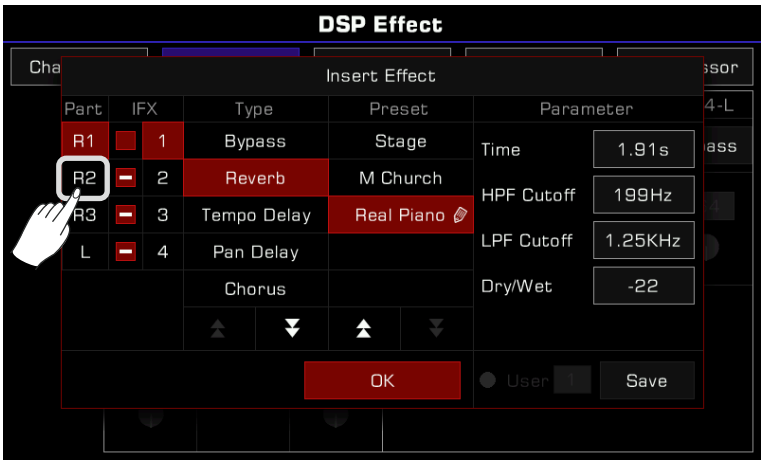
4. Click the effect name in the list and select the insert effect. The effect will be applied immediately. At this point, you can immediately hear the effect that has been added to the current part. Click the “OK” button to close the popup.

At the same time, you can use the [INSERT EFFECT] button on the panel to turn the current insert effect on or off for the part, which makes it easy for you to compare the effect.



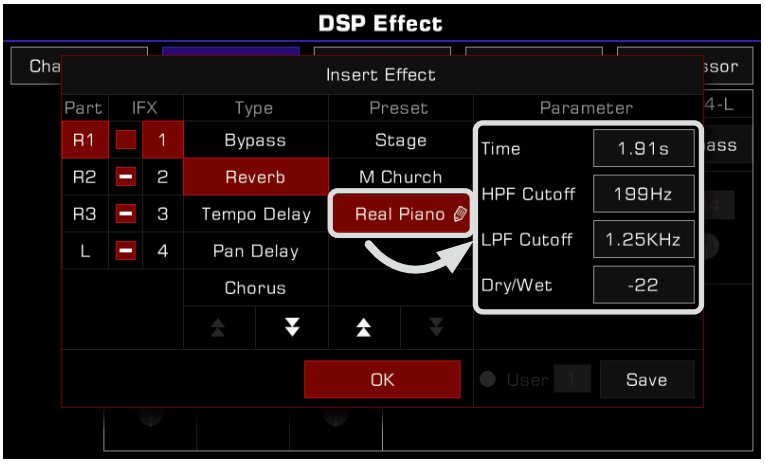
Tips:	Please ensure the keyboard part which the IFX is being applied is turned on, otherwise, you will not hear the sound of that part.

5. In the insert effect selection window, you can click the part on the left to select R1, R2, R3 or L that you want to modify the insert effect.



Setting the Insert Effect Parameters

Different insert effects have different parameters and values, which are displayed in the rightmost column of the window. If you need to fine-tune an effect, you can click on the parameter value to modify it.

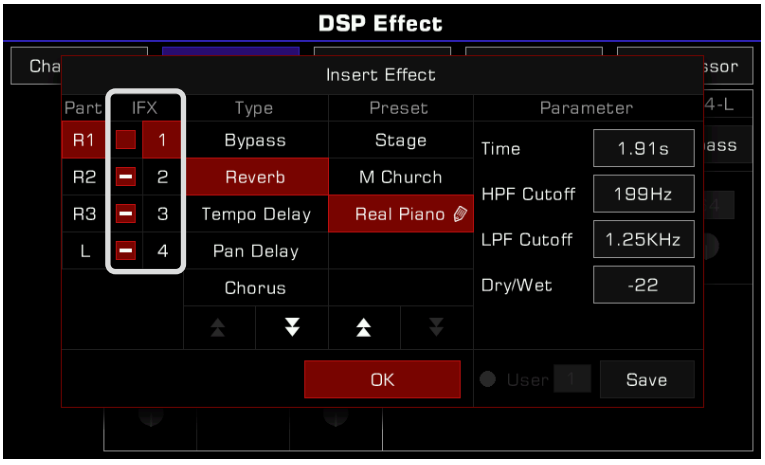


Tips:	After changing the parameters of an insert effect, you can save the changes to a user insert effect. The operation is the same as saving a user global effect. Please go to the relevant section for details.

Free Allocation of Insert Effects

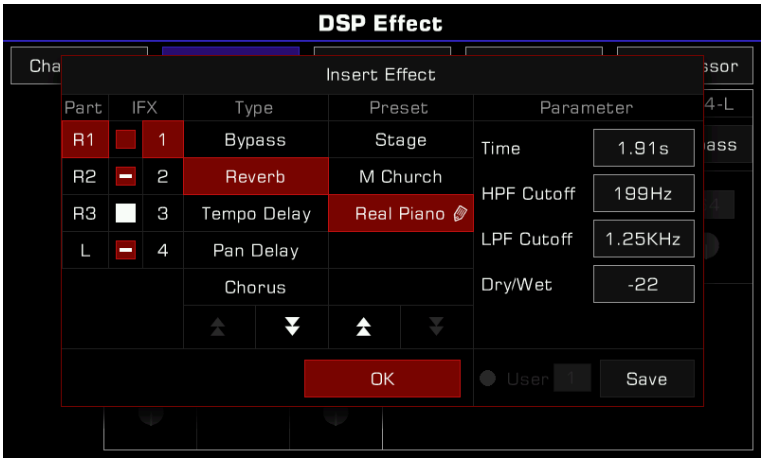
The instrument has four insert effects (IFX1, IFX2, IFX3, and IFX4), which can be freely added to a keyboard part.
Each insert effect can only be added on one part, but a part can use more than one effect. For example, you can add four insert effects (IFX1~IFX4) to the R1 part at the same time, and the rest of the sounds will not have insert effects.

In the insert effect selection popup, you can see that each insert effect has a switch to the left of its number. This switch is used to indicate the occupying state of each insert effect, and the use of the four insert effects on the currently selected part.



	On. Indicates that the corresponding insert effect is being enabled and has been added on the currently selected part. Click to turn off the switch.
	Off. Indicates that the corresponding insert effect is not enabled and is not added to any part of the sound. Click to turn the switch on.
	Being used. Indicates that the corresponding insert effect has been occupied by other parts. Click to turn the switch on, and the corresponding insert effect will be immediately added to the currently selected part.
	A special state. This switch cannot be operated when you do not select any of the parts.

Here is an example:



As shown, you are now setting up the insert effect for the R1 part. At this point, the state of the four insert effects in the system is as follows:
IFX1 is added to the R1 and has been enabled. The effect type is “Reverb - Real Piano”, and the parameters have been adjusted (there is a pencil next to the effect name).

The IFX2 and IFX4 have also been enabled, but these two insert effects are occupied by other parts. You can click on the other part names (R2, R3, or L) to see their status.

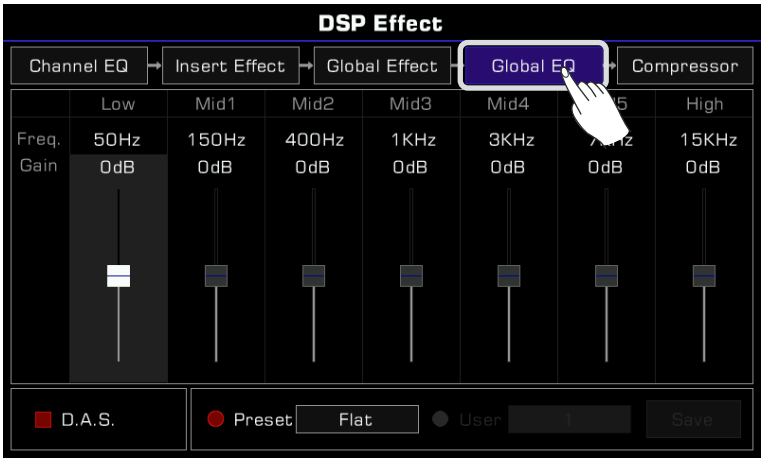
IFX3 is being released and not enabled. At this point, you can click the switch to turn it on and add IFX3 to the R1. Now two effects (IFX1 and IFX3) are added on the R1 part.

There are many flexible ways to assign effects freely to the keyboard parts. You can set the type of IFX1~IFX4 first, and then select each part to add them. You can also select keyboard parts and add one or more insert effects to them. Please note the state of each insert effect switch, then use the [PART ON/OFF] switch and the [INSERT EFFECT] button on the panel to audition the corresponding effects.

Tips:	• When multiple effects are added to one part, the system will respond to the effect in a fixed sequence of IFX1->IFX2->IFX3->IFX4. • The insert effect settings and selection interface may change in real time while the Style or Song is playing. Due to limited system resources, sometimes the insert effects you set will be temporarily occupied, this is a normal phenomenon, when the Style or Song stopped, it will restore normal effect function.

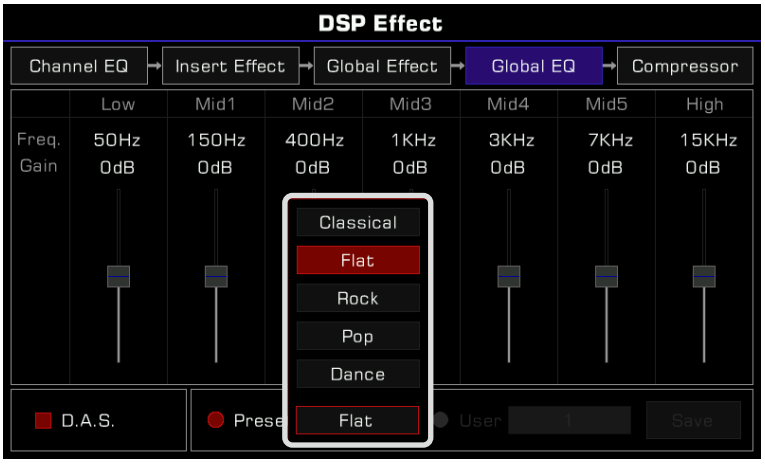
Global EQ

Global EQ is applied to the whole instrument. Use the EQ to adjust the tonal quality of the overall sound.
Press “Global EQ” to bring up the equalization setting menu.



Selecting Global EQ

There are 5 different EQ presets. Press the current name type to bring up the EQ list. Press the type, use the [DATA DIAL] or the [<]/[>] buttons to select the Global EQ type.

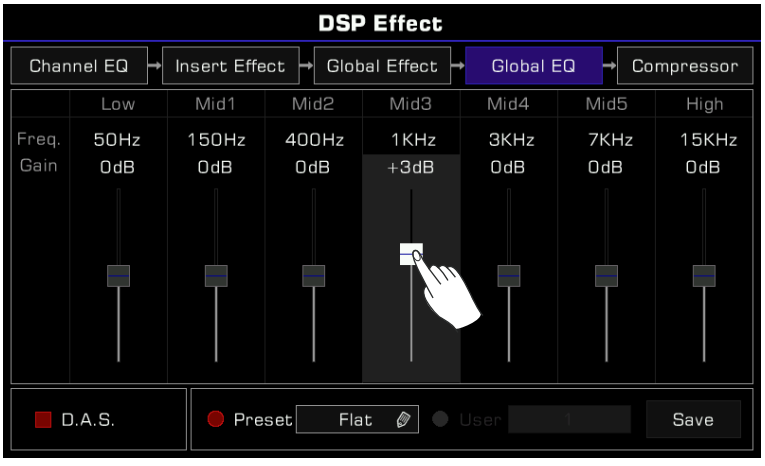


Adjusting EQ Parameters

The Global EQ has 7 frequency bands, each having a fixed cutoff frequency.

Low	50Hz
Mid 1	150Hz
Mid 2	400Hz
Mid 3	1KHz
Mid 4	3KHz
Mid 5	7KHz
High	15KHz

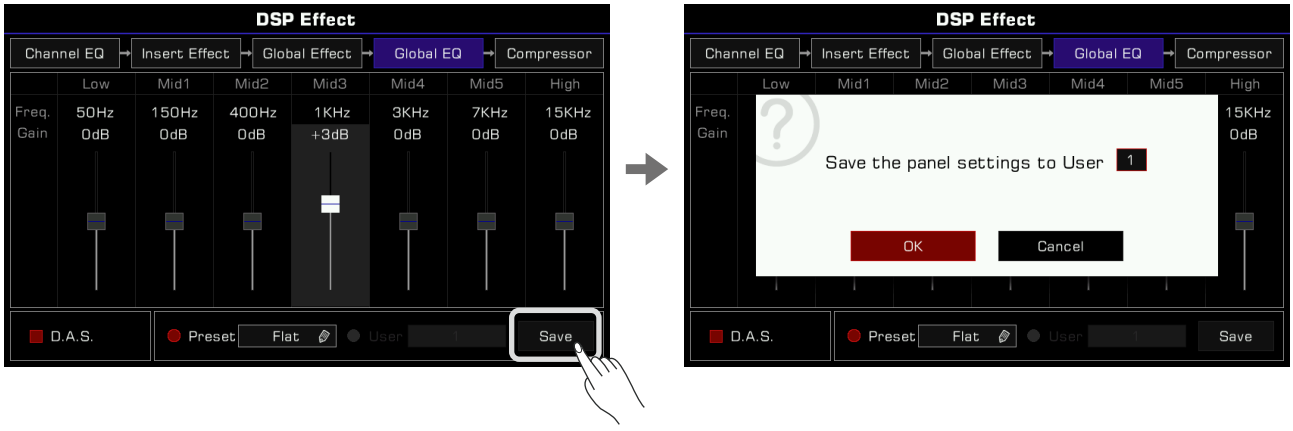
The parameter settings of each EQ preset will vary. You can push the faders up/down to adjust the gain of each frequency band.



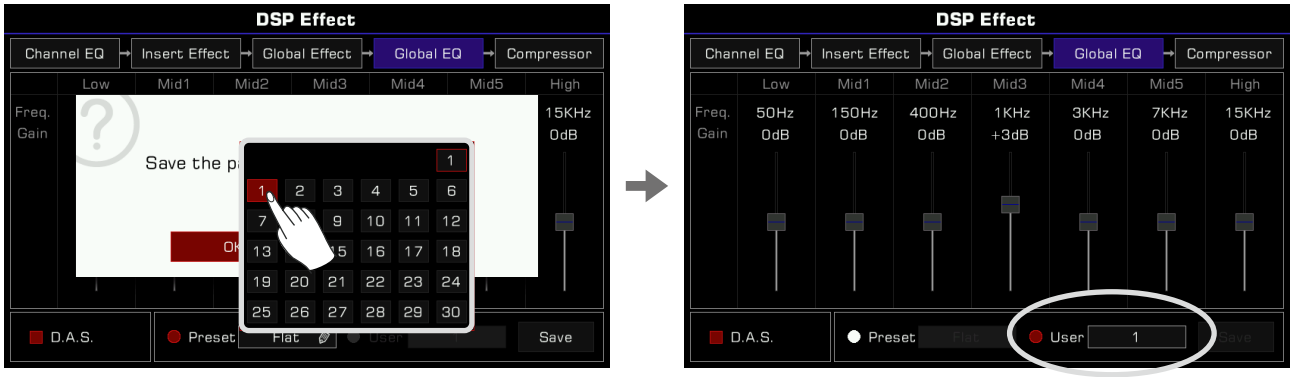
Saving and Selecting User EQ

If you made adjustments in Global EQ, you can save it as your own User EQ.

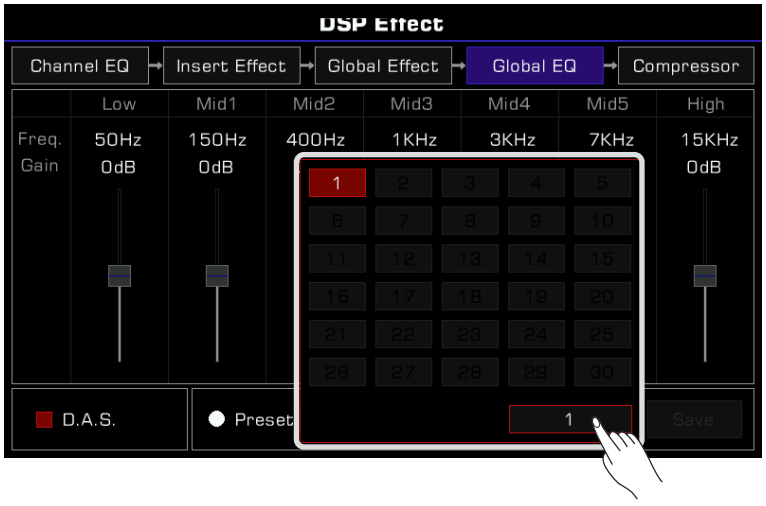
1. After modifying the parameters, press “Save” and select a location to save this User EQ.



2. Press a number to select the save location, then press “OK” to return to the Global EQ menu.

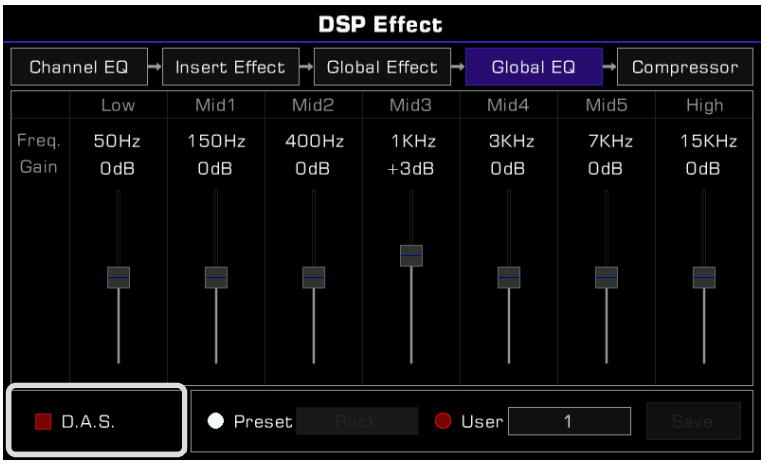


To apply the User EQ, turn the “User” option on and select a user EQ.



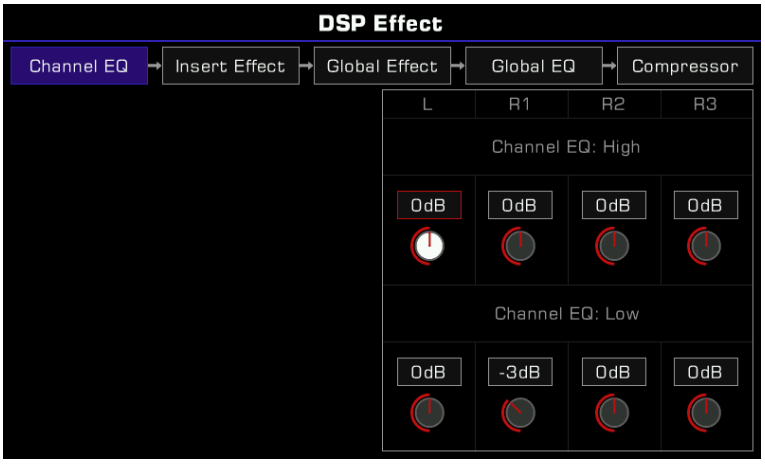
D.A.S.

This instrument has D.A.S. function, which will dynamically adjust the higher and lower frequency bands according to the overall volume, boosting a balanced auditory experience in general.
Press “D.A.S.” to turn this function on or off.



Channel EQ

Channel equalization is an effect applied to keyboard, meant to change the keyboard sound.
Press “Channel EQ” to bring up the channel equalization settings menu. Press the value to adjust the high or low gain of the Keyboard parts.

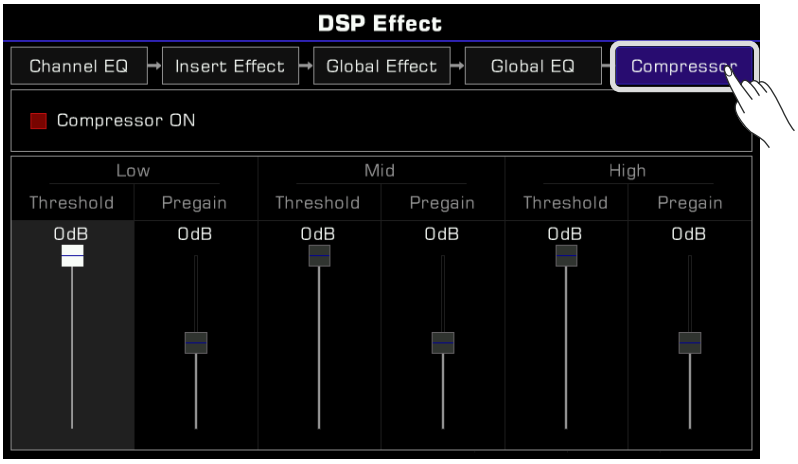


Global Compressor

The global compressor is a practical effect for the entire instrument. If the output volume is too high, the compressor can restrain the volume within an appropriate range. It also serves to level out the dynamics of music, boosting the quiet parts and capping the parts that are too loud.

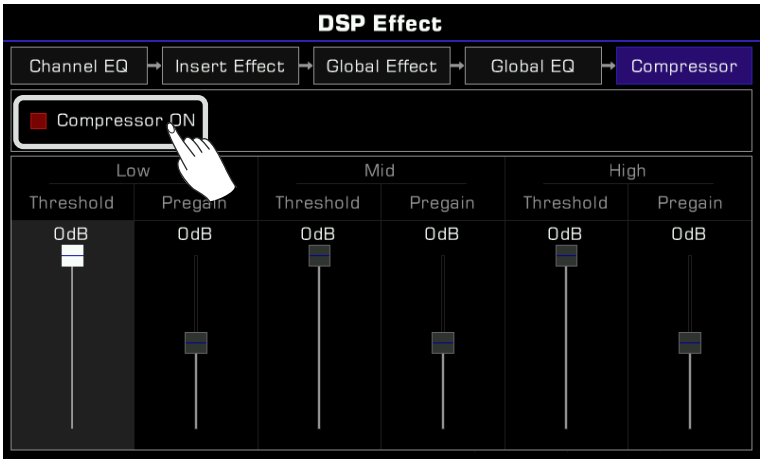
The multiband compressor helps balance every frequency range and make the overall sound close to CD quality.

Press “Compressor” to bring up the compressor settings menu.



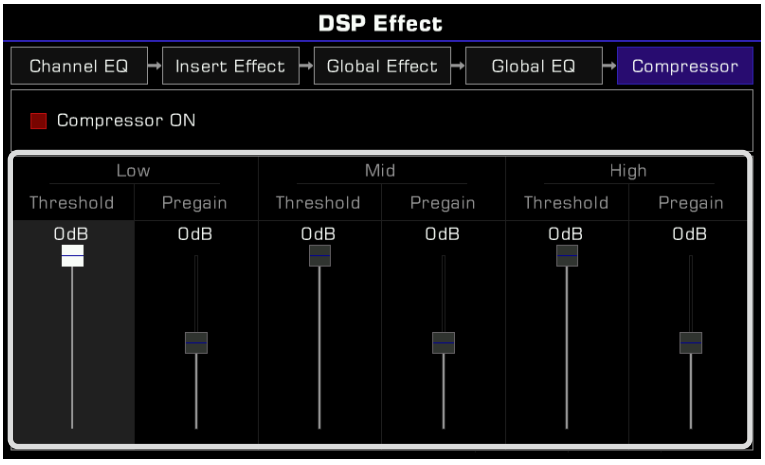
Turn On/Off Compressor

Press “Compressor ON” switch to turn the Compressor on/off.



Adjusting Compressor Parameters

Adjust the threshold and pregain levels of the low, mid, and high frequency ranges. The threshold sets the input volume at which the compressor starts to work. The pregain sets the gain of the input signal before entering the compressor.

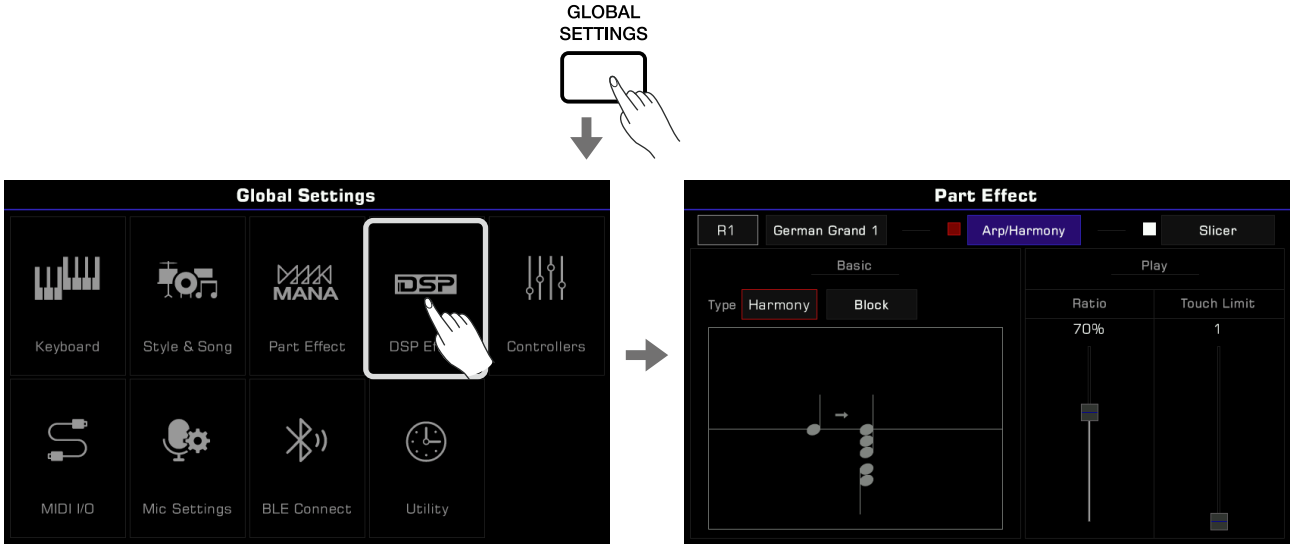


Tips:	When adjusting the DSP effects parameters, press the [<] and [>] buttons at the same time to reset the parameters being edited.

Part Effects

This instrument has powerful effects for the keyboard parts. Try adding these effects to your performance for some creative inspiration.
There are three kinds of part effects: Harmony, Arpeggio and Slicer.

Press the [GLOBAL SETTINGS] button on the panel to bring up the menu. Press the “Part Effect” button to enter the settings menu.The R1 part effect is turned on by default.

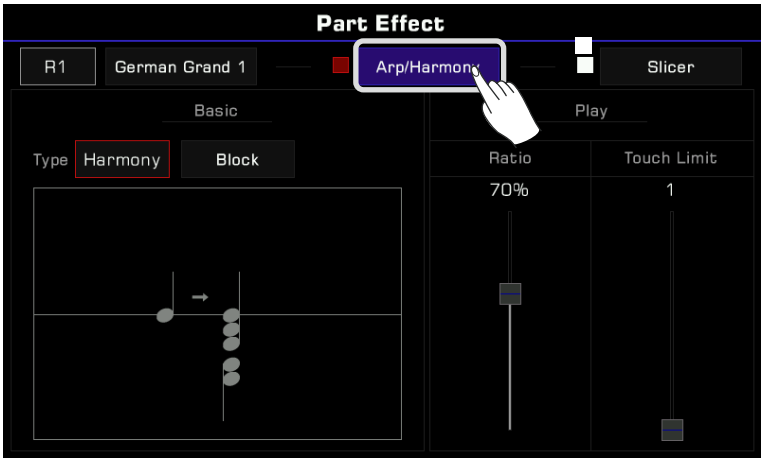


Harmony

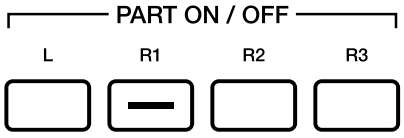
Harmony is one of the most commonly used effects. It will automatically add harmony to your performance, giving it a fuller feel. Harmony only applies to the right hand parts (R1, R2, R3).
You can also add Echo, Tremolo and Trill effects to the right hand part.

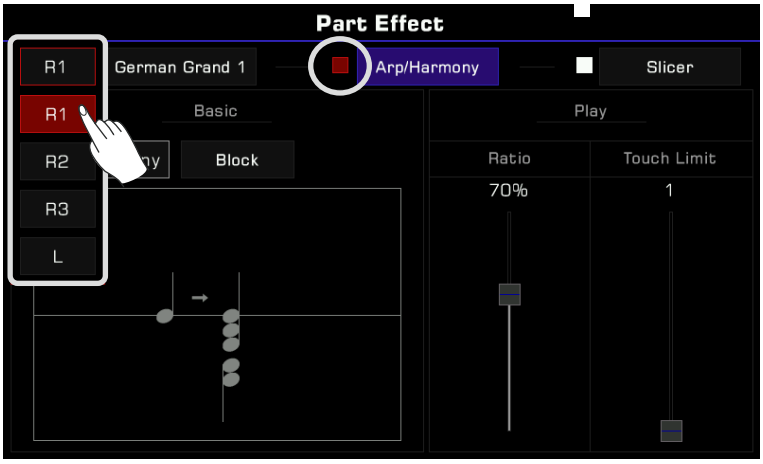
Select and Enable Harmony

You can add harmony effect to the right hand part as follows:
1. In the Part Effect setting menu, press “Arp/Harmony” to bring up the settings menu.

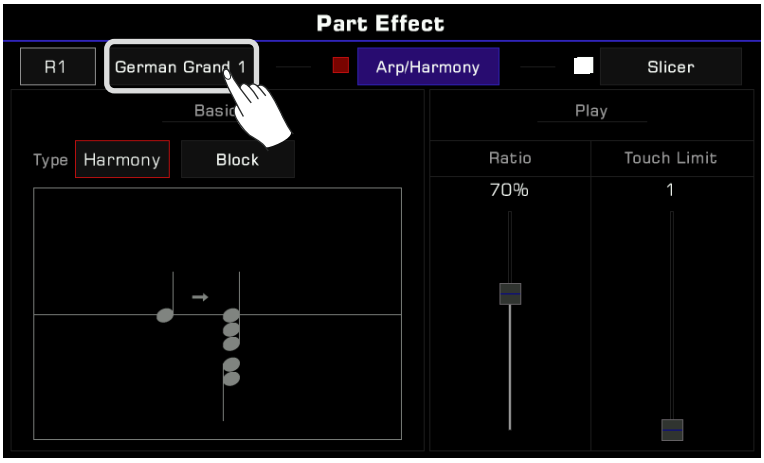


2. Press the part name and select the part to add the harmony effect. If you wish to audition it during editing, turn on the "Arp/Harmony" option and the corresponding [PART ON/OFF] button on the panel.



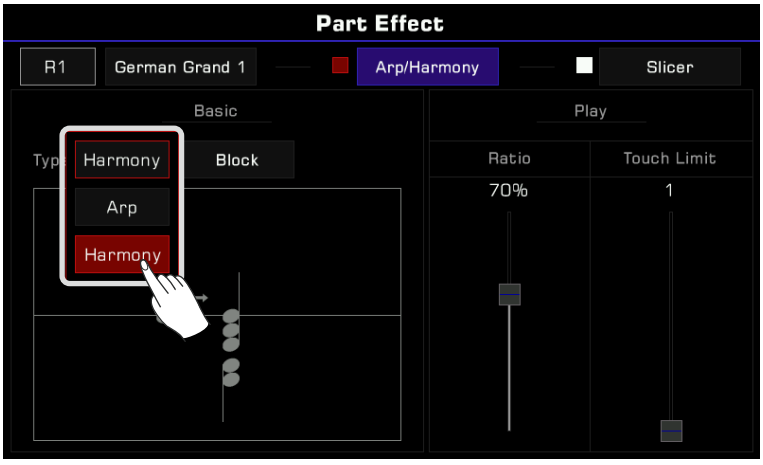


Press the sound name to change the sound of the current keyboard part.

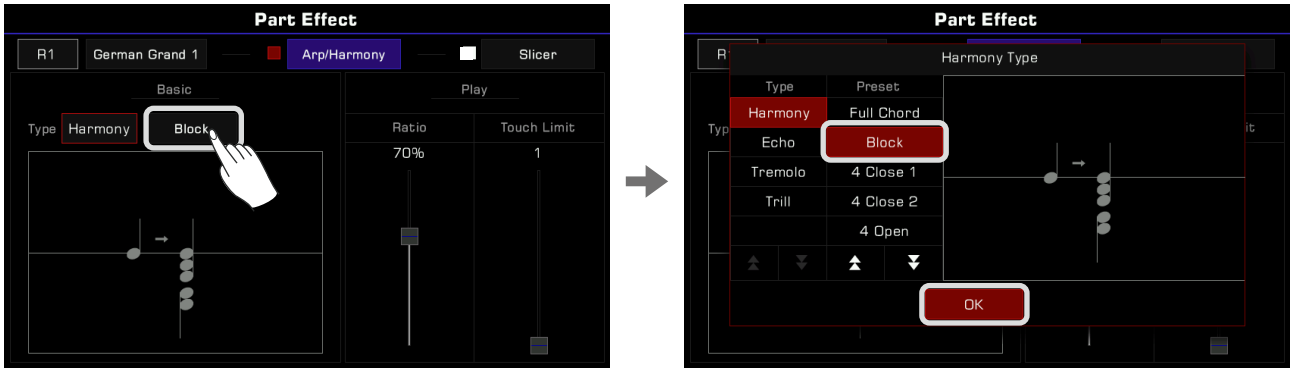


Note!	When you select a new sound, the part effect is set to the default type. You can use the Sound Edit function to modify this setting. Please refer to the section on Sound Edit for more information.

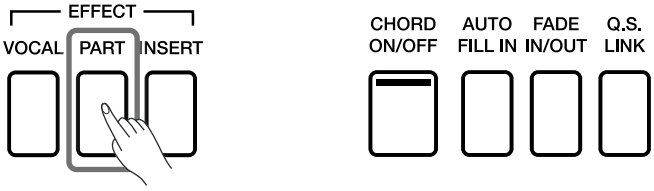
3. Press the name of the part effect and select “Harmony” from the list.



4. Now you can select the Harmony type for the current part. Press the harmony type name to bring up the selection list.
   Press to select a harmony type from the list, and the diagram will appear in the pop-up.
   Other effect options include Echo, Tremolo or Trill.
   Press “OK” to confirm and return to the settings menu.



5. Press the [PART EFFECT] button to turn on the Harmony effect. Make sure the [CHORD ON/OFF] mode is turned on.
   Play chords in chord detection area and play a melody with your right hand to hear the rich harmonic effect.

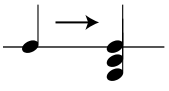


Note!	Arpeggios and Harmony cannot work simultaneously on the same keyboard part. If the default effect type is arpeggio, arpeggio will be applied to that part when the [PART EFFECT] switch is turned on. You have to change the effects settings to apply Harmony.

Harmony Types

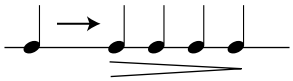
This section briefly introduces the characteristics of Harmony, Echo, Tremolo and Trill.

• Harmony: A commonly used part effect that automatically adds harmonies to your playing.



The instrument features 13 different types of harmony. The 1+5 and Octave types are not affected by chords.
Even if you do not turn on chord mode, they still operate on the right part. Other effects need to work with chords and will change depending on chord play.

• Echo: A natural delay that simulates sound waves bouncing off hillside valleys.



There are 4 Echo effects. Echo effects are not affected by chords.

• Tremolo: The effect is a rapid repetition of single or multiple notes.



There are 4 Tremolo effects. The tremolo effect is not affected by chords.

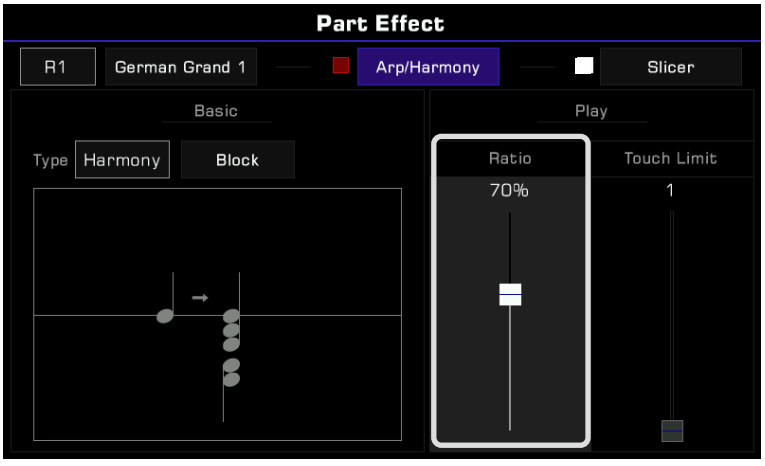
• Trill: A type of grace note that lets two notes alternate rapidly.



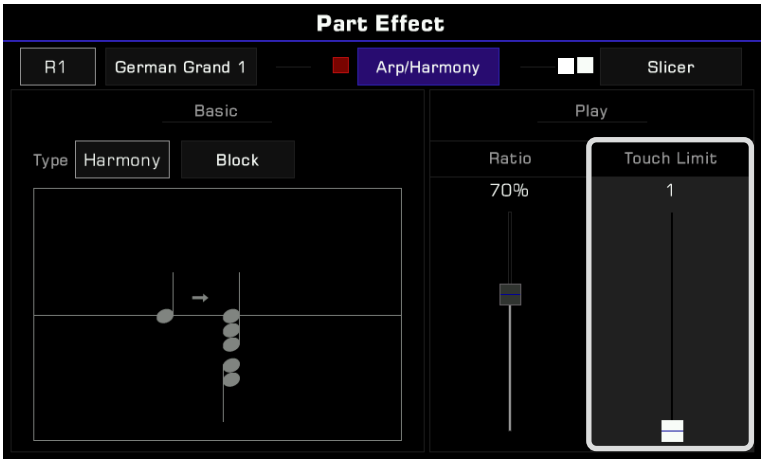
There are 4 Trill effects. Trills are not affected by chords.

Harmony Parameters

Adjust the volume proportion of Harmony to prevent the harmony from overshadowing the main melody.
Press and drag the harmonic volume ratio fader to adjust the harmony volume ratio relative to the volume of the note you are playing. When the value is 100%, the harmonic note has the same volume as the notes you play.



The touch limit sets the minimum velocity at which harmony effect starts working.
Press and drag the fader to adjust the parameters. If your playing velocity is less than the touch limit, the harmony effect will not be added to your performance.



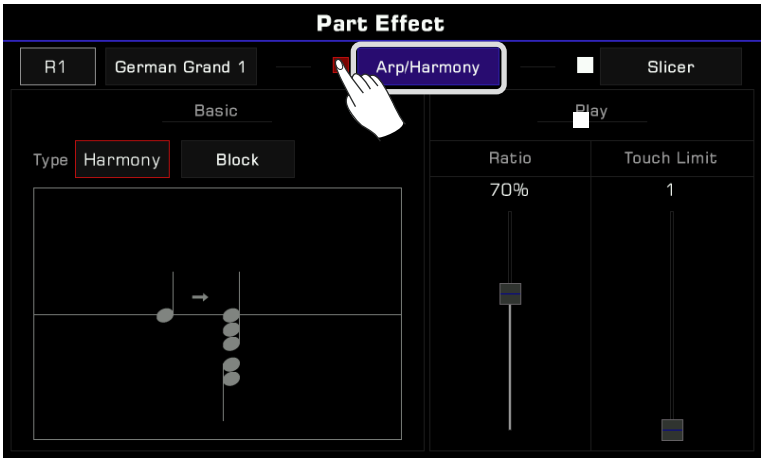
Arpeggios

Arpeggio is a part effect that can help you build compelling performances.
Arpeggios convert one or more keys you play on a keyboard into a series of notes that are played in chronological order according to certain settings. Arpeggios can be applied to all keyboard parts.

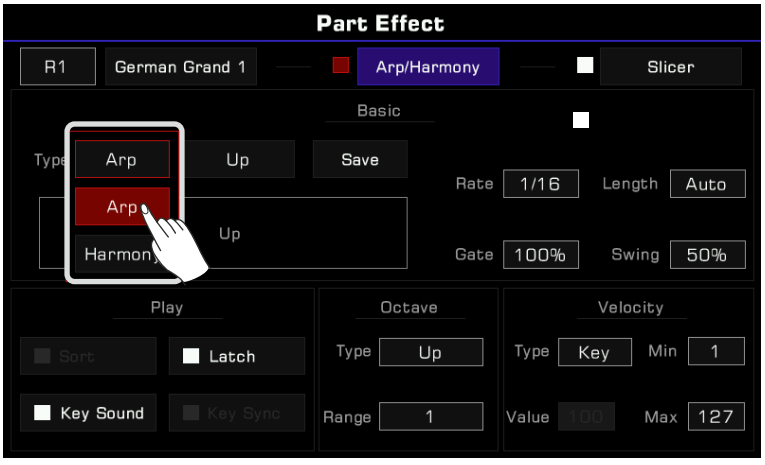
Select and Enable Arpeggio

Select and turn on an arpeggio for the current part as follows:

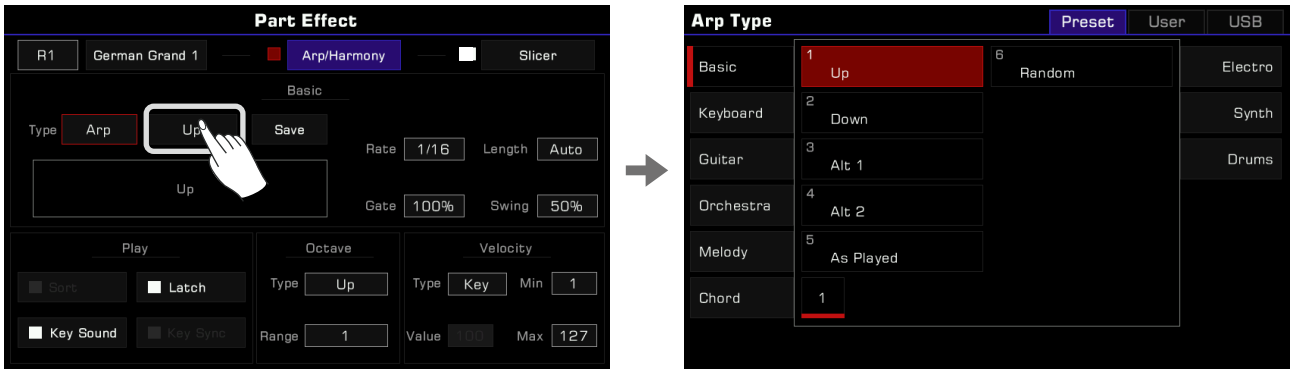
1. In the part effect setting menu, press “Arp/Harmony” to bring up the settings menu, and turn on the “Arp/Harmony” option.



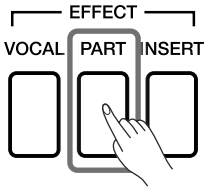
2. Press part effect type and select “Arp” from the list. This will bring up a settings menu.



3. Select an arpeggio type for the current part. Press the arpeggio name to open the selection list. Select an arpeggio and press [EXIT] to return to the settings menu.



4. Press the [PART EFFECT] button to turn on the arpeggio.



Arpeggio Types

- Basic
  This instrument contains six basic types of Arpeggios, all of which are commonly used and flexible. You can find them in the “Basic” group.

With this type of arpeggio, the system will convert the notes you play into an arpeggio sequence in real time according to the rules of Up, Down, Up and Down, As Played, and Random.

Up	Sort all pitches of currently played notes from low to high. 
Down	Sort all pitches of currently played notes from high to low. 
Alt 1	Sort all pitches of currently played notes from low to high, then high to low. 
Alt 2	Sort all pitches of currently played notes from low to high, then high to low. But the highest note of the “up” sequence and the lowest note of the “down” sequence will not play again. 
As Played	Sort all pitches of currently played notes according to the order they were played.
Random	Sort all pitches of currently played notes randomly.

- Step
  Step arpeggios are template-based arpeggios which follow complex rules.
  With this type of arpeggio, the system will number all the keys you play according to pitch (from low to high) or the order you played them. It will play sequential patterns based on rhythm, key rules, pitch shift and other parameters.

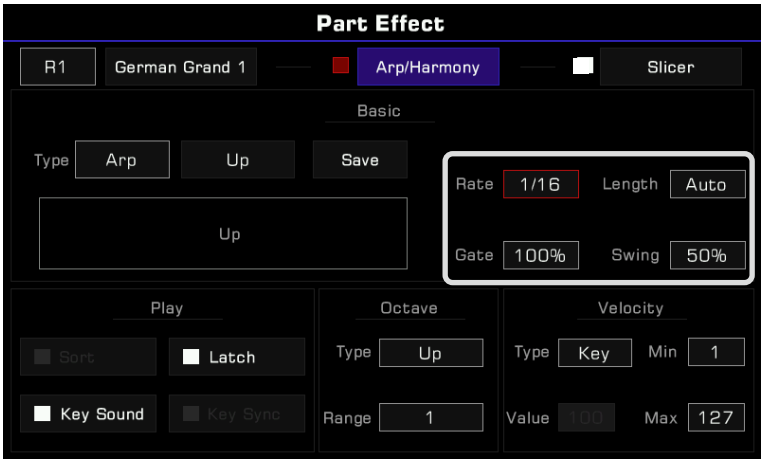
- Phrase
  Phrase arpeggios generally have an obvious rhythm or melody. With this type of arpeggio, a phrase will be triggered based on the key you currently playing.

Arpeggio Parameters

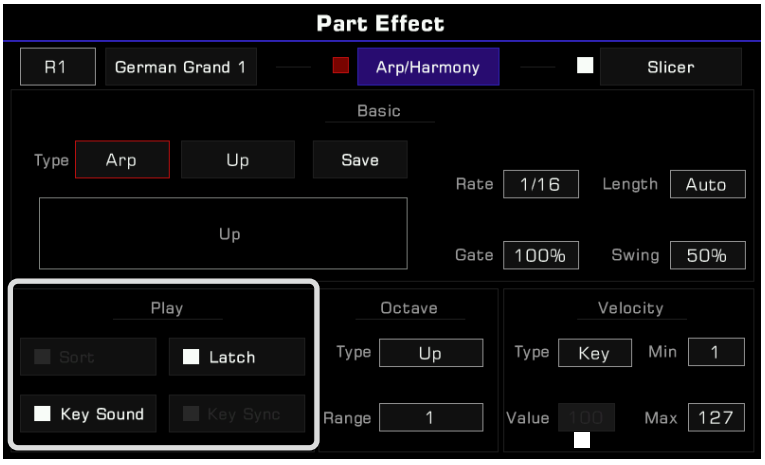
This section will explain the Arpeggio parameters and their settings.

1. Basic Parameters

Rate	The Rate parameter is used to adjust the arpeggio tempo. This parameter is related to the current system tempo. The adjustable values are: 1/4, 1/4 triplet, 1/8, 1/8 triplet, 1/16, 1/16 triplet. When the value is set to 1/4, the current arpeggio plays quarter notes as the minimum unit, based on the current system tempo.
Length	Used to limit the number of minimum units. The range is 1~64 and Auto. Arpeggios can support up to 64 minimum units. When the Length value reaches the upper limit in an arpeggio loop, it is then forced back to the first step. When the parameter is set to Auto, arpeggios are played according to the number of notes that you actually play or according to the arpeggio's pattern.
Gate	Used to adjust the length of each tone in the arpeggio. The Gate range is 1% ~ 100%. At the highest, every sound in the arpeggio is played continuously. As the Gate value lowers, the sounds become shorter.
Swing	Swing is used to add a swaying effect to the arpeggios. Swing range is from 50% to 75%. 50% indicates that there is no Swing effect. As the value is set higher, the Swing effect becomes more obvious.



2. Playing Parameters

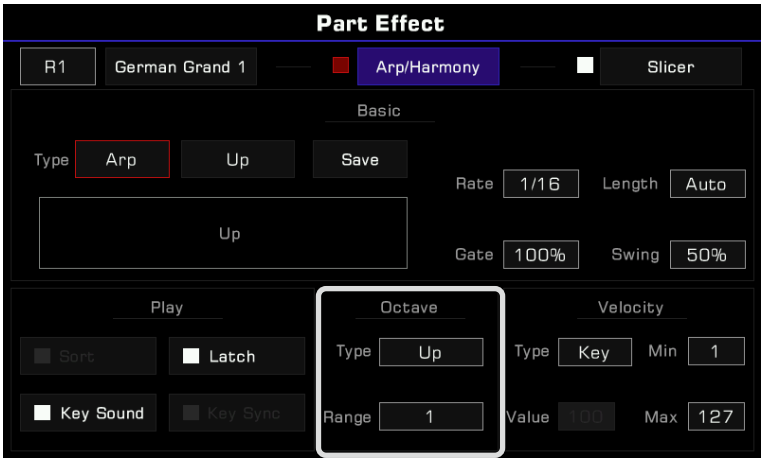


Sort switch	When this switch is turned on, the current arpeggio will arrange the pitch from low to high. When the switch is turned off, the current arpeggio will arrange the notes according to keys you play.
Latch ON/OFF	When this switch is turned on, the current arpeggio will continue playing when the keys are released. When the switch is off, the arpeggios will stop playing when the keys are released.
Key Sound ON/OFF	When this switch is turned on, the key sound will be played simultaneously when you press the keys. When the switch is off, only arpeggios are played.
Key Sync ON/OFF	When this switch is turned on, the arpeggio plays from the loop position no matter when the keys are played. When this switch is turned off, the arpeggio is reset to the beginning after all keys are released and new keys are played.

Tips:	When some arpeggio types or arpeggio templates are selected, some parameters are not available. This depends on their characteristics and application.

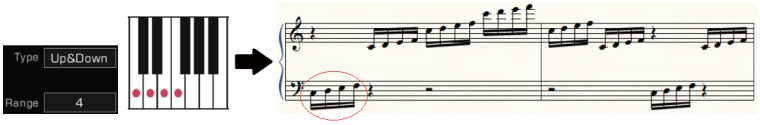
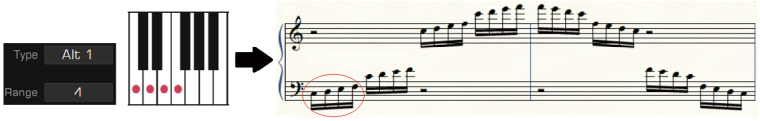
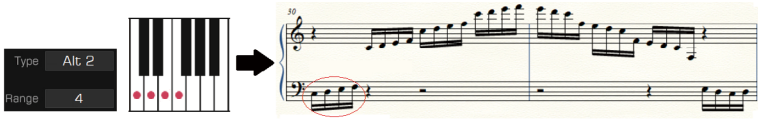
3. Octave Parameters

Arpeggios have two octave parameters: Octave Type and Octave Range.

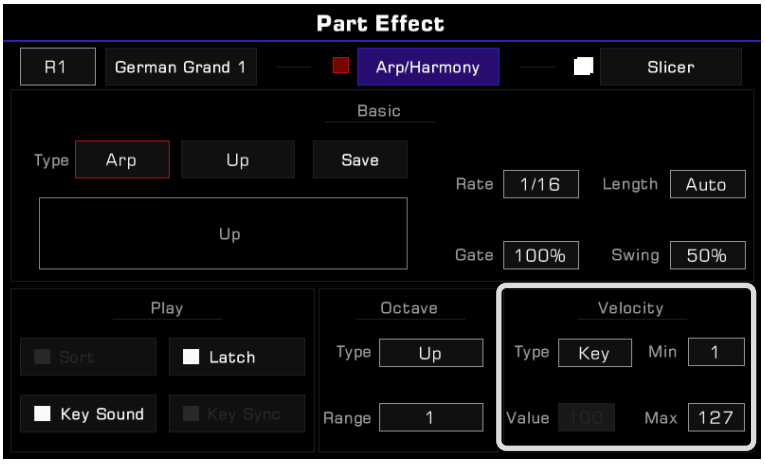


Octave Type is used to set playback mode, and Octave Range is used to adjust the octave repetition range.

There are several octave patterns.

Up	From the first octave you play, arpeggios are played from low to high and loop. 
Down	From the first octave you play, arpeggios are played from high to low and loop. 
Up&Down	From the first octave you play, arpeggios are played from low to high and then from high to bottom and loop. Arpeggios are not repeated for the beginning and highest octaves. 
Alt 1	From the first octave you play, arpeggios are played from low to high until they reach the highest octave, and then from high to low. 
Alt 2	From the first octave you play, arpeggios are played from low to high until they reach the highest octave, and then from high to low. Arpeggios do not repeat the lowest and highest notes. 
Parallel	From the first octave you play, arpeggios stack the notes of each octave up parallel and play in a loop. 

4. **Velocity Parameter**
   Arpeggios have four velocity parameters: Velocity Response Type, Fixed Velocity Value, Minimum Velocity Value and Maximum Velocity Value.



Arpeggios have three response modes:

Auto	When this item is selected, arpeggios are played according to the velocity value of each minimum unit in the arpeggios' templates.
Key	When this item is selected, arpeggios are played based on your actual performance velocity. You can set the maximum and minimum velocity. When your playing velocity is out of this range, the arpeggio will not start.
Fixed	Arpeggios are played with fixed velocity values. You can set the value that the arpeggios will play.

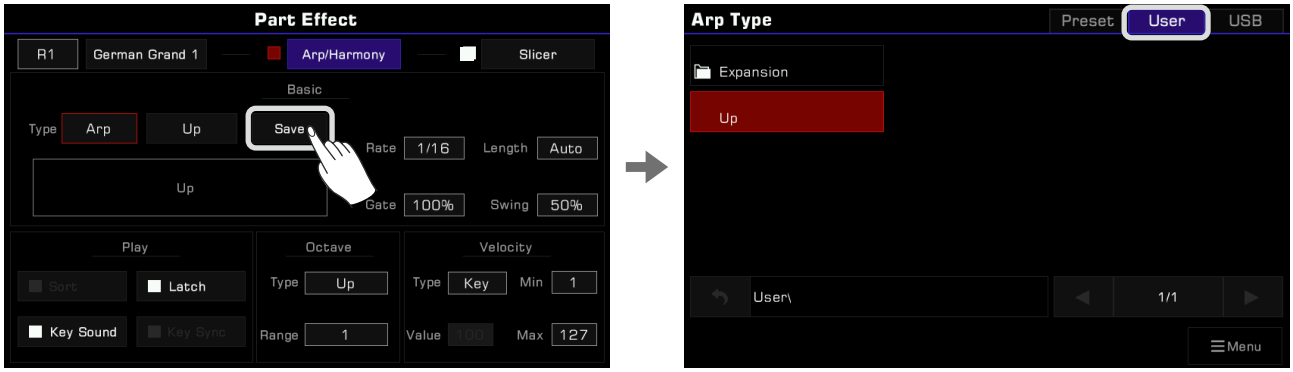
Tips:	When some arpeggio types or patterns are selected, some parameters are not available. This depends on their characteristics and application.

Save User Arpeggios

Each preset arpeggio pattern in this instrument has a set of preset parameters. You can modify these parameters and save your settings as a User Arpeggio.

Press "Save" to bring up the soft keyboard. Press "OK" after naming the arpeggio to save it in the User Arpeggio directory.

Select the arpeggio pattern from the User Arpeggio directory to apply it to your performance.



Tips:	You can also select arpeggio files from a USB storage device as Part Effects. You can use the official software to create your own arpeggio patterns.

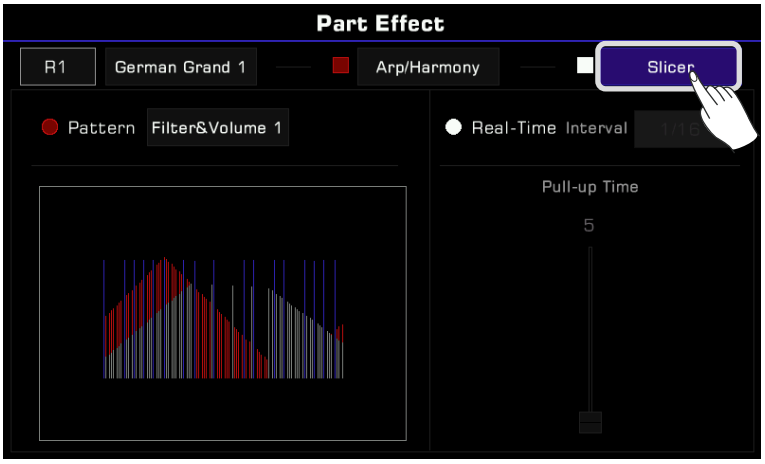
Slicer

Slicer is an effect applied to the Sound that allows you to play notes with rhythmic filters and volume changes. This is a popular effect in electronic music production.

Select and Turn On Slicer

Add a slicing effect to the keyboard sound as follows:

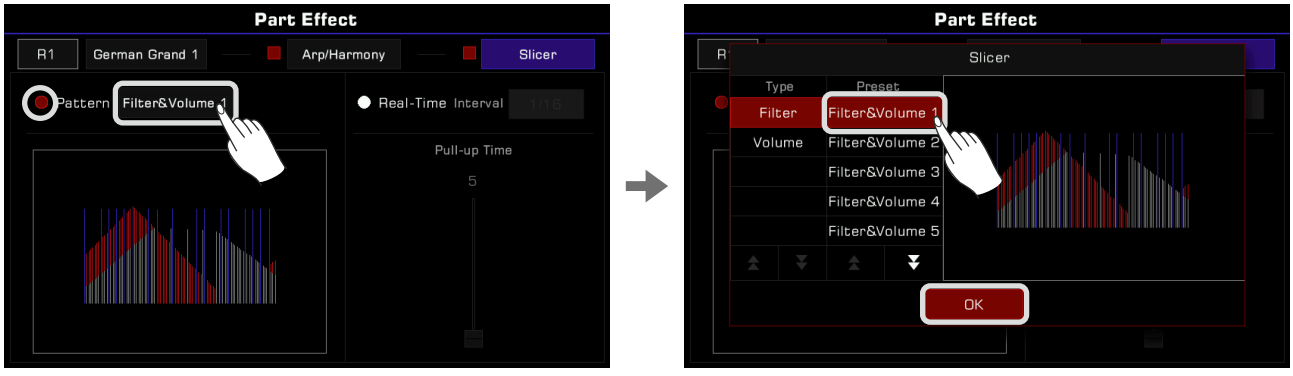
1. Press “Slicer” to bring up the effects settings menu.



2. Press to turn on the “Slicer” option for the current keyboard part. The default slicer pattern will be immediately applied.



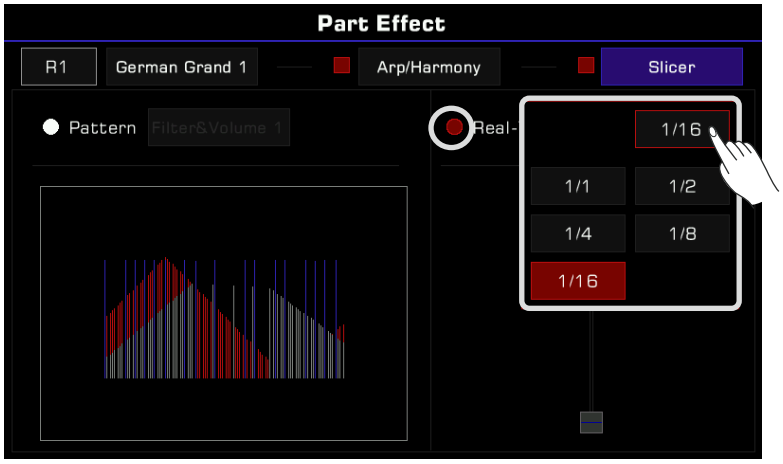
3. To change patterns, press the pattern name to bring up the selection list. Press to select a pattern. A visual diagram showing the slicer type will appear. Press “OK” to confirm and exit.



Adjust Real-time Slicer

In addition to using slicer patterns, you can also use a Real-time Slicer to produce regular note syncopation.

1. Press to turn on the “Real-Time” option. Press the slice interval value to select how fast you want to cut the sound.



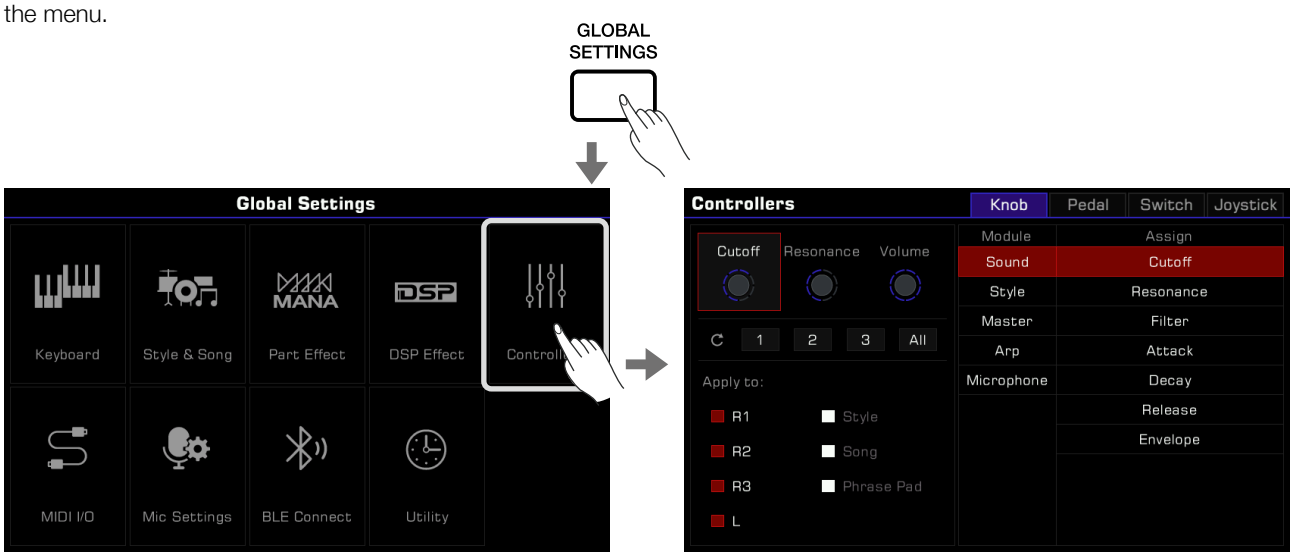
2. Press and drag the fader to adjust how long you want to cut the sound.



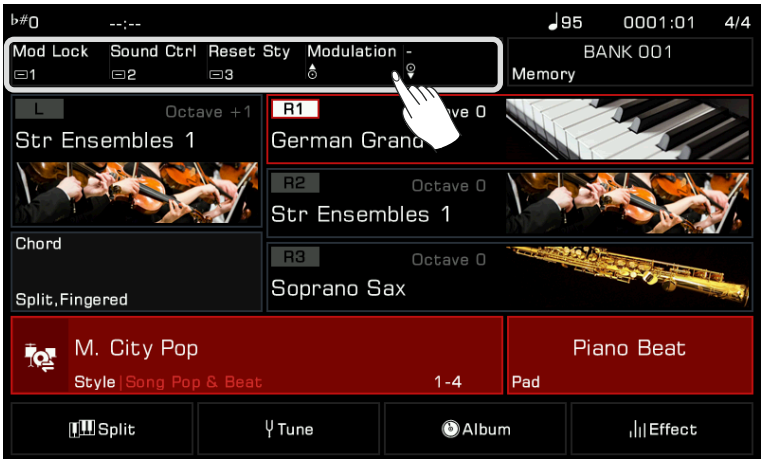
Note!	When you select a new sound, the part effect is set to the default type. You can use the Sound Edit function to modify this setting. Please refer to the section on Editing Sounds for more information.

Controllers

This instrument has powerful assignable controllers which give you flexibility over your performance.
Press the [GLOBAL SETTINGS] button on the panel to bring up the selection menu. Click the “Controllers” button to enter the menu.

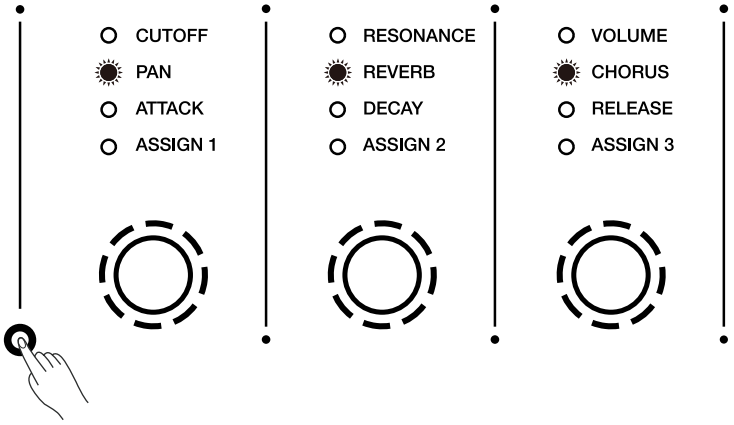


Click the controller display area on the main screen to directly enter the controller interface.



Knobs

The instrument has three multi-function knobs for adjusting several parameters in real time during a performance. When you rotate the knobs clockwise or counterclockwise, a light will indicate the function parameter value.
Press the [KNOB FUNCTION] button to switch the functions of each knob set. The LED lights of corresponding groups will be lit.

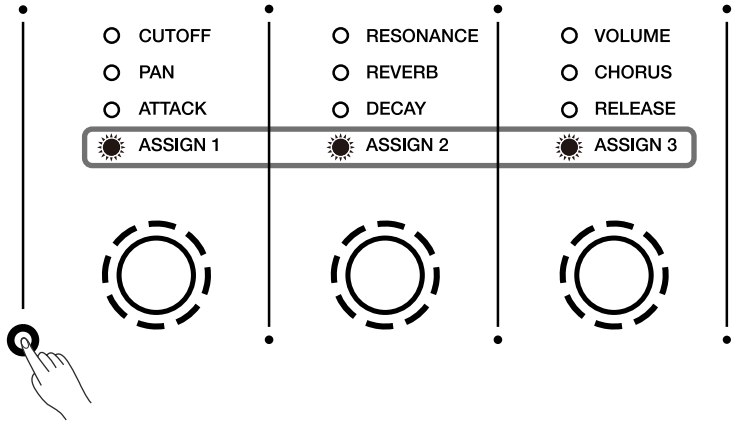


Selecting Knob Functions

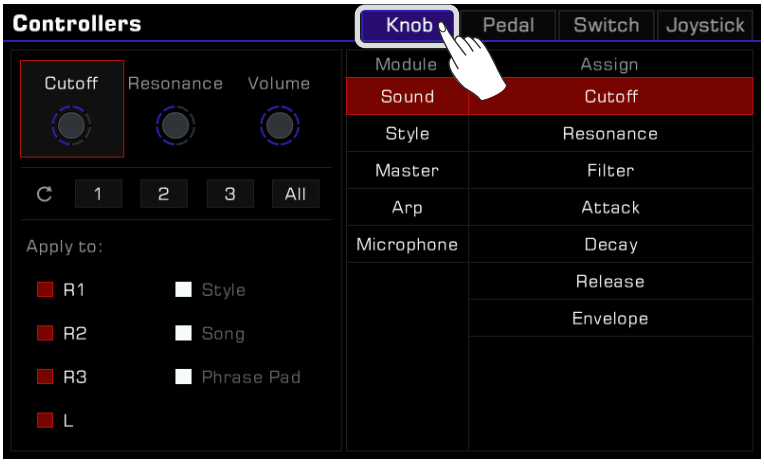
The default settings of the knob groups are:

GROUP 1	Cutoff	Resonance	Volume
GROUP 2	Pan	Reverb	Chorus
GROUP 3	Attack	Decay	Release
GROUP 4	Style Mute Ch1	Retrigger Switch	Retrigger Rate

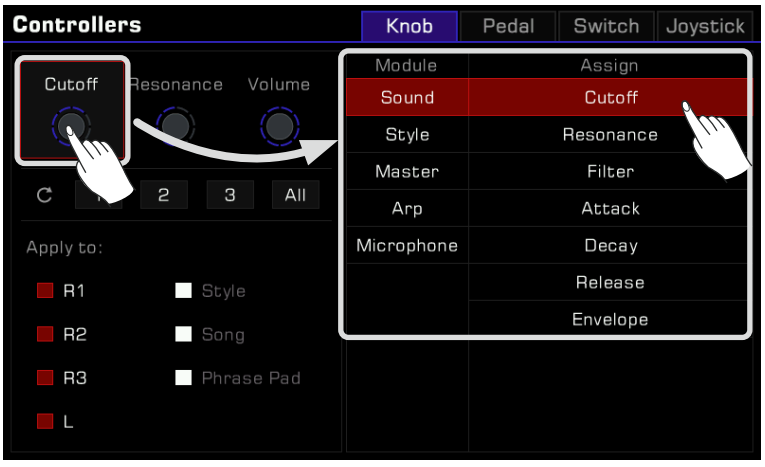
The knob functions are freely assignable. As an example, let's adjust the functions of group 4:
1. Press the group switch button repeatedly until the LED indicators of fourth group light up.



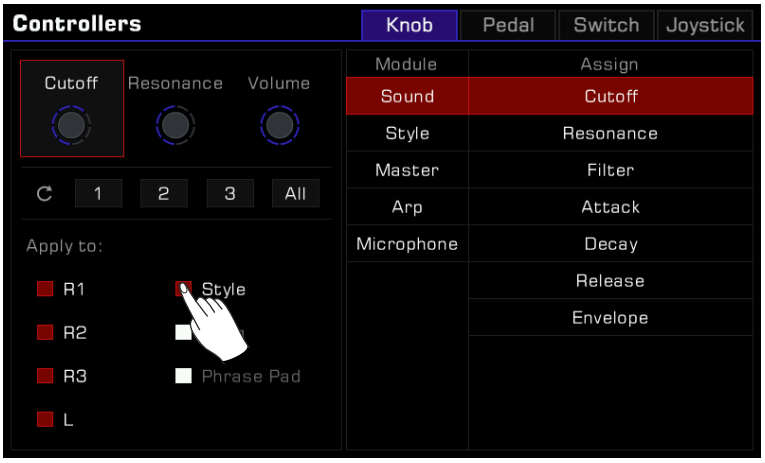
2. Press "Knob" to enter the knob settings menu.
   Press both the [<] and [>] buttons to reset the selected knob to its default setting.



3. Press to select a knob. The available functions appear at the right. Select a Module, then select a function to assign to the knob.



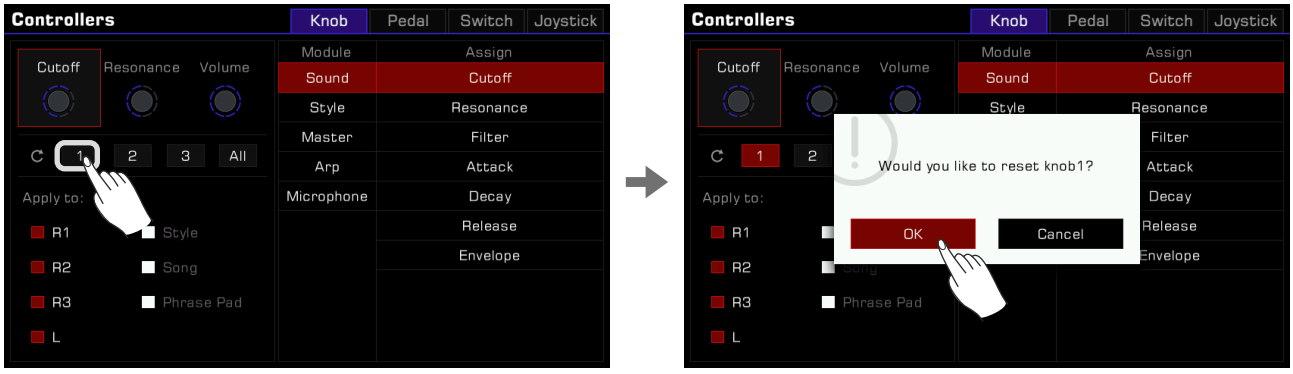
4. Different knob functions can be applied to different parts. Check the Part boxes to apply the current function to the parts you want to control in real time.



Tips:	• Knob group 4 is a custom function group whose settings can be saved after power off. If you change its default settings and power off, it will not revert to factory settings when you power on again. • You can also change the functions of the knobs in groups 1, 2 and 3 at any time, but the function settings of these three groups cannot be saved. If you change their default settings and turn off the instrument, the next time you turn it on, their settings will revert to the default, same as the panel silkscreen. • If you want to save all the knob functions you have set and call them up quickly, use the Performance Memory function. Performance Memory can store the knob group custom function currently being applied.

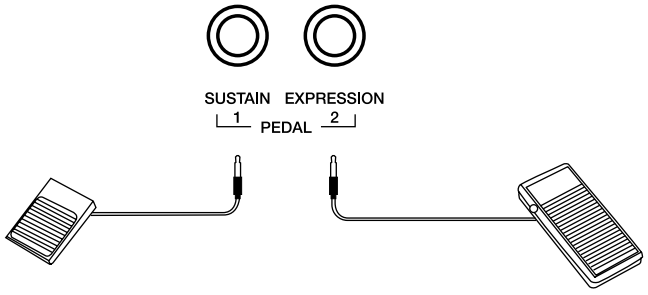
Resetting Knob Parameters

Press the corresponding reset button “1” “2” “3” to open a pop-up asking whether you want to reset the parameters of the selected knob. Press “OK” to reset. If you press the “All” reset button, the 3 knobs in the selected row will reset to their default settings at the same time.



Foot Pedals

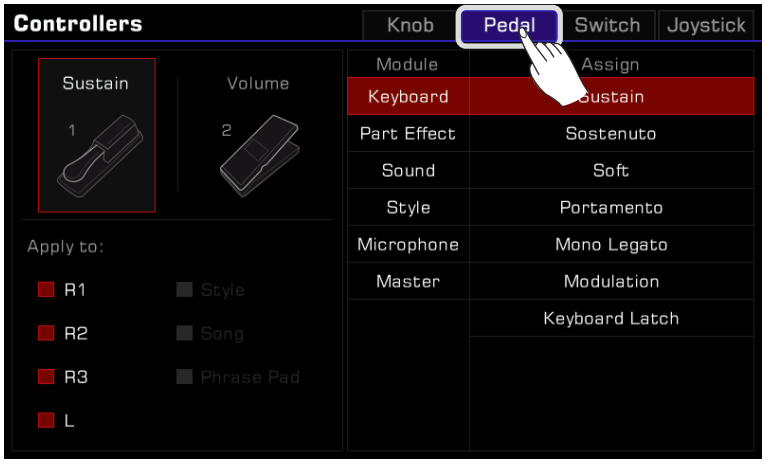
This instrument has 2 assignable pedals. The default settings are:



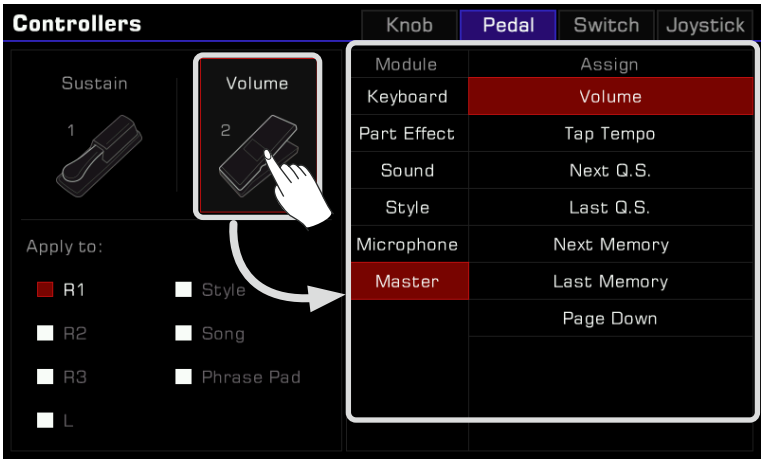
SUSTAIN PEDAL 1	Switch pedal. The default setting is Sustain.
EXPRESSION PEDAL 2	Controller pedal. The default setting is Volume.

Assign the pedal functions as follows:

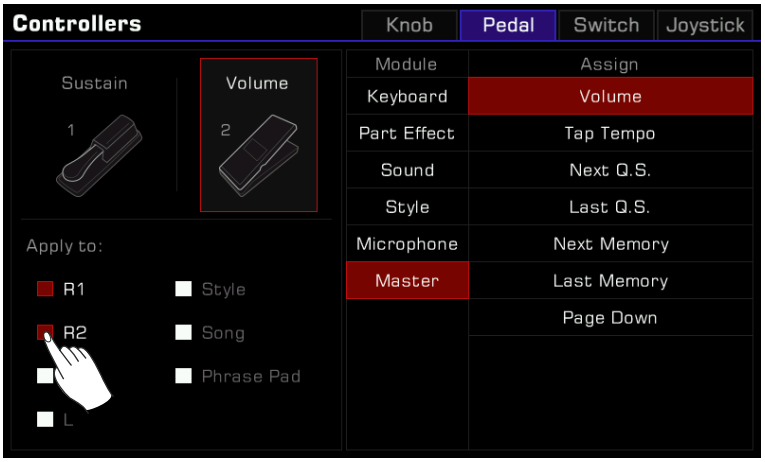
1. Press “Pedal” to enter the pedal settings menu.



2. Press a pedal and the function menu appears to the right. Select a module, then select a function. Press both the [<] and [>] buttons to reset the selected pedal to its default setting.



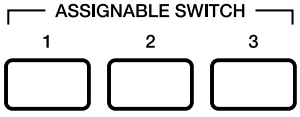
3. Different pedal functions can be applied to different parts. Check the Part boxes to apply the current function to the parts you want to control in real time.



Note!	• Some functions can only be used on the controller pedal and not on the switch pedal. If a controller pedal function is assigned to the switch pedal, the assigned function may not work as expected. • Please use the official pedal accessories. Using unofficial pedals may cause polarity problems. If you encounter this problem, you may adjust the polarity by stepping on the pedal when turning on the instrument.

Assignable Switches

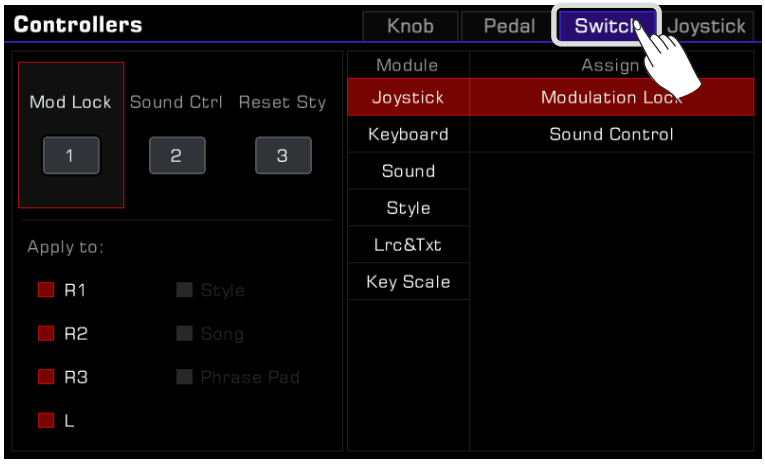
This instrument has 3 assignable switches located just above the Joystick. The default settings are:



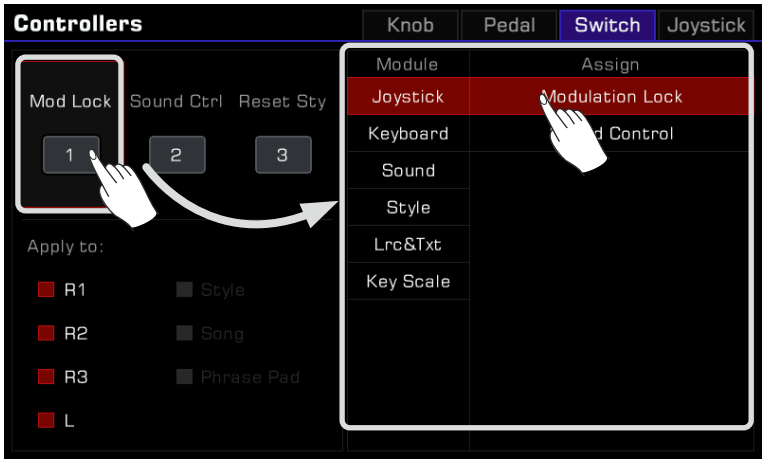
ASSIGNABLE SWITCH 1	Modulation Lock
ASSIGNABLE SWITCH 2	Sound Control
ASSIGNABLE SWITCH 3	Reset Style

Assign the switch functions as follows:

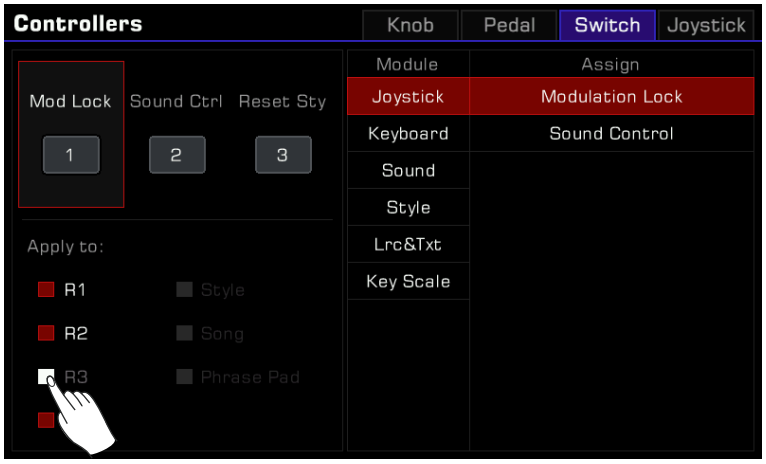
1. Press “Switch” to enter the switch settings menu.



2. Press one of the three Switch buttons and the function menu appears to the right. Select a module, then select a function. Press both the [<] and [>] buttons to reset the selected button to its default setting.

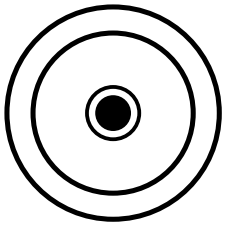


3. Different functions can be applied to different parts. Check the Part boxes to apply the current function to the parts you want to control in real time.



Joystick

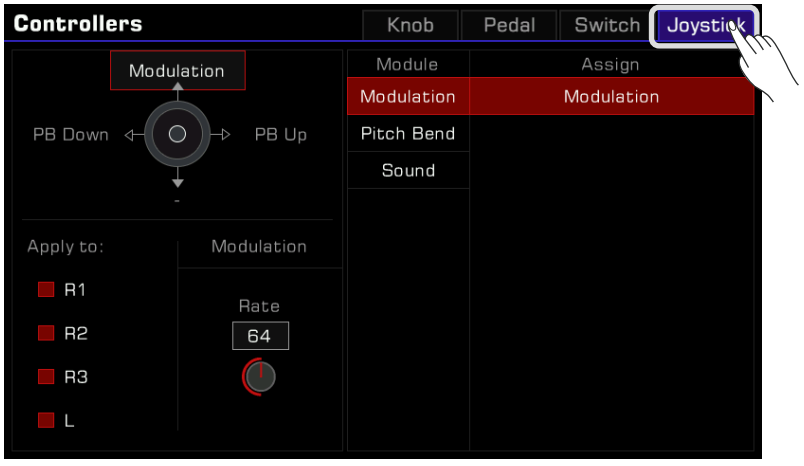
The instrument has a four-direction joystick. The joystick can be pulled any direction and will automatically return to the center position after being released. The default settings are:



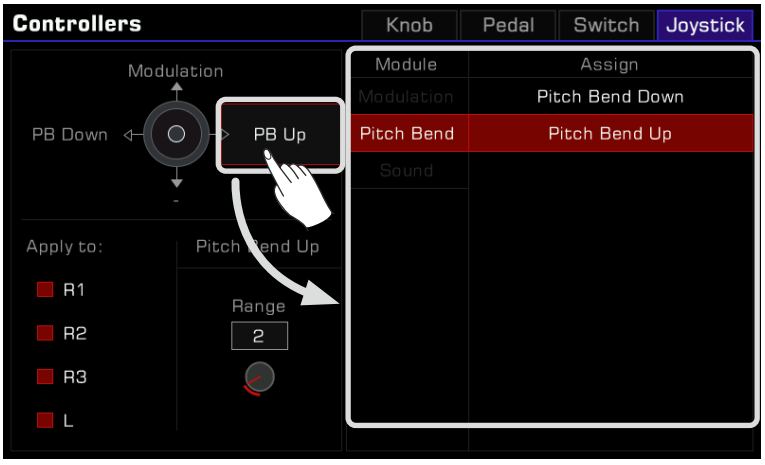
X- ←	Pitch Bend Down
X+ →	Pitch Bend Up
Y+ ↑	Modulation
Y- ↓	-

Assign the joystick settings as follows:

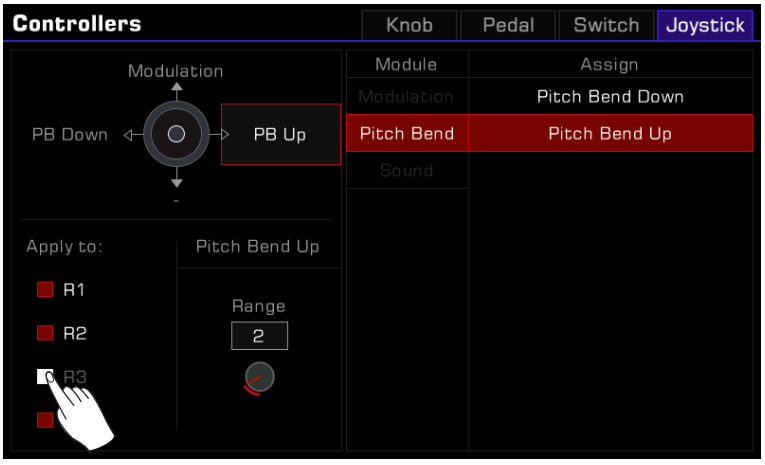
1. Press “Joystick” to enter the joystick settings menu.



2. Press the joystick in one of the four directions to view the functions on the right. Select a module, then select a function.
   The left and right (X-, X+) directions only can be set as Pitch Bend.
   Press both the [<] and [>] buttons to reset the selected joystick direction to its default setting.



3. The joystick functions can only be used on keyboard parts. Check the Part boxes to apply the current function to the parts you want to control in real time.

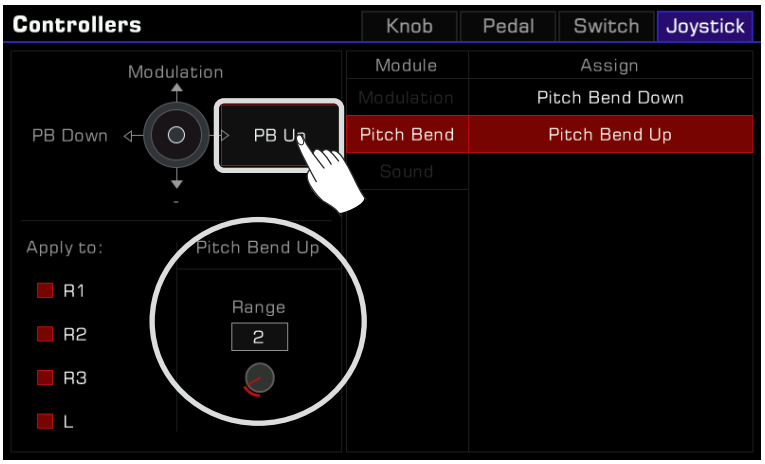


Tips:	When an assignable switch above Joystick is set to Sound Control and turned on, Joystick's up and down functions can be used for Sound Control, which will control the Insert Effects parameters of the sound in real time. Not all Insert Effects have this feature; you can see if the Insert Effects you have selected for the part supports it in the Sound Edit function.

Setting the Pitch Bend Range

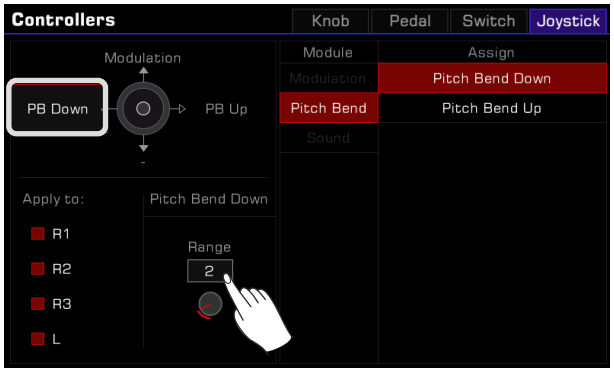
You can set the Pitch Bend range by following steps:

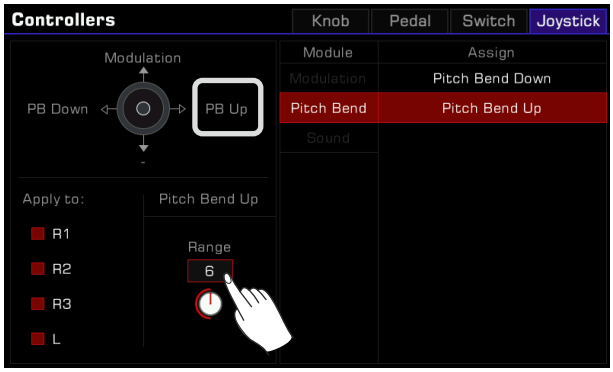
1. Press the function name of the left or right direction and select Pitch Bend. Then, the range parameter will appear at the bottom.



2. Press the Pitch Bend range and set the desired maximum value. You can set the range for pitch bend up and down respectively, then use the joystick to apply Pitch Bend as you play.

- When the Joystick is set to “PB Up”, press the pitch bend up range to set the maximum value for bending up the keyboard part.
- When the Joystick is set to “PB Down”, press the pitch bend down range to set the maximum value for bending down the keyboard part.
- Now, you can use the Joystick to bend the notes of the keyboard part which applies the pitch bend function.





Pitch Bend Range Lock

Different sounds in this instrument may have different ranges of pitch bend. If sounds with different ranges are added to different parts and turned on at the same time, there may be a conflict in pitch when using the joystick. Therefore, the system limits the pitch bend range. No matter how many parts you are playing at the same time, using the joystick will always produce only the same bent pitch.

You need to pay attention to the following rules:

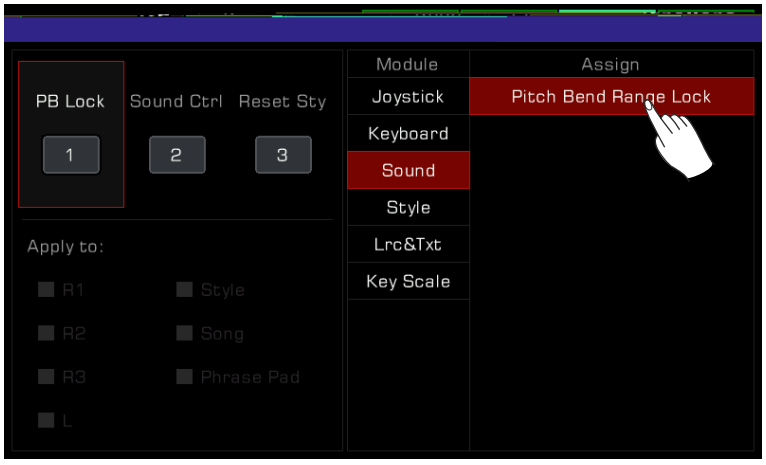
1. When you turn on only one keyboard part, the left and right directions of the joystick will respond to the default pitch bend range of the sound.

2. If you turn on multiple parts at the same time, the pitch bend range will apply according to the priority of the part, which is R1->R2->L->R3. For example, if you turn on R1 and R2 at the same time, it will apply the pitch bend range of the R1 sound. If you close the R1 and only turn on the R2, it will apply the pitch bend range of the R2 sound.

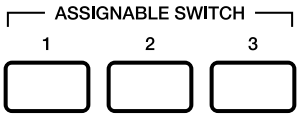
Of course, you can modify the current global pitch bend range at any time from the controller interface. However, after switching sounds, this parameter will immediately change with the new sound.

However, you can lock the range by assigning the “Pitch Bend Range Lock” feature to an assignable switch. With the following steps, the system will always respond to the global pitch bend range value set in the Controller interface, instead of applying the default range for the sound.

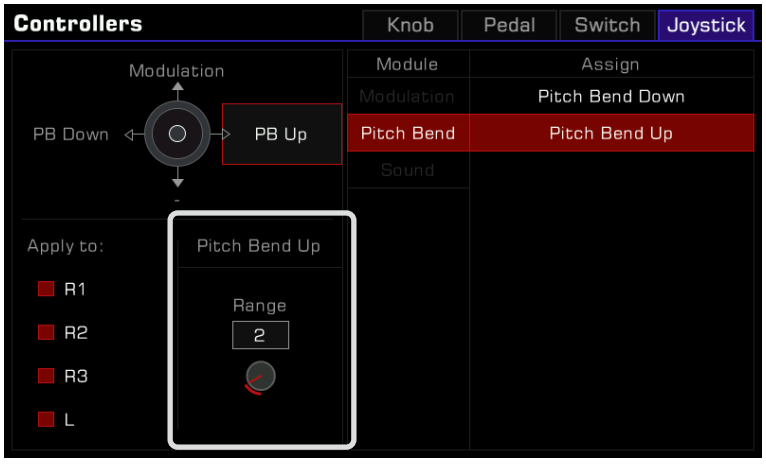
1. In the “Switch” tab of the controller, set the function of any switch to “Pitch Bend Range Lock”.



2. Turn on the corresponding switch on the panel to enable the “Pitch Bend Range Lock” function.



With the above settings, the joystick will always respond to the global pitch bend range and will no longer be affected by the part and sound.

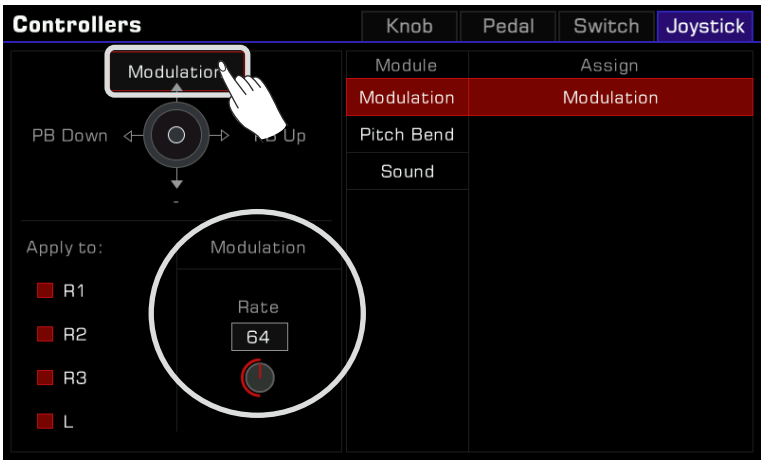


Tips:	You can also modify the default pitch bend range of a sound with the sound editing function. Please refer to the “Editing Sounds” section for more information.

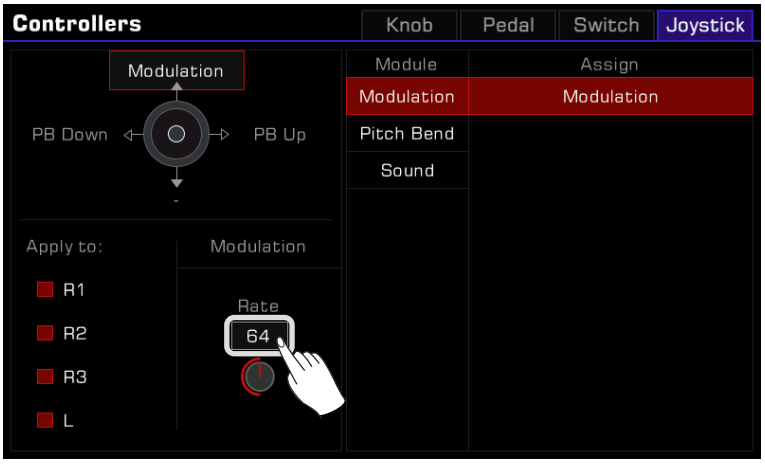
Setting the Modulation Rate

You can set the Modulation Rate of the keyboard by following these steps:

1. Press the function name of the upper direction and select the Modulation. At this point, the modulation parameters will appear at the bottom.



2. Press the modulation rate and set the maximum rate of the keyboard part. You can then use the Joystick or the pedal which is assigned with “Keyboard - Modulation” function to control the modulation rate of playing notes.

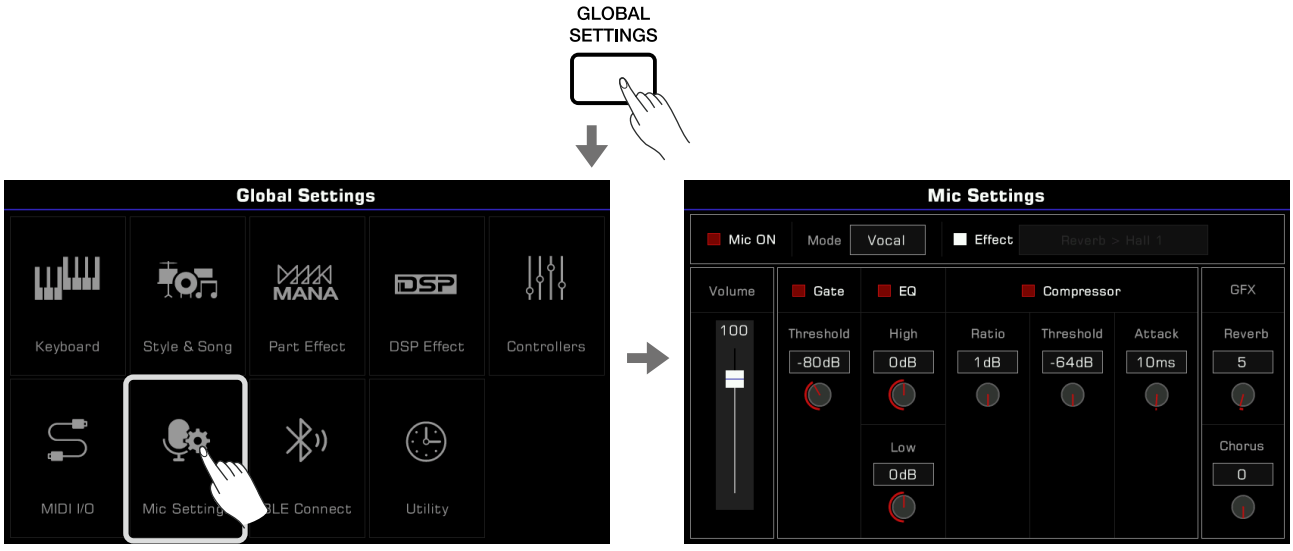


Tips:	• You can enable the Modulation Lock when an assignable switch above the joystick is set to Modulation Lock and turned on. This function allows the joystick to keep the modulation effect you triggered last time when it returns to the middle position. • For an introduction to all the functions of the controllers, see the “Controller Function List” in the Appendices.

Microphone

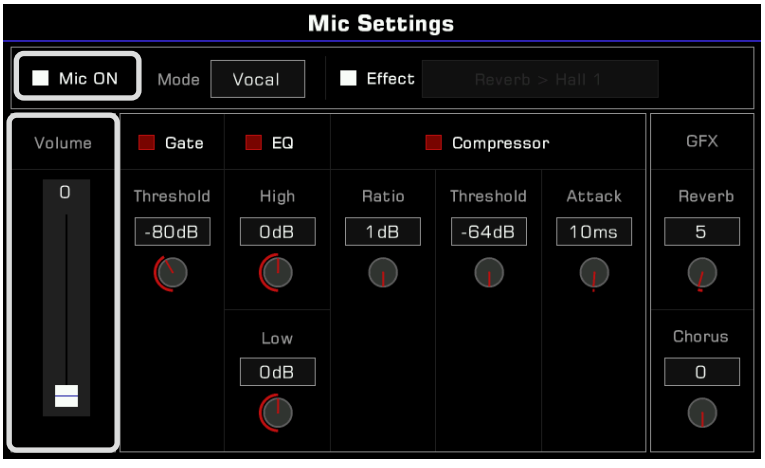
This instrument is set up for a microphone connection. You can also apply various microphone effects to your voice and then record the music you play and sing.

Press the [GLOBAL SETTINGS] button on the panel to bring up the selection menu. Press “Mic Settings” to enter the microphone settings menu.



Turning On Microphone

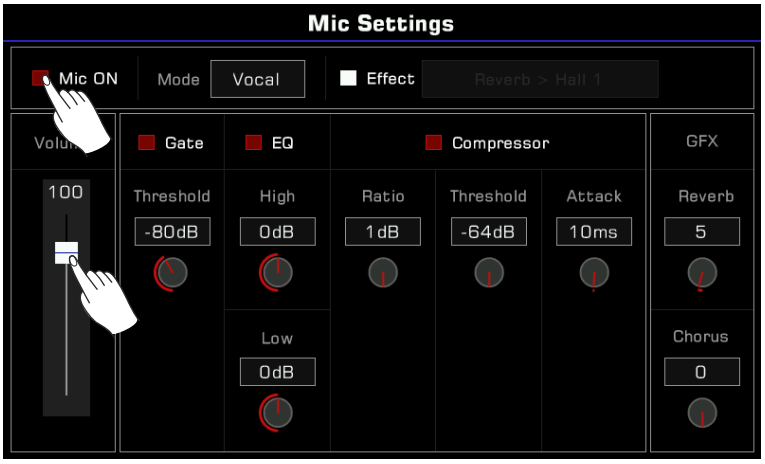
1. Make sure your microphone is turned off before connecting. Also, make sure the microphone volume on the touch screen menu has been set to zero.



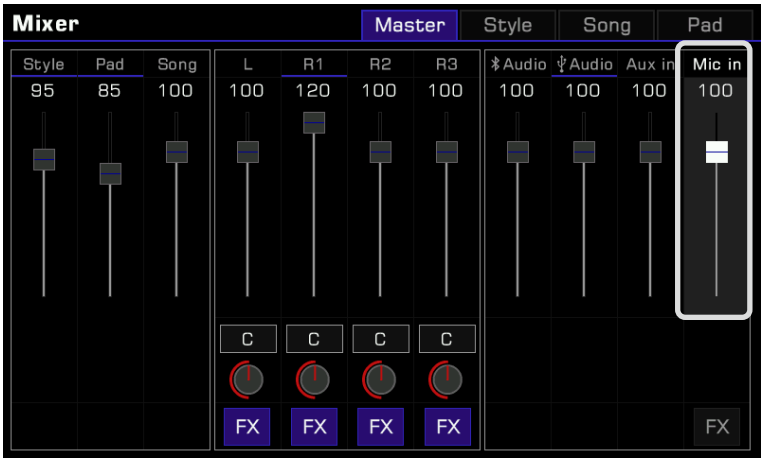
2. Connect a microphone to the [MIC IN] jack on the rear panel, then turn the microphone on.



3. Check the “Mic ON” box and adjust the volume as you speak into the mic.



Adjust the volume balance between the microphone and the other parts in the master mixer interface.



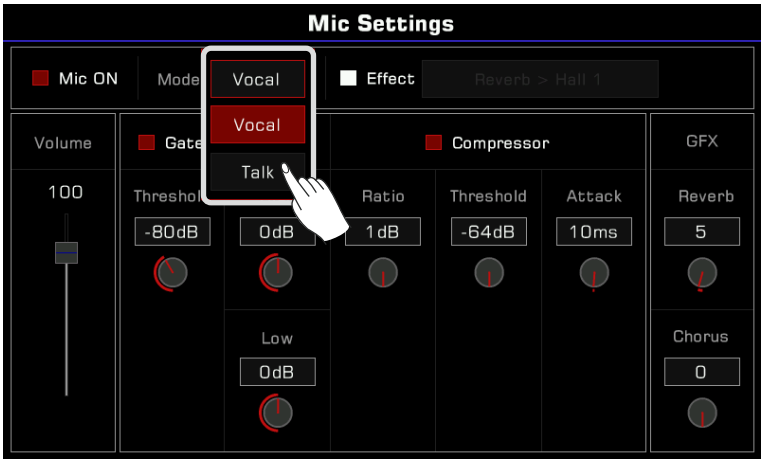
Selecting Microphone Mode

There are two microphone modes: Talk and Vocal.

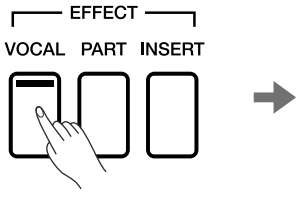
“Talk” mode is generally used for speech and broadcasting. Selecting this mode will turn off the microphone effects.

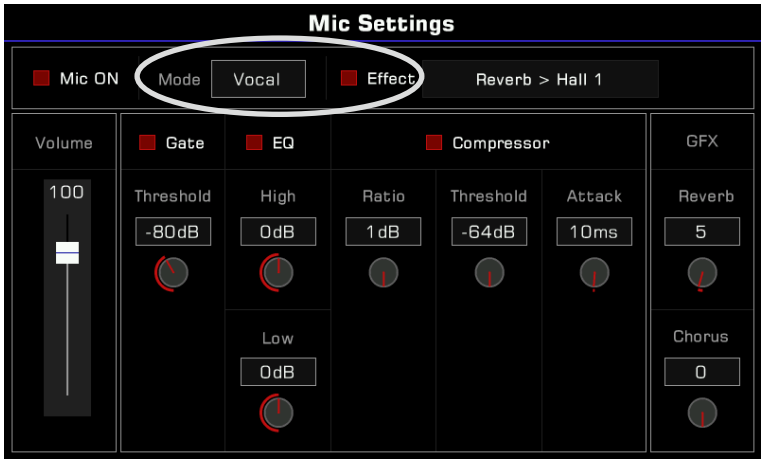
“Vocal” mode is generally used for singing performance. In this mode, you can add effects, a Vocoder, or Vocal Harmony to your voice.

Press the mode name to bring up the selection list.



Press the [VOCAL EFFECT] button on the panel to switch to “Vocal Mode”.



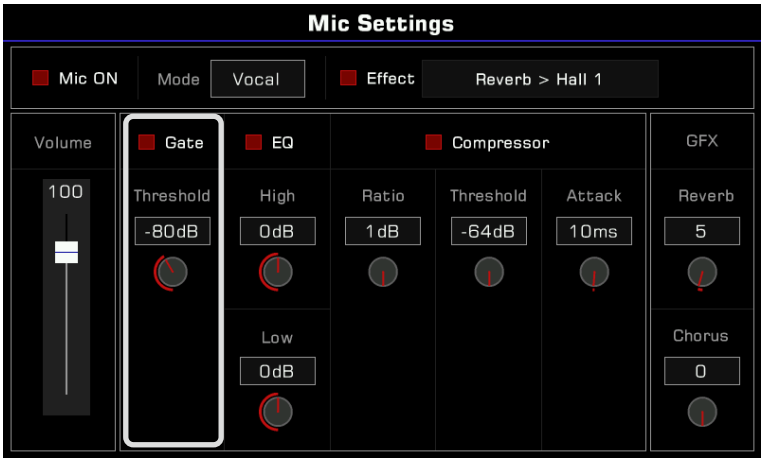


Adjusting Basic Microphone Parameters

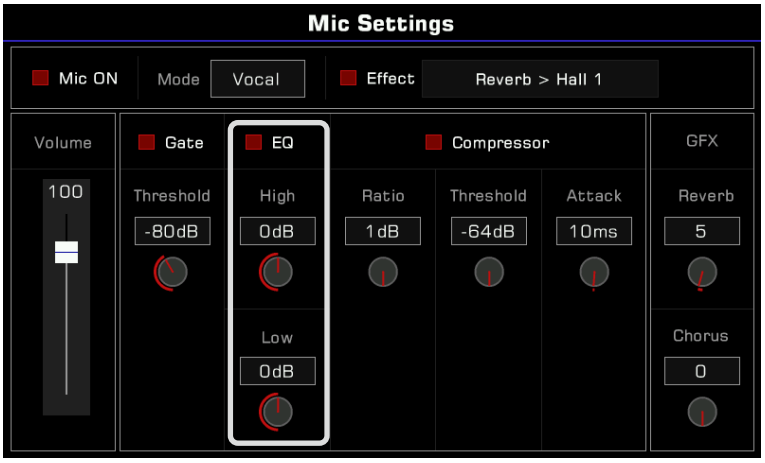
Adjust the basic parameters of the microphone in the microphone settings menu.

Gate

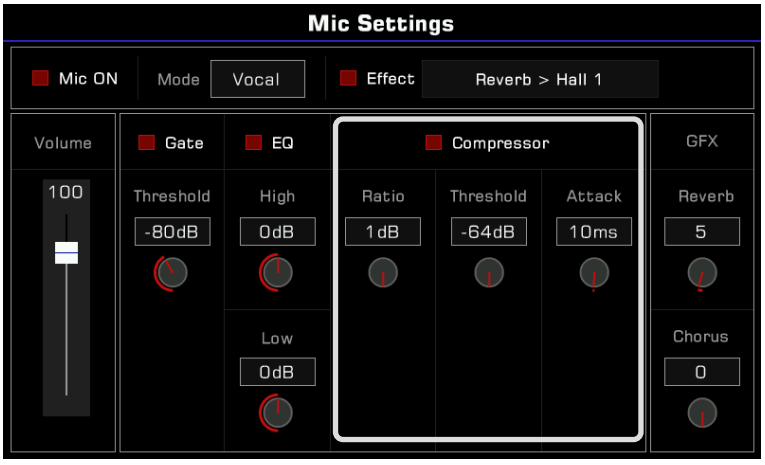
Check the Gate option to turn the noise gate on or off. Press the threshold value to adjust the noise gate parameter.



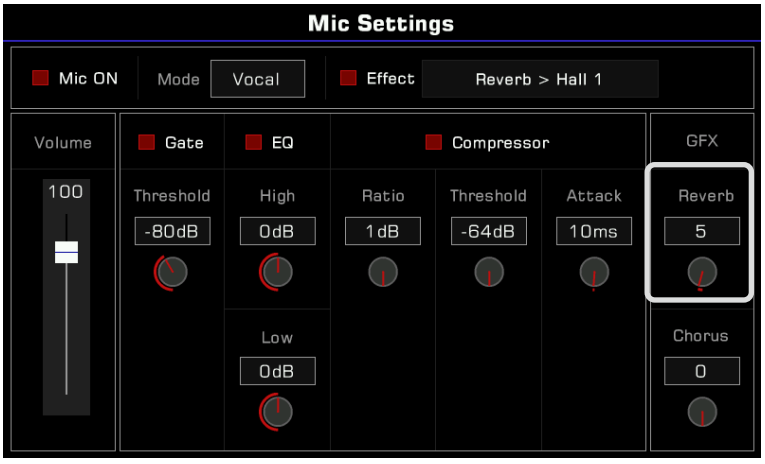
2-band EQ
Check the EQ option to turn the microphone equalizer on or off. Press the High gain or Low gain values to adjust them.



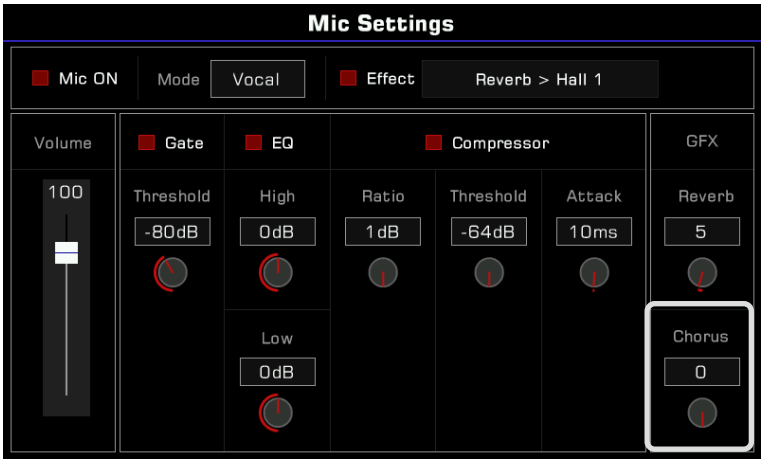
Compressor
Check the Compressor option to turn the microphone compressor on or off. Press the Ratio, Threshold and Attack time values to adjust the compressor parameters.



Global Reverb Level
Press the global reverb value to adjust the microphone reverb level.

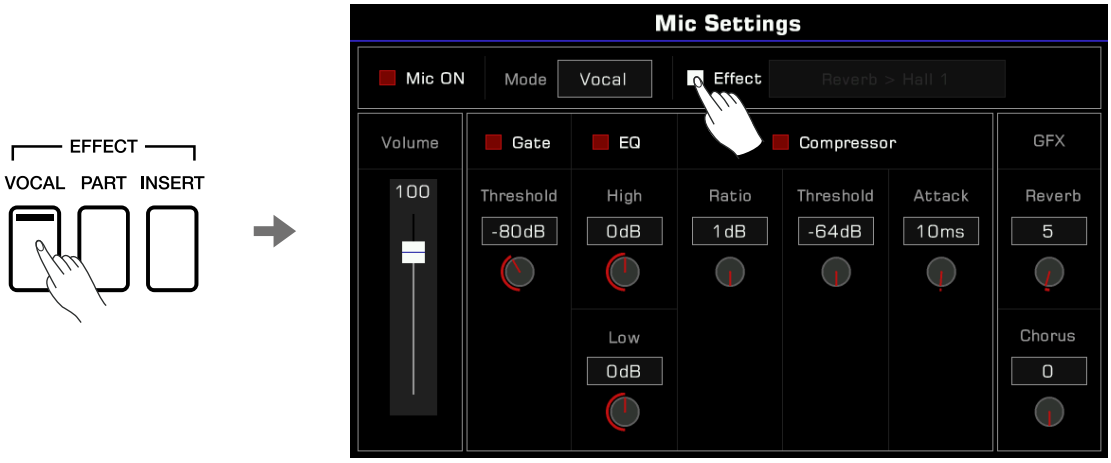


Global Chorus Level
Press the global chorus value to adjust the microphone chorus level.

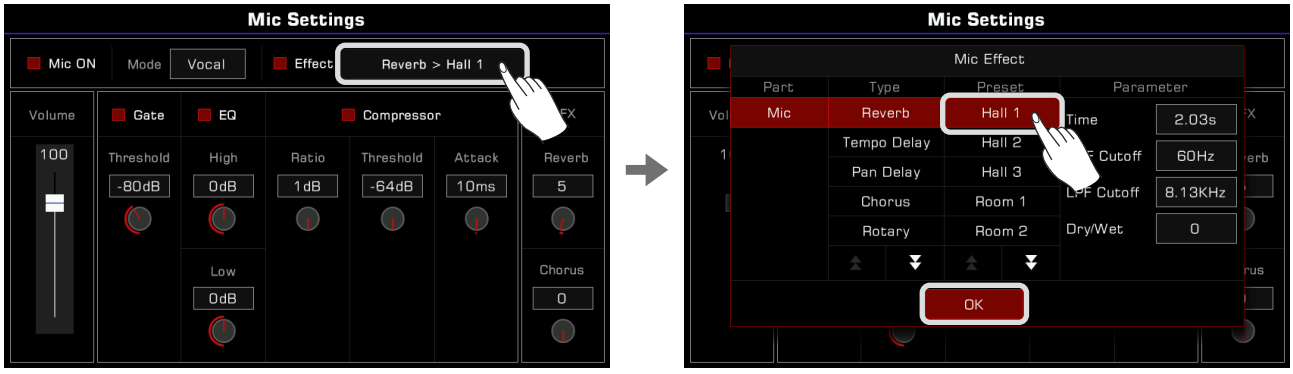


Using Mic Effects

Add rich microphone effects in Vocal mode.
Press the [VOCAL EFFECT] button on the panel to switch to “Vocal Mode” and check the “Effect” option to apply the currently selected microphone effect.



Press the microphone effect name to bring up a pop-up menu. Select the effect you want to apply to the microphone.

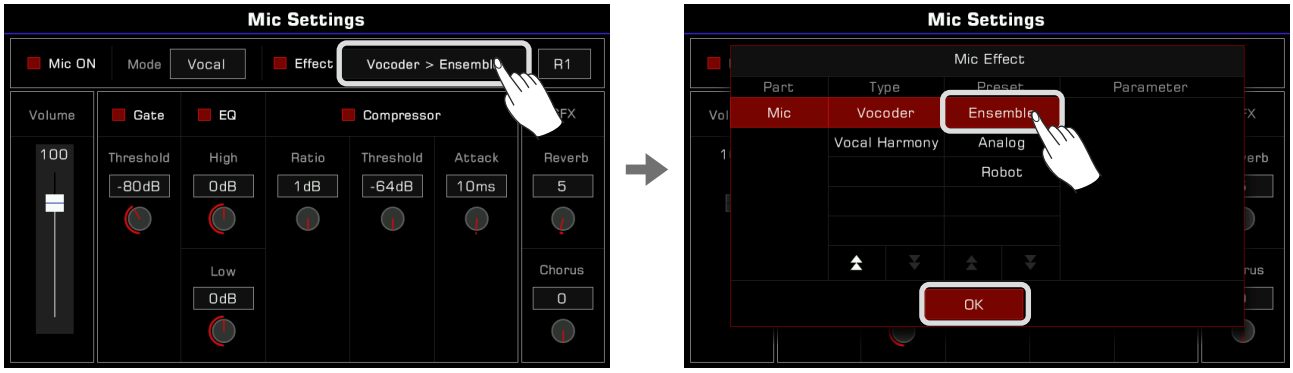


Using Vocoder

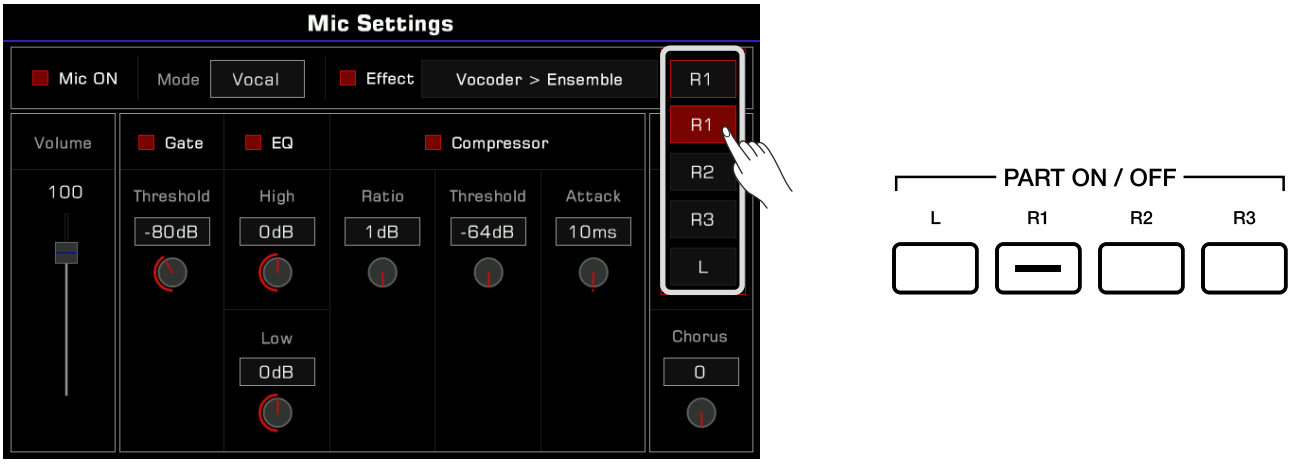
A vocoder is an effect which processes the microphone input sound to produce a robot-like vocal effect. You can trigger the vocoder with a keyboard part and use the pitch to process your voice.

Add a vocoder to the microphone as follows:

1. In Vocal mode, turn on the microphone Effect option. Press the name to open the pop-up menu.
   Select “Vocoder” as the current effect type and select one of the vocoder types from the list. Press “OK” to save and exit.



2. Select the keyboard part used to trigger the vocoder. Press the Part name on the top right to select a Part, and make sure that keyboard [PART ON/OFF] has been turned on.



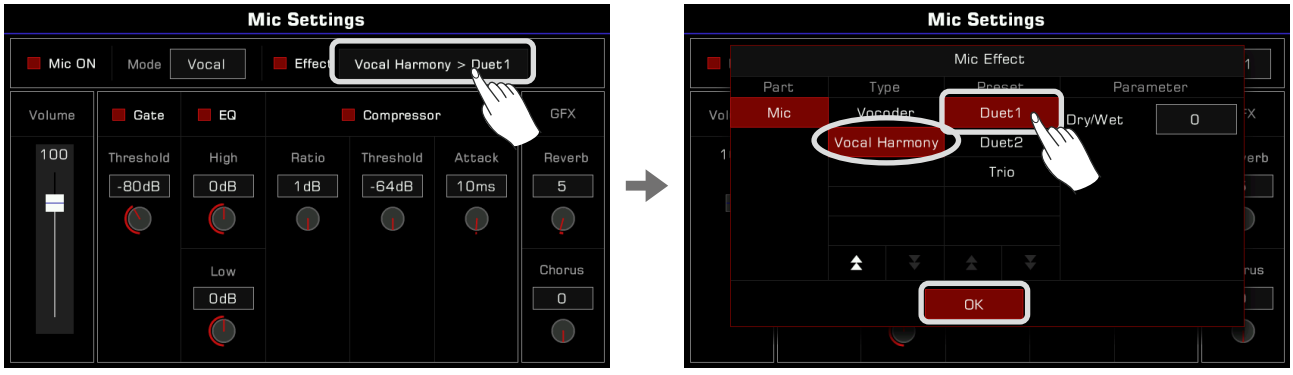
3. Speak or sing while playing the keyboard. The vocoder you selected will trigger the note pitch and modulate your voice.

Using Vocal Harmony

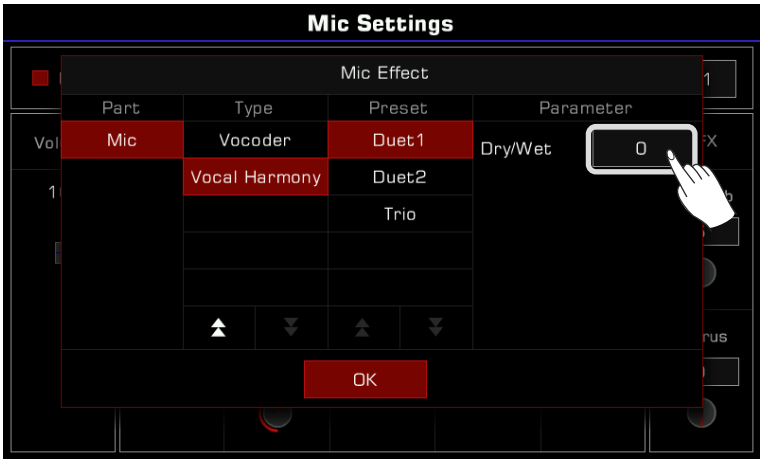
Vocal Harmony is an effect which processes to the microphone input sound to produce a natural multi-part harmony. The harmony added to your singing will depend on the chord you are playing.

Add a Vocal Harmony to your voice as follows:

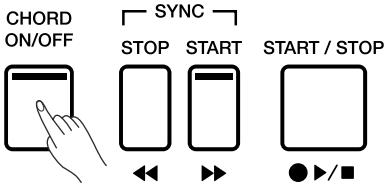
1. In Vocal mode, turn on the microphone Effect option. Press the name to open the pop-up menu. Select “Vocal Harmony” as the current effect and select one of the harmony types from the list. Press “OK” to save and exit.



Depending on your performance needs, you can click “Dry/Wet” to adjust the volume ratio of the vocal harmony effect. When this parameter value is 0, the volume of the original voice is the same as the harmony. The smaller the value, the larger the volume proportion of the original voice. The larger the value, the larger the volume proportion of the vocal harmony effect.



2. Turn on the [CHORD ON/OFF] button. Now, when you play a chord in chord area, the vocal harmony effect will be automatically added to your singing.



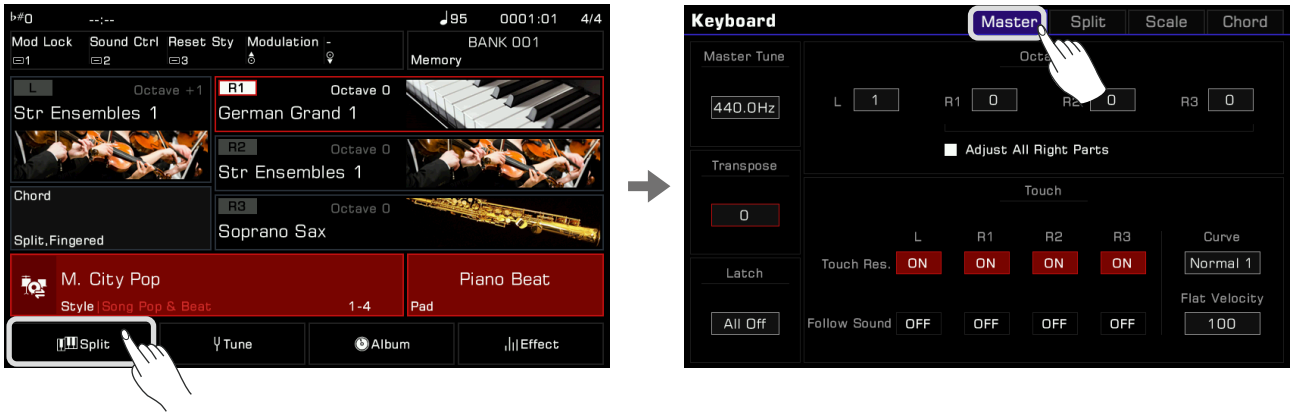
Scale Tuning

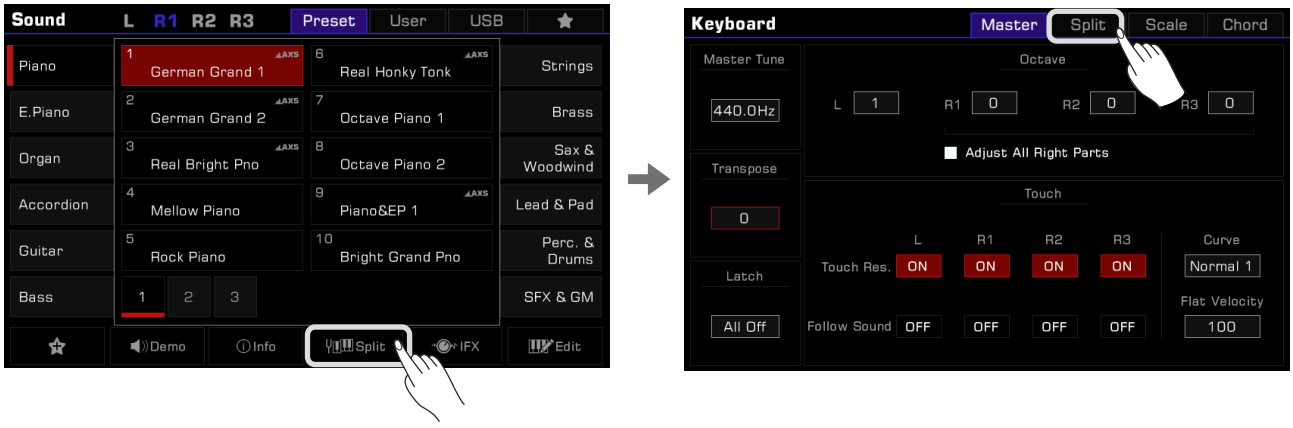
Master Tuning

The instrument has a tuning function which can adjust the overall pitch of the instrument. This feature is useful when you play with other instruments.

Adjust the instrument tuning as follows:

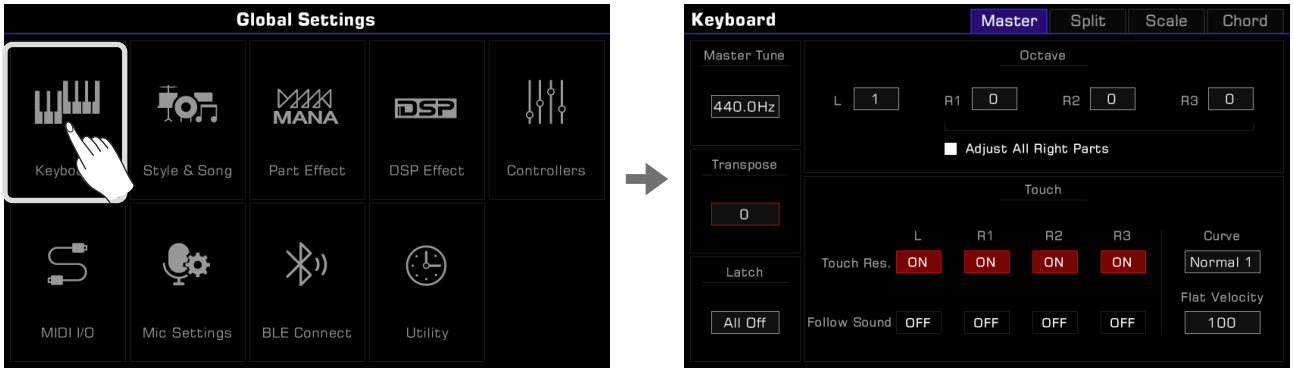
1. Press the “Split” button at the bottom of the main screen or the Sound selection menu to enter the keyboard settings menu. Press the “Master” tab at the top of the keyboard settings menu.



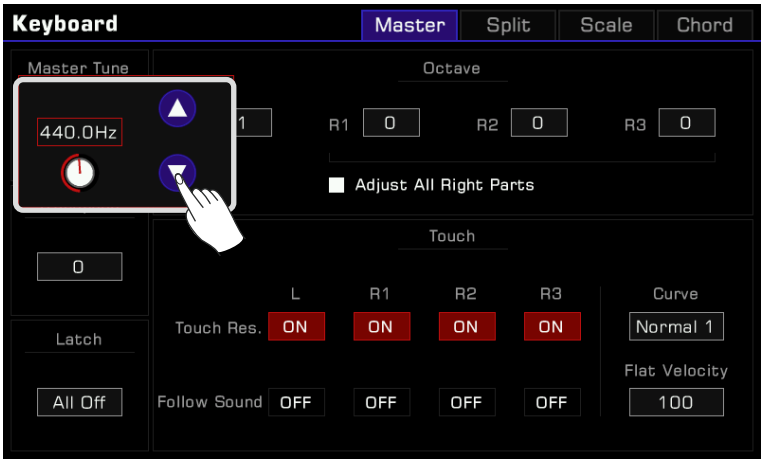


You can also press the [GLOBAL SETTINGS] button on the panel to bring up the selection menu. Press “Keyboard” to enter the keyboard settings menu.





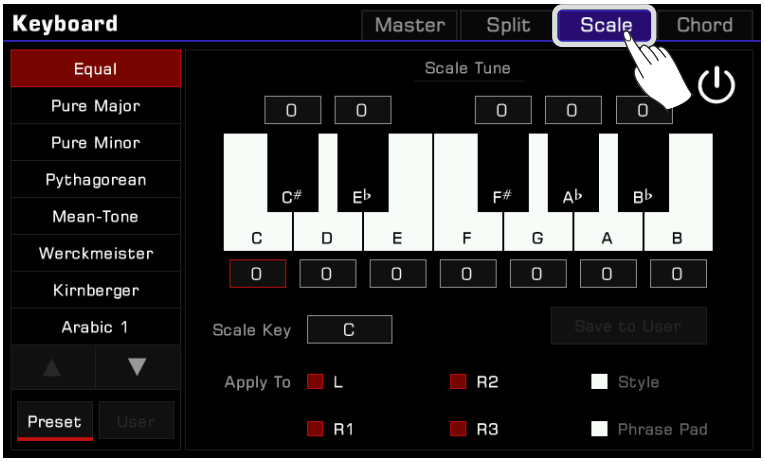
2. Press the “Master Tune” value to bring up the tuning knob. Adjust the tuning frequency by pressing the arrows, or by using the [DATA DIAL] or the [<]/[>] buttons. The instrument tuning range is 415.4 Hz~466.2 Hz.



Scale Tuning

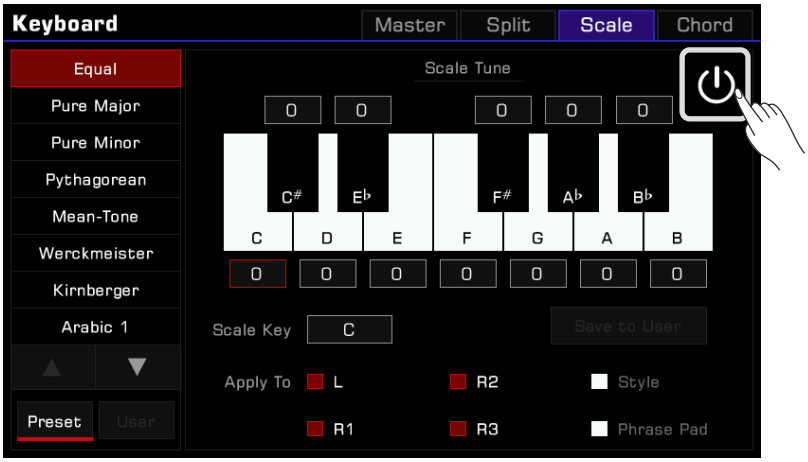
Fine-tune every pitch within an octave with the scale tuning function. Pitch range is -64~+63 cents. Through subtle variations in pitch, different scales can be created.

Temperament is a system that precisely sets the pitch of each key in the scale. This instrument features classical scale presets, which will be useful when playing older music, such as from the Renaissance period.
In the keyboard settings menu, press the “Scale” tab to enter the settings menu.

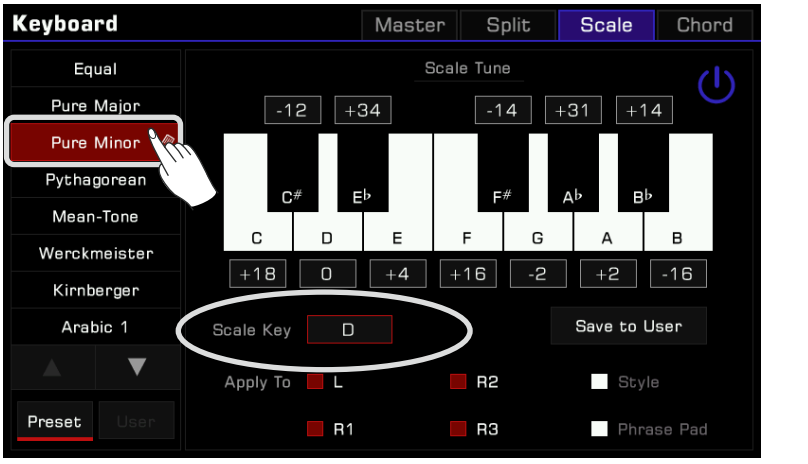


Turn On and Select Scale

1. Press the “Scale Tuning Switch” button to turn on and apply the currently selected scale. The default scale is Equal.

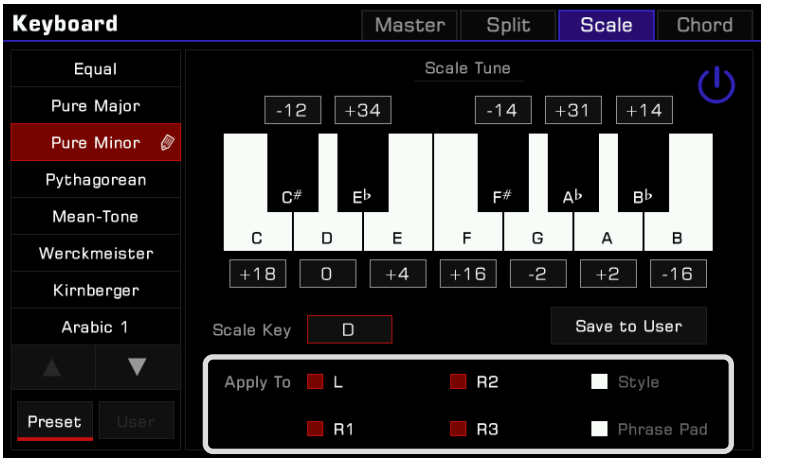


2. The preset tuning list appears on the left. Press the up and down arrows to scroll through the list and press a name to select a scale tuning. Then press the Scale Key name to select the scale key for the current temperament. The pitch difference of the selected scale appears on the right.



Scale key is crucial while using classical tunings other than the Twelve-Tone Equal Temperament. Temperament is based on the scale key that is used as a reference pitch for tuning the other keys in the scale. Changing the scale key will alter the foundation for tuning, resulting in different pitches across different keys and scales. To ensure proper tonality, it is recommended to set the scale key in accordance with the current piece.

3. Select the part to which the temperament will apply.



Now, you play the keyboard, you'll feel the different scale effect. Press the on/off button to turn off the scale and the instrument will return to the Equal temperament.

Tips:	The instrument pitch is calculated on the basis of the modern universal Equal temperament. One cent is 1% of one semitone, which means 100 cents are equal to one semitone.

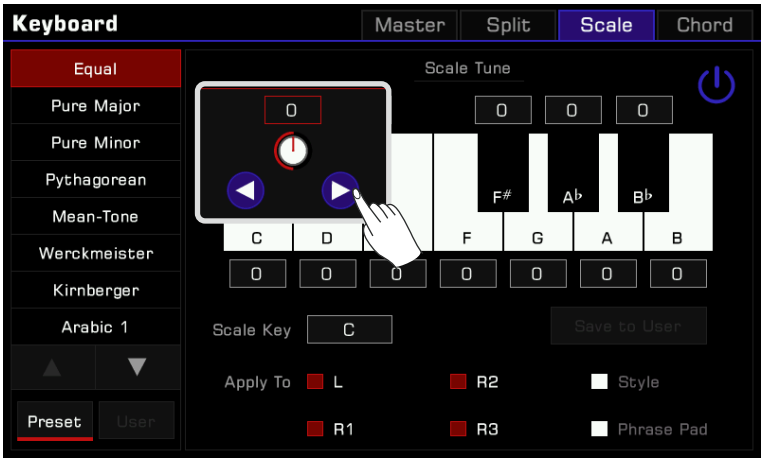
Preset Temperament Introduction

Equal	Twelve-Tone Equal Temperament is a tuning system that divides the octave into 12 equal intervals. This tuning system only has one type of half-tone and one type of whole-tone, making it easy to transpose. Most keyboard instruments worldwide are tuned in this temperament.
Pure Major	Just Intonation is a tuning system that generates all other intervals using natural fifths and thirds. It works best for harmonies such as choral singing or solo singing. However, due to the existence of two types of whole tones and half-tones, it is not suitable for keyboard instruments' design and performance.
Pure Minor	
Pythagorean	Pythagorean Tuning is the earliest known tuning system in history, also known as the "cycle of fifths". It is named after Pythagoras, who developed this system based on the pure fifth interval. Compared to Equal Temperament, Pythagorean Tuning has larger whole tones and smaller half-tones.
Mean-Tone	Mean-Tone Temperament was created to practically apply Just Intonation on keyboard instruments. One feature of this temperament is that it can produce consonant sounds that are very close to Just Intonation when forming triads. It was prevalent in Europe for hundreds of years, for its simpler construction compared to Just Intonation.
Werckmeister	Werckmeister Temperament is an improvement on the Pythagorean tuning system, proposed by the German organ craftsman and music theorist Andreas Werckmeister. Its fifth interval preserves the essence of natural tuning and can play twelve different keys without the need for retuning. It was therefore praised by Bach as a temperament close to Equal Temperament. Each key has a distinct color, which is an important basis for classical and romantic music's use of key names in titles, and the underlying reason for the revival of classical music scales.
Kirnberger	Kirnberger Temperament is a tuning system proposed by Johann Philipp Kirnberger, a student of Johann Sebastian Bach. After studying Bach's "Well-Tempered Clavier," Kirnberger developed a tuning system that is somewhat a combination of Mean-Tone Temperament and Just Intonation, and an improvement to the Mean-Tone Temperament.
Arabic 1	The Arabic tunings are tailored to playing Arabic music.
Arabic 2	

Custom Scales

In addition to using a preset scale, you can also create your own custom scale.

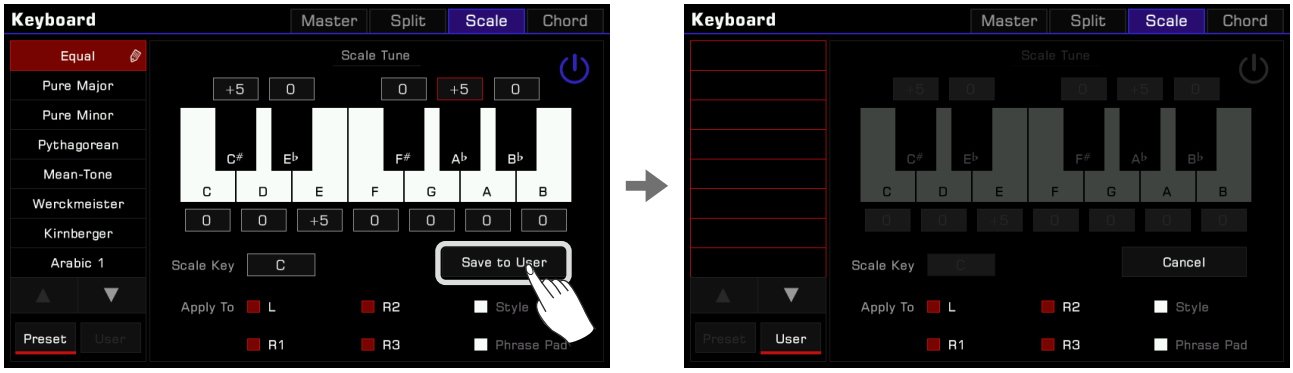
Press the cent value above or below the key to bring up the adjustment knob. Press the arrows, or use the [DATA DIAL] or the [<]/[>] buttons to adjust the cent value of each note in the octave.



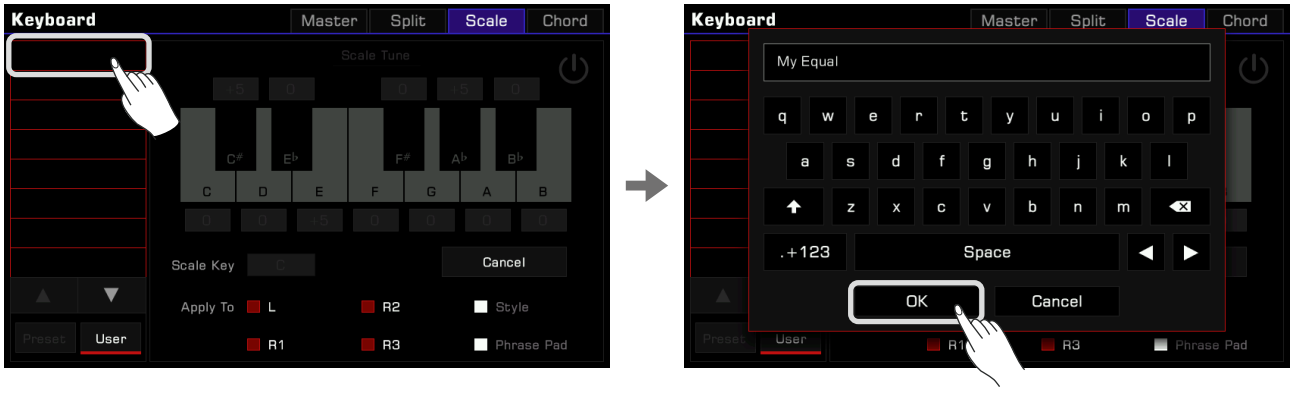
Save and Select User Scales

Save your custom scale as a User Scale.

1. After modifying a preset scale, press “Save to User” to bring up the User Scale list.

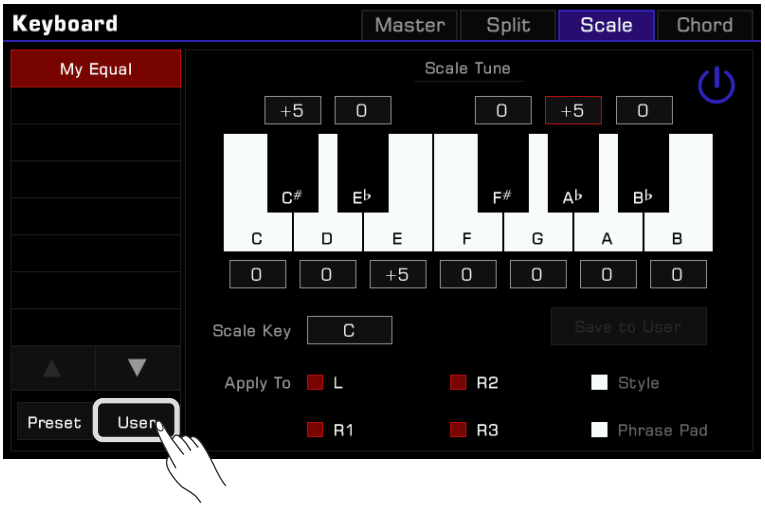


2. Save your scale to a specific location in the list.
   Press any location in the list to bring up the soft keyboard. Enter the name of the custom scale and press “OK” to save and exit.



The instrument can hold up to 30 User Scales. You can use arrow buttons to scroll the pages.

3. Press the “User” button to switch to the User Scale list. Select a User Scale to apply your customized scale tuning.



Tips:	You can conveniently turn scale tuning on and off by assigning the “Scale Tuning Switch” function to an assignable switch in the Controller interface.

MIDI I/O

Expand the features of this instrument with the MIDI function. This section will briefly explain what MIDI is, what MIDI does, and how to use MIDI on this instrument.

MIDI Introduction

MIDI is an abbreviation of Musical Instrument Digital Interface. It is the industry standard for musical data transmission.

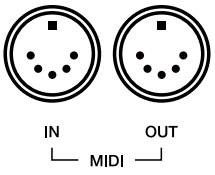
Electronic musical instruments can use MIDI to communicate with each other by sending and receiving compatible notes, control change, program change, and various types of MIDI data or messages.

Through MIDI, the instrument can control an external MIDI device and also be controlled by external MIDI devices, such as turning notes on/off, changing controllers, sounds and parameters.

The MIDI Interface

In order to exchange MIDI messages between different MIDI devices, they need to be connected to each other by MIDI cables.

This instrument has two MIDI ports: [MIDI IN] and [MIDI OUT]. The [MIDI IN] port is used for receiving MIDI messages from other MIDI devices or a computer. [MIDI OUT] is used for transmitting messages of this instrument to other MIDI devices.



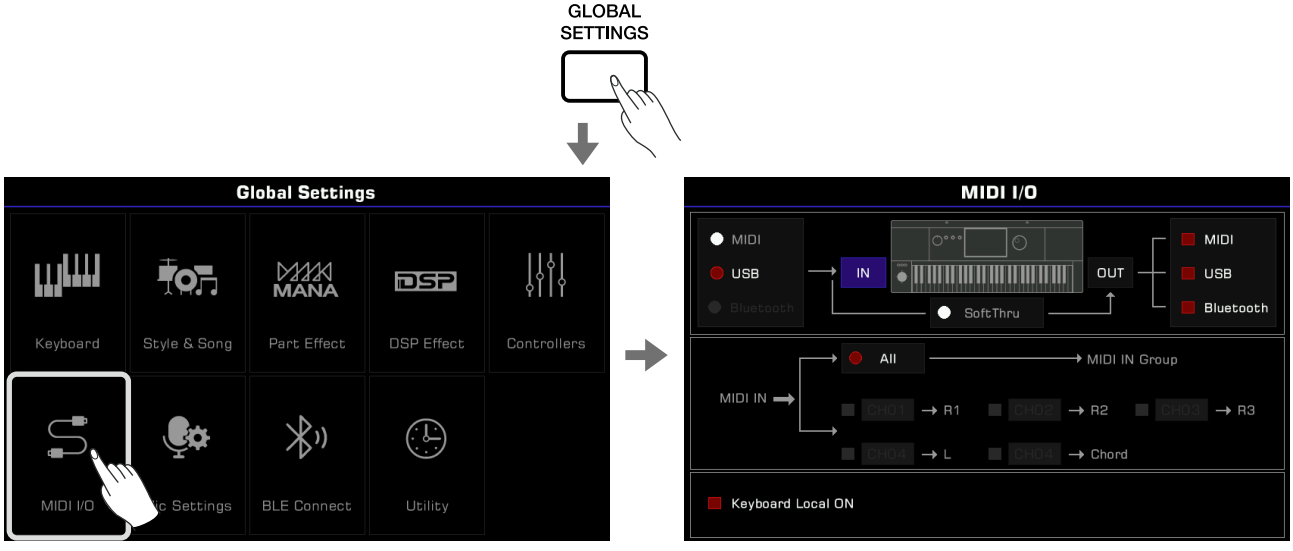
The instrument can also send or receive MIDI signals through the USB TO HOST interface and Bluetooth.

Note!	Before connecting this instrument with a USB cable, make sure your computer is awake from sleep or standby mode. Connect the USB cable to the instrument and computer before powering on.

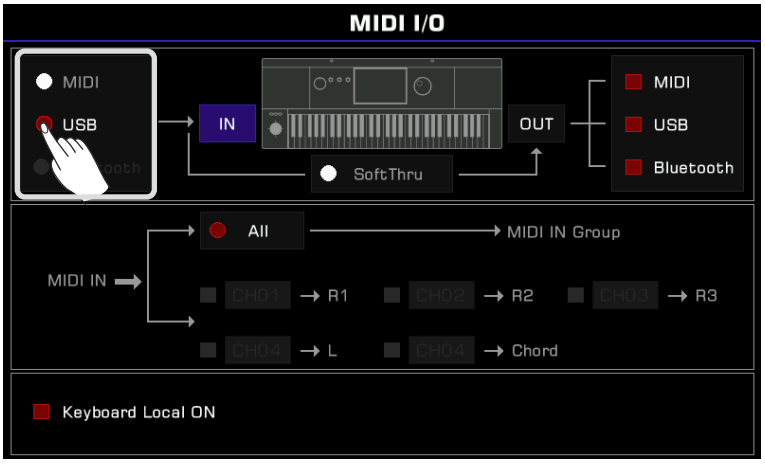
MIDI IN Settings

Set up the MIDI IN function of this instrument as follows:

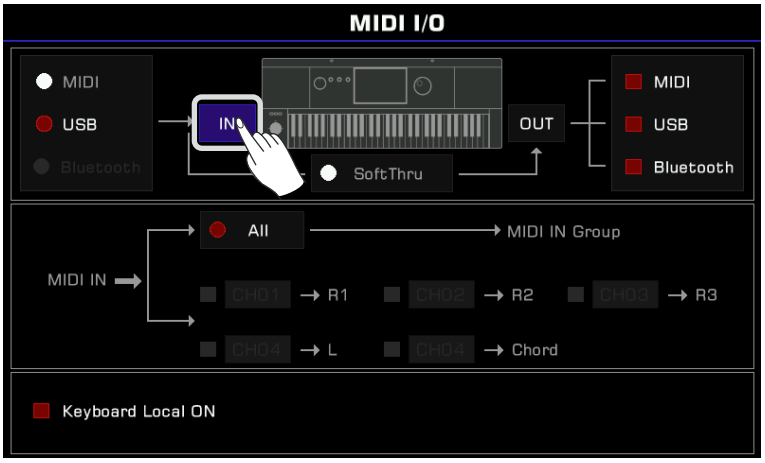
1. Press the [GLOBAL SETTINGS] button on the panel to bring up the selection menu. Press “MIDI I/O” to enter the MIDI function settings menu.



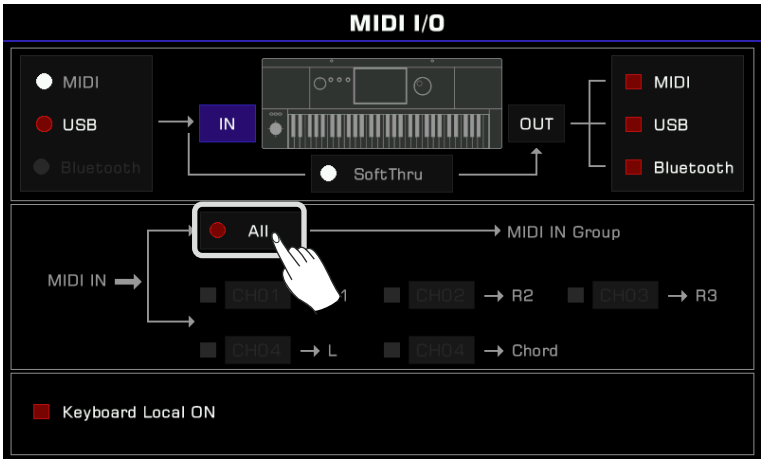
2. Select an interface to receive the MIDI messages from the three options on the left.



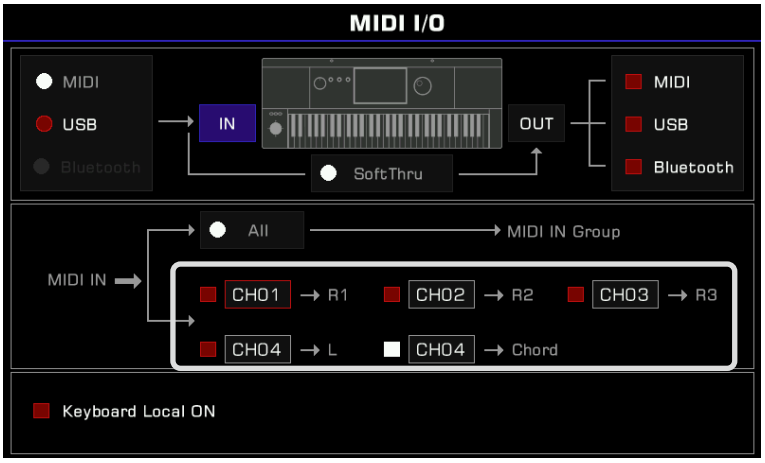
To set the detailed MIDI IN settings for the keyboard channel, press the “IN” button to bring up the settings menu.



Press “All” to turn it on and all MIDI messages can be sent to the MIDI IN Group.



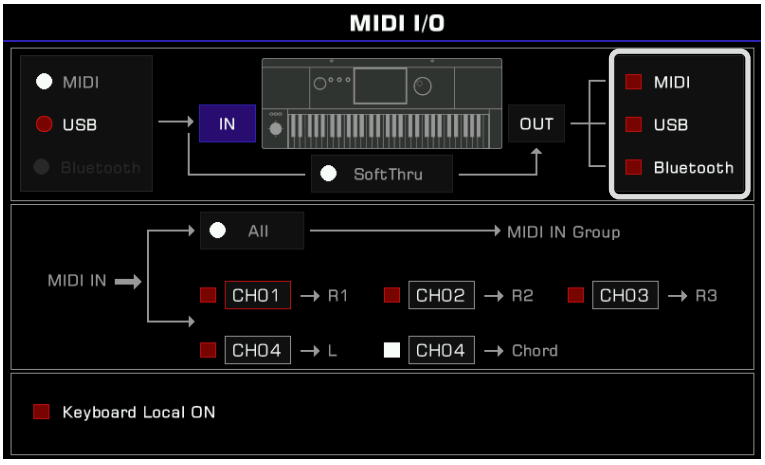
You can also send MIDI messages from the specified MIDI IN channel to a corresponding keyboard channel. The option to the left of the Part name controls whether MIDI IN notes make a sound. When an option to the left of the Chord is turned on, the input note in the specified channel can be detected as a chord.



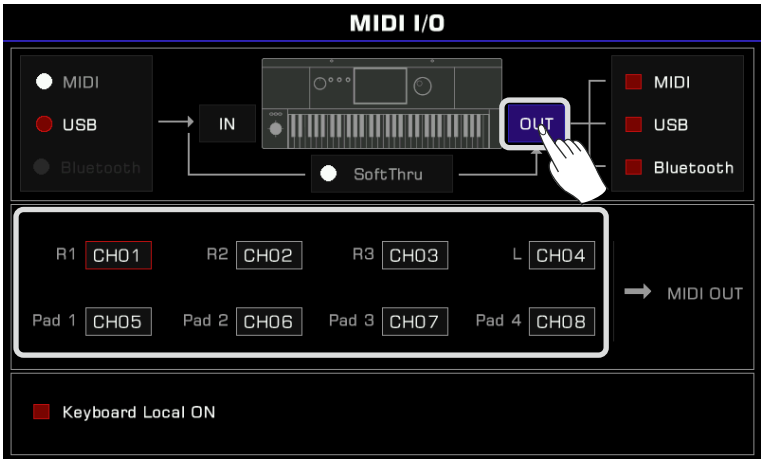
MIDI OUT Settings

Set up the MIDI OUT function of this instrument as follows:

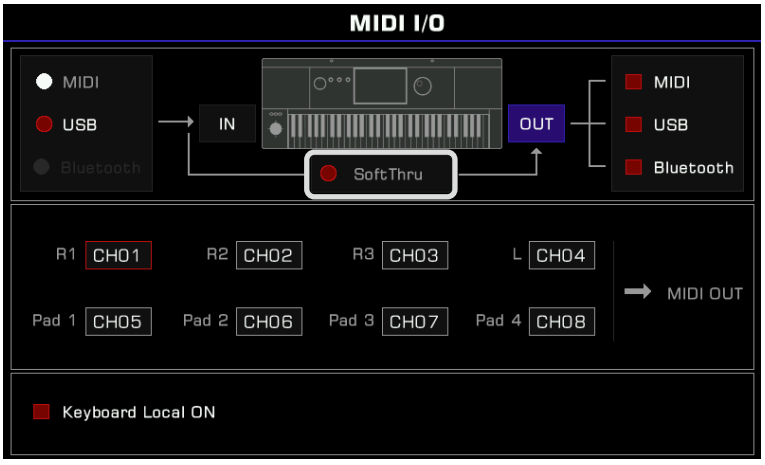
Select an interface to send the MIDI messages from the three options on the right.



To set the detailed MIDI OUT settings for the keyboard channel, press the “OUT” button to bring up the settings menu. Press the channel number to the right of the Part or Pad name to select the MIDI output channel.

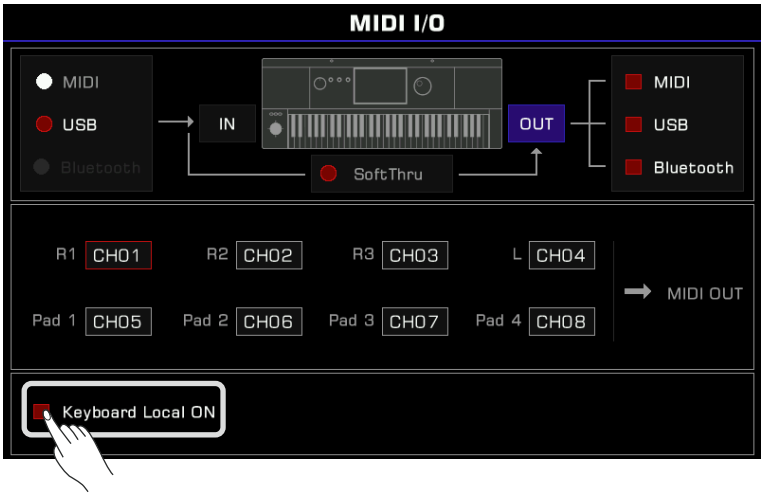


When “SoftThru” is turned on, the MIDI input signal received by the instrument will be automatically forwarded, so that one MIDI sending device can be connected to multiple MIDI receiving devices.



Turn Off the Local Sound

When “Keyboard Local ON” is enabled, the instrument will work alone, as a master keyboard.
When “Keyboard Local ON” is disabled, the instrument will be controlled by the connected device and it will not produce sound when you play, but will still output MIDI messages.



Note!	Please make sure that all external devices have been connected properly.

USB Storage Devices

Connect a USB storage device to the instrument to save all kinds of data and files you created on the instrument. You can also read data from USB storage devices or import data and files to the instrument. You can also record your performance directly into the USB storage device with the audio recording function. In addition, you can install the expansion files via USB storage device.

USB Storage Device Compatibility

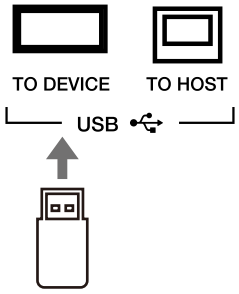
This instrument supports USB storage devices in the format of FAT 32.
Capacity: Up to 512GB

Note!	• To prevent your data from being damaged or lost, please use a USB device produced by a trusted manufacturer. • The USB to Device interface of this instrument cannot be connected to other USB devices, such as a USB Hub, smart phone, computer keyboard, video game console or large-capacity mobile hard drive. • It is recommended that you use the “Format” function to format the USB drive before using it to store the files produced by the instrument.

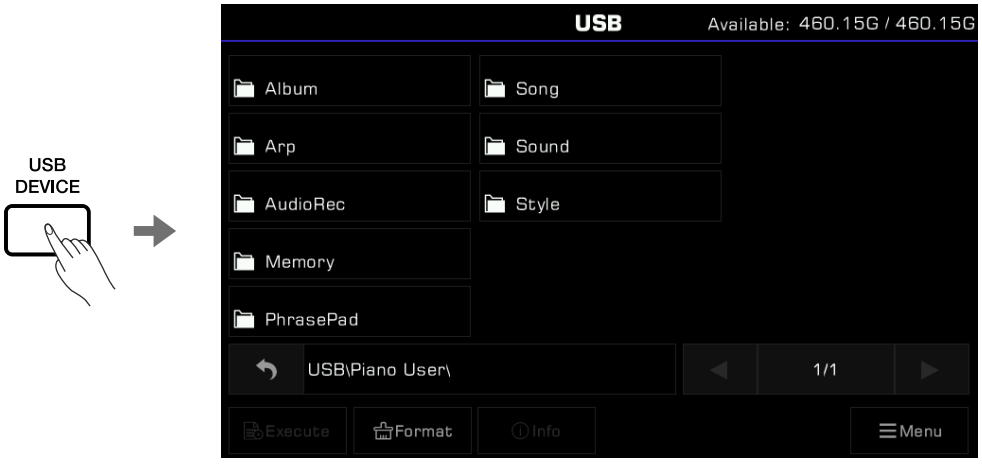
File Operations

Open the USB storage device menu as follows.

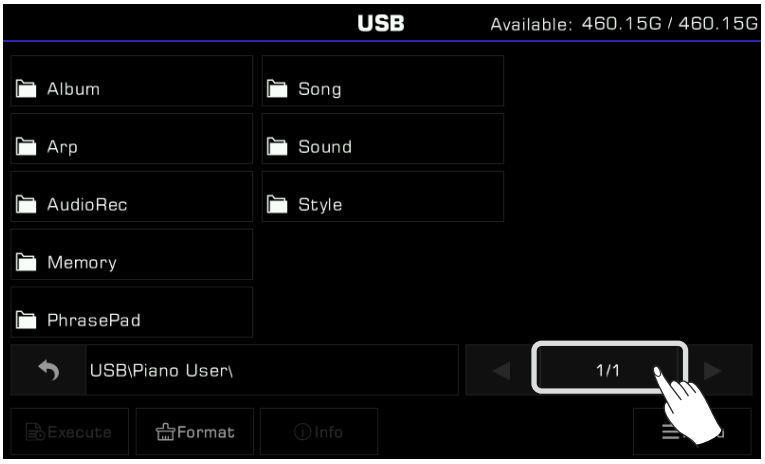
1. Insert a USB storage device into the [USB TO DEVICE] jack on the rear panel.



2. Press the [USB DEVICE] button on the panel to bring up the menu. Now, the interface will display the files and folders in the root directory of the USB storage device.



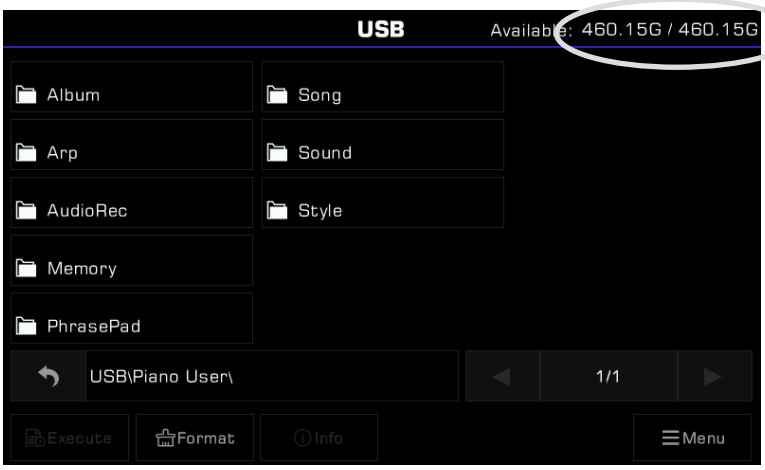
You can use the [DATA DIAL] or [<]/[>] buttons here for quick page turns.



Tips:	• In the USB tab of other selection menus, it will also display the corresponding user files in the USB storage device. From there, you can save, rename or delete the user files. • When you save an edited file to the USB storage device, the instrument's system will automatically create a folder called "Piano User" under the device root directory. Your music data will be stored in this folder.

View USB Storage Device Usage

The connected USB storage device capacity will be displayed at the top. Some files will be saved directly on the USB flash drive when you use some features. Therefore, before using features such as Audio Recording, it is recommended that you pay attention to the available space on the USB storage device.



Format a USB Storage Device

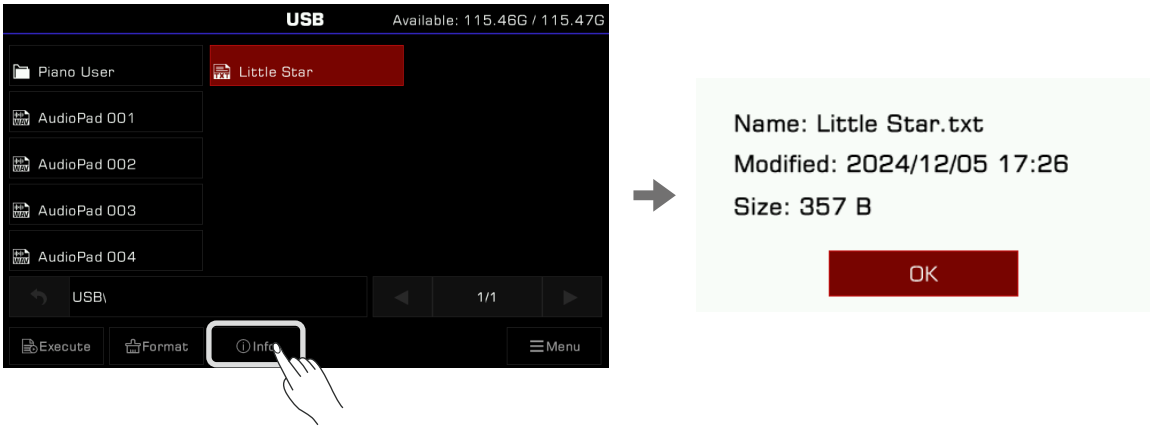
We recommend using this instrument to format a USB storage device before you use it.
Press “Format” to open a pop-up asking if you want to format the USB device. Press “OK” to confirm.



Note!	Formatting a USB device will permanently delete all its data. Before formatting, please be sure to check if there is any content worth keeping on the drive to avoid loss of useful data.

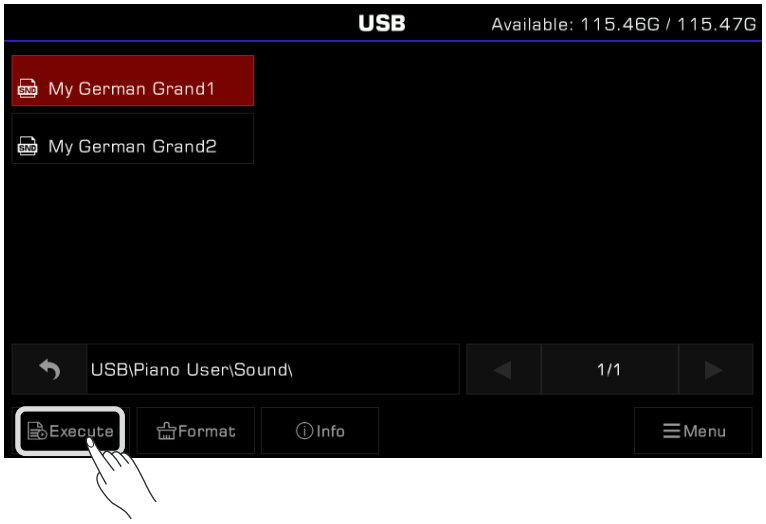
View File Information

Press “Info” to view the information of the currently selected file.



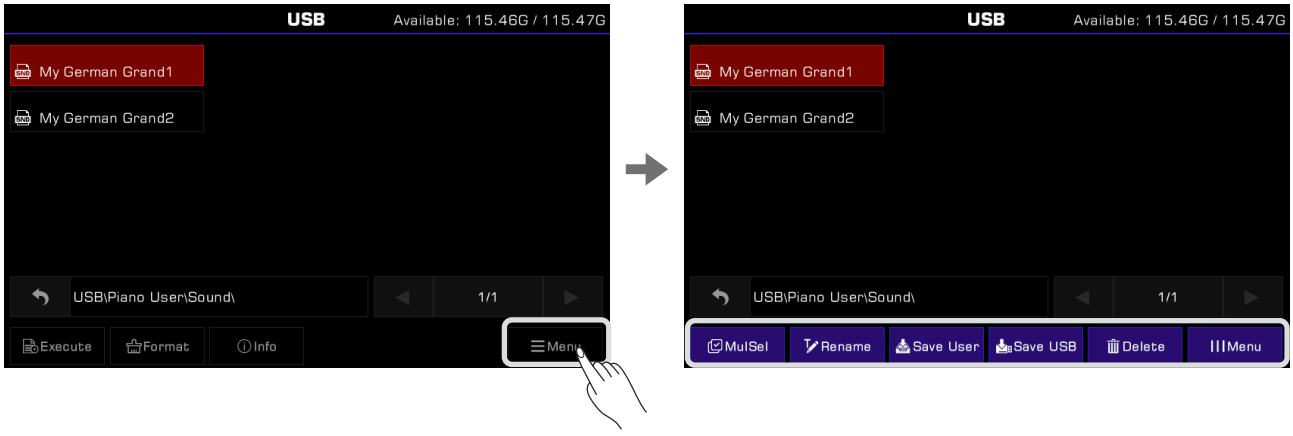
Execute Files

Press “Execute” to run the file according to its specific type.
For example, when a sound file is selected and executed, the sound file will be applied. When an expansion installation file is selected and executed, it will be installed.

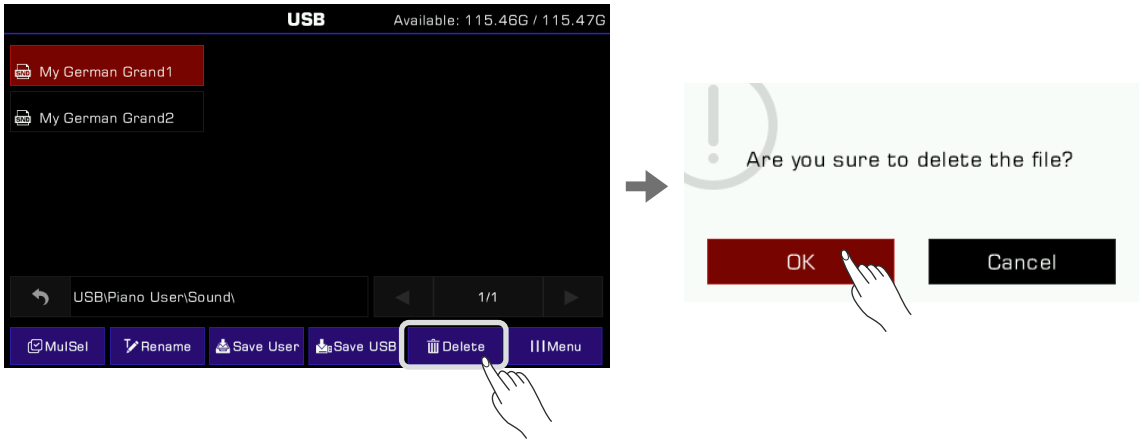


Delete, Rename and Save Files

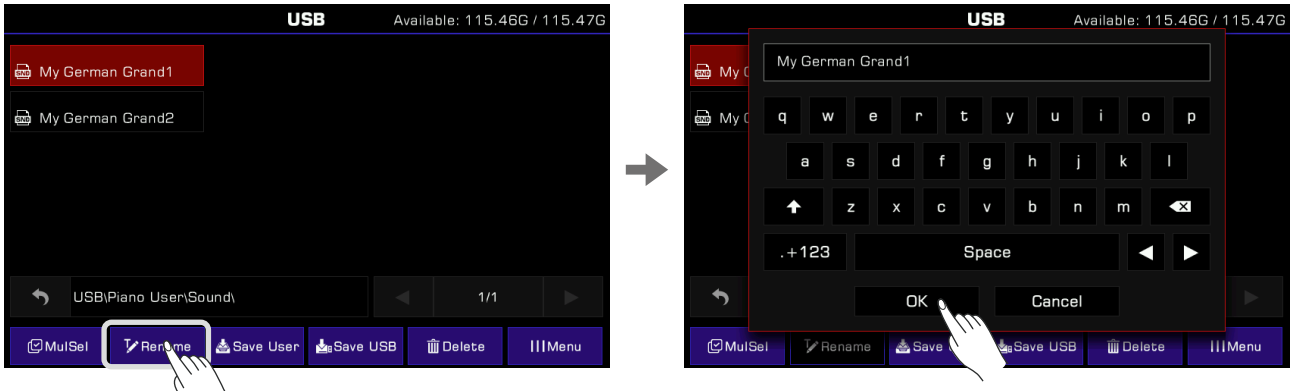
Files in the USB storage device may be deleted, renamed, or saved to the User File directory of the instrument, or to a different folder on the USB storage device.
1. Press the “Menu” icon to bring up the function menu.



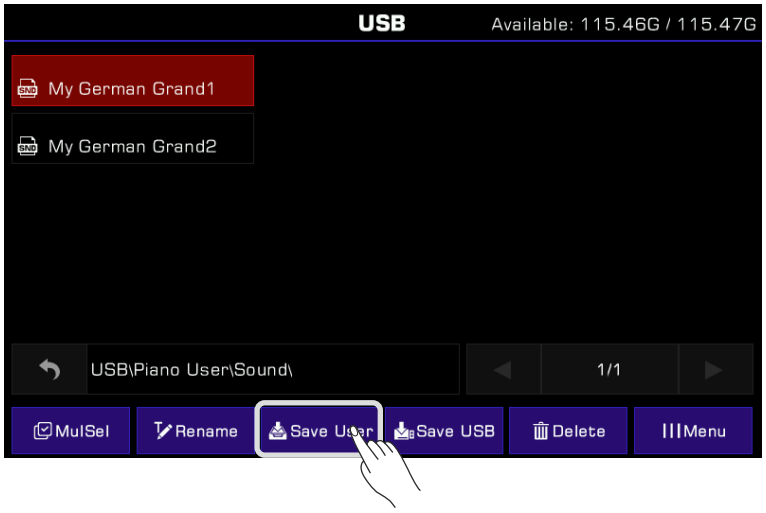
2. Press the “Delete” icon and then “OK” in the pop-up window to delete the currently selected file.



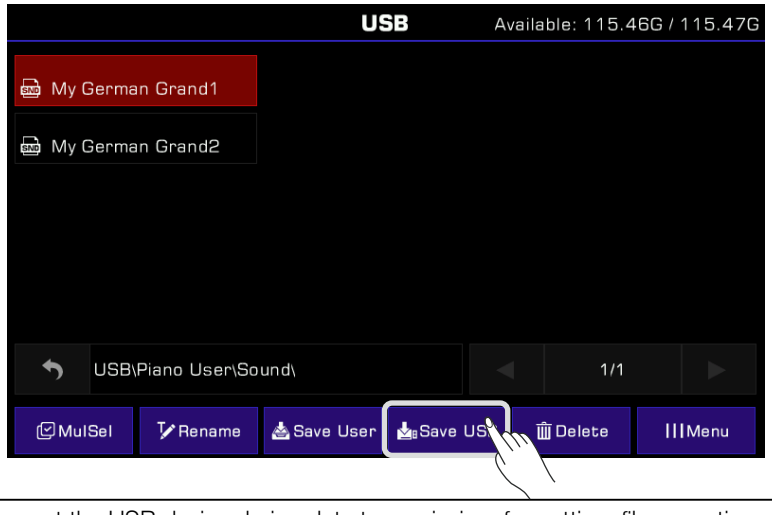
3. Press the “Rename” icon to bring up the soft keyboard. Enter a new name and press “OK” to rename the selected file.



4. Press the “Save User” icon to bring up the soft keyboard. Enter a new file name and save the file to the User File directory of the instrument. The storage path depends on the format and type of file.



5. Press the “Save USB” icon to bring up the soft keyboard. Enter a new file name and press “OK” to save the file to a specific directory on your USB storage device. The storage path depends on the format and type of file.



Note!	• Do not disconnect the USB device during data transmission, formatting, file execution or any other operation. Do not disconnect the instrument’s power supply. • Make sure your USB storage device is not write protected. • Not all files can be saved to a User File directory or to a USB storage device, such as expansion installation files.

Bluetooth

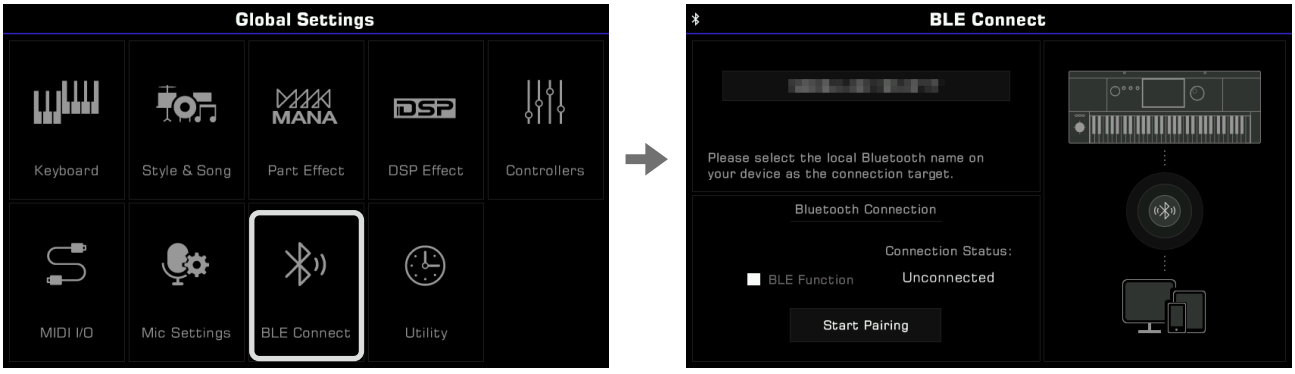
This instrument is equipped with Bluetooth functionality. It can be paired via Bluetooth MIDI and Bluetooth Audio with external devices such as a smartphone, tablet or computer, to allow for interaction with Apps/Software on the external device, and playing back sounds from the external device through the instrument's speakers.

Do not place the external device too far away from the instrument. Bluetooth connection may become unstable, interrupted or even disconnected, if there are too many obstacles, such as walls, between the instrument and the devices or when the distance is too far.

You can follow the procedures below to connect the instrument to a Bluetooth-equipped device.

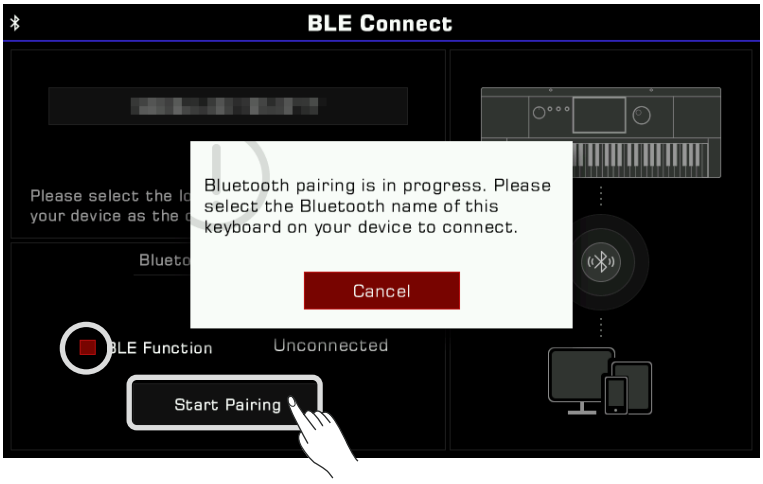
1. Enable the Bluetooth function on the smart device. Turn on the instrument.

2. Press the [GLOBAL SETTINGS] button on the panel to bring up the selection menu. Press "BLE Connect" to enter the Bluetooth menu.



3. Turn on the "BLE Function" switch to enable the Bluetooth function, then press "Start Pairing". A message will pop up to indicate the instrument is ready for pairing.

Now you can search for the instrument's Bluetooth IDs (one for MIDI and one for audio) in your smart device, then tap those IDs to pair the device with the instrument. The icons on the smart device may differ depending on the operating system.



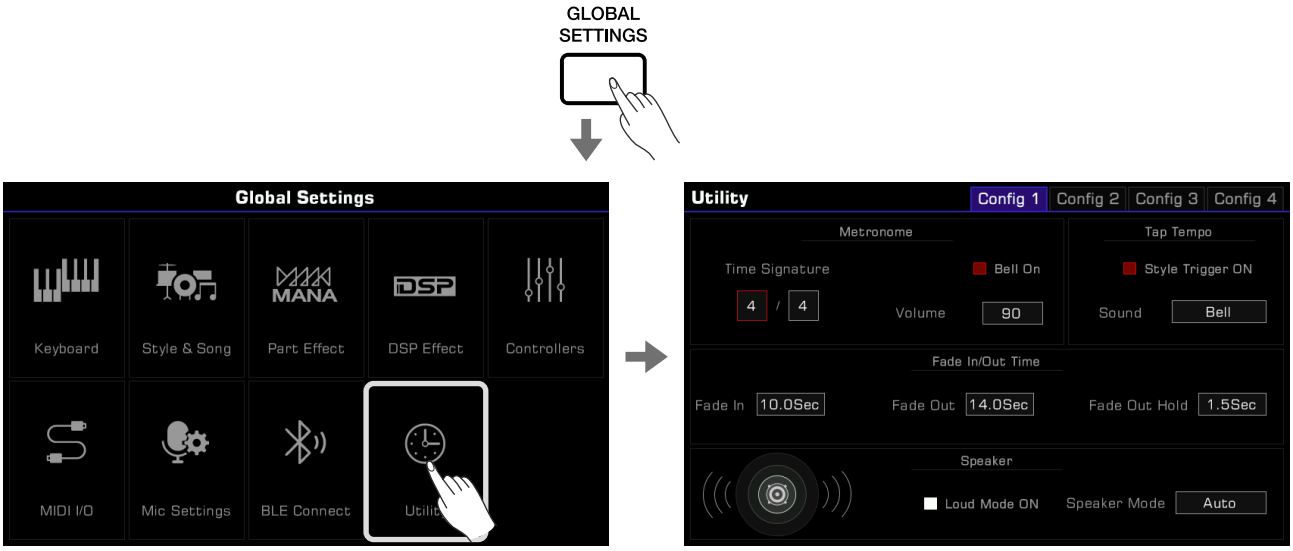
4. When pairing is completed, the pop-up message will disappear. The instrument will display the name of the paired device in the Connection Status area. The Bluetooth icon will appear on the top left corner of the main display.
- When paired up via Bluetooth MIDI, the instrument can interact with Apps/Software on the smart device.
- When paired up via Bluetooth audio, the instrument can play back the sounds of the smart device through the built-in speakers. You can adjust the Bluetooth audio volume in the Mixer interface or in your smart device.

5. You can disable the instrument's Bluetooth function at any time by turning off the "BLE Function" switch. In such a case, external devices will not be able to connect with this instrument via Bluetooth.

Tips:	• For the purpose of device safety, the Bluetooth function will be automatically disabled each time when the instrument is turned off. • Once this instrument is paired with your smart device, when you turn on the "BLE Function" switch, they will automatically connect via Bluetooth, without the need to pair again. • If you wish to connect with another smart device, please follow the procedures above to pair the instrument with the new device. • To ensure stable connection, the instrument's Bluetooth name will not be editable when it is connected with your smart device via Bluetooth.

Utility Settings

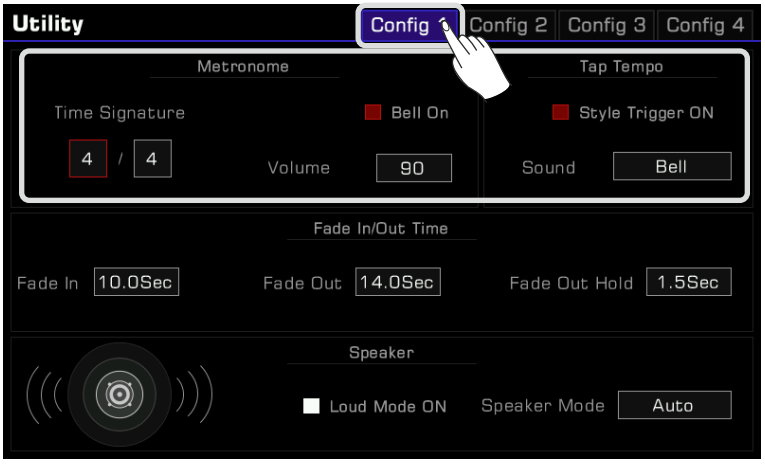
The instrument Utility Settings can be adjusted as follows:
Press the [GLOBAL SETTINGS] button on the panel to bring up the selection menu. Then press “Utility” to enter the settings menu.



Basic Performance Settings

Metronome Settings

Using a metronome can help you keep a steady tempo while playing. Press the “Config 1” tab in the Utility menu to access the Metronome settings.



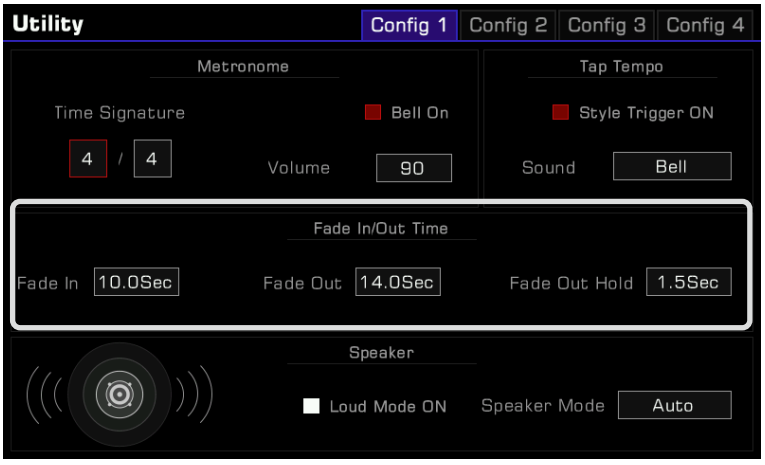
You can adjust these metronome settings:

Time Signature	The numerator represents how many beats in each bar. The denominator represents note value of each beat.
Bell On	Turn the bell sound of the downbeat on or off.
Volume	Adjust the metronome volume.

Tips:	When the metronome is enabled during Style or Song playback, its time signature will be synced to the time signature of the Style or Song.

Fade In/Out Settings

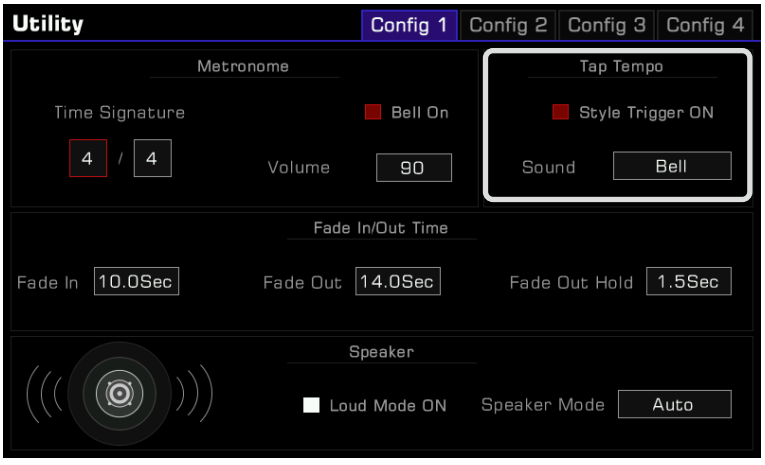
The fade in/fade out feature allows you to make the transitions of your performance more natural.



Fade In	Sets the time it takes for the volume to increase from 0 to maximum.
Fade Out	Sets the time it takes for the volume to decrease from maximum to 0.
Fade Out Hold	Sets how long the volume remains at 0 after it fades out.

Tap Tempo Settings

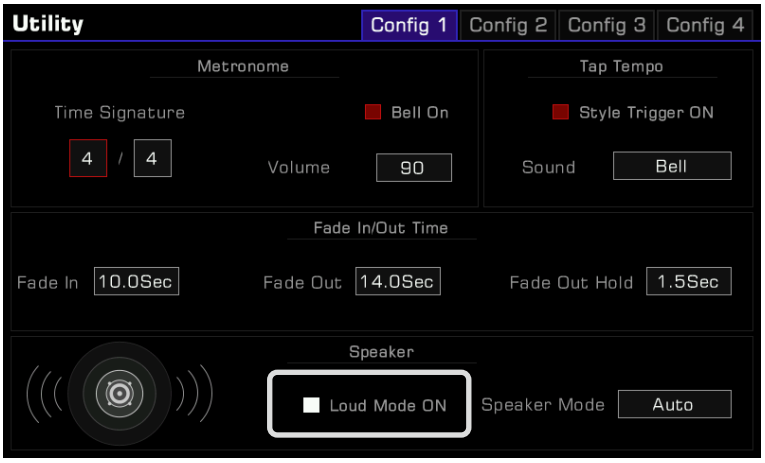
Tap Tempo is a very useful feature that can help you set the tempo quickly even if you don't know the exact tempo value.



Style Trigger ON	Turn on the Style Trigger switch, then repeatedly press the [TAP TEMPO] button on the panel to start the Style at the tapped tempo. When the switch is on, you can also use this button to start the Song in song mode.
Sound	Select a Tap Tempo sound.

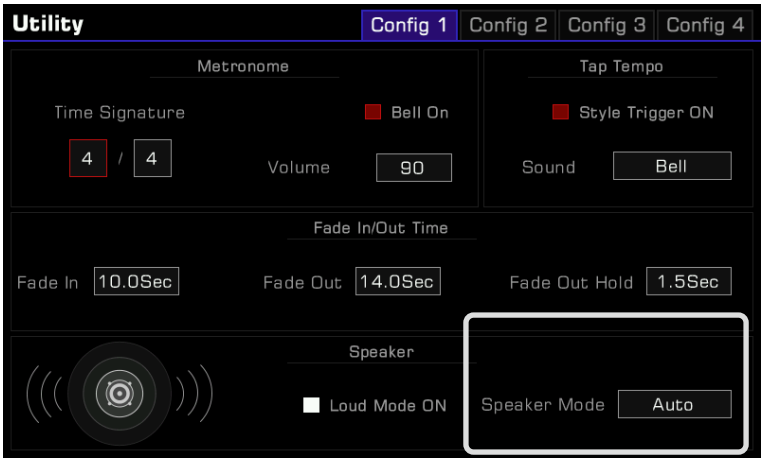
Speaker Mode Settings

When performing in a noisy environment or using this instrument for ensemble performances, you may find it difficult to hear some details of the music. In such a case, you can turn on the “Loud Mode” switch.
In Loud mode, certain frequency ranges of this instrument will be boosted to improve the sound’s auditory experience, making it easier for the performer and the audience to hear the nuances of the performance.



Tips:	• Loud mode is not recommended for solo practice or performance in a quiet environment. • Loud mode will affect the preset EQ settings of this instrument.

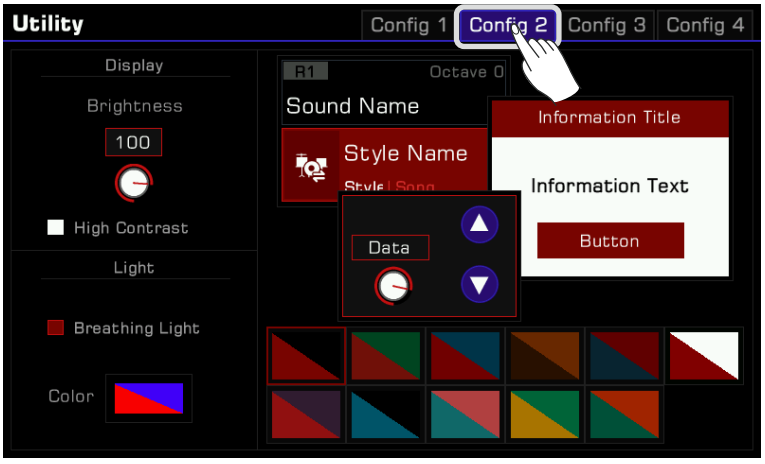
You can specify here if you still want the instrument speakers to produce sound when headphones are connected. This feature may be useful when you wish to use the instrument’s speakers for onstage monitoring.
You can see the icon of the current speaker mode at the top of the main display.



Always On	Sets the speaker to Always On.
Always Off	Sets the speaker to Always Off.
Auto	When headphones are connected, the speakers will go off automatically.

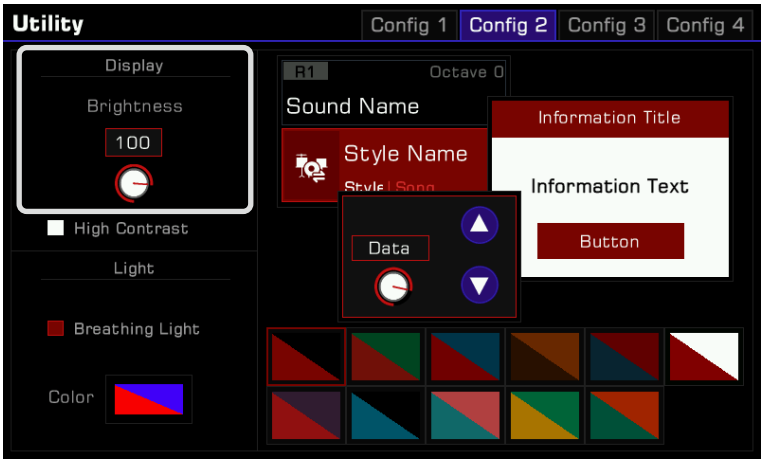
Personalize Settings

Set the instrument display theme by pressing the “Config 2” tab in the “Utility” menu.



Adjust Display Brightness

Press the screen brightness value to adjust the brightness of the screen. Adjust the screen brightness to suit your performance needs.



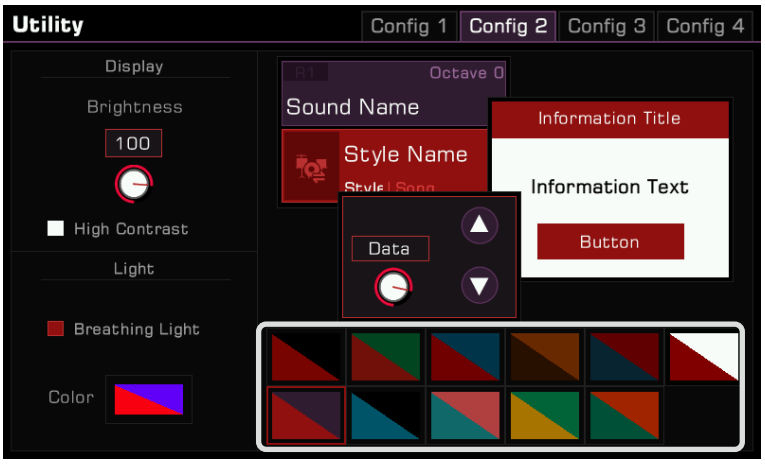
Select High Contrast Mode

This instrument has a high contrast display mode to accommodate players with amblyopia. Press the option to turn on the high contrast display mode.



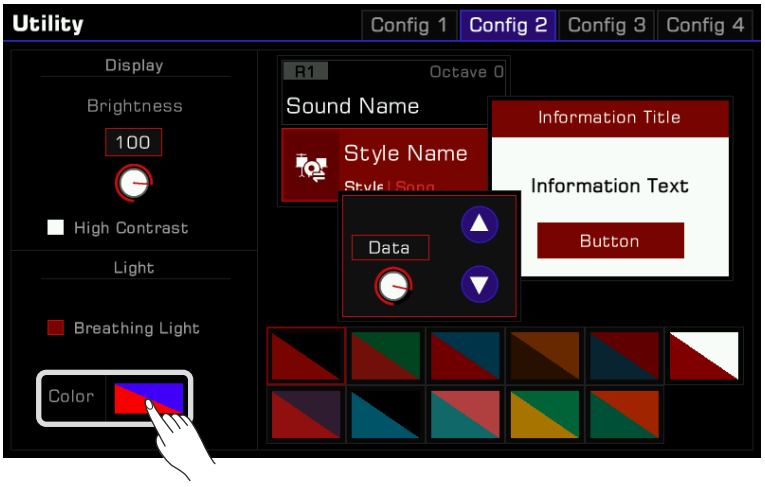
Change Theme Color

This instrument has several themes to choose and different themes have different color combinations. After changing the theme, the color of the LED lights for the panel buttons, the color of the breathing lights below the left and right sides and the color matching of the interface will present a completely different color.
Click on the color scheme to switch themes and each theme looks very different.



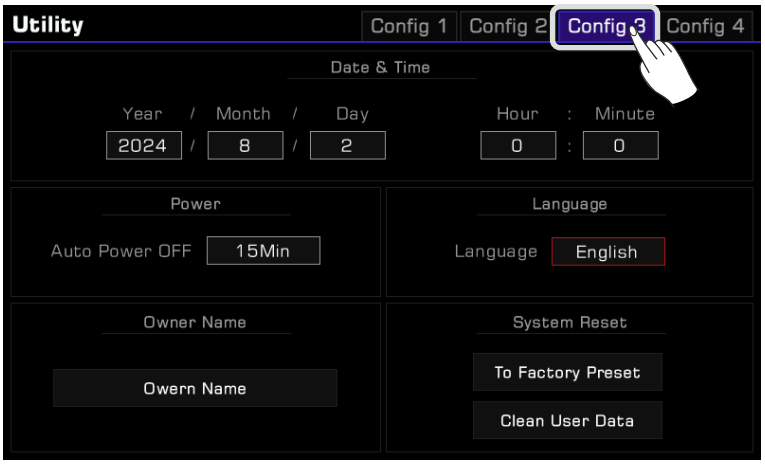
Breathing Light Settings

This instrument has breathing lights under both the left and the right sides. They are turned on by default, and “breath” quietly. Once you start your performance, the breathing lights will respond to the emotions of your music, and produce dynamically or softly different light effects. The light effects will be more obvious in a dim environment.
The instrument offers different breathing light colors to match the theme colors. Press the “Breath Light” switch to turn it on or off. Press the breathing light color to select a color.



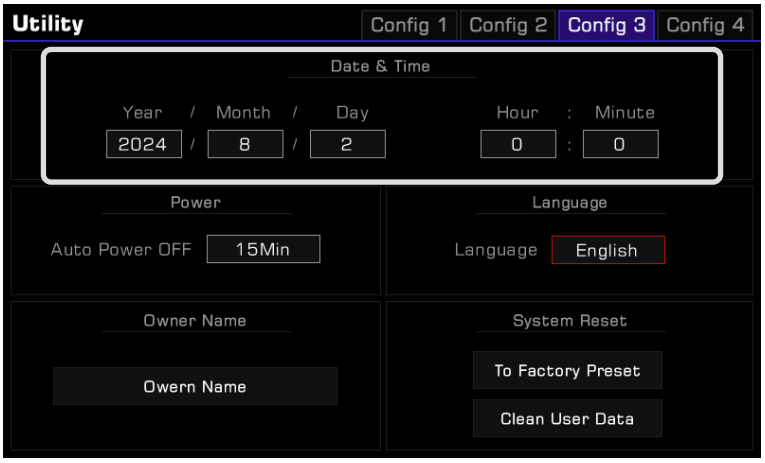
System Settings

Press the “Config 3” tab to adjust other instrument system settings.



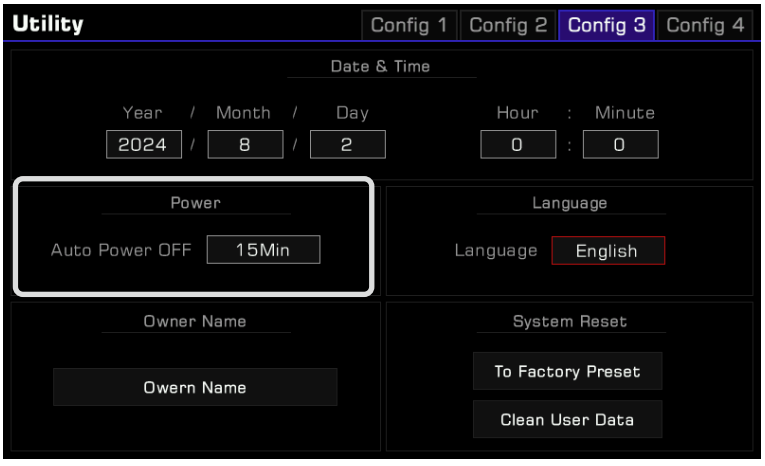
Date & Time

Set the date and time.



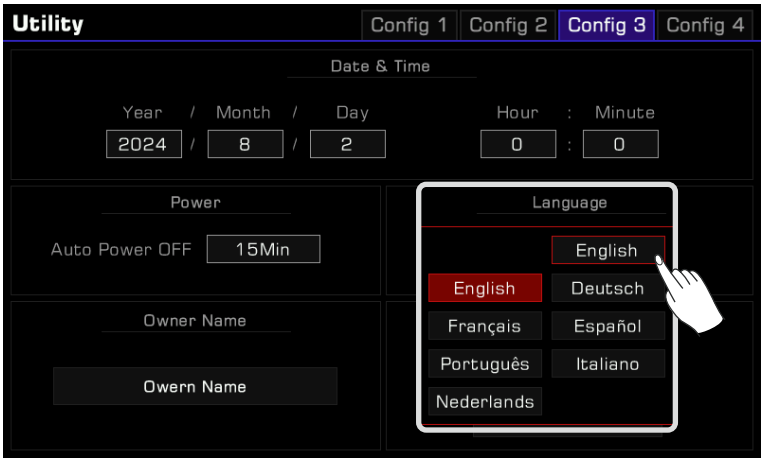
Auto Power Off

You can adjust the standby time after which the instrument will automatically power off when it is not operated. Set the time for 15 minutes, 60 minutes, or disable this function entirely by selecting “Never”.



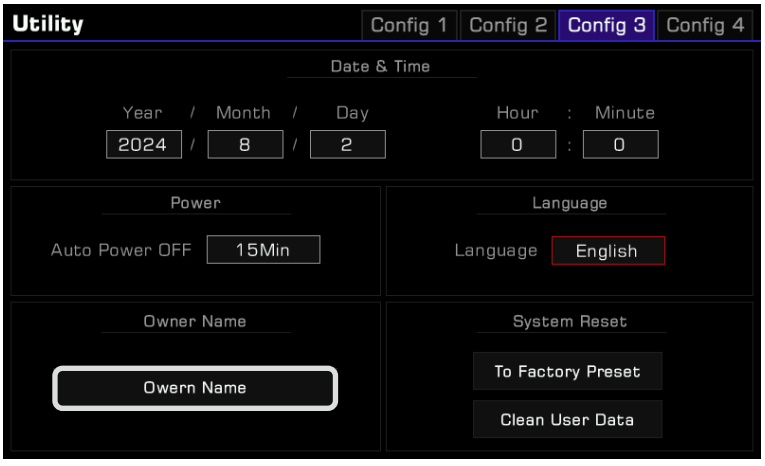
Language Setting

You can determine the language used in the display for menu names and in which some messages appears (English, Deutsch, Français, Español, Português, Italiano, Nederlands are available).
Touch to call up the language list, then select the desired one.



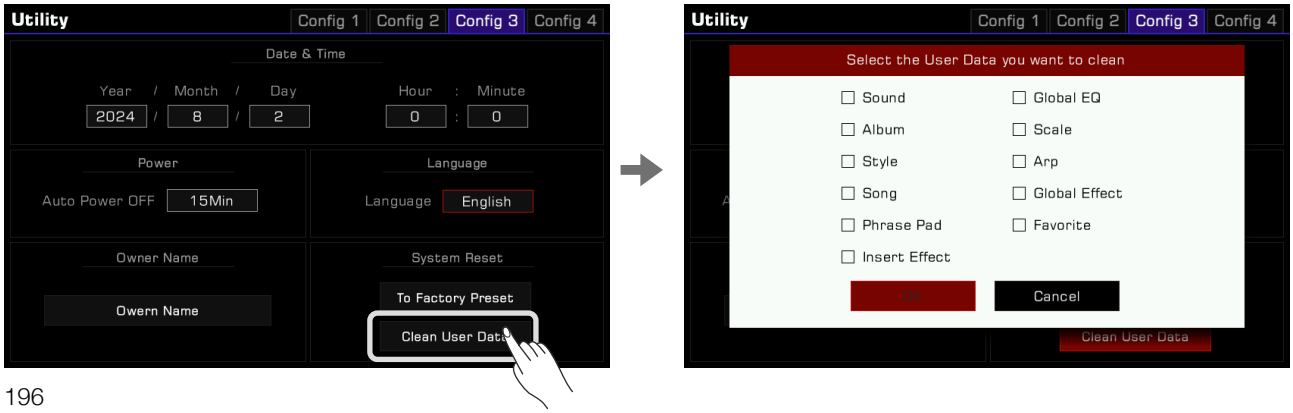
Modify the Owner's Name

Change the instrument owner's name here. Press the default name and change it using the soft keyboard.



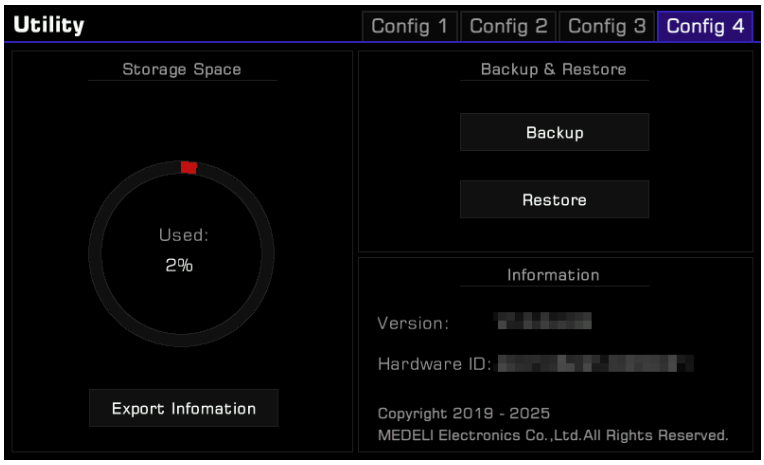
Clear User Data

To clear the instrument user data, press "Clean User Data" to open a selection pop-up. Select the data you wish to clear and press "OK" to confirm.
The cleared user data will be permanently deleted and cannot be restored.



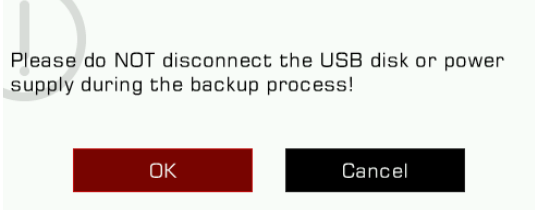
Backup and Restore

In the “Utility - Config 4” screen, you can perform data backups and data restores for this instrument. Please check the condition of your instrument carefully before doing this and have a USB storage device with sufficient capacity.



Data Backup

Data Backup will back up almost all of the instrument’s user settings, user files, performance memory data, etc. to a USB storage device. Data Backup will not back up expansion data.
Please ensure that you have inserted a USB storage device of sufficient capacity first. If the USB storage device is not large enough, the data backup will fail.
Click on the “Backup” button and confirm in the pop-up window to start the data backup immediately.



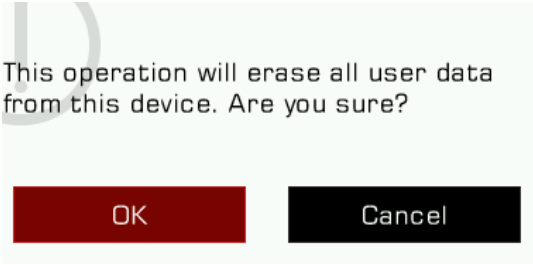
Please note that during the data backup process, do not disconnect the USB storage device and make sure to keep it connected to the power supply, otherwise the backup may fail or the data may be corrupted.
When the system prompts for a successful backup, there will be a “User Backup.mbd” file in the root directory of the USB storage device. You can insert the USB storage device into your PC and see this file.



When you already have a backup file on your USB storage device, you will be prompted that the backup file already exists and asked if you want to overwrite it.

Data Restore

You can use the backup file on the USB storage device to restore your data.
Please ensure that you have inserted the USB storage device and that there is one and only one file named “User-Backup.mbd” on the USB storage device.
Click on the “Restore” button and confirm in the pop-up window to start the data restore of the instrument immediately.



Please note that the data restore operation will erase all user data from the instrument, so please make sure to check if there is any music data that is important to you on the instrument before doing this.

During the data restore process, do not disconnect the USB storage device and be sure to keep it connected to the power supply, as this may result in serious consequences such as failed restores and data corruption.

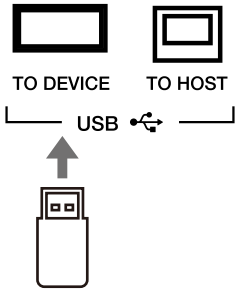
Please be patient as data restoration can take a long time. When the system indicates that the data has been successfully restored, click the “OK” button to restart the instrument immediately and the data will be restored when it is switched on.

Expansion

This instrument supports expansion data. After installing the expansion data, you can select and use the expansion music data in the folder under the User directory.
You can also create or manage your own expansion data with the official “GrandSuite” software.
This instrument has 768MB for user expansion data. By installing the expansion data, you can add up to 768MB of expansion sounds and expansion music data.

Install Expansion Files

1. The expansion data can be installed from a USB storage device. Please insert the USB storage device into the interface.



2. Press the [USB DEVICE] on the panel to enter the interface and find the expansion installation file.

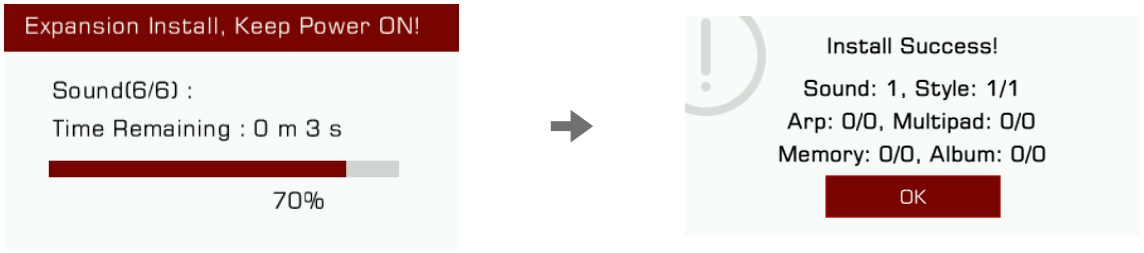


3. Select the expansion installation file and click the “Execute” button.



Every time this instrument installs a new expansion package it overwrites the previously installed package, so every time you do this, the system will ask you to confirm the process before you continue.
After you confirm, you will be prompted for precautions for installation process. After you continue to confirm, it will start installing the expansion data.

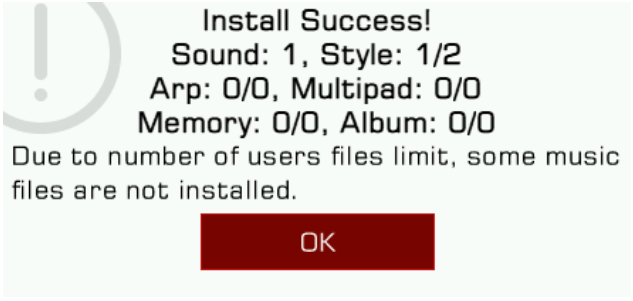
4. During the installation process, the system will display the installation progress bar. When it completed, a successful prompt will pop-up. Click “OK” or press the panel [EXIT] button to close the window.



The expansion package will include not only Sounds (up to 768MB), it may also contain other musical data such as Styles, User Sounds, Performance Memories, etc.

As all the music data contained in the expansion package will share space with the instrument’s user files, it may happen that some of the expansion data cannot be installed when the instrument’s user storage space is nearly full.

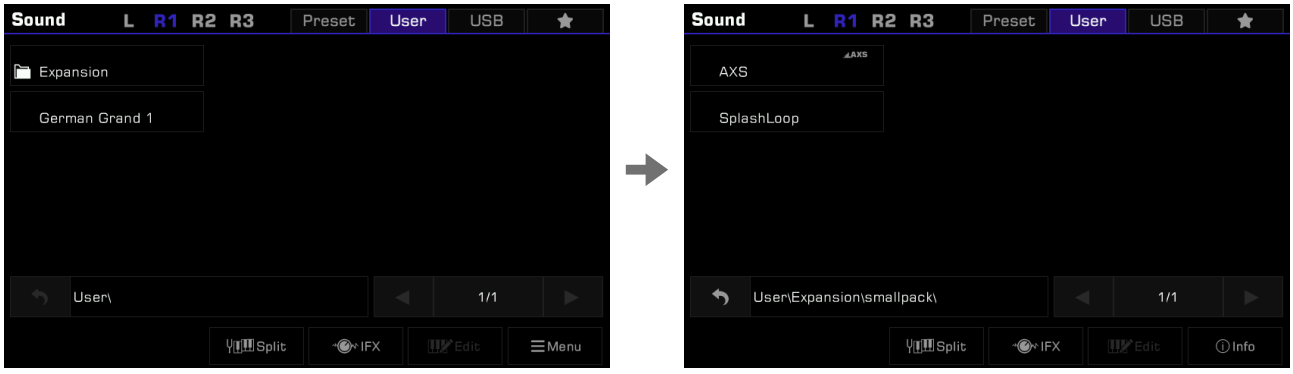
When there is insufficient storage space or the number of user files exceeds the limit, you will be prompted as to which data cannot be installed. It is recommended that you look at the remaining user storage space before installing and make sure there is enough space for all of the expansion data to be installed successfully.



Note!	**This information is very important. Please read it carefully.** Expansion music data (such as expansion styles) will be overwritten each time when a new expansion pack is installed. Once overwritten, the original expansion music data cannot be recovered. Please check it carefully before installing a new expansion pack. You may use the official software GrandSuite to merge multiple expansion packs. As long as the new expansion pack doesn't contain any expansion sound, it will not overwrite the existing expansion sounds on the instrument when the new expansion pack is installed. Here are some examples: • The instrument has expansion sounds. If the new expansion pack contains expansion sounds, it will overwrite the existing expansion sounds when the new expansion pack is installed. • The instrument has expansion sounds. The new expansion pack contains only music data (such as expansion styles) but doesn't include any expansion sound, then it will only overwrite the existing expansion music data, leaving the existing expansion sounds unchanged. • The instrument has expansion music data (such as expansion styles) but doesn't have any expansion sounds. If the new expansion pack contains expansion sounds, it will overwrite all existing expansion data when the new expansion pack is installed. • The instrument has expansion music data (such as expansion styles) but doesn't have any expansion sounds. If the new expansion pack doesn't contain any expansion sound, it will overwrite all existing expansion data when the new expansion pack is installed. Please do not disconnect the USB storage device when installation is in progress. Otherwise, it will cause system malfunction! Please do not power off the instrument when installation is in progress. Otherwise, your expansion data will be damaged and lost.

Check and Use Expansion Data

Use the Expansion Data
Once the expansion package is installed, you can see the expansion folder in the User tab of the selection menus of Sound, Style, Pad, etc.
Some expansion packages may also contain multiple subfolders. Open the subfolders, click to select a file such as expand Sound and Style, and you can use them like the presets.



Tips:	Due to copyright and other issues, expansion data has permission restrictions. This will prevent some of the expansion data from using some of the functions of the instrument. Expansion data already installed on this instrument cannot be deleted.

Check the Expansion Sound Information

In the expansion sound directory, press the “Info” button to display the Bank: MSB, LSB and Program number. This is useful when you want to use an expansion sound with an external device or for music creation.



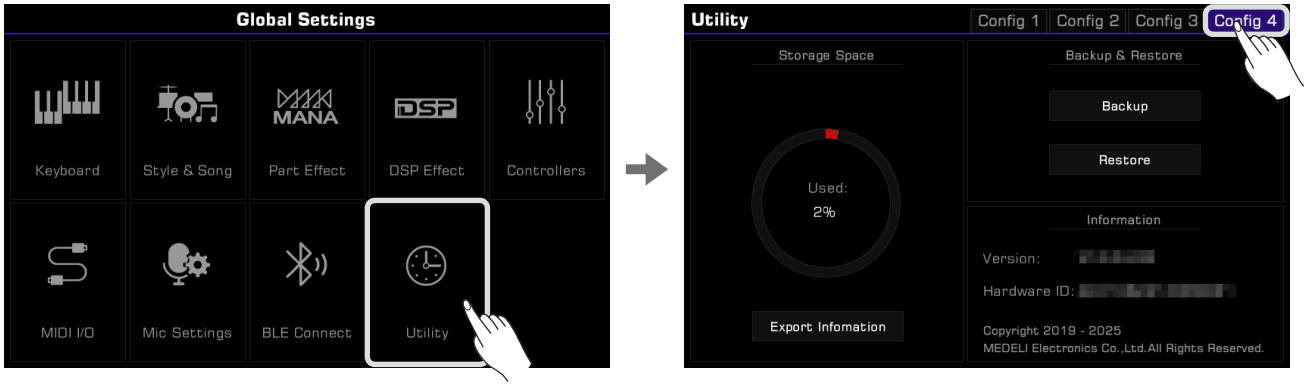
Export the Instrument Information File

For the consideration of data and copyright protection, when purchasing an expansion pack, you may need to provide the instrument information to the other party in order to protect the rights of both parties. This means that the expansion pack you purchase cannot be used on other devices.

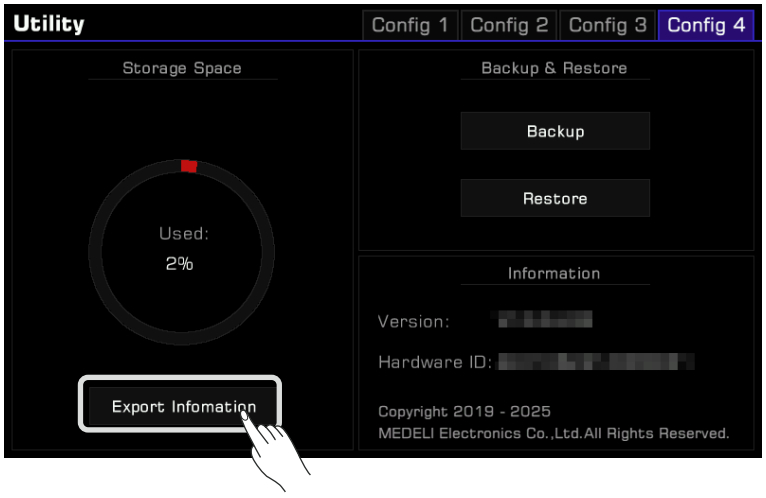
You can export the instrument information to a USB storage device by using the “Export Information” feature in the “Utility-Config 4” menu.

1. Insert a USB storage device into the instrument.

2. Press the [GLOBAL SETTINGS] button on the panel, click “Utility”, and then click the “Config 4” tab to enter the interface.



3. Press the “Export Information” button. Read the on-screen message and confirm, then it will export the instrument information in a file (.mif) to the USB storage drive.
   You can see this file in the USB menu of the instrument or on a computer. This file contains information of your instrument.



Tips:	If you “excute” the .mif file from within the User File directory or on your computer, there will be no response.

Download & Support

Be sure to visit the following websites soon and often! It's your source for important things such as:

- Owner's Manual, Data List, etc.:
  http://www.mecldata.com/download/assets/AKX10S_ manual.zip

- Software GrandSuite:
  http://www.mecldata.com/download/assets/GrandSuiteV2.zip

Please make sure that the letter case should be the same as the above links.

Troubleshooting

Problem	Possible Cause and Solution
The speakers produce a “pop” sound whenever the power is turned ON or OFF.	This is normal and is no cause for alarm.
The button LED light suddenly turns off.	When using some features, some of the panel buttons will become unavailable or because the music data stored in the button is removed.
The button LED light suddenly turns off.	When using some features, some of the panel buttons will become unavailable or because the music data stored in the button is removed.
There is no sound when the keyboard is played.	The master volume may be set too low in the MIXER interface. Please adjust it to the appropriate level.
	The speaker mode may be set as “Always OFF”.
	The volume of individual parts may be set too low. Please adjust them to an appropriate level.
	The [FADE IN/OUT] switch may be turned on. Please turn it off.
	All the keyboard part switches may be turned off. Please turn on at least one part.
	The playing channel may be muted. Please enter the MIXER interface menu to turn it on.
There is noise from the instrument.	Using a mobile phone in close proximity to the instrument may produce interference. To prevent this, please use it further away from the instrument.
The sound is distorted or noisy.	Some settings related to volume may not be adjusted properly. Please check and adjust them.
	Some effects parameters may not be set properly Please check and make adjustments.
	Some effects will produce noise when being adjusted. This is normal and is no cause for alarm.
No sound after selecting a sound in the selection menu.	Check if the sound of the corresponding part is selected and the part switch is turned on.
	Check if the split point is set properly.
Different keys have similar pitch or sound when some Sounds are selected.	This is normal and is no cause for alarm.
No sound after pressing [START/STOP] to start Style playback.	A piano style may be selected. Pressing [START/STOP] will play a percussion channel first, but piano style doesn’t have a percussion channel.
No response after pressing “Cancel” chord in the chord area.	Check whether the current chord detect mode has been set to “multi-fingered” or “bass invert” mode. Cancel and Cancel 2 can only be triggered in these 2 modes.
The Vocal Harmony sounds out of tune or distorted.	The Vocal Harmony effect may produce an unstable pitch when the vocal pitch remains unstable. When the song is playing, it may be because the microphone is too close to the speaker or other sounds nearby are being input into the microphone. Please try to adjust.
MIDI file or Style file cannot be opened.	This is usually due to large files. In this case, the system will remind you.
Part of the text is displayed in squares.	This is because the file name contains characters that the system does not recognize.
The boot time seems to be getting longer.	When there is too much user data in the instrument, the boot time may be slightly longer.

Specifications

Keyboard:	61 Electronic Organ Keys with Touch Response
Touch Response:	Soft1.2.3 / Normal 1.2 / Hard1.2.3
Display:	7”, 800×480 colored TFT LCD, Capacitive Touch Screen Theme and brightness setting
Language:	English, Deutsch, Français, Español, Português, Italiano, Nederlands
Polyphony:	256
Sounds:	1133 Sounds, 51 Drum Kits, 124 Acoustic Expression Sounds 256 GM2 Sounds, 500 User Sounds(max), Sounds Edit Function
Keyboard Part:	Left / Right 1 / Right 2 / Right 3
DSP Effects:	Channel EQ 45 Reverb + 76 Chorus + 30 User Reverb + 30 User Chorus 48 Insert Effects + 30 User Insert Effects 5 Global EQ + 30 User EQ, D.A.S. Compressor
Microphone Effects:	EQ, Compressor 47 DSP Effects, 3 Vocoder, 3 Vocal Harmony
Part Effects:	13 Harmony + 4 Echo + 4 Tremolo + 4 Trill 6 Basic Arpeggio + 100 Arpeggio Patterns + 500 User Patterns(max) 5 Real-time Slicer + 15 Slicer Patterns
Chord:	39 Chord Types Fingered, Multi Fingered, Bass Invert, Smart Full Keyboard Chord Reference
Style:	300 Preset + 1000 User Styles(max) Supports multi time signature Style
Style Control:	Style Select, Start/Stop, Sync Start, Sync Stop Intro × 3 + Fill In × 4 + Main × 4 + Ending × 3 + Break × 1 Chord ON/OFF, Auto Fill In (Supports half bar), Q.S./Q.S.Link, Fade In/Fade Out
Quick Setting:	4 for each Style
Style Recording:	8 Tracks Real-time Recording, Track Edit and Quantize, Notes Edit, Q.S. Setting
Song:	3 Preset + 500 User Songs(max) Supports SMF(0, 1) / MP3 / WAV / AAC (.m4a) format
Lyric / Text Display:	Lyric Display, Chord Information Display, Text Display
Song Control:	Song Select, Start/Stop, Pause, FF, REW
Song Recording:	16 Tracks, Quick Recording, Multi-track Recording, Track Editing and Quantization 500 songs, 35000 Events max for each song
Album:	126 Preset + 1000 User Albums(max)
Audio Recording:	WAV (44.1KHz, 16bit, Stereo), MP3
Audio Playback:	Support WAV / MP3 / AAC (.m4a) format Vocal Remover, Tempo change ±30%, Transpose -5~+6 semitones
Demo:	3
Phrase Pad:	4 × 180 Banks, 500 User Phrase Pads(max) Phrase Pad Edit and Real-time Recording Function Support for linking audio files
Tempo Range:	5~320, Tap Tempo
Scale Setting:	Transpose, Octave (-2~+2), Tuning, 9 Scale Tuning + 30 User
Performance Memory:	500 Banks × 8 (1~8) , Lock

Real-time Controllers:	3 Assignable Knobs, 2 Assignable Pedals, Assignable Joystick (Pitch Bend, Modulation), 3 Assignable Switches
Mixer:	Master Volume, Channel Volume, Pan, Track Mute or Solo Supports Real-time change of Style channel sound
Other Controllers:	Volume Knob, Date Dial, </> Button, Exit, Transpose+/-, Octave+/-, Vocal Effect, Part Effect, Insert Effect, Sustain, Mono, Sound Selection Buttons, Part Switches, Q.S., Global Settings, Mixer Console, Shortcut+, Tempo+/-, Metronome, Tap Tempo
Internal Storage:	Save User Sounds and Memory etc.
USB Storage Device:	Save User Data (User Sounds ,User Songs, Memory, etc.) Play User Songs (SMF (0, 1), MP3 / WAV / AAC (.m4a)) Phrase Pad audio link (WAV) Text file display (TXT) Support up to 512G USB Storage Device
Connectivity:	Headphone, 2 AUX IN (L, R), 2 LINE OUT (L/L+R,R), MIC IN, Sustain Pedal (Assignable), Expression Pedal (Assignable), USB to Device, USB to Host (USB MIDI & USB Audio), MIDI IN, MIDI OUT, BlueTooth 5.0, A2DP & BLE MIDI Profile
Other Setting:	Metronome, Fade In/Out, Tap Tempo, Speak Mode, Loud Mode, Date & Time, Auto Power Off, Restore to Factory Preset, Clean User Data, Brightness Control, Theme
Expansion Data:	PC software kit and APP which can edit user data User Sample (Customer Sound) 768MB
Software & APP:	Grand Suite V2
Power:	DC 15V
Amplifier:	15w × 2 + 25w × 2
Speakers:	12cm × 2 + 3cm × 2
Dimensions:	1007 (Width) × 392 (Depth) × 130 (Height) mm
Weight:	9.6KG

Sound List

No.	Bank MSB	Bank LSB	Program	Full name	Short Name
Piano					
1	121	10	0	German Grand Piano 1	German Grand 1
2	121	11	0	German Grand Piano 2	German Grand 2
3	121	11	1	Real Bright Piano	Real Bright Pno
4	121	12	0	Mellow Grand Piano	Mellow Piano
5	121	12	1	Rock Piano	Rock Piano
6	121	11	3	Real Honky Tonk	Real Honky Tonk
7	121	15	0	Octave Grand Piano 1	Octave Piano 1
8	121	16	0	Octave Grand Piano 2	Octave Piano 2
9	121	16	1	Piano & EP 1	Piano&EP 1
10	121	10	1	Bright Grand Piano	Bright Grand Pno
11	121	14	0	Warm Grand Piano	Warm Grand Pno
12	121	14	1	Octave Bright Piano 1	Oct Bright Pno 1
13	121	15	1	Octave Bright Piano 2	Oct Bright Pno 2
14	121	13	0	Live Grand Piano	Live Grand Piano
15	121	10	3	Live Honky Tonk	Live HonkyTonk
16	121	10	6	Real Harpsichord	Real Harpsichord
17	121	11	6	Octave Harpsichord	Octave Harpsi
18	121	0	6	Live Harpsichord	Live Harpsichord
19	121	10	2	CP Electric Piano 1	CP E.Piano 1
20	121	0	2	CP Electric Piano 2	CP E.Piano 2
21	121	13	1	Pop Piano	Pop Piano
22	121	17	0	Piano & Strings	Piano&Strings
23	121	18	0	Piano & Pad	Piano&Pad
24	121	19	0	Piano & Choir	Piano&Choir
25	121	17	1	Piano & EP 2	Piano&EP 2
26	121	12	2	Ballad Electric Piano	Ballad E.Piano
27	121	12	6	Dark Harpsichord	Dark Harpsichord
28	121	13	6	Harpsichord & Strings	Harpsi&Strings
29	121	11	2	CP Electric Piano 3	CP E.Piano 3
E.Piano					
30	121	16	5	Sweet Electric Piano	Sweet EP
31	121	23	4	MK Electric Piano	MK EP
32	121	15	5	DX7 Electric Piano	DX7 EP
33	121	26	4	Tremolo WLZ Electric Piano	Tremolo WLZ
34	121	24	4	Rock Electric Piano	Rock EP
35	121	14	7	Clavi D6	Clavi D6
36	121	10	4	Vintage Electric Piano 1	Vintage EP 1
37	121	11	5	Dream Electric Piano 1	Dream E.Piano 1
38	121	10	5	Classic Electric Piano	Classic EP
39	121	15	7	Clavi D6 Amp	ClaviD6Amp
40	121	25	4	WLZ Electric Piano	WLZ EP
41	121	0	5	Japanese Electric Piano	Japanese EP
42	121	3	4	60's Electric Piano 1	60's E.Piano 1
43	121	12	5	Modern Electric Piano 1	Modern EP 1
44	121	11	4	Jazz Electric Piano 1	Jazz E.Piano 1
45	121	13	5	Cool Electric Piano 1	Cool E.Piano 1
46	121	12	4	Cool Electric Piano 2	Cool E.Piano 2
47	121	13	4	Phase Electric Piano	Phase E.Piano

No.	Bank MSB	Bank LSB	Program	Full name	Short Name
48	121	14	4	Vintage Electric Piano 2	Vintage EP 2
49	121	15	4	Funk Electric Piano 1	Funk E.Piano 1
50	121	16	4	Jazz Electric Piano 2	Jazz E.Piano 2
51	121	17	4	60's Electric Piano 2	60's E.Piano 2
52	121	18	4	Tremolo EP 1	Tremolo EP 1
53	121	19	4	Funk Electric Piano 2	Funk E.Piano 2
54	121	20	4	Standard Electric Piano	Standard EP
55	121	21	4	Vintage Electric Piano 3	Vintage EP 3
56	121	3	5	Dream Electric Piano 2	Dream E.Piano 2
57	121	14	5	Modern Electric Piano 2	Modern EP 2
58	121	22	4	Tremolo EP 2	Tremolo EP 2
59	121	2	5	Super Electric Piano	Super E.Piano
60	121	10	7	Stereo Clavi	Stereo Clavi
61	121	11	7	Phase Clavi	Phase Clavi
62	121	0	7	Classic Clavi	Classic Clavi
63	121	1	7	Wah Clavi 1	Wah Clavi 1
64	121	12	7	Chorus Clavi	Chorus Clavi
65	121	13	7	Wah Clavi 2	Wah Clavi 2
66	121	30	4	Massiveness Electric Piano	Massiveness EP
67	121	31	4	Wah Electric Piano	Wah E.Piano
68	121	32	4	Bright Electric Piano	Bright E.Piano
69	121	34	4	Wire Electric Piano	Wire E.Piano
70	121	35	4	Aah Electric Piano	Aah E.Piano
71	121	37	4	Modern Jazz Electric Piano	Modern Jazz EP
72	121	30	5	Jump Electric Piano	Jump E.Piano
73	121	31	5	Warm Jump Electric Piano	Warm Jump EP
74	121	32	5	Metallic Electric Piano 1	Metallic EP 1
75	121	33	5	Metallic Electric Piano 2	Metallic EP 2
76	121	35	5	Pop Electric Piano	Pop E.Piano
77	121	36	5	Crystal Electric Piano	Crystal E.Piano
78	121	37	5	Crystal Jazz Electric Piano	Crystal Jazz EP
79	121	30	7	Rock Electronic Clavi	Rock Elec Clavi
80	121	31	7	Jazz Electronic Clavi	Jazz Elec Clavi
81	121	32	7	Pop Electronic Clavi	Pop Elec Clavi
82	121	33	7	Aah Electronic Clavi	Aah Elec Clavi
83	121	34	7	Bright Electronic Clavi	Brt Elec Clavi
84	121	35	7	Warm Electronic Clavi	Warm Elec Clavi
85	121	36	7	Echo Electronic Clavi	Echo Elec Clavi
86	121	37	7	Dark Electronic Clavi	Dark Elec Clavi
Organ					
87	121	0	16	Stereo Drawbar Organ	Stereo Draw Org
88	121	0	17	Classic Percussive Organ	Classic Perc Org
89	121	13	18	Stereo Rock Organ	Stereo Rock Org
90	121	0	19	Real Church Organ	Real Church Org
91	121	11	18	Power Rotary Organ	Power Rotary Org
92	121	2	17	Stereo Percussive Organ	Stereo Perc Org
93	121	1	19	Octave Church Organ	Oct Church Org
94	121	10	16	Fusion Organ 1	Fusion Organ 1
95	121	2	19	Cool Church Organ	Cool Church Org

No.	Bank MSB	Bank LSB	Program	Full name	Short Name
96	121	1	17	Cool Percussive Organ	Cool Perc Organ
97	121	0	18	Live Rock Organ	Live Rock Organ
98	121	12	18	Rotary Organ 1	Rotary Organ 1
99	121	10	19	Wide Church Organ	Wide Church Org
100	121	11	17	Pop Organ	Pop Organ
101	121	10	17	Jazz Organ 1	Jazz Organ 1
102	121	10	18	Cool Rock Organ 1	Cool Rock Org 1
103	121	15	18	Rotary Organ 2	Rotary Organ 2
104	121	11	16	Electronic Organ	Electronic Organ
105	121	1	16	Live Drawbar Organ	Live Draw Organ
106	121	2	16	Jazz Organ 2	Jazz Organ 2
107	121	14	18	Cool Rock Organ 2	Cool Rock Org 2
108	121	12	17	Live Percussive Organ	Live Perc Organ
109	121	12	16	Classic Drawbar Organ	Classic Draw Org
110	121	13	16	Bright Drawbar Organ	Bright Draw Org
111	121	14	16	60's Organ	60's Organ
112	121	3	16	Cool Drawbar Organ	Cool Draw Org
113	121	11	19	Vintage Organ 1	Vintage Organ 1
114	121	12	19	Vintage Organ 2	Vintage Organ 2
115	121	13	19	Live Church Organ	Live Church Org
116	121	15	16	Mellow Organ 1	Mellow Organ 1
117	121	16	16	Mellow Organ 2	Mellow Organ 2
118	121	17	16	Fusion Organ 2	Fusion Organ 2
119	121	18	16	Fusion Organ 3	Fusion Organ 3
120	121	19	16	Organ 1	Organ 1
121	121	20	16	Organ 2	Organ 2
122	121	21	16	Organ 3	Organ 3
123	121	0	20	Real Reed Organ	Real Reed Organ
124	121	1	20	Cool Puff Organ	Cool Puff Organ
125	121	30	16	Dark Drawbar Organ	Dark Drawbar Org
126	121	31	16	Soft Drawbar Organ	Soft Drawbar Org
127	121	32	16	Soft 60's Organ	Soft 60's Organ
128	121	33	16	Bright 60's Organ	Bright 60's Org
129	121	34	16	Detuned Classic Organ	Det Classic Org
130	121	35	16	Mellow Rotary Organ	Mellow Rotary
131	121	36	16	Dark Rotary Organ	Dark Rotary
132	121	37	16	Bright Rotary Organ	Bright Rotary
133	121	30	17	Bright Percussive Organ	Bright Perc Org
134	121	31	17	Jazz Percussive Organ	Jazz Perc Organ
135	121	32	17	Rock Percussive Organ	Rock Perc Organ
136	121	33	17	Octave Percussive Organ	Octave Perc Org
137	121	34	17	Mellow Percussive Organ	Mellow Perc Org
138	121	35	17	Puff Percussive Organ	Puff Perc Organ
139	121	36	17	Pop Percussive Organ	Pop Perc Organ
140	121	37	17	Reed Percussive Organ	Reed Perc Organ
141	121	30	18	60's Rock Organ	60's Rock Organ
142	121	31	18	Dark Rock Organ	Dark Rock Org
143	121	32	18	Mellow Rock Organ	Mellow Rock Org
144	121	33	18	Soft Rock Organ	Soft Rock Org

No.	Bank MSB	Bank LSB	Program	Full name	Short Name
145	121	34	18	Reed Rock Organ	Reed Rock Org
146	121	35	18	Rotary Rock Organ	Rotary Rock Org
147	121	36	18	Wah Rock Organ	Wah Rock Org
148	121	37	18	Puff Rock Organ	Puff Rock Org
149	121	30	19	Bright Church Organ	Brt Church Org
150	121	31	19	Dark Church Organ	Dk Church Org
151	121	32	19	Mellow Church Organ	Mel Church Org
152	121	33	19	Vintage Rotary Organ	Vintage Rotr Org
153	121	34	19	Vintage Rock Organ	Vintage Rock Org
154	121	35	19	Vintage Pop Organ	Vintage Pop Org
155	121	36	19	Vintage Soft Organ	Vintage Soft Org
156	121	37	19	Vintage Percussive Organ	Vintage Perc Org
157	121	30	20	Dark Reed Organ	Dark Reed Org
158	121	31	20	Jazz Reed Organ	Jazz Reed Org
159	121	32	20	Pop Reed Organ	Pop Reed Org
160	121	34	20	Rock Reed Organ	Rock Reed Org
161	121	35	20	Rotary Puff Organ	Rotr Puff Org
162	121	36	20	Jazz Puff Organ	Jazz Puff Org
163	121	37	20	Pop Puff Organ	Pop Puff Org
Accordion					
164	121	10	21	Musette 1	Musette 1
165	121	11	21	Real Accordion	Real Accordion
166	121	13	22	Vibrato Harmonica	Vib Harmonica
167	121	14	22	Blues Harmonica	Blues Harmonica
168	121	0	23	Real Tango Accordion	Real TangoAccord
169	121	11	23	Ballroom Accordion	Ballroom Accord
170	121	0	21	Cool Accordion	Cool Accordion
171	121	10	22	Sweet Harmonica	Sweet Harmonica
172	121	11	22	Soft Harmonica	Soft Harmonica
173	121	12	21	Chorus Accordion 1	Chorus Accord 1
174	121	10	23	Solo Accordion 1	Solo Accordion 1
175	121	12	23	Soft Accordion	Soft Accordion
176	121	15	22	Stereo Harmonica	Stereo Harmonica
177	121	16	22	Wah Harmonica 1	Wah Harmonica 1
178	121	17	22	Blues Wah Harmonica	Blues Wah Harm
179	121	12	22	Wah Harmonica 2	Wah Harmonica 2
180	121	30	21	Dark Musette	Dark Musette
181	121	31	21	Bright Musette	Bright Musette
182	121	32	21	Chorus Musette	Chorus Musette
183	121	33	21	Musette 2	Musette 2
184	121	34	21	Aah & Musette	Aah&Musette
185	121	35	21	Oohs & Musette	Ohs&Musette
186	121	36	21	Oohs & Dark Musette	Ohs&DkMusette
187	121	30	22	Overdrive Harmonica	Odrive Harmonica
188	121	31	22	Bright Harmonica	Bright Harmonica
189	121	32	22	Chorus Harmonica	Chorus Harmonica
190	121	33	22	Wide Harmonica	Wide Harmonica
191	121	34	22	Aah & Harmonica	Aah&Harmonica
192	121	35	22	Oohs & Harmonica	Ohs&Harmonica

No.	Bank MSB	Bank LSB	Program	Full name	Short Name
193	121	36	22	Oohs & Dark Harmonica	Ohs&DkHarmonica
194	121	13	23	Solo Accordion 2	Solo Accordion 2
195	121	31	23	Bright Accordion	Bright Accordion
196	121	32	23	Chorus Accordion 2	Chorus Accord 2
197	121	33	23	Aah & Accordion	Aah&Accordion
198	121	34	23	Oohs & Accordion	Ohs&Accordion
199	121	35	23	Oohs & Dark Accordion	Ohs&DkAccordion
Guitar					
200	121	10	24	Real Nylon Guitar	Real Nylon Gt
201	121	13	24	Classical Guitar	Classical Guitar
202	121	10	25	Real Steel Guitar	Real Steel Gt
203	121	14	24	Pick Nylon Guitar	Pick Nylon Gt
204	121	16	30	Power Guitar With Chord	PowerGtW/Chord
205	121	17	30	Muted Distortion Guitar	Muted Dist Gt
206	121	11	27	Cool Funk Guitar	Cool Funk Guitar
207	121	10	27	Real Clean Guitar	Real Clean Gt
208	121	10	26	ES 1961 Jazz Guitar	ES 1961 Jazz Gt
209	121	15	24	Slide Nylon Guitar	Slide Nylon Gt
210	121	11	25	Slide Steel Guitar	Slide Steel Gt
211	121	12	27	Slide Clean Guitar	Slide Clean Gt
212	121	2	25	Sweet Mandolin	Sweet Mandolin
213	121	11	29	Rock Guitar	Rock Guitar
214	121	17	27	Cool Lead Guitar	Cool Lead Guitar
215	121	10	30	Power Lead Guitar	Power Lead Gt
216	121	13	27	60's Clean Guitar	60's Clean Gt
217	121	17	24	Hammer Nylon Guitar	Hammer Nylon Gt
218	121	12	25	Harmonics Steel Guitar	Harmonics St Gt
219	121	16	24	Harmonics Classical Guitar	Harmonics Cls Gt
220	121	11	24	Harmonics Nylon Guitar	Harmonics Ny Gt
221	121	13	25	12-String Guitar 1	12Str Guitar 1
222	121	10	29	Blues Guitar	Blues Guitar
223	121	0	27	Solo Clean Guitar	Solo Clean Gt
224	121	11	30	Guitar Feedback 1	Gt Feedback 1
225	121	12	30	5th Distortion Guitar	5thDistortion Gt
226	121	14	25	Velocity Steel Guitar	Velocity Stel Gt
227	121	14	27	Delay Guitar	Delay Guitar
228	121	15	27	Vintage Guitar 1	Vintage Guitar 1
229	121	11	26	Slap Jazz Guitar	Slap Jazz Guitar
230	121	13	30	Rhythm Guitar	Rhythm Guitar
231	121	12	26	Slide Jazz Guitar	Slide Jazz Gt
232	121	14	26	Jazz Lead Guitar	Jazz Lead Gt
233	121	16	27	Vintage Guitar 2	Vintage Guitar 2
234	121	0	26	Jazz Guitar	Jazz Guitar
235	121	18	27	Vintage Guitar 3	Vintage Guitar 3
236	121	16	25	Folk Guitar 2	Folk Guitar 2
237	121	17	26	Muted Jazz Guitar	Muted Jazz Guitar
238	121	21	27	Chorus Guitar 1	Chorus Guitar 1
239	121	10	28	Solo Muted Guitar	Solo Muted Gt
240	121	1	26	Pedal Guitar	Pedal Guitar

No.	Bank MSB	Bank LSB	Program	Full name	Short Name
241	121	14	30	Distortion Lead Guitar 1	Dist Lead Gt 1
242	121	19	27	Chorus Guitar 2	Chorus Guitar 2
243	121	22	27	Tremolo Guitar 1	Tremolo Guitar 1
244	121	13	26	Octave Guitar	Octave Guitar
245	121	23	27	Chorus Guitar 3	Chorus Guitar 3
246	121	24	27	Tremolo Guitar	Tremolo Guitar 2
247	121	15	30	Metal Guitar	Metal Guitar
248	121	20	27	Clean Rhythm Guitar	Clean Rhythm Gt
249	121	25	27	Wah Guitar	Wah Guitar
250	121	15	26	Jazz Guitar & EP	JazzGt&EP
251	121	0	30	Distortion Lead Guitar 2	Dist Lead Gt 2
252	121	26	27	12-String Electric Guitar	12Str E.Guitar
253	121	12	29	Guitar Feedback 2	Gt Feedback 2
254	121	15	25	12-String Guitar 2	12Str Guitar 2
255	121	0	28	Muted Rhythm Guitar	Muted Rhythm Gt
256	121	27	27	Funk Guitar	Funk Guitar
257	121	0	29	Overdrive Lead Guitar	Odrive Lead Gt
258	8	1	2	12-String Guitar 3	12Str Guitar 3
259	121	12	24	Nylon Guitar & Acoustic Bass	NyGt&AcBass
260	121	17	25	Steel Guitar & Finger Bass	StelGt&FgBass
261	121	30	25	Chorus Steel Guitar	Chorus Stel Gt
262	121	31	25	Soft Chorus Steel Guitar	Soft Cho Stel Gt
263	121	32	25	Dark Chorus Steel Guitar	Dk Cho Stel Gt
264	121	33	25	Nylon Guitar & Steel Guitar	NyGt&StelGt
265	121	34	26	Harmonics Jazz Guitar	Harmonics Jz Gt
266	121	35	25	Distortion Steel Guitar	Dist Stel Gt
267	121	36	25	Dark Steel Guitar	Dark Stel Gt
268	121	37	25	Warm Steel Guitar	Warm Stel Gt
269	121	30	26	Chorus Jazz Guitar	Chorus Jazz Gt
270	121	31	26	Bright Jazz Guitar	Bright Jazz Gt
271	121	32	26	Overdrive Jazz Guitar	Odrive Jazz Gt
272	121	33	26	Distortion Jazz Guitar	Dist Jazz Gt
273	121	34	26	Overdrive Octave Guitar	Odrive Octave Gt
274	121	35	26	Wah Octave Guitar	Wah Octave Gt
275	121	36	26	Jazz Octave Guitar	Jazz Octave Gt
276	121	37	26	Chorus Octave Guitar	Cho Octave Gt
277	121	30	27	Chorus Vintage Guitar	Cho Vintage Gt
278	121	31	27	Vintage Funk Guitar	Vintage Funk Gt
279	121	32	27	Overdrive Funk Guitar	Odrive Funk Gt
280	121	33	27	Chorus Wah Guitar	Chorus Wah Gt
281	121	34	27	Clean Vintage Guitar	Clean Vintage Gt
282	121	35	27	Dark Vintage Guitar	Dark Vintage Gt
283	121	36	27	Bright Vintage Guitar	Brt Vintage Gt
284	121	37	27	Soft Vintage Guitar	Soft Vintage Gt
285	121	30	28	Dark Muted Guitar	Dark Muted Gt
286	121	31	28	Chorus Muted Guitar	Chorus Muted Gt
287	121	32	28	Overdrive Muted Guitar	Odrive Muted Gt
288	121	33	28	Distortion Muted Guitar	Dist Muted Gt
289	121	34	28	Wah Muted Guitar	Wah Muted Gt

No.	Bank MSB	Bank LSB	Program	Full name	Short Name
290	121	35	28	Pulse Muted Guitar	Pulse Muted Gt
291	121	36	28	Nylon Muted Guitar	Nylon Muted Gt
292	121	37	28	Funk Muted Guitar	Funk Muted Gt
293	121	30	29	Dark Overdrive Guitar	Dark Odrive Gt
294	121	31	29	Bright Overdrive Guitar	Brt Odrive Gt
295	121	32	29	Soft Overdrive Guitar	Soft Odrive Gt
296	121	33	29	Delay Overdrive Guitar	Delay Odrive Gt
297	121	34	29	Delay Guitar Feedback	Delay Gt Fedback
298	121	35	29	Chorus Guitar Feedback	Cho Gt Fedback
299	121	36	29	Wah Overdrive Guitar	Wah Odrive Gt
300	121	37	29	Dark Wah Overdrive Guitar	Dk Wah Odrive Gt
301	121	30	30	Chorus Distortion Guitar	Chorus Dist Gt
302	121	31	30	Dark Distortion Guitar	Dark Dist Gt
303	121	32	30	Wah Distortion Guitar	Wah Dist Gt
304	121	33	30	Velocity Lead Guitar	Vel Lead Gt
305	121	34	30	Soft Distortion Guitar	Soft Dist Gt
306	121	35	30	Bright Lead Guitar	Bright Lead Gt
307	121	36	30	Modern Distortion Guitar	Modern Dist Gt
308	121	37	30	Delay Distortion Guitar	Delay Dist Gt
Bass					
309	121	12	33	Real Finger Bass	Real Finger Bass
310	121	11	32	Real Acoustic Bass	Real Acoust Bass
311	121	11	34	Real Pick Bass	Real Pick Bass
312	121	11	35	Real Fretless Bass	Real Fret Bass
313	121	11	36	Power Slap Bass	Power Slap Bass
314	121	10	39	Attack Pulse 1	Attack Pulse 1
315	121	10	38	House Bass	House Bass
316	121	10	37	Funk Slap Bass	Funk Slap Bass
317	121	11	39	Resonant Bass 1	Resonant Bass 1
318	121	13	39	Resonant Bass 2	Resonant Bass 2
319	121	14	39	Resonant Synth Bass	Reson Syn Bass
320	121	10	34	Rock Bass 1	Rock Bass 1
321	121	10	35	Jazz Bass	Jazz Bass
322	121	0	34	Rock Bass 2	Rock Bass 2
323	121	11	33	Finger Slap Bass 1	Finger Slap Bs 1
324	121	10	32	Acoustic Bass & Cymbal	Bass&Cymbal
325	121	15	39	Analog Bass	Analog Bass
326	121	10	36	Resonant Slap Bass	Reson Slap Bass
327	121	16	39	Warm Synth Bass 1	Warm Syn Bass 1
328	121	17	39	Hammer	Hammer
329	121	3	39	Rubber Synth Bass	Rubber Syn Bass
330	121	10	33	Pop Bass	Pop Bass
331	121	19	39	Warm Synth Bass 2	Warm Syn Bass 2
332	121	12	34	Muted Pick Bass	Muted Pick Bass
333	121	12	39	Attack Pulse 2	Attack Pulse 2
334	121	31	33	Overdriven Finger Bass	Over Finger Bass
335	121	32	33	Distortion Finger Bass	Dt Finger Bass
336	121	33	33	Distortion Guitar & Finger Bass	DtGt&FingerBs
337	121	34	33	Wah Finger Bass	Wah Finger Bass

No.	Bank MSB	Bank LSB	Program	Full name	Short Name
338	121	35	33	Finger Slap Bass 2	Finger Slap Bs 2
339	121	36	33	Soft Wah Slap Bass	Soft Wah Slap Bs
340	121	37	33	Dark Slap Bass 1	Dark Slap Bass 1
341	121	30	34	Bright Pick Bass	Bright Pick Bass
342	121	31	34	Dark Pick Bass	Dark Pick Bass
343	121	32	34	Overdrive Pick Bass	Odrive Pick Bass
344	121	33	34	Distortion Guitar & Pick Bass	DtGt&PickBass
345	121	34	34	Wah Pick Bass	Wah Pick Bass
346	121	35	34	Chorus Pick Bass	Cho Pick Bass
347	121	36	34	Warm Chorus Pick Bass	Warm Cho Pick Bs
348	121	37	34	Hard Rock Bass	Hard Rock Bass
349	121	31	35	Overdriven Fretless Bass	Over Fret Bass
350	121	32	35	Distortion Fretless Bass	Dist Fret Bass
351	121	33	35	Wah Fretless Bass	Wah Fret Bass
352	121	34	35	muted Fretless Bass	Muted Fret Bass
353	121	35	35	Dark Fretless Bass	Dark Fret Bass
354	121	36	35	Pick muted Fretless Bass	Pick Mt Fret Bs
355	121	30	36	Dark Slap Bass 2	Dark Slap Bass 2
356	121	31	36	Chorus Slap Bass	Chorus Slap Bass
357	121	32	36	Distortion Guitar & Slap Bass	DtGt&SlapBass
358	121	33	36	Bright Resonant Slap Bass	Brt Rsn Slap Bs
359	121	34	36	Dark Resonant Slap Bass	Dk Rsn Slap Bs
360	121	35	36	Chorus Resonant Slap Bass	Cho Rsn Slap Bs
361	121	36	36	Wah Resonant Slap Bass	Wah Rsn Slap Bs
362	121	37	36	Warm Resonant Slap Bass	Warm Rsn Slap Bs
363	121	30	37	Dark Power Slap Bass	Dk Powr Slap Bs
364	121	31	37	Bright Power Slap Bass	Brt Powr Slap Bs
365	121	32	37	Distortion Power Slap Bass	Dt Powr Slap Bs
366	121	33	37	Distortion Guitar & Power Slap Bass	DtGt&PowrSlapBs
367	121	34	37	Overdriven Guitar & Power Slap Bass	OvGt&PowrSlapBs
368	121	35	37	Chorus Power Slap Bass	Cho Powr Slap Bs
369	121	36	37	Wah Power Slap Bass	Wah Powr Slap Bs
370	121	37	37	Warm Power Slap Bass	Wm Powr Slap Bs
371	121	31	38	Bright Analog Bass	Brt Analog Bass
372	121	32	38	Chorus Analog Bass	Cho Analog Bass
373	121	33	38	Wah Analog Bass	Wah Analog Bass
374	121	34	38	Distortion Guitar & Analog Bass	DtGt&AnalogBs
375	121	35	38	Overdriven Guitar & Analog Bass	OvGt&AnalogBs
376	121	36	38	Hammer Analog Bass	Hammer Analog Bs
377	121	37	38	Dark Hammer Bass	Dark Hammer Bs
378	121	30	39	Bright Attack Bass	Bright Attack Bs
379	121	31	39	Pulse Attack Bass	Pulse Attack Bs
380	121	32	39	Bright Pulse Bass	Brt Pulse Bass
381	121	33	39	Octave Analog Bass	Oct Analog Bass
382	121	34	39	Power Analog Bass	Powr Analog Bass
383	121	35	39	Power Pulse Bass	Powr Pulse Bass
384	121	36	39	Wah Pulse Bass	Wah Pulse Bass
385	121	37	39	Chorus Pulse Bass	Cho Pulse Bass
Strings					

No.	Bank MSB	Bank LSB	Program	Full name	Short Name
386	121	10	48	Real Strings	Real Strings
387	121	0	48	Classic Strings	Classic Strings
388	121	1	48	Orchestra Tutti	Orchestra Tutti
389	121	11	40	Italy 1705 Violn	Italy 1705 Violn
390	121	12	40	Lyrical Violin	Lyrical Violin
391	121	10	40	Sweet Violin	Sweet Violin
392	121	11	42	Natural Cello	Natural Cello
393	121	10	42	Real Cello	Real Cello
394	121	11	48	Concert Strings	Concert Strings
395	121	10	49	Live Strings	Live Strings
396	121	0	46	Real Harp	Real Harp
397	121	12	48	Live Orchestra	Live Orchestra
398	121	11	49	Soft Strings	Soft Strings
399	121	13	48	Live Contrabass	Live Contrabass
400	121	14	48	Chamber Music	Chamber Music
401	121	12	49	Slow Strings	Slow Strings
402	121	13	49	Strings & Brass	Strings&Brass
403	121	19	48	Strings & Flute	Strings&Flute
404	121	20	48	Strings & Oboe	Strings&Oboe
405	121	15	48	Arco Strings 1	Arco Strings 1
406	121	0	52	Live Choir Aahs	Live Choir Aahs
407	121	0	53	Live Choir Oohs	Live Choir Oohs
408	121	0	54	Synth Choir 1	Synth Choir 1
409	121	16	48	Orchestra	Orchestra
410	121	17	48	Arco Strings 2	Arco Strings 2
411	121	18	48	Brilliant Strings	Brilliant Str
412	121	0	44	Live Tremolo Strings	Live Tremolo Str
413	121	0	45	Live Pizzicato Strings	Live Pizz Str
414	121	10	51	Movie Strings	Movie Strings
415	121	0	50	Cool Synth Strings	Cool Synth Str
416	121	0	51	Soft Synth Strings	Soft Synth Str
417	121	11	51	Analog Strings	Analog Strings
418	121	0	40	Real Violin	Real Violin
419	121	0	41	Real Viola	Real Viola
420	121	0	42	Live Cello	Live Cello
421	121	0	43	Real Contrabass	Real Contrabass
422	121	10	52	Soft Choir Aahs	Soft Choir Aahs
423	121	1	53	Soft Choir Oohs	Soft Choir Oohs
424	121	1	54	Synth Choir 2	Synth Choir 2
425	121	0	55	Live Orchestra Hit	Live Orch Hit
426	121	1	55	Synth Bass Hit	Synth Bass Hit
427	121	2	55	Power Hit 1	Power Hit 1
428	121	3	55	Power Hit 2	Power Hit 2
429	121	30	40	Cool Violin 1	Cool Violin 1
430	121	31	40	Soft Violin	Soft Violin
431	121	32	40	Live Violin	Live Violin
432	121	33	40	Slow Violin	Slow Violin
433	121	34	40	Dark Violin	Dark Violin
434	121	35	40	Bright Violin	Bright Violin

No.	Bank MSB	Bank LSB	Program	Full name	Short Name
435	121	36	40	Chorus Violin	Chorus Violin
436	121	37	40	Cool Violin 2	Cool Violin 2
437	121	30	41	Slow Viola	Slow Viola
438	121	31	41	Dark Viola	Dark Viola
439	121	32	41	Bright Viola	Bright Viola
440	121	33	41	Violin & Viola	Violin&Viola
441	121	34	41	Chorus Viola	Chorus Viola
442	121	35	41	Harp & Viola	Harp&Viola
443	121	36	41	Cello & Viola	Cello&Viola
444	121	37	41	Aah & Viola	Aah&Viola
445	121	30	42	Slow Cello	Slow Cello
446	121	31	42	Dark Cello	Dark Cello
447	121	32	42	Bright Cello	Bright Cello
448	121	33	42	Chorus Cello	Chorus Cello
449	121	34	42	Violin & Cello	Violin&Cello
450	121	35	42	Aah & Cello	Aah&Cello
451	121	36	42	Harp & Cello	Harp&Cello
452	121	37	42	Contrabass & Cello	Contrbs&Cello
453	121	30	43	Dark Contrabass	Dark Contrabass
454	121	31	43	Bright Contrabass	Bright Contrbs
455	121	32	43	Chorus Contrabass	Chorus Contrbs
456	121	33	43	Slow Contrabass	Slow Contrabass
457	121	34	43	Violin & Contrabass	Violin&Contrbs
458	121	35	43	Viola & Contrabass	Viola&Contrbs
459	121	36	43	Aah & Contrabass	Aah&Contrabass
460	121	37	43	Harp & Contrabass	Harp&Contrbs
461	121	30	44	Dark Tremolo Strings	Dark Tremo Str
462	121	31	44	Bright Tremolo Strings	Bright Tremo Str
463	121	32	44	Slow Tremolo Strings	Slow Tremo Str
464	121	33	44	Cello & Tremolo Strings	Cello&TremoStr
465	121	34	44	Violin & Tremolo Strings	Violin&TremoStr
466	121	35	44	Aah & Tremolo Strings	Aah&TremoStr
467	121	36	44	Harp & Tremolo Strings	Harp&TremoStr
468	121	37	44	Chorus Tremolo Strings	Chorus Tremo Str
469	121	30	45	Dark Pizzicato Strings	Dark Pizz Str
470	121	31	45	Bright Pizzicato Strings	Bright Pizz Str
471	121	30	46	Dark Harp	Dark Harp
472	121	31	46	Bright Harp	Bright Harp
473	121	32	46	Aah & Harp	Aah&Harp
474	121	33	46	String & Harp	String&Harp
475	121	34	46	Chorus Harp	Chorus Harp
476	121	35	46	Oohs & Harp	Oohs&Harp
477	121	36	46	Euro Hit & Harp	EuroHit&Harp
478	121	37	46	Synth Voice & Harp	SynVoice&Harp
479	121	0	104	India Sitar	India Sitar
480	121	10	104	Hackbrett	Hackbrett
481	121	0	105	Folk Banjo	Folk Banjo
482	121	0	106	Japanese Shamisen	JP Shamisen
483	121	0	107	Japanese Koto	Japanese Koto

No.	Bank MSB	Bank LSB	Program	Full name	Short Name
484	121	0	110	Vintage Fiddle	Vintage Fiddle
			Brass		
485	121	10	56	Sweet Trumpet	Sweet Trumpet
486	121	10	57	Sweet Trombone	Sweet Trombone
487	121	10	59	Sweet Muted Trumpet	Sweet Mt Trump
488	121	10	58	Live Tuba	Live Tuba
489	121	10	60	Live French Horn	Live French Horn
490	121	16	60	Wide French Horn	Wide French Horn
491	121	10	61	Real Brass Section	Real Brass
492	121	11	61	Pop Brass Section	Pop Brass
493	121	11	56	Jazz Trumpet	Jazz Trumpet
494	121	12	56	Solo Trumpet	Solo Trumpet
495	121	13	56	Trumpet Ensemble	Trumpet Ensemble
496	121	0	57	Live Trombone	Live Trombone
497	121	14	57	Solo Flugelhorn	Solo Flugelhorn
498	121	0	59	Solo Muted Trumpet	Solo MtTrumpet
499	121	11	57	Solo Trombone	Solo Trombone
500	121	12	57	Soft Trombone	Soft Trombone
501	121	19	57	Wide Trombone	Wide Trombone
502	121	13	57	Dark Trombone	Dark Trombone
503	121	18	57	Synth Trombone	Synth Trombone
504	121	16	57	Resonant Trombone 1	Reson Tromb 1
505	121	17	57	Resonant Trombone 2	Reson Tromb 2
506	121	20	57	Analog Bass Brass	Ana Bass Brass
507	121	15	57	Flugelhorn	Flugelhorn
508	121	14	60	Mellow French Horn	Mellow FrHorn
509	121	12	61	Octave Brass Section	Oct Brs Section
510	121	16	61	Brass Band	Brass Band
511	121	0	61	Classic Brass Section	Classic Brass
512	121	17	61	Dark Brass	Dark Brass
513	121	13	61	Cool Synth Brass	Cool Syn Brass
514	121	14	61	Live Brass Section	Live Brass
515	121	15	61	Sforzato Brass	Sforzato Brass
516	121	18	61	Big Brass Section	Big Brass
517	121	19	61	Club Brass Section	Club Brass
518	121	20	61	Bright Brass Section 1	Bright Brass 1
519	121	21	61	Mellow Brass Section	Mellow Brass
520	121	11	60	Modern Synth Brass	Modern Syn Brass
521	121	12	60	Soft Synth Brass 1	Soft Syn Brass 1
522	121	22	61	Soft Synth Brass 2	Soft Syn Brass 2
523	121	10	62	80's Brass	80's Brass
524	121	23	61	Soft Brass Section	Soft Brass
525	121	13	60	Big Band 1	Big Band 1
526	121	24	61	Power Brass Section	Power Brass
527	121	25	61	Dance Synth Brass	Dance Syn Brass
528	121	26	61	Big Band 2	Big Band 2
529	121	27	61	Pop Synth Brass 1	Pop Syn Brass 1
530	121	28	61	Brass Hit	Brass Hit
531	121	2	62	Analog Brass 1	Analog Brass 1

No.	Bank MSB	Bank LSB	Program	Full name	Short Name
532	121	2	63	Soft Analog Brass	Soft Ana Brass
533	121	11	62	Funky Analog Brass	Funky Ana Brass
534	121	12	62	Techno Brass	Techno Brass
535	121	13	62	Analog Brass 2	Analog Brass 2
536	121	15	60	Echo Brass	Echo Brass
537	121	10	63	Funky Synth Brass	Funky Syn Brass
538	121	30	56	Warm Trumpet	Warm Trumpet
539	121	31	56	Bright Trumpet	Bright Trumpet
540	121	32	56	Chorus Trumpet	Chorus Trumpet
541	121	33	56	Double Trumpet	Double Trumpet
542	121	34	56	Trombone & Trumpet	Tromb&Trump
543	121	35	56	Tuba & Trumpet	Tuba&Trumpet
544	121	36	56	Resonant Trumpet	Reson Trumpet
545	121	37	56	French Horn & Trumpet	FrHorn&Trump
546	121	30	57	Warm Trombone	Warm Trombone
547	121	31	57	Bright Trombone	Bright Trombone
548	121	32	57	Chorus Trombone	Chorus Trombone
549	121	33	57	Double Trombone	Double Trombone
550	121	34	57	French Horn & Trombone	FrHorn&Tromb
551	121	35	57	Tuba & Trombone	Tuba&Trombone
552	121	36	57	Soprano Sax & Trombone	SoprSax&Tromb
553	121	30	58	Dark Tuba	Dark Tuba
554	121	31	58	Bright Tuba	Bright Tuba
555	121	32	58	Warm Tuba	Warm Tuba
556	121	33	58	Chorus Tuba	Chorus Tuba
557	121	34	58	Resonant Tuba	Resonant Tuba
558	121	35	58	Slow Tuba	Slow Tuba
559	121	36	58	Soprano Sax & Tuba	SoprSax&Tuba
560	121	37	58	Alto Sax & Tuba	AltoSax&Tuba
561	121	30	59	Dark Muted Trumpet	Dark MtTrump
562	121	31	59	Bright Muted Trumpet	Bright MtTrump
563	121	32	59	Warm Muted Trumpet	Warm MtTrump
564	121	33	59	Chorus Muted Trumpet	Chorus MtTrump
565	121	34	59	Tuba & Muted Trumpet	Tuba&MtTrump
566	121	35	59	French Horn & Muted Trumpet	FrHorn&MtTrump
567	121	36	59	Soprano Sax & Muted Trumpet	SoprSax&MtTrp
568	121	37	59	Alto Sax & Muted Trumpet	AltoSax&MtTrump
569	121	30	60	Dark French Horn	Dark French Horn
570	121	31	60	Bright French Horn	Brt French Horn
571	121	32	60	Warm French Horn	Warm French Hrn
572	121	33	60	Chorus French Horn	Cho French Horn
573	121	34	60	Tuba & French Horn	Tuba&FrHorn
574	121	35	60	Soprano Sax & French Horn	SoprSax&FrHorn
575	121	36	60	Alto Sax & French Horn	AltoSax&FrHorn
576	121	37	60	Slow French Horn	Slow French Horn
577	121	30	61	Dark Brass Section	Dk Brass Section
578	121	31	61	Bright Brass Section 2	Bright Brass 2
579	121	32	61	Warm Brass Section	Warm Brass
580	121	33	61	Chorus Brass Section	Chorus Brass

No.	Bank MSB	Bank LSB	Program	Full name	Short Name
581	121	34	61	Resonant Brass Section	Resonant Brass
582	121	35	61	Slow Brass Section	Slow Brass
583	121	36	61	Funk Brass Section	Funk Brass
584	121	31	62	Bright Synth Brass	Brt Syn Brass
585	121	33	62	Chorus Synth Brass	Cho Syn Brass
586	121	34	62	Resonant Synth Brass	Reson Syn Brass
587	121	35	62	Slow Synth Brass	Slow Syn Brass
588	121	36	62	Rock Synth Brass	Rock Syn Brass
589	121	37	62	Pop Synth Brass 2	Pop Syn Brass 2
590	121	30	63	Dark Analog Synth Brass	Dk Ana Syn Brs
591	121	31	63	Bright Analog Synth Brass	Brt Ana Syn Brs
592	121	32	63	Warm Analog Synth Brass	Warm Ana Syn Brs
593	121	33	63	Chorus Analog Synth Brass	Cho Ana Syn Brs
594	121	34	63	Resonant Analog Synth Brass	Resn Ana Syn Brs
595	121	35	63	Slow Analog Synth Brass	Slow Ana Syn Brs
				Sax & Woodwind	
596	121	10	66	Sweet Tenor Sax	Sweet Tenor Sax
597	121	10	65	Sweet Alto Sax	Sweet Alto Sax
598	121	10	64	Sweet Soprano Sax	Sweet Sopr Sax
599	121	10	67	Live Baritone Sax	Live Barit Sax
600	121	11	66	Real Tenor Sax	Real Tenor Sax
601	121	11	65	Real Alto Sax	Real Alto Sax
602	121	10	73	Sweet Flute	Sweet Flute
603	121	10	71	Sweet Clarinet	Sweet Clarinet
604	121	10	75	Sweet Pan Flute	Sweet Pan Flute
605	121	10	68	Sweet Oboe	Sweet Oboe
606	121	0	69	Classic English Horn	Cl English Horn
607	121	0	70	Classic Bassoon	Classic Bassoon
608	121	0	72	Classic Piccolo	Classic Piccolo
609	121	12	73	Classic Flute 1	Classic Flute 1
610	121	0	64	Soprano Sax	Soprano Sax
611	121	0	66	Tenor Sax	Tenor Sax
612	121	0	65	Alto Sax	Alto Sax
613	121	0	67	Baritone Sax	Baritone Sax
614	121	11	73	Flute & Sax	Flute&Sax
615	121	13	65	Sax Section 1	Sax Section 1
616	121	12	66	Sax Section 2	Sax Section 2
617	121	13	66	Sax & Clarinet 1	Sax&Clarinet 1
618	121	11	64	Sax Band 1	Sax Band 1
619	121	12	64	Sax Band 2	Sax Band 2
620	121	12	65	Octave Saxes	Octave Saxes
621	121	11	67	Soft Sax Band	Soft Sax Band
622	121	13	73	Sax & Clarinet 2	Sax&Clarinet 2
623	121	11	75	Cool Pan Flute 1	Cool Pan Flute 1
624	121	0	77	Cool Shakuhachi	Cool Shakuhachi
625	121	0	71	Classic Clarinet	Classic Clarinet
626	121	0	73	Classic Flute 2	Classic Flute 2
627	121	12	75	Cool Pan Flute 2	Cool Pan Flute 2
628	121	0	68	Classic Oboe	Classic Oboe

No.	Bank MSB	Bank LSB	Program	Full name	Short Name
629	121	0	78	Mellow Whistle	Mellow Whistle
630	121	0	74	Classic Recorder	Classic Recorder
631	121	0	76	Sweet Blown Bottle	Sw Blown Bottle
632	121	0	79	Mellow Ocarina	Mellow Ocarina
633	121	30	72	Dark Piccolo	Dark Piccolo
634	121	31	72	Bright Piccolo	Bright Piccolo
635	121	32	72	Chorus Piccolo	Chorus Piccolo
636	121	33	72	Warm Piccolo	Warm Piccolo
637	121	34	72	Slow Piccolo	Slow Piccolo
638	121	30	73	Dark Flute	Dark Flute
639	121	31	73	Bright Flute	Bright Flute
640	121	32	73	Chorus Flute	Chorus Flute
641	121	33	73	Warm Flute	Warm Flute
642	121	34	73	Slow Flute	Slow Flute
643	121	35	73	Whistle & Flute	Whistle&Flute
644	121	30	74	Piccolo & Recorder	Picco&Record
645	121	31	74	Pan Flute & Recorder	PanFlute&Record
646	121	32	74	Shakuhachi & Recorder	Shaku&Record
647	121	33	74	Clarinet & Recorder	Clarinet&Record
648	121	34	74	Flute & Recorder	Flute&Record
649	121	35	74	Blown Bottle & Recorder	BlowBot&Record
650	121	30	75	Dark Pan Flute	Dark Pan Flute
651	121	31	75	Bright Pan Flute	Bright Pan Flute
652	121	32	75	Warm Pan Flute	Warm Pan Flute
653	121	33	75	Chorus Pan Flute	Chorus Pan Flute
654	121	34	75	Whistle & Pan Flute	Whistle&PanFlute
655	121	35	75	Slow Pan Flute	Slow Pan Flute
656	121	30	76	Dark Blown Bottle	Dk Blown Bottle
657	121	31	76	Bright Blown Bottle	Brt Blown Bottle
658	121	32	76	Chorus Blown Bottle	Cho Blown Bottle
659	121	33	76	Warm Blown Bottle	Warm Blow Bottle
660	121	34	76	Slow Blown Bottle	Slow Blow Bottle
661	121	35	76	Oboe & Blown Bottle	Oboe&BlowBottle
662	121	30	77	Dark Shakuhachi	Dark Shakuhachi
663	121	31	77	Bright Shakuhachi	Bright Shaku
664	121	32	77	Chorus Shakuhachi	Chorus Shaku
665	121	33	77	Warm Shakuhachi	Warm Shaku
666	121	34	77	Slow Shakuhachi	Slow Shakuhachi
667	121	35	77	Piccolo & Shakuhachi	Piccolo&Shaku
668	121	30	78	Bright Whistle	Bright Whistle
669	121	31	78	Blown Bottle & Whistle	BlowBot&Whistle
670	121	32	78	Shakuhachi & Whistle	Shaku&Whistle
671	121	33	78	Oboe & Whistle	Oboe&Whistle
672	121	30	79	Piccolo & Ocarina	Picco&Ocarina
673	121	31	79	Pan Flute & Ocarina	PanFlute&Ocari
674	121	32	79	Oboe & Ocarina	Oboe&Ocarina
675	121	33	79	Blown Bottle & Ocarina	BlowBot&Ocari
676	121	34	79	Shakuhachi & Ocarina	Shaku&Ocari
677	121	0	111	Vintage Shanai	Vintage Shanai

No.	Bank MSB	Bank LSB	Program	Full name	Short Name
678	121	0	109	Vintage Bag Pipe	Vt Bag Pipe
Lead & Pad					
679	121	10	80	Wire Lead 1	Wire Lead 1
680	121	16	84	Dance Lead	Dance Lead
681	121	11	87	Techno Lead	Techno Lead
682	121	12	81	Trance Lead	Trance Lead
683	121	15	80	Super Square	Super Square
684	121	17	81	Super Sawtooth	Super Sawtooth
685	121	18	81	Pop Lead	Pop Lead
686	121	10	87	Octave Line	Octave Line
687	121	12	82	Pan Lead	Pan Lead
688	121	10	86	Rising	Rising
689	121	12	87	Octave Lead	Octave Lead
690	121	13	81	FireWire Lead	FireWire Lead
691	121	10	91	Live Choir Pad	Live Choir Pad
692	121	13	91	Vox Pad	Vox Pad
693	121	15	91	Dream New Age	Dream New Age
694	121	20	91	Heaven Pad 1	Heaven Pad 1
695	121	11	95	Messenger Pad	Messenger Pad
696	121	10	98	Echo Crystal	Echo Crystal
697	121	10	102	Echo Drops	Echo Drops
698	121	12	80	Sine Solo	Sine Solo
699	121	11	80	Matrix Lead	Matrix Lead
700	121	13	80	Hip Hop Lead 1	Hip Hop Lead 1
701	121	14	80	Hip Hop Lead 2	Hip Hop Lead 2
702	121	10	81	Bauble Lead	Bauble Lead
703	121	11	81	Super Analog	Super Analog
704	121	14	81	Analog Lead	Analog Lead
705	121	15	81	Blaster Lead	Blaster Lead
706	121	16	81	Skyline Lead	Skyline Lead
707	121	19	81	Thick Saw 1	Thick Saw 1
708	121	20	81	Thick Saw 2	Thick Saw 2
709	121	10	84	Soft Sine 1	Soft Sine 1
710	121	11	84	Funky Lead 1	Funky Lead 1
711	121	12	84	Wah Lead 1	Wah Lead 1
712	121	13	84	Wah Lead 2	Wah Lead 2
713	121	14	84	Corrie	Corrie
714	121	15	84	Funky Lead 2	Funky Lead 2
715	121	21	81	Big Lead	Big Lead
716	121	10	83	Chiff Solo	Chiff Solo
717	121	10	82	Flying Lead	Flying Lead
718	121	16	80	Mini Lead	Mini Lead
719	121	13	87	Massiveness	Massiveness
720	121	11	82	Soft Calliope	Soft Calliope
721	121	14	87	Soft Sine 2	Soft Sine 2
722	121	15	87	Jazz Lead	Jazz Lead
723	121	22	81	Trumpet Saw	Trumpet Saw
724	121	23	81	Circus Lead	Circus Lead
725	121	24	81	Thick Square	Thick Square

No.	Bank MSB	Bank LSB	Program	Full name	Short Name
726	121	30	80	Wah Sine Solo	Wah Sine Solo
727	121	31	80	Tremolo Matrix	Tremolo Matrix
728	121	32	80	Dark Wire Lead	Dark Wire Lead
729	121	33	80	Chorus Hip Lead	ChorusHip Lead
730	121	35	80	Wire Lead 2	Wire Lead 2
731	121	31	81	Chorus Soft Mini	ChorusSoftMini
732	121	33	81	Chiff Fire Wire	ChiFireWire
733	121	34	81	Soft Analog	Soft Analog
734	121	35	81	Bright Analog	Bright Analog
735	121	36	81	Toys Analog	Toys Analog
736	121	37	81	Corrie Analog	Corrie Analog
737	121	30	82	Corrie Calliope 1	CorrieCalliope1
738	121	31	82	Wah Calliope 1	WahCalliope 1
739	121	32	82	Bright Calliope	BrightCalliope
740	121	35	82	Analog Calliope	Alg Calliope
741	121	36	82	Corrie Calliope 2	CorrieCalliope 2
742	121	37	82	Wah Calliope 2	Wah Calliope 2
743	121	31	83	Bright Chiff Lead	Bright Chiff Ld
744	121	32	83	Tremolo Chiff Lead	Tremolo Chiff Ld
745	121	33	83	Charang Chiff Lead	Charang Chiff Ld
746	121	36	83	Corrie Chiff Lead	Corrie Chiff Ld
747	121	37	83	Stardust Warp	Stardust Warp
748	121	30	84	Soft Funky Lead 1	Soft Funky Ld 1
749	121	31	84	Soft Funky Lead 2	Soft Funky Ld 2
750	121	32	84	Wire Funky Lead	Wire Funky Lead
751	121	33	84	Soft Octave Lead	Soft Octave Lead
752	121	35	84	Tremolo Octave Lead	Tremolo Oct Ld
753	121	36	84	Calliope Octave Lead	Calliope Oct Ld
754	121	37	84	Big Octave Lead	Big Octave Lead
755	121	30	85	Bright Voice Lead	Bright Voice Ld
756	121	33	85	Delayed Voice Lead	Dely Voice Lead
757	121	37	85	Big Voice Lead	Big Voice Lead
758	121	30	86	Soft Rising 1	Soft Rising 1
759	121	31	86	Soft Rising 2	Soft Rising 2
760	121	32	86	Bright Rising 1	Bright Rising 1
761	121	33	86	Bright Rising 2	Bright Rising 2
762	121	34	86	Wah Rising 1	Wah Rising 1
763	121	35	86	Wah Rising 2	Wah Rising 2
764	121	36	86	Wah Rising 3	Wah Rising 3
765	121	30	87	Soft Bass Lead 1	Soft Bass Lead 1
766	121	31	87	Soft Bass Lead 2	Soft Bass Lead 2
767	121	32	87	Voice Bass Lead	Voice Bass Lead
768	121	33	87	Bright Bass Lead 1	Bright Bass Ld 1
769	121	34	87	Calliope Bass Lead	Calliope Bass Ld
770	121	35	87	Analog Bass Lead	Analog Bass Ld
771	121	36	87	Bright Bass Lead 2	Bright Bass Ld 2
772	121	37	87	Wah Bass Lead	Wah Bass Ld
773	121	30	98	Bright Delayed Lead	Bright Dely Ld
774	121	11	91	Gospel Pad	Gospel Pad

No.	Bank MSB	Bank LSB	Program	Full name	Short Name
775	121	12	91	Live Humming Pad	Live Humming Pad
776	121	14	91	Sweet New Age	Sweet New Age
777	121	16	91	Soft Vox	Soft Vox
778	121	17	91	Vox Choir Pad	Vox Choir Pad
779	121	18	91	Sunbeam Pad	Sunbeam Pad
780	121	19	91	Heaven Pad 2	Heaven Pad 2
781	121	21	91	Heaven Pad 3	Heaven Pad 3
782	121	22	91	Soft Choir Pad 1	Soft Choir Pad 1
783	121	23	91	Air Choir Pad	Air Choir Pad
784	121	24	91	Bright Vox	Bright Vox
785	121	25	91	Voice Choir Pad	Voice Choir Pad
786	121	26	91	Soft Choir Pad 2	Soft Choir Pad 2
787	121	27	91	Choir & Organ	Choir & Organ
788	121	10	88	Cool New Age 1	Cool New Age 1
789	121	11	88	Cool New Age 2	Cool New Age 2
790	121	10	89	Space Pad 1	Space Pad 1
791	121	11	89	PWM Pad	PWM Pad
792	121	12	89	Mellow Pad 1	Mellow Pad 1
793	121	13	89	Space Pad 2	Space Pad 2
794	121	14	89	Mellow Pad 2	Mellow Pad 2
795	121	15	89	Cyber Pad	Cyber Pad
796	121	10	95	Cool Sweep Pad	Cool Sweep Pad
797	121	12	95	Wave Pad	Wave Pad
798	121	10	90	Poly Synth Pad 1	Poly Synth Pad 1
799	121	11	90	Poly Synth Pad 2	Poly Synth Pad 2
800	121	12	88	Bright New Age	Bright New Age
801	121	16	89	Dark Pad	Dark Pad
802	121	10	93	Mystery Pad	Mystery Pad
803	121	11	93	Cool Metallic Pad	Cool Metal Pad
804	121	11	94	Congregate	Congregate
805	121	10	94	Pan Pad	Pan Pad
806	121	12	94	Evening Stars	Evening Stars
807	121	13	94	Angel Pad	Angel Pad
808	121	13	88	Atmosphere Pad	Atmosphere Pad
809	121	28	91	Utopia Pad 1	Utopia Pad 1
810	121	29	91	Utopia Pad 2	Utopia Pad 2
811	121	12	93	Glass Pad	Glass Pad
812	121	13	93	Fantasia	Fantasia
813	121	17	89	DX Pad	DX Pad
814	121	13	95	Dream Sweep Pad	Dream Sweep Pad
815	121	14	88	Stargate	Stargate
816	121	18	89	Analog Pad	Analog Pad
817	121	10	92	Dark Moon Pad	Dark Moon Pad
818	121	15	88	New Age & Bowed Pad	NewAge&BowPad
819	121	16	88	Golden Age	Golden Age
820	121	17	88	Space Halo Pad	Space Halo Pad
821	121	18	88	Time Travel	Time Travel
822	121	19	89	Time Machine	Time Machine
823	121	20	89	Slow Warm Pad	Slow Warm Pad

No.	Bank MSB	Bank LSB	Program	Full name	Short Name
824	121	30	88	Bright New Age Pad	Brt NewAge Pad
825	121	34	88	Choir New Age Pad	Choir NewAge Pad
826	121	35	88	Warm New Age Pad	Warm NewAge Pd
827	121	36	88	Dipolar New Age Pad	Dipol NewAge Pad
828	121	37	88	Wah New Age Pad	Wah NewAge Pad
829	121	30	89	Dream Warm Pad	Dream Warm Pad
830	121	31	89	Cool Warm Pad	Cool Warm Pad
831	121	32	89	Big Band Pad	BigBand Pad
832	121	33	89	Organ Pad	Organ Pad
833	121	35	89	Modern Pad	Modern Pad
834	121	36	89	Bright Pad 1	Bright Pad 1
835	121	37	89	Bright Pad 2	Bright Pad 2
836	121	31	90	Bright Poly Synth Pad	Brt PolySyn Pad
837	121	32	90	Wah Poly Synth Pad	Wah PolySyn Pad
838	121	33	90	Vox Poly Synth Pad	Vox PolySyn Pad
839	121	34	90	Calliope Poly Synth Pad	Calio PolySynPad
840	121	35	90	Harmonica Poly Synth Pad	Harm PolySyn Pad
841	121	36	90	Analog Poly Synth Pad	Ana PolySyn Pad
842	121	37	90	Square Poly Synth Pad	Sqr PolySyn Pad
843	121	30	91	Wah Choir Pad 1	Wah Choir Pad 1
844	121	31	91	Wah Choir Pad 2	Wah Choir Pad 2
845	121	32	91	Soft Utopia Pad 1	Soft Utopia Pd 1
846	121	33	91	Square Utopia Pad	Sqr Utopia Pad
847	121	34	91	Bright Utopia Pad 1	Brt Utopia Pad 1
848	121	35	91	Analog Utopia Pad	Ana Utopia Pad
849	121	36	91	Bright Utopia Pad 2	Brt Utopia Pad 2
850	121	37	91	Soft Utopia Pad 2	Soft Utopia Pd 2
851	121	30	92	Bright Bowed Pad 1	Brt Bowed Pad 1
852	121	31	92	Soft Bowed Pad 1	Soft Bowed Pad 1
853	121	32	92	Wah Bowed Pad	Wah Bowed Pad
854	121	33	92	Corrie Bowed Pad	Corrie Bowed Pad
855	121	34	92	Congregate Bowed Pad	Cong Bowed Pad
856	121	35	92	Calliope Bowed Pad	Calio Bowed Pad
857	121	36	92	Bright Bowed Pad 2	Brt Bowed Pad 2
858	121	37	92	Soft Bowed Pad 2	Soft Bowed Pad 2
859	121	30	93	Bright Metallic Pad 1	Brt Metal Pad 1
860	121	31	93	Soft Metallic Pad	Soft Metal Pad
861	121	32	93	Wah Metallic Pad	Wah Metal Pad
862	121	33	93	Choir Metallic Pad	Choir Metal Pad
863	121	34	93	Modern Metallic Pad	Modern Metal Pad
864	121	35	93	Congregate Metallic Pad	Cong Metal Pad
865	121	36	93	Calliope Metallic Pad	Calio Metal Pad
866	121	37	93	Bright Metallic Pad 2	Brt Metal Pad 2
867	121	30	94	Bright Halo Pad	Bright Halo Pad
868	121	31	94	Soft Halo Pad	Soft Halo Pad
869	121	32	94	Wah Halo Pad	Wah Halo Pad
870	121	33	94	PWM Halo Pad	PWM Halo Pad
871	121	34	94	Bowed Halo Pad	Bowed Halo Pad
872	121	35	94	Congregate Halo Pad	Cong Halo Pad

No.	Bank MSB	Bank LSB	Program	Full name	Short Name
873	121	36	94	Metal Halo Pad	Metal Halo Pad
874	121	37	94	Corrie Halo Pad	Corrie Halo Pad
875	121	30	95	Soft Dipolar Pad	Soft Dipolar Pad
876	121	31	95	Wah Dipolar Pad	Wah Dipolar Pad
877	121	32	95	Vox Dipolar Pad	Vox Dipolar Pad
878	121	33	95	Metallic Dipolar Pad	Metal Dipol Pad
879	121	34	95	Warm Dipolar Pad	Warm Dipol Pad
880	121	35	95	Congregate Dipolar Pad	Cong Dipol Pad
881	121	36	95	Calliope Dipolar Pad	Calio Dipol Pad
882	121	37	95	Corrie Dipolar Pad	Corrie Dipol Pad
883	121	11	98	Melody Crystal	Melody Crystal
884	121	11	102	Sun Bell	Sun Bell
885	121	12	102	Echo Bell	Echo Bell
886	121	13	102	Bell Pad	Bell Pad
887	121	31	98	Soft Crystal Echo	Soft Crys Echo
888	121	34	98	Square Crystal Echo	Square Crys Echo
889	121	35	98	Analog Crystal Echo	Ana Crys Echo
890	121	36	98	Vox Crystal Echo	Vox Crys Echo
891	121	37	98	Chorus Crystal Echo	Chorus Crys Echo
892	121	30	102	Soft Echo	Soft Echo
893	121	32	102	Bright Echo	Bright Echo
894	121	34	102	Wah Echo	Wah Echo
Percussion & Drums					
895	121	1	11	Cool Vibraphone	Cool Vibraphone
896	121	10	11	Rigid Vibraphone	Rigid Vibraphone
897	121	1	12	Real Marimba	Real Marimba
898	121	10	8	Real Celesta	Real Celesta
899	121	0	11	Live Vibraphone	Live Vibraphone
900	121	11	11	Jazz Vibraphone	Jazz Vibraphone
901	121	10	10	Music Box & Flute	Music Box&Flute
902	121	0	12	Cool Marimba	Cool Marimba
903	121	0	13	Live Xylophone	Live Xylophone
904	121	0	8	Live Celesta	Live Celesta
905	121	0	9	Live Glockenspiel	Live Glocken
906	121	0	10	Dream Music Box	Dream Music Box
907	121	0	14	Live Tubular Bells	Live Tubu Bells
908	121	1	14	Church Bell	Church Bell
909	121	2	14	Carillon	Carillon
910	121	0	15	Santur	Santur
911	121	0	108	Africa Kalimba	Africa Kalimba
912	120	0	93	Custom Set	Custom Set
913	120	0	0	Standard Set 1	Standard Set 1
914	120	0	95	EDM Set	EDM Set
915	120	0	71	Standard Set 2	Standard Set 2
916	120	0	40	Brush Set	Brush Set
917	120	0	72	Studio Set	Studio Set
918	120	0	94	808 Processed Set	808 Pro Set
919	120	0	96	Boys Vocals Set	Boys Vocals Set
920	120	0	97	Girls Vocals Set	Girls Vocals Set

No.	Bank MSB	Bank LSB	Program	Full name	Short Name
921	120	0	73	Mix Set	Mix Set
922	120	0	70	Dance Set	Dance Set
923	120	0	8	Room Set	Room Set
924	120	0	32	Jazz Set	Jazz Set
925	120	0	87	Acoustic Set	Acoustic Set
926	120	0	16	Power Set 1	Power Set 1
927	120	0	74	Power Set 2	Power Set 2
928	120	0	24	Electronic Set	Electronic Set
929	120	0	25	Analog Set	Analog Set
930	120	0	48	Orchestra Set	Orchestra Set
931	120	0	77	Latin Set	Latin Set
932	120	0	81	R&B Set	R&B Set
933	120	0	83	Hip Hop Set	Hip Hop Set
934	120	0	89	Techno Set	Techno Set
935	120	0	75	Swing Set	Swing Set
936	120	0	76	Fusion Set	Fusion Set
937	120	0	82	Vintage Set	Vintage Set
938	120	0	84	Pop Set	Pop Set
939	120	0	85	Funk Set	Funk Set
940	120	0	88	Symphony Set	Symphony Set
941	120	0	80	Percussion Set 1	Percussion Set 1
942	120	0	86	Percussion Set 2	Percussion Set 2
943	120	0	78	SFX Set 1	SFX Set 1
944	120	0	79	SFX Set 2	SFX Set 2
945	120	0	90	Bass Drum Set	Bass Drum Set
946	120	0	91	Snare Set	Snare Set
947	120	0	92	Cymbal Set	Cymbal Set
948	120	0	98	Noise Set	Noise Set
949	121	0	47	Orchestra Timpani	Orch Timpani
950	121	0	116	Live Taiko Drum	Live Taiko Drum
951	121	10	116	Stereo Taiko Drum	St Taiko Drum
952	121	1	116	Concert Bass Drum	Concert Bs Drum
953	121	0	117	Acoustic Tom 1	Acoustic Tom 1
954	121	1	117	Acoustic Tom 2	Acoustic Tom 2
955	121	0	118	Synth Tom	Synth Tom
956	121	1	118	Rhythm Tom	Rhythm Tom
957	121	2	118	Electric Drum	Electric Drum
958	121	10	114	Live Steel Drums 1	Live StelDrums 1
959	121	0	114	Live Steel Drums 2	Live StelDrums 2
960	121	0	113	Agogo Bell	Agogo Bell
961	121	0	119	Cymbal SFX 1	Cymbal SFX 1
962	121	10	119	Cymbal SFX 2	Cymbal SFX 2
SFX & GM					
963	121	0	120	Guitar SFX 1	Guitar SFX 1
964	121	1	120	Guitar SFX 2	Guitar SFX 2
965	121	2	120	Acoustic Bass String Slap	Bass String Slap
966	121	0	121	Breathy Voice	Breathy Voice
967	121	1	121	Flute Key Click	Flute Key Click
968	121	0	122	Sea Wave	Sea Wave

No.	Bank MSB	Bank LSB	Program	Full name	Short Name
969	121	1	122	Rain	Rain
970	121	2	122	Thunder	Thunder
971	121	3	122	Wind	Wind
972	121	4	122	Stream	Stream
973	121	5	122	Bubble	Bubble
974	121	0	123	Birds 1	Birds 1
975	121	1	123	Dog	Dog
976	121	2	123	Horse Gallop	Horse Gallop
977	121	3	123	Birds 2	Birds 2
978	121	0	124	Telephone Bell 1	Telephone Bell 1
979	121	1	124	Telephone Bell 2	Telephone Bell 2
980	121	2	124	Door Creaking	Door Creaking
981	121	3	124	Door	Door
982	121	4	124	Scratch	Scratch
983	121	5	124	Wind Chime	Wind Chime
984	121	0	125	Helicopter Engine	Helicopt Engine
985	121	1	125	Car Engine	Car Engine
986	121	2	125	Car Stop	Car Stop
987	121	3	125	Car Pass	Car Pass
988	121	4	125	Car Crash	Car Crash
989	121	5	125	Siren	Siren
990	121	6	125	Train	Train
991	121	7	125	Jetplane	Jetplane
992	121	8	125	Starship	Starship
993	121	9	125	Burst Noise	Burst Noise
994	121	0	126	Live Applause	Live Applause
995	121	1	126	Laughing	Laughing
996	121	2	126	Screaming	Screaming
997	121	3	126	Punch	Punch
998	121	4	126	Heart Beat	Heart Beat
999	121	5	126	Footsteps	Footsteps
1000	121	0	127	Gun	Gun
1001	121	1	127	Machine Gun	Machine Gun
1002	121	2	127	Lasergun	Lasergun
1003	121	3	127	Explosion	Explosion
1004	121	11	122	Trance Noise	Trance Noise
1005	121	10	122	White Noise	White Noise
1006	0	0	0	Acoustic Grand Piano	Grand Piano
1007	0	0	1	Bright Acoustic Piano	Bright Piano
1008	0	0	2	Electric Grand Piano	Electric Grand
1009	0	0	3	Honky-tonk Piano	Honky Tonk
1010	0	0	4	Electric Piano 1	E.Piano 1
1011	0	0	5	Electric Piano 2	E.Piano 2
1012	0	0	6	Harpsichord	Harpsichord
1013	0	0	7	Clavi	Clavi
1014	0	0	8	Celesta	Celesta
1015	0	0	9	Glockenspiel	Glockenspiel
1016	0	0	10	Music Box	Music Box
1017	0	0	11	Vibraphone	Vibraphone

No.	Bank MSB	Bank LSB	Program	Full name	Short Name
1018	0	0	12	Marimba	Marimba
1019	0	0	13	Xylophone	Xylophone
1020	0	0	14	Tubular Bells	Tubular Bells
1021	0	0	15	Dulcimer	Dulcimer
1022	0	0	16	Drawbar Organ	Drawbar Organ
1023	0	0	17	Percussive Organ	Percussive Organ
1024	0	0	18	Rock Organ	Rock Organ
1025	0	0	19	Church Organ	Church Organ
1026	0	0	20	Reed Organ	Reed Organ
1027	0	0	21	Accordion	Accordion
1028	0	0	22	Harmonica	Harmonica
1029	0	0	23	Tango Accordion	Tango Accordion
1030	0	0	24	Acoustic Guitar (nylon)	Nylon Guitar
1031	0	0	25	Acoustic Guitar (steel)	Steel Guitar
1032	0	0	26	Electric Guitar (jazz)	Jazz E.Guitar
1033	0	0	27	Electric Guitar (clean)	Clean E.Guitar
1034	0	0	28	Electric Guitar (muted)	Muted E.Guitar
1035	0	0	29	Overdriven Guitar	Overdriven Gt
1036	0	0	30	Distortion Guitar	Distortion Gt
1037	0	0	31	Guitar Harmonics	Guitar Harmonics
1038	0	0	32	Acoustic Bass	Acoustic Bass
1039	0	0	33	Electric Bass (finger)	Finger Bass
1040	0	0	34	Electric Bass (pick)	Pick Bass
1041	0	0	35	Fretless Bass	Fretless Bass
1042	0	0	36	Slap Bass 1	Slap Bass 1
1043	0	0	37	Slap Bass 2	Slap Bass 2
1044	0	0	38	Synth Bass 1	Synth Bass 1
1045	0	0	39	Synth Bass 2	Synth Bass 2
1046	0	0	40	Violin	Violin
1047	0	0	41	Viola	Viola
1048	0	0	42	Cello	Cello
1049	0	0	43	Contrabass	Contrabass
1050	0	0	44	Tremolo Strings	Tremolo Strings
1051	0	0	45	Pizzicato Strings	Pizz Strings
1052	0	0	46	Orchestral Harp	Orchestral Harp
1053	0	0	47	Timpani	Timpani
1054	0	0	48	String Ensembles 1	Str Ensembles 1
1055	0	0	49	String Ensembles 2	Str Ensembles 2
1056	0	0	50	Synth Strings 1	Synth Strings 1
1057	0	0	51	Synth Strings 2	Synth Strings 2
1058	0	0	52	Choir Aahs	Choir Aahs
1059	0	0	53	Voice Oohs	Voice Oohs
1060	0	0	54	Synth Voice	Synth Voice
1061	0	0	55	Orchestra Hit	Orchestra Hit
1062	0	0	56	Trumpet	Trumpet
1063	0	0	57	Trombone	Trombone
1064	0	0	58	Tuba	Tuba
1065	0	0	59	Muted Trumpet	Muted Trumpet
1066	0	0	60	French Horn	French Horn

No.	Bank MSB	Bank LSB	Program	Full name	Short Name
1067	0	0	61	Brass Section	Brass Section
1068	0	0	62	Synth Brass 1	Synth Brass 1
1069	0	0	63	Synth Brass 2	Synth Brass 2
1070	0	0	64	Soprano Sax	Soprano Sax
1071	0	0	65	Alto Sax	Alto Sax
1072	0	0	66	Tenor Sax	Tenor Sax
1073	0	0	67	Baritone Sax	Baritone Sax
1074	0	0	68	Oboe	Oboe
1075	0	0	69	English Horn	English Horn
1076	0	0	70	Bassoon	Bassoon
1077	0	0	71	Clarinet	Clarinet
1078	0	0	72	Piccolo	Piccolo
1079	0	0	73	Flute	Flute
1080	0	0	74	Recorder	Recorder
1081	0	0	75	Pan Flute	Pan Flute
1082	0	0	76	Blown Bottle	Blown Bottle
1083	0	0	77	Shakuhachi	Shakuhachi
1084	0	0	78	Whistle	Whistle
1085	0	0	79	Ocarina	Ocarina
1086	0	0	80	Lead 1 (square)	Square Lead
1087	0	0	81	Lead 2 (sawtooth)	Sawtooth Lead
1088	0	0	82	Lead 3 (calliope)	Calliope
1089	0	0	83	Lead 4 (chiff)	Chiffer Lead
1090	0	0	84	Lead 5 (charang)	Charang Lead
1091	0	0	85	Lead 6 (voice)	Voice Lead
1092	0	0	86	Lead 7 (fifths)	Fifths Lead
1093	0	0	87	Lead 8 (bass + lead)	Bass&Lead
1094	0	0	88	Pad 1 (new age)	New Age Pad
1095	0	0	89	Pad 2 (warm)	Warm Pad
1096	0	0	90	Pad 3 (polysynth)	Poly Synth
1097	0	0	91	Pad 4 (choir)	Choir Pad
1098	0	0	92	Pad 5 (bowed)	Bowed Pad
1099	0	0	93	Pad 6 (metallic)	Metallic Pad
1100	0	0	94	Pad 7 (halo)	Halo Pad
1101	0	0	95	Pad 8 (sweep)	Sweep Pad
1102	0	0	96	FX 1 (rain)	FX 1 Rain
1103	0	0	97	FX 2 (soundtrack)	FX 2 SoundTrack
1104	0	0	98	FX 3 (crystal)	FX 3 Crystal
1105	0	0	99	FX 4 (atmosphere)	FX 4 Atmosphere
1106	0	0	100	FX 5 (brightness)	FX 5 Brightness
1107	0	0	101	FX 6 (goblins)	FX 6 Goblins
1108	0	0	102	FX 7 (echoes)	FX 7 Echoes
1109	0	0	103	FX 8 (sci-fi)	FX 8 Sci-Fi
1110	0	0	104	Sitar	Sitar
1111	0	0	105	Banjo	Banjo
1112	0	0	106	Shamisen	Shamisen
1113	0	0	107	Koto	Koto
1114	0	0	108	Kalimba	Kalimba
1115	0	0	109	Bag Pipe	Bag Pipe

No.	Bank MSB	Bank LSB	Program	Full name	Short Name
1116	0	0	110	Fiddle	Fiddle
1117	0	0	111	Shanai	Shanai
1118	0	0	112	Tinkle Bell	Tinkle Bell
1119	0	0	113	Agogo	Agogo
1120	0	0	114	Steel Drums	Steel Drums
1121	0	0	115	Woodblock	Woodblock
1122	0	0	116	Taiko Drum	Taiko Drum
1123	0	0	117	Melodic Tom	Melodic Tom
1124	0	0	118	Synth Drum	Synth Drum
1125	0	0	119	Reverse Cymbal	Reverse Cymbal
1126	0	0	120	Guitar Fret Noise	Gt Fret Noise
1127	0	0	121	Breath Noise	Breath Noise
1128	0	0	122	Seashore	Seashore
1129	0	0	123	Bird Tweet	Bird Tweet
1130	0	0	124	Telephone Ring	Telephone Ring
1131	0	0	125	Helicopter	Helicopter
1132	0	0	126	Applause	Applause
1133	0	0	127	Gunshot	Gunshot

Style List

No.	Full Name	Short Name
Pop & Beat		
1	Midnight City Pop	M. City Pop
2	City Pop	City Pop
3	Funk Dance Pop	Funk Dance Pop
4	Asia Pop	Asia Pop
5	European Pop Ballad	Euro Pop Ballad
6	Sunshine Beat	Sunshine Beat
7	Folk-pop Ballad	Folk-pop Ballad
8	Urban Blues	Urban Blues
9	60's Classic Beat	60's Classic Beat
10	Heart Beat	Heart Beat
11	70's Pop Rock	70's Pop Rock
12	80's Pop Rock	80's Pop Rock
13	Guitar Pop	Guitar Pop
14	Soft Beat	Soft Beat
15	Modern Pop	Modern Pop
16	6-8 Pop	6-8 Pop
17	80's Golden Song	80's Golden Song
18	Cool 8Beat	Cool 8Beat
19	16Beat R&B	16Beat R&B
20	70's Love Song	70's Love Song
21	Modern Beat	Modern Beat
22	Classic Pop 1	Classic Pop 1
23	Classic Pop 2	Classic Pop 2
24	8Beat Pop	8Beat Pop
25	Classic 16Beat	Classic 16Beat
26	Pop Rock 1	Pop Rock 1
27	Pop Jazz	Pop Jazz
28	8Beat Rock	8Beat Rock
29	British Pop 1	British Pop 1
30	British Pop 2	British Pop 2
31	Rhythm & 8Beat	Rhythm&8Beat
32	Pop Fusion	Pop Fusion
33	16Beat Pop	16Beat Pop
34	16Beat	16Beat
35	Pop Hit	Pop Hit
Rock		
36	Synth Punk Pop	Synth Punk Pop
37	80's Synth Rock	80's Synth Rock
38	Electronic Rock	Electronic Rock
39	Rock & Roll 1	Rock&Roll 1
40	Blues Rock 1	Blues Rock 1
41	Blues Rock 2	Blues Rock 2
42	Classic Rock	Classic Rock
43	80's Metal	80's Metal
44	British Rock	British Rock
45	Standard Rock	Standard Rock
46	70's Rock	70's Rock
47	Slow Rock	Slow Rock

No.	Full Name	Short Name
48	Rock & Roll 2	Rock&Roll 2
49	Rock Shuffle	Rock Shuffle
50	New Wave	New Wave
51	Ska	Ska
52	Pop Rock 2	Pop Rock 2
53	Pop Rock 3	Pop Rock 3
54	Soft Rock	Soft Rock
55	Easy Rock	Easy Rock
56	Pop Rock 4	Pop Rock 4
57	Hard Rock	Hard Rock
Ballad		
58	Ocean Ballad	Ocean Ballad
59	Rock Ballad	Rock Ballad
60	Guitar Ballad 1	Guitar Ballad 1
61	Blues Ballad 1	Blues Ballad 1
62	Golden Song	Golden Song
63	Movie Ballad 1	Movie Ballad 1
64	Unplugged	Unplugged
65	Movie Ballad 2	Movie Ballad 2
66	Blues Ballad 2	Blues Ballad 2
67	Simple Love Song	Simple Love Song
68	Love Ballad 1	Love Ballad 1
69	90's Ballad	90's Ballad
70	Sweet Ballad	Sweet Ballad
71	8Beat Ballad	8Beat Ballad
72	16Beat Ballad 1	16Beat Ballad 1
73	16Beat Ballad 2	16Beat Ballad 2
74	Piano Ballad 1	Piano Ballad 1
75	Guitar Ballad 2	Guitar Ballad 2
76	Pop Beat	Pop Beat
77	6-8 Pop Ballad	6-8 Pop Ballad
78	R&B Ballad	R&B Ballad
79	Guitar Ballad 3	Guitar Ballad 3
80	Ballad Rock	Ballad Rock
81	Piano Ballad 2	Piano Ballad 2
82	Soft Ballad	Soft Ballad
83	16Beat Ballad 3	16Beat Ballad 3
84	Love Ballad 2	Love Ballad 2
85	Easy Ballad	Easy Ballad
86	Slow Ballad	Slow Ballad
87	Folk Ballad	Folk Ballad
88	Pop Ballad	Pop Ballad
89	EP Ballad	EP Ballad
90	Country Roads	Country Roads
91	Country Folk 1	Country Folk 1
92	70's Country Rock	70's Country Rk
93	Country Pop 1	Country Pop 1
94	Bluegrass	Bluegrass
95	Country Pop 2	Country Pop 2

No.	Full Name	Short Name
96	Country Pop 3	Country Pop 3
97	Ballad Country 1	Ballad Country 1
98	Modern Country 1	Mod Country 1
99	Southern Country	South Country
100	Ballad Country 2	Ballad Country 2
101	8Beat Country	8Beat Country
102	Modern Country 2	Mod Country 2
103	2-4 Country	2-4 Country
104	Country Quick Steps	Cnty Quick Steps
105	Country Folk 2	Country Folk 2
106	Country Shuffle	Country Shuffle
Dance		
107	Asia Hip-Hop	Asia Hip-Hop
108	K-Pop Dance	K-Pop Dance
109	Synth House	Synth House
110	Dutch Electronic Dance	Dutch EDM
111	Galaxy House	Galaxy House
112	Party Dance	Party Dance
113	Club DJ	Club DJ
114	House 1	House 1
115	Club Mix	Club Mix
116	Hip Hop 1	Hip Hop 1
117	Hip Hop 2	Hip Hop 2
118	Progressive House 1	Pro House 1
119	Club Dance 1	Club Dance 1
120	Garage	Garage
121	80's Disco	80's Disco
122	Crazy Disco	Crazy Disco
123	Club Dance 2	Club Dance 2
124	Beat Dance 1	Beat Dance 1
125	Beat Dance 2	Beat Dance 2
126	Pop Dance	Pop Dance
127	Techno 1	Techno 1
128	Disco Party	Disco Party
129	70's Disco	70's Disco
130	House 2	House 2
131	Techno 2	Techno 2
132	Progressive House 2	Pro House 2
Ballroom		
133	Cha Cha Dance	Cha Cha Dance
134	Rumba 1	Rumba 1
135	Salsa 1	Salsa 1
136	Tango 1	Tango 1
137	Twist 1	Twist 1
138	Twist 2	Twist 2
139	Tango 2	Tango 2
140	Tango 3	Tango 3
141	Slow Fox	Slow Fox
142	Slow Waltz 1	Slow Waltz 1

No.	Full Name	Short Name
143	Swing Fox	Swing Fox
144	Big Band Fox	Big Band Fox
145	Cha Cha 1	Cha Cha 1
146	Cha Cha 2	Cha Cha 2
147	Beguine 1	Beguine 1
148	Beguine 2	Beguine 2
149	Spain Matador	Spain Matador
150	Samba 1	Samba 1
151	Samba 2	Samba 2
152	Jive	Jive
153	Fox Trot	Fox Trot
Soul & Funk		
154	Funk Band	Funk Band
155	Neo Funk	Neo Funk
156	New Jack Swing	New Jack Swing
157	Brass Funk	Brass Funk
158	Funk 1	Funk 1
159	New Soul	New Soul
160	Modern R&B 1	Modern R&B 1
161	Pop R&B	Pop R&B
162	Classic Funk	Classic Funk
163	New R&B	New R&B
164	Gospel Swing 1	Gospel Swing 1
165	Funk 2	Funk 2
166	16Beat Funk 1	16Beat Funk 1
167	Fusion Shuffle	Fusion Shuffle
168	Jay R&B	Jay R&B
169	16Beat Funk 2	16Beat Funk 2
170	Groove Funk	Groove Funk
171	Rubber Funk	Rubber Funk
172	Cool Funk	Cool Funk
173	Pop Funk 1	Pop Funk 1
174	Pop Funk 2	Pop Funk 2
175	16Beat Funk 3	16Beat Funk 3
176	Cool Beat	Cool Beat
177	Groove	Groove
178	Soul	Soul
179	Hip Hop Soul	Hip Hop Soul
180	Hip Hop Beat	Hip Hop Beat
181	Soul Beat	Soul Beat
182	Modern R&B 2	Modern R&B 2
Swing & Jazz		
183	5-4 Beat Jazz	5-4 Beat Jazz
184	Modern Big Band 1	Md Big Band 1
185	Jazz Love Song 1	Jz Love Song 1
186	Christmas Swing	Christmas Swing
187	Big Band 1	Big Band 1
188	Jazz Love Song 2	Jz Love Song 2
189	Piano Jazz	Piano Jazz

No.	Full Name	Short Name
190	Smooth Jazz 1	Smooth Jazz 1
191	Dixieland 1	Dixieland 1
192	Broadway Big Band	Bway Big Band
193	Gospel Swing 2	Gospel Swing 2
194	Smooth Jazz 2	Smooth Jazz 2
195	Fusion	Fusion
196	Dixieland 2	Dixieland 2
197	Guitar Swing 1	Guitar Swing 1
198	Latin Jazz	Latin Jazz
199	Cool Jazz Ballad	Cool Jazz Ballad
200	Modern Big Band 2	Md Big Band 2
201	Big Band 2	Big Band 2
202	Swing Shuffle	Swing Shuffle
203	Big Band 3	Big Band 3
204	Acoustic Jazz	Acoustic Jazz
205	Guitar Swing 2	Guitar Swing 2
206	Ragtime	Ragtime
207	Swing Ballad	Swing Ballad
208	Orchestra Swing	Orchestra Swing
Latin & Latin Dance		
209	Bachata 1	Bachata 1
210	Bachata 2	Bachata 2
211	Sad Bossa	Sad Bossa
212	Brazilian Samba	Brazilian Samba
213	Salsa Love Song	Salsa Love Song
214	Latin 1	Latin 1
215	Bossa Nova	Bossa Nova
216	Cuba Samba	Cuba Samba
217	Latin Rock	Latin Rock
218	New Reggae	New Reggae
219	Pop Cha Cha	Pop Cha Cha
220	Reggae Dance	Reggae Dance
221	Paso Doble	Paso Doble
222	Lite Bossa	Lite Bossa
223	Latin 2	Latin 2
224	Disco Samba	Disco Samba
225	Mambo	Mambo
226	Meneito	Meneito
227	Rumba 2	Rumba 2
228	Rumba 3	Rumba 3
229	Sting Latin	Sting Latin
230	Salsa 2	Salsa 2
Movie & Show		
231	Chinese Animation	Chinese Anime
232	Movie Disco	Movie Disco
233	Movie Electro Ballad	Movie E. Ballad
234	Movie Grease	Movie Grease
235	Mythology	Mythology
236	Romance Comedy	Romance Comedy

No.	Full Name	Short Name
237	TV Bewitched	TV Bewitched
238	Unchained Film	Unchained Film
239	80's Movie Disco	80's Movie Disco
240	Action Spy	Action Spy
241	Movie Hard Rock	Movie Hard Rock
242	Movie Rap	Movie Rap
243	Movie Downtempo	Movie Dwtempo
244	Movie Jazz	Movie Jazz
245	Hawaii Orchestra Film	Hawaii Orch F
246	Metropolitan Film	Metro Film
247	Sitcom Pop Rock	Sitcom Pop Rock
248	Movie Romance Pop	Mov Romance Pop
249	China Odyssey Ballad	China Ody Bd
250	Symphonic Rock	Symphonic Rk
Waltz & Traditional		
251	Waltz	Waltz
252	Old Waltz	Old Waltz
253	English Waltz	English Waltz
254	German Waltz	German Waltz
255	Mazurka 1	Mazurka 1
256	Mexican Waltz	Mexican Waltz
257	Vienna Waltz	Vienna Waltz
258	Slow Waltz 2	Slow Waltz 2
259	Jazz Waltz	Jazz Waltz
260	Vienna March	Vienna March
261	Polka	Polka
262	6-8 March	6-8 March
263	German Polka	German Polka
264	Party Polka	Party Polka
265	Army March	Army March
266	March	March
267	American March	American March
268	Musette	Musette
269	French Musette	French Musette
270	Mazurka 2	Mazurka 2
World		
271	Flamenco Rock	Flamenco Rock
272	Argentine Flamenco	Arg. Flamenco
273	Korea Folk	Korea Folk
274	Laendler	Laendler
275	Sirtaki	Sirtaki
276	Dangdut	Dangdut
277	6-8 Flipper	6-8 Flipper
278	New Age	New Age
279	Tarantella	Tarantella
280	Scottish	Scottish
Pianist		
281	Pianist 1	Pianist 1
282	Pianist 2	Pianist 2

No.	Full Name	Short Name
283	Pianist 3	Pianist 3
284	Jazz 1	Jazz 1
285	Jazz 2	Jazz 2
286	Jazz Pub	Jazz Pub
287	Piano Rock	Piano Rock
288	Pop Bossa	Pop Bossa
289	March 1	March 1
290	March 2	March 2
291	Piano Beat	Piano Beat
292	Piano Bar	Piano Bar
293	Blues	Blues
294	Pop Waltz	Pop Waltz
295	Piano Waltz	Piano Waltz
296	Ballad 1	Ballad 1
297	Ballad 2	Ballad 2
298	6-8 Ballad	6-8 Ballad
299	Pop 1	Pop 1
300	Pop 2	Pop 2

Song List

No.	Full Name	Short Name
	Timeless	
1	Santa Lucia	Santa Lucia
2	Greensleeves	Greensleeves
3	Carry Me Back To Old Virginny	To Old Virginny

Phrase Pad List

No.	Full Name	Short Name
Keyboard Patterns		
1	Piano Beat	Piano Beat
2	Piano Arpeggio	Piano Arpeggio
3	Piano Glissando	Piano Glissando
4	Latin Beat	Latin Beat
5	Rock Piano	Rock Piano
6	Blues Organ	Blues Organ
7	Heaven Pad	Heaven Pad
8	Echo Drops	Echo Drops
Guitar Patterns		
9	Electric Guitar 16Beat 1	E.Gt 16Beat 1
10	Electric Guitar 16Beat 2	E.Gt 16Beat 2
11	Electric Guitar 16Beat 3	E.Gt 16Beat 3
12	Funk Guitar 1	Funk Guitar 1
13	Funk Guitar 2	Funk Guitar 2
14	Funk Guitar 3	Funk Guitar 3
15	Dance Guitar	Dance Guitar
16	Electric Guitar Shuffle 1	E.Gt Shuffle 1
17	Electric Guitar Shuffle 2	E.Gt Shuffle 2
18	Pick Electric Guitar	Pick E.Guitar
19	Electric Guitar Shuffle 3	E.Gt Shuffle 3
20	6-8 Electric Guitar	6-8 E.Guitar
21	Rhythm Electric Guitar 1	Rhythm E.Gt 1
22	Rhythm Electric Guitar 2	Rhythm E.Gt 2
23	Rock Guitar 1	Rock Guitar 1
24	Rock Guitar 2	Rock Guitar 2
25	Rhythm Steel Guitar 1	Rhythm StGt 1
26	Rhythm Steel Guitar 2	Rhythm StGt 2
27	Steel Guitar Chord 1	SteelGt Chord 1
28	Steel Guitar Chord 2	SteelGt Chord 2
29	Steel Triplet 1	Steel Triplet 1
30	Steel Triplet 2	Steel Triplet 2
31	6-8 Steel Guitar	6-8 Steel Guitar
32	Pick Steel Guitar 1	Pick SteelGt 1
33	Pick Steel Guitar 2	Pick SteelGt 2
34	Pick Steel Guitar 3	Pick SteelGt 3
35	Pick Steel Guitar 4	Pick SteelGt 4
36	Nylon Guitar 1	Nylon Guitar 1
37	Nylon Guitar 2	Nylon Guitar 2
38	Bossa Nova Guitar 1	Bossa Nova Gt 1
39	Bossa Nova Guitar 2	Bossa Nova Gt 2
40	Flamenco Guitar	Flamenco Gt
41	Nylon Guitar Chord	Nylon Gt Chord
42	Jazz Guitar	Jazz Guitar
String Patterns		
43	Brilliant Strings	Brilliant Strings
44	Lyric Strings	Lyric Strings
45	Strings Accomp	Strings Accomp
46	Classical String	Classical Strings

No.	Full Name	Short Name
47	Marching Strings	Marching Strings
48	Classic Strings	Classic Strings
49	Orchestra Hit	Orchestra Hit
50	Harp Arpeggio	Harp Arpeggio
51	Harp Glissando	Harp Glissando
Brass Patterns		
52	Big Band 1	Big Band 1
53	Big Band 2	Big Band 2
54	Big Band 3	Big Band 3
55	Brass Swing	Brass Swing
56	Trumpet Swing	Trumpet Swing
57	Brass Beat	Brass Beat
58	Brass Chord 1	Brass Chord 1
59	Brass Chord 2	Brass Chord 2
60	Brass Chord 3	Brass Chord 3
61	Brass SFX	Brass SFX
62	Synth Brass SFX	Synth Brass SFX
63	Marching Brass	Marching Brass
64	Victory Brass	Victory Brass
Electric Patterns		
65	Trance 1	Trance 1
66	Trance 2	Trance 2
67	Techno 1	Techno 1
68	Techno 2	Techno 2
69	Techno 3	Techno 3
70	Garage	Garage
71	Euro Dance	Euro Dance
72	Synth Dance	Synth Dance
Rhythm Patterns		
73	Latin 1	Latin 1
74	Latin 2	Latin 2
75	Latin 3	Latin 3
76	Latin 4	Latin 4
77	Latin 5	Latin 5
78	Conga & Bongo	Conga & Bongo
79	Carnival Percussion	Carnival Perc
80	Latin Pop	Latin Pop
81	Rumba	Rumba
82	Samba	Samba
83	Brush 1	Brush 1
84	Brush 2	Brush 2
85	Maracas & Tambourine	Maracas & Tamb
86	Africa 1	Africa 1
87	Africa 2	Africa 2
88	Pop Percussion 1	Pop Percussion 1
89	Pop Percussion 2	Pop Percussion 2
90	Pop Percussion 3	Pop Percussion 3
91	Bossa Nova 1	Bossa Nova 1
92	Bossa Nova 2	Bossa Nova 2

No.	Full Name	Short Name
93	Bossa Nova 3	Bossa Nova 3
94	Salsa 1	Salsa 1
95	Salsa 2	Salsa 2
96	Reggae 1	Reggae 1
97	Reggae 2	Reggae 2
Percussion		
98	Cymbals	Cymbals
99	Bells	Bells
100	Magic Bells	Magic Bells
101	Arabic 1	Arabic 1
102	Arabic 2	Arabic 2
103	Latin Kit 1	Latin Kit 1
104	Latin Kit 2	Latin Kit 2
105	Latin Kit 3	Latin Kit 3
106	Latin Kit 4	Latin Kit 4
107	Oriental Kit	Oriental Kit
Dance Patterns		
108	House 1	House 1
109	House 2	House 2
110	House 3	House 3
111	Electro	Electro
112	Big House	Big House
113	Tribal	Tribal
114	Break Beat	Break Beat
115	Hip Hop 1	Hip Hop 1
116	Hip Hop 2	Hip Hop 2
117	Shuffle	Shuffle
118	R&B	R&B
119	Snare 1	Snare 1
120	Snare 2	Snare 2
Drums		
121	Acoustic Tom	Acoustic Tom
122	Acoustic Snare	Acoustic Snare
123	Crash Cymbals	Crash Cymbals
124	Standard Kit 1	Standard Kit 1
125	Standard Kit 2	Standard Kit 2
126	Drum Solo	Drum Solo
127	Dance Kit	Dance Kit
128	Electric Kit 1	Electric Kit 1
129	Electric Kit 2	Electric Kit 2
130	MIX	MIX
Club DJ Patterns		
131	Club DJ 1	Club DJ 1
132	Club DJ 2	Club DJ 2
133	Club DJ 3	Club DJ 3
134	Club DJ 4	Club DJ 4
135	House DJ 1	House DJ 1
136	House DJ 2	House DJ 2
137	House DJ 3	House DJ 3

No.	Full Name	Short Name
138	House DJ 4	House DJ 4
139	Electric House 1	Electric House 1
140	Electric House 2	Electric House 2
141	Electric House 3	Electric House 3
142	Electric House 4	Electric House 4
143	Hip Hop DJ 1	Hip Hop DJ 1
144	Hip Hop DJ 2	Hip Hop DJ 2
145	Hip Hop DJ 3	Hip Hop DJ 3
146	Hip Hop DJ 4	Hip Hop DJ 4
147	Electric DJ 1	Electric DJ 1
148	Electric DJ 2	Electric DJ 2
149	Electric DJ 3	Electric DJ 3
150	Electric DJ 4	Electric DJ 4
151	House Pad 1	House Pad 1
152	House Pad 2	House Pad 2
153	House Pad 3	House Pad 3
154	House Pad 4	House Pad 4
155	Electro Step 1	Electro Step 1
156	Electro Step 2	Electro Step 2
157	Electro Step 3	Electro Step 3
158	Electro Step 4	Electro Step 4
159	MIX DJ 1	MIX DJ 1
160	MIX DJ 2	MIX DJ 2
161	MIX DJ 3	MIX DJ 3
162	MIX DJ 4	MIX DJ 4
163	Progressive House 1	Pro House 1
164	Progressive House 2	Pro House 2
165	Progressive House 3	Pro House 3
166	Progressive House 4	Pro House 4
167	Club House 1	Club House 1
168	Club House 2	Club House 2
169	Club House 3	Club House 3
170	Club House 4	Club House 4
SFX		
171	Sound Effects	Sound Effects
172	Car SFX	Car SFX
173	Natural SFX 1	Natural SFX 1
174	Natural SFX 2	Natural SFX 2
Other Patterns		
175	Electric Mix 1	Electric Mix 1
176	Electric Mix 2	Electric Mix 2
177	Dance Mix 1	Dance Mix 1
178	Dance Mix 2	Dance Mix 2
179	Reggae Beat	Reggae Beat
180	Xmas Loops	Xmas Loops

Part Effect List

Part Effect Category	Name
Arpeggio - Basic	Up
	Down
	Alt 1
	Alt 2
	As Played
	Random
Arpeggio - Keyboard	Piano 1
	Piano 2
	Piano 3
	Piano 4
	Piano 5
	Piano 6
	Piano 7
	Piano 8
	Piano 9
	Piano 10
	Piano 11
	Piano 12
	Piano 13
	Clavi 1
	Clavi 2
	Organ 1
	Organ 2
	Organ 3
	E.Piano 1
	E.Piano 2
Arpeggio - Guitar	FunkGuitar
	BluesGuitar
	RockGuitar
	JazzGuitar
	FolkGuitar
	PopGuitar
Arpeggio - Orchestra	Strings 1
	Strings 2
	Strings 3
	Strings 4
	Strings 5
	Brass 1
	Brass 2
	Brass 3
	Brass 4
	Brass 5
Arpeggio - Melody	SoloViolin
	SoloTrumpet
	SoloFlute
	SoloPizzViolin
	SoloSax
	SoloHarp

Part Effect Category	Name
Arpeggio - Chord	Chord 1
	Chord 2
	Chord 3
	Chord 4
	Chord 5
	Chord 6
	Chord 7
	SynChord 1
	SynChord 2
	SynChord 3
	SynChord 4
	SynChord 5
Arpeggio - Electro	House 1
	House 2
	House 3
	House 4
	House 5
	Disco 1
	Disco 2
	Disco 3
	Disco 4
	Disco 5
	Dance 1
	Dance 2
	Dance 3
	Dance 4
	Dance 5
	Trance 1
	Trance 2
	Trance 3
	Trance 4
	Trance 5
Arpeggio - Synth	Lead 1
	Lead 2
	Lead 3
	Lead 4
	Lead 5
	Lead 6
	Lead 7
	Lead 8
	Lead 9
	Lead 10
	Pad 1
	Pad 2
	Pad 3
	Pad 4
	Pad 5
	Bass 1
	Bass 2

Part Effect Category	Name
Arpeggio - Synth	Bass 3
	Bass 4
	Bass 5
Arpeggio - Drums	LatinSet
	R&BSet
	FunkSet
	JazzSet
	8BeatSet
	SwingSet
Harmony	Duet
	Country Duet
	Rock Duet
	Trio
	Country Trio
	Full Chord
	Block
	4 Close 1
	4 Close 2
	4 Open
	Octave
	1 + 5
	Strum
Echo	Echo 4
	Echo 6
	Echo 8
	Echo 12
Tremolo	Tremolo 8
	Tremolo 12
	Tremolo 16
	Tremolo 32
Trill	Trill 12
	Trill 16
	Trill 24
	Trill 32
Slicer - Filter	Filter&Volume 1
	Filter&Volume 2
	Filter&Volume 3
	Filter&Volume 4
	Filter&Volume 5
	Filter&Volume 6
	Filter&Volume 7
	Filter&Volume 8
	Filter&Volume 9
	Filter 1
	Filter 2
	Filter 3
Slicer - Volume	Volume 1
	Volume 2
	Volume 3

Global Effect List

Module	No.	Type	Full Name	Short Name
Reverb	1	Room	Real Room	Real Room
	2		Room 1	Room 1
	3		Room 2	Room 2
	4		Modern Room 1	M Room 1
	5		Modern Room 2	M Room 2
	6		Modern Room 3	M Room 3
	7	Hall	Real Hall	Real Hall
	8		Basic Hall	Basic Hall
	9		Ballad Hall	Ballad Hall
	10		Light Hall	Light Hall
	11		Piano Hall	Piano Hall
	12		Hall 1	Hall 1
	13		Hall 2	Hall 2
	14		Hall 3	Hall 3
	15		Hall 4	Hall 4
	16		Modern Hall 1	M Hall 1
	17		Modern Hall 2	M Hall 2
	18		Modern Hall 3	M Hall 3
	19		Modern Basic Hall	M Bsic Hall
	20		Modern Ballad Hall	M Bald Hall
	21	Classic	Standard	Standard
	22		Classic Room 1	Clas Rm 1
	23		Classic Room 2	Clas Rm 2
	24		Classic Room 3	Clas Rm 3
	25		Classic Hall 1	Clas Hall 1
	26		Classic Hall 2	Clas Hall 2
	27		Classic Hall 3	Clas Hall 3
	28		Classic Hall 4	Clas Hall 4
	29		Classic Piano	Clas Piano
	30		Classic Church	Clas Church
	31		Classic Garage	Clas Garage
	32	Other	Stage 1	Stage 1
	33		Stage 2	Stage 2
	34		Plate 1	Plate 1
	35		Plate 2	Plate 2
	36		Tunnel	Tunnel
	37		Drum Theater	Dm Theater
	38		Drum Studio	Drum Studio
	39		Drum Garage	Drum Garage
	40		Modern Stage	M Stage
	41		Opera House	Opera House
	42		Church	Church
	43		Cave	Cave
	44		Garage	Garage
	45		Real Church	Real Church

Module	No.	Type	Full Name	Short Name
Chorus	1	Reverb	Room 1	Room 1
	2		Room 2	Room 2
	3		Room 3	Room 3
	4		Modern Room 1	M Room 1
	5		Modern Room 2	M Room 2
	6		Modern Room 3	M Room 3
	7		Real Piano	Real Piano
	8		Basic Hall	Basic Hall
	9		Ballad Hall	Ballad Hall
	10		Hall 1	Hall 1
	11		Hall 2	Hall 2
	12		Hall 3	Hall 3
	13		Hall 4	Hall 4
	14		Hall 5	Hall 5
	15		Modern Hall 1	M Hall 1
	16		Modern Hall 2	M Hall 2
	17		Modern Hall 3	M Hall 3
	18		Stage 1	Stage 1
	19		Stage 2	Stage 2
	20		Opera House	Opera House
	21		Church	Church
	22		Cave	Cave
	23		Garage	Garage
	24	Tempo Delay	Tempo Delay	Tempo Delay
	25		Tempo Echo	Tempo Echo
	26	Pan Delay	Cross Delay	Cross Delay
	27	Tempo Pan Delay	Tempo Cross	Tempo Cross
	28	LCR Delay	LCR Delay 1	LCR Delay 1
	29		LCR Delay 2	LCR Delay 2
	30	LR Delay	LR Delay	LR Delay
	31	Stereo Echo	Echo	Echo
	32	Chorus	Chorus 1	Chorus 1
	33		Chorus 2	Chorus 2
	34		Chorus 3	Chorus 3
	35		Chorus 4	Chorus 4
	36		Chorus 5	Chorus 5
	37		Chorus 6	Chorus 6
	38		GM Chorus 1	GM Chorus 1
	39		GM Chorus 2	GM Chorus 2
	40		Real Chorus	Real Chorus
	41		Celeste 1	Celeste 1
	42		Celeste 2	Celeste 2
	43		Symphonic 1	Symphonic 1
	44		Symphonic 2	Symphonic 2
	45		Flanger 1	Flanger 1
	46		Flanger 2	Flanger 2

Module	No.	Type	Full Name	Short Name
	47		Flanger 3	Flanger 3
	48		Flanger 4	Flanger 4
	49		Flanger 5	Flanger 5
	50		GM Flanger	GM Flanger
	51		Classic Flanger	Cls Flanger
	52		GM Rotary 1	GM Rotary 1
	53		GM Rotary 2	GM Rotary 2
	54		Dual Rotary 1	D Rotary 1
	55		Dual Rotary 2	D Rotary 2
	56	Rotary	Dual Rotary 3	D Rotary 3
	57		Dual Rotary 4	D Rotary 4
	58		Dual Rotary 5	D Rotary 5
	59		Phaser 1	Phaser 1
	60		Phaser 2	Phaser 2
	61		Phaser 3	Phaser 3
	62	Phaser	EP Phaser 1	EP Phaser 1
	63		EP Phaser 2	EP Phaser 2
	64		EP Phaser 3	EP Phaser 3
	65	Tempo Phaser	Tempo Phaser 1	Tp Phaser 1
	66		Tempo Phaser 2	Tp Phaser 2
	67		Tremolo 1	Tremolo 1
	68		Tremolo 2	Tremolo 2
	69		Vibrato 1	Vibrato 1
	70	Tremolo/Pan	Vibrato 2	Vibrato 2
	71		Auto Pan 1	Auto Pan 1
	72		Auto Pan 2	Auto Pan 2
	73		Classic Tremolo	Cls Tremolo
	74	Auto Wah	Auto Wah 1	Auto Wah 1
	75		Auto Wah 2	Auto Wah 2
	76	Tempo Wah	Tempo Auto Wah	Tp Auto Wah

Insert Effect List

No.	Type	Full Name	Short Name
1	Reverb	Hall 1	Hall 1
2		Hall 2	Hall 2
3		Hall 3	Hall 3
4		Room 1	Room 1
5		Room 2	Room 2
6		Stage	Stage
7		Modern Church	M Church
8		Real Piano	Real Piano
9	Tempo Delay	Tempo Delay	Tempo Delay
10		Tempo Echo	Tempo Echo
11	Pan Delay	Cross Delay	Cross Delay
12	Chorus	Chorus 1	Chorus 1
13		Celeste	Celeste
14		Symphonic	Symphonic
15		GM Rotary 1	GM Rotary 1
16		GM Rotary 2	GM Rotary 2
17		Real Chorus	Real Chorus
18		Classic Flanger	Cls Flanger
19	Rotary	Dual Rotary 1	D Rotary 1
20		Dual Rotary 2	D Rotary 2
21	Phaser	Phaser 2	Phaser 2
22	Tempo Phaser	Tempo Phaser	Tp Phaser
23	Overdrive	Overdrive	Overdrive
24		Classic Overdrive	Classic OD
25	AMP	Solid	Solid
26		Classic AMP 1	Clas AMP 1
27		Classic AMP 2	Clas AMP 2
28	Distortion	Hard Distortion	Hard Dist
29		Metal Distortion	Metal Dist
30	Hard Rock	Classic Metal Distortion	Clas Metal
31		Classic Hard Distortion	Clas Hard
32	EQ	Flat	Flat
33		Low	Low
34		Home	Home
35		Concert	Concert
36		Profession Audio	PA
37		Hi-Fi	Hi-Fi
38		Rock	Rock
39	Compressor	Bypass	Bypass
40		Standard	Standard
41		Limiter	Limiter
42		Attack	Attack
43		MIC Compressor	MIC Comp
44	Tremolo/Pan	Vibrato	Vibrato
45		Auto Pan	Auto Pan
46		Classic Tremolo	Cls Tremolo
47	Auto Wah	Auto Wah	Auto Wah
48	Tempo Wah	Tempo Auto Wah	Tp Auto Wah

Chord List

Chord Name	Abbreviation	Normal Voicing	Display for root “C”
Major	M	1+3+5	C
Sixth	6	1+(3)+5+6	C6
Major seventh	M7	1+3+(5)+7	CM7
Major seventh add sharp eleventh	M7(#11)	1+(2)+3+#4+5+7	CM7(#11)
Add ninth	(9)	1+2+3+5	C(9)
Major seventh ninth	M7(9)	1+2+3+(5)+7	CM7(9)
Sixth ninth	6(9)	1+2+3+(5)+6	C6(9)
Augmented	aug	1+3+#5	Caug
Minor	m	1+b3+5	Cm
Minor sixth	m6	1+b3+5+6	Cm6
Minor seventh	m7	1+b3+(5)+b7	Cm7
Minor seventh flatted fifth	m7b5	1+b3+b5+b7	Cm7b5
Minor add ninth	m(9)	1+2+b3+5	Cm(9)
Minor seventh ninth	m7(9)	1+2+b3+(5)+b7	Cm7(9)
Minor seventh eleventh	m7(11)	1+(2)+b3+4+5+(b7)	Cm7(11)
Minor major seventh	mM7	1+b3+(5)+7	CmM7
Minor major seventh ninth	mM7(9)	1+2+b3+(5)+7	CmM7(9)
Diminished	dim	1+b3+b5	Cdim
Diminished seventh	dim7	1+b3+b5+6	Cdim7
Seventh	7	1+3+(5)+b7	C7
Seventh suspended fourth	7sus4	1+4+5+b7	C7sus4
Seventh flatted fifth	7b5	1+3+b5+b7	C7b5
Seventh ninth	7(9)	1+2+3+(5)+b7	C7(9)
Seventh add sharp eleventh	7(#11)	1+(2)+3+#4+5+b7	C7(#11)
Seventh add thirteenth	7(13)	1+3+(5)+6+b7	C7(13)
Seventh flatted ninth	7(b9)	1+b2+3+(5)+b7	C7(b9)
Seventh add flatted thirteenth	7(b13)	1+3+5+b6+b7	C7(b13)
Seventh sharp ninth	7(#9)	1+#2+3+(5)+b7	C7(#9)
Major seventh augmented	M7aug	1+(3)+#5+7	CM7aug
Seventh augmented	7aug	1+3+#5+b7	C7aug
Suspended fourth	sus4	1+4+5	Csus4
One plus two plus five	sus2	1+2+5	Csus2
Flatted Fifth	b5	1+3+b5	Cb5
Major seventh flatted fifth	M7(b5)	1+3+b5+7	CM7(b5)
Minor major seventh flatted fifth	mM7(b5)	1+b3+b5+7	CmM7(b5)
1+8	1+8	1+8	C1+8
1+5	1+5	1+5	C1+5
Cancel	/	1+b2+2	Cancel
Cancel2	/	1+b2+2+b3	Cancel/C

Controller Function List

Module	Functions	Functions Description
Knob		
Sound	Cutoff	Turning right to make the sound brighter.
	Resonance	Turning left to make the sound richer.
	Filter	Changing the character of the sound.
	Attack	Turning right to increase the duration of the sound's attack.
	Decay	Turning right to increase the duration of the sound's decay.
	Release	Turning right to increase the duration of the sound's release.
	Envelope	Turning right to increase the duration of the sound's envelope.
Style	Retrigger Switch	Turning left to turn off the style retrigger. Turning right to turn on the style retrigger.
	Retrigger Rate	Turning right to make the style repetition shorter.
	Retrigger	Turning to far left to turn off the retrigger. Turning right to make the style repetition shorter.
	Channel Mute 1	Turning to far left to playback the drum track only. Turning right to turn on the Percussion, Bass, Chord1, Chord2, Chord3, Phrase1, Phrase2 orderly.
	Channel Mute 2	Turning to far left to playback the Chord1 only. Turning right to turn on the Chord2, Chord3, Bass, Phrase1, Phrase2, Drum, Percussion orderly.
Master	Volume	Turning right to increase the volume level.
	Tempo	Turning right to increase the system tempo.
	Pan	Turning right to adjust the pan to right.
	Reverb	Turning right to increase the reverb level.
	Chorus	Turning right to increase the chorus level.
Arp	Arp Velocity	Turning right to increase the velocity of every step in the Arp sequence.
	Arp Gate	Turning right to increase the note duration in the Arp sequence.
	Arp Rate	Turning right to make the note playback faster in the Arp sequence.
	Arp Swing	Turning right to make the note in the Arp sequence swing more pronounced.
Microphone	Mic Volume	Turning right to increase the volume of microphone.
Pedal		
Keyboard	Sustain	Pressing the pedal to lengthen the notes being played.
	Sostenuto	Pressing the pedal after playing a note, the note sound will continue until the pedal released. But the other notes played after the pedal pressed will not sustain.
	Soft	Pressing the pedal to make the notes weaker, and the sound may change.
	Portamento	Pressing the pedal, the notes have portamento effect, release the pedal to cancel the effect.
	Mono Legato	Pressing the pedal and the current voice playing mode turns into mono legato. Release the pedal to restore to original playing mode.
	Modulation	Pressing the pedal to apply the modulation on the playing notes, such as vibrato, release the pedal to cancel the effect.
	Keyboard Latch	Pressing the pedal, the note sound will be continue after releasing the key until the next note pronounced. Release the pedal to resume normal playing.
Part Effect	Part Effect Switch	Pressing the pedal to turn the Effect on or off.
	Arp Latch	When the current part effect is set as arpeggio, pressing the pedal and play. When the key is released, arpeggio continues to play.
	Slicer Switch	Pressing the pedal and apply the slicer effect on the playing notes. Release the pedal to cancel the effect.
	Slicer Speed	Pressing the pedal when using real-time slicer, the slicer tempo will increase.

Sound	Cutoff	Pressing the pedal to adjust the cutoff frequency of the filter to change the brightness of the sound.
	Resonance	Pressing the pedal to adjust the resonance of the filter, making the sound more flat or rich.
	Filter	Pressing the pedal to adjust the filter and change the characteristics of the sound.
	Acoustic Expression	Pressing the pedal to trigger special effects or playing techniques of sound.
Style	Start/Stop	Pressing the pedal to start or stop the playing style.
	Sync Start	Pressing the pedal to turn Sync Start on or off.
	Sync Stop	Pressing the pedal to turn Sync Stop on or off.
	Fade In/Out	Pressing the pedal to turn Fade In/Out on or off.
	Reset Style	When the Style playback, you can use the Sync Style function, pressing the pedal to immediately re-play the current bar.
	Half Bar Fill In	When the Style playback, pressing the pedal to trigger the Half Bar Fill In, only half bar of fill in section will be played.
Microphone	Talking Mode Switch	Pressing the pedal to switch the microphone between Talk mode and Vocal mode.
	Vocal Effect Switch	Pressing the pedal to turn the microphone effect on or off.
Master	Volume	Pressing the pedal, you can adjust the volume of each part.
	Tap Tempo	The system tempo can be set by repeatedly pressing the pedal at a certain frequency.
	Next Q.S.	Pressing the pedal to switch to next Q.S..
	Last Q.S.	Pressing the pedal to switch to last Q.S..
	Next Memory	Pressing the pedal to switch to next Memory.
	Last Memory	Pressing the pedal to switch to last Memory.
	Page Dowm	Pressing the pedal to switch to the next page of text.
Switch		
Joystick	Modulation Lock	When the joystick is set to modulation, turn on the switch to lock the modulation effect.
	Sound Control	Turn on the switch to set the function of joystick as sound control. Then you can change the sound effect by using joystick.
Keyboard	Portamento	Turn on the switch to applies the portamento effect to the notes you played.
	Mono Legato	Turn on the switch to applies the legato effect to the notes you played.
	Modulation	Turn on the switch to applies the modulation effect to the notes you played.
	Arp Latch	When part effect is set to Arp, turn on the switch to remain playing Arp after releasing the keys.
	Keyboard Latch	Turn on the switch, the note sound will be continue after releasing the key until next note pronounces. Turn off the switch to back to normal playing.
	Slicer Switch	Turn on the switch to using the slicer effect to played note. Turn off the switch to cancel.
	Acoustic Expression	Press the switch to trigger the special effects or playing techniques.
	Touch Response Switch	Turn off the switch to turn off the touch response of the keyboard.
Sound	Pitch Bend Range Lock	Turn on the switch to lock the bend range as the setting in "Controllers" menu. The range will not change when sound changes when the lock is on.
Style	Reset Style	Press the switch during style playback to replay the current bar.
	Scale Response	Turn on the switch, the style playback will response to scale tuning.
	Drum Mute	Turn on the switch, the style of the drum channel is immediately muted.
	Bass Invert Switch	Turn on the switch, the chord detect mode will switch to bass invert.
	Half Bar Fill In	Turn on the switch, only half a bar of the style's fill section will be played.

Lrc&Txt	Lyrics/Text Switch	Turn on the switch, the current lyrics or text display will be immediately callout.
Key Scale	Style Scale Response	Turn on the switch, the style is played in response to the scale.
	Scale Tuning Switch	Turn on the switch, the scale tuning function will immediately open.
Joystick		
Modulation	Modulation	Using joystick to modulate the sound in real time.
Pitch Bend	Pitch Bend Up	Using joystick to change the pitch up in real time.
	Pitch Bend Down	Using joystick to change the pitch down in real time.
Sound	Volume	Using joystick to adjust the volume of sound in real time.
	Filter	Using joystick to adjust the the filter in real time.
	Envelope	Using joystick to adjust the envelope of sound in real time.
	Sound Control	Using joystick to control sound effect in real time.

Short Cut+ Chart

[SHORTCUT+]	Display Called Up			
	Function	Interface	Popup	Focus
[EXIT]	-	-	-	-
[PART ON/OFF - L]	Mixer	Master	-	Volume - L
[PART ON/OFF - R1]	Mixer	Master	-	Volume - R1
[PART ON/OFF - R2]	Mixer	Master	-	Volume - R2
[PART ON/OFF - R3]	Mixer	Master	-	Volume - R3
[TRANSPOSE </>]	Style & Song	-	-	-
[OCTAVE </>]	-	-	Octave	R1/R2/R3 Octave
[VOCAL EFFECT]	Mic Settings	-	-	-
[PART EFFECT]	Part Effect	Arp/Harmony	-	-
[INSERT EFFECT]	DSP Effect	Insert Effect	-	IFX1 Level
[CHORD ON/OFF]	Keyboard	Chord	-	-
[AUTO FILL IN]	Keyboard	Chord	-	-
[FADE IN/OUT]	Utility	Config 1	-	Fade In Time
[INTRO 1/2/3]	Style & Song	-	-	-
[MAIN A/B/C/D]	Style & Song	-	-	-
[BREAK]	Style & Song	-	-	-
[ENDING 1/2/3]	Style & Song	-	-	-
[SYNC START]	Keyboard	Master	-	Split Chord
[SYNC STOP]	Keyboard	Master	-	Split Chord
[START/STOP]	Style & Song	-	-	-
[STYLE SELECT]	Mixer	Master	-	Volume - Style
[SONG SELECT]	Mixer	Master	-	Volume - Song
[GLOBAL SETTINGS]	MIDI I/O	MIDI IN	-	-
[TAP]	Utility	Config 1	-	Tap Tempo Sound
[TEMPO </>]	Style & Song	-	-	-
[METRO.]	Utility	Config 1	-	Metro Volume
[SONG RECORD]	Song	User Tab	-	-
[AUDIO RECORD]	USB Device	-	-	-
[BANK]	Memory	-	Information	-
[LOCK]	Memory	-	Lock Setting	-
[STORE]	Memory	-	Information	-
PERFORMANCE MEMORY [1]~[8]	Memory	-	Information	-
PHRASE PAD [1]~[4]	Phrase Pad	-	-	-
KNOB 1/2/3	Controller	Knob	-	Knob 1/2/3
PEDAL 1/2	Controller	Pedal	-	Pedal 1/2
SWITCH 1/2/3	Controller	Switch	-	Switch 1/2/3
JOYSTICK ↑/↓/←/→	Controller	Joystick	-	Joystick ↑/↓/←/→

MIDI Implementation List

	Function	Transmitted	Recognized	Remarks
Basic Channel	Default Changed	1ch 1-16ch	ALL 1-16ch	
Mode	Default Messages Altered	× × **********	Mode 3 Mono, Poly ×	
Note Number	True sound	0 - 127 **********	0 - 127 0 - 127	
Velocity	Note on Note off	o 9nH,V=1-127 o 9nH,V=0	o o	
After Touch	Key's Channel	× ×	× ×	
Pitch Bend		o	o	
Control Change	0 1 5 6 7 10 11 32 64 65 66 67 80 81 91 93 120 121 123	o o o o o o × o o o o o × × o o × × o	o o o o o o o o o o o o × × o o o o o	Bank Select Modulation Portamento Time Data Entry Volume Pan Expression Bank Select Sustain Pedal Portamento On/Off Sostenuto Pedal Soft Pedal Reverb Program Chorus Program Reverb Level Chorus Level All Sound Off Reset All Controllers All Notes Off
Program Change	True Number	o **********	o 0-127	
System Exclusive		×	o	
System Common	Song Position Song Select Tune Request	× × ×	× × ×	
System Real Time	Clock Commands	o ×	× ×	
Aux Messages	Local ON/OFF All Notes Off Active Sensing System Reset	× o o ×	× o o o	
Notes				

Mode 1: OMNI ON, POLY
Mode 2: OMNI ON, MONO
Mode 3: OMNI OFF, POLY
Mode 4: OMNI OFF, MONO

O : YES
X : NO


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PAP