Panasonic

KEYBOARD
SX-KC600

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

BEFORE YOU PLAY, PLEASE READ THE CAUTIONARY COPY APPEARING ON PAGE 4.

Panasonic

OWNER'S MANUAL

Before you play

For long and pleasurable use of this instrument, and to gain a thorough understanding of your **KC600** Keyboard, it is strongly recommended that you read through this Owner's Manual once.

The Owner's Manual is comprised of the following parts.

BASIC FUNCTIONS	This part includes an explanation of basic procedures and points you should be aware of for proper operation of your instrument.
PRACTICAL APPLICATIONS	This part comprises a detailed explanation of sound, effect, rhythm, recording, Disk Drive and function settings.
REFERENCE GUIDE (separate booklet)	Reference guide for the contents of the Sound List, Drum Kits, MIDI Implementation Chart.

Important Safety Instructions

WARNING

When using electric products, basic precautions should always be followed, including the following;
* Read all the instructions before using the product.

Safety

* **Power Source**—The product should be connected to a power supply only of the type described in the operating instructions or as marked on the product.

* **Polarization**—This product may be equipped with a polarized line plug(one blade wider than the other). This is a safety feature. If you are unable to insert the plug into the outlet, contact an electrician to replace your obsolete outlet. Do not defeat the safety purpose of the plug.

* **Periods of Non-use**—The power-supply cord of the product should be unplugged from the outlet when left unused for a long period of time.

Installation

* **Water and Moisture**—Do not use this product near water—for example, near a bath-tub,washbowl, kitchen sink, in a wet basement, or near a swimming pool, or the like.

* **Cart/Stand**—This product should be used only with a cart or stand that is recommended by the manufacturer.

* **Ventilation**—The product should be located so that its location or position does not interfere with its proper ventilation.

* **Heat**—The product should be located away from heat sources such as radiators, heat registers, or other products that produce heat.

* **Foreign Material**—Care should be taken so that objects do not fall and liquids are not spilled into the enclosure through openings.

Listening caution

This product, either alone or in combination with an amplifier and headphones or speakers may be capable of producing sound levels that could cause permanent hearing loss. Do not operate for a long period of time at a high volume level or at a level that is uncomfortable. If you experience any hearing loss or ringing in the ears, you should consult an audiologist.

Service

* **Damage Requiring Service**—The product should be serviced by qualified service personnel when:
  a. The power-supply cord or the plug has been damaged; or
  b. Objects have fallen, or liquid has been spilled onto the product; or
  c. The product has been exposed to rain; or
  d. The product does not appear to operate normally or exhibits a marked change in performance; or
  e. The product has been dropped, or the enclosure damaged.

* **Servicing**—Do not attempt to service the product beyond that described in the user-maintenance instructions.
  All other servicing should be referred to qualified service personnel.

Maintenance

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

SAVE THESE INSTRUCTIONS

Contents

■ **Supplied accessories**
Please check the supplied accessories.

☐ **Music stand**
☐ **AC adaptor**
☐ **SONG BOOK**
☐ **SONG DISK**

5

Controls and functions

SONG
Record and play back your performance. (Refer to page 32.)

AUTO PLAY CHORD
An automatically accompaniment is added to your playing merely by specifying a chord. (Refer to page 27.)

BEAT MASTER
A fun way to develop your sense of rhythm. (Refer to page 16.)
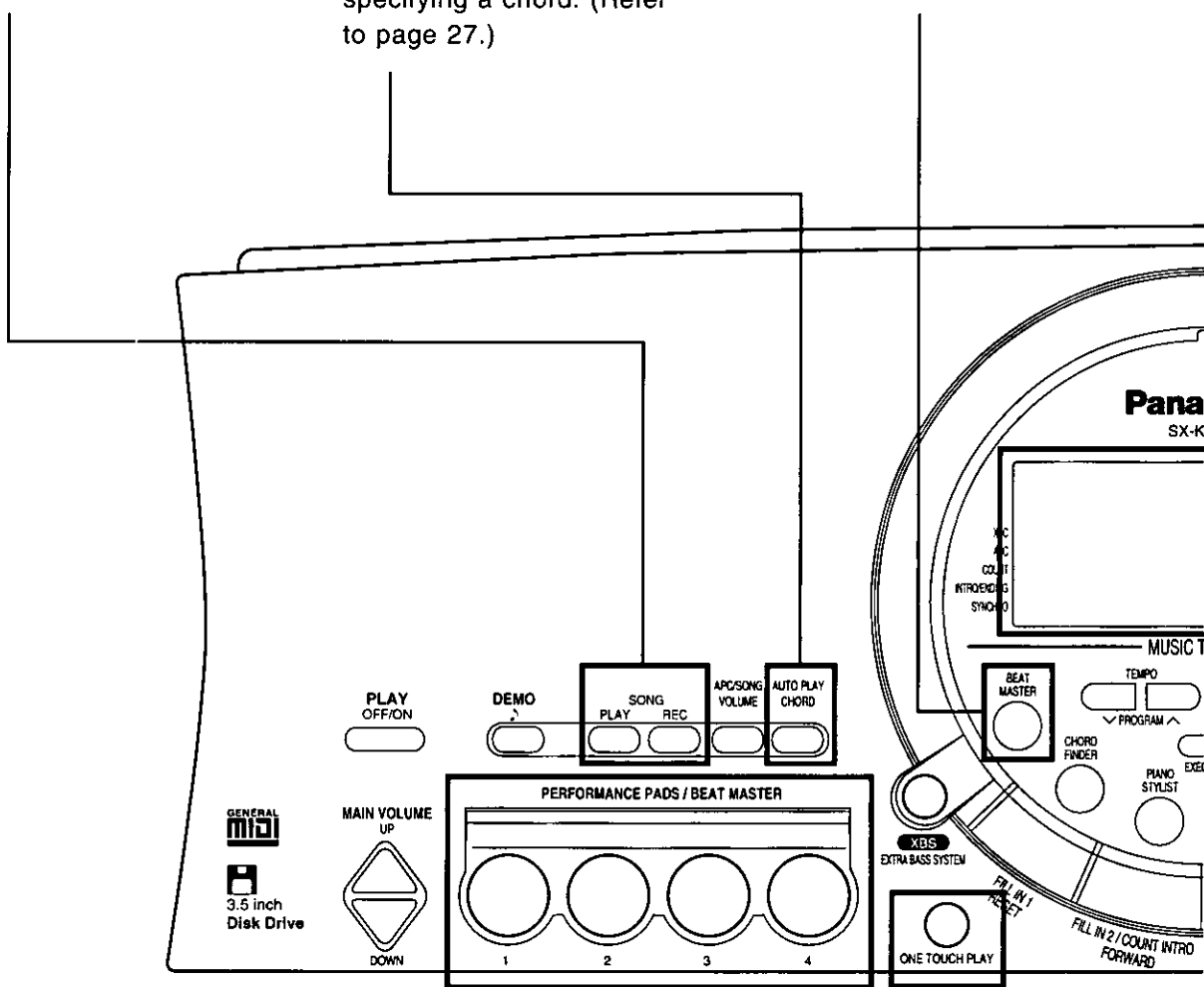
PERFORMANCE PADS/BEAT MASTER
Just press a pad button to add a phrase to your playing. You can also tap the pad buttons in time with the beat. (Refer to pages 16, 31.)

ONE TOUCH PLAY
An appropriate combination of sounds, etc. for your selected rhythm are automatically set up for the automatic accompaniment. (Refer to page 29.)

MUSIC TRAINER

The **MUSIC TRAINER** function incorporated in this instrument can be a helpful aid to improving your performance.

Example

■ **BEAT MASTER**, to develop your sense of rhythm.
■ **CHORD FINDER**, to teach you how to play chords.
■ **MINUS ONE** lets you practice the melody part while listening to the other song parts.
■ The display shows a visual illustration of the keys and notes you play.

Display
Displays the status of your instrument and is also used for setting the various functions. (Refer to page 18.)

CONDUCTOR
Specify the performance parts of the keyboard. (Refer to page 20.)
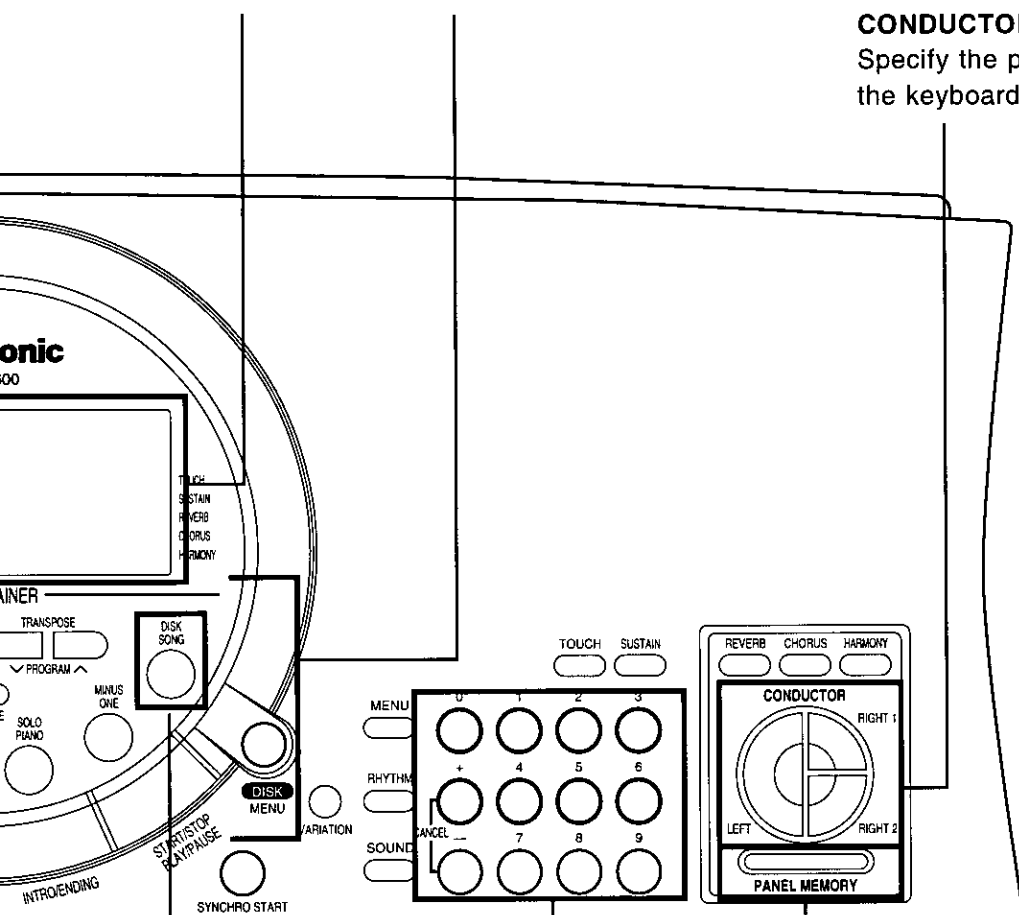
DISK SONG
Play back song data from a floppy disk. (Refer to page 35.)
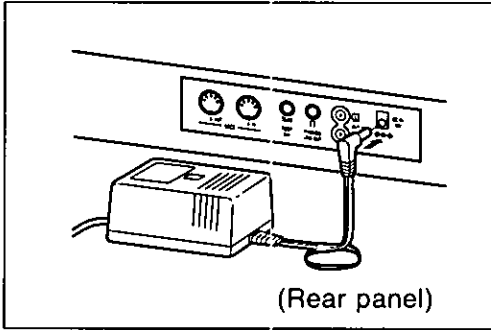
Number buttons
Specify the desired sounds and rhythms etc. by number.

PANEL MEMORY
Store the current instrument settings for easy recall later. (Refer to page 30.)

Getting started

1 Connect the AC adaptor (included).

(Rear panel)

- Do not disconnect and connect the AC adaptor when the **PLAY** button is on, as doing so may cause the the programmed settings and recorded contents to be deleted.

2 Affix the music stand as shown.
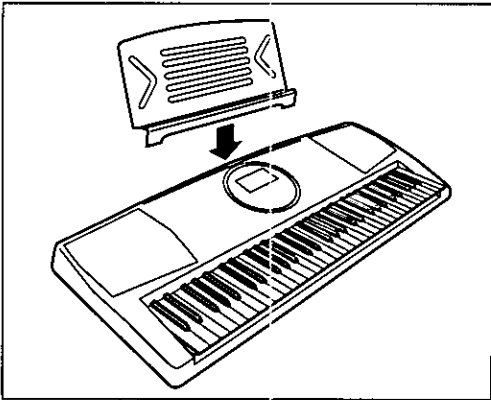
- When leaving the product unused for a long time, turn off the **PLAY** button of the unit and pull the AC adaptor out of the socket for power saving. (The product consumes a power of 2 W even with the **PLAY** button of the unit turned off.)

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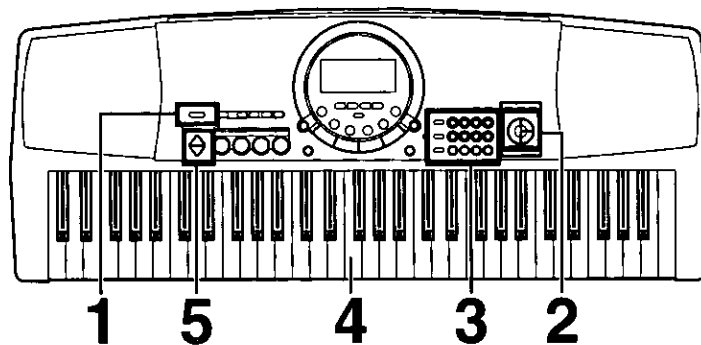
1   Press the **PLAY** button to turn it on.

PLAY
OFF/ON

2   Press the **RIGHT 1** button in the **CONDUCTOR**.

CONDUCTOR
RIGHT 1
LEFT   RIGHT 2

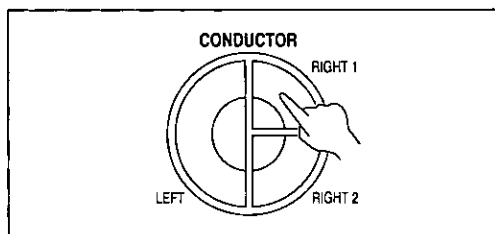* The **CONDUCTOR** status is shown on the display like this:

CONDUCTOR
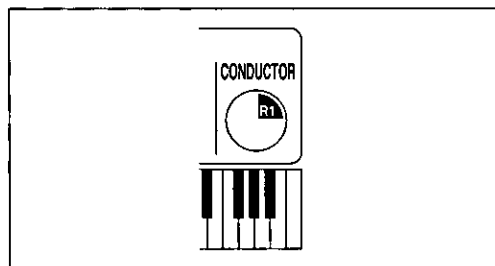
3   Press the **SOUND** button, and use the number buttons to select a sound number (three digits).

MENU   0   1   2   3
RHYTHM   +   4   5   6
VARIATION   CANCEL   −   7   8   9
SOUND
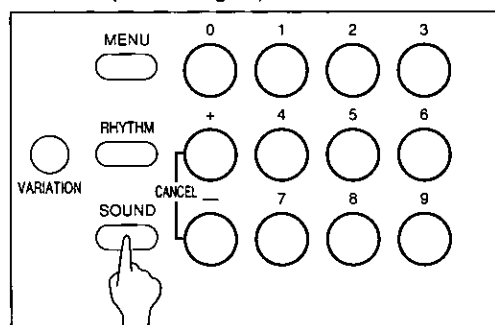
* The list of **SOUNDS** is found near the right side of the panel.
* The name and number of the selected sound are shown on the display.
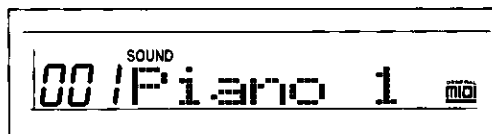
SOUND
001 Piano 1

4   Play the keyboard.

5   Set the **MAIN VOLUME** to an appropriate level.

MAIN VOLUME
UP

DOWN
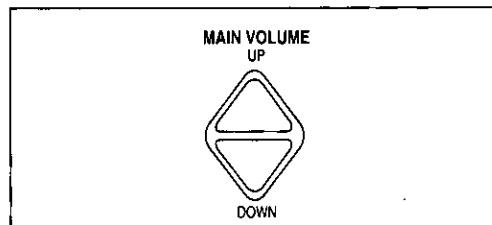
* The volume setting is shown on the display.

Volume setting
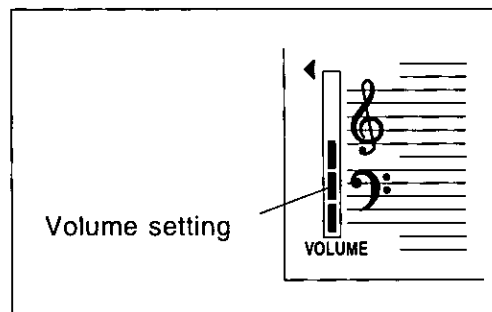
VOLUME

* Each graduation represents two degrees of volume change.

9

A B
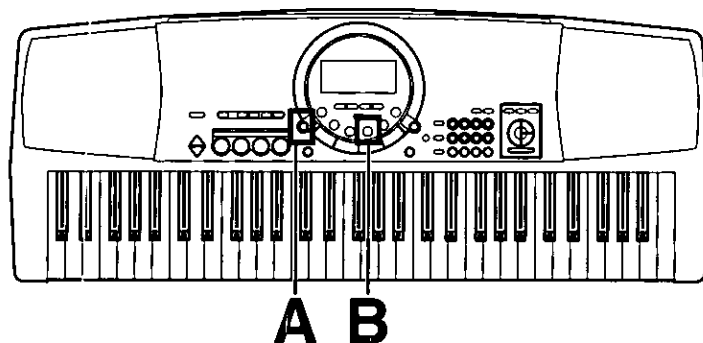
Extra Bass sound emphasis

A Press the **XBS (EXTRA BASS SYSTEM)** button.
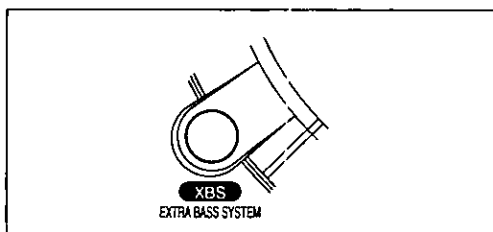
- You can emphasize the intensity of the sounds in the lower pitch range.
- When **XBS** is on, a ◀ mark on the display appears next to the **XBS** indication.
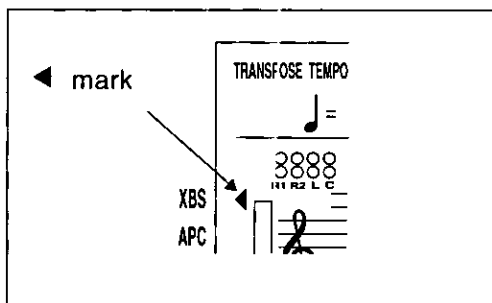
- Press the **XBS** button again to turn it off.

SOLO PIANO

B Press the **SOLO PIANO** button.
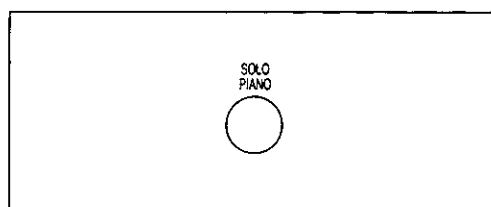
- The instrument settings automatically change to those appropriate for performing with piano sounds.

- The pitch of this instrument can be adjusted, for example, when playing with other instruments. (Refer to page 43.)
- For detailed information about selecting sounds, refer to page 19.

10

Listen to the demonstration
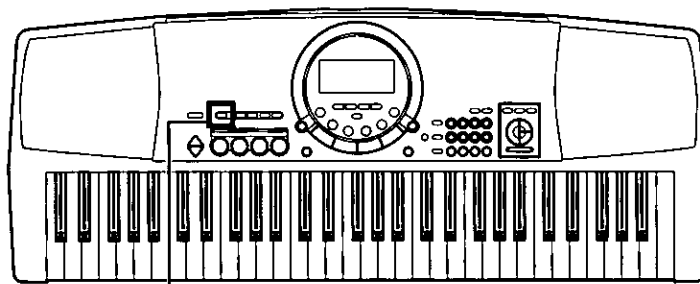
1·2

1 Press the **DEMO** button.
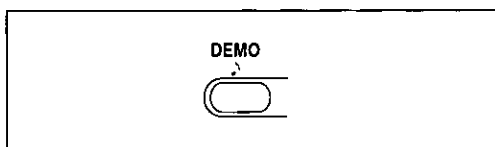
DEMO

- The demonstration performance begins.
- The two demo tunes are playing continuously.

2 When you are finished listening to the demonstration performances, press the **DEMO** button again.

- Some of the buttons do not work during the demonstration performance.

Add an automatic accompaniment
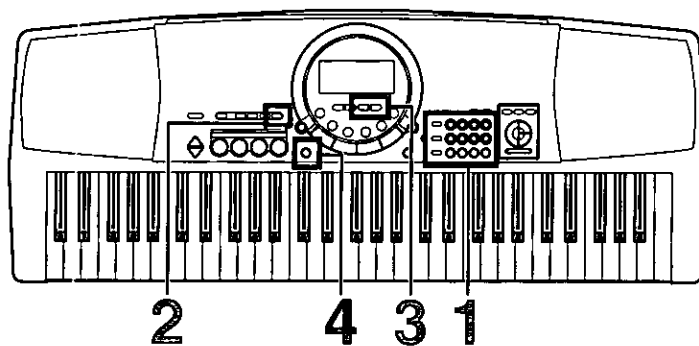
1 Press the **RHYTHM** button, and use the number buttons to select a rhythm number (three digits).
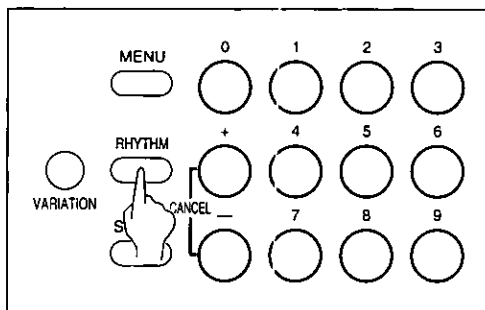
- The list of **RHYTHMS** is shown near the left end of the panel.
- The rhythm number and name are shown on the display.
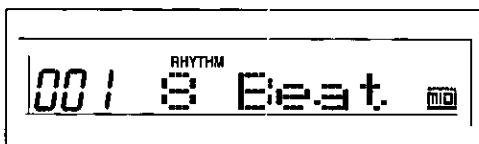
2 Press the **AUTO PLAY CHORD** button.
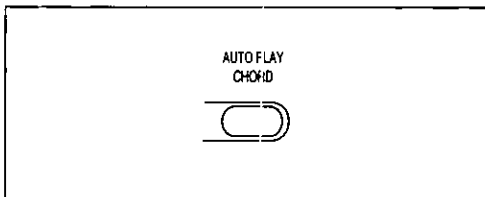
3 Use the **TRANSPOSE/PROGRAM** buttons to show "1 Finger" on the display.
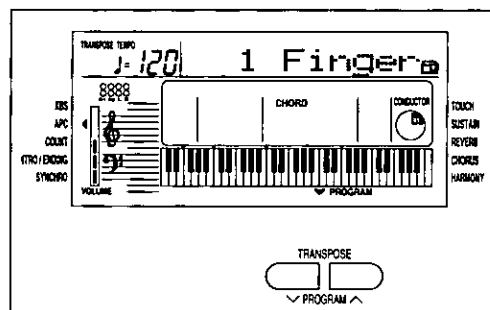
- Perform this operation while the PROGRAM indication is flashing on the display.

4 Press the **ONE TOUCH PLAY** button.
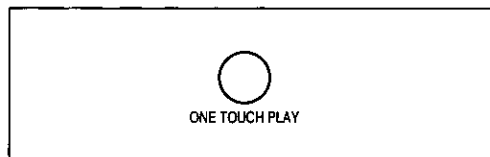
- The sounds, etc. appropriate for the selected rhythm are automatically set up.

5 **6**
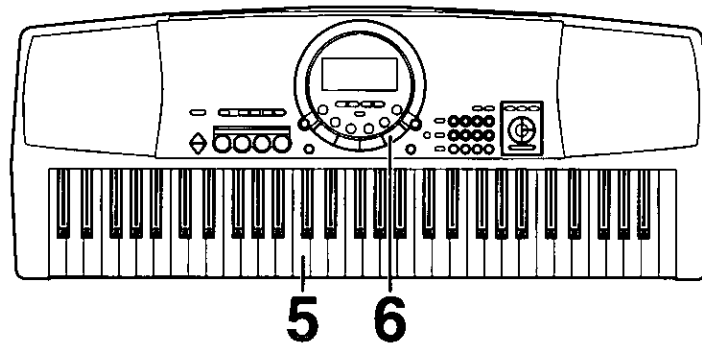
5 | Play the chord with your left hand, and the melody with your right hand.

C3	
Chord	Melody
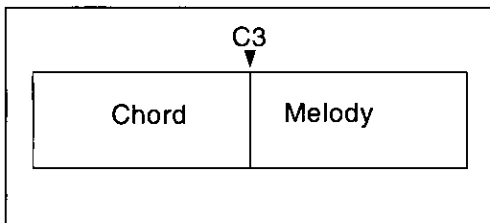
- When you play the keyboard with your left hand, the automatic accompaniment starts (**SYNCHRO START**).
- For example, when you press a C key, an automatic accompaniment in the C major chord begins to play.

6 | When you are finished playing the song, press the **START/STOP** button.
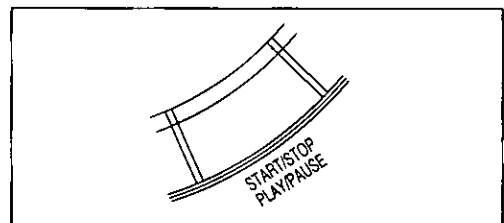
- The automatic accompaniment stops.
- To end your performance with the automatic accompaniment, press the **AUTO PLAY CHORD** button again.

C chord   G7 chord   F chord
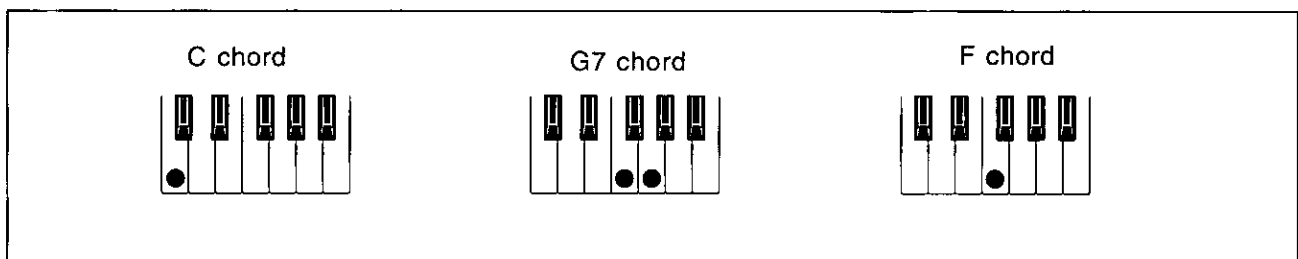
- For information about selecting rhythms, refer to page 24.
- For information about the automatic accompaniment, refer to page 27.

Play back the included Song Disk

3 4 2

---
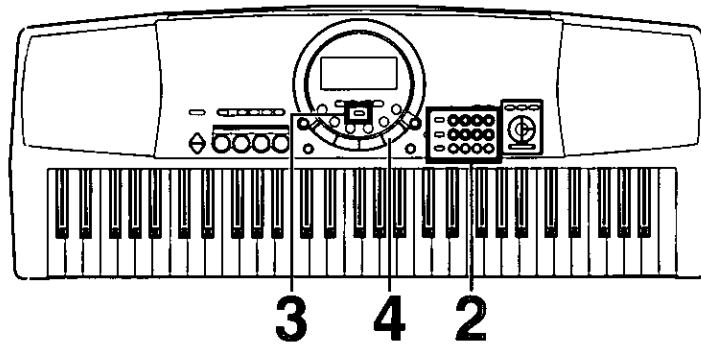
1 Insert the included SONG DISK into the Disk Drive slot.
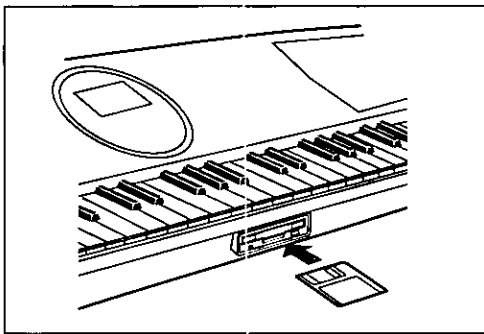
• Insert the floppy disk correctly oriented with the label side up. Push it all the way in until it clicks into place.

2 Use the number buttons to select a song number (3 digits).
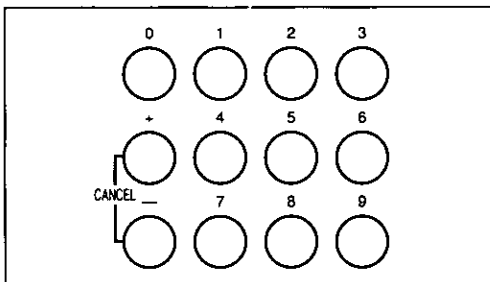
• The song numbers can be found on the separate music score provided.
• The selected song number and abbreviated song name are shown on the display.
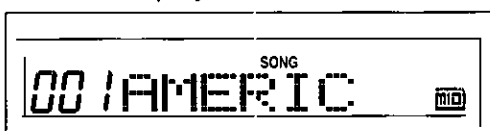
3 Press the **EXECUTE** button.
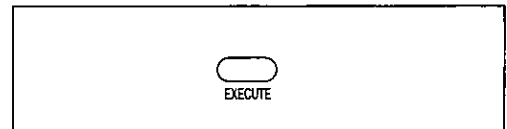
• When the data has been loaded to this instrument, "COMPLETE" appears on the display.

4 Press the **PLAY/PAUSE (START/STOP)** button.
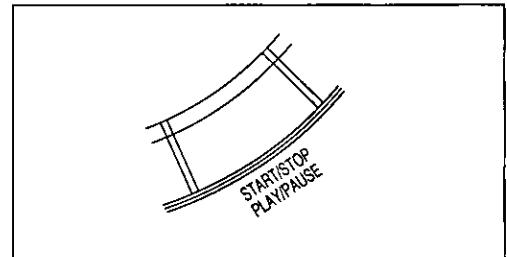
• The selected song is played back.

An illustration of a floppy disk appears on the display when data is being loaded from or saved to a disk. To prevent data loss, do not remove the disk from the Disk Drive or turn off the power while this illustration is shown.

Disk illustration
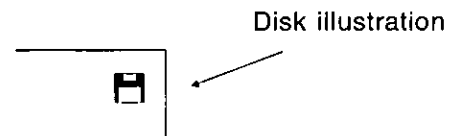
• For playing back commercial song disks, refer to page 36.

• For detailed information about playing back the SONG DISK, refer to page 35.

Record your performance

2·6   4 7 3 5
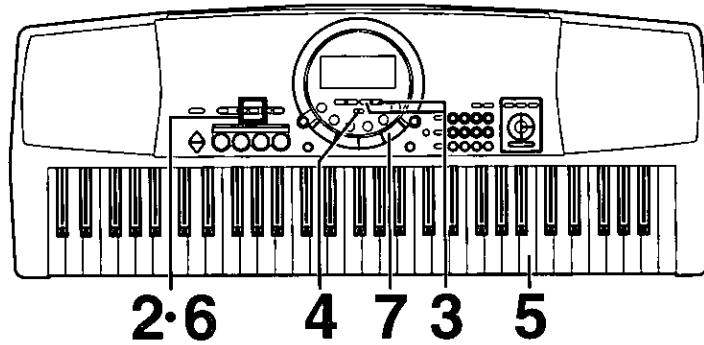
1 Select the desired sounds and rhythm.
- You can also record a performance that has an automatic accompaniment.

2 In the **SONG** section, press the **REC** button.
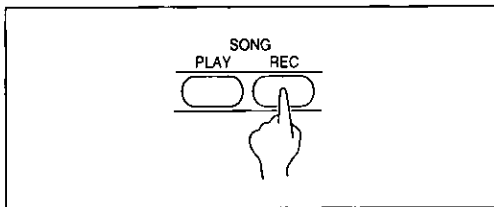
3 Use the **TRANSPOSE/PROGRAM** buttons to select EASY REC.
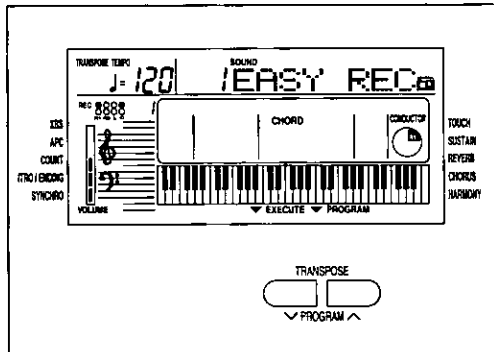
4 Press the **EXECUTE** button.
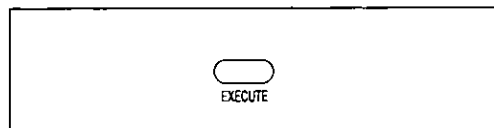
- All the previously recorded contents are erased.

5 Play the song on the keyboard.

6 When your performance is finished, press the **REC** button, in the **SONG** section, again.
- The recording can also be ended by pressing the **START/STOP** button.

7 Press the **PLAY/PAUSE (START/ STOP)** button.
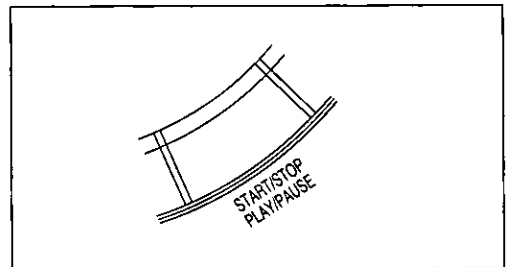
- Your recorded performance is played back.

- For more information about **SONG**, refer to page 32.

- To play a normal rhythm performance after playing back your recorded performance, press the **PLAY** button in the **SONG** section to turn it off.

Beat Master

BEAT MASTER is a function that helps develop your sense of rhythm while you enjoy playing. Tap the pad buttons by following the model, and learn to perform a tune by playing in turn with the instrument (battling). An assessment of your performance is shown on the display.

4 1 2 3

---
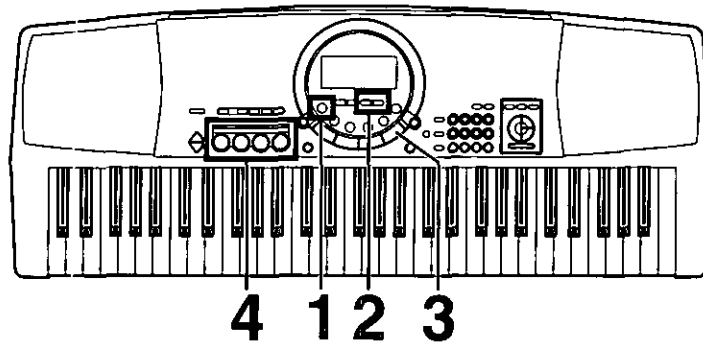
1 Press the **BEAT MASTER** button.
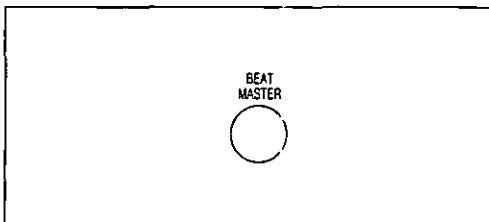
* A welcome tune is heard and the pad indicators light up.

2 Use the **TRANSPOSE/PROGRAM** buttons to select a song number.
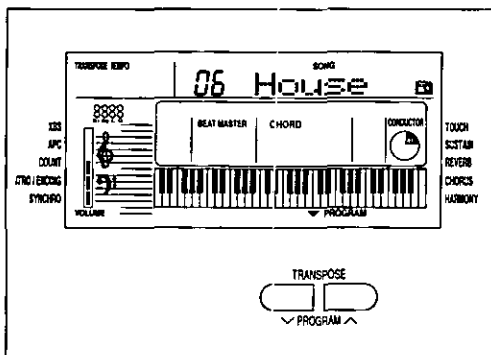
* Select a number from 01 to 15. The higher the number, the more difficult the tune.
* Select number 15 to play back a song loaded from the disk. If data has not been loaded from a disk, "EMPTY" is shown on the display.

3 Press the **START/STOP** button.
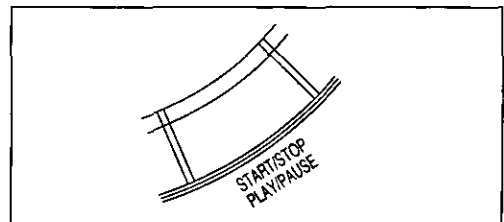
* The tune begins to play.

4 Perform using the **BEAT MASTER** pad buttons.

PERFORMANCE PADS / BEAT MASTER
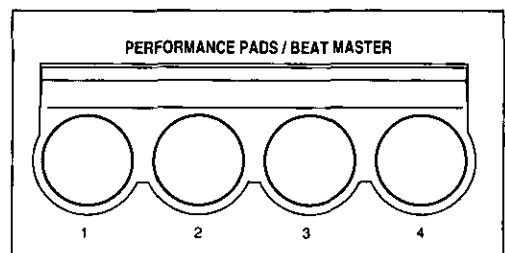
How to play

(1) As the song is played, first a number of measures of the model performance are played. At this time try to remember which pad button lights at which timing. During this time, the display looks like this:

BEAT MASTER

LISTEN

16
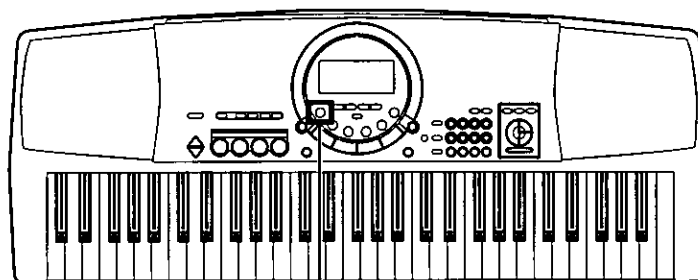
5

(2) Next the background sound of the same measures are repeated, so that you can play the pad buttons, mimicking the model performance. During this time, the display looks like this:

| BEAT MASTER |

- The "battling" phrase of the model performance is played in time with your pad tapping.

(3) Make the song by continuing to alternate the instrument's performance with your own performance.

(4) An assessment of each phrase of your performance is shown on the display, and when the tune has ended, a total assessment is shown on the display.
- An evaluation of each phrase you reproduce is shown as "Poor," "Good" or "Bravo!"
- After the evaluation of your final phrase, a total evaluation of your performance is shown as "Practice," "Fair," "Good" or "Master!"
- Repeat steps 2 to 4 to enjoy playing other tunes.

5 To turn off the **BEAT MASTER**, press the **BEAT MASTER** button again.

Playback of BEAT MASTER songs on the disk

- **BEAT MASTER** songs are recorded on the included disk.

(1) Insert the disk with the **BEAT MASTER** song data into the Disk Drive.

(2) Press the **BEAT MASTER** button.

(3) Press the **DISK SONG** button.

(4) Use the **TRANSPOSE/PROGRAM** button to specify the file number to load from the disk.
- Note that the current SONG data is deleted when the **BEAT MASTER** data has been loaded.

(5) Press the **EXECUTE** button.
- When the data has been loaded to this instrument, "COMPLETE" appears on the display.

(6) Press the **START/STOP** button.

- If the tempo is too fast, use the **TEMPO** buttons below the display to adjust it.

17

About the display

The display shows the status of this instrument, the played keys, etc., and is also used for setting the various functions.

Normal display
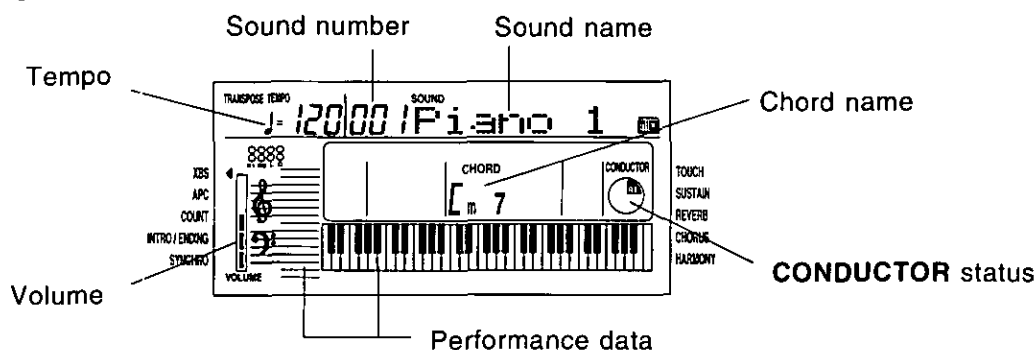
- A ◀ or ▶ mark next to the function name to the left or right of the display indicates that the corresponding button is ON. (In the example above, the **XBS** function is On.)
- The readability (LCD CONTRAST) of the display can be adjusted. (Refer to pages 40 and 43.)

Setting display example

Example: PART VOLUME
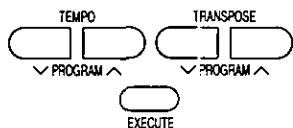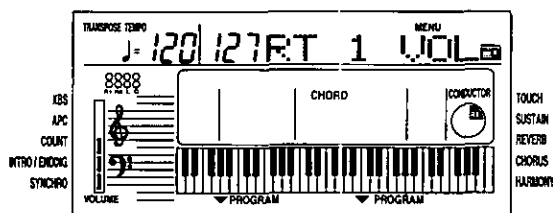
The **TRANSPOSE/PROGRAM** buttons and **TEMPO/PROGRAM** buttons below the display, as well as the number buttons and + and − buttons, are used to select the various functions and specify values, etc.
- When the **TRANSPOSE/PROGRAM** buttons or **TEMPO/PROGRAM** buttons are used to set a function, the corresponding PROGRAM indication flashes.
- The number buttons are convenient for entering numbers directly, and the **TRANSPOSE/ PROGRAM** buttons or the + and − number buttons are convenient for selecting the modes, etc. while viewing the display.

■ **EXECUTE**
When it is necessary to confirm that you wish to execute a function, press the **EXECUTE** button.
- If necessary, the EXECUTE indication on the display will flash.

- At this time if you wish to cancel the procedure instead of executing it, press the button that you to select the function (**MENU** button or **DISK MENU** button, etc.).

- The display illustrations used throughout this manual are for purposes of explanation and may differ from the actual display you see when you are using your instrument.

18

Part I Sounds and effects

There are 250 different sounds permanently stored in this instrument to enhance your playing enjoyment.

Sound
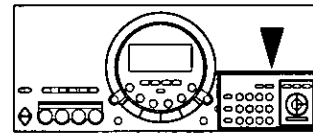
Select the sounds for the three parts you can play on the keyboard.

1. In the **CONDUCTOR**, select a part (**RIGHT 1**, **RIGHT 2** or **LEFT**).
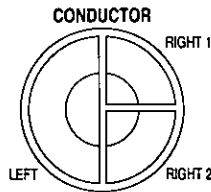
CONDUCTOR

- The **CONDUCTOR** indication on the display shows the selected part(s).

2. Press the **SOUND** button. Use the number buttons to select a sound number (three digits).
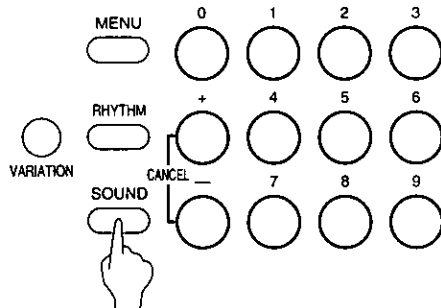
- The list of **SOUNDS** is printed on the upper right portion of the panel.
- The selected sound number and sound name are shown on the display.

- Enter three digits to specify the sound. For example, for sound number 003, press 0, 0, 3. For sound number 030, press 0, 3, 0.

3. Play the keyboard.
- Non-pitched (percussion) sounds are also available.
- For DRUM KITS sounds, percussion instrument sounds corresponding to the illustration are played with the keyboard keys.
- You can use the **CONDUCTOR** to assign different parts to the keyboard.

■ **About the number buttons**
The number buttons are convenient for selecting functions with assigned numbers, such as sounds and rhythms, **MENU** functions, disk songs, etc.
- The + and – buttons can be used to increase or decrease the number. When a button is pressed and held, the numbers change quickly.
- If you wish to cancel the number you are in the midst of entering, press the + and – buttons at the same time. If you pause in the midst of entering a number, the entry may automatically be canceled after a few seconds.

Conductor
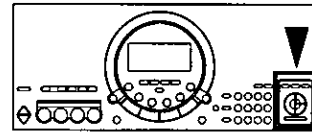
The **CONDUCTOR** buttons are used to assign sounds to the keyboard in many different ways. For example, you can assign two sounds to the entire keyboard so that playing one key will produce two sounds. You can even split the keyboard into right and left sections (**SPLIT**), and assign a different sound to each section.

CONDUCTOR settings	How sounds are assigned to the keyboard
	All keys produce the **RIGHT 1** sound. **RIGHT 1**
	All keys produce the **RIGHT 2** sound. **RIGHT 2**
	All keys produce both the **RIGHT 1** sound and the **RIGHT 2** sound. **RIGHT 1 + RIGHT 2**
	The left keys produce the **LEFT** sound and the right keys produce the **RIGHT 1** sound and the **RIGHT 2** sound. **LEFT** | **RIGHT 1 + RIGHT 2**
	The left keys produce the **LEFT** sound and the right keys produce the **RIGHT 1** sound. **LEFT** | **RIGHT 1**
	The left keys produce the **LEFT** sound and the right keys produce the **RIGHT 2** sound. **LEFT** | **RIGHT 2**

- The volume of each part can be adjusted independently. (Refer to page 41.)
- When the keyboard is divided into left and right parts, the initialized split point is at C3 (the third C from the bottom, or left end of the keyboard), but you can change the location of the split point. (Refer to page 43.)
- The following conditions are in effect when the **AUTO PLAY CHORD** is used.
  - —1 Finger mode: The **LEFT** part does not sound.
  - —1 Finger, Fingered mode: You cannot assign the **RIGHT** part sound to the whole keyboard.
  - —Pianist mode: The keyboard cannot be split.

Solo Piano
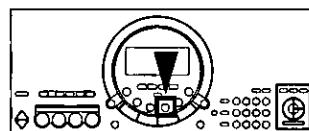
Press the **SOLO PIANO** button for a solo piano performance without having to make complicated settings.

⇒Press the **SOLO PIANO** button.

SOLO
PIANO

- The appropriate settings for a piano perfor-
  mance is automatically set.
- Note that the settings that were in effect im-
  mediately before this button is pressed will be
  lost.

Effects
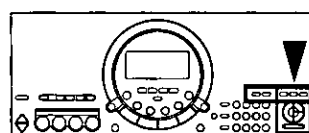
Add various effects to give expression to the sounds.

CHORUS

This effect gives the sound richness and breadth.

1. Use the **CONDUCTOR** buttons to select the
   part to which this effect will be applied.

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

CHORUS

- The ▶ mark next to the CHORUS indication
  on the right side of the display indicates that
  this effect is on.
- The display looks similar to the following.
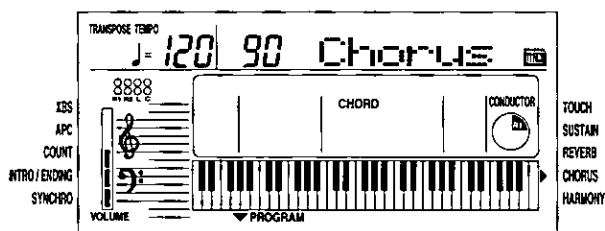
- If necessary, use the **TEMPO/PROGRAM** but-
  tons to adjust the depth of the effect (0–99).
- Perform this operation while the PROGRAM
  indication is flashing on the display. After a
  few seconds, the display returns to the pre-
  vious display.
- This effect can be set to on or off for each
  part.

SUSTAIN

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

1. Use the **CONDUCTOR** buttons to select the
   part to which this effect will be applied.

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

SUSTAIN

- The ▶ mark next to the SUSTAIN indication
  on the right side of the display indicates that
  this effect is on.
- This effect can be set to on or off for each
  part.

REVERB

REVERB applies a reverberation effect to the sound.

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

REVERB

- The ▶ mark next to the REVERB indication on the right side of the display indicates that this effect is on.
- The display looks similar to the following.
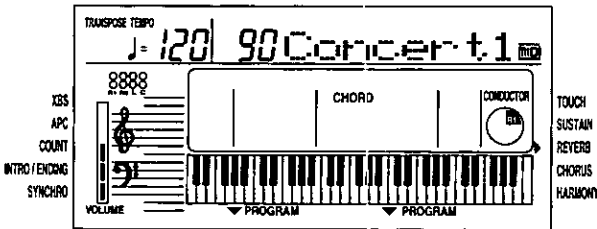
- If necessary, use the **TEMPO/PROGRAM** buttons to adjust the depth of the effect (0–99), and the **TRANSPOSE/PROGRAM** buttons to select the type of reverb (Room1, 2, Plate 1, 2, Concert 1, 2).
- Perform this operation while the PROGRAM indication is flashing on the display. The display returns to the previous display a few seconds after you have changed the setting.

TOUCH

You can add dynamics to the sound by varying the keyboard touch.
- The initialized setting is ON.

⇒Press the **TOUCH** button to turn it on.

TOUCH

- The ▶ mark next to the TOUCH indication on the right side of the display indicates that this effect is on.
- The display looks similar to the following.

- If necessary, the **TRANSPOSE/PROGRAM** buttons can be used to to select the mode (Heavy, Normal, Light).
- Perform this operation while the PROGRAM indication is flashing on the display. After a few seconds, the display returns to the previous display.

Transpose
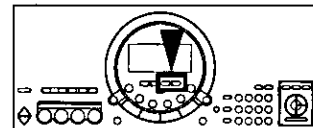
The **TRANSPOSE** buttons are used to change the key of the entire instrument in semitone steps across an entire octave.

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

⇒Adjust the key with the **TRANSPOSE** ∧ and ∨ buttons.

Transpose illustration

TRANSPOSE

Key   ∨ PROGRAM ∧
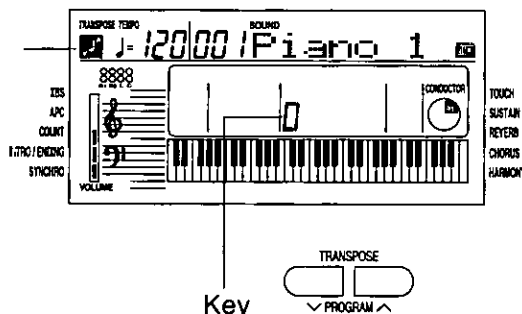
• Each press of the ∧ button raises the key in semitone steps, and each press of the ∨ button lowers the key in semitone steps (G – C – F#).
• If the two buttons are pressed at the same time, the key returns to C.
• When the **TRANSPOSE** function is active, the transpose illustration is shown on the display.
• When PROGRAM is shown on the display above the buttons, these buttons are used for various settings and cannot be used for **TRANSPOSE**. To access the **TRANSPOSE** function in this case, first exit the setting mode.

<Example: transposed to D>

Played keys: C major

Notes that sound: D major

Harmony
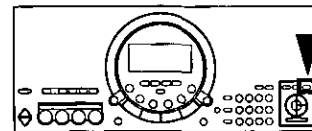
This function automatically adds harmony to the single-note melody you play in the right part, based on the chord you specify in the left part.

1. Split the keyboard into right and left sections. (Refer to page 20.)

2. Press the **HARMONY** button to turn it on.

HARMONY

• The ▶ mark next to the HARMONY indication on the right side of the display indicates that this effect is on.
• The display looks similar to the following.
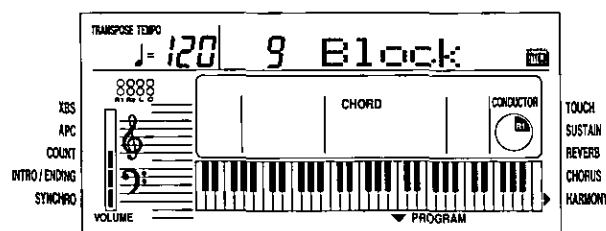
• If necessary, the **TRANSPOSE/PROGRAM** buttons can be used to select the type of harmony.
• If the "Octave", "Hard Rock" or "Fanfare" type is selected, **HARMONY** is added even when you do not specify the chords.
• Perform this operation while the PROGRAM indication is flashing on the display. After a few seconds, the display returns to the previous display.

Part II Playing the rhythm

There are 100 rhythms stored in the memory of this instrument. An additional **VARIATION** patterns for each rhythm is available.

Rhythm
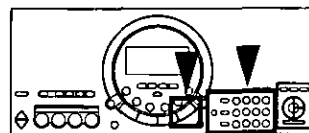
1. Press the **RHYTHM** button. Use the number buttons to select a rhythm number (three digits).
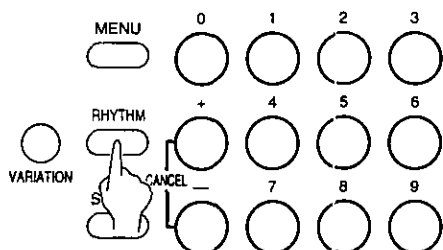
* The list of **RHYTHMS** is shown near the left end of the panel.
* The rhythm number and name are shown on the display.

* Enter three digits to specify the rhythm. For example, for rhythm number 003, press 0, 0, 3. For rhythm number 030, press 0, 3, 0.
* The + and – buttons can be used to increase or decrease the number. When a button is pressed and held, the numbers change quickly.
* To cancel a number you are entering, press the + and – buttons at the same time (**CANCEL**).

2. Press the **START/STOP** button.
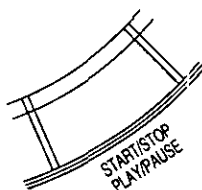
* The selected rhythm pattern begins to play.
* You can stop the rhythm by pressing the **START/STOP** button again to turn it off.
* Since there is no DRUM part for the 091 CLASSIC BALLAD rhythm, the pattern does not sound unless the **AUTO PLAY CHORD** is used.

■ VARIATION
When you press the **VARIATION** button, the rhythm changes to the variation pattern for the selected rhythm.
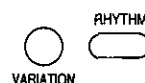
* "VARI" is shown on the display when the variation pattern is selected.

* During a rhythm performance, you can switch between the normal pattern and the variation pattern by pressing the **VARIATION** button.
* There is no **VARIATION** pattern for the METRONOME rhythm.

Synchro Start
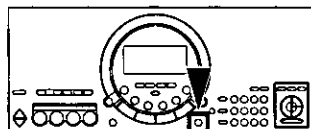
With the synchronized start feature, the rhythm pattern begins to play when you press a key on the keyboard.

1. Select a rhythm.

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

○
SYNCHRO START

• The ◀ mark next to the SYNCHRO indication on the left side of the display indicates that this function is on.

3. Play a key to the left of the keyboard split point.
• The rhythm pattern begins to play.
• You can use the synchronized start feature even when the keyboard is not divided into left and right sections. To start the rhythm, press a key to the left of the specified split point (C3 in the initialized state).
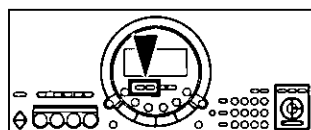
Tempo

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

⇒Press the right button for a faster tempo, and the left button for a slower tempo (♩=40 – 300).

Tempo indication ——————

Beat indication

♩ l2O|OO l   8 Beat.
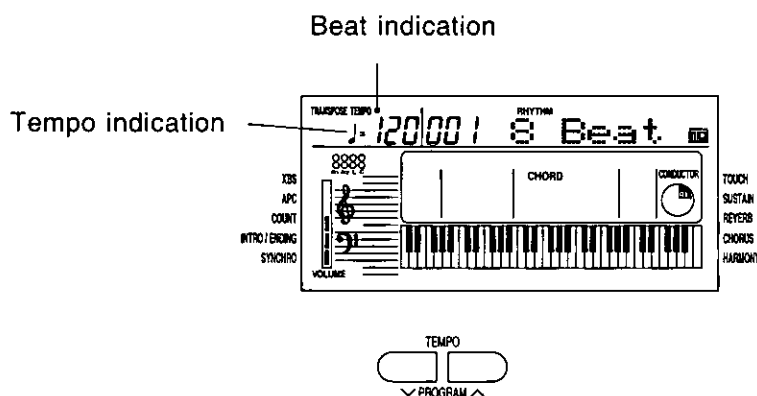
TEMPO
◯◻ ◻⊃
∨ PROGRAM ∧

• Press both buttons at the same time to reset the tempo to the standard ♩=120.
• The tempo is shown on the display.
• The beat is indicated above the displayed tempo.
• When "PROGRAM" appears on the display above the buttons, these buttons are used for various settings and cannot be used to adjust the **TEMPO**. To adjust the **TEMPO** in this case, you must first exit the setting mode.

Rhythm performance
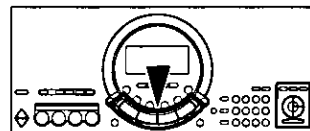
Intro, fill-in and ending patterns are available for each rhythm.

INTRO

Begin the rhythm performance with an intro pattern.

1. Press the **INTRO/ENDING** button to turn it on.
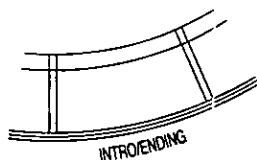
- The ◀ mark next to the INTRO/ENDING indication on the left side of the display indicates that this function is on.

2. Press the **START/STOP** button to start the rhythm.
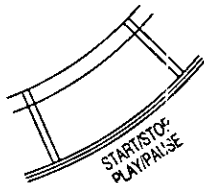
- An intro pattern is played, after which the normal rhythm pattern begins.

COUNT INTRO

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

1. Press the **FILL IN 2/COUNT INTRO** button to turn it on.
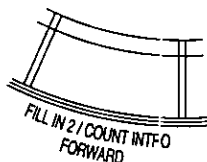
- The ◀ mark next to the COUNT indication on the left side of the display indicates that this function is on.

2. Press the **START/STOP** button to start the rhythm.
- A one-measure count is played, after which the normal rhythm pattern begins.

FILL IN

You can insert a fill-in pattern any time during the rhythm performance. Choose from two different fill-in patterns.

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

2. Press the **FILL IN 1** or **2** button.
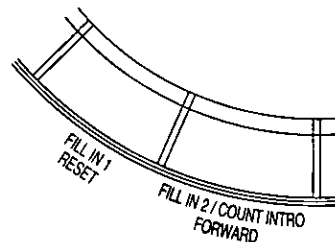
- A fill-in pattern is heard immediately for the remainder of the measure.
- When a **FILL IN** button is pressed on the last beat of the measure, the fill-in pattern continues to the end of the following measure.

ENDING

Finish the rhythm performance with an ending pattern.

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

2. Press the **INTRO/ENDING** button to turn it on.
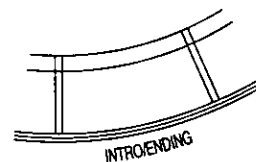
- An ending pattern is produced, and then the rhythm performance stops.
- If you accidentally press an **INTRO/ENDING** button in the middle of the tune, you can press the **FILL IN 1** or **2** button. The ending pattern stops, and a fill-in pattern is produced, after which the normal rhythm performance continues.

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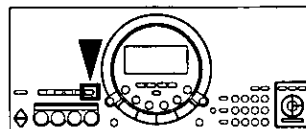
Simply by playing a chord on the keyboard, the **AUTO PLAY CHORD** function automatically plays an accompaniment pattern which matches perfectly the selected rhythm. With a real accompaniment as a background, you can concentrate on playing the melody.

⇒Choose from three ways of playing chords.
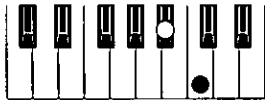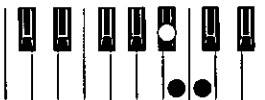
■ **One Finger (1 Finger) mode**
In the One Finger mode, a major chord can be played just by pressing the key for its root note.

Example: C chord
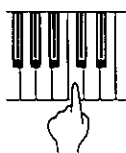
Minor, seventh and minor seventh chords are also easily produced.

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

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

• Play at least three notes to specify the chord.
• If the **CHORD FINDER** procedure is used, you can see the types of chords that can be specified and the keys you press to play them. (Refer to page 29.)

■ **Pianist mode**
In the Pianist mode, the entire keyboard can be used to specify chords (Fingered mode) for the automatic accompaniment; a **RIGHT** part is assigned to all the keys, and the keyboard does not split.
• If the **CHORD FINDER** procedure is used, you can see the types of chords that can be specified and the keys you press to play them. (Refer to page 29.)
• When specifying chords, if you press a key a perfect 5th or more below the lowest note of the chord, the BASS part becomes a pattern based on that note.

How to use the AUTO PLAY CHORD

1. Select the desired rhythm and sound(s), and set the tempo.

2. Press the **AUTO PLAY CHORD** button to turn it on.

AUTO PLAY
CHORD

- The ◀ mark next to the APC indication on the left side of the display indicates that this function is on.
- The display looks similar to the following.

```
1 Finger
```

3. Use the **TRANSPOSE/PROGRAM** buttons to select the chord mode (1 Finger, Fingered, Pianist).
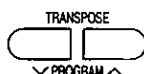
TRANSPOSE

∨ PROGRAM ∧

- Perform this operation while the PROGRAM indication is flashing on the display. After a few seconds, the display returns to the previous display.

4. Start the rhythm.

5. Specify a chord.
- If the 1 Finger or Fingered mode was selected, specify the chord on the keyboard section to the left of the split point (C3).
- The split point can be changed. (Refer to pages 40 and 43.)
- An accompaniment pattern in the specified chord is automatically played.
- The specified chord is shown in the CHORD section on the display.
- When you use the fill-in, intro and ending patterns, the automatic accompaniment is also used in these patterns.
- Once a chord is specified, it continues to play even when the keys are released, until you specify another chord.

6. To stop the automatic accompaniment, press the **START/STOP** button.

- The **AUTO PLAY CHORD** is comprised of five parts (ACCOMP [ACP] 1, 2 and 3, BASS and DRUMS), the volume balance for each of which can be adjusted with the PART VOLUME function. (Refer to pages 40 and 41.)
- In the 1 Finger or Fingered mode, if you specify a chord without starting the rhythm, the root bass note (R.BS) and the chord notes (CHRD) will sound. The volumes of these parts can be adjusted with the PART VOLUME function. (Refer to pages 40 and 41.)
- There is no automatic accompaniment pattern for the METRONOME rhythm.

APC/SONG VOLUME

You can lower the volume of the automatic accompaniment to balance it with the volume of the sounds you play.
- This setting also functions for the song playback volume.

1. Press the **APC/SONG VOLUME** button to turn it on.

APC/SONG
VOLUME

- The display looks similar to the following.

```
10 APC VOL
```
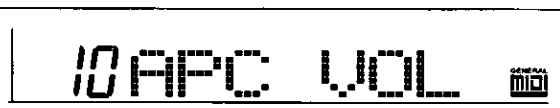
2. Use the **TEMPO/PROGRAM** buttons to adjust the volume (0 to 10).
- A setting of 10 is the normal volume.
- Perform this operation while the PROGRAM indication is flashing on the display. After a few seconds, the display returns to the previous display.

- After the volume setting is changed, the volumes of all the parts other than the one you are playing (for example, **BEAT MASTER**, etc.) are also changed.

CHORD FINDER

This feature shows you the keys to press for a specific chord. You may find this convenient when you don't know how to play certain chords indicated in the sheet music.

1. Select the chord mode. (Refer to page 28.)
• Select Fingered or Pianist.

2. Press the **CHORD FINDER** button to turn it on.
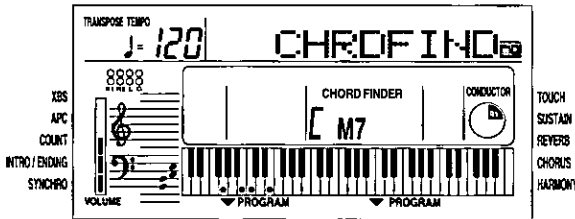
CHORD
FINDER

3. Use the **TEMPO/PROGRAM** buttons to specify the chord's root note, and the **TRANSPOSE/PROGRAM** buttons to specify the chord type.
• On the display, the keys you press to play the specified chord are indicated on the keyboard illustration.
• If you press the **EXECUTE** button, the selected chord will sound.

4. Press the **CHORD FINDER** button again to turn this function off.

• The display looks similar to the following.
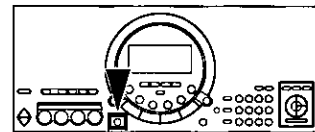
One Touch Play

ONE TOUCH PLAY automatically sets the sounds, etc. that match your chosen rhythm. Just by pressing a button you can immediately perform using the automatic accompaniment.
• Note that when the automatic settings are executed, the previous settings are canceled.

1. With the rhythm stopped, select a rhythm pattern.

2. Press the **ONE TOUCH PLAY** button.

ONE TOUCH PLAY

• Sounds and effects, tempo, etc. that match your selected rhythm are automatically set, and the **AUTO PLAY CHORD** and **SYNCHRO START** are turned on.

3. Play the keyboard.
• When you specify a chord, the automatic rhythm begins to play immediately.

Piano Stylist
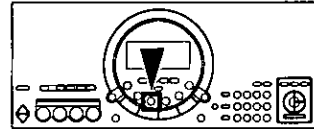
Various styles for performances with automatic accompaniment using piano sounds have been prepared for your instrument. When you select a style, the matching sounds and rhythm, etc. are automatically set.
• Note that when the automatic settings are executed, the previous settings are canceled.

1. With the rhythm stopped, press the **PIANO STYLIST** button to turn it on.

PIANO
STYLIST

• The display looks similar to the following.

```
  /Classic   MIDI
```

2. Use the **TRANSPOSE/PROGRAM** buttons to select a style name.
• Perform this operation while the PROGRAM indication is flashing on the display.
• Sounds and effects, rhythm, tempo, etc. that match the selected style are automatically set, and the **AUTO PLAY CHORD** and **SYNCHRO START** are turned on.

3. Play the keyboard.
• When you specify a chord, the automatic rhythm begins to play immediately.

Panel Memory
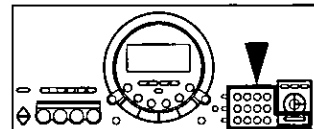
This function lets you store up to ten combinations of panel settings for easy recall at any time.

How to store the panel settings

The settings are stored in buttons **0** to **9**.

1. Set up the desired panel settings (sounds, rhythms, etc.).

2. While pressing the **PANEL MEMORY** button, press one of the number buttons (**0** to **9**).
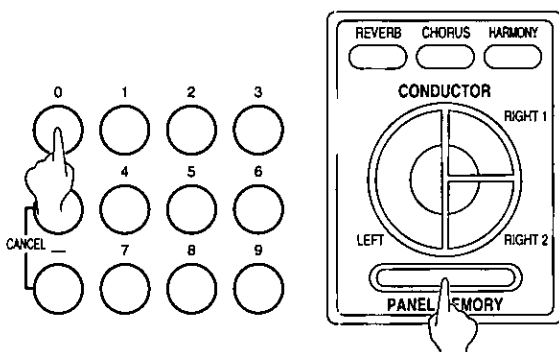
• "COMPLETE" appears on the display, and the current panel settings will be stored in the selected number.

Recall the panel setup

1. Press the **PANEL MEMORY** button.

2. Press the desired number button.
• The panel setup changes to the one stored in the specified memory.
• When you press the **PANEL MEMORY** button, the P. MEMORY indication appears in the upper part of the display for a few seconds. Press the desired number button while this indication is shown.
• You can then change the sound settings, etc.; however, the memory itself remains unchanged until you store it again.

Performance Pads
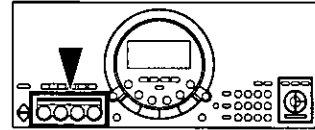
During your performance, you can insert various phrases just by pressing the pad buttons.

Pad performance

You can use the four pad buttons to produce four different phrases.

PERFORMANCE PADS / BEAT MASTER
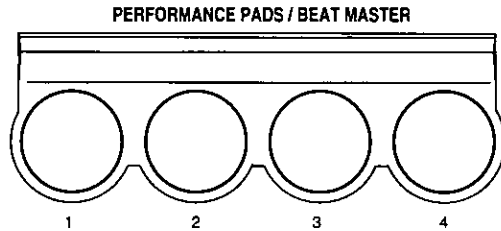
- As the phrase is being played, the indicator of the pad button you pressed is lit. Playback will stop if you press the same pad button again.
- During a rhythm performance, some phrases may play in time with the measure count.
- When the automatic accompaniment is on, some phrases play in the specified chord.
- The PAD volume can be adjusted with the PART VOLUME function. (Refer to pages 40 and 41.)

Select a bank

Six banks have been prepared so that you can play phrases that match the selected genre.

1. Press the **MENU** button.
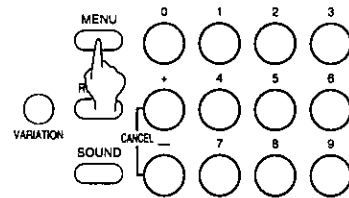
2. Use the number buttons to specify a bank number (01 to 06: two digits).
- The list of **PADS BANKS** is found on the panel above the pad buttons.

3. Press the **EXECUTE** button.
- The display looks similar to the following.

- After a few seconds, the display returns to the previous display.
- Each pad produces a phrase that matches the selected bank.

Part III Recording

Use the **SONG** function to record your performance.

Record your performance
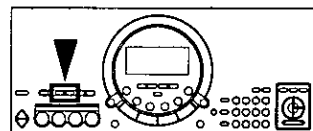
Record your performance just as you played it on the keyboard.

1. Set the sounds, effects, rhythms, etc. for the parts you are going to record.
- In the **CONDUCTOR**, turn on the parts that you want to record.

2. In the **SONG** section, press the **REC** button.
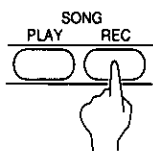
SONG
PLAY   REC

- The display looks similar to the following.

SOUND
/EASY REC

3. Use the **TRANSPOSE/PROGRAM** buttons to select the recording mode.

1 EASY REC: Your performance, including the automatic accompaniment, is recorded.
- All the previously recorded contents are erased.
2 MELODY: Your performance of those parts selected in the **CONDUCTOR** is recorded.
3 APC REAL: The automatic accompaniment (specified chords) only is recorded.
- Be sure to turn on the **AUTO PLAY CHORD** button before beginning recording. Also note that recording in this mode should be completed before starting to record in the MELODY mode.
4 APC STEP: The chord progression is recorded one chord at a time. (Refer to page 33.)

4. Press the **EXECUTE** button.
- On the display, a flashing ● mark in the REC line indicates the part that you selected to record.

REC indication

TRANSPOSE TEMPO
♩= 120
REC ●○○●
R1 R2 L C
XBS
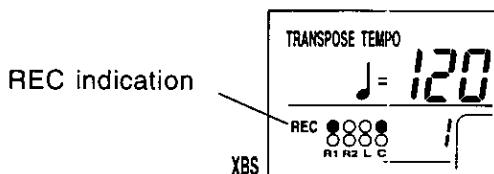
- A flashing ● mark in both the REC line and the PLAY line means that you have selected a part that has already been recorded. If you record this part again, the previous contents will be overwritten (deleted).

5. Press the **START/STOP** button.
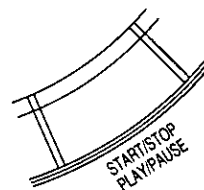
- The recording begins. Play the keyboard to record your performance.
- If you record a performance without the rhythm, begin your performance without pressing the **START/STOP** button. Recording begins immediately when you play the keyboard.
- The measure number is shown on the display.

TRANSPOSE TEMPO
♩= 120   measure number
REC ●○○●
R1 R2 L C
XBS
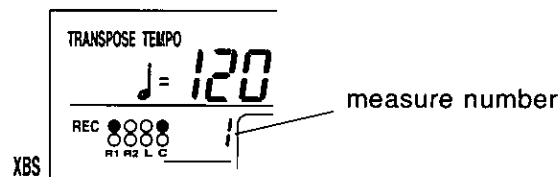
6. When you have finished recording, press the **START/STOP** button.
- On the display, a ● mark in the PLAY line indicates the part that you recorded.

PLAY indication

TRANSPOSE TEMPO
♩= 120
PLAY ●○○●
R1 R2 L C
XBS
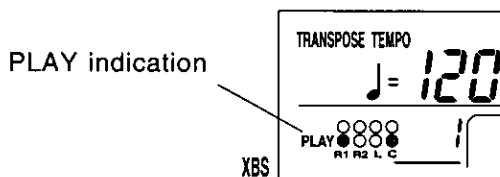
- If you press the **START/STOP** button at this time, your recorded performance will be played back.

You can record your performance using four tracks—RIGHT 1 (R1), RIGHT 2 (R2), LEFT (L) and CHORD (C).

Multiplex recording

Multiplex recording of the **MELODY** mode and **APC REAL** mode is possible by repeating steps 1 to 6.

- In multiplex recording, recording cannot be started by playing the keyboard. You must press the **START/STOP** button to begin recording.

Playing back your recorded song

1. In the **SONG** section, press the **PLAY** button.

SONG
PLAY   REC
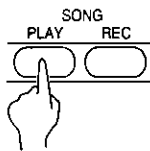
- This step is not necessary if the PLAY indication already appears on the display.

2. Press the **PLAY/PAUSE (START/STOP)** button.
- Your recorded performance is played back.
- For information about the function of each button during playback, refer to page 36.
- If you wish to play back the rhythm, turn the **PLAY** button off.

Store a chord progression

Store the chord progression for the **AUTO PLAY CHORD** in the track for the CHORD part. Then, when the **AUTO PLAY CHORD** is used during playback, even if you do not specify the chords with your left hand, the chords change automatically.
- The chord length is specified with the **CHORD STEP RECORD** keys on the keyboard.

Note value keys
- ◌ Whole note
- ♩. Dotted half-note
- ♩ Half-note
- ♩. Dotted quarter-note
- ♩ Quarter-note
- ♪ Eighth-note

Reset key
- ↾↿– Press to begin storing from the beginning.

Correction keys
- ◀ Move back one step.
- ▶ Move forward one step.

Repeat key
- ↔ Press to end the chord-storing procedure and to specify automatic repeat playback of the stored progression.

End key
- —ı Press after the whole chord progression has been stored.

DELETE key
- DELETE Press to erase data.
- To erase all the data from the current track, while pressing the **DELETE** key, press the End key (—ı).

- Note that executing this procedure will delete the recorded **APC REAL** data.

1. In the **SONG** section, press the **REC** button .

2. Use the **TRANSPOSE/PROGRAM** buttons to select 4: APC STEP.

```
  SOUND
4 APC STEP
```

3. Press the **EXECUTE** button.

4. While playing a chord with your left hand, press the desired note value key with your right hand to specify the chord length. Repeat this step to store all the chords.

- When a note value key is pressed, a "beep" tone indicates that the chord has been stored.
- Store a rest by pressing a note value key without specifying a chord.
- The display during chord recording:

Measure number   Beat number

Chord name
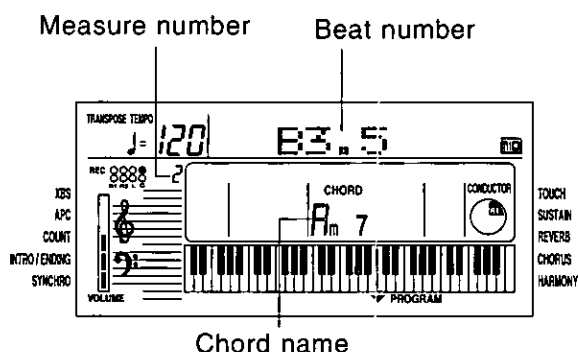
- The beat number is indicated in increments of ♪. For example, "B3.5" indicates 3-1/2 beats.
- You can press the **INTRO** [INTR], **FILL IN** [FIL 1/2] or **ENDING** [ENDG] button to store the corresponding pattern. (An **INTRO** or **COUNT INTRO** can be stored only at the beginning.) When storing a pattern or searching for a pattern, the abbreviated name is shown within square brackets [ ].
- To make corrections to the recorded chord progression , use the ◀ and ▶ keys or **TRANSPOSE/PROGRAM** button to display the chord you wish to modify. Next, press the **DELETE** key to erase the stored chord and then store a new chord. When you use the **DELETE** key to erase a chord, the recorded contents that follow are shifted forward by the note value of the deleted chord.
- To go to the end of the chord progression, while pressing the Reset key (♩-), press the ▶ key.
- The CHORD FINDER feature, which shows you how to finger a specified chord, is available. (Refer to page 29.)

5. At the end of the chord progression, press the End key (—⊣).

- The instrument exits the recording mode.
- If you wish automatic repeat playback of the chord progression, press the Repeat key (⊏⊐) instead of the End key (—⊣).

- To store chords using the 1 Finger mode, select this mode before beginning the recording procedure. (Refer to page 28.)

Note
- When the recording procedure is performed, the previously recorded contents and song data loaded from a song disk as well as **BEAT MASTER** data are erased.
- You cannot record more than 999 measures.
- The total recording capacity of all tracks combined is approximately 4500 notes.
- When "MEM FULL" appears on the display, no more data can be stored and recording ends automatically.
- You cannot begin recording from the middle of a song.
- The playback volume can be adjusted. (Refer to page 28.)
- Specific tracks can be muted so they are not played back. (Refer to pages 40 and 42.)
- If you wish to keep your recorded performance, save it to a floppy disk. (Refer to page 37.)
- If you record in the **MELODY** mode on top of the chord track (C) in which the ending pattern is stored, recording will automatically end at that point.

Part IV Disk Drive

A 3.5 inch disk drive is built into this instrument, so you can play back the included disk and commercially sold song disks, as well as store your recorded performances on floppy disks and play them back.

Parts of the floppy disk drive
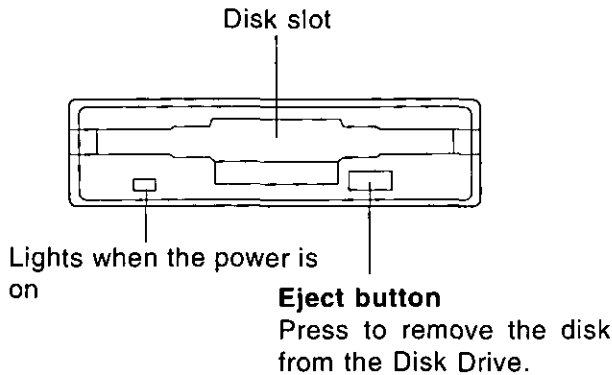
Disk slot

Lights when the power is on

Eject button
Press to remove the disk from the Disk Drive.

- An illustration of a floppy disk appears on the display when data is being loaded from or saved to a disk. To prevent data loss, do not remove the disk from the Disk Drive or turn off the power while this illustration is shown.

Disk illustration
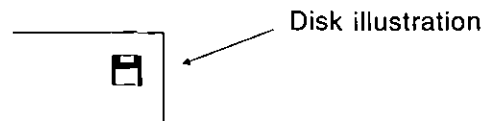
Playing the included Song Disk
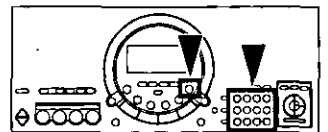
Data for 100 songs is stored on the included SONG DISK for you to enjoy. These songs correspond to the separate music score provided.
- Note that recorded song data in the instrument memory will be deleted when a song on the disk is played back.

1. Insert the SONG DISK into the Disk Drive.
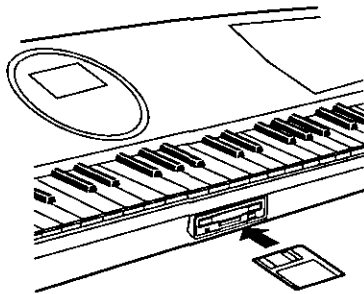
- Insert the floppy disk correctly oriented with the label side up. Push it all the way in until it clicks into place.
- The display changes to show the song name. If it does not change, press the **DISK SONG** button.

DISK
SONG

2. Use the number buttons to select a song number (3 digits).
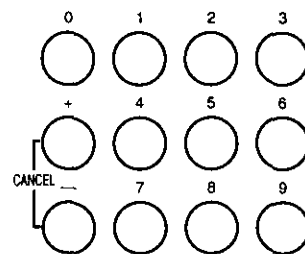
- The song numbers can be found on the separate music score provided.
- The selected song number and abbreviated song name are shown on the display.
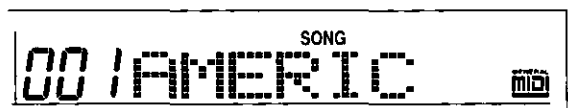
- The **TRANSPOSE/PROGRAM** buttons and the + and − buttons can also be used to select the song.
- If 000 MEDLEY is selected, the entire contents of the disk are played back repeatedly.

(Continued on the next page)

35

3. Press the **EXECUTE** button.

EXECUTE

- The selected song data is loaded into this instrument's memory. "COMPLETE" appears on the display.
- This step is not necessary if MEDLEY was selected.

4. Press the **PLAY/PAUSE (START/STOP)** button.
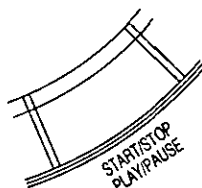
- Playback begins.
- Playback ends at the end of the song. Use the same procedure to play other songs.
- If the **APC/SONG VOLUME** button is pressed, the playback volume can be adjusted. This is useful when playing the keyboard along with a song on the disk. (Refer to page 28.)

Function of each button during playback

Return to top (during stop)

Fast forward (during stop; by measure)

Stop (pause)
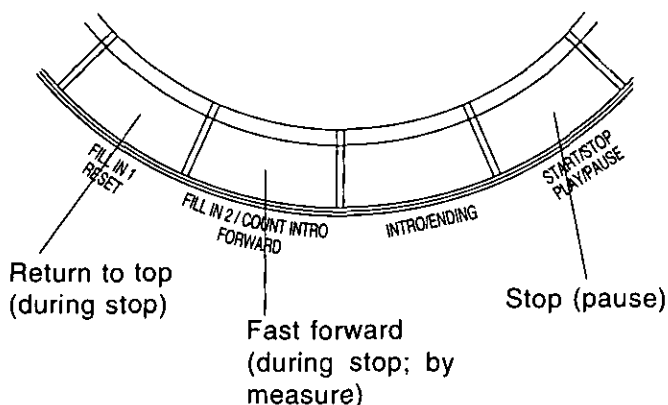
- If the **PLAY/PAUSE** button is pressed during MEDLEY playback, the MEDLEY is canceled.
- If the SONG TRACK MUTE function is used, playback of a desired track is muted, allowing you to perform that part on the keyboard. (Refer to pages 40 and 42.)
- When the **MINUS ONE** button is pressed, the melody (**RIGHT 1**) part is muted so that you can try playing it yourself. Press the **MINUS ONE** button again to cancel the mute.

Playback of commercial disks (Direct Play)
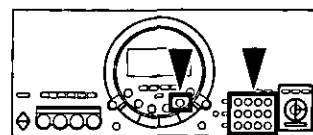
You can enjoy immediate playback of disks with the GM (General MIDI) mark as well as SMF (Standard MIDI File; FORMAT 0/1) song disks.
- Note that recorded song data in the instrument memory will be deleted when a song on the disk is played back.

1. Insert the song data disk into the Disk Drive.
- The display changes to show the song name. If it does not change, press the **DISK SONG** button.

2. Use the **TRANSPOSE/PROGRAM** buttons or the number buttons to select a song.
- The song number and song name (file name) are shown on the display.
- When using the number buttons, be sure enter 3 digits for the song number.
- If 000 MEDLEY is selected, the entire contents of the disk are played back repeatedly.

- If both **SONG** data and SMF (Standard MIDI File) data are stored on the same disk, following the TYPE indication, the display changes to the select display. In this case, use the **TRANSPOSE/PROGRAM** buttons to select 02 SMF. Press the **EXECUTE** button.

3. Press the **PLAY/PAUSE (START/STOP)** button.
- Playback begins.

- The RESET/FORWARD button can also be used during playback.
- The **APC/SONG VOLUME** button can also be used. (Refer to page 28.)

MINUS ONE

You can mute a specified part of the song data. When you wish to play the keyboard in time with the song, you can mute one part, and the other parts become your background when the song data is played back.

1. Press the **MINUS ONE** button.

* The display looks similar to the following.
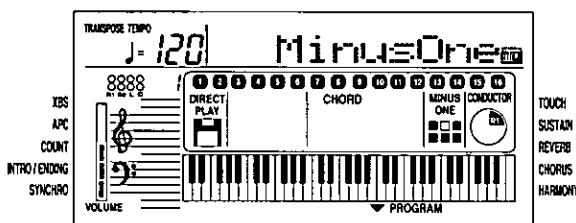
2. Use the **TRANSPOSE/PROGRAM** buttons to specify the part number (it flashes) of the part you wish to mute.
* After a few seconds, the display returns to the previous display.
* To cancel the mute function, press the **MINUS ONE** button again.

Save your recorded song
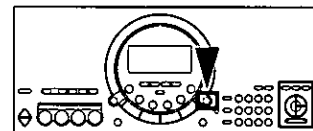
The recorded contents of this instrument's **SONG** memory can be stored on a floppy disk. Only one song can be recorded in this instrument's memory, but several songs can be saved in one floppy disk.

SONG SAVE

The **SONG** recorded contents, **PANEL MEMORY** stored settings, and the current panel settings, etc. are all stored when you save a song to a disk.
* If you attempt to save a song to an unformatted disk, "UNFORMAT" is shown on the display. Follow the DISK FORMAT procedure to format the disk. (Refer to page 39.)

1. Record your performance with the **SONG** function.

2. Press the **DISK MENU** button.
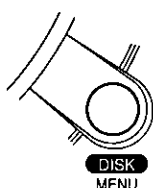
3. Use the **TRANSPOSE/PROGRAM** buttons to select 1: SONG SAVE.

4. Press the **EXECUTE** button.

* The display looks similar to the following.

5. If necessary, assign a song name (up to 6 characters).

- Use the **TEMPO/PROGRAM** buttons to specify the character position, and the **TRANSPOSE/PROGRAM** buttons to select the alphanumeric character. Repeat these steps to enter the whole name.
- If you wish to erase all the characters, press both **TRANSPOSE/PROGRAM** buttons at the same time.

6. Press the **EXECUTE** button.

7. Use the **TRANSPOSE/PROGRAM** buttons to specify the song (file) number to save to (001 to 100).

8. Press the **EXECUTE** button.

- The SAVE operation begins. "COMPLETE" appears on the display.
- If you attempt to save song data to a song number in which data is already stored, "SURE?" appears on the display. Press the **EXECUTE** button to overwrite the existing song data, or press the **DISK MENU** button if you wish to cancel the procedure.
- The number of songs that can be saved to one floppy disk is limited.

■ About playback

The method to play back a song you saved is the same as that to play back a song on the included disk. (Refer to page 36.)

- If both **SONG** data and SMF (Standard MIDI File) data are stored on the same disk, following the TYPE indication, the display changes to the select display. In this case, use the **TRANSPOSE/PROGRAM** buttons to select 01 SONG. Press the **EXECUTE** button.
- During MEDLEY playback, playback will stops at a file that has no song data.

SONG DELETE

You can delete songs that you no longer want to keep from the disk.

1. Press the **DISK MENU** button.

2. Use the **TRANSPOSE/PROGRAM** buttons to select 2: SONG DEL.

```
┌──────────────────────────────────────┐
│                      DISK              │
│    ⎯ ⎓⎔⎍⎐⎐⎍⎒  ⎏⎐⎐⎐⎏⎓⎓ 🎹│
│    ᒿ ᔕᓍᑎᘜ    ᕲᘿᒪ🎹     │
└──────────────────────────────────────┘
```

3. Press the **EXECUTE** button.

- The display looks similar to the following.

```
┌──────────────────────────────────────┐
│                      DISK              │
│ ⎕⎕ ⎜                             🎹│
│ ᘘᘘ ᛁ ⎯⎯⎯⎯ ⎯⎯⎯⎯ ⎯⎯⎯⎯ ⎯⎯⎯ ⎯⎯⎯⎯      │
└──────────────────────────────────────┘
```
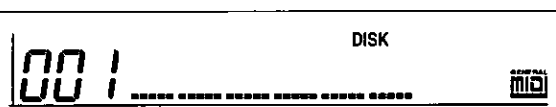
4. Use the **TRANSPOSE/PROGRAM** buttons select the song number you wish to delete.

5. Press the **EXECUTE** button.

- "SURE?" appears on the display.

6. Press the **EXECUTE** button again.

- "COMPLETE" appears on the display, and the selected song is deleted.

DISK FORMAT

It may be necessary to format a floppy disk for saving songs when you first use it. Also, this is a convenient way to erase all the data stored on a disk.

- This procedure clears the entire contents of the disk.
- Reformat a disk if it cannot be saved to or loaded from properly because of exposure to a magnetic field.
- You can use 3.5 inch 2DD (720KB) or 2HD (1.44MB) floppy disks.
- Be sure to specify the type of format which is suitable for the disk.
- How to distinguish the two disk types:

2 D D   2 H D

No hole ———➤   Hole ———➤

- Although 2HD floppy disks can hold more data and are convenient for quick loading and saving, some models may be able to read only 2DD disks. Therefore, you may not be able to use your 2HD disk data with other musical instrument models.
- To format the floppy disk, the write-protect window must be closed, as illustrated.

Storage is not possible   Storage is possible

Open   Closed

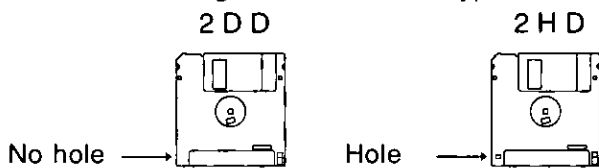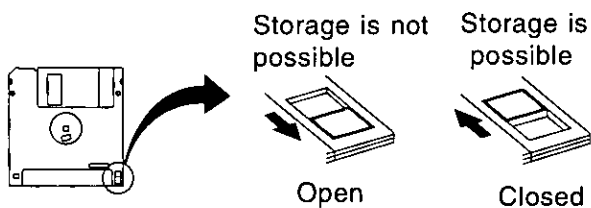1. Insert the floppy disk to be formatted into the Disk Drive.

2. Press the **DISK MENU** button.
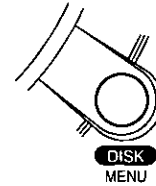
3. Use the **TRANSPOSE/PROGRAM** buttons to select 3: FORMAT.

```
              DISK
  3   FORMAT        GENERAL
                    midi
```

4. Press the **EXECUTE** button.
- The display returns to the previous display.

```
              DISK
  ←2DD  2HD        GENERAL
                   midi
```
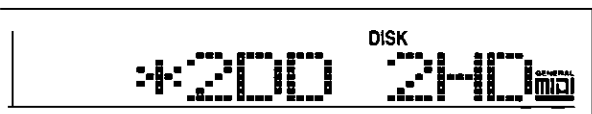
5. Use the **TRANSPOSE/PROGRAM** buttons to select a disk type (2DD or 2HD).
- Be sure to select the type which is the same as your disk type.

6. Press the **EXECUTE** button.
- "SURE?" appears on the display.

7. Press the **EXECUTE** button again.
- Disk format begins. After a few minutes, "COMPLETE" appears on the display and formatting is completed.

- No sound is generated even if you play the keyboard during formatting. If the keyboard is played during formatting, sound may be produced when formatting is completed.

Part V Menu

Various settings that enhance the functions of this instrument are accessed through the **MENU** function.

Outline of the procedure
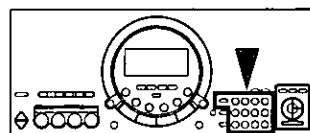
1. Press the **MENU** button.
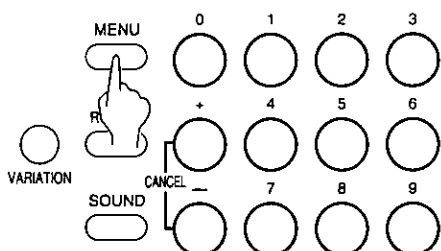
2. Use the number buttons to enter the menu number of the setting you wish to display (two digits).

- The **+** and **−** buttons and the **TRANSPOSE/PROGRAM** buttons can also be used to select the menu number.

■ MENU list:
   [ ] indicates the name shown on the display.

01 to 06: PADS BANK SELECT [PAD BANK 1–6]
   Select a BANK for the **PERFORMANCE PADS**. (Refer to page 31.)

07: PART VOLUME [PT VOL]
   Volume settings for each part.

08: PART SOUND [PT SOUND]
   Sound settings for each part.

09: PART PANPOT [PT PAN]
   Stereo setting for each part.

10: PART REVERB SEND [PT REV]
   Depth settings for the **REVERB** for each part.

11: PART CHORUS SEND [PT CHORS]
   Depth settings for the **CHORUS** of each part.

12: PART MIDI CHANNEL [PT MIDI]
   MIDI channel settings for each part

13: PART LOCAL SETTING [PT LOCAL]
   MIDI LOCAL CONTROL settings for each part.

14: SONG TRACK MUTE [TR MUTE]
   Mute setting for each track of a **SONG**.

15: SONG CLEAR [SONG CLR]
   Clear all **SONG** tracks.

16: TRACK CLEAR [TR CLEAR]
   Clear specified **SONG** tracks.

17: MIDI CLOCK [MIDI CLK]
   MIDI CLOCK mode settings.

18: MIDI REALTIME COMMAND [MIDI RTC]
   Setting to enable or disable the transmission/reception of MIDI REALTIME COMMAND data.

19: SPLIT POINT [SPLIT]
   Change the split point on the keyboard.

20: MASTER TUNING [TUNING]
   Fine adjustment of the tuning for the whole instrument.

21: FOOT SWITCH ASSIGN [FOOT SW]
   Assign a function to the Foot Switch (sold separately).

22: LCD CONTRAST [CONTRAST]
   Adjust the readability of the display.

23: DEMO LED [DEMO LED]
   ON/OFF settings for the LED lighting of the pad buttons during a DEMO performance.

24: ALL INITIAL [ALL INIT]
   Reset this instrument to the original settings.

3. Press the **EXECUTE** button.

- The display changes to the setting display for the selected **MENU**.

4. Use the **TEMPO/PROGRAM** buttons, the **TRANSPOSE/PROGRAM** buttons, or the **EXECUTE** button to adjust the settings in the selected menu.
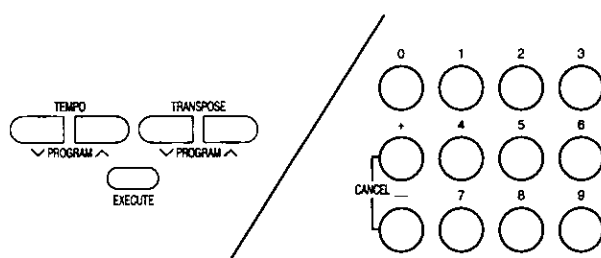
5. When you have finished making the settings, press the **MENU** button again.

- If you execute a setting, there is also a menu to exit the setting mode.

Setting menus

PART VOLUME

```
|27RT  1  VOL🔲|
```
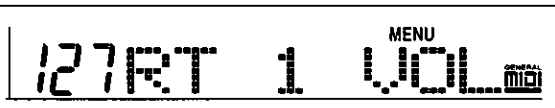
1. Use the **TRANSPOSE/PROGRAM** buttons to select the part you wish to set.
* RT is the abbreviation for RIGHT, PT for part and ACP for ACCOMP.
* For an explanation of CHRD and R.BS, refer to page 28.

2. Use the **TEMPO/PROGRAM** buttons to adjust the volume (0 to 127).
* Repeat these steps for each part as necessary.

PART SOUND

```
|00 IRT  1  SND🔲|
```

1. Use the **TRANSPOSE/PROGRAM** buttons to select the part you wish to set.

2. Use the **TEMPO/PROGRAM** buttons or the number buttons to select a sound for the part.

PART PANPOT
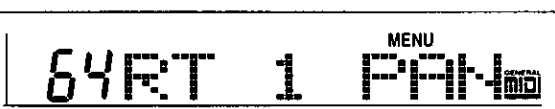
```
|64RT  1  PAN🔲|
```

1. Use the **TRANSPOSE/PROGRAM** buttons to select the part you wish to set.

2. Use the **TEMPO/PROGRAM** buttons to adjust the stereo midpoint (0 to 127).
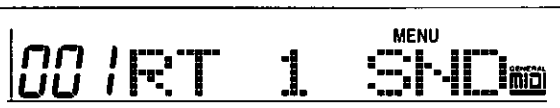* At 0 the center is all the way to the left, at 64 the center is midway between right and left, and at 127 the center is all the way to the right.

PART REVERB SEND

```
|00RT  1  REV🔲|
```

1. Use the **TRANSPOSE/PROGRAM** buttons to select the part you wish to set.

2. Use the **TEMPO/PROGRAM** buttons to adjust the depth of the **REVERB** (0 to 127).

PART CHORUS SEND

```
|00RT  1  CHO🔲|
```

1. Use the **TRANSPOSE/PROGRAM** buttons to select the part you wish to set.

2. Use the **TEMPO/PROGRAM** buttons to adjust the depth of the **CHORUS** (0 to 127).

PART MIDI CHANNEL

```
|0 IRT  1  Mch🔲|
```

1. Use the **TRANSPOSE/PROGRAM** buttons to select the part you wish to set.

2. Use the **TEMPO/PROGRAM** buttons to set the channel (OFF, 01 to 16).

PART LOCAL SETTING

```
RT 1 ON  [MENU] [midi]
```

1. Use the **TEMPO/PROGRAM** buttons to select the part you wish to set.

2. Use the **TRANSPOSE/PROGRAM** buttons to set the LOCAL CONTROL. setting (ON or OFF).
* When set to OFF, the performance for the part is transmitted as MIDI data but does not sound from this instrument.

SONG TRACK MUTE

```
R1: MUTE  [MENU] [midi]
```

1. Use the **TEMPO/PROGRAM** buttons to select the track you wish to mute.
* R is the abbreviation for RIGHT and L for LEFT. C indicates the CHORD part.

2. Use the **TRANSPOSE/PROGRAM** buttons to display the MUTE indication.
* "– – –" indicates that the MUTE function is turned off for the track.

SONG CLEAR

```
CLEAR ?  [midi]
```

Press the **EXECUTE** button.
* "COMPLETE" appears on the display, and all the tracks of the **SONG** are cleared.

TRACK CLEAR

```
R1: CLEAR  [MENU] [midi]
```
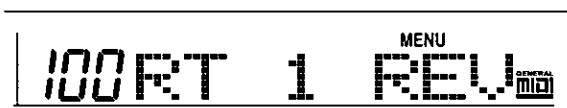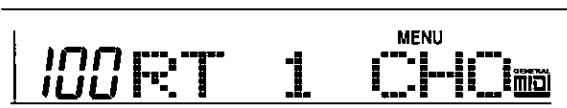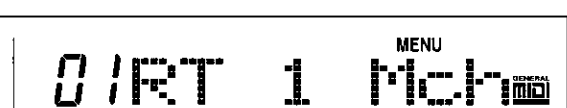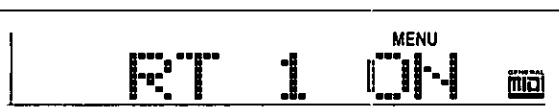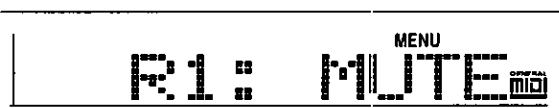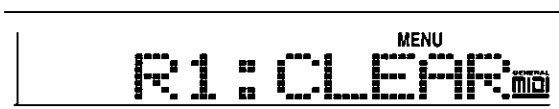
1. Use the **TRANSPOSE/PROGRAM** buttons to select the track you wish to clear.
* R is the abbreviation for RIGHT and L for LEFT. C indicates the CHORD part.

2. Press the **EXECUTE** button.
* "CLEAR?" appears on the display.

3. Press the **EXECUTE** button again.
* "COMPLETE" appears on the display, and the specified track is cleared.

MIDI CLOCK

```
CLK: INT  [MENU] [midi]
```
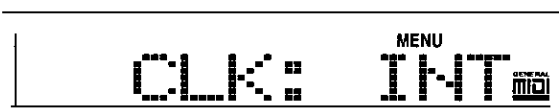
Use the **TRANSPOSE/PROGRAM** buttons to select the MIDI CLOCK mode.
  INT: This instrument's internal clock is used to control the connected MIDI equipment.
  EXT: The clock of the connected MIDI equipment is used to control this instrument. (The tempo is displayed as "♩= – – –".)
* For information about MIDI connections, refer to page 45.
* The setting is always set to INT when the power to this instrument is turned on.

MIDI REALTIME COMMAND

```
RTC: ON  [MENU] [midi]
```
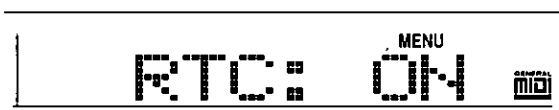
Use the **TRANSPOSE/PROGRAM** buttons to enable or disable the transmission/reception of MIDI REALTIME COMMAND data.
  ON: REALTIME COMMAND (START/STOP, CONTINUE) data are transmitted/received.
  OFF: REALTIME COMMAND data are not transmitted/received.

SPLIT POINT

```
                        MENU
    SPLT: C 3
```

Press the keyboard key to specify the desired split position.
* The name of the specified note is shown on the display.
* The initialized setting is at C3.
* The key at the split point is the lowest note of the right keyboard section.

MASTER TUNING

```
                   MENU
      Center
```
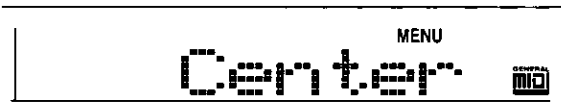
Use the **TRANSPOSE/PROGRAM** buttons to adjust the tuning value (–38 – Center – +39).

FOOT SWITCH ASSIGN

```
                     MENU
    SUSTAIN
```

Use the **TRANSPOSE/PROGRAM** buttons to select a function to assign to the Foot Switch (separately sold option).
* Select from SUSTAIN, START/STOP [ST/STOP] and GLIDE.
* In cases where the switch polarity is reversed, select a function name that is preceded by a "–" indication.
* Pressing the Foot Switch will turn the assigned function on.
* GLIDE "bends" the pitch down by about one semitone.
* For information about connecting a Foot Switch, refer to page 45.

LCD CONTRAST

```
                      MENU
              8
```

Use the **TRANSPOSE/PROGRAM** buttons to adjust the readability of the display (1 to 10).

DEMO LED

```
                   MENU
    LED: OFF
```

Use the **TRANSPOSE/PROGRAM** buttons to specify whether or not the pad button LEDs light during a **DEMO** performance.
  ON: The pad button LEDs light also during a **DEMO** performance.
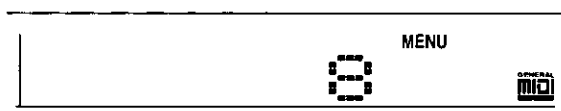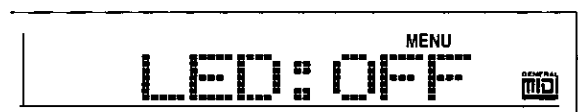 OFF: The pad button LEDs do not light during the **DEMO** performance.

ALL INITIAL

```
      SURE ?
```

Press the **EXECUTE** button.
* "COMPLETE" appears on the display, and all the settings of the instrument (except for **MAIN VOLUME**) are reset to the factory-preset status. Note that the **SONG** and **PANEL MEMORY** contents are cleared with this procedure.
* You can also reset the instrument with the following procedure: While pressing the **TEMPO** ∧ and ∨ at the same time, turn on the power to the instrument. With this method, the **MAIN VOLUME** setting is also initialized.

■ **Memory function**
The various settings and memory contents of this instrument are maintained as long as the AC adaptor is connected to this instrument and plugged into an outlet. In addition, the settings are preserved for about one week after the AC adaptor is unplugged.
* The memory function does not function until the power has been on for about 10 minutes.
* It is recommended that you save your **SONG** performances on floppy disks. (Refer to page 37.)

Symptoms which appear to be signs of trouble

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

	Phenomenon	Remedy
Sounds and effects	The buttons, keys, etc. malfunction.	• Turn off the **PLAY** button once, then turn it on again. If this procedure is not successful, turn off the **PLAY** button once. Then, while pressing the **TEMPO** ∧ and ∨ buttons at the same time, turn the **PLAY** button on again. (Note that, in this case, all programmable settings, functions and memories return to their factory-preset status.)
	No sound is produced when the keys are pressed.	• The **MAIN VOLUME** is at the minimum setting. Adjust the volume with the **MAIN VOLUME** control. • The volumes for the selected parts are set to the minimum levels. Set the volumes of the relevant parts to appropriate levels. (Refer to pages 40 and 41.) • The LOCAL CONTROL for a part performed on the keyboard is set to OFF. Set the LOCAL CONTROL to ON. (Refer to pages 40 and 42.)
	Only percussive instrument sounds are produced when the keyboard is played.	• A **DRUM KITS** sound is selected.
	The sound you hear is different from the sound you selected.	• This sometimes occurs when you play back **SONG** data which was created on a different model, or when MIDI data is received from a connected instrument. Select the desired sounds again.
Rhythm	The rhythm does not start.	• The **PLAY** button in the **SONG** section is on. When you are not playing back the **SONG** performance, turn off the **PLAY** button. • The **DRUMS** volume is set to the minimum level. Use the balance buttons to set the **DRUMS** volume to an appropriate level. (Refer to the page 41.) • The 091 CLASSIC BALLAD rhythm is selected. This rhythm does not sound unless the **AUTO PLAY CHORD** is used. • MIDI CLOCK is set to EXT. Set CLOCK to INT. (Refer to pages 40 and 42.)
AUTO PLAY CHORD	No sound is produced for the automatic accompaniment.	• The **APC/SONG VOLUME** is set to the minimum setting. Set it to a suitable level. (Refer to page 28.)
SONG	Storage is not possible.	• The remaining memory capacity of the **SONG** is 0. Follow the SONG CLEAR or TRACK CLEAR procedure to erase the memory. (Refer to pages 40 and 42)
Disk Drive	The Disk Drive produces a noise during recording or playback.	• This occurs when the Disk Drive is reading a disk. It does not indicate a problem.
	When the procedure to listen to a song on the disk is performed, the contents of the keyboard memory are erased.	• When performing the procedure to listen to a song on the disk, the keyboard memory changes to that of the data loaded from the disk. If you wish to preserve a song which is stored in the keyboard memory, save it on a disk before performing the load procedure. (Refer to page 37.)

44

Phenomenon	Remedy
Noise from a radio or TV can be heard.	• This sometimes occurs when electrical equipment such as a radio or TV is used near the instrument. Try moving such electrical equipment further away from the instrument. • The sound may be coming from a nearby broadcast station or amateur radio station. If the sound is bothersome, consult your dealer or service center.
The cabinet becomes warm during use.	• This instrument has a power source that heats the cabinet to some degree. This is not an indication of trouble.

(The left column of the table is labeled vertically: **Other**)

Connections

(Rear panel)
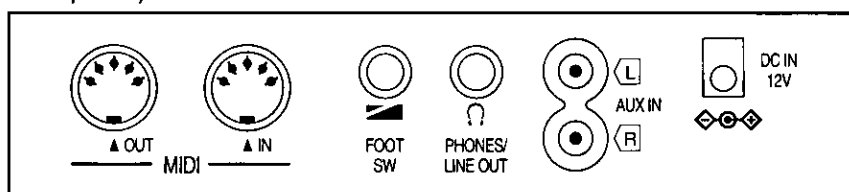
MIDI OUT
Used for transmitting MIDI data. Connect the other end of the MIDI cable to the MIDI IN terminal of another instrument. This terminal is used, for example, to generate sound from a connected instrument by playing this instrument.

MIDI IN
Used for receiving MIDI data. Connect the other end of the MIDI cable to the MIDI OUT terminal of another instrument. This terminal is used, for example, to generate sound from this instrument by playing a connected instrument.

AUX IN (stereo pin cord)
Connect to the LINE OUT terminal of another instrument to this terminal. The sound from a connected CD player, for example, can be output from this instrument's speakers.

FOOT SW
An optional **SZ-P1** Foot Switch (sold separately) can be connected to this terminal to control various functions. (Refer to pages 40 and 43.)

PHONES/LINE OUT (output level 1.5 Vrms, 16 Ω)
Headphones, a keyboard amplifier, or stereo equipment can be connected to this terminal. When another apparatus is connected to this terminal, the speaker system is automatically switched off, and sound is heard only through the connected device.

Separately sold option

SZ-P1 Foot Switch

Index

Specifications

	SX-KC600
KEYBOARD	61 KEYS (WITH INITIAL TOUCH)
SOUND GENERATOR	PCM
MAX. POLYPHONY	32 NOTES
SOUNDS	250 SOUNDS
EFFECT	TOUCH, SUSTAIN, REVERB, CHORUS
HARMONY	14 TYPES
TRANSPOSE	G – C – F#
RHYTHMS	100 RHYTHMS WITH VARIATION
RHYTHM CONTROLS	SYNCHRO START, START/STOP, INTRO/ENDING, COUNT INTRO, FILL IN1, FILL IN 2, TEMPO
XBS	○
PERFORMANCE PADS	4 PADS, 6 BANKS
PANEL MEMORY	10 MEMORIES
AUTO PLAY CHORD	MODE: ONE FINGER, FINGERED, PIANIST
MUSIC TRAINER	BEAT MASTER, CHORD FINDER, PIANO STYLIST, SOLO PIANO, MINUS ONE, DISK SONG
SONG	PLAY, REC 4 TRACKS: RIGHT1, RIGHT 2, LEFT, CHORD STORAGE CAPACITY: APPROX. 4500 NOTES 4 MODES: EASY REC, MELODY, APC REAL, APC STEP
DISK DRIVE	3.5 inch FLOPPY DISK DRIVE for 2HD (1.44MB), 2DD (720KB) DIRECT PLAY (GM/SMF), SONG LOAD/SAVE, DELETE, FORMAT
CONTROLS	MAIN VOLUME, APC/SONG VOLUME, ONE TOUCH PLAY, EXECUTE, MENU, CONDUCTOR
DISPLAY	CUSTOM LCD (WITH BACKLIGHT)
DEMO	○
TERMINALS	MIDI IN, MIDI OUT, FOOT SW, PHONES/LINE OUT, AUX IN
OUTPUT	10 W (5W × 2)
SPEAKERS	12 cm × 2
POWER REQUIREMENT	DC IN 12 V (WITH EXCLUSIVE AC ADAPTOR)
POWER CONSUMPTION	6.6 W (WHEN POWER IS OFF BY THE PLAY BUTTON: 2 W)
DIMENSIONS (W × H × D)	96.0 cm × 14.6 cm × 37.8 cm (37-25/32" × 5-3/4" × 14-7/8")
NET WEIGHT	5.9 kg (13.0 lbs)
ACCESSORIES	AC ADAPTOR, MUSIC STAND, SONG BOOK, SONG DISK

• Design and specifications are subject to change without notice.

EXCLUSIVE AC ADAPTOR

PART NO.	REGION	VOLTAGE
QFAG028A	NORTH AMERICA AND MEXICO	120 V
QFAG029A	UNITED KINGDOM	230 – 240 V
QFAG030A	EUROPE	230 V
QFAG031A	AUSTRALIA AND NEW ZEALAND	230 – 240 V
QFAG032A	TAIWAN, MALAYSIA ETC.	120/220/230/240 V
QFAG040A	CHINA	220 V
QFAG041A	RUSSIA	220 V
SY-AD6	ARGENTINA, SAUDI ARABIA, KUWAIT AND HONG KONG	120/220/230/240 V

ENGLISH   M   Se1299K0   QQTG0529A