YAMAHA
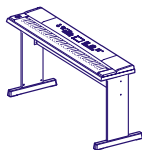
Portable Grand

DGX-630 YPG-635

Owner's Manual

Keyboard Stand Assembly
For information on assembling the keyboard stand, refer to the instructions on **page 10** of this manual.

GENERAL **MIDI** **XG** XGlite **XF** **STYLE FILE** **USB**

EN

SPECIAL MESSAGE SECTION

This product utilizes batteries or an external power supply (adapter). DO NOT connect this product to any power supply or adapter other than one described in the manual, on the name plate, or specifically recommended by Yamaha.

WARNING: Do not place this product in a position where anyone could walk on, trip over, or roll anything over power or connecting cords of any kind. The use of an extension cord is not recommended! If you must use an extension cord, the minimum wire size for a 25' cord (or less) is 18 AWG. NOTE: The smaller the AWG number, the larger the current handling capacity. For longer extension cords, consult a local electrician.

This product should be used only with the components supplied or; a cart, rack, or stand that is recommended by Yamaha. If a cart, etc., is used, please observe all safety markings and instructions that accompany the accessory product.

SPECIFICATIONS SUBJECT TO CHANGE:

The information contained in this manual is believed to be correct at the time of printing. However, Yamaha reserves the right to change or modify any of the specifications without notice or obligation to update existing units.

This product, either alone or in combination with an amplifier and headphones or speaker/s, may be capable of producing sound levels that could cause permanent hearing loss. DO NOT operate for long periods 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.
IMPORTANT: The louder the sound, the shorter the time period before damage occurs.

Some Yamaha products may have benches and / or accessory mounting fixtures that are either supplied with the product or as optional accessories. Some of these items are designed to be dealer assembled or installed. Please make sure that benches are stable and any optional fixtures (where applicable) are well secured BEFORE using.
Benches supplied by Yamaha are designed for seating only. No other uses are recommended.

NOTICE:

Service charges incurred due to a lack of knowledge relating to how a function or effect works (when the unit is operating as designed) are not covered by the manufacturer's warranty, and are therefore the owners responsibility. Please study this manual carefully and consult your dealer before requesting service.

ENVIRONMENTAL ISSUES:

Yamaha strives to produce products that are both user safe and environmentally friendly. We sincerely believe that our products and the production methods used to produce them, meet these goals. In keeping with both the letter and the spirit of the law, we want you to be aware of the following:

Battery Notice:
This product MAY contain a small non-rechargeable battery which (if applicable) is soldered in place. The average life span of this type of battery is approximately five years. When replacement becomes necessary, contact a qualified service representative to perform the replacement.

This product may also use "household" type batteries. Some of these may be rechargeable. Make sure that the battery being charged is a rechargeable type and that the charger is intended for the battery being charged.

When installing batteries, do not mix batteries with new, or with batteries of a different type. Batteries MUST be installed correctly. Mismatches or incorrect installation may result in overheating and battery case rupture.

Warning:
Do not attempt to disassemble, or incinerate any battery. Keep all batteries away from children. Dispose of used batteries promptly and as regulated by the laws in your area. Note: Check with any retailer of household type batteries in your area for battery disposal information.

Disposal Notice:
Should this product become damaged beyond repair, or for some reason its useful life is considered to be at an end, please observe all local, state, and federal regulations that relate to the disposal of products that contain lead, batteries, plastics, etc. If your dealer is unable to assist you, please contact Yamaha directly.

NAME PLATE LOCATION:

The name plate is located on the bottom of the product. The model number, serial number, power requirements, etc., are located on this plate. You should record the model number, serial number, and the date of purchase in the spaces provided below and retain this manual as a permanent record of your purchase.

Model _____

Serial No. _____

Purchase Date _____

PLEASE KEEP THIS MANUAL

92-BP (bottom)

FCC INFORMATION (U.S.A.)

1. **IMPORTANT NOTICE: DO NOT MODIFY THIS UNIT!**
   This product, when installed as indicated in the instructions contained in this manual, meets FCC requirements. Modifications not expressly approved by Yamaha may void your authority, granted by the FCC, to use the product.

2. **IMPORTANT:** When connecting this product to accessories and/or another product use only high quality shielded cables. Cable/s supplied with this product MUST be used. Follow all installation instructions. Failure to follow instructions could void your FCC authorization to use this product in the USA.

3. **NOTE:** This product has been tested and found to comply with the requirements listed in FCC Regulations, Part 15 for Class "B" digital devices. Compliance with these requirements provides a reasonable level of assurance that your use of this product in a residential environment will not result in harmful interference with other electronic devices. This equipment generates/uses radio frequencies and, if not installed and used according to the instructions found in the users manual, may cause interference harmful to the operation of other electronic devices. Compliance with FCC regulations does not guarantee that interference will not occur in all installations. If this product is found to be the source of interference, which can be determined by turning the unit "OFF" and "ON", please try to eliminate the problem by using one of the following measures:

Relocate either this product or the device that is being affected by the interference.

Utilize power outlets that are on different branch (circuit breaker or fuse) circuits or install AC line filter/s.

In the case of radio or TV interference, relocate/reorient the antenna. If the antenna lead-in is 300 ohm ribbon lead, change the lead-in to co-axial type cable.

If these corrective measures do not produce satisfactory results, please contact the local retailer authorized to distribute this type of product. If you can not locate the appropriate retailer, please contact Yamaha Corporation of America, Electronic Service Division, 6600 Orangethorpe Ave, Buena Park, CA90620

The above statements apply ONLY to those products distributed by Yamaha Corporation of America or its subsidiaries.

* This applies only to products distributed by YAMAHA CORPORATION OF AMERICA. (class B)

OBSERVERA!
Apparaten kopplas inte ur växelströmskällan (nätet) så länge som den ar ansluten till vägguttaget, även om själva apparaten har stängts av.

ADVARSEL: Netspændingen til dette apparat er IKKE afbrudt, sålænge netledningen siddr i en stikkontakt, som er t endt — også selvom der or slukket på apparatets afbryder.

VAROITUS: Laitteen toisiopiiriin kytketty käyttökytkin ei irroita koko laitetta verkosta.

(standby)

COMPLIANCE INFORMATION STATEMENT
(DECLARATION OF CONFORMITY PROCEDURE)

Responsible Party : Yamaha Corporation of America
Address : 6600 Orangethorpe Ave., Buena Park, Calif. 90620
Telephone : 714-522-9011
Type of Equipment : Digital Piano
Model Name : DGX-630/YPG-635

This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions:

1) this device may not cause harmful interference, and

2) this device must accept any interference received including interference that may cause undesired operation.

See user manual instructions if interference to radio reception is suspected.

* This applies only to products distributed by (FCC DoC)
YAMAHA CORPORATION OF AMERICA.

IMPORTANT NOTICE FOR THE UNITED KINGDOM
Connecting the Plug and Cord

IMPORTANT. The wires in this mains lead are coloured in accordance with the following code:

BLUE : NEUTRAL
BROWN : LIVE

As the colours of the wires in the mains lead of this apparatus may not correspond with the coloured makings identifying the terminals in your plug proceed as follows:

The wire which is coloured BLUE must be connected to the terminal which is marked with the letter N or coloured BLACK.

The wire which is coloured BROWN must be connected to the terminal which is marked with the letter L or coloured RED.

Making sure that neither core is connected to the earth terminal of the three pin plug.

• This applies only to products distributed by (2 wires)
Yamaha Music U.K. Ltd.

PRECAUTIONS

PLEASE READ CAREFULLY BEFORE PROCEEDING

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

⚠ WARNING

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

Power supply/AC power adaptor

- Only use the voltage specified as correct for the instrument. The required voltage is printed on the name plate of the instrument.
- Use the specified adaptor (PA-5D or an equivalent recommended by Yamaha) only. Using the wrong adaptor can result in damage to the instrument or overheating.
- Check the electric plug periodically and remove any dirt or dust which may have accumulated on it.
- Do not place the AC adaptor cord near heat sources such as heaters or radiators, and do not excessively bend or otherwise damage the cord, place heavy objects on it, or place it in a position where anyone could walk on, trip over, or roll anything over it.

Do not open

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

Water warning

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

Fire warning

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

If you notice any abnormality

- If the AC adaptor cord or plug becomes frayed or damaged, or if there is a sudden loss of sound during use of the instrument, or if any unusual smells or smoke should appear to be caused by it, immediately turn off the power switch, disconnect the adaptor plug from the outlet, and have the instrument inspected by qualified Yamaha service personnel.

⚠ CAUTION

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

Power supply/AC power adaptor

- When removing the electric plug from the instrument or an outlet, always hold the plug itself and not the cord.
- Unplug the AC power adaptor when not using the instrument, or during electrical storms.
- Do not connect the instrument to an electrical outlet using a multiple-connector. Doing so can result in lower sound quality, or possibly cause overheating in the outlet.

Location

- Do not expose the instrument to excessive dust or vibrations, or extreme cold or heat (such as in direct sunlight, near a heater, or in a car during the day) to prevent the possibility of panel disfiguration or damage to the internal components.
- Do not use the instrument in the vicinity of a TV, radio, stereo equipment, mobile phone, or other electric devices. Otherwise, the instrument, TV, or radio may generate noise.

- Do not place the instrument in an unstable position where it might accidentally fall over.
- Before moving the instrument, remove all connected adaptor and other cables.
- When setting up the product, make sure that the AC outlet you are using is easily accessible. If some trouble or malfunction occurs, immediately turn off the power switch and disconnect the plug from the outlet. Even when the power switch is turned off, electricity is still flowing to the product at the minimum level. When you are not using the product for a long time, make sure to unplug the power cord from the wall AC outlet.
- Use only the stand specified for the instrument. When attaching the stand or rack, use the provided screws only. Failure to do so could cause damage to the internal components or result in the instrument falling over.

Connections

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

Maintenance

- When cleaning the instrument, use a soft, dry cloth. Do not use paint thinners, solvents, cleaning fluids, or chemical-impregnated wiping cloths.

Handling caution

- Do not insert a finger or hand in any gaps on the instrument.

- Never insert or drop paper, metallic, or other objects into the gaps on the panel or keyboard. If this happens, turn off the power immediately and unplug the power cord from the AC outlet. Then have the instrument inspected by qualified Yamaha service personnel.

- Do not place vinyl, plastic or rubber objects on the instrument, since this might discolor the panel or keyboard.

- Do not rest your weight on, or place heavy objects on the instrument, and do not use excessive force on the buttons, switches or connectors.

- Do not use the instrument/device or headphones for a long period of time at a high or uncomfortable volume level, since this can cause permanent hearing loss. If you experience any hearing loss or ringing in the ears, consult a physician.

Saving data

Saving and backing up your data

- The panel settings and some other types of data are not retained in memory when you turn off the power to the instrument. Save data you want to keep to the Registration Memory (page 90.)

  Saved data may be lost due to malfunction or incorrect operation. Save important data to a USB storage device/or other external device such as a computer (pages 99, 100, 110).

Backing up the USB storage device/external media

- To protect against data loss through media damage, we recommend that you save your important data onto two USB storage devices/external media.

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

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

Even when the power switch is in the "STANDBY" position, electricity is still flowing to the instrument at the minimum level. When you are not using the instrument for a long time, make sure you unplug the AC power adaptor from the wall AC outlet.

The illustrations and LCD screens as shown in this manual are for instructional purposes only, and may appear somewhat different from those on your instrument.

● **Trademarks**
- The bitmap fonts used in this instrument have been provided by and are the property of Ricoh Co., Ltd.
- Windows is a registered trademark of Microsoft® Corporation in the United States and other countries.
- The company names and product names in this manual are the trademarks or registered trademarks of their respective companies.

Copyright Notice

The followings are the titles, credits and copyright notices for three (3) of the songs pre-installed in this electronic keyboard:

Mona Lisa
  from the Paramount Picture CAPTAIN CAREY, U.S.A.
Words and Music by Jay Livingston and Ray Evans
Copyright © 1949 (Renewed 1976) by Famous Music Corporation
International Copyright Secured All Rights Reserved

Composition Title : Against All Odds
Composer's Name : Collins 0007403
Copyright Owner's Name : EMI MUSIC PUBLISHING LTD
                       AND HIT & RUN MUSIC LTD
All Rights Reserved, Unauthorized copying, public performance and broadcasting are strictly prohibited.

Can't Help Falling In Love
  from the Paramount Picture BLUE HAWAII
Words and Music by George David Weiss,
  Hugo Peretti and Luigi Creatore
Copyright © 1961 ; Renewed 1989 Gladys Music (ASCAP)
Worldwide Rights for Gladys Music Administered by Cherry Lane
  Music Publishing Company, Inc.
International Copyright Secured All Rights Reserved

Panel Logos

GM System Level 1

"GM System Level 1" is an addition to the MIDI standard which ensures that any GM-compatible music data can be accurately played by any GM-compatible tone generator, regardless of manufacturer. The GM mark is affixed to all software and hardware products that support GM System Level.

XGlite

As its name implies, "XGlite" is a simplified version of Yamaha's high-quality XG tone generation format. Naturally, you can play back any XG song data using an XGlite tone generator. However, keep in mind that some songs may play back differently compared to the original data, due to the reduced set of control parameters and effects.

XF

The Yamaha XF format enhances the SMF (Standard MIDI File) standard with greater functionality and open-ended expandability for the future. The instrument is capable of displaying lyrics when an XF file containing lyric data is played.

STYLE FILE

The Style File Format is Yamaha's original style file format which uses a unique conversion system to provide high-quality automatic accompaniment based on a wide range of chord types.

USB

USB is an abbreviation for Universal Serial Bus. It is a serial interface for connecting a computer with peripheral Devices. It allows "hot swapping" (connecting peripheral devices while the power to the computer is on).

Congratulations and thank you for purchasing
the Yamaha DGX-630/YPG-635 Portable Grand!

Please read this owner's manual carefully before using the instrument
*in order to take full advantage of its various features.*

Make sure to keep this manual in a safe and handy place even after you finish reading,
and refer to it often when you need to better understand an operation or function.

Included Accessories

The DGX-630/YPG-635 package includes the following items. Please check that you have them all.

- Music rest
- Accessory CD-ROM
- Owner's manual (this book)
- Keyboard stand
- Footswitch
- AC Power Adaptor (PA-5D or an equivalent recommended by Yamaha)

  * May not be included depending on your particular area. Please check with your Yamaha dealer.
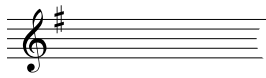
Special Features of the DGX-630/YPG-635
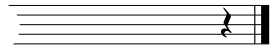
Graded Hammer Standard Keyboard

Thanks to our experience as the world's leading manufacturer of acoustic pianos, we've developed a keyboard with action that's virtually indistinguishable from the real thing. Just as on a traditional acoustic piano, the keys of the lower notes have a heavier touch, while the higher ones are more responsive to lighter playing. The keyboard's sensitivity can even be adjusted to match your playing style. This Graded Hammer technology also enables the DGX-630/YPG-635 to provide authentic touch in a lightweight instrument.

■ Performance assistant technology ► Page 39

Play along with a song on the instrument's keyboard and produce a perfect performance every time ... even if you play wrong notes! All you have to do is play on the keyboard—alternately on the left- and right-hand ranges of the keyboard, for example—and you'll sound like a pro as long as you play in time with the music.

And if you can't play with both hands, you can still play the melody simply by tapping one key.
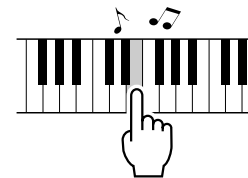
All you need is one finger!

■ Play a Variety of Instrument Voices ► Page 19

With the DGX-630/YPG-635, the instrument voice that sounds when you play the keyboard can be changed to violin, flute, harp, or any of an extensive range of voices. You can change the mood of a song written for piano, for example, by using violin to play it instead. Experience a whole new world of musical variety.
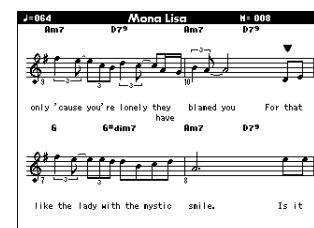
■ Play Along with Styles ► Page 28

Want to play with full accompaniment? Try the auto-accompaniment Styles. The accompaniment styles provide the equivalent of a full backing band covering wide variety of styles from waltzes to 8-beat to euro-trance … and much more. Select a style that matches the music you want to play, or experiment with new styles to expand your musical horizons.
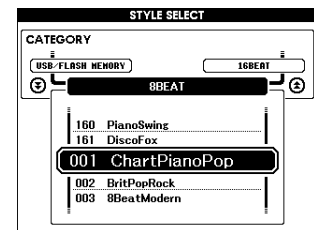
■ Easy Performance with Music Notation Display ► Page 37

When you play back a song, the corresponding score will be shown on the display as the song plays. This is a great way to learn how to read music. If the song contains lyric and chord data*, the lyrics and chords will also appear on the score display.

* No lyrics or chords will appear on the display if the song you are using with the score display function does not contain the appropriate lyric and chord data.

Contents

Quick Guide

Reference

♪ Setting Up

Keyboard Stand Assembly

⚠️ *CAUTION*

Read these cautions carefully before you assemble or use the keyboard stand.

These cautions are to promote safe use of the stand and to prevent injury and damage from occurring to you and others. By following these cautions carefully, your keyboard stand will provide you with safe and prolonged use.
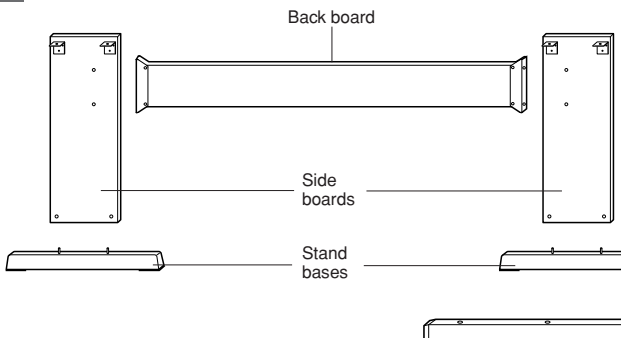
- *Be careful not to confuse parts, and be sure to install all parts in the correct direction. Please assemble in accordance with the sequence given below.*
- *Assembly should be carried out by at least two persons.*
- *Be sure to use the correct screw size, as indicated below. Use of incorrect screws can cause damage.*
- *Use the stand after assembly is complete. An uncompleted stand may overturn or the keyboard may drop.*
- *Always place the stand on a flat, stable surface. Placing the stand on uneven surfaces may cause it to become unstable or overturn, the keyboard to drop, or injury.*
- *Do not use the stand for anything other than its designed purpose. Placing other objects on the stand may result in the object dropping or the stand overturning.*
- *Do not apply excessive force to the keyboard as it may cause the stand to overturn or the keyboard to drop.*
- *Make sure the stand is sturdy and safe, and all screws have been tight and firm before use. If not, the stand may overturn, the keyboard may drop, or may result in injury to the user.*
- *To disassemble, reverse the assembly sequence given below.*

Have a phillips-head (+) screwdriver of the appropriate size ready.

1️⃣ **The parts shown in the "Assembly Parts" illustration will be used. Follow the assembly instructions and select the parts as needed.**

1 Assembly Parts

Back board

Side boards

Stand bases

❶ Joint connectors (4 pcs.)

❷ 6 x 70 mm roundhead screws (4 pcs.)

❸ 6 x 30 mm roundhead screws (4 pcs.)

❹ Support rail

❺ 4 x 45 mm flathead screws (6 pcs.)
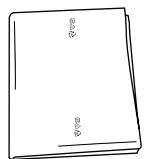
❻ 5 x 16 mm roundhead screws (4 pcs.)

Use the packing sheet to protect both the instrument and the floor when assembling.

* The sheet is the bag in which the instrument is wrapped.

2

① Joint connectors

② 6 x 70 mm roundhead screws

3

③ 6 x 30 mm roundhead screw

4

④ Support rail

⑤ 4 x 45 mm flathead screws
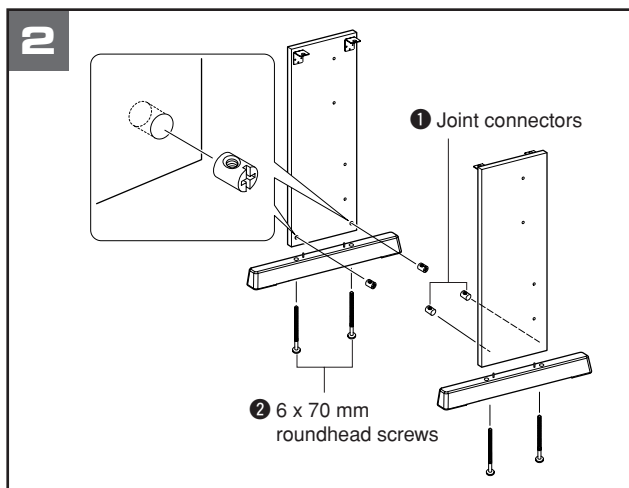
☑ Attach the stand bases.

Insert the joint connectors ① into the stand boards as shown. The joint connectors have been installed properly if you can see the screw head on the connector.

> **NOTE**
> • If you put the connectors in wrong direction and want to take them out, tap around the holes on the boards.

Attach the stand bases to the bottom of the side boards, using the screws ②. The left and right stand bases are the same shape, and there is no difference between their front-to-back orientation. If you have trouble fastening the screws, use a screwdriver to rotate the joint connectors so that the connector holes are aligned with the screw holes on the stand bases.
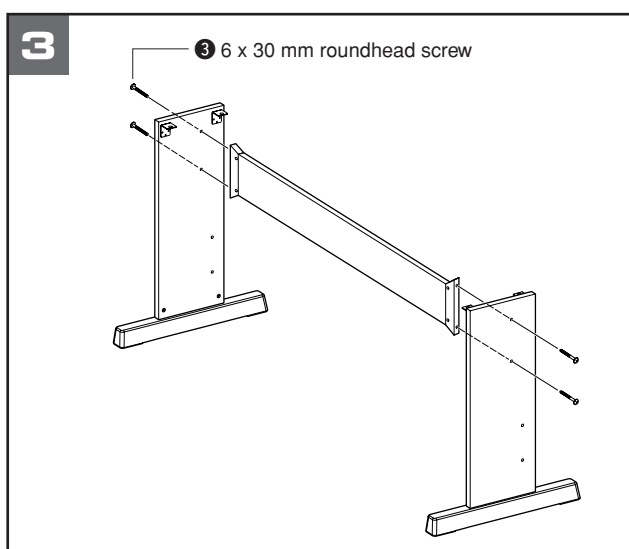
☑ Attach the back board.

Attach the back board, using the screws ③. Check the back-to-front orientation for the side boards. Make sure the non-colored surface is facing down.

> ⚠ **CAUTION**
> • **Be careful not to drop the back board or touch the sharp metal fittings.**

> **NOTE**
> • If you have purchased an optional pedal unit, attach the pedal unit before proceeding to the next step. Refer to the instructions provided with your pedal unit.
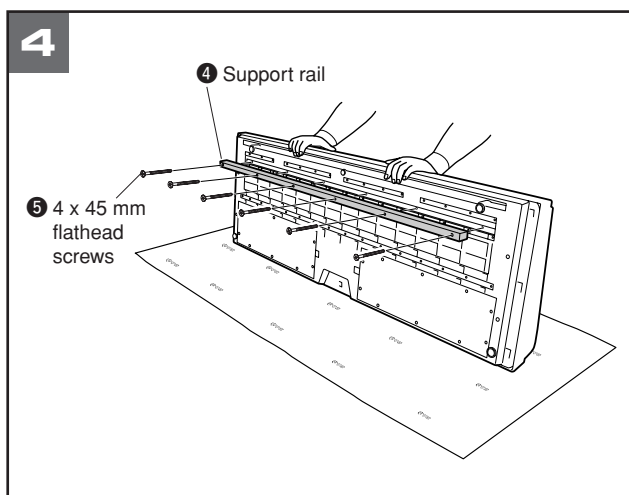
☑ Attach the support rail.

Spread the packing sheet on the floor. Place the instrument on the sheet with the rear panel side on the bottom.

Align the support rail ④ into the groove on the bottom of the instrument and attach the rail, using the screws ⑤.

> **NOTE**
> • If you don't have the packing sheet, use a thick blanket or other soft material to protect the floor and the instrument.

5-6

❻ 5 x 16 mm roundhead screws
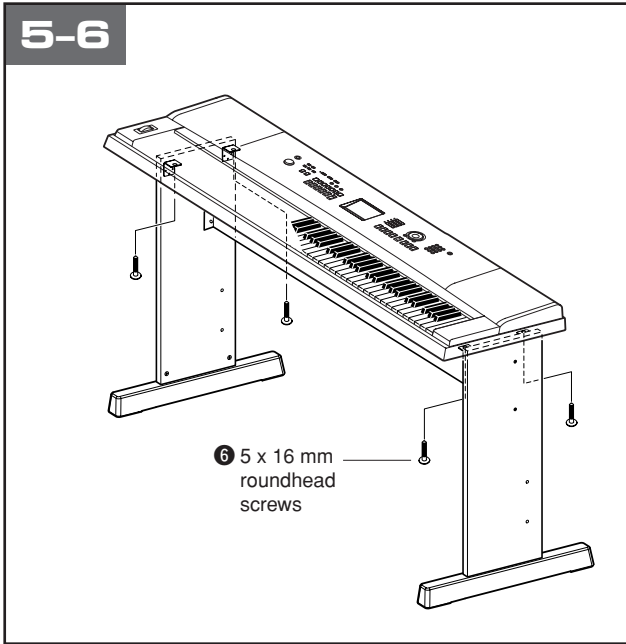
❺ Put the keyboard on the stand.

Check the back-to-front orientation for stand, and carefully place the keyboard on the side boards. Slowly move the keyboard so that the holes on the bottom of the keyboard are properly aligned with the holes on the angle brackets.

⚠ *CAUTION*

   • *Be careful not to drop the keyboard or to get your fingers caught between the keyboard and the stand parts.*

❻ Install the keyboard to the stand.

Fix the keyboard to the angle brackets, using the screws ❻.

■ **Post-assembly checklist**

Once you've assembled the stand, check the following points:

• Are there any parts left over?
   ➔ If so, read the assembly instructions again and correct any errors you might have made.

• Is the instrument clear of doors and other movable fixtures?
   ➔ If not, move the instrument to an appropriate location.

• Does the instrument make a rattling noise when you play it or move it?
   ➔ If so, properly tighten all screws.

• Also, if the keyboard makes a creaking noise or seems unsteady when you play it, refer carefully to the assembly instructions and diagrams and retighten all screws.

Be sure to do the following operations BEFORE turning on the power.

Power Requirements

❶ Make sure that the [STANDBY/ON] switch of the instrument is set to STANDBY.

⚠ *WARNING*
- *Use the specified adaptor (PA-5D or an equivalent recommended by Yamaha) only. The use of other adaptors may result in irreparable damage to both the adaptor and the instrument.*

❷ Connect the AC adaptor to the power supply jack.

❸ Plug the AC adaptor into an AC outlet.

⚠ *CAUTION*
- *Unplug the AC Power Adaptor when not using the instrument, or during electrical storms.*

```
DC IN 12V
＋ ⦵ －
```

❷

❸

AC power adaptor → AC outlet
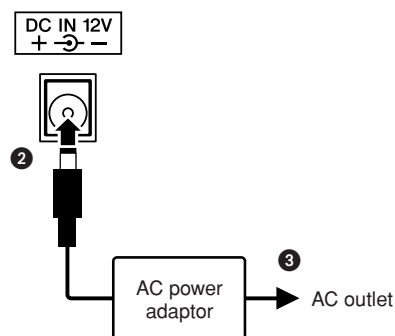
Make all necessary connections below BEFORE turning the power on.

Connecting Headphones (PHONES/OUTPUT Jack)
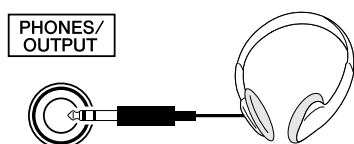
PHONES/ OUTPUT

The instrument speakers are automatically shut off when a plug is inserted into this jack. The PHONES/ OUTPUT jack also functions as an external output. You can connect the PHONES/OUTPUT jack to a keyboard amplifier, stereo system, mixer, tape recorder, or other line-level audio device to send the instrument's output signal to that device.

⚠ *WARNING*
- *Avoid listening with the headphones at high volume for long periods of time; doing so may not only result in ear fatigue, it may be damaging to your hearing.*

⚠ *CAUTION*
- *To prevent damage to the speakers, set the volume of the external devices at the minimum setting before connecting them. Failure to observe these cautions may result in electric shock or equipment damage. Also, be sure to set the volumes of all devices at their minimum levels and gradually raise the volume controls while playing the instrument to set the desired listening level.*

Connecting a Footswitch (SUSTAIN Jack)
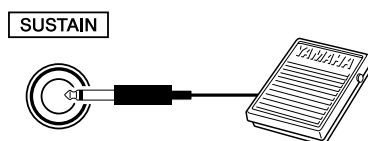
SUSTAIN

The sustain function lets you produce a natural sustain as you play by pressing a footswitch. Plug the Yamaha FC5 footswitch into this jack and use it to switch sustain on and off.

NOTE
- *Make sure that the footswitch plug is properly connected to the SUSTAIN jack before turning on the power.*
- *Do not press the footswitch while turning the power on. Doing this changes the recognized polarity of the footswitch, resulting in reversed footswitch operation.*

Connecting a Pedal Unit (PEDAL UNIT jack)

PEDAL UNIT

Keyboard Stand
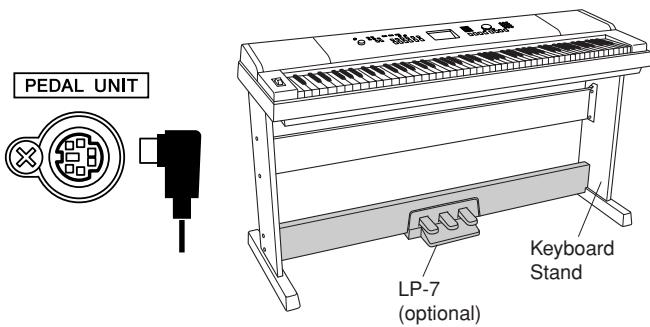
LP-7 (optional)

This jack is for connecting an optional LP-7 pedal unit. When connecting the pedal unit, make sure to also assemble the unit on the supplied keyboard stand.

NOTE
- Make sure that power is OFF when connecting or disconnecting the pedal.

Pedal Unit Functions

The optional pedal unit has three foot pedals that produce a range of expressive effects similar to those produced by the pedals on an acoustic piano. The pedal unit does not affect the split voice when the keyboard is in split mode.

Damper (Right) Pedal

The damper pedal functions in the same way as a damper pedal on an acoustic piano. When the damper pedal is pressed, notes sustain longer. Releasing the pedal immediately stops (damps) any sustained notes.
A "half-pedal" effect lets you use the damper pedal to create partial sustain effects, depending on how far down you press the pedal.

* When using both the foot switch and pedal unit, the last effect applied takes priority.

When you press the damper pedal here, the notes you play before you release the pedal have a longer sustain.

Sostenuto (Center) Pedal

If you play a note or chord on the keyboard and press the sostenuto pedal while the note(s) are held, those notes will sustain as long as you hold the pedal (as if the damper pedal had been pressed) but all subsequently played notes will not be sustained. This makes it possible to sustain a chord, for example, while other notes are played "staccato."
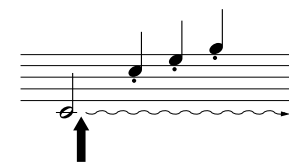
When you press the sostenuto pedal here while holding the note, the note will sustain as long as you hold the pedal.

Soft (Left) Pedal

The soft pedal reduces the volume and slightly changes the timbre of notes played while the pedal is pressed. The soft pedal will not affect notes that are already playing when it is pressed.

Connecting to a Computer (USB Terminal)

USB ⟷ TO HOST
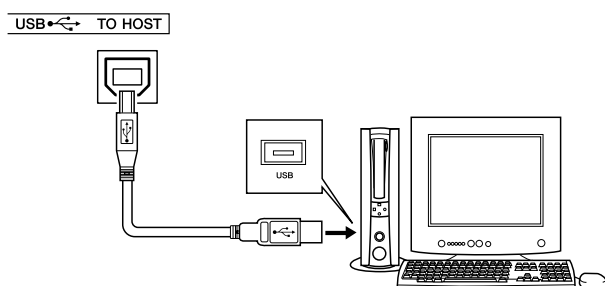
Connect the instrument's USB terminal to the USB terminal of a computer, and you can transfer performance data and song files between the two (page 105). To use the USB data-transfer features you'll need to do the following:

- **First, make sure the POWER switch on the instrument is set to OFF, then use an AB type USB cable to connect the instrument to the computer. After making the connections, turn the instrument's power on.**
- **Install the USB-MIDI driver on your computer.**

Installation of the USB-MIDI driver is described on page 113.

Turning the Power On

Turn down the volume by turning the [MASTER VOLUME] control to the left and press the [STANDBY/ON] switch to turn on the power. Press the [STANDBY/ON] switch again to turn the power OFF.

MASTER VOLUME

MIN   MAX

■ STANDBY / ▬ ON
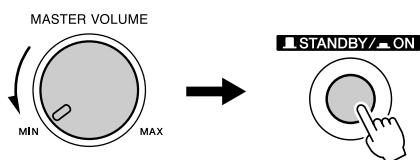
Backup data in the flash memory is loaded to the instrument when the power is turned on. If no backup data exists on flash memory, all instrument settings are restored to the initial factory defaults when the power is turned on.

⚠ *CAUTION*

- *Even when the switch is in the "STANDBY" position, electricity is still flowing to the instrument at the minimum level. When you are not using the instrument for a long time, make sure you unplug the AC power adaptor from the wall AC outlet.*

⚠ *CAUTION*

- *Never attempt to turn the power off when a "WRITING!" message is shown in the display. Doing so can damage the flash memory and result in a loss of data.*

● **Music Rest**
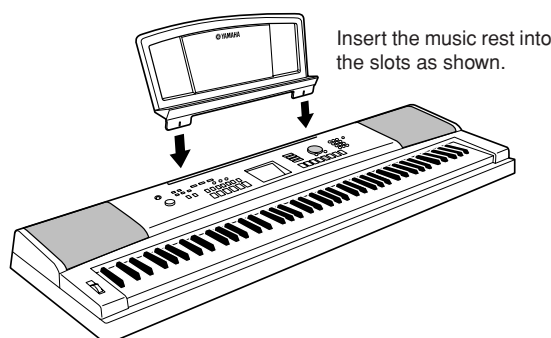
Insert the music rest into the slots as shown.

♪ Panel Controls and Terminals

Front Panel

SONG
001~ MAIN DEMO 015~ PIANO ENSEMBLE
004~ VOICE DEMO 020~ PIANO ACCOMPANIMENT
009~ FUNCTION DEMO 031~ USER SONG
012~ PIANO SOLO 036~ FLASH MEMORY/USB

STYLE
001~ 8 BEAT 052~ DISCO 095~ LATIN 138~ CHILDREN
016~ 16 BEAT 059~ SWING & JAZZ 107~ BALLROOM 143~ PIANIST
025~ BALLAD 076~ R & B 118~ TRADITIONAL 161~ FLASH MEMORY/USB
037~ DANCE 086~ COUNTRY 129~ WALTZ
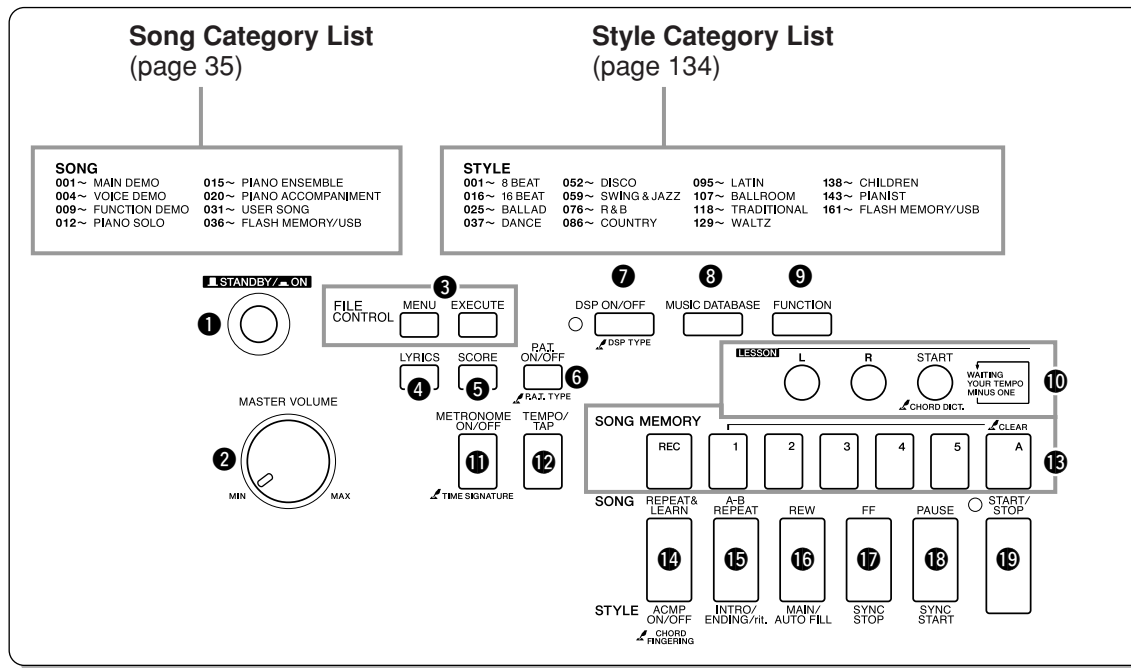
Front Panel	
❶ **[STANDBY/ON] switch** ....page 15	❿ **[START/STOP] button** ....pages 27, 34, 67
❷ **[MASTER VOLUME] control** ....pages 15, 66	⓴ **[SONG] button** .... page 33
❸ **FILE CONTROL [MENU], [EXECUTE] buttons**.......................pages 96–102	㉑ **[EASY SONG ARRANGER] button** .... page 58
❹ **[LYRICS] button**......................................page 38	㉒ **[STYLE] button** .... page 27
❺ **[SCORE] button**.....................................page 37	㉓ **[VOICE] button**..................................... page 19
❻ **[P.A.T. ON/OFF] button**..........................page 40	㉔ **Dial**..pages 67, 92
❼ **[DSP ON/OFF] button**.............................page 73	㉕ **CATEGORY [▲] and [▼] buttons**...pages 67, 92
❽ **[MUSIC DATABASE] button**....................page 57	㉖ **Number buttons [0]–[9], [+] and [-] buttons**...........................pages 67, 92
❾ **[FUNCTION] button**..........................pages 68, 92	
❿ **LESSON [L], [R], [START] buttons**.....................................page 51	㉗ **[DEMO] button**...................................... page 35
⓫ **[METRONOME ON/OFF] button** ....page 24	㉘ **[EXIT] button**.. page 68
⓬ **[TEMPO/TAP] button**.......................pages 34, 75	㉙ **REGIST MEMORY [MEMORY/BANK], [1], [2] buttons**......... page 90
⓭ **SONG MEMORY [REC], [1]–[5], [A] buttons** ....page 61	㉚ **[PORTABLE GRAND] button** .... page 22
⓮ **[REPEAT & LEARN]/ [ACMP ON/OFF] button** ....pages 56, 28	㉛ **[SPLIT ON/OFF] button**......................... page 21
⓯ **[A-B REPEAT]/ [INTRO/ENDING/rit.] button**............pages 88, 79	㉜ **[DUAL ON/OFF] button** .... page 20
⓰ **[REW]/ [MAIN/AUTO FILL] button**..............pages 34, 79	㉝ **[HARMONY ON/OFF] button** .... page 70
⓱ **[FF]/[SYNC STOP] button** ....pages 34, 81	㉞ **[PITCH BEND] wheel**............................ page 74
⓲ **[PAUSE]/ [SYNC START] button**....................pages 34, 80	㉟ **Drum Kit** .... page 23
	The illustrations next to each key indicate the drum and percussion instruments assigned to the keys when "Standard Kit 1" is selected.

Display
(pages 68, 69)

Music Database List
(page 135)

Voice Category List
(page 128)

MUSIC DATABASE
001~	ALL TIME HITS	073~	BALLAD	158~	SWING & JAZZ	206~	ENTERTAINMENT	301~	FLASH MEMORY/USB
034~	MODERN POP	112~	ROCK & ROLL	175~	R & B	233~	WALTZ & TRADITIONAL		
047~	POP CLASSICS	126~	OLDIES	183~	COUNTRY	257~	WORLD		
063~	POP BALLAD	143~	DANCE & DISCO	193~	LATIN	270~	PIANIST		

VOICE
001~	PIANO	040~	GUITAR	075~	SAXOPHONE	110~	SYNTH LEAD	143~503	XGlite
009~	E.PIANO	050~	BASS	088~	TRUMPET	117~	SYNTH PAD	000	OTS
021~	ORGAN	058~	STRINGS	097~	BRASS	123~	PERCUSSION		
035~	ACCORDION	071~	CHOIR	103~	FLUTE	131~	DRUM KITS		
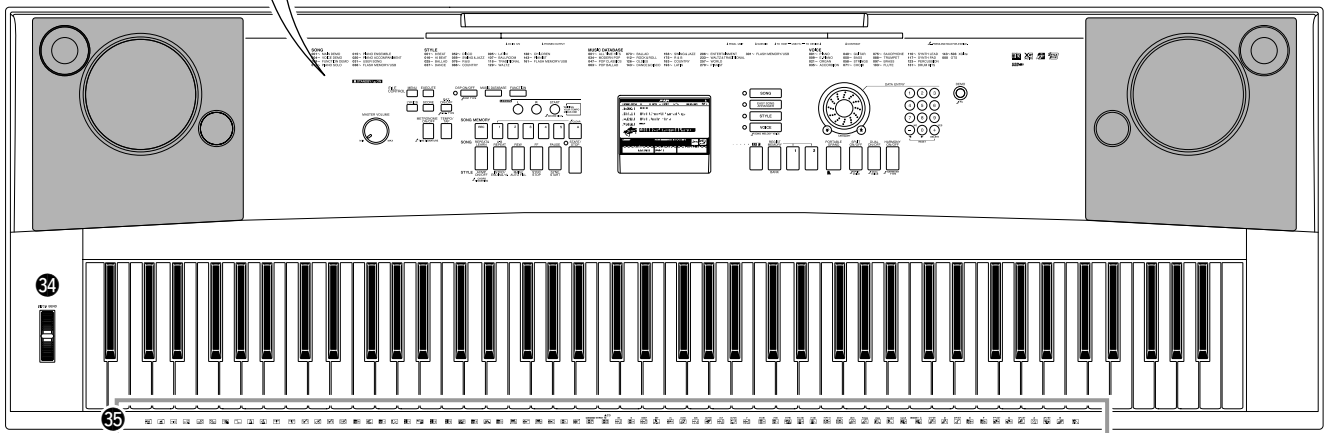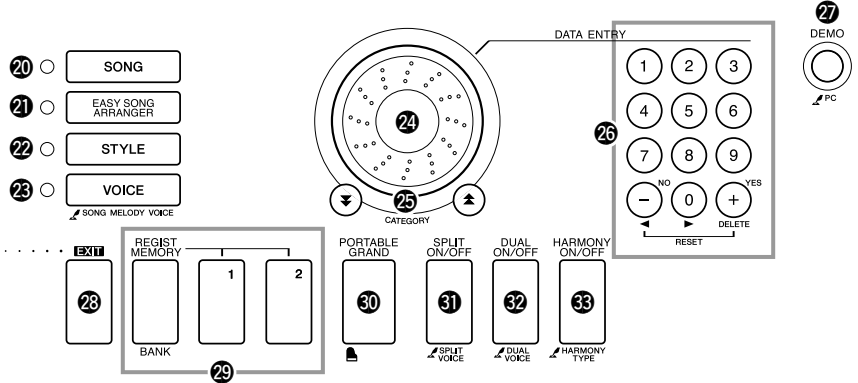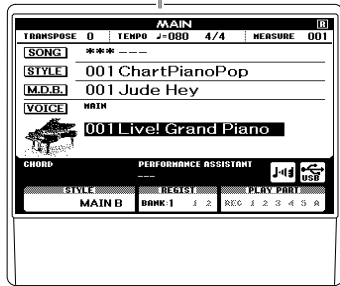
Rear Panel
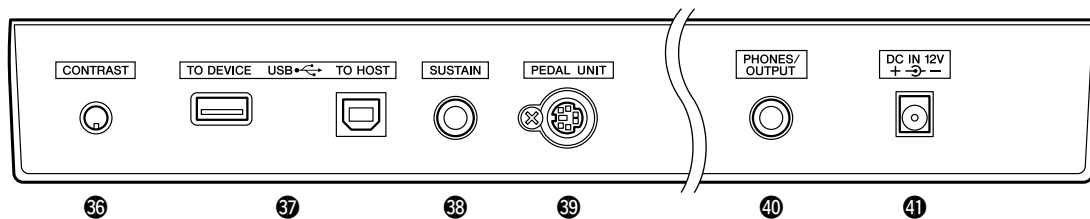
Rear Panel

㊱ **CONTRAST knob** ....page 69

㊲ **USB TO DEVICE terminal**.......................page 97
USB TO HOST terminal ....page 105

㊳ **SUSTAIN jack**...page 13

㊳ **PEDAL UNIT jack**.................................... page 14

㊵ **PHONES/OUTPUT jack** .... page 13

㊶ **DC IN 12V jack** .... page 13

Changing the Display Language

This instrument allows you to select English or Japanese as the display language. The default display language is English, but if you switch to Japanese the lyrics, file names, demo display, and some messages will be displayed in Japanese where appropriate.

1 Press the [FUNCTION] button.

FUNCTION

FUNCTION
VOLUME
Language   Song Volume
Style Volume
100
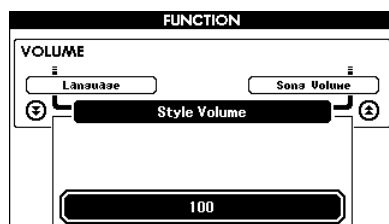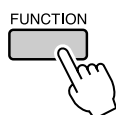
2 Press the CATEGORY [▲] and [▼] buttons a number of times until the "Language" item appears.

The currently selected display language will appear below the "Language" item.
When highlighted you can use the [+] and [-] buttons to select the language as required.

CATEGORY

FUNCTION
LANGUAGE
Demo Cancel   Style Volume
Language
English

Language item

The currently selected language
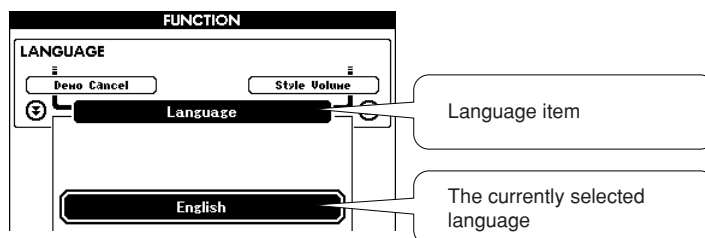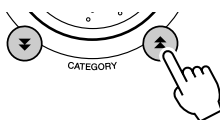
3 Select a display language.

The [+] button selects English and the [-] button selects Japanese.

The language selection will be stored in the internal flash memory so that it is retained even when the power is turned off.

4 Press the [EXIT] button to return to the MAIN display.

Try Playing a Variety of Instrument Voices

In addition to piano, organ, and other "standard" keyboard instruments, this instrument has a large range of voices that includes guitar, bass, strings, sax, trumpet, drums and percussion, sound effects … a wide variety of musical sounds.

Select and Play a Voice—MAIN

This procedure selects the main voice you will play on the keyboard.

1 Press the [VOICE] button.

The main voice selection display will appear.
The currently selected voice number and name will be highlighted.

The currently selected voice number and name
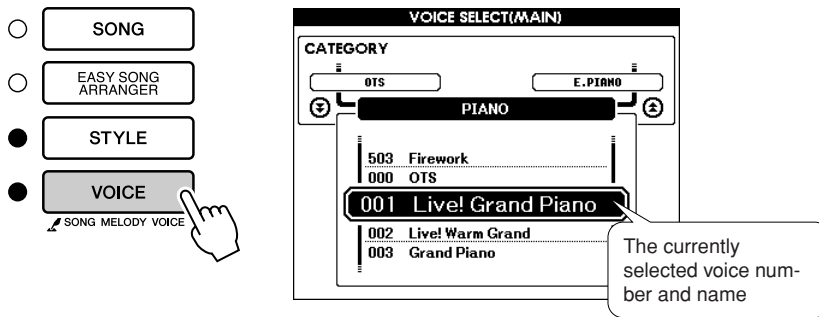
2 Select the voice you want to play.

While watching the highlighted voice name rotate the dial. The available voices will be selected and displayed in sequence. The voice selected here becomes the main voice.
For this example select the "105 Flute" voice.

Select 105 Flute

3 Play the keyboard.

MASTER VOLUME

Adjusts volume.
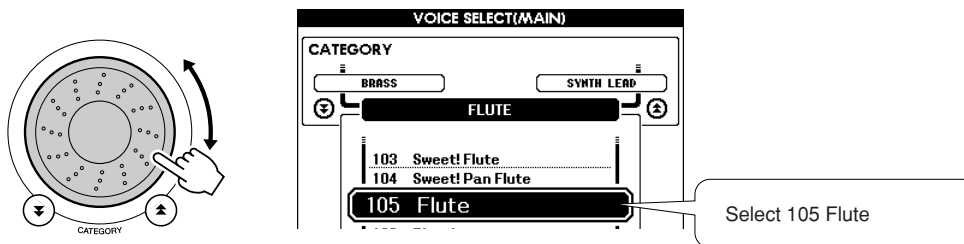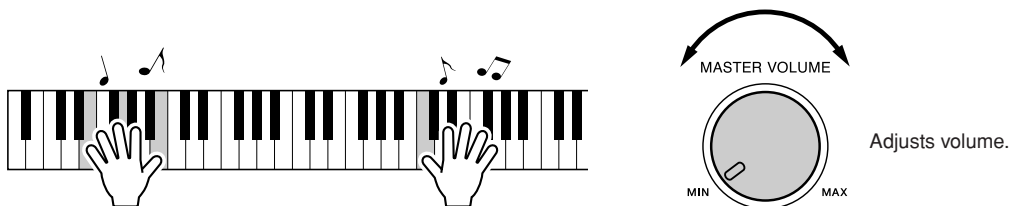
Try selecting and playing a variety of voices.
Press the [EXIT] button to return to the MAIN display.

Play Two Voices Simultaneously—DUAL

You can select a second voice which will play in addition to the main voice when you play the keyboard. The second voice is known as the "dual" voice.

1 Press the [DUAL ON/OFF] button.

The [DUAL ON/OFF] button turns the dual voice on or off.
When turned on the dual voice "DUAL" will appear in the MAIN display. The currently selected dual voice will sound in addition to the main voice when you play the keyboard.

Voice Number
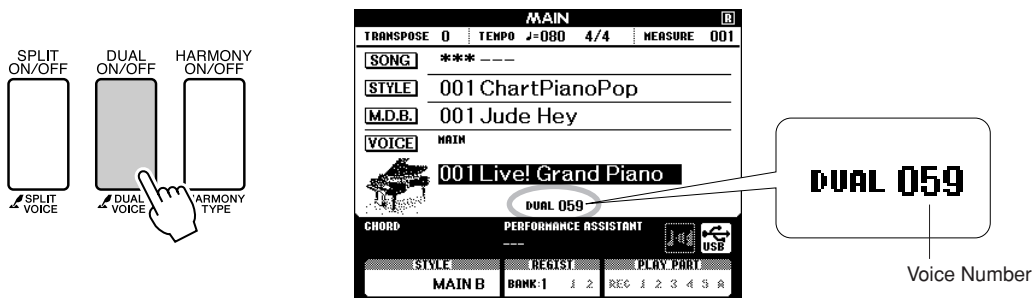
2 Press and hold the [DUAL ON/OFF] button for longer than a second.

The dual voice selection display will appear.

Dual voice selection display

The currently selected dual voice

Hold for longer than a second
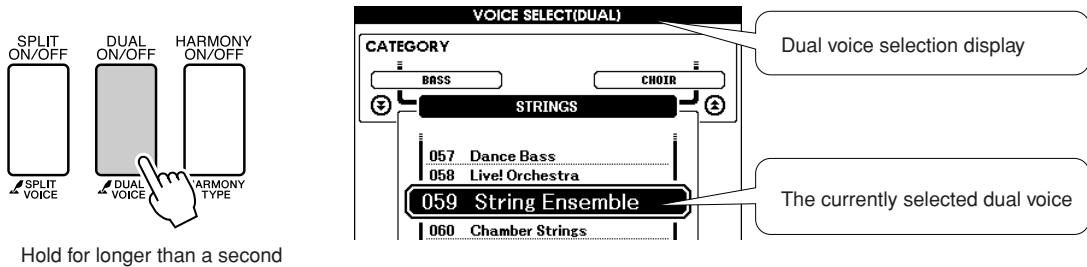
3 Select the desired dual voice.

Watch the displayed dual voice and rotate the dial until the voice you want to use is selected. The voice selected here becomes the dual voice. For this example try selecting the "123 Vibraphone" voice.
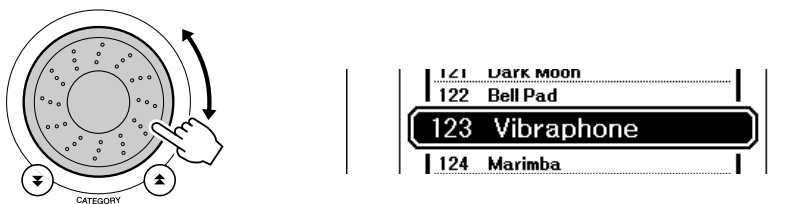
4 Play the keyboard.
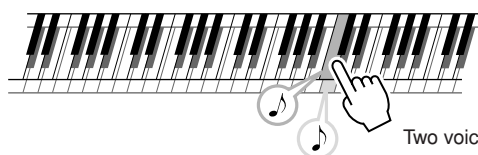
Two voices will sound at the same time.

Try selecting and playing a range of dual voices.

Press the [EXIT] button to return to the MAIN display.

Play Different Voices with the Left and Right Hands—SPLIT

In the split mode you can play different voices to the left and right of the keyboard "split point". The main and dual voices can be played to the right of the split point, while the voice played to the left of the split point is known as the "split voice". The split point setting can be changed as required (page 82).

Split point

Split voice   Main voice and dual voice
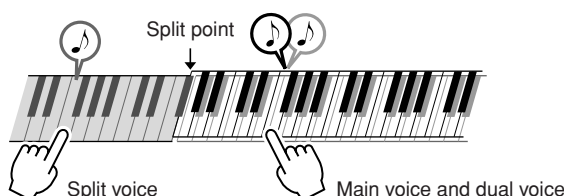
1 Press the [SPLIT ON/OFF] button.

The [SPLIT ON/OFF] button turns the split voice on or off. When turned on the split voice "SPLIT" will appear in the MAIN display. The currently selected split voice will sound to the left of the keyboard split point.
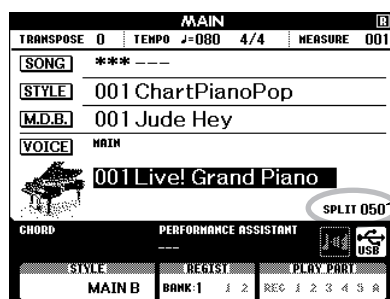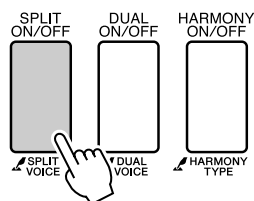
SPLIT 050

Voice Number

2 Press and hold the [SPLIT ON/OFF] button for longer than a second.

The split voice selection display will appear.
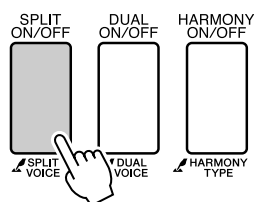
Hold for longer than a second
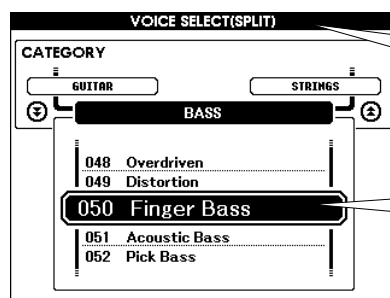
Split voice selection display

The currently selected split voice

3 Select the desired split voice.

Watch the highlighted split voice and rotate the dial until the voice you want to use is selected. The voice selected here becomes the split voice which will play to the left of the keyboard split point. For this example try selecting the "041 Folk Guitar" voice.

039	Harmonica
040	Classical Guitar
041	**Folk Guitar**
042	Jazz Guitar
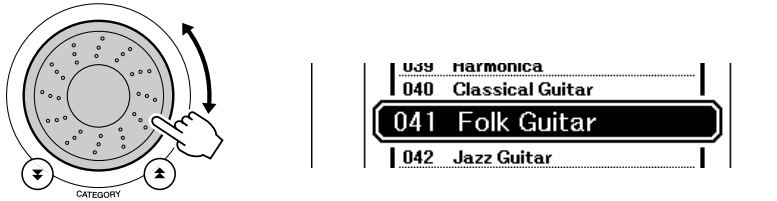
4 Play the keyboard.
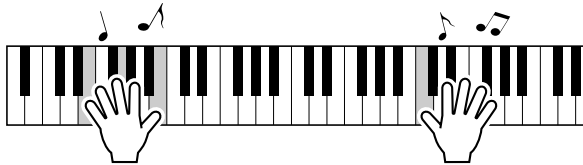
Try selecting and playing a range of split voices.

Press the [EXIT] button to return to the MAIN display.

Play the Grand Piano Voice

When you just want to play piano, all you have to do is press one convenient button.

Press the [PORTABLE GRAND] button.

The "001 Grand Piano" voice will be selected.

PORTABLE
GRAND

Fun Sounds

This instrument includes a range of drum kits and unique sound effects you can use for entertainment. Laughter, babbling brooks, jet fly-bys, eerie effects, and much more. These sounds can be a great way to enhance the mood at parties.

Drum Kits

> Drum kits are collections of drum and percussion instruments. When you select a violin or other normal instrument main voice, for example, all keys produce the sound of the same violin, only at different pitches. If you select a drum kit as the main voice, however, each key produces the sound of a different drum or percussion instrument.

◆ **Drum Kit Selection Procedure ➜ (refer to steps 1 and 2 on page 19)**

1 Press the [VOICE] button.

2 Use the dial to select "131 Standard Kit 1".

3 Try out each key and enjoy the drum and percussion sounds!

Try out each key and enjoy the drum and percussion sounds! Don't forget the black keys! You'll hear a triangle, maracas, bongos, drums ... a comprehensive variety of drum and percussion sounds. For details on the instruments included in the drum kit voices (voice numbers 131 to 142), see the "Drum Kit List" on page 132.
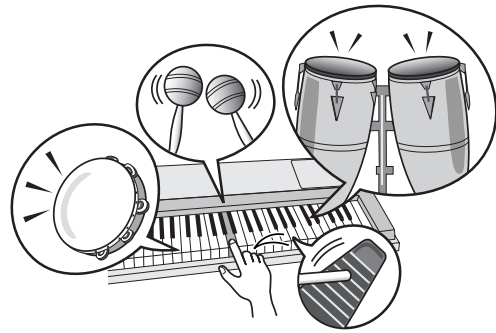
Sound Effects

> The sound effects are included in the drum kit voice group (voice numbers 141 and 142). When either of these voices are selected you will be able to play a range of sound effects on the keyboard.

◆ **Sound Effect Selection Procedure ➜ (refer to steps 1 and 2 on page 19)**

1 Press the [VOICE] button.

2 Use the dial to select "142 SFX Kit 2".

3 Try out each key and enjoy the sound effects!
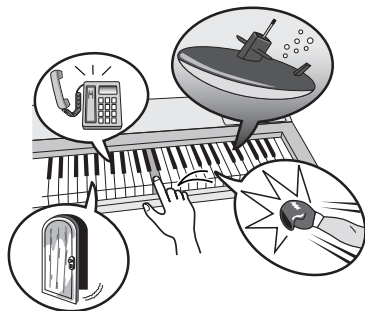
As you try out the various keys you'll hear the sound of a submarine, a telephone bell, a creaking door, and many other useful effects. "141 SFX Kit 1" includes lightning, running water, dogs barking, and others. Some keys do not have assigned sound effects, and will therefore produce no sound.
For details on the instruments included in the SFX kit voices, see "SFX Kit 1" and "SFX Kit 2" in the "Drum Kit List" on page 133.

The Metronome

The instrument includes a metronome with adjustable tempo and time signature. Play and set the tempo that is most comfortable for you.

Start the Metronome

Turn the metronome on and start it by pressing the [METRONOME ON/OFF] button.

To stop the metronome, press the [METRONOME ON/OFF] button again.

METRONOME
ON/OFF

♩ TIME SIGNATURE

MAIN   R
TRANSPOSE 0   TEMPO ♩=080   4/4   MEASURE   1
SONG   *** ---
STYLE   001 ChartPianoPop
M.D.B.   001 Jude Hey
VOICE   MAIN
          001 Live! Grand Piano
CHORD   PERFORMANCE ASSISTANT

STYLE   REGIST   PLAY PART
   MAIN B   BANK:1   1 2   REC 1 2 3 4 5 A
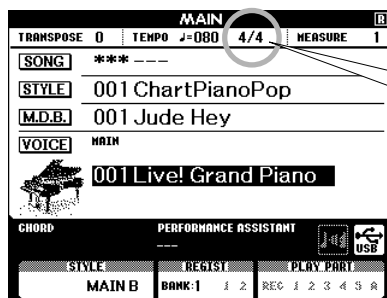
4/4

Current setting

Adjusting the Metronome Tempo

1 **Press the [TEMPO/TAP] button to call up the tempo setting.**
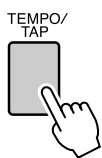
TEMPO/
TAP

TEMPO

♩ = **092** ——— Tempo

2 **Use the dial to select a tempo from 5 to 280.**

CATEGORY
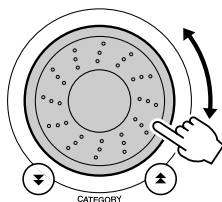
Setting the Number of Beats per Measure, and the Length of Each Beat

In this example we'll set up a 5/8 time signature.

1 Press and hold the [METRONOME ON/OFF] button for longer than a second to select the function "Time Signature–Numerator".

METRONOME
ON/OFF

♩ TIME SIGNATURE

Hold for longer than a second

Numerator
(Number of beats per measure.)

Denominator
(The length of one beat.)

FUNCTION

METRONOME

Initial Setup   TimeSig.Denominat.

Time Signature – Numerator

4/4
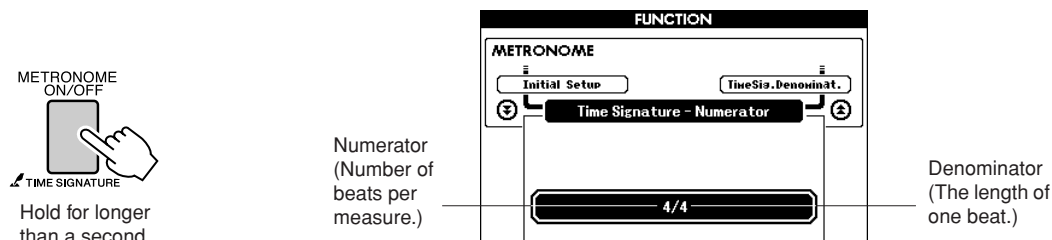
2 Use the dial to select the number of beats per measure.

The available range is from 1 through 60. Select 5 for this example.
A bell accent will be sounded at the first beat of each measure.

NOTE

• The metronome time signature will synchronize to a style or song that is playing, so these parameters cannot be changed while a style or song is playing.

3 Press the CATEGORY [≜] and [⩔] buttons as many times as necessary to select the beat length function "Time Signature–Denominator".

CATEGORY

FUNCTION

METRONOME

TimeSig.Numerator   Bell

Time Signature – Denominator

5/4
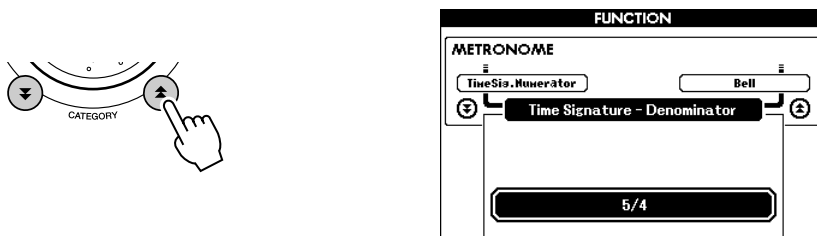
4 Use the dial to select the beat length.

Select the required length for each beat: 2, 4, 8, or 16 (half note, quarter note, eighth note, or 16th note). Select 8 for this example.

FUNCTION

METRONOME

TimeSig.Numerator   Bell

Time Signature – Denominator

5/8
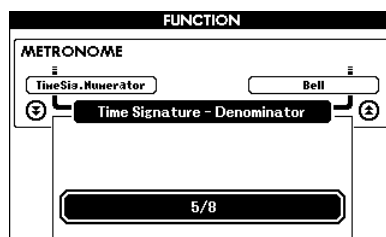
Setting the Click bell sound

This allows you to select whether the click sound has a bell accent, or plays only a click sound.

1 **Press the [FUNCTION] button.**
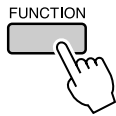
FUNCTION

2 **Use the CATEGORY [▲] and [▼] buttons to select the Bell item.**

CATEGORY

FUNCTION
METRONOME
TimeSig.Denominat.   Metronome Volume
Bell
ON
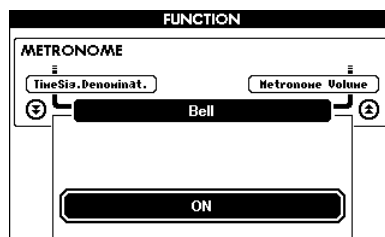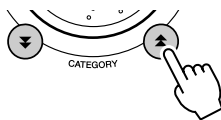
3 **You can then use the [+] and [-] buttons to turn the bell sound on or off.**

Adjusting the Metronome Volume

1 **Press the [FUNCTION] button.**

FUNCTION
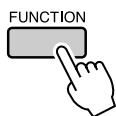
2 **Use the CATEGORY [▲] and [▼] buttons to select the Metronome Volume item.**

CATEGORY
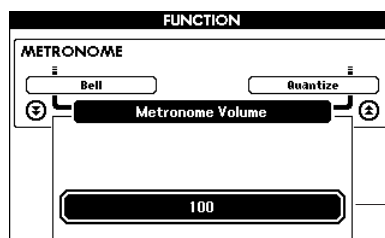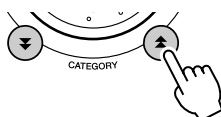
FUNCTION
METRONOME
Bell   Quantize
Metronome Volume
100 ————— Metronome volume

3 **Use the dial to set the metronome volume as required.**

Playing Styles

This instrument has an auto accompaniment feature that produces accompaniment (rhythm + bass + chords) in the style you choose to match chords you play with your left hand. You can select from 160 different styles covering a range of musical genres and time signatures (see page 134 for a complete list of the available styles).

In this section we'll learn how to use the auto accompaniment features.

Select a Style Rhythm

Most styles includes a rhythm part. You can select from a wide variety of rhythmic types—rock, blues, Euro trance, and many, many more. Let's begin by listening to just the basic rhythm. The rhythm part is played using percussion instruments only.

1 Press the [STYLE] button.

The style select display will appear. The currently selected style number and name will be highlighted.
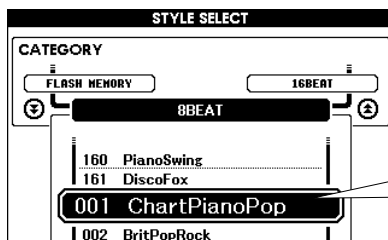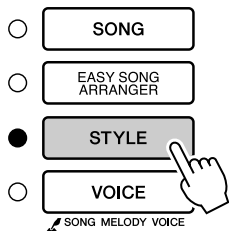
The currently selected style

2 Select a style.

Use the dial to select the style you want to use.
A list of all the available styles is provided on page 134.
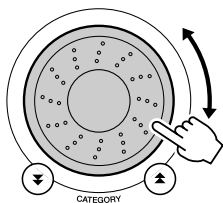
> **NOTE**
> • Style files transferred from a computer or stored on a USB flash memory device connected to the instrument can be selected and used in the same way as the internal Styles (Style numbers 161–). File transfer instructions are provided on page 108.

3 Press the [START/STOP] button.

The style rhythm will start playing.
Press the [START/STOP] button a second time when you want to stop playback.
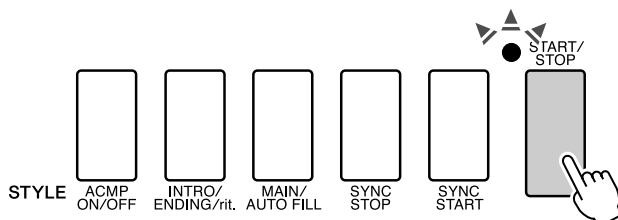
> **NOTE**
> • Style numbers 131, 143–160 have no rhythm part and therefore no rhythm will play if you use them for the above example. For these styles first turn auto accompaniment on as described on page 28, press the [START/STOP] button, and the accompaniment bass and chord parts will begin playing when you play a key to the left of the keyboard split point.

Play Along with a Style

You learned how to select a style rhythm on the preceding page.
Here we'll see how to add bass and chord accompaniment to the basic rhythm to produce a full, rich accompaniment that you can play along with.

1 Press the [STYLE] button and select the desired style.

2 Turn automatic accompaniment on.

Press the [ACMP ON/OFF] button.
Pressing this button a second time will turn automatic accompaniment off.
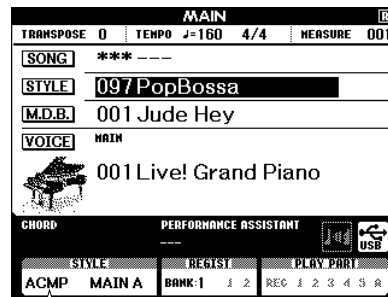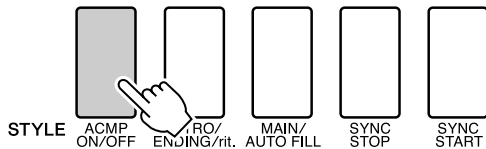
This icon appears when automatic accompaniment is on.

● **When automatic accompaniment is on ...**
The area of the keyboard to the left of the split point (54: F#2) becomes the "auto accompaniment region" and is used only for specifying the accompaniment chords.

Split point (54: F#2)

Auto accompaniment region
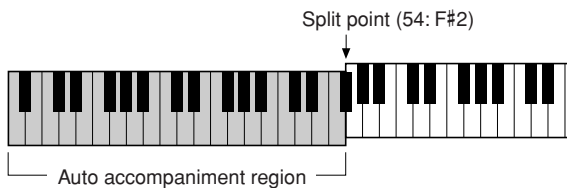
NOTE
• The keyboard split point can be changed as required: refer to page 82.

3 Turn sync start on.

Press the [SYNC START] button to turn the sync start function on.

Flashes when sync start is on.
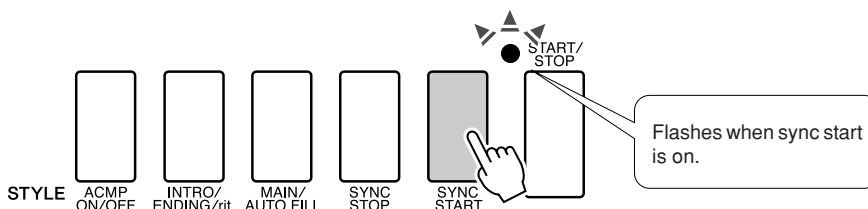
When sync start is on, the bass and chord accompaniment included in a style will start playing as soon as you play a note to left of the keyboard split point. Press the button a second time to turn the sync start function off.

4 Play a left-hand chord to start the style.

You can still "play" chords even if you don't actually know any chords. This instrument will recognize even a single note as a chord. Try playing from one to three notes at the same time to the left of the split point. The accompaniment will change according to the left-hand notes you play.

Try this!

Scores for some chord progressions are provided on page 30. These examples should help you get a feel for what types of chord progressions sound good with the styles.

Split point

Auto accompaniment region
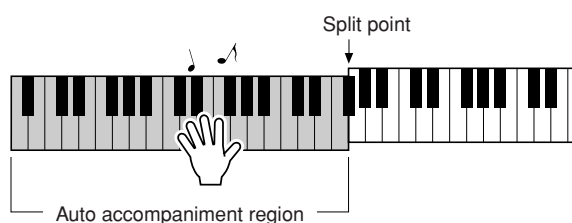
5 Play a variety of left-hand chords while playing a melody with your right hand.

Split point

Auto accompaniment region
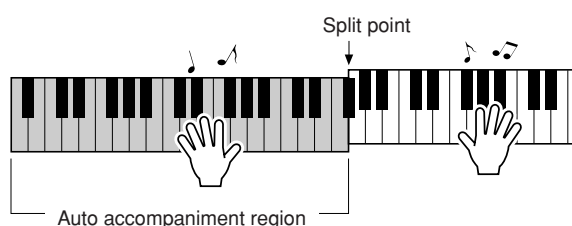
6 Press the [START/STOP] button to stop style playback when you're done.

START/STOP

STYLE   ACMP ON/OFF   INTRO/ENDING/rit.   MAIN/AUTO FILL   SYNC STOP   SYNC START
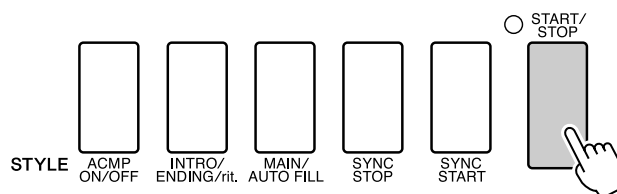
You can switch style "sections" to add variety to the accompaniment. Refer to "Pattern Variation (Sections)" on page 79.

Styles Are More Fun When You Understand Chords

Chords, created by playing multiple notes at the same time, are the basis for harmonic accompaniment. In this section we'll take a look at sequences of different chords played one after another, or "chord sequences." Since each chord has it's own unique "color"—even if it's different fingerings of the same chord—the chords you choose to use in your chord progressions have a huge influence on the overall feel of the music you play.

On page 28 you learned how to play colorful accompaniments using styles. Chord progressions are vital to creating interesting accompaniments, and with a little chord know-how you should be able to take your accompaniments to a new level.
On these pages we'll introduce three easy-to-use chord progressions. Be sure to try them out with the instrument's accompaniment styles. The style will respond to the chord progression you play, effectively creating a complete song.

■Playing the Chord Progressions ●

Play the scores with the left hand.
Before playing the scores follow steps 1 through 3 of "Play Along with a Style" on page 28.
* The scores provided here are not standard song scores, but rather simplified scores that indicate which notes to play to produce the chord progressions.

Split point

Play to the left of the split point.
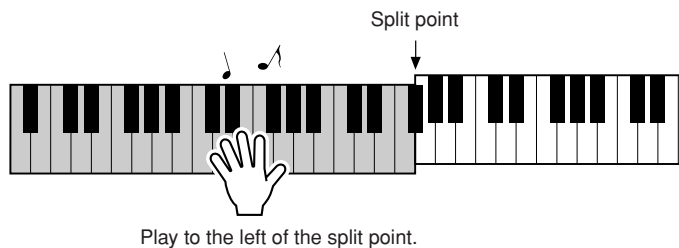
| Recommended Style | 041 Euro Trance |

—Dance music with simple chords—

Press the [INTRO/ENDING/rit.] button.

F   C   G   Am

This is a simple-but-effective chord progression. When you play through to the end of the score, start again from the beginning. When you're ready to stop playing press the [INTRO/ENDING/rit.] button and the auto accompaniment function will create a perfect ending.

Recommended Style   148 Piano Boogie
—3-chord boogie-woogie—

This progression provides varied harmonic backing with just three chords. When you get a feel for the progression in the score, try changing the order of the chords!

Recommended Style   096 Bossa Nova
—Bossa nova with jazz-style chords—

This progression includes jazzy "two-five" (II-V) changes. Try playing it through several times. When you're ready to stop playing press the [INTRO/ENDING/rit.] button.

Playing Auto-accompaniment Chords

There are two ways of playing auto-accompaniment chords:
- **Easy Chords**
- **Standard Chords**

The instrument will automatically recognize the different chord types. The function is called Multi Fingering.

Press the [ACMP ON/OFF] button to turn auto-accompaniment on (page 28). The keyboard to the left of the split point (default: 54/F#2) becomes the "accompaniment range". Play the accompaniment chords in this area of the keyboard.

Split point (default: 54/F#2)

Accompaniment range

Root notes and the corresponding keys
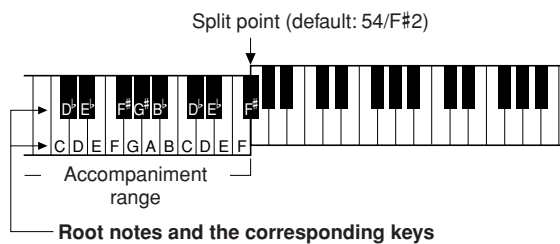
■Easy Chords ● ● ● ● ● ● ● ● ● ● ● ● ● ● ●

This method lets you easily play chords in the accompaniment range of the keyboard using only one, two, or three fingers.

C

- **To play a major chord**
  Press the root note of the chord.

Cm

- **To play a minor chord**
  Press the root note together with the nearest black key to the left of it.

C7

- **To play a seventh chord**
  Press the root note together with the nearest white key to the left of it.

Cm7

- **To play a minor seventh chord**
  Press the root note together with the nearest white and black keys to the left of it (three keys altogether).

■Standard Chords ● ● ● ● ● ● ● ● ● ● ● ● ●

This method lets you produce accompaniment by playing chords using normal fingerings in the accompaniment range of the keyboard.

● **How to play Standard Chords [Example for "C" chords]**

* Notes enclosed in parentheses (ⓔ) are optional; the chords will be recognized without them.

Using Songs

With this instrument the term "song" refers the data that makes up a piece of music. You can simply enjoy listening to the 30 internal songs, or use them with just about any of the many functions provided—the performance assistant technology feature, lessons, and more. The songs are organized by category.

In this section we'll learn how to select and play songs, and briefly describe the 30 songs provided.

Song

Listen   **Lesson**   **Record**
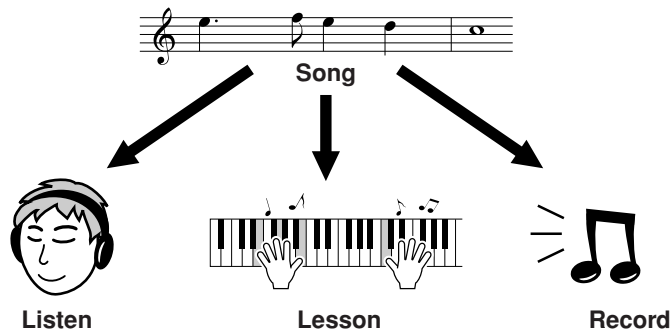
Select and Listen to a Song

1 Press the [SONG] button

The song selection display will appear.
The currently selected song number and name will be highlighted.

SONG

EASY SONG ARRANGER

STYLE

VOICE

SONG MELODY VOICE

SONG SELECT

CATEGORY

USER SONG   VOICE DEMO

MAIN DEMO

034   User Song 4
035   User Song 5
001   JetSet
002   Winter Serenade
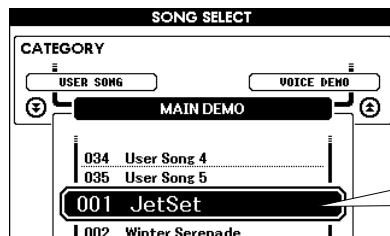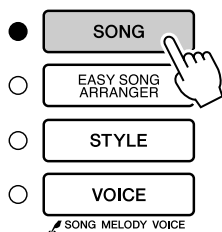
The currently selected song number and name

2 Select a song.

Select a song after referring to the preset song category list on page 35. Use the dial to select the song you want to listen to.

CATEGORY

SONG SELECT

CATEGORY

VOICE DEMO   PIANO SOLO

FUNCTION DEMO

007   Cool! GlxyEP Demo
008   M.HrpSwtSpr Demo
009   Hallelujah Chorus
010   Ave Maria
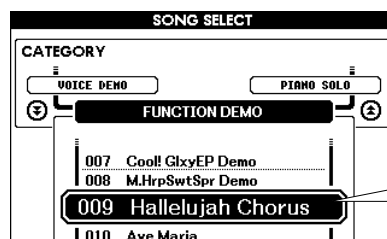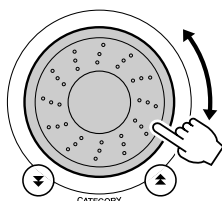
The song highlighted here can be played

001–030	Built in Songs (See page 35)
031–035	User Songs (Songs you record yourself).
036–	Songs transferred from a computer (pages 108–110) or Songs in a USB flash memory connected to the instrument (page 96)

3 Listen to the song.

Press the [START/STOP] button to begin playback of the selected song.
You can stop playback at any time by pressing the [START/STOP] button again.

Song start!
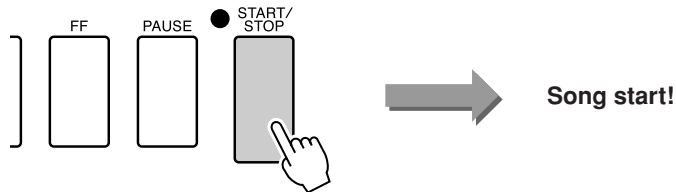
Song Fast Forward, Fast Reverse, and Pause

These are just like the transport controls on a cassette deck or CD player, letting you fast forward [FF], rewind [REW] and pause [PAUSE] playback of the song.

REW
Press the fast reverse button to rapidly return to an earlier point in the song.

FF
Press the fast forward button to rapidly skip ahead to a later point in the song.

PAUSE
Press the pause button to pause playback.
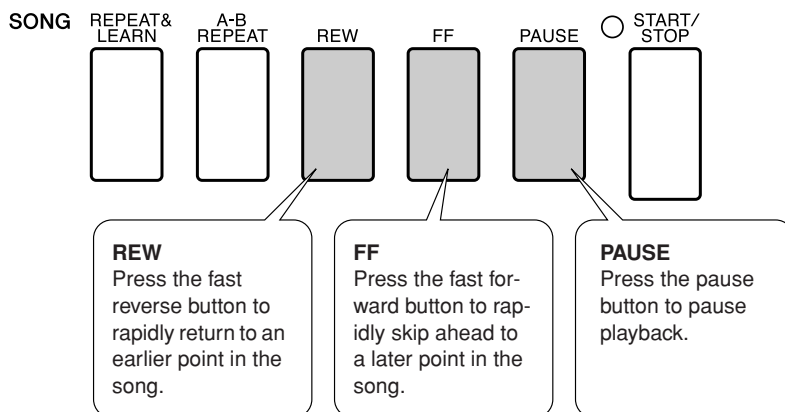
Change the Song Tempo

You can change the song tempo as required. Press the [TEMPO/TAP] button. The tempo display will appear and you can use the dial, the [+] and [-] buttons, or the [0] to [9] number buttons to set to tempo to anywhere from 5 and 280 quarter-note beats per minute.

TEMPO

♩ = 092

You can return to the original tempo by simultaneously pressing the [+] and [-] buttons.
Press the [EXIT] button to return to the MAIN display.

Play the Demo Song

Press the [DEMO] button.

The demo song will start playing. Listen to some of the outstanding instrument voices provided!
The demo song will automatically repeat from the beginning after it has played all the way through. You can stop demo playback at any time by pressing the [START/STOP] button.
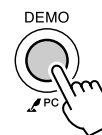
● Song List

These 30 songs include songs that effectively demonstrate the instrument's Easy Song Arranger feature, songs that are ideally suited for use with the performance assistant technology feature, and more. The "Suggested Uses" column provides some ideas as to how the songs can most effectively used.

Category	No.	Name	Suggested Uses
Main Demo	1 **CHORD**	JetSet	The songs in this category have been created to give you an idea of the advanced capabilities of this instrument. They're great for listening, or for use with the various features.
	2 **CHORD**	Winter Serenade	
	3 **CHORD**	Take off	
Voice Demo	4 **CHORD**	Live! Grand Demo	These songs features some of the instrument's many useful voices. They make maximum use of the characteristics of each voice, and might serve as inspiration for your own compositions.
	5 **CHORD**	Live! Orchestra Demo	
	6 **CHORD**	Cool! RotorOrgan Demo	
	7 **CHORD**	Cool! Galaxy Electric Piano Demo	
	8 **CHORD**	ModernHarp & Sweet Soprano Demo	
Function Demo	9 **CHORD**	Hallelujah Chorus	Use these songs to experience some of the instrument's advanced features: song number 9 for the easy song arranger, and songs 10 and 11 for the performance assistant technology feature.
	10 **CHORD**	Ave Maria	
	11 **CHORD**	Nocturne op.9-2	
Piano Solo	12	For Elise	These piano solo pieces are ideally suited for use as lesson songs.
	13	Maple Leaf Rag	
	14	Jeanie with the Light Brown Hair	
Piano Ensemble	15 **CHORD**	Amazing Grace	A selection of piano ensemble songs that are also well suited for use as lesson songs.
	16 **CHORD**	Mona Lisa (Jay Livingston and Ray Evans)	
	17	Piano Concerto No.21 2nd mov.	
	18 **CHORD**	Scarborough Fair	
	19 **CHORD**	Old Folks at Home	
Piano Accompaniment	20 **CHORD**	Ac Ballad (Against All Odds: Collins 0007403)	When you need to practice backing (accompaniment) patterns, these are the songs to do it with. This is ability you'll need if you're invited to play with a band. These songs allow you to practice backing parts one hand at a time, which can be the easiest way to master this important skill.
	21 **CHORD**	Ep Ballad	
	22 **CHORD**	Boogie Woogie	
	23 **CHORD**	Rock Piano	
	24 **CHORD**	Salsa	
	25 **CHORD**	Country Piano	
	26 **CHORD**	Gospel R&B	
	27 **CHORD**	Medium Swing	
	28 **CHORD**	Jazz Waltz	
	29 **CHORD**	Medium Bossa	
	30 **CHORD**	SlowRock (Can't Help Falling In Love: George David Weiss, Hugo Peretti and Luigi Creatore)	

CHORD : Includes chord data.

The scores for the internal songs—except for songs 1–11, and song 16, 20 and 30 which is copyrighted, are provided in the Song Book on the CD-ROM. The scores for songs 9–11 are provided in this manual.
Some of the classic and/or traditional songs have been edited for length or for ease in learning, and may not be exactly the same as the original.

Types of Songs

The following three types of songs can be used by the DGX-630/YPG-635.

- **● Preset Songs (the 30 songs built into the instrument)** ....**Song numbers 001–030.**
- **● User Songs (recordings of your own performances)** ....**Song numbers 031–035.**
- **● External song files (song data transferred from a computer*)** ...**Song numbers 036–.**

> * The Accessory CD-ROM includes a selection of 70 MIDI songs. See page 109 for instructions on how to transfer the songs to the instrument.

The chart below shows the basic processes flow for using the preset songs, user songs, and external song files from storage to playback.
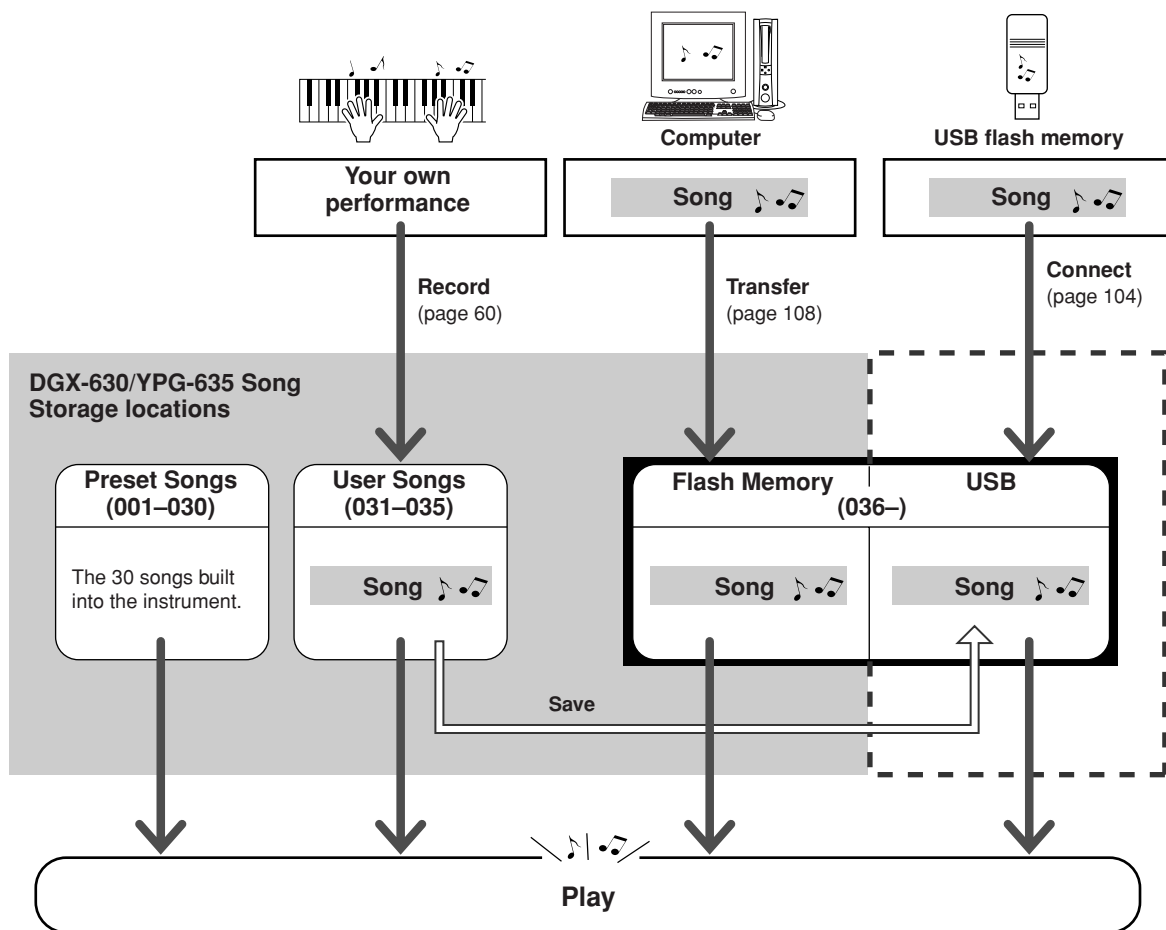
> **NOTE**
> • User songs cannot produce score display as they are. If you convert a user song file to SMF and save it to USB flash memory, however, it becomes capable of producing score display and can be used with the lesson features.

> **NOTE**
> • Different flash memory areas are used to store user songs and external song files transferred from a computer. User songs cannot be directly transferred to the external song file flash memory area, and vice versa.

Displaying the Song Score

This instrument is capable of display the scores of songs.
Scores are displayed for the 30 internal preset songs as well as songs in SMF format stored in a USB flash memory or the instrument's internal flash memory.

1 Select a song.

Follow steps 1 and 2 of the procedure described on page 33.

2 Press the [SCORE] button and a single-staff score will appear.

There are two types of score display: single-staff and double-staff.
These are alternately selected each time the [SCORE] button is pressed.

SCORE

Single-staff

Marker

Melody score

Chord

Lyrics

only 'cause you're lonely they have   blamed you   For that
like the lady with the mystic   smile.   Is it

Double-staff

NOTE
- Both chords and lyrics will be shown in single-staff score display of a song that includes chord and lyric data.
- When there are many lyrics they may be displayed in two rows a measure.
- Some lyrics or chords may be abbreviated if the selected song has a lot of lyrics.
- Small notes that are hard to read may be easier to read after you use the quantize function (page 94).

NOTE
- No chords or lyrics are shown on the double-staff.

3 Press the [START/STOP] button.

The song will begin playing. The triangular will move across the top of the score to indicate the current location.

FF   PAUSE   START/STOP

only 'cause you're lonely they have   blamed you   For that

4 Press the [EXIT] button to return to the MAIN display.

Display the Lyrics

If a song contains lyric data, the lyrics can be made to appear on the display.
No lyrics will be displayed for a song that contains no lyric data even if the [LYRICS] button is pressed.

1 Select a song.

Select a song between 16, 20, and 30 by performing steps 1 and 2 described on page 33.

2 Press the [LYRICS] button.

The title, lyricist, and composer of the song will appear on the display.
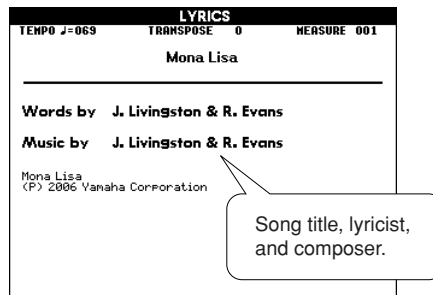
LYRICS

```
                          LYRICS
TEMPO ♩=069      TRANSPOSE   0      MEASURE  001

                       Mona Lisa
_____

Words by   J. Livingston & R. Evans

Music by   J. Livingston & R. Evans

Mona Lisa
(P) 2006 Yamaha Corporation
```

Song title, lyricist, and composer.

3 Press the [START/STOP] button.

The song will play back while the lyrics and chords are shown on the display.
The lyrics will be highlighted to show the current location in the song.

FF   PAUSE   ● START/ STOP

```
                          LYRICS
TEMPO ♩=069      TRANSPOSE   0      MEASURE  001

                       Mona Lisa
_____

C#m7♭5        Cm6 Bm7 E7♭9 E79 A79 Am7 D7♭5
Introduction


D79    G          G6
Mona Lisa, Mona Lisa
             Gm7          G6
men have named you;
        G              G#dim7
You're so like the lady
```

Lyrics and chord display
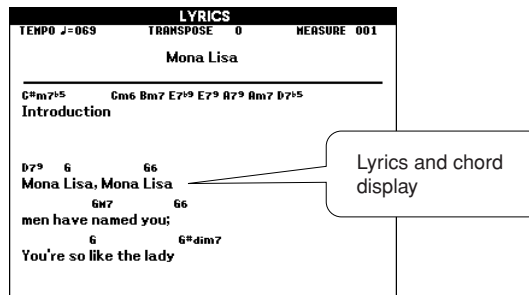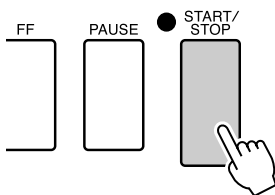
■ Preset Songs That Can be Used For Lyrics Display

Number	Name
016	Mona Lisa (Jay Livingston and Ray Evans)
020	Against All Odds (Collins 0007403)
030	Can't Help Falling In Love (George David Weiss, Hugo Peretti and Luigi Creatore)

The Easy Way to Play Piano

This instrument includes a performance assistant technology feature that lets you play along with a song and sound like a great pianist (even though you might be making lots of mistakes)! In fact, you can play any notes and still sound good! You could even just tap one key and the results would be a beautiful melody. So even if you can't play piano and can't read a note of music, you can have some musical fun.

Performance assistant technology offers four selectable types. Select the type that produces the best results for you.

● **Chord**...................... No matter where or what you play, the result will be musical, well-balanced sound. This type offers the greatest freedom, allowing you to play anything with both your left and right hands.
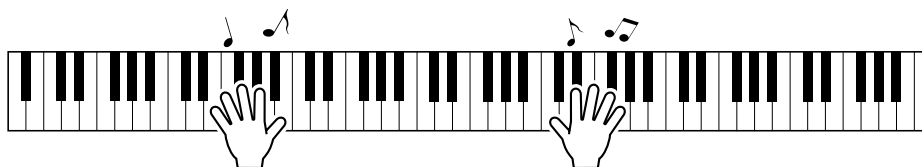
● **Chord/Free**........... If you can play simple right-hand melodies but have trouble with left-hand chords, this is the type for you. The Chord type applies to only the left-hand section of the keyboard, allowing you to easily play chords to support the melody you are playing with your right hand.

Split point

Play your own melody with the right hand.
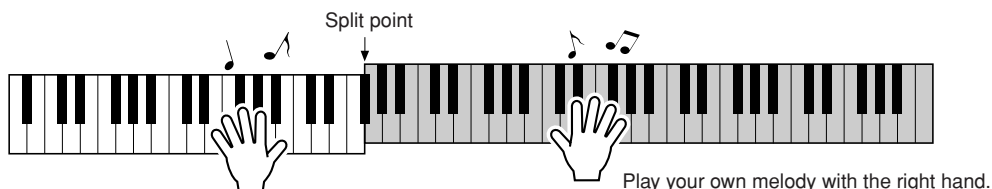
● **Melody** .... This type lets you play the melody of the selected song by playing any keys with just one finger. Start playing melodies right away, even if you've never played a keyboard instrument before!
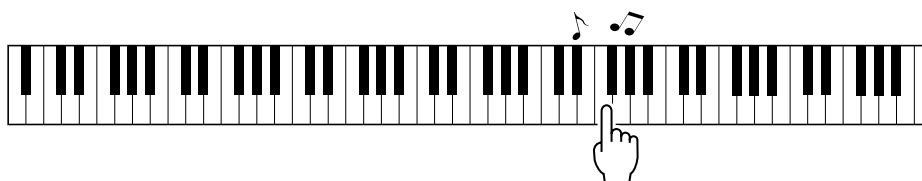
● **Chord/Melody** .... Play the melody of the selected song with one finger on the right-hand section of the keyboard, and play chords on the left-hand section of the keyboard using the Chord type.

Split point
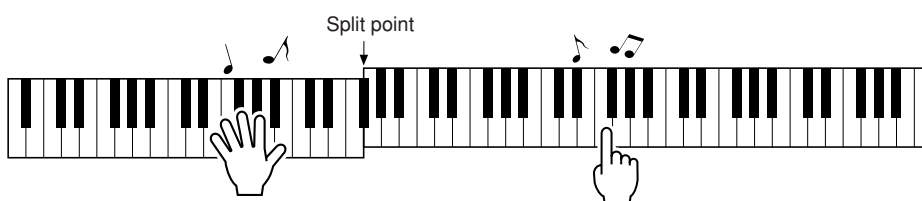
Refer to page 48 for more information on using performance assistant technology to help you play.

CHORD Type—Play with Both Hands

1 Press the [P.A.T. ON/OFF] button.

This turns on the performance assistant technology feature.
The currently selected type is shown in the MAIN display when the performance assistant technology feature is on.
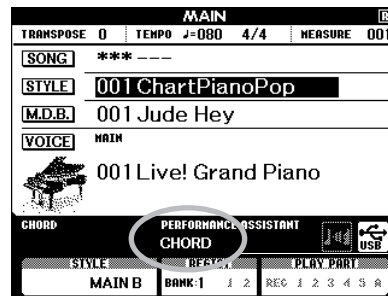
The currently selected type

2 Select the CHORD type.

Hold for longer than a second
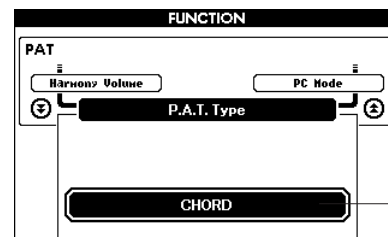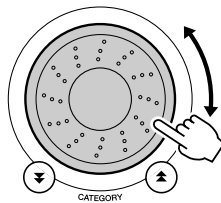
Select Chord

Press and hold the [P.A.T. ON/OFF] button for longer than a second so that the performance assistant technology type appears. Select the Chord type by using the dial.

3 Select a song.

Press the [SONG] button, and the Song Select display appears. Select a song by using the dial. For this example try selecting the "010 Ave Maria".
When the Chord type is selected, features only available for this song can be seen in the display!
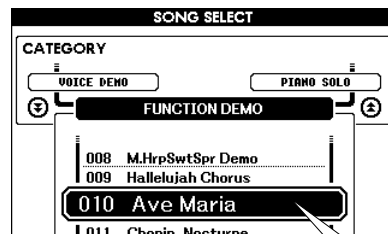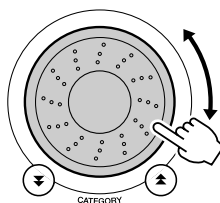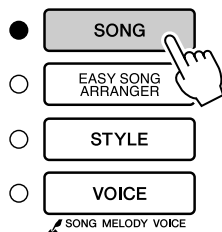
The song displayed here will be played.

● **What is a Song?**
You know the normal meaning of this word, but in this instrument the term "Song" refers to the data that makes up a complete song. The performance assistant technology features uses the chord and melody data, and should always be used with a song (page 33).

4 Press the [START/STOP] button.

SONG REPEAT&   A-B
      LEARN   REPEAT   REW   FF   PAUSE ● START/
                                              STOP
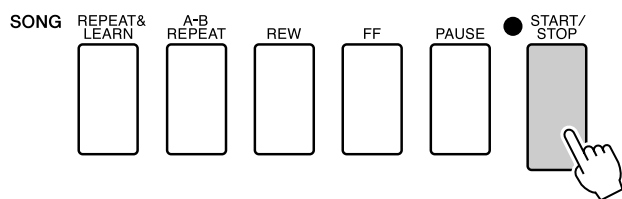
Song playback will begin.
The basic pattern will play repeatedly. Listen to the basic pattern for
four measures while getting a feel for the basic pattern, then begin play-
ing yourself from the fifth measure. The keys you should play will be
shown in the display.

5 Play on the keyboard.

Before   After
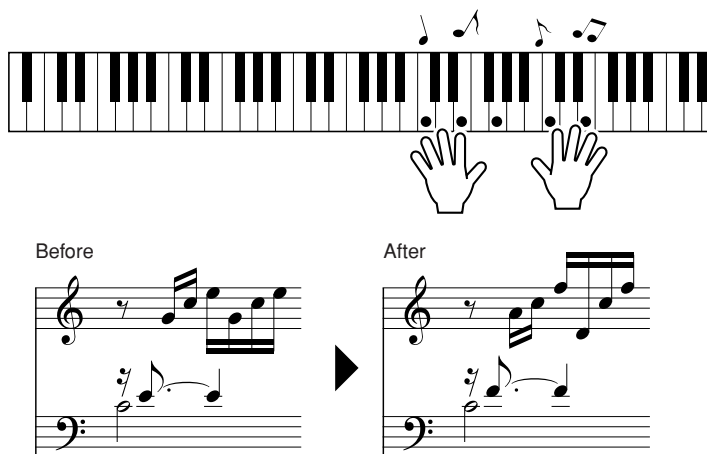
Try playing the score on the left with both hands. You can even play the
same keys over and over: C, E, G, C, E, G, C, E. You'll notice that at
measure five the notes will come out according to the score on the right.
Keep playing, and performance assistant technology Chord type will
continue to "correct" the notes that you play.
This is the performance assistant technology Chord type.

You can stop song playback at any time by pressing the [START/STOP]
button.

NOTE

• The score for Ave Maria is pro-
vided on page 124.

6 Press the [P.A.T. ON/OFF] button to turn the performance assistant technology feature off.

"..." will appear on the display where the performance assistant technol-
ogy type is normally shown.

CHORD/FREE Type—Applying the Chord Type to the Left Hand Only

1 Press the [P.A.T. ON/OFF] button.

This turns on the performance assistant technology feature.
The currently selected type is shown in the MAIN display when the performance assistant technology feature is on.

The currently selected type

2 Select the CHORD/FREE type.
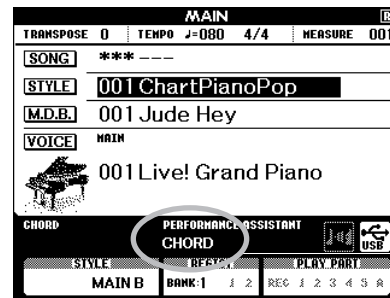
Hold for longer than a second
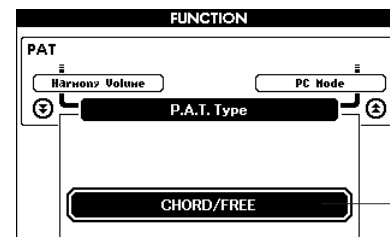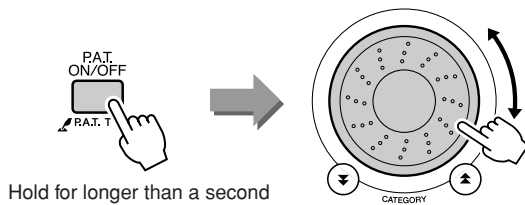
Select Chord/Free

Press and hold the [P.A.T. ON/OFF] button for longer than a second so that the performance assistant technology type appears. Select the Chord/Free type by using the dial.

3 Select a song.

Press the [SONG] button, and the Song Select display appears. Select a song by using the dial. For this example try selecting the "011 Nocturne".

NOTE
• Using Songs (page 33)
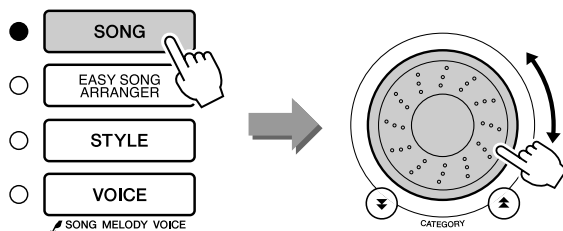
The song displayed here will be played.

4 Press the [START/STOP] button.

SONG REPEAT& LEARN   A-B REPEAT   REW   FF   PAUSE   ● START/ STOP
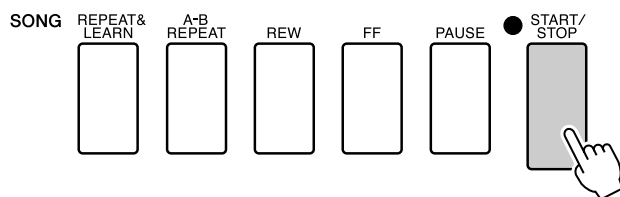
Song playback will begin.
The left-hand keys you should play will be shown on the display.

5 Play on the keyboard.

Play to the right of the split point with your right hand, and to the left of the split point with your left hand.
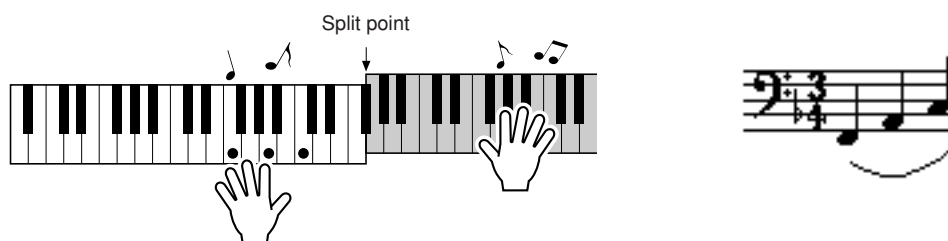
Split point

With this type notes played on the left-hand side of the split point will actually sound an octave higher.

Play the Nocturne melody with your right hand. Continually play an F-A-C arpeggio with your left hand as indicated by the score shown in the display. Although you're repeatedly playing the same notes with your left hand, the actual notes produced will change to match the music. This is the performance assistant technology Chord/Free type.

Press the [SCORE] button if you want to see the score for the right-hand part in the display.
You can stop song playback at any time by pressing the [START/STOP] button.

6 Press the [P.A.T. ON/OFF] button to turn the performance assistant technology feature off.

"..." will appear on the display where the performance assistant technology type is normally shown.

MELODY Type—Play with One Finger

See page 48 for some hints on how to play melodies.

1 Press the [P.A.T. ON/OFF] button.

This turns on the performance assistant technology feature.
The currently selected type is shown in the MAIN display when the performance assistant technology feature is on.
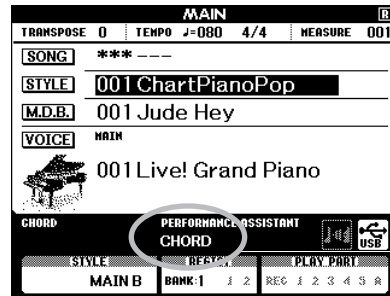
The currently selected type

2 Select the MELODY type.
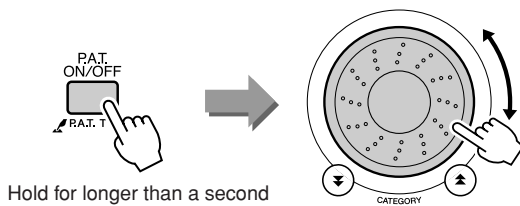
Hold for longer than a second
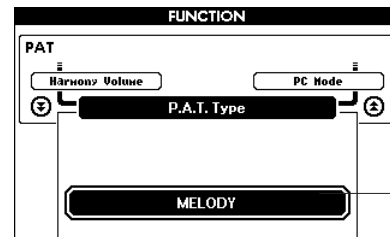
Select Melody

Press and hold the [P.A.T. ON/OFF] button for longer than a second so that the performance assistant technology type appears. Select the Melody type by using the dial.

3 Select a song.

Press the [SONG] button, and the Song Select display appears. Select a song by using the dial.

The song displayed here will be played.

4 Press the [START/STOP] button.

Song playback will begin.
Because the Melody type has been selected, the song melody will not sound. You can enjoy playing the melody yourself (step 5).

Song start!
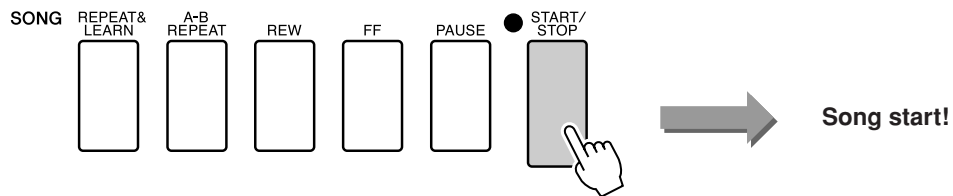
5 Play on the keyboard.

To begin, try to feel the rhythm of the song. Then tap a key with one finger of your right hand in time with the music. You can play any key. If you want to play the melody with the melody score, press the [SCORE] button to call up the melody score in the display.

Sounds like a melody!
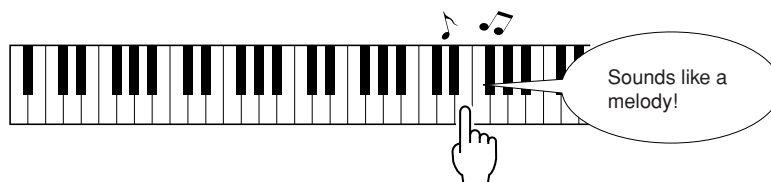
How does it sound? You've played the melody using only one finger thanks to the performance assistant technology Melody type!

You can stop song playback at any time by pressing the [START/STOP] button.

6 Press the [P.A.T. ON/OFF] button to turn the performance assistant technology feature off.

"..." will appear on the display where the performance assistant technology type is normally shown.

CHORD/MELODY—Chord Type with the Left Hand, Melody with the Right

1 **Press the [P.A.T. ON/OFF] button.**

This turns on the performance assistant technology feature.
The currently selected type is shown in the MAIN display when the performance assistant technology feature is on.

P.A.T.
ON/OFF

P.A.T. T

The currently
selected type

2 **Select the CHORD/MELODY type.**

P.A.T.
ON/OFF

P.A.T. T

Hold for longer than a second

CATEGORY
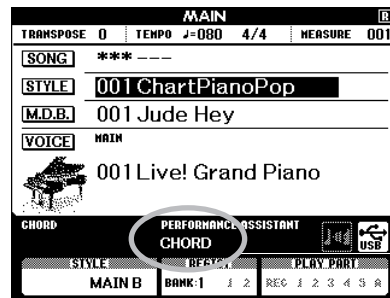
Select
Chord/Melody
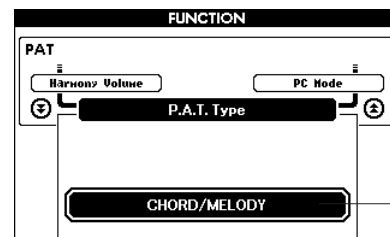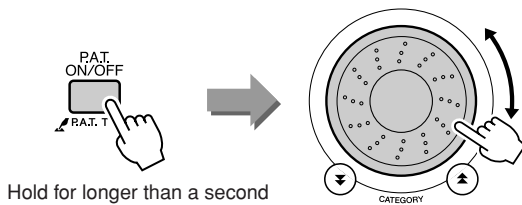
Press and hold the [P.A.T. ON/OFF] button for longer than a second so
that the performance assistant technology type appears. Select the
Chord/Melody type by using the dial.

3 **Select a song.**

Press the [SONG] button, and the Song Select display appears. Select a
song by using the dial.

NOTE

• Using Songs (page 33)
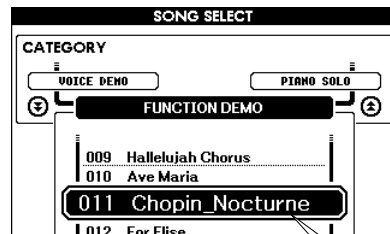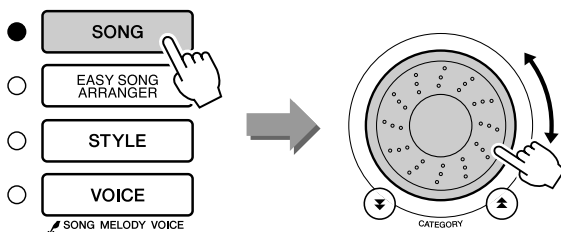
SONG

EASY SONG
ARRANGER

STYLE

VOICE

SONG MELODY VOICE

CATEGORY

The song displayed here will
be played.

4 Press the [START/STOP] button.
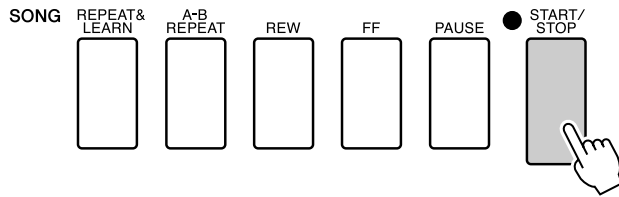
Song playback will begin.
The basic pattern will repeat. Listen to eight measures while memorizing the basic pattern. It's your turn to play the part from the ninth measure.

5 Play on the keyboard.

Play to the right of the split point with your right hand, and to the left of the split point with your left hand.
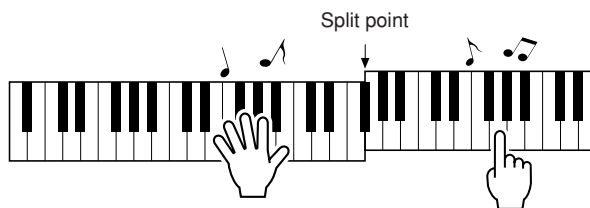
Split point

With this type notes played on the left-hand side of the split point will actually sound an octave higher.

Play along with the rhythm of the song melody with your right hand. You can play any keys as long as you're playing to the right of the split point. At the same time play accompaniment-like chords and phrases with your left hand. No matter what you play, you'll produce the song melody with your right hand and beautiful chords and phrases with your left hand.
This is the performance assistant technology Chord/Melody type.

If you want to play the melody with the melody score, press the [SCORE] button to call up the melody score in the display.
You can stop song playback at any time by pressing the [START/STOP] button.

6 Press the [P.A.T. ON/OFF] button to turn the performance assistant technology feature off.

"..." will appear on the display where the performance assistant technology type is normally shown.

Use the Performance Assistant to Play Like a Pro!

Here are a few hints for using the Chord type.
If you select Chord/Free or Chord/Melody, the left-hand section of the keyboard becomes the Chord type section, so use these hints on the left-hand section of the keyboard.
To begin, try to feel the rhythm of the song. Then, with your hands spread as shown in the illustration, simply play the keyboard alternately with your left and right hands (any notes will do).
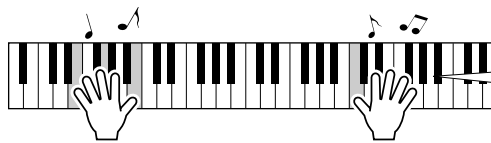
Sounds like you're playing the right notes!

CHORD
Am7

The chord information included in the song is displayed in the lower area of the MAIN display. You will get even better results if you match your left-hand rhythm to rhythm of the chord indicator in the display.

How does it sound? You'll get acceptable results no matter where you play thanks to the performance assistant technology Chord type!

Next try the three playing methods illustrated below. Different ways of playing produce different results.

● **Play with the left and right hands at the same timing—type 1.**
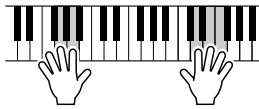
Play 3 notes at once with your right hand.

● **Play with the left and right hands at the same timing—type 2.**
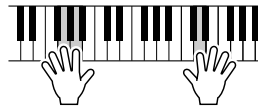
Play 1 note at a time with your right hand (for example: index finger → middle finger → ring finger).

● **Play alternately with the left and right hands—type 3.**
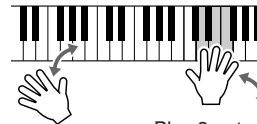
Play 3 notes at once with your right hand.

Once you get a feel for it, try playing chords with your left hand and a melody with your right ... or any other combination.

Make Use of the Score in the Melody Type.

If you want to play the melody with the correct rhythm, use the onscreen score feature.

Displaying the Score.
After performing steps 1 to 4 on page 44, press the [SCORE] button.
The melody score will appear.

SCORE

Appears when the performance assistant technology is on

Marker

Chord
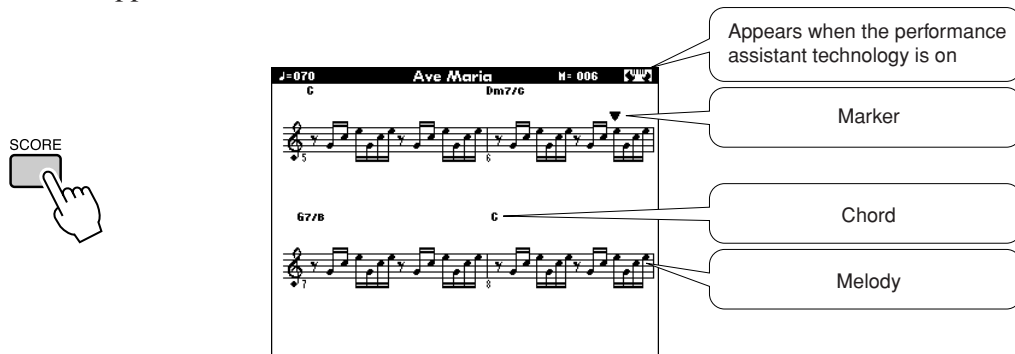
Melody

The marker will indicate the current position in the score during playback.
If you play a key each time the marker appears above a note in the score
you will be able to play the melody with the correct "original" rhythm.

Play while watching the marker
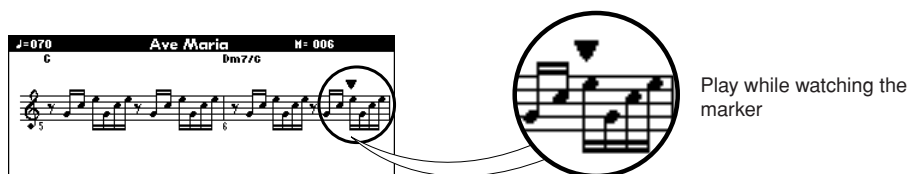
● **Songs That Can Be Used With the performance assistant technology.**
When the Chord type is selected the performance assistant technology can only be used with songs that include chord data. When the Melody type is selected the performance assistant technology will only work with songs that include melody data. In order to find out if a song includes the required data, first select the song and then press the [SCORE] button. If chords appear on the display when you press the [SCORE] button you can use the Chord type or any combination type that includes the Chord type. If melody appear on the display when you press the [SCORE] button you can use the Melody type or any combination type that includes the Melody type.

● **External Songs and the performance assistant technology.**
Songs downloaded from the Internet can also be used with the performance assistant technology as long as they include the required chord and/or melody data.
See page 109 for instructions on how to transfer the songs to the instrument.

Select a Song For a Lesson

Yamaha Education Suite

You can select song you like and use it for a left-hand, right-hand, or both-hands lesson. You can also use songs (only SMF format 0/1) transferred to the instrument from a computer. (page 108) During the lesson you can play as slowly as you like, and you can even play wrong notes. Song playback will slow down to a speed you can handle. It's never too late to start learning!

Lesson Flow:

Select a song from the Piano Solo, Piano Ensemble category!

| Select the song you want to learn. | → | Select the part you want to work on (right hand, left hand, both hands). | → | Select lesson 1, 2, or 3. | → | **Lesson start!** |
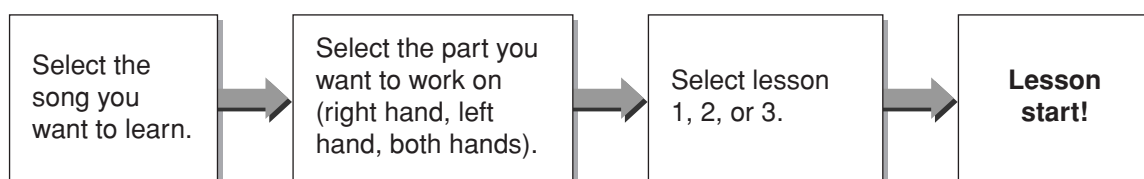
The practice methods:

● **Lesson 1** ....Learn to play the correct notes.

● **Lesson 2** ....Learn to play the correct notes with the correct timing.

● **Lesson 3** ....Learn to play the correct notes at the correct timing along with the song.

Lesson 1—Waiting

In this lesson, try playing the correct notes. Play the note shown in the display. The song will wait until you play the right note.

1 Select a song for your lesson.

Press the [SONG] button, and rotate the dial to select the song you want to use for your lesson. As listed on page 35 there are a variety of song types.
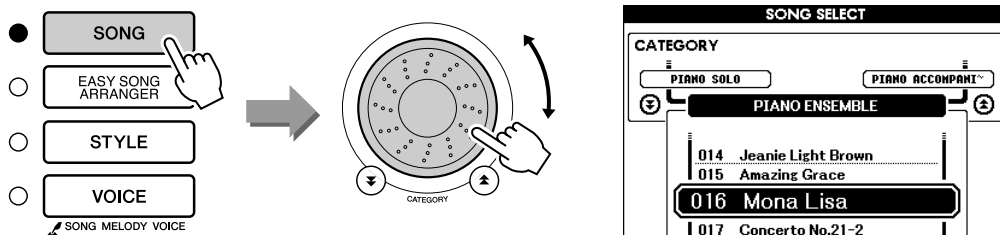
2 Press [EXIT] button to return to the MAIN display.
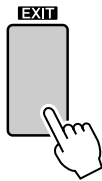
3 Select the part you want to practice.

Press the [R] button for a right-hand lesson, [L] button for a left-hand lesson, or press both the [R] and [L] buttons simultaneously for a both-hands lesson. The currently selected part is shown in the upper right corner of the display.
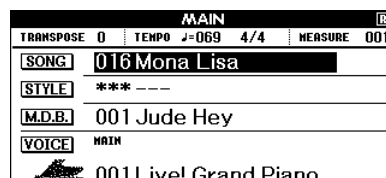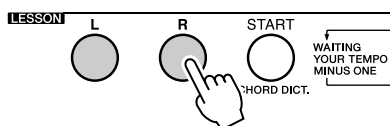
Select R for right-hand lesson.
Select L for left-hand lesson.
Select LR for bothhands lesson.

4 Start Lesson 1.

Press the LESSON [START] button to select Lesson 1. Each time the LESSON [START] button is pressed the lesson modes are selected in sequence: Lesson 1 → Lesson 2 → Lesson 3 → Off → Lesson 1 ... An explanation of the selected lesson will appear on the display for a few seconds before the lesson begins.

In this case the "R1" indicates that right-hand lesson 1 has been selected.

NOTE

Lesson R1 – Waiting
The song will wait until
you play the right notes.

(Lesson 1)

NOTE

Lesson R2 – Your Tempo
The song will follow
along at your tempo.

(Lesson 2)

NOTE

Lesson R3 – Minus One
Practice playing along
with the song.

(Lesson 3)

MAIN

| TRANSPOSE 0 | TEMPO ♩=069 4/4 | MEASURE 001 |

SONG 016 Mona Lisa
STYLE *** ___

(Song Lesson off)
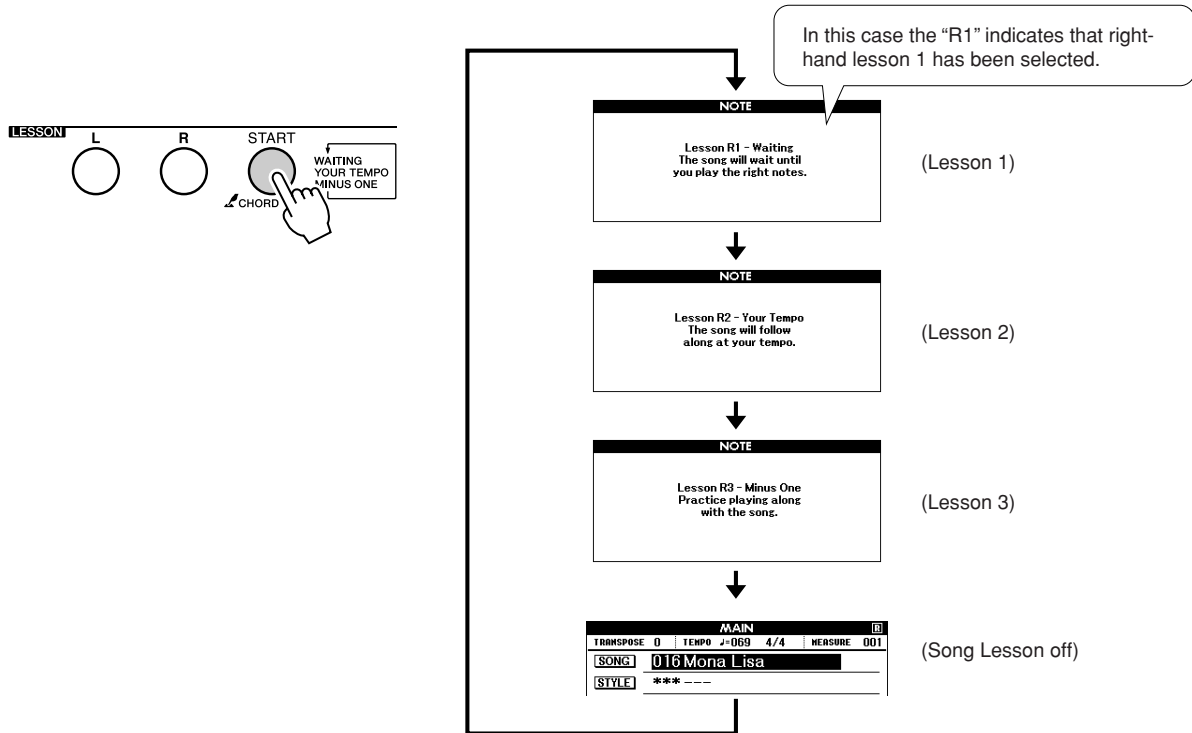
Song playback will begin automatically when you select Lesson 1.

Play the notes shown in the on-screen score. The next note to be played is indicated by a dot (●) on the appropriate key of the graphic on-screen keyboard. When you play the correct note the marker will move to the next key to be played. Playback will pause and wait for you to play the correct note. The triangular marker (▼) above the score indicates playback progress.

▼ Marker

● Marker

Left-hand part   Right-hand part

(In the case of a right-hand lesson)
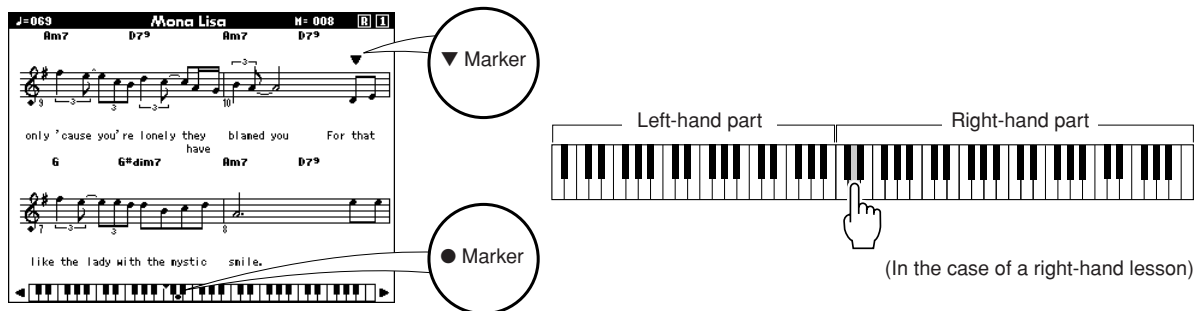
● **Shifting the keyboard left or right.**
The hidden ( ) areas of the keyboard can be brought into view by pressing the [+] or [-] button.

The displayed range (61 keys)

Actual keyboard range (DGX-630/YPG-635 = 88 keys)
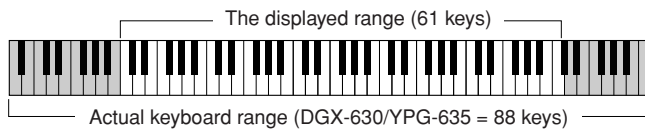
61 keys of the keyboard's range are shown on the display. The DGX-630/ YPG-635 actually have 88 keys. In some songs that include very high or low notes, those notes may fall outside the displayed range and may not be shown on the display. In such cases an "over" indicator appear to the left or right of the graphic keyboard. Use the [+] or [-] button to shift the keyboard left or right so you can see the notes (the ● marker will appear on the appropriate key in the display). Notes that actually fall outside the keyboard's range cannot be used in the lesson.

5 Stop the Lesson mode

You can stop the Lesson mode at any time by pressing the [START/ STOP] button.

Once you've mastered Lesson 1, move on to Lesson 2.

■See How You've Done ●●●●●●●●●●●●●●●●●●●●●●●●

LESSON GRADE

Excellent!

When the lesson song has played all the way through your performance will be evaluated in 4 levels: OK, Good, Very Good, or Excellent. "Excellent!" is the highest evaluation.

After the evaluation display has appeared, the lesson will start again from the beginning.

NOTE

• *The evaluation feature can be turned off via the FUNCTION Grade item (page 95).*

Lesson 2—Your Tempo

Learn to play the correct notes with the correct timing. Song playback tempo will vary to match the speed you are playing at. The song will slow down when you play wrong notes, so you can learn at your own pace.

1 **Select the song and part you want to practice (steps 1 and 3 on page 51).**

2 **Start Lesson 2.**

Each time the LESSON [START] button is pressed the lesson modes are selected in sequence: Lesson 1 → Lesson 2 → Lesson 3 → Off → Lesson 1 ...

NOTE

Lesson R2 - Your Tempo
The song will follow
along at your tempo.

In this case the "R2" indicates that right-hand lesson 2 has been selected.
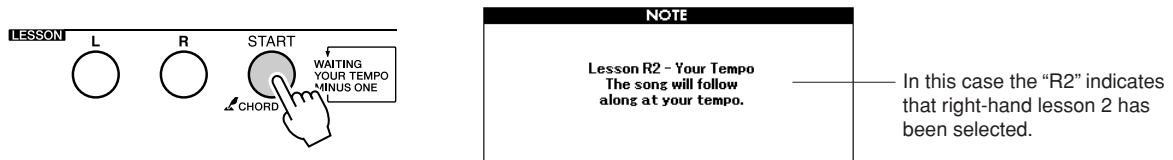
Song playback will begin automatically when Lesson 2 is selected.

The triangular marker will appear in the score display, and will move to indicate the current note in the song. Try to play the notes at the correct timing. As you learn to play the right notes at the right timing the tempo will increase until eventually you'll be playing at the song's original tempo.
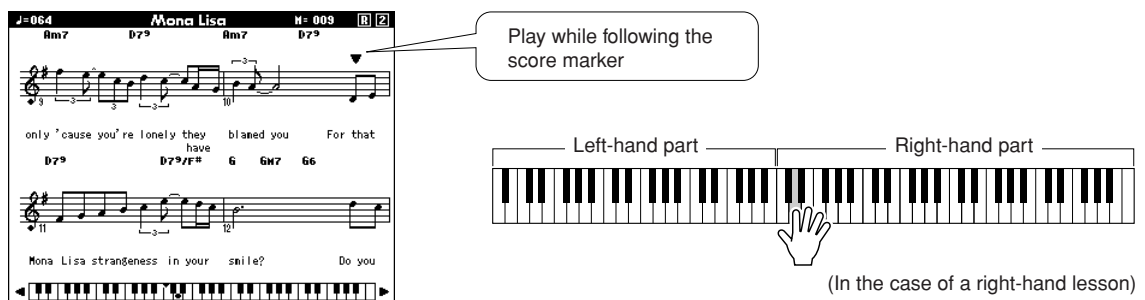
Play while following the score marker

Left-hand part   Right-hand part

(In the case of a right-hand lesson)

3 **Stop the Lesson mode.**

You can stop the Lesson mode at any time by pressing the [START/ STOP] button.

Once you've mastered Lesson 2, move on to Lesson 3.

Lesson 3—Minus One

Here's where you can perfect your technique. The song will play at the normal tempo, minus the part you have chosen to play. Play along while listening to the song.

1 **Select the song and part you want to practice (steps 1 and 3 on page 51).**

2 **Start Lesson 3.**

Each time the LESSON [START] button is pressed the lesson modes are selected in sequence: Lesson 1 → Lesson 2 → Lesson 3 → Off → Lesson 1 ...
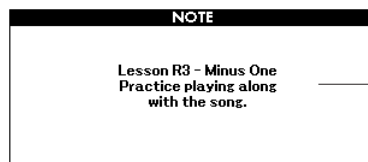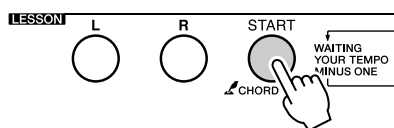
In this case the "R3" indicates that right-hand lesson 3 has been selected.

Song playback will begin automatically when Lesson 3 is selected.

Play along while listening to the song. The score marker and keyboard marker in the display will indicate the notes to play.
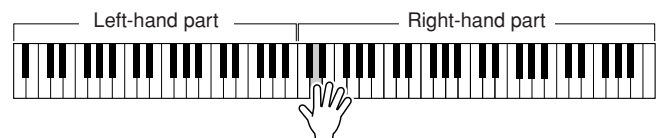
Left-hand part   Right-hand part

(In the case of a right-hand lesson)

3 **Stop the Lesson mode.**

You can stop the Lesson mode at any time by pressing the [START/ STOP] button.

Practice Makes Perfect—Repeat and Learn

Use this feature when you want to start again just ahead of a section on which you made a mistake, or to repeatedly practice a section you find difficult.

Press the [REPEAT & LEARN] button during a lesson.

The song location will move back four measures from the point at which you pressed the button, and playback will begin after a one-measure count-in. Playback will continue up to the point at which you pressed the [REPEAT & LEARN] button, and then jump back four measures and begin again after a count-in. This process will repeat, so all you have to do is press the [REPEAT & LEARN] button when you make a mistake in order to repeat practice of that section until you get it right

NOTE

- *You can change the number of measures the Repeat and learn function jumps back by pressing a number button [1]–[9] during repeat playback.*
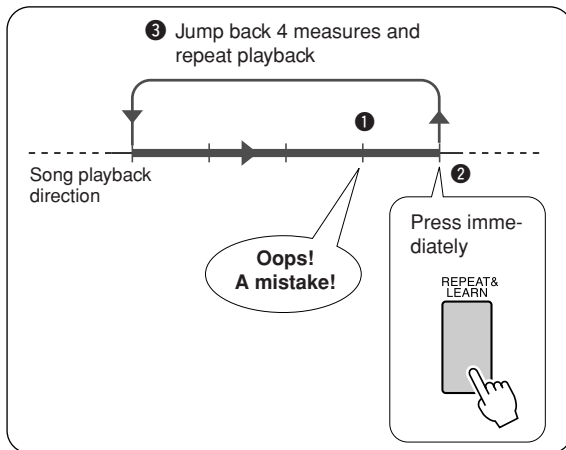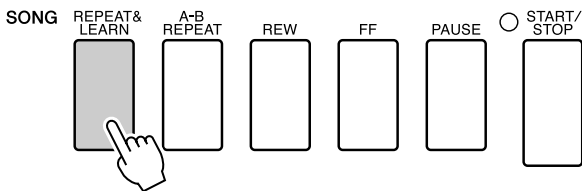
Play Using the Music Database

You want to play music in your favorite style, but you're not sure how to select the best voice and style for the type of music you want to play ... simply select the appropriate style from the Music Database. The panel settings will automatically be adjusted for the ideal combination of sounds and style!

1 Press the [MUSIC DATABASE] button.
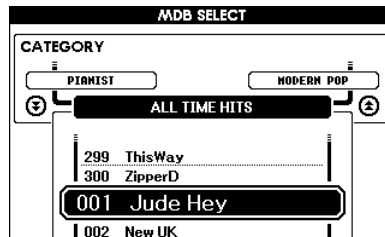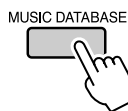
MUSIC DATABASE

A Music Database list will appear in the display.

2 Select a Music Database.

Referring to the list on the panel or Music Database List on page 135 of the manual, use the dial to select a music database. Select one that matches the image of the song you intend to play.
For this example select the "158 Patrol".

CATEGORY
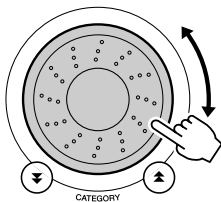
> **NOTE**
>
> • Music Database (MDB) files transferred from a computer or stored on a USB flash memory device connected to the instrument can be selected and used in the same way as the internal Music Databases (MDB numbers 301–). File transfer instructions are provided on page 108.

3 Play the chords with your left hand and melody with your right.

The jazz style will start playing when you play a left-hand chord to the left of the split point (page 28). Refer to pages 30–32 for information about playing chords.

Split Point
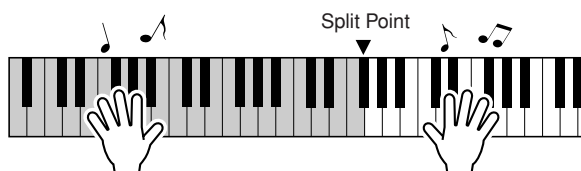
If you press the [EXIT] button to return to the MAIN display at this point you can check the assigned voice and style.

4 Press the [START/STOP] button to stop playback.

Change a Song's Style

In addition to each song's default style, you can select any other style to play the song with the Easy Song Arranger feature. This means that you can play a song that is normally a ballad, for example, as a bossa nova, as a hip-hop tune, etc. You can create totally different arrangements by changing the style with which a song is played.
You can also change the song's melody voice and the keyboard voice for a complete change of image.

Try Out the Easy Song Arranger

You can try out the Easy Song Arranger feature using the internal Hallelujah Chorus song.

Press the [SONG] button and use the dial to select "009 Hallelujah Chorus." Press the [START/STOP] button begin playback of the song. An explanation of the Easy Song Arranger feature will appear on the display.
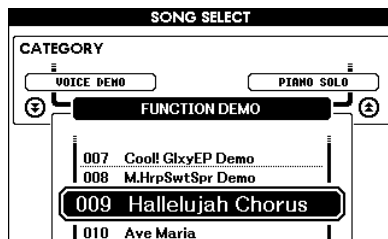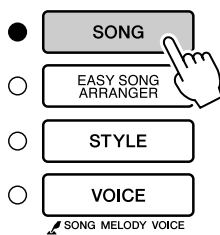
As the song progresses the styles will change, changing the overall image of the song.
Keep in mind that you can enjoy using Easy Song Arranger with other songs as well—any songs that include chord data.

NOTE
- The score for Hallelujah Chorus is provided on page 122.

Using the Easy Song Arranger

1 **Press the [EASY SONG ARRANGER] button.**
The Song Select display will appear. The currently selected song name and number will be highlighted.
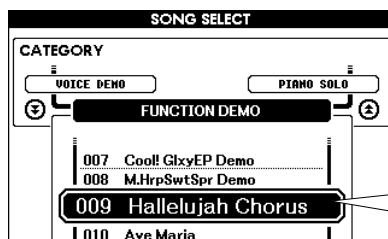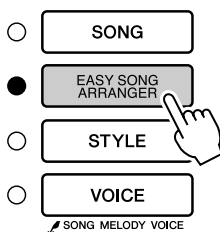
The currently selected song number and name are displayed here.

2 **Select a Song.**
Use the dial to select the song you want to arrange.

eie

3 Listen to the song.

Press the [START/STOP] button to begin playback of the song. Move on to the next step while the song is playing.

FF   PAUSE   START/STOP

Song start!
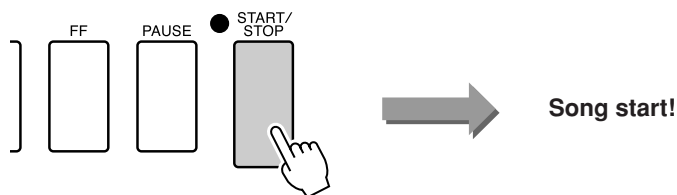
NOTE
• When playing song numbers 010, 011, and 020 to 030 while using the Easy Song Arranger, melody tracks will be automatically muted and no melody will sound. In order to hear the melody tracks you will need to press the SONG MEMORY buttons [3] to [5].

4 Press the [EASY SONG ARRANGER] button.

The Style Select display will appear. The currently selected style name and number will be highlighted.

SONG
EASY SONG ARRANGER
STYLE
VOICE
SONG MELODY VOICE

STYLE SELECT
CATEGORY
BALLAD   DISCO
DANCE
043 DreamDance
044 TechnoPolis
045 Clubdance
046 ClubLatin
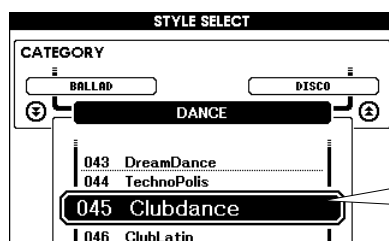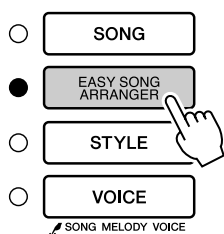
The currently selected style number and name are displayed here.

5 Select a style.

Rotate the dial and listen to how the song sounds with different styles. As you select different styles the song will remain the same while only the styles change.

NOTE
• Because the Easy Song Arranger uses song data you can't specify chords by playing in the accompaniment range of the keyboard. The [ACMP ON/OFF] button will not function.
• If the time signature of the song and style are different, the time signature of the song will be used.

6 Select a voice part.

If you press and hold the [VOICE] button for longer than a second a voice list will appear. The Melody R and Melody L displays will be selected alternately each time you press the [VOICE] button.

SONG
EASY SONG ARRANGER
STYLE
VOICE
SONG MELODY VOICE

Hold for longer than a second

VOICE SELECT(MELODY R)
CATEGORY
BASS   CHOIR
STRINGS
057 Dance Bass
058 Live! Orchestra
059 String Ensemble
060 Chamber Strings
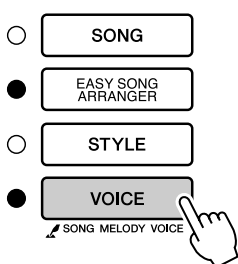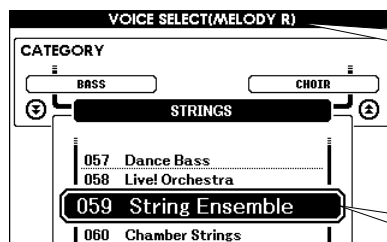
The Melody R and Melody L displays will be selected alternately each time you press the [VOICE] button.

The currently selected melody voice will be displayed.

7 Select a voice you want to play as a song melody.

Use the dial to change the melody voice. As you select different melody voices the song will remain the same while only the melody voice changes.

NOTE
• If you press the [INTRO/ENDING/rit.] button during style playback, the style will stop but the song will continue playing. Use the [START/STOP] button to stop playback completely.

Record Your Own Performance

You can record up to 5 of your own performances and save them as user songs 031 through 035. Once your performances have been saved as user songs they can be played in the same way as the internal songs. User songs can also be saved to a USB flash memory device, as described on page 100.

■ Recordable Data

5 melody tracks and 1 Style (chord) track can be recorded. To record your own performance, first use the SONG MEMORY [1]–[5] and [A] buttons to specify the track(s) you want to record on.

● **SONG MEMORY (Track) [1]–[5]**
Record the melody parts.

● **SONG MEMORY (Track) [A]**
Records the style pattern and chord parts.

NOTE

- *Up to approximately 30,000 notes can be recorded for the five user songs if you record only to the melody tracks.*

- *User songs are saved as SMF (Standard MIDI File) format 0 files. Refer to page 108 for information on SMF files.*
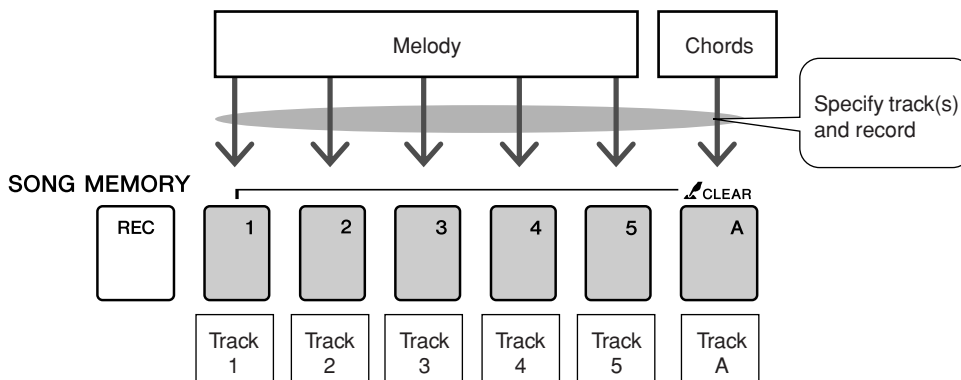
■ Track Mute

This instrument allows you to choose whether recorded tracks will play back while you are recording or playing back other tracks (page 89).

Recording Procedure

1 **From the MAIN display press the [SONG] button, then use the dial to select the user song number (031–035) you want to record to.**
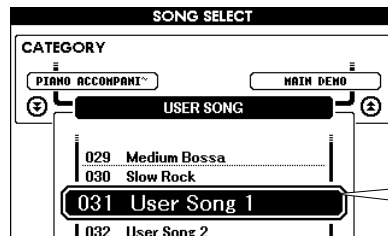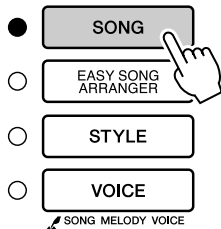
Rotate the dial to select a song number between 031 and 035.

2 **Select the track(s) you want to record to and confirm your selection on the display.**

◆ **Record a Melody Track and the Accompaniment Track Together**

Press the melody track button [1]–[5] you want to record to while holding the [REC] button.
Next, press the [A] button while holding the [REC] button.
The selected tracks will be highlighted in the display.

Press and hold

◆ **Record a Melody track**

Press the melody track button [1]–[5] you want to record to while holding the [REC] button. Select button [1]–[3] if you want to record a dual voice. Split voices cannot be recorded.
The selected track will be highlighted in the display.

To cancel recording to a selected track, press that track button a second time. Style accompaniment cannot be turned on or off while recording is in progress.

⚠ **CAUTION**
- **If you record to track that contains previously-recorded data the previous data will be overwritten and lost.**

NOTE
- *Style accompaniment is automatically turned on when you select the style track [A] for recording.*
- *Style accompaniment cannot turned on or off while recording is in progress.*

NOTE
- *If style accompaniment is on and track [A] has not yet been recorded, the style track [A] will automatically be selected for recording when a melody track is selected. If you only want to record a melody track, be sure to turn the style track [A] off.*

3 Recording will start when you play on the keyboard.

You can also start recording by pressing the [START/STOP] button. The current measure will be shown on the display during recording.

Current measure

Recording starts
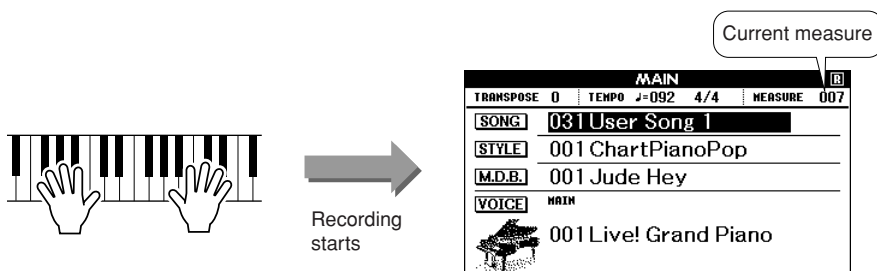
NOTE

• *If the memory becomes full during recording a warning message will appear and recording will stop automatically. Use the song clear or track clear (page 63) function to delete unwanted data and make more room available for recording, then do the recording again.*

4 Stop recording by pressing the [START/STOP] or [REC] button.

START/
STOP

SONG MEMORY

REC

or
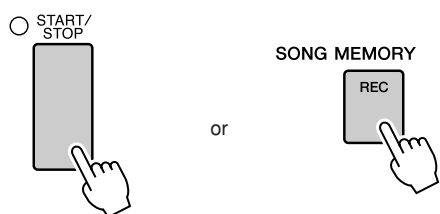
When recording stops the current measure number will return to 001 and the recorded track numbers in the display will be shown in a box border.

NOTE

• *If you press the [INTRO/ENDING/rit.] button while recording a style track, an appropriate ending pattern will play and then recording will stop.*

5 Save the song.

When recording is stopped a message asking if you want to save the song will appear. Press the [+/YES] button to save the song, or the [-/NO] button if you don't want to save the song. If saved, the song will be stored as a MIDI file in song number 031–035.

NO   YES
—   0   +
◄   ►   DELETE
RESET

If you press the [-/NO] button in response to the confirmation message the song will not be saved as a MIDI file but will remain in the instrument's memory until the power is turned off, so you have the option of converting the song to a MIDI file and saving it later. To do this press and hold the [REC] button until the save confirmation message appears, then press the [+/YES] button.

⚠ **CAUTION**

• **The recorded Song data will be lost if you turn the power to the instrument off without executing the Save operation.**

● **To Record Other Tracks**
Repeat steps 2 through 5 to record any of the remaining tracks.
By selecting an unrecorded track—SONG MEMORY buttons [1]–[5],
[A]—you can record the new track while listening to previously recorded
tracks (the border around the track number will appear in the display). You
can also mute previously recorded tracks (the border around the track
number disappears in the display) while recording new tracks.

● **To Re-record a Track**
Simple select the track you want to re-record for recording in the normal
way.
The new material will overwrite the previous data.

6 When the recording is done ...

◆ **To Play Back a User Song**

User songs are played back in the same way as regular songs (page 33).

1 Press the [SONG] button from the MAIN display.
2 The current song number/name will be highlighted—use the dial
to select the user song (031–035) you want to play.
3 Press the [START/STOP] button to start playback.

◆ **To save a User Song to USB flash memory ➜ page 100.**

● **Data that cannot be recorded**
• Split voice
• The following items are recorded at the beginning of the track. Changes
made during the song will not be recorded.
Time signature, Style number, Style volume

Song Clear—Deleting User Songs

This function clears an entire user song (all tracks).

1 From the MAIN display select the user song (031–035) you want to clear.

2 Press and hold the SONG MEMORY [1] button for longer than a second while holding the SONG MEMORY [A] button.

A confirmation message will appear on the display.
You can cancel the clear operation by pressing the [-] button.

SONG MEMORY

CLEAR

REC 1 2 3 4 5 A

Hold for longer than a second

Press and hold
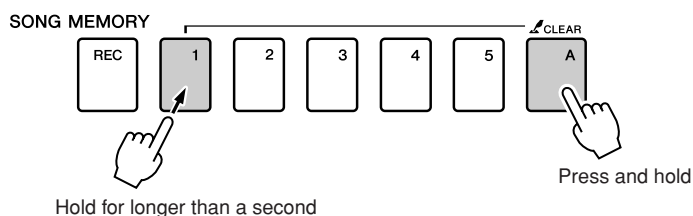
3 **Press the [+] button to clear the song.**

The clear-in-progress message will appear briefly on the display while the song is being cleared.

Track Clear—Deleting a Specified Track from a User Song

This function lets you delete a specified track from a user song.

1 **From the MAIN display select the user song (031–035) you want to clear.**

2 **Press and hold the SONG MEMORY track button ([1]–[5], [A]) corresponding to the track you want to clear for longer than a second.**

A confirmation message will appear on the display.
You can cancel the clear operation by pressing the [-] button.

Hold for longer than a second
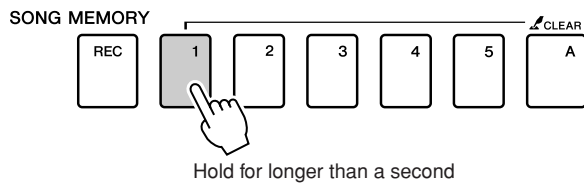
3 **Press the [+] button to clear the track.**

The clear-in-progress message will appear briefly on the display while the track is being cleared.

♪ Backup and Initialization

Backup

The following settings are always backed up, and are maintained even when the power is turned off. If you want to initialize the settings, use the Initialize operation as explained below.

> ● **The Backup Parameters**
> • Registration Memory
> • FUNCTION Settings: Tuning, Split Point, Touch Sensitivity, Style Volume, Song Volume, Metronome Volume, Grade, Demo Cancel, Language Selection, Panel Sustain, Master EQ type, Chord Fingering

Initialization

This function erases all backup data in the instrument's flash memory and restores the initial default settings. The following initialization procedures are provided.

■Backup Clear

To clear data backed up to the internal flash memory—panel user setting, registration memory—turn the power on by pressing the [STANDBY/ON] switch while holding the highest white key on the keyboard. The backed up data will be erased and the default values restored.
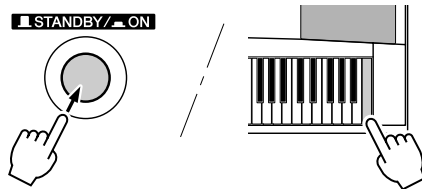
■Flash Clear

To clear User Songs as well as Song, Style, and Music Database files that have been transferred to the internal flash memory from a computer, turn the power on by pressing the [STANDBY/ON] switch while simultaneously holding the highest white key on the keyboard and the three highest black keys.
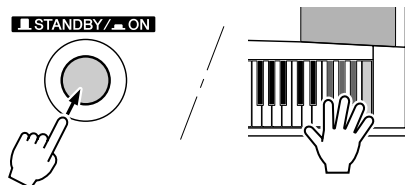
⚠ **CAUTION**
• *When you execute the Flash Clear operation, data you have purchased will also be cleared. Be sure to save data you want to keep to a computer.*

Basic Operation

Basic Operation

Overall DGX-630/YPG-635 control is based on the following simple operations.

1 Press a button to select a basic function.

2 Use the dial to select an item or value.

3 Start a function.

3 Start a function.

1 Select a basic function.

2 Select an item or value.

Display (pages 68, 69)
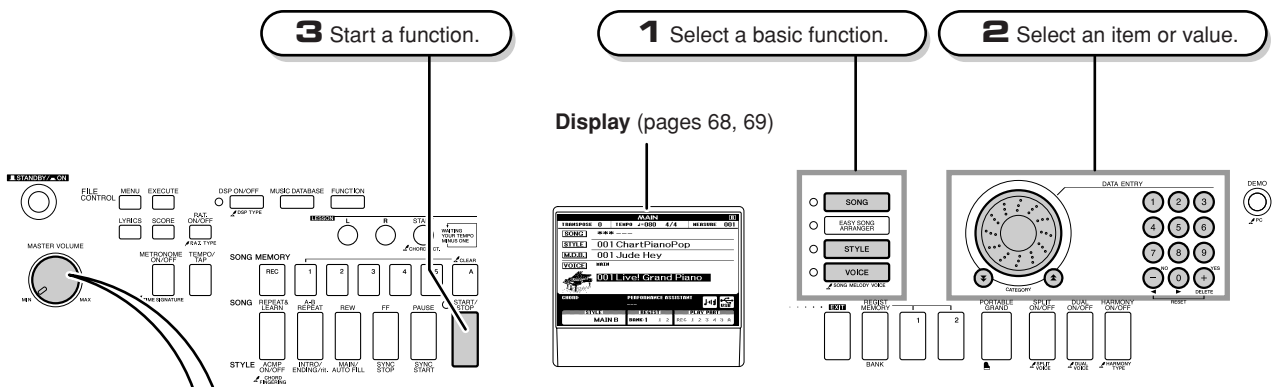
● **Volume Adjustment**

Adjusts the volume of the sound heard via the instrument's speakers or a pair of headphones plugged into the PHONES jack.

MASTER VOLUME

Rotate counter-clockwise to lower the volume.

Rotate clockwise to increase the volume.

MIN   MAX

---
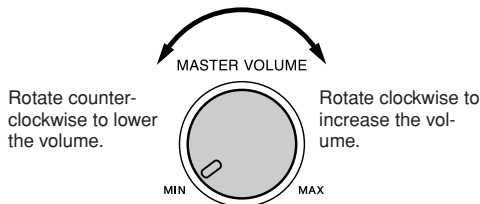
1 Press a button to select a basic function.

SONG ——— Select a song you want to listen to or a song you want to use for a lesson.

EASY SONG ARRANGER

STYLE ——— Select an auto-accompaniment style.

VOICE ——— Select a voice you want to play on the keyboard.

SONG MELODY VOICE

2 Use the dial to select an item or value

When you select a basic function, the item corresponding to that function will be listed in the display. You can then use the dial or the number buttons [0]–[9] to select the desired item.

```
VOICE SELECT(MAIN)
CATEGORY
    OTS            E.PIANO
        PIANO
    503  Firework
    000  OTS
    001  Live! Grand Piano
    002  Live! Warm Grand
```
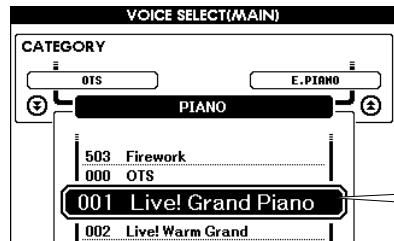
> The currently selected item is highlighted in the display. In this example the [VOICE] button has been pressed.

■Changing Values ●

● Dial
Rotate the dial clockwise to increase the value of the selected item, or counterclockwise to decrease it's value. Rotate the dial continuously to continuously increase or decrease the value.

Decrease   Increase
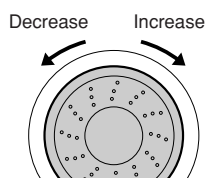
● [+] and [-] Buttons
Press the [+] button briefly to increment the value by 1, or press the [-] button briefly to decrement the value by 1. Press and hold either button to continuously increment or decrement the value in the corresponding direction.

```
  7    8    9
    NO      YES
  –    0    +
         DELE
      RESET
```
Press briefly to decrement.   Press briefly to increment.
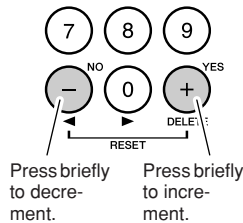
● Number Buttons [0]–[9]
The number buttons can be used to directly enter a song number or parameter value.
Hundreds or tens digits that are "0" can be omitted (see below).

Example: Song number "003" can be entered in three ways.

- [0] → [0] → [3]
- [0] → [3]
  ("003" will appear on the display after a brief delay)
- [3]
  ("003" will appear on the display after a brief delay)

```
  1    2    3
  4    5    6
  7    8    9
    NO      YES
  –    0    +
         ETE
      RESE
```
Press number buttons [0], [0], [3].
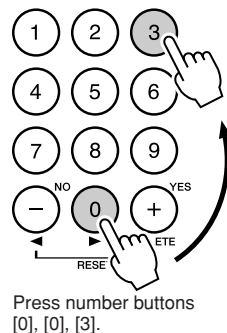
● CATEGORY [▲] and [▼] buttons
When selecting a song, style, or voice, you can use these buttons to jump to the first item in the next or previous category.

Jump to the first item in the next or previous category.

The CATEGORY [▲] and [▼] buttons are useful for selecting categorized items, as in the example below.

Example: VOICE SELECT Display

```
CATEGORY button [▼] mark.
    VOICE SELECT(MAIN)
C  EGORY
    BRASS       SYNTH LEAD
        FLUTE
    101  Techno Brass
    102  Synth Brass
    103  Sweet! Flute
    104  Sweet! Pan Flute
    105  Flute
```
CATEGORY button [▲] mark.

Select the category shown here.

The first voice in the selected category is selected.
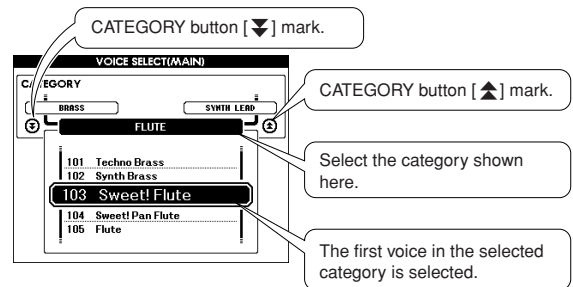
In a display in which a category appears, selection is easy if you first use the CATEGORY [▲] and [▼] buttons to select the category containing the desired item, then use the dial or [+] and [-] buttons to select the item. This can be particularly handy when you have to select from a large number of voices.

> In most procedures described throughout this owner's manual the dial is recommended for selection simply because it is the easiest and most intuitive selection method. Please note however, that most items or values that can be selected using the dial can also be selected using the [+] and [-] buttons.

3 Start a function.
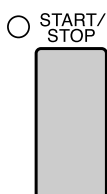
○ START/ STOP

This is the [START/STOP] button.
Press the [START/STOP] button after pressing the [SONG] or [STYLE] button to start playback of the selected song or style (rhythm).

The Displays

● **Display Names**

All operations are carried out while watching the display. A number of display types are provided for different modes and functions. The name of the current display appears at the top of the display.

● **MAIN Display**
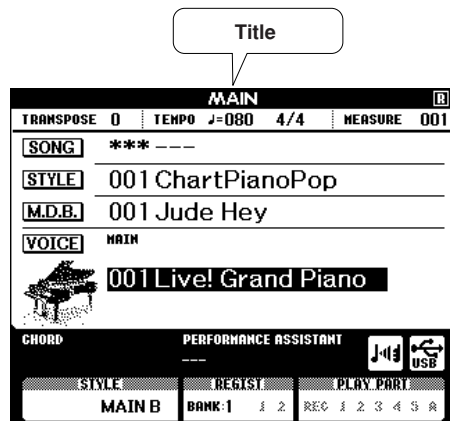
To Return To the MAIN Display
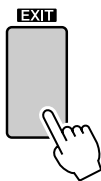
Most basic operations are carried out from the instrument's MAIN display.
You can return to the MAIN display from any other display by pressing the [EXIT] button near the lower right corner of the display panel.

● **FUNCTION Display (page 92)**

The FUNCTION display provides access to 50 utility functions.
The FUNCTION display appears when the [FUNCTION] button is pressed. In the FUNCTION display you can use the CATEGORY [▲] and [▼] buttons (page 67) to select 50 different groups of functions. Press the CATEGORY button(s) as many times as necessary until the required function appears. You can then use the dial, the [+] and [-] buttons, or the number [0]–[9] buttons to adjust the value of the function as required.
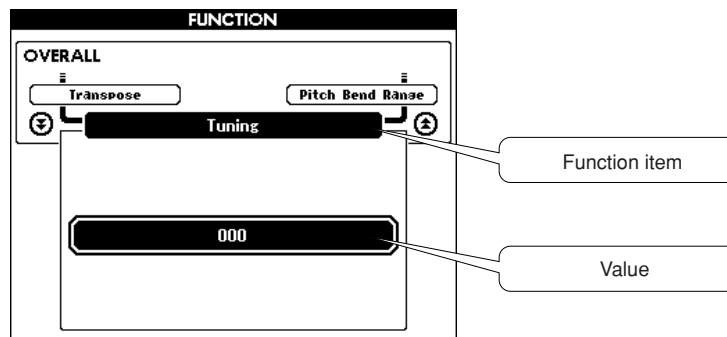
The "Press & Hold" Symbol

The " 🖊 " symbol that appears next to some buttons indicates that the button can be pressed and held for longer than a second to call up a related function. This provides convenient direct access to a range of functions.
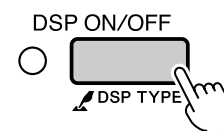
MAIN Display Items

The MAIN display shows all of the current basic settings: song, style, voice.
It also includes a range of indicators that show the on/off status of a range of functions.

* **Adjust the LCD CONTRAST control on the rear panel of the instrument for optimum display legibility.**

CONTRAST

Tempo

A-B Repeat
Appears when repeat playback is engaged.

Transpose

Measure Number

```
          MAIN              [A⇄B]   R
TRANSPOSE 0  TEMPO ♩=100  4/4   MEASURE  001
SONG    001 JetSet
STYLE   *** ———
M.D.B.  001 Jude Hey
VOICE   MAIN
        001 Live! Grand Piano
                    DUAL 056        SPLIT 047
CHORD            PERFORMANCE ASSISTANT
    Am7          CHORD              ♪⁞⁞  USB
        STYLE            REGIST         PLAY PART
ACMP ≣ MAIN A    BANK:1  1 2     REC 1 2 3 4 5 A
```

Chord Display

Function ON/Off Icons

Dual
DUAL 056
Appears when the Dual Voice is on. When this icon is showing a second voice is "layered" on and played with the main voice.

Split
SPLIT 047
Appears when the Split Voice is on. When this icon is showing different voices can be played to the left and right of the keyboard split point.

Performance assistant technology
PERFORMANCE ASSISTANT
CHORD
Appears when the performance assistant technology is on.

Harmony
Appears when Harmony is on. When this icon is showing harmony notes will be added to the main voice.

File Control
When this icon is showing you can control file operations.

Style (Auto-accompaniment) Status (page 28)

STYLE
ACMP ≣ MAIN A

ACMP Appears when the [ACMP ON/OFF] button is pressed to turn accompaniment on after selecting a style. When showing the keyboard range to the left of the split point is used for accompaniment chord recognition.

≣ Appears when the synchro-stop function is engaged.

MAIN A The style pattern name.

Registration Memory Status (page 90)

REGIST
BANK:1   1 2

BANK:1 Shows the selected bank number.

1 2 Shows the memory numbers that contain data. A border appears around the selected number.

Song Track Status (pages 60, 89)

PLAY PART
REC 1 2 3 4 5 A

REC Highlighted during user song recording.

1 2 3 4 5 A The track(s) selected for recording are highlighted during user-song recording. Only tracks that contain data are displayed. A border appears around a selected track that contains data. No border appears around a Muted track.

Play with a Variety of Effects

Adding Harmony

This feature adds harmony notes to the main voice.

1 Press the [HARMONY ON/OFF] button to turn Harmony feature on.

To turn Harmony off, press the [HARMONY ON/OFF] button again.
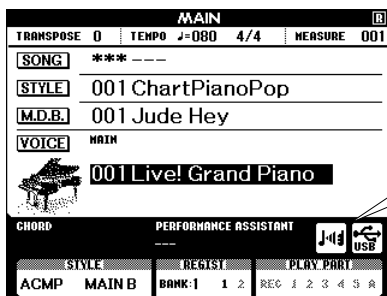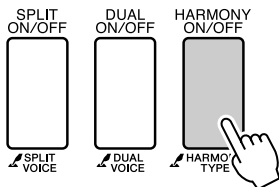
When harmony is on the harmony icon will appear in the display.

NOTE
- When you press the [HARMONY ON/OFF] button to turn this feature on, the appropriate harmony type for the currently selected main voice is automatically selected.

2 Press and hold the [HARMONY] button for longer than a second.

The currently selected harmony type will be displayed.
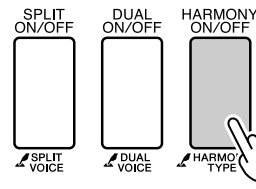
Hold for longer than a second.
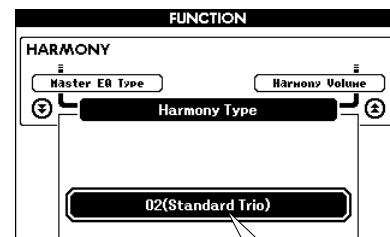
The currently selected harmony type

3 Use the dial to select a harmony type.

Refer to the Effect Type List on page 137 for information about the available harmony types. Try playing the keyboard with the harmony function. The effect and operation of each Harmony Type is different-refer to the below section "How to sound each Harmony Type" as well as the Effect Type List for details.
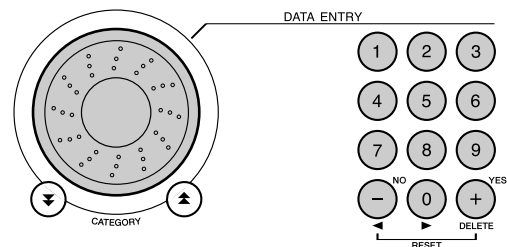
NOTE
- The harmony notes can be added only to the Main Voice, not to Dual or Split Voices.
- The keys left of the Split Point of the keyboard produce no harmony notes when the auto accompaniment is on (ACMP ON is lit).

● **How to sound each Harmony Type**

- Harmony type 01 to 10, 13

Press the right-hand keys while playing chords in the auto accompaniment range of the keyboard when the Auto Accompaniment is on (page 28).

- Harmony type 15 to 18 (Echo)
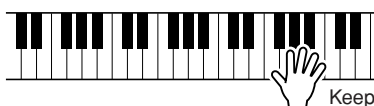
Keep holding down the keys.

- Harmony type 19 to 22 (Tremolo)
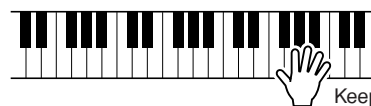
Keep holding down the keys.

- Harmony type 23 to 26 (Trill)
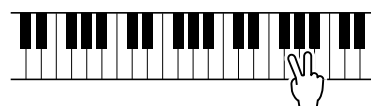
Hold down two keys.

You can adjust the Harmony Volume in the Function Settings (page 94).

Adding Reverb

Reverb lets you play with a rich concert hall type ambience.
When you select a style or song the optimum reverb type for the voice used is automatically selected. If you want to select a different reverb type, use the procedure described below. Refer to the Effect Type List on page 138 for information about the available reverb types.

1 Press the [FUNCTION] button to call up the FUNCTION display.
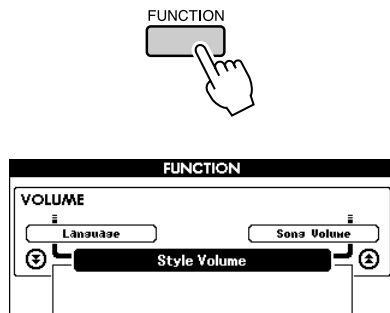
2 Use the CATEGORY [▲] and [▼] buttons to select the Reverb Type item.
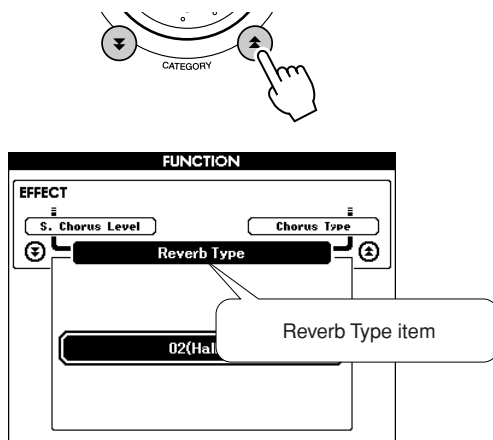
3 Use the dial to select a reverb type.

You can check how the selected reverb type sounds by playing on the keyboard.
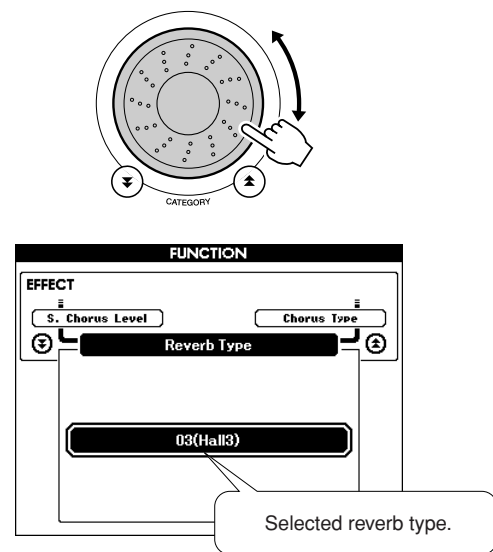
Refer to the Effect Type List on page 138 for information about the available reverb types.

● Adjusting the Reverb Level

You can individually adjust the amount of reverb that is applied to the main, dual, and split voices. (See page 93).

Adding Chorus

The chorus effect creates a thick sound that is similar to many of the same voices being played in unison. When you select a style or song the optimum chorus type for the voice used is automatically selected. If you want to select a different chorus type, use the procedure described below.

1 **Press the [FUNCTION] button to call up the FUNCTION display.**

FUNCTION
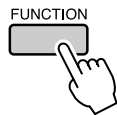
2 **Use the CATEGORY [≜] and [⩣] buttons to select the Chorus Type item.**

CATEGORY

FUNCTION

EFFECT

Reverb Type   DSP Type

Chorus Type

01(CHOR
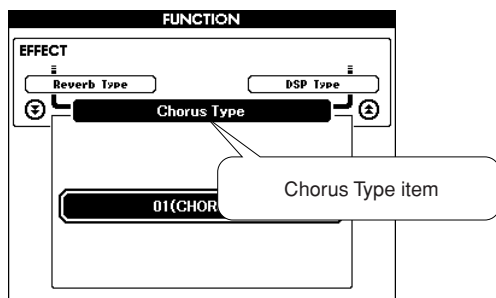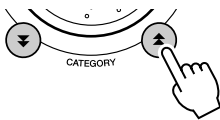
Chorus Type item

3 **Use the dial to select a chorus type.**

You can check how the selected chorus type sounds by playing on the keyboard.

CATEGORY

Reverb Type   DSP Type

Chorus Type

04(CHORUS4)

Selected chorus type.
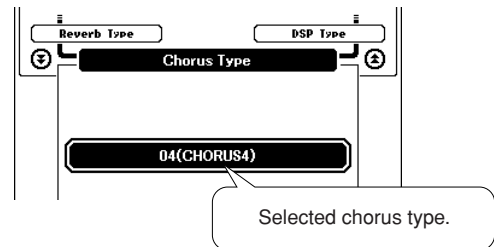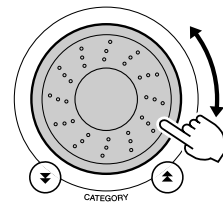
● **Adjusting the Chorus Level**
You can individually adjust the amount of chorus that is applied to the main, dual, and split voices. (See page 93).

Adding DSP

DSP is term of abbreviated form of Digital Signal Processor. The DSP effect can be added to the Main and Dual Voices. These range from reverb-like ambience effects to distortion and other dynamic processing tools that let you enhance the sound, or completely transform it.

1 Use the [DSP ON/OFF] button to turn the DSP function on.

The indicator lights when DSP is on.
To turn DSP off, press the [DSP ON/OFF] button again.

DSP ON/OFF

● [   ]
  DSP T
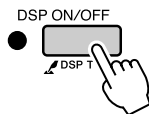
NOTE

- *When DSP is turned on, the optimum DSP type for the current Voice is automatically selected.*
- *The volume of the currently playing Voice changes when turning DSP on or off. This is not a malfunction. The amount of change differs depending on the selected Voice.*
- *The DSP type is an overall setting–only one type can be selected. For this reason, when you play a newly loaded Song or Style, for example, the currently playing Voices may not sound as expected. This is normal, since the Song or Style has its own DSP type which replaces any selection you've made before loading. A similar phenomenon occurs when you use the [FF], [REW] buttons or A-B Repeat function during song playback.*

2 Press and hold the [DSP ON/OFF] button for longer than a second.

The currently selected DSP type will be displayed.

DSP ON/OFF

● [   ]
  DSP T

Hold for longer than a second

FUNCTION

EFFECT
Chorus Type   Sustain
DSP Type

001(HALL1)
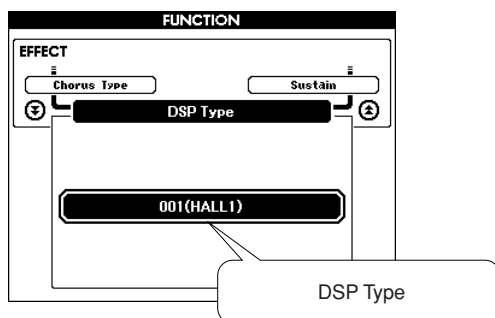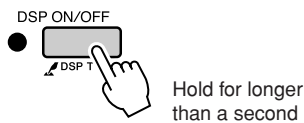
DSP Type

3 Use the dial to select a DSP type.

Refer to the DSP Type List on page 139 for information about the available DSP types.

CATEGORY

Chorus Type   Sustain
DSP Type

030(DELAY LCR1)

Currently selected DSP type.
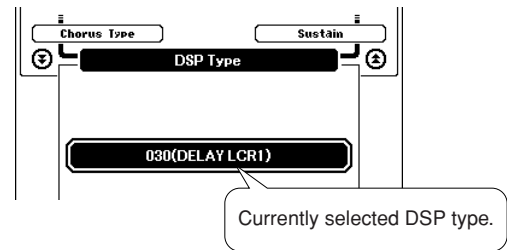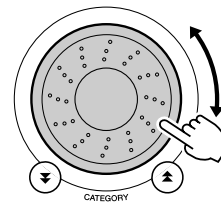
● Adjusting the DSP Level

You can individually adjust the amount of DSP that is applied to the main and dual voices.
(See page 93).

Panel Sustain

This function adds sustain to the keyboard voices. Use it when you want to add sustain to the voices at all times, regardless of footswitch operation. The sustain function does not affect split voice.

1 Press the [FUNCTION] button to call up the FUNCTION display.

FUNCTION
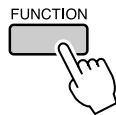
2 Use the CATEGORY [▲] and [▼] buttons to select the Sustain item.

The current setting is displayed.

CATEGORY

FUNCTION

EFFECT

Chorus Type   Master EQ Type

Sustain

OFF
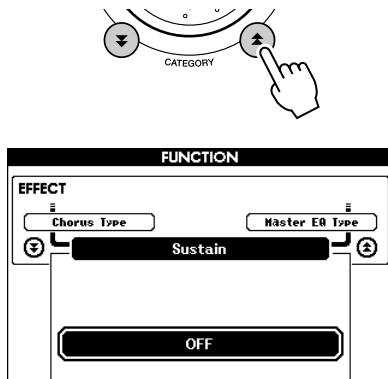
3 You can then use the [+] and [-] buttons to turn panel sustain on or off.

> *NOTE*
>
> • *The sustain of some voices may not be markedly affected when the panel sustain function is turned on.*

Pitch Bend

The pitch bend wheel can be used to add smooth pitch variations to notes you play on the keyboard. Roll the wheel upward to raise the pitch, or downward to lower the pitch.
If you use this feature with a voice such as the "048 Overdriven" guitar voice (page 19), you can produce remarkably realistic string-bending effects.
You can change the amount of pitch bend produced by the wheel, as described on page 93.

PITCH BEND
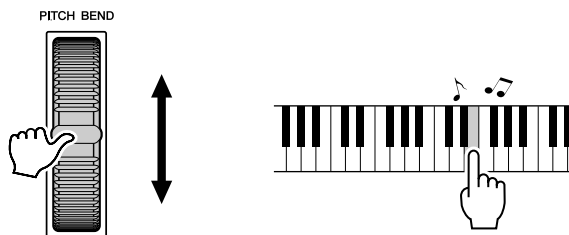
Handy Performance Features

Tap Start

You can start the song/style by simply tapping the [TEMPO/TAP] button at the required tempo—4 times for time signatures in 4, and three times for time signatures in 3. You can change the tempo during song playback by pressing the button just twice.

TEMPO/
TAP
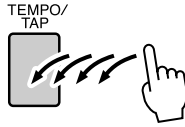
Touch Response Sensitivity

You can adjust the keyboard's sensitivity to dynamics in three steps.

1 Press the [FUNCTION] button.

The currently selected function will appear in the display.

FUNCTION

FUNCTION
VOLUME
Language   Song Volume
Style Volume
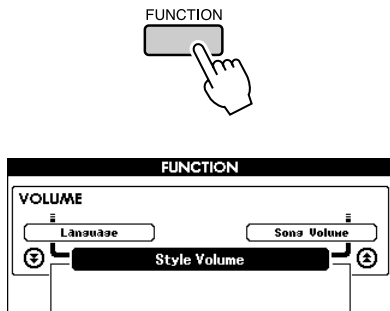
2 Use the CATEGORY [▲] and [▼] buttons to select the Touch Sensitivity item.

The currently selected touch sensitivity will be displayed.

CATEGORY

FUNCTION
OVERALL
Split Point   Chord Fingering
Touch Sensitivity

Touch Sensitivity item

1(Soft)
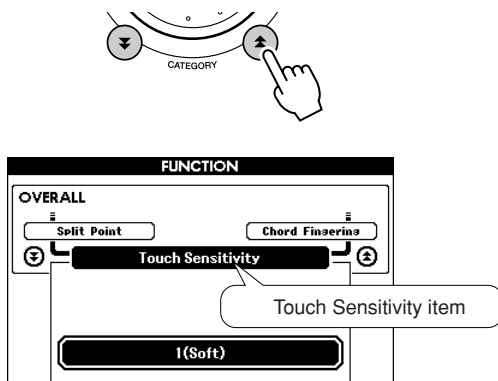
3 Use the dial to select a touch sensitivity setting between 1 and 3. Higher values produce greater (easier) volume variation in response to keyboard dynamics —i.e. greater sensitivity.

A setting of "4" results in a fixed touch response, or no level change no matter how hard or how soft you play the keys.

NOTE
• The initial default touch sensitivity setting is "2".

One Touch Setting

Sometimes selecting the ideal voice to play with a song or style can be confusing. The One Touch Setting feature automatically selects a well-balanced voice for you when you select a style or song. Simply select voice number "000" to activate this feature.

1 **Select voice number "000" (steps 1 to 2 on page 19).**

Use the dial to select voice number 000.
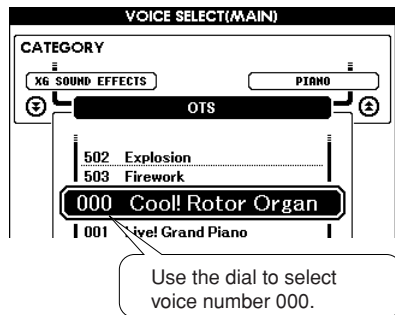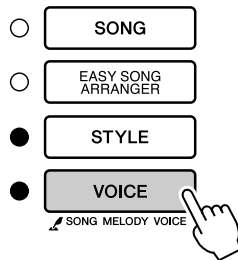
2 **Select and play back any song (steps 1 to 3 on page 33).**

3 **Play the keyboard and remember the sound of the voice.**
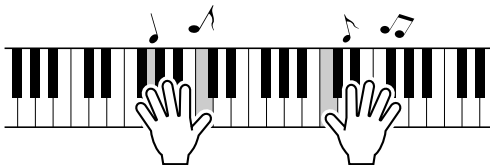
If you have stopped playback at some point during this procedure press the [START/STOP] button to start playback again.

4 **Use the dial to change songs, then play the keyboard and listen to the voice.**
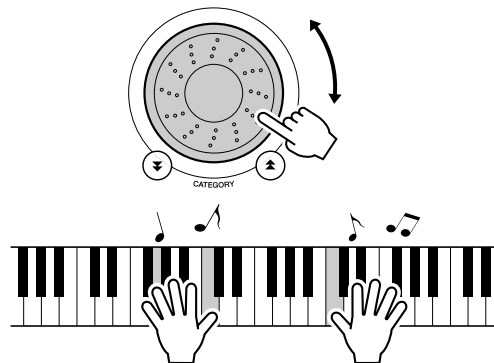
You should hear a different keyboard voice than you played in step 3. Watch the display while changing songs and you will see that different voices are selected for each song.

Select an EQ Setting for the Best Sound

Five different master equalizer (EQ) settings are provided to give you the best possible sound when listening through different reproduction systems—the instrument's internal speakers, headphones, or an external speaker system.

1 Press the [FUNCTION] button.

The currently selected function will appear in the display.

FUNCTION

FUNCTION

VOLUME

Language

Song Volume

Style Volume
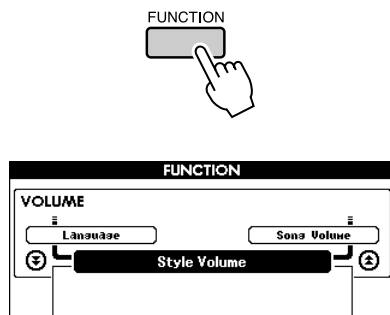
2 Press the CATEGORY [▲] and [▼] buttons as many times as necessary to select the master EQ type function "Master EQ Type".

The currently selected EQ type will appear.

CATEGORY

FUNCTION

EFFECT

Sustain

Harmony Type

Master EQ Type

1(Speaker 1)

The currently selected master EQ type.
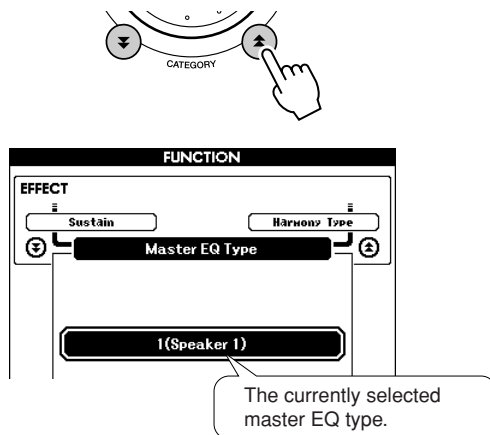
3 Use the dial to select the desired Master EQ setting.

Five settings are available: 1–5. Settings 1 and 2 are best for listening via the instrument's built-in speakers, setting 3 is for headphones, and settings 4 and 5 are ideal for listening via external speakers.

Pitch Controls

◆ Large Pitch Changes (Transpose)

The overall pitch of the instrument can by shifted up or down by a maximum of 1 octave in semitone increments.

1 Press the [FUNCTION] button.
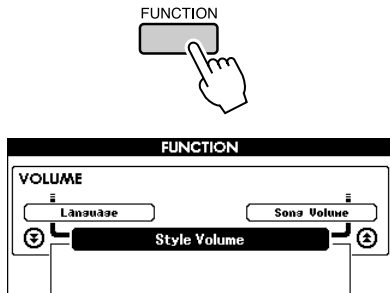
2 Use the CATEGORY [▲] and [▼] buttons to select the Transpose item.

Transpose item

Can be set between -12 and +12
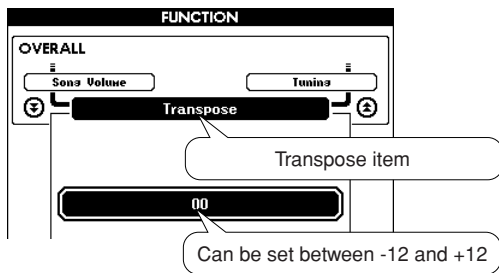
3 Use the dial to set the transpose value between -12 and +12 as required.

NOTE
• The pitch of Drum Kits voices cannot be changed.

◆ Small Pitch Changes (Tuning)

The overall tuning of the instrument can by shifted up or down by a maximum of 100 cents in 1-cent increments (100 cents = 1 semitone).

1 Press the [FUNCTION] button.
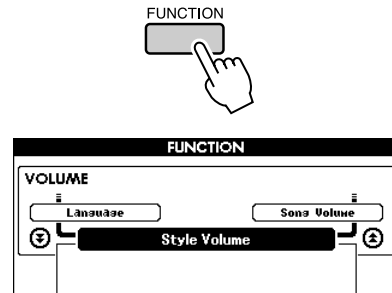
2 Use the CATEGORY [▲] and [▼] buttons to select the Tuning item.

Tuning item

Can be set between -100 and +100
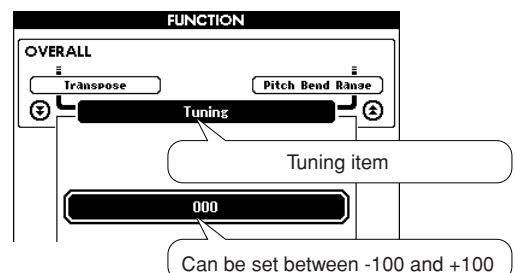
3 Use the dial to set the tuning value between -100 and +100 as required.

NOTE
• The pitch of Drum Kits voices cannot be changed.

Style (Auto-accompaniment) Functions

Basic operation of the Style (auto-accompaniment) feature is described on page 27 of the Quick Guide.
Here are some other ways you can play the styles, the style volume adjustment procedure, how you can play chords using the styles, and more.

Pattern Variation (Sections)

The DGX-630/YPG-635 features a wide variety of style "sections" that allow you to vary the arrangement of the accompaniment to match the song you are playing.
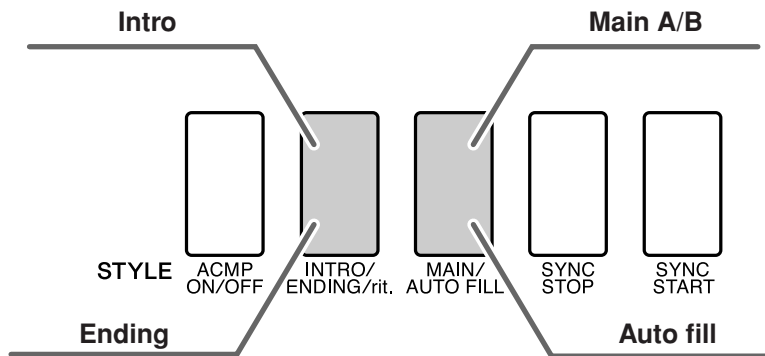
● **INTRO section**

This is used for the beginning of the Song. When the intro finishes playing, accompaniment shifts to the main section. The length of the intro (in measures) differs depending on the selected Style.

● **MAIN section**

This is used for playing the main part of the Song. It plays a main accompaniment pattern, and repeats indefinitely until another section's button is pressed. There are two variations on the basic pattern (A and B), and the Style playback sound changes harmonically based on the chords you play with your left hand.

● **Fill-in section**

This is automatically added before changing to section A or B.

● **ENDING section**

This is used for the ending of the Song. When the ending is finished, the auto accompaniment stops automatically. The length of the ending (in measures) differs depending on the selected Style.

1 Press the [STYLE] button and then select a style.

2 Press the [ACMP ON/OFF] button to turn auto accompaniment on.
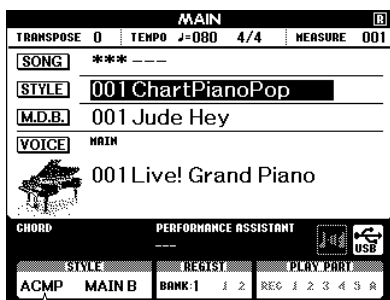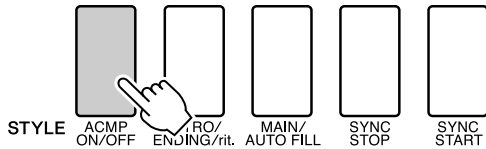
Appears when auto accompaniment is on.

3 Press the [SYNC START] button to turn synchro start on.

The indicator will flash when the synchro start standby mode will be engaged.
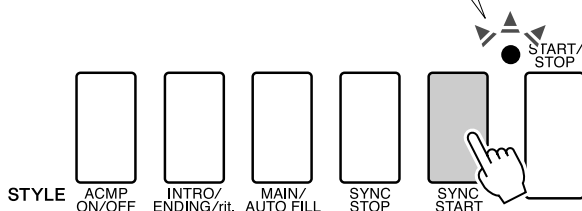
● **Synchro Start**

When the synchro start standby mode is engaged, style playback will begin as soon as you play a chord in the accompaniment range of the keyboard. You can disengage the synchro-start standby mode by pressing the [SYNC START] button again.

4 Press the [MAIN/AUTO FILL] button.
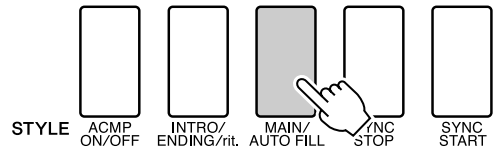
The name of the selected section—MAIN A or MAIN B—will be displayed.

5 Press the [INTRO/ENDING/rit.] button.
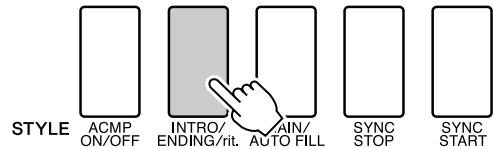
You're now ready to play the intro.

6 As soon as you play a chord with your left hand, the Intro of the selected Style starts.

For this example, play a C major chord (as shown below). For information on how to enter chords, see "Playing Auto-accompaniment Chords" on page 32.

Split point

Accompaniment range
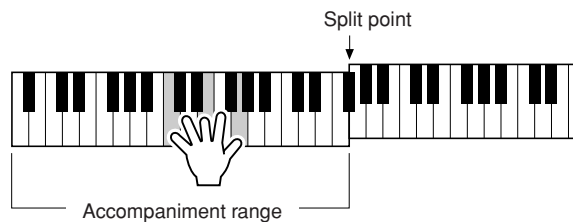
7 Press the [MAIN/AUTO FILL] button.
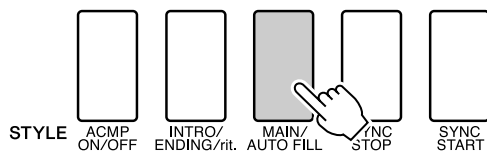
When the fill-in is finished, it leads smoothly into the selected main section A/B.

8 Press the [INTRO/ENDING/rit.] button.
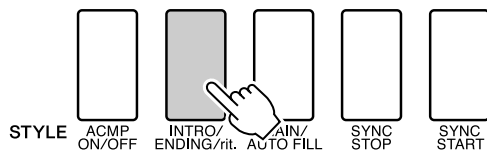
This switches to the ending section.
When the ending is finished, the auto accompaniment stops automatically. You can have the ending gradually slow down (ritardando) by pressing the [INTRO/ENDING/rit.] button again while the ending is playing back.

● **Synchro Stop**

When this function is selected the accompaniment style will only play while you are playing chords in the accompaniment range of the keyboard. Style playback will stop when you release the keys. To turn the function on, press the [SYNC STOP] button.

The style will play while you are playing the keys

Style playback will stop when you release the keys
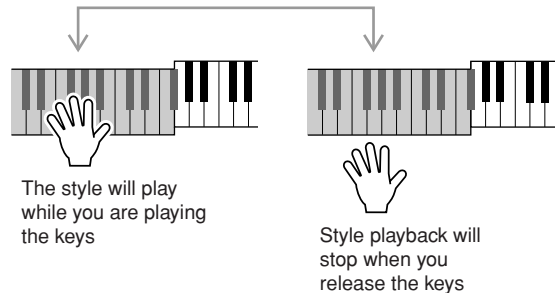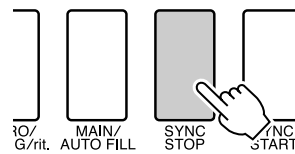
Setting the Split Point

The initial default split point is key number 54 (the F♯2 key), but you can change it to another key using the procedure described below.

1 Press the [FUNCTION] button.

FUNCTION
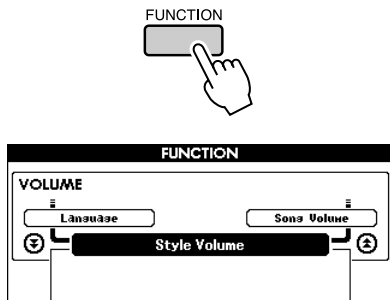
2 Use the CATEGORY [▲] and [▼] buttons to select the Split point item.

CATEGORY
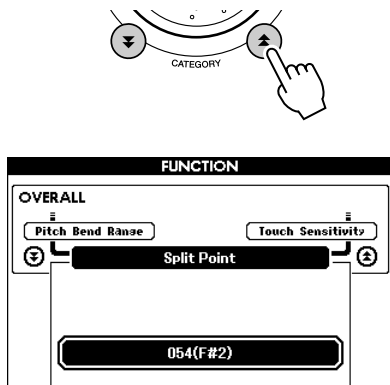
3 Use the dial to set the split point to any key from 021(A-1) through 108 (C7).

Split point (54: F♯2)

Split voice — Main voice
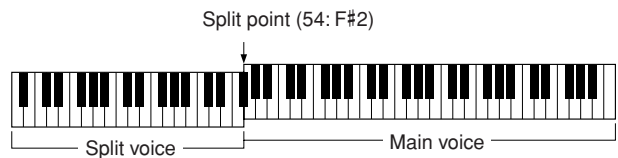
NOTE
- When you change the split point the auto-accompaniment split point also changes.
- The split point cannot be changed during a song lesson.
- The split voice sounds when the split-point key is played.

NOTE
- You can also access the Split Point item by pressing the [FUNCTION] button and using the CATEGORY [▲] and [▼] buttons to locate the item (page 92).

Play a Style with Chords but No Rhythm (Stop Accompaniment)

When auto accompaniment is on (the ACMP ON icon is showing) and Synchro Start is off, you can play chords in the left-hand accompaniment range of the keyboard while the style is stopped and still hear the accompaniment chords. This is "Stop Accompaniment", and any of the chord fingerings recognized by the instrument can be used (page 32).

Press the [ACMP ON/OFF] button to turn auto accompaniment on after pressing the [STYLE] button.

STYLE   ACMP   RO/   MAIN/   SYNC   SYNC
       ON/OFF ENDING/rit. AUTO FILL STOP   START

STYLE
ACMP   MAIN B

Appears when auto accompaniment is on

Accompaniment range
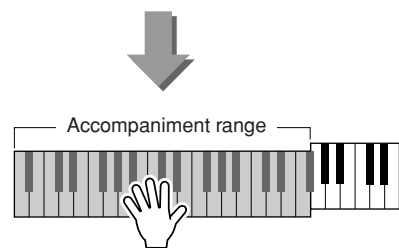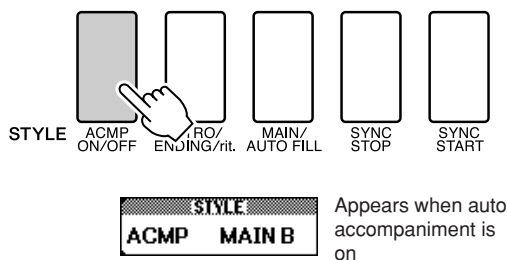
Adjusting the Style Volume

Press the [STYLE] button to engage the style function.

1 **Press the [FUNCTION] button.**

FUNCTION

FUNCTION
EFFECT
S. Chorus Level   Chorus Type
             Reverb Type
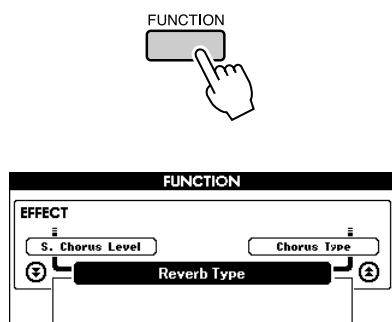
2 **Use the CATEGORY [▲] and [▼] buttons to select the Style Volume item.**

CATEGORY

FUNCTION
VOLUME
Language   Song Volume
             Style Volume
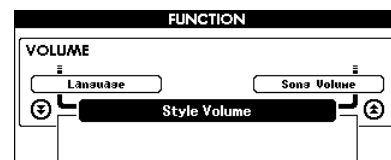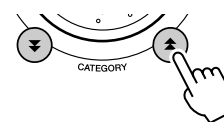
3 **Use the dial to set the style volume between 000 and 127.**

Chord Basics

Two or more notes played together constitute a "chord".

The most basic chord type is the "triad" consisting of three notes: the root, third, and fifth degrees of the corresponding scale. A C major triad, for example, is made up of the notes C (the root), E (the third note of the C major scale), and G (the fifth note of the C major scale).
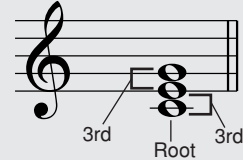
In the C major triad shown above, the lowest note is the "root" of the chord (this is the chord's "root position" ... using other chord notes for the lowest note results in "inversions"). The root is the central sound of the chord, which supports and anchors the other chord notes.
The distance (interval) between adjacent notes of a triad in root position is either a major or minor third.

Major third–four half steps (semitones)   Minor third–three half steps (semitones)
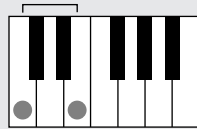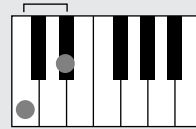
The lowest interval in our root-position triad (between the root and the third) determines whether the triad is a major or minor chord, and we can shift the highest note up or down by a semitone to produce two additional chords, as shown below.

Major chord C$_M$	Minor chord C$_m$	Augmented chord C$_{aug}$	Diminished chord C$_{dim}$
Minor 3rd Major 3rd	Major 3rd Minor 3rd	Major 3rd Major 3rd	Minor 3rd Minor 3rd
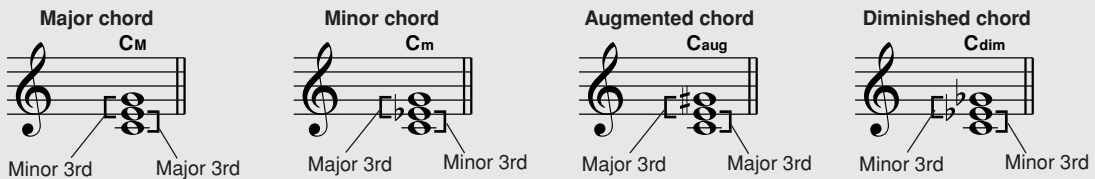
The basic characteristics of the chord sound remain intact even if we change the order of the notes to create different inversions. Successive chords in a chord progression can be smoothly connected, for example, by choosing the appropriate inversions (or chord "voicings").

● **Reading Chord Names**
Chord names tell you just about everything you need to know about a chord (other than the inversion/voicing). The chord name tells you what the root of the chord is, whether it is a major, minor, or diminished chord, whether it requires a major or flatted seventh, what alterations or tensions it uses ... all at a glance.

Cm
Root note   Chord type
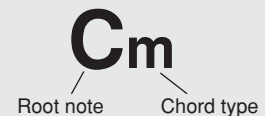
● **Some Chord Types** (These are just some of the "Standard" chord types recognized by the DGX-630/YPG-635.)

Suspended 4th C$_{sus4}$	7th C$_7$	Minor 7th C$_{m7}$	Major 7th C$_{M7}$
Perfect 5th Perfect 4th	Flatted 7th Major chord	Flatted 7th Minor chord	Major 7th Major chord

Minor/major 7th C$_{mM7}$	7th, flatted 5th C$_7^{(\flat 5)}$	Minor 7th, flatted 5th C$_{m7}^{(\flat 5)}$	7th, suspended 4th C$_{7sus4}$
Major 7th Minor chord	Flatted 5th 7th chord	Flatted 5th Minor 7th chord	Flatted 7th Suspended 4th chord
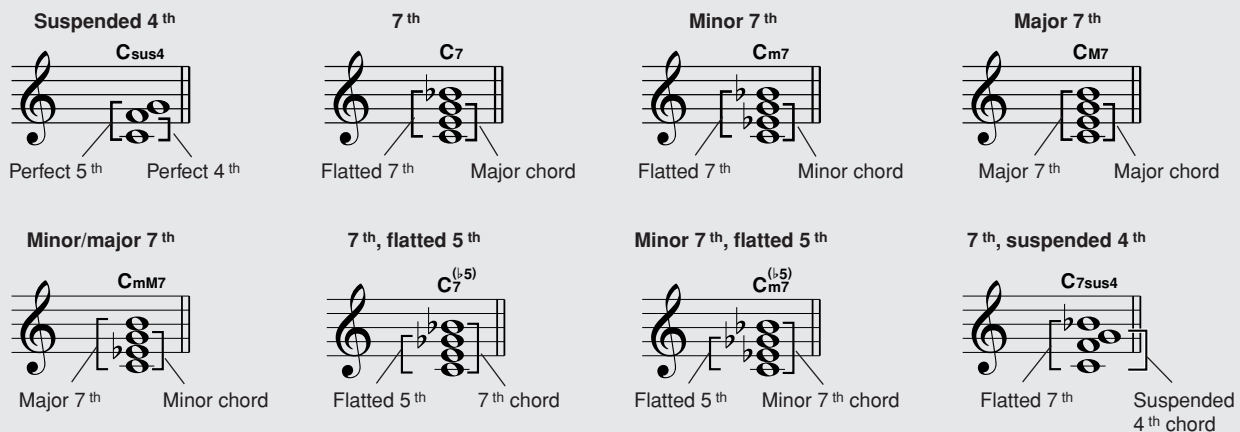
■Recognized Standard Chords ·

All chords in the chart are "C-root" chords.

Chord Name/[Abbreviation]	Normal Voicing	Chord (C)	Display
Major [M]	1 - 3 - 5	C	C
Add ninth [(9)]	1 - 2 - 3 - 5	$C^{(9)}$	C9
Sixth [6]	1 - (3) - 5 - 6	C_6	C6
Sixth ninth [6(9)]	1 - 2 - 3 - (5) - 6	$C_6^{(9)}$	$C6^9$ *
Major seventh [M7]	1 - 3 - (5) - 7	C_{M7}	CM7
Major seventh ninth [M7(9)]	1 - 2 - 3 - (5) - 7	$C_{M7}^{(9)}$	$CM7^9$ *
Major seventh add sharp eleventh [M7(#11)]	1 - (2) - 3 - #4 - 5 - 7 or 1 - 2 - 3 - #4 - (5) - 7	$C_{M7}^{(\#11)}$	$CM7^{\#11}$ *
Flatted fifth [(♭5)]	1 - 3 - ♭5	$C^{(\flat5)}$	$C^{\flat5}$ *
Major seventh flatted fifth [M7♭5]	1 - 3 - ♭5 - 7	$C_{M7}^{(\flat5)}$	$CM7^{\flat5}$ *
Suspended fourth [sus4]	1 - 4 - 5	C_{sus4}	Csus4
Augmented [aug]	1 - 3 - #5	C_{aug}	Caug
Major seventh augmented [M7aug]	1 - (3) - #5 - 7	C_{M7aug}	CM7aug *
Minor [m]	1 - ♭3 - 5	C_m	Cm
Minor add ninth [m(9)]	1 - 2 - ♭3 - 5	$C_m^{(9)}$	Cm9
Minor sixth [m6]	1 - ♭3 - 5 - 6	C_{m6}	Cm6
Minor seventh [m7]	1 - ♭3 - (5) - ♭7	C_{m7}	Cm7
Minor seventh ninth [m7(9)]	1 - 2 - ♭3 - (5) - ♭7	$C_{m7}^{(9)}$	$Cm7^9$
Minor seventh add eleventh [m7(11)]	1 - (2) - ♭3 - 4 - 5 - (♭7)	$C_{m7}^{(11)}$	$Cm7^{11}$ *
Minor major seventh [mM7]	1 - ♭3 - (5) - 7	C_{mM7}	CmM7
Minor major seventh ninth [mM7(9)]	1 - 2 - ♭3 - (5) - 7	$C_{mM7}^{(9)}$	$CmM7^9$ *
Minor seventh flatted fifth [m7♭5]	1 - ♭3 - ♭5 - ♭7	$C_{m7}^{(\flat5)}$	$Cm7^{\flat5}$
Minor major seventh flatted fifth [mM7♭5]	1 - ♭3 - ♭5 - 7	$C_{mM7}^{(\flat5)}$	$CmM7^{\flat5}$ *
Diminished [dim]	1 - ♭3 - ♭5	C_{dim}	Cdim
Diminished seventh [dim7]	1 - ♭3 - ♭5 - 6	C_{dim7}	Cdim7
Seventh [7]	1 - 3 - (5) - ♭7 or 1 - (3) - 5 - ♭7	C_7	C7
Seventh flatted ninth [7(♭9)]	1 - ♭2 - 3 - (5) - ♭7	$C_7^{(\flat9)}$	$C7^{\flat9}$
Seventh add flatted thirteenth [7(♭13)]	1 - 3 - 5 - ♭6 - ♭7	$C_7^{(\flat13)}$	$C7^{\flat13}$
Seventh ninth [7(9)]	1 - 2 - 3 - (5) - ♭7	$C_7^{(9)}$	$C7^9$
Seventh add sharp eleventh [7(#11)]	1 - (2) - 3 - #4 - 5 - ♭7 or 1 - 2 - 3 - #4 - (5) - ♭7	$C_7^{(\#11)}$	$C7^{\#11}$
Seventh add thirteenth [7(13)]	1 - 3 - (5) - 6 - ♭7	$C_7^{(13)}$	$C7^{13}$
Seventh sharp ninth [7(#9)]	1 - #2 - 3 - (5) - ♭7	$C_7^{(\#9)}$	$C7^{\#9}$
Seventh flatted fifth [7♭5]	1 - 3 - ♭5 - ♭7	$C_{7\flat5}$	$C7^{\flat5}$ *
Seventh augmented [7aug]	1 - 3 - #5 - ♭7	C_{7aug}	C7aug
Seventh suspended fourth [7sus4]	1 - 4 - 5 - ♭7	C_{7sus4}	C7sus4
Suspended second [sus2]	1 - 2 - 5	C_{sus2}	Csus2 *

* These chords are not shown in the Dictionary function.

NOTE
- Notes in parentheses can be omitted.
- Playing two same root keys in the adjacent octaves produces accompaniment based only on the root.
- A perfect fifth (1 + 5) produces accompaniment based only on the root and fifth which can be used with both major and minor chords.
- The chord fingerings listed are all in "root" position, but other inversions can be used—with the following exceptions: m7, m7♭5, 6, m6, sus4, aug, dim7, 7♭5, 6(9), sus2.

NOTE
- Inversion of the m7(11) chords are not recognized if the notes shown in parentheses are omitted.
- The auto accompaniment will sometimes not change when related chords are played in sequence (e.g. some minor chords followed by the minor seventh).
- Two-note fingerings will produce a chord based on the previously played chord.

Playing Styles Using the Entire Keyboard

In "Play Along with a Style" on page 28 we described a method of playing styles in which chords were detected only to the left of the keyboard split point. By making the settings described below, however, chord detection for style accompaniment occurs over the entire range of the keyboard, allowing for even more dynamic style performance. In this mode only chords played in the normal way (page 32) can be detected.

1 Press and hold the [ACMP ON/OFF] button for longer than a second to select the function "Chord Fingering".

Hold for longer than a second
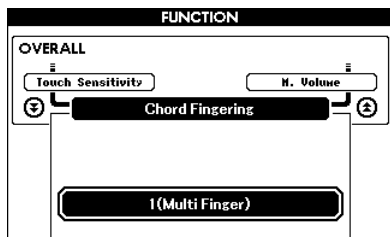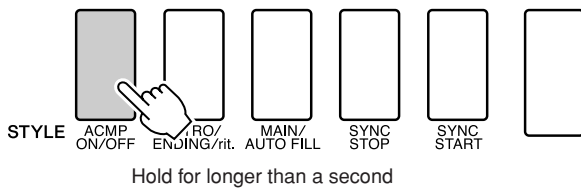
2 Use the dial to select 2 "FullKeyboard".
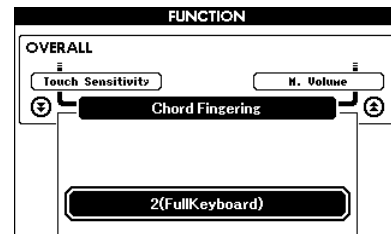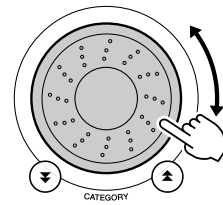
Looking Up Chords Using the Chord Dictionary

The Dictionary function is essentially a built-in "chord book" that shows you the individual notes of chords. It is ideal when you know the name of a certain chord and want to quickly learn how to play it.

1 **Press and hold the LESSON [START] button for longer than a second.**

Hold for longer than a second
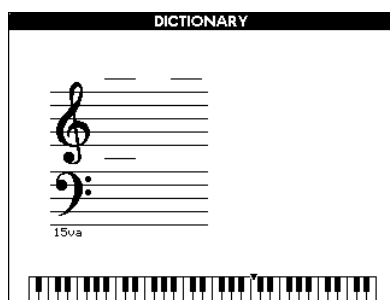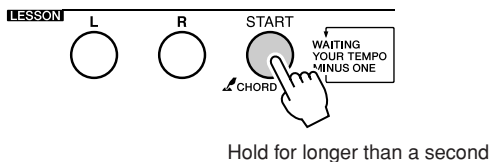
2 **As an example, we'll learn how to play a GM7 (G major seventh) chord. Press the "G" key in the section of the keyboard labeled "ROOT". (The note doesn't sound.) The root note you set is shown in the display.**
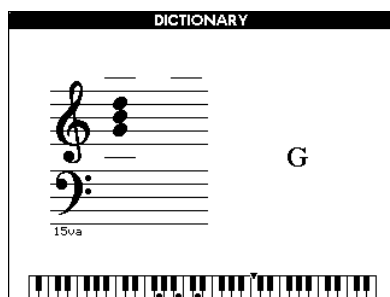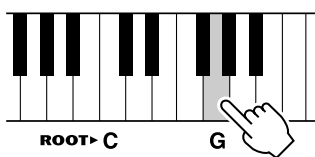
3 **Press the "M7" (major seventh) key in the section of the keyboard labeled "CHORD TYPE". (The note doesn't sound.) The notes you should play for the specified chord (root note and chord type) are shown in the display, both as notation and in the keyboard diagram.**

Notation of chord   Chord name (root and type)

Individual notes of chord (keyboard)
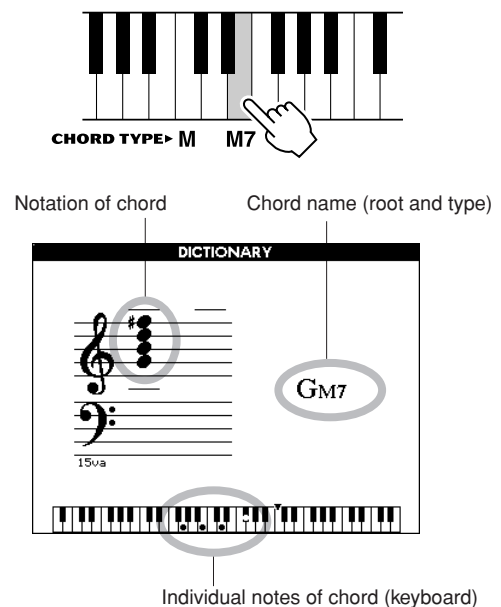
To call up possible inversions of the chord, press the [+]/[-] buttons.

> **NOTE**
> - About major chords: Simple major chords are usually indicated only by the root note. For example, "C" refers to C major. However, when specifying major chords here, make sure to select "M" (major) after pressing the root note.
> - Be aware that the chord types explained here are the left-hand notes applied to various styles and different from the one for the performance assistant technology feature.

4 **Try playing a chord in the auto accompaniment section of the keyboard, checking the indications in the display. When you've played the chord properly, a bell sound signals your success and the chord name in the display flash.**

Press the [EXIT] button to return to the MAIN display.

Song Settings

Song Volume

1 **Press the [FUNCTION] button.**

FUNCTION

FUNCTION
VOLUME
Language   Song Volume
Style Volume

CATEGORY

FUNCTION
VOLUME
Style Volume   Transpose
Song Volume

Song volume item

100

Can be set between 000 and 127
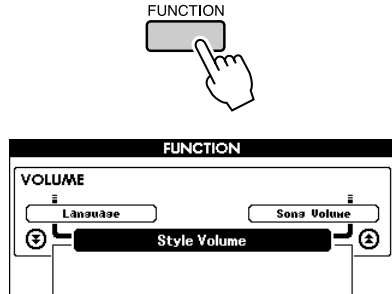
2 **Use the CATEGORY [▲] and [▼] buttons to select the Song Volume item.**
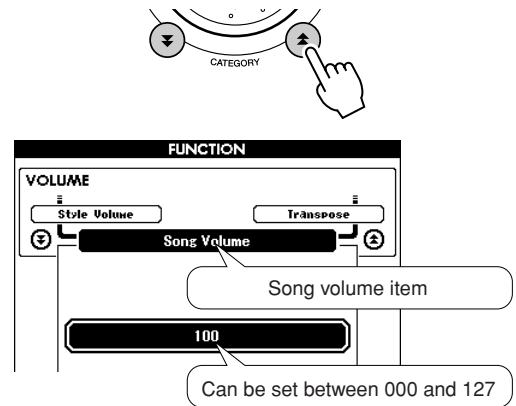
3 **Use the dial to set the song volume between 000 and 127.**

> *NOTE*
> • *Song volume can be adjusted while a song is selected.*

A-B Repeat

You can specify a section of a song—"A" is the start point and "B" is the end point—for repeat playback.

A   B
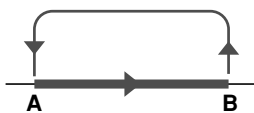
1 **Play the song (page 33) and press the [A-B REPEAT] button at the beginning of the section you want to repeat (the "A" point).**

SONG   REPEAT&   A-B   REW   FF   PAUSE   START/
       LEARN   REPEAT   STOP
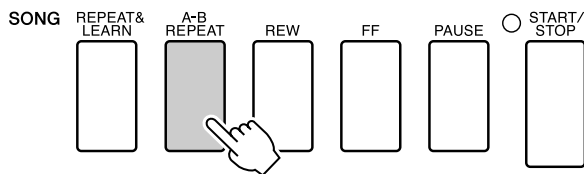
2 **Press the [A-B REPEAT] button a second time at the end of the section you want to repeat (the "B" point).**

SONG   REPEAT&   A-B   REW   FF   PAUSE   START/
       LEARN   REPEAT   STOP
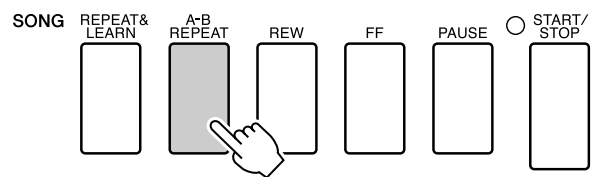
3 **The specified A-B section of the song will now play repeatedly.**

You can stop repeat playback at any time by pressing the [A-B REPEAT] button.

> *NOTE*
> • *Repeat start and end points cannot be specified within the same measure While the song is stopped.*
> • *The current measure number is shown in the display during playback.*
> • *If you want to set the start point "A" at the very beginning of the song press the [A-B REPEAT] button before starting playback of the song.*

Muting Independent Song Parts

Each "track" of a song plays a different part of the song—melody, percussion, accompaniment, etc. You can mute individual tracks and play the muted part on the keyboard yourself, or simply mute tracks other than the ones you want to listen to. To mute a track, press the appropriate track button (TRACK [1]–[5], [A]) button. Press the same button a second time to disengage track muting.

SONG MEMORY

No track number ... no data.

Track number without border
... track contains data but is muted.

Track number with border ... track contains data and is not muted.
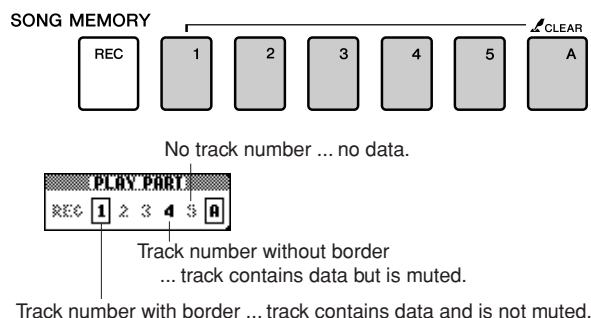
Change the Melody Voice

You can change a song's melody voice to any other voice you prefer.

Press the lesson [L] and [R] buttons simultaneously so that "LR" appears in the upper right corner of the MAIN display. Select the song and play it.

1 Press the [VOICE] button for longer than a second.

The VOICE SELECT (MELODY R or MELODY L) display will appear so you can select the Melody R or Melody L voice. Pressing the [VOICE] button alternates between VOICE SELECT MELODY R and MELODY L.

SONG

EASY SONG ARRANGER

STYLE

VOICE

SONG MELODY VOICE

Hold for longer than a second

VOICE SELECT(MELODY R)

CATEGORY

XG SOUND EFFECTS   E.PIANO

PIANO

502 Explosion
503 Firework
001 Live! Grand Piano
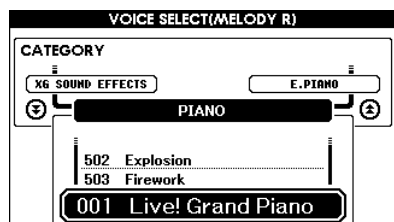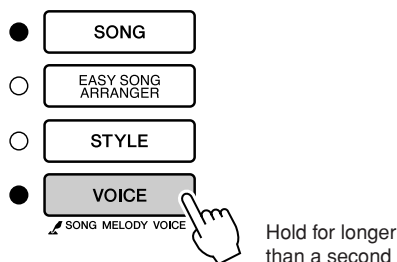
2 Use the dial to select the voice.

As you select different melody voices, only the melody voice changes while the song will remain the same.

Memorize Your Favorite Panel Settings

This instrument has a Registration Memory feature that lets you save your favorite settings for easy recall whenever they're needed. Up to 16 complete setups can be saved (8 banks of two setups each).

8 Banks
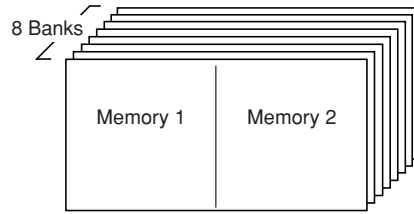
Memory 1 | Memory 2

Up to 16 presets (eight banks of two each) can be memorized.

Saving to the Registration Memory

1 Set the panel controls as required—select a voice, accompaniment style, etc.

2 Press the [MEMORY/BANK] button. A bank number will appear in the display when you release the button.

REGIST MEMORY

1   2

BANK

REGIST

BANK: 1
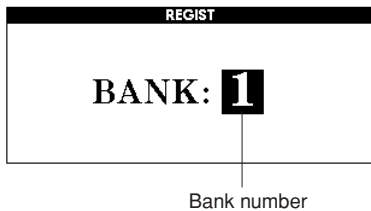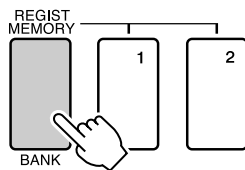
Bank number

3 Use the dial or the [1]–[8] number buttons to select a bank number from 1 to 8.

DATA ENTRY

1 2 3
4 5 6
7 8 9
NO 0 YES
– +
◄ ► DELETE
RESET

CATEGORY
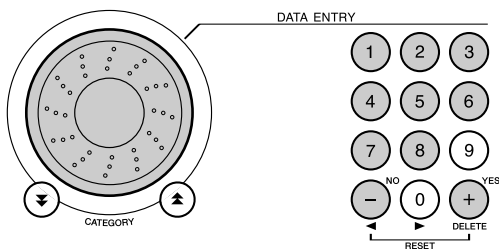
> **NOTE**
> • Data cannot be saved to the registration memory during song playback.

4 Press the REGIST MEMORY [1] or [2] button while holding the [MEMORY/BANK] button to store the current panel settings to the specified registration memory.

REGIST MEMORY

1   2
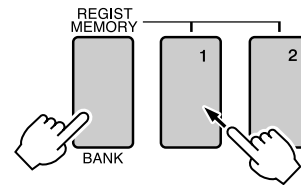
BANK

Press the [EXIT] button to return to the MAIN display in order to check the bank and registration memory numbers.

MAIN   R
TRANSPOSE 0 | TEMPO ♩=080 4/4 | MEASURE 001
SONG *** ---
STYLE 001 ChartPianoPop
M.D.B. 001 Jude Hey
VOICE MAIN
001 Live! Grand Piano

CHORD   PERFORMANCE ASSISTANT
---   USB
STYLE   REGIST   PLAY PART
MAIN B BANK:1 ① 2 REC 1 2 3 4 5 A

REGIST
BANK: 1 ① 2

Bank number
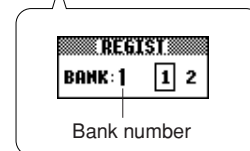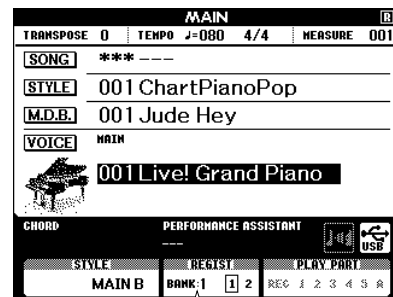
> **NOTE**
> • You can also save your panel settings memorized to registration memory button into USB flash memory as the user file or to a computer as the backup file.

> **NOTE**
> • If you select a Registration Memory number that already contains data, the previous data is deleted and overwritten by the new data.

> ⚠ **CAUTION**
> • *Do not turn off the power while saving settings to the registration memory, otherwise the data may be damaged or lost.*

Recalling a Registration Memory

1 Press the [MEMORY/BANK] button. A bank number will appear in the display when you release the button.

REGIST
MEMORY
1   2

BANK

REGIST

BANK: 1

Bank number
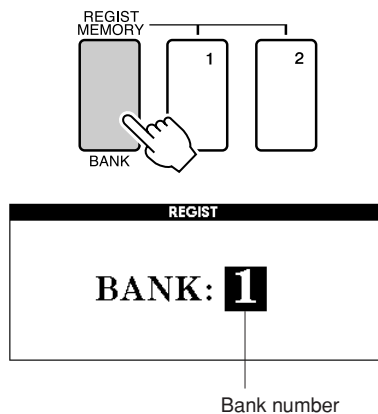
2 Use the dial or the [1]–[8] number buttons to select bank you want to recall.

DATA ENTRY

1 2 3
4 5 6
7 8 9
NO   YES
– 0 +
◀ ▶ DELETE
CATEGORY   RESET
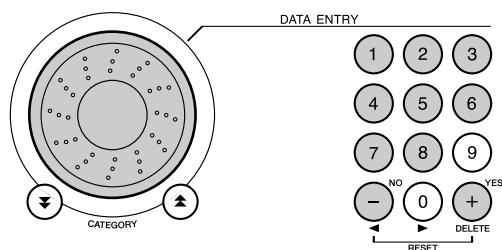
You can check whether the panel settings are stored in registration memory 1 or 2 by pressing the [EXIT] button to return to the MAIN display.

3 Press the REGIST MEMORY button, [1] or [2], containing the settings you want to recall. The panel controls will be instantly set accordingly.

REGIST
MEMORY
1   2

BANK
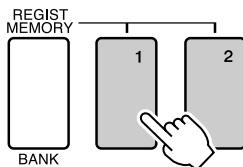
● **Settings That Can be Saved to the Registration Memory**

• **Style settings***
Style number, Auto Accompaniment ON/OFF, Split Point, Style settings (Main A/B), Style Volume, Tempo, Chord Fingering

• **Voice settings**
Main Voice setting (Voice number, Volume, Octave, Pan, Reverb Level, Chorus Level, DSP Level),
Dual Voice settings (Dual ON/OFF, Voice number, Volume, Octave, Pan, Reverb Level, Chorus Level, DSP Level),
Split Voice settings (Split ON/OFF, Voice number, Volume, Octave, Pan, Reverb Level, Chorus Level)

• **Effect settings**
Reverb Type, Chorus Type, Panel Sustain ON/OFF, DSP ON/OFF, DSP Type

• **Harmony settings**
Harmony ON/OFF, Harmony Type, Harmony Volume

• **Other settings**
Transpose, Pitch Bend Range

* Style settings are not available for Registration Memory when using the Song features.

The Functions

The "Functions" provide access to a range of detailed instrument parameters for tuning, setting the split point, and adjusting the voices and effects. Take a look at the function list starting on the opposite page. There are 50 function parameters in all.
When you locate a function you want to set up, simply select the function's display name and adjust as required.

Selecting and Setting Functions

1 Find the function you want to set in the list that begins on page 93.

2 Press the [FUNCTION] button.
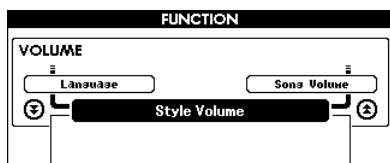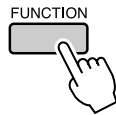
3 Select a function.

Press the CATEGORY [▲] and [▼] buttons as many times as necessary until the function's display name appears in the display.

Function category   Previous item   Next item

The selected function

Value
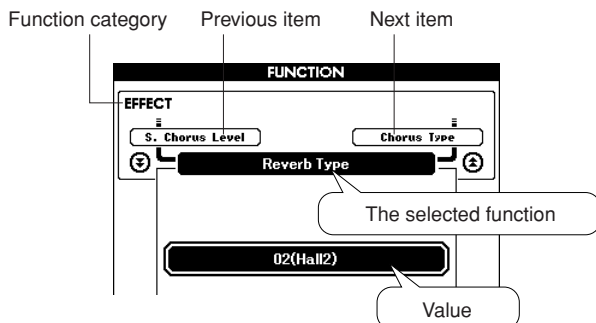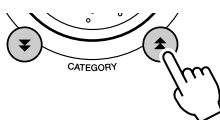
4 Use the dial, the [+] and [-] buttons, or the [0]–[9] number buttons to set the selected function as required.

The [+] and [-] buttons are used to make ON/OFF type settings: [+] = ON, [-] = OFF.
In some cases the [+] button will initiate execution of the selected function, and the [-] will cancel the selection.

Direct numeric entry.

• Decrement value by 1.
• OFF
• Cancel

• Increment value by 1.
• ON
• Execute

Press simultaneously to recall the default setting.
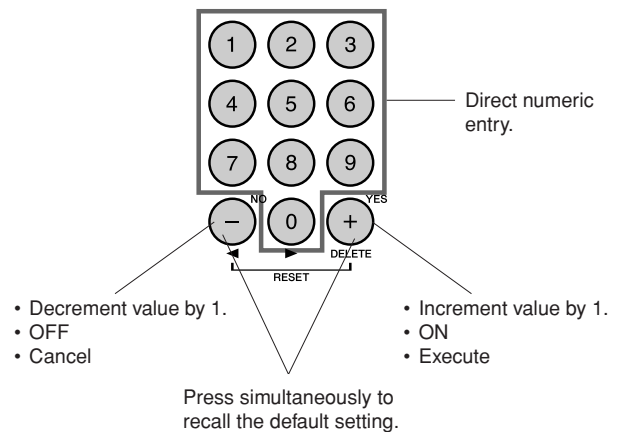
Some Function settings are stored in memory as soon as they are changed. See "The Backup Parameters" on page 65 for information on the function settings that are stored on the instrument.
To restore all initial factory default settings perform the "Backup Clear" procedure described in the "Initialization" section on page 65.

● Function Setting List

Category	Function Item	Range/Settings	Description
VOLUME	Style Volume	000–127	Determines the volume of the Style.
	Song Volume	000–127	Determines the volume of the Song.
OVERALL	Transpose	-12–+12	Determines the pitch of the instrument by semitone increments.
	Tuning	-100–+100	Sets the pitch of the instrument's sound in 1-cent increments.
	Pitch Bend Range	01–12	Sets the pitch bend range in semitone increments.
	Split Point	021(A-1)–108(C7)	Determines the highest key for the Split voice and sets the Split "point"—in other words, the key that separates the Split (lower) and Main (upper) voices. The Split Point setting and Accompaniment Split Point setting are automatically set to the same value.
	Touch Sensitivity	1(Soft), 2(Medium), 3(Hard), 4 (Off)	Determines the sensitivity of the feature.
	Chord Fingering	1(Multi Finger), 2(FullKeyboard)	Sets the chord detection mode. In the Multi Finger mode both normal chords and simple chords played to the left of the split point are detected. In the Full Keyboard mode normal chords played anywhere on the keyboard will be detected, and the notes played will be sound as well.
MAIN VOICE	Main Volume	000–127	Determines the volume of the Main voice.
	Main Octave	-2–+2	Determines the octave range for the Main voice.
	Main Pan	000 (left)– 64 (center)– 127 (right)	Determines the pan position of the Main voice in the stereo image. The value "0" results in the sound being panned full left; the value "127" results in the sound being panned full right.
	Main Reverb Level	000–127	Determines how much of the Main voice's signal is sent to the Reverb effect.
	Main Chorus Level	000–127	Determines how much of the Main voice's signal is sent to the Chorus effect.
	Main DSP Level	000–127	Determines how much of the Main voice's signal is sent to the DSP effect.
DUAL VOICE	Dual Volume	000–127	Determines the volume of the Dual voice.
	Dual Octave	-2–+2	Determines the octave range for the Dual voice.
	Dual Pan	000 (left)– 64 (center)– 127 (right)	Determines the pan position of the Dual voice in the stereo image. The value "0" results in the sound being panned full left; the value "127" results in the sound being panned full right.
	Dual Reverb Level	000–127	Determines how much of the Dual voice's signal is sent to the Reverb effect.
	Dual Chorus Level	000–127	Determines how much of the Dual voice's signal is sent to the Chorus effect.
	Dual DSP Level	000–127	Determines how much of the Dual voice's signal is sent to the DSP effect.
SPLIT VOICE	Split Volume	000–127	Determines the volume of the Split voice.
	Split Octave	-2–+2	Determines the octave range for the Split voice.
	Split Pan	000 (left)– 64 (center)– 127 (right)	Determines the pan position of the Split voice in the stereo image. The value "0" results in the sound being panned full left; the value "127" results in the sound being panned full right.
	Split Reverb Level	000–127	Determines how much of the Split voice's signal is sent to the Reverb effect.
	Split Chorus Level	000–127	Determines how much of the Split voice's signal is sent to the Chorus effect.

Category	Function Item	Range/Settings	Description
EFFECT	Reverb Type	01–30	Determines the Reverb type, including off. (See the list on page 138)
	Chorus Type	1–25	Determines the Chorus type, including off. (See the list on page 138)
	DSP Type	001–183	Determines the DSP type, including off. (See the list on page 139)
	Sustain	ON/OFF	Determines whether or not panel sustain is always applied to the MAIN/DUAL voices. Panel sustain is applied continuously when ON, or not applied when OFF. (page 74)
	Master EQ Type	1(Speaker 1), 2(Speaker 2), 3(Headphones), 4(Line Out 1), 5(Line Out 2)	Sets the equalizer applied to the speaker output for optimum sound in different listening situations.
HARMONY	Harmony Type	01–26	Determines the Harmony type. (See the list on page 137)
	Harmony Volume	000–127	Determines the volume of the Harmony effect.
PAT	P.A.T. Type	CHORD, CHORD/FREE, MELODY, CHORD/MELODY	Determines the performance assistant technology feature type. (See the list on page 39)
PC	PC Mode	PC1/PC2/OFF	Optimizes the MIDI settings when you connect to a computer (page 106).
MIDI	Local	ON/OFF	Determines whether the instrument's keyboard controls the internal tone generator (ON) or not (OFF). (page 106)
	External Clock	ON/OFF	Determines whether the instrument synchronizes to the internal clock (OFF) or an external clock (ON). (page 106)
	Keyboard Out	ON/OFF	Determines whether keyboard performance data of the instrument is transmitted (ON) or not (OFF).
	Style Out	ON/OFF	Determines whether Style data is transmitted (ON) via USB or not (OFF) during Style playback.
	Song Out	ON/OFF	Determines whether User Song is transmitted (ON) via USB or not (OFF) during Song playback.
	Initial Setup	YES/NO	Lets you send the data of the panel settings to a computer. Press [+] to send, or press [-] to cancel.
METRONOME	Time Signature - Numerator	01–60	Determines the time signature of the Metronome.
	Time Signature - Denominator	2, 4, 8, 16	Sets the length of each metronome beat.
	Bell	ON/OFF	Determines whether a bell accent will be sounded (ON) or not (OFF).
	Metronome Volume	000–127	Determines the volume of the Metronome.
SCORE	Quantize	1(1/4 note), 2(1/4 note triplet), 3(1/8 note), 4(1/8 note triplet), 5(1/16 note), 6(1/16 note triplet), 7(1/32 note), 8(1/32 note triplet)	Depending on the song data, you can make the score more readable by adjusting the timing of the notes. This determines the minimum timing resolution used in the song. For example, if there are both quarter notes and eighth notes in the song, you should set this value to "eighth note". Any notes or rests shorter than this value will not be shown in the score.

Category	Function Item	Range/Settings	Description
LESSON	Right-Part	GuideTrack 1–16	Determines the guide track number for your right hand lesson. The setting is effective for songs in SMF format 0 and 1 transferred from a computer.
	Left-Part	GuideTrack 1–16	Determines the guide track number for your left hand lesson. The setting is effective for songs in SMF format 0 and 1 transferred from a computer.
	Grade	ON/OFF	Determines whether the Grade function is on or off.
UTILITY	Demo Cancel	ON/OFF	Determines whether Demo cancel is enabled or not. When this is set to ON, the Demo Song will not play, even if the [DEMO] button is pressed.
LANGUAGE	Language	English/Japanese	Determines the display language for the demo displays, song file names, lyrics and certain display messages. All other messages and names are displayed in English. When this is set to Japanese, the file names are displayed in the Japanese font. The lyrics display follows the language setting originally made in the song data; however, when no such setting exists, the setting here is used.

* All these settings can be conveniently reset to their initial default values by pressing the [+] and [-] buttons simultaneously.
  (The exception to this is Initial Send, which is an operation, not a setting.)

Saving and Loading Data

USB flash memory is a memory medium used for storing data.

When a USB flash memory is inserted in this instrument's USB TO DEVICE terminal, registered settings can be saved from or loaded into the instrument. USB flash memory can also be used to transfer Song, Style, and Music Database files to the instrument, where they can be selected and used in the same way as the internal data.

In this section we'll look at the procedures for setting up and formatting USB flash memory devices, as well as for saving and loading data to and from them.

Before using a USB device, read through the "Precautions when using the USB TO DEVICE terminal" section on page 97.

Connecting a USB Flash Memory

1 **Connect a USB flash memory to the USB TO DEVICE terminal, being careful to insert it with the proper orientation.**
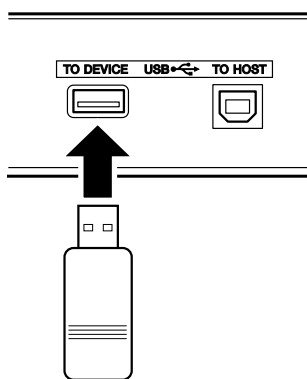
A message (information or confirmation dialog) sometimes appears on the display to facilitate operation. Refer to the "Messages" on page 120 for an explanation of each message.

2 **Check that the file control icon is shown in the MAIN display.**

Appears while the memory device is being mounted.
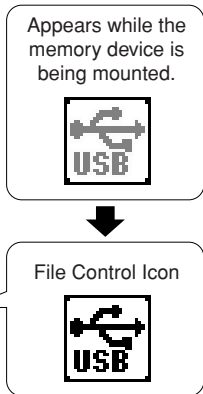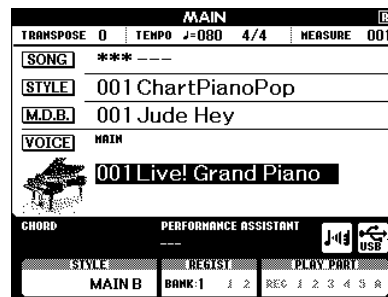
File Control Icon

You can go to the FILE CONTROL display from which you can access file operations by pressing the [MENU] button from this display. (Do not press this button now, but only when instructed to in the sections below.)

Menu	Reference Page
Format	98
User File Save	99
User Song Save	100
Load	101
USB Delete	102
User Delete	103

NOTE

- *No sound will be produced if you play the keyboard while the FILE CONTROL display is showing. Also, in this state only buttons related to file functions will be active.*

NOTE

- *The FILE CONTROL display will not appear in any of the following cases:*
  - *During style or song playback.*
  - *During a lesson.*
  - *While data is being loaded from a USB flash memory.*

■Precautions when using the USB TO DEVICE terminal

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

> **NOTE**
> • Although CD-R/RW drives can be used to read data to the instrument, they cannot be used for saving data.

● Compatible USB devices
• USB storage devices (flash memory, floppy disk drive)

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

> **NOTE**
> • Other USB devices such as a computer keyboard or mouse cannot be used.

● Connecting USB device
• When connecting a USB device to the USB TO DEVICE terminal, make sure that the connector on the device is appropriate and that it is connected in the proper direction.
• Though the instrument supports the USB 1.1 standard, you can connect and use a USB 2.0 storage device with the instrument. However, note that the transfer speed is that of USB 1.1.

● Using USB Storage Devices
By connecting the instrument to a USB storage device, you can save data you've created to the connected device, as well as read data from the connected device.

> **NOTE**
> • Although CD-R/RW drives can be used to read data to the instrument, they cannot be used for saving data.

The number of USB storage device to be used
Only one USB storage devices can be connected to the USB TO DEVICE terminal.

Formatting USB storage media
When a USB storage device is connected or media is inserted, a message may appear prompting you to format the device/media. If so, execute the Format operation (page 98).

> ⚠ **CAUTION**
> • **The format operation overwrites any previously existing data. Make sure that the media you are formatting does not contain important data.**

To protect your data (write-protect)
To prevent important data from being inadvertently erased, apply the write-protect provided with each storage device or media. If you are saving data to the USB storage device, make sure to disable write-protect.

Connecting/removing USB storage device
Before removing the media from the device, make sure that the instrument is not accessing data (such as in the Save and Delete operations).

> ⚠ **CAUTION**
> • **Avoid frequently turning the power on/off to the USB storage device, or connecting/disconnecting the device too often. Doing so may result in the operation of the instrument "freezing" or hanging up. While the instrument is accessing data (such as during Save, Delete, Load and Format operations) or is mounting the USB storage device (shortly after the connection), do NOT unplug the USB connector, do NOT remove the media from the device, and do NOT turn the power off to either device. Doing so may corrupt the data on either or both devices.**

Formatting USB Flash Memory

New USB flash memory must be formatted before they can be used by this instrument.

⚠ **CAUTION**
- *If you format a USB flash memory that already contains data, all of the data will be erased. Be careful not to erase important data when using the format function.*

1 **After connecting the USB flash memory to be formatted to the instrument's USB TO DEVICE terminal, check that the icon is showing in the MAIN display.**

2 **Press the FILE CONTROL [MENU] button.**
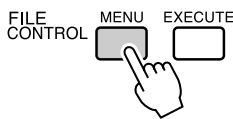
3 **Use the CATEGORY [▲] and [▼] buttons to select the Format item.**

The display prompts you for confirmation.
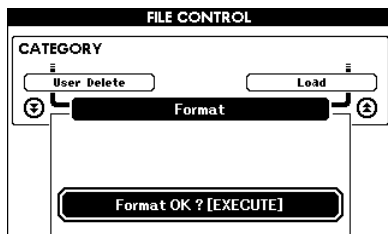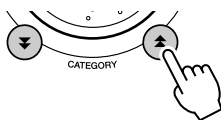
4 **Press the [EXECUTE] button and the display prompts you for confirmation.**

You can press the [-] button at this point to cancel the operation.

5 **Press the [EXECUTE] button again, or the [+] button, and the format operation will begin.**

⚠ **CAUTION**
- *Once the format-in-progress message appears on the display the format operation cannot be canceled. Never turn off the power or remove the USB flash memory during this operation.*

6 **A message will appear on the display to inform you that the operation has finished.**

Press the [EXIT] button to return to the MAIN display.

NOTE
- *If the USB flash memory has been write-protected, an appropriate message will appear on the display and you will not be able to execute the operation.*

Saving User Files (Registration Memory) to USB Flash Memory

This operation saves a "User File" containing the registration memory data to a USB flash memory device. The User File name will have a ".usr" extension which will not appear in the instrument's display.

1 **Make sure that a properly formatted USB flash memory has been properly connected to the instrument's USB TO DEVICE terminal, and that the icon is showing in the MAIN display.**

2 **Press the FILE CONTROL [MENU] button.**

3 **Use the CATEGORY [▲] and [▼] buttons to locate the Regist Save item.**

A default file name will automatically be created.
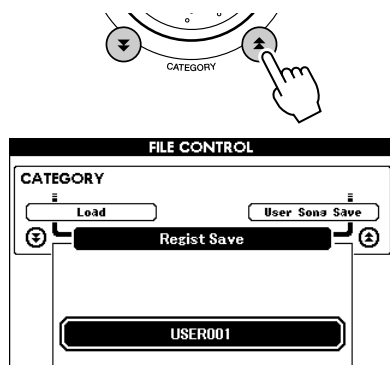
● To Overwrite an Existing File

If you want to overwrite a file that already exists on the USB flash memory, use the dial or the [+] and [-] buttons to select the file, then skip ahead to step 6.

NOTE

- *Up to 100 user files can be saved to a single USB flash memory.*
- *If the USB flash memory has been write-protected, an appropriate message will appear on the display and you will not be able to execute the operation.*
- *If there is not enough capacity left on the USB flash memory to save the data an appropriate message will appear on the display and you will not be able to save the data. Erase unwanted files from the USB flash memory to make more memory available (page 102), or use a different USB flash memory.*
- *Refer to the "Messages" list on page 120 for other possible errors that might prevent you from completing the operation.*

4 **Press the [EXECUTE] button. A cursor will appear below the first character in the file name.**

5 **Change the file name as necessary.**

- The [-] button moves the cursor to the left, and the [0] button moves it to the right.
- Use the dial to select a character for the current cursor location.
- The [+] button deletes the character at the cursor location.
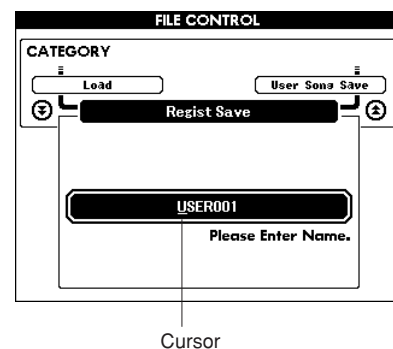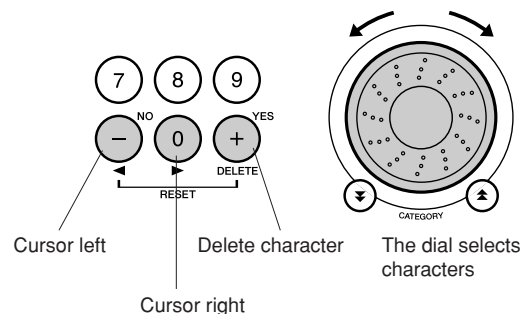
6 **Press the [EXECUTE] button. The display prompts you for confirmation.**

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

7 **Press the [EXECUTE] button again, or the [+] button, and the save operation will begin.**

The user song will be stored to the USER FILE folder in the USB flash memory.

⚠ *CAUTION*

- *Once the save-in-progress message appears on the display the operation cannot be canceled. Never turn off the power or remove the USB flash memory during this operation.*

8 **A message will appear on the display to inform you that the operation has finished.**

Press the [EXIT] button to return to the MAIN display.

NOTE

- *If an existing filename is specified the display prompts you for confirmation. Press [EXECUTE] or [+] if it is OK to overwrite the file, or [-] to cancel.*
- *The amount of time it will take to perform the save operation will depend on the condition of the USB flash memory.*

Save a User Song to USB Flash Memory

This operation saves a user song (song numbers 031–035) to USB flash memory.

1 Make sure that a properly formatted USB flash memory has been properly connected to the instrument's USB TO DEVICE terminal, and that the icon is showing in the MAIN display.

2 Press the FILE CONTROL [MENU] button.

3 Use the CATEGORY [▲] and [▼] buttons to locate the User Song Save item.

The SOURCE FILE—a user song name—will be highlighted.

```
              CATEGORY
         FILE CONTROL
CATEGORY
  Regist Save          USB Delete
           User Song Save
SOURCE FILE
           User Song 1
DESTINATION FILE
           UserSong1
           The source user song name.
```
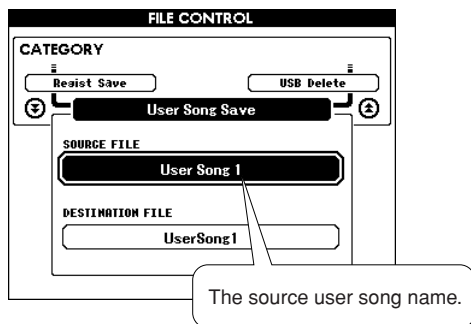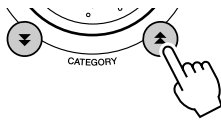
4 Select the source user song.

You can press the [+] and [-] buttons simultaneously to select the first user song.

5 Press the [EXECUTE] button.

The DESTINATION SONG will be highlighted, and a default name will automatically be created.

> ● **To Overwrite an Existing File**
>
> If you want to overwrite a file that already exists on the USB flash memory, use the dial or the [+] and [-] buttons to select the file, then skip ahead to step 7.

6 Press the [EXECUTE] button.

A cursor will appear below the first character in the file name.

7 Change the file name as necessary.

Refer to "Saving User Files (Registration Memory) to USB Flash Memory" on page 99 for filename entry.

```
         FILE CONTROL
CATEGORY
  Regist Save          USB Delete
           User Song Save
SOURCE FILE
           User Song 1
DESTINATION FILE
           UserSong1
           Please Enter Name.
Cursor     The name of the file to
           be saved
```
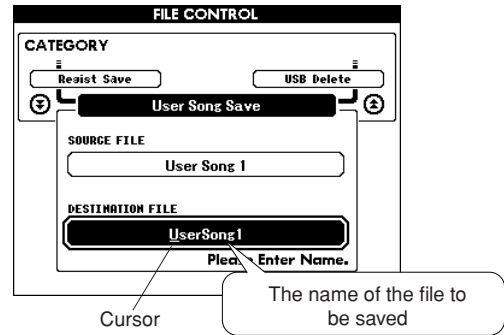
8 Press the [EXECUTE] button. The display prompts you for confirmation.

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

9 Press the [EXECUTE] button again, or the [+] button, and the save operation will begin.

The user song will be stored to the USER FILE folder in the USB flash memory.

⚠ **CAUTION**
- *Once the save-in-progress message appears on the display the operation cannot be canceled. Never turn off the power or remove the USB flash memory during this operation.*

10 A message will appear on the display to inform you that the operation has finished.

Press the [EXIT] button to return to the MAIN display.

> *NOTE*
> - *If an existing filename is specified the display prompts you for confirmation. Press [EXECUTE] or [+] if it is OK to overwrite the file, or [-] to cancel.*
> - *The amount of time it will take to perform the save operation will depend on the condition of the USB flash memory.*

Loading Files from a USB Flash Memory

User files as well as Style, Song, and Music Database files residing on a USB flash memory can be loaded into the instrument.

⚠ CAUTION

- *If you load a User File registration memory data will be overwritten by the newly loaded data. Save important data to a USB flash memory before loading data that will overwrite it.*

1 With the USB flash memory containing the file you want to load connected to the USB TO DEVICE connector, check that the File Control icon is shown in the MAIN display.

2 Press the FILE CONTROL [MENU] button.

3 Use the CATEGORY [▲] and [▼] buttons to locate the Load item.
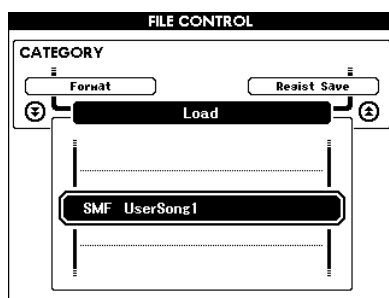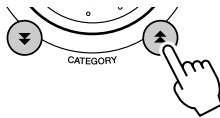
4 Use the dial to select the file you want to load.

All user files in the USB flash memory will be displayed first, followed by the style files, song files and music database files.
Files must be located in the "User Files" folder in the USB flash memory. Files located outside of that folder will not be recognized.

5 Press the [EXECUTE] button. The display prompts you for confirmation.

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

6 Press the [EXECUTE] button again, or the [+] button, and the load operation will begin.

⚠ CAUTION

- *Once the load-in-progress message appears on the display the operation cannot be canceled. Never turn off the power or remove the USB flash memory during this operation.*

7 A message will appear on the display to inform you that the operation has finished.

Press the [EXIT] button to return to the MAIN display.

Deleting Data from a USB Flash Memory

This procedure deletes User, Style, Song, and Music Database files from a USB flash memory.

1 Make sure that the USB flash memory containing the file(s) you want to delete has been properly connected to the instrument's USB TO DEVICE terminal, and that the icon is showing in the MAIN display.

2 Press the FILE CONTROL [MENU] button.

3 Use the CATEGORY [▲] and [▼] buttons to locate the USB Delete item.
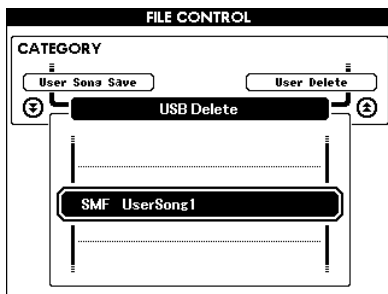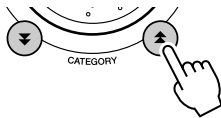
4 Use the dial to select the file you want to delete.

All User files in the USB flash memory will be displayed first, followed by the style files, song files and music database files.
Files must be located in the "User Files" folder in the USB flash memory. Files located outside of that folder will not be recognized.

5 Press the [EXECUTE] button. The display prompts you for confirmation.

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

6 Press the [EXECUTE] button again, or the [+] button, and the delete operation will begin.

⚠ CAUTION
- *Once the delete-in-progress message appears on the display the operation cannot be canceled. Never turn off the power or remove the USB flash memory during this operation.*

7 A message will appear on the display to inform you that the operation has finished.

Press the [EXIT] button to return to the MAIN display.

NOTE
- *If the USB flash memory has been write-protected, an appropriate message will appear on the display and you will not be able to execute the operation.*

Delete User Data from the Instrument

This procedure deletes the User Song as well as Style, Song, and Music Database files transferred from an external device such as a computer. This operation does not erase the preset data.

1 **Press the FILE CONTROL [MENU] button.**

2 **Use the CATEGORY [⬆] and [⬇] buttons to locate the User Delete item.**

Only "User Delete" can be selected if no USB flash memory is connected to the instrument.
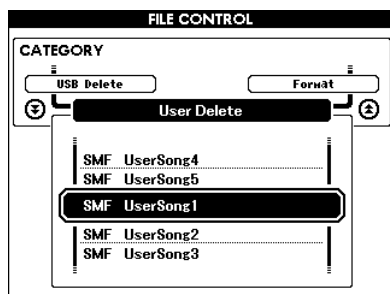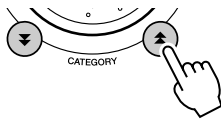
3 **Use the dial to select the file you want to delete.**

All user songs will be displayed first, followed by the song, style and music database files.

4 **Press the [EXECUTE] button. The display prompts you for confirmation.**

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

5 **Press the [EXECUTE] button again, or the [+] button, and the delete operation will begin.**

⚠ *CAUTION*

- *Once the delete-in-progress message appears on the display the operation cannot be canceled.*

6 **A message will appear on the display to inform you that the operation has finished.**

Press the [EXIT] button to return to the MAIN display.

Playing Files Located on a USB Flash Memory

IMPORTANT

- *In order to play data copied to a USB flash memory from a computer or other device, the data must be stored either in the USB flash memory's root directory or a first-level/second-level folder in the root directory.*
Data stored in third-level-folders created inside a second-level folder cannot be selected and played by this instrument.
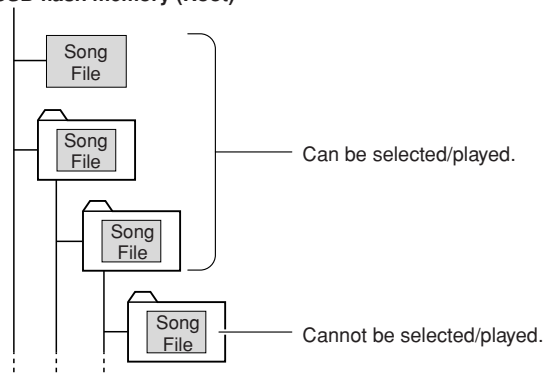
1 **Make sure that the USB flash memory containing the file you want to play has been properly connected to the instrument's USB TO DEVICE terminal, and that the icon is showing in the MAIN display.**

2 **Press the [SONG], [STYLE] or [MUSIC DATABASE] button. Files of the corresponding type will be displayed.**

3 **Use the dial to select the file you want to play.**

4 **Play the selected file in the same way the internal files are played: press the [START/STOP] button, or play on the keyboard.**

Connections

Connectors
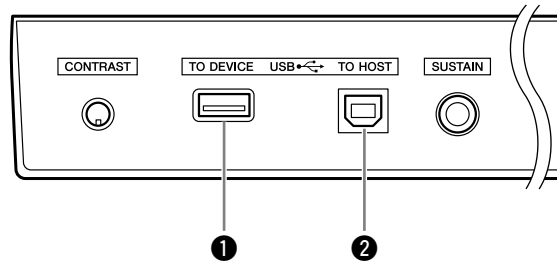
● **USB TO DEVICE terminal**

This terminal allows connection to USB storage devices. Refer to "Precautions when using the USB TO DEVICE terminal" on page 97.

❷ **USB TO HOST terminal**

This terminal allows direct connection to a personal computer. Refer to "Connecting a Personal Computer" on page 105 for more information.

Connecting a Personal Computer

The following functions become available when this instrument is connected to a computer.

- **Performance data can be transferred between the instrument and the computer (page 106).**
- **Files can be transferred between the instrument and the computer (page 108).**

The connection procedure is as follows:

1 **Install the USB-MIDI driver on your computer.**
The USB-MIDI driver is included on the CD-ROM. Installation of the USB-MIDI driver is described on pages 114–115.

2 **Connect the USB terminal of the computer to the USB terminal on the instrument using an AB type USB cable (USB cable sold separately).**

The supplied CD-ROM also includes a Musicsoft Downloader application that allows you to transfer song files from your computer to the instrument's flash memory. For instructions about how to install Musicsoft Downloader and how to transfer song files, see pages 108, 115.

Computer

Instrument

USB cable
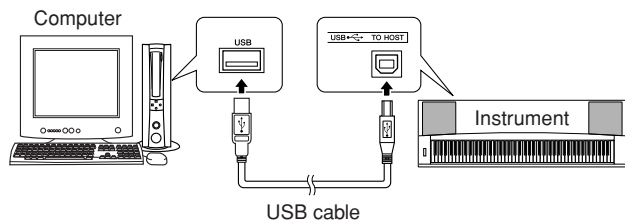
■ Precautions when using the USB TO HOST terminal

When connecting the computer to the USB TO HOST terminal, make sure to observe the following points. Failing to do so risks freezing the computer and corrupting or losing the data. If the computer or the instrument freezes, restart the application software or the computer OS, or turn the power to the instrument off then on again.

⚠ *CAUTION*
- *Use an AB type USB cable of less than about 3 meters.*
- *Before connecting the computer to the USB TO HOST terminal, exit from any power-saving mode of the computer (such as suspended, sleep, standby).*
- *Before turning on the power to the instrument, connect the computer to the USB TO HOST terminal.*
- *Execute the following before turning the power to the instrument on/off or plugging/unplugging the USB cable to/from the [USB TO HOST] terminal.*
    - *Quit any open application software on the computer.*
    - *Make sure that data is not being transmitted from the instrument. (Data is transmitted whenever you play on the keyboard or play back a song, etc.)*
- *While the computer is connected to the instrument, you should wait for six seconds or more between these operations:*
  (1) when turning the power of the instrument off then on again, or
  (2) when alternately connecting/disconnecting the USB cable.

Transferring Performance Data to and from a Computer

By connecting the instrument to a computer, the instrument's performance data can be used on the computer, and performance data from the computer can be played on the instrument.

● **When the instrument is connected with computer,**
  it transmits/receives performance data.
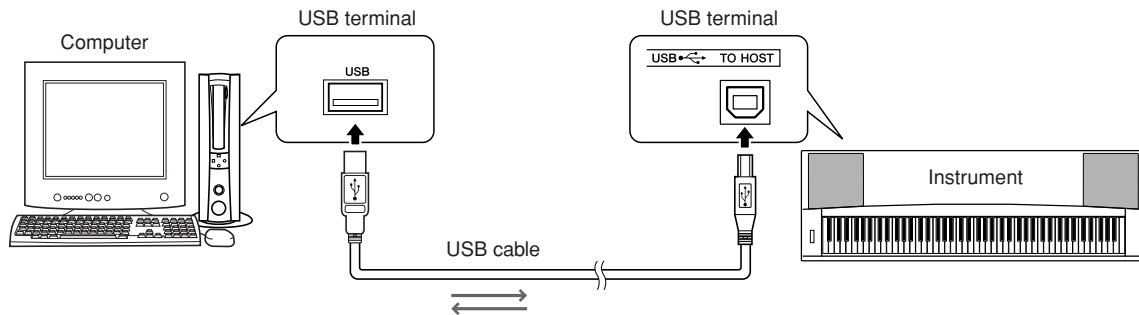
■MIDI settings ●●●

These settings pertain to performance data transmission and reception.

Item	Range/Settings	Description
Local	ON/OFF	Local control determines whether or not notes played on the instrument are sounded by its internal tone generator system: the internal tone generator is active when local control is on, and inactive when local control is off.
External Clock	ON/OFF	These settings determine whether the instrument is synchronized to its own internal clock (OFF), or to a clock signal from an external device (ON).
Keyboard Out	ON/OFF	These settings determine whether keyboard performance data of the instrument is transmitted (ON) or not (OFF).
Style Out	ON/OFF	These settings determine whether Style data is transmitted (ON) or not (OFF) during Style playback.
Song Out	ON/OFF	These settings determine whether User Song is transmitted (ON) or not (OFF) during Song playback.

⚠ *CAUTION*

• *If you can't get any sound out of the instrument, this most likely may be caused by Local Control being set to off.*

⚠ *CAUTION*

• *If External Clock is ON and no clock signal is being received from an external device, the song, style, and metronome functions will not start.*

1 **Press the [FUNCTION] button.**

FUNCTION
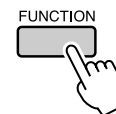
2 **Use the CATEGORY [▲] and [▼] buttons to select the item you want to change its value.**

CATEGORY
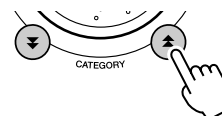
3 **Use the dial to select ON or OFF.**

■PC Mode • • • • • • • • • • • • • • • • • • •

A number of MIDI settings need to be made when you want to transfer performance data between the computer and the instrument. The PC Mode item can conveniently make multiple settings for you in one operation. Three settings are available: PC1, PC2, and OFF.

This setting is not necessary when transferring song or backup files between the computer and the instrument.

* Set the PC mode to PC2 when using Digital Music Notebook.

	PC1	PC2*	OFF
Local	OFF	OFF	ON
External Clock	ON	OFF	OFF
Song Out	OFF	OFF	OFF
Style Out	OFF	OFF	OFF
Keyboard Out	OFF	ON	ON

1 Press and hold the [DEMO] button for longer than a second so that the PC Mode item appears.
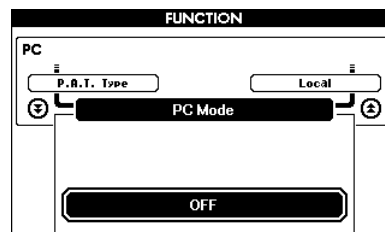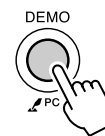
2 Use the dial to select PC1, PC2, or OFF.

> NOTE
> • When the PC2 setting is selected the instrument's style, song, demo, song recording, and lesson features cannot be used.

> NOTE
> • You can also access the PC Mode item by first pressing the [FUNCTION] button and then using the CATEGORY [▲] and [▼] buttons to locate it (page 92).

Remote Control of MIDI Devices

You can also use this instrument as a remote control device for the Digital Music Notebook application on your computer (via the USB connection)—controlling playback, stop and transport functions from the panel.

■Remote control keys • • • • • • • • • •

To use the remote control functions, simultaneously hold down the lowest two keys on the keyboard (A-1 and A♯-1) and press the appropriate key (shown below).
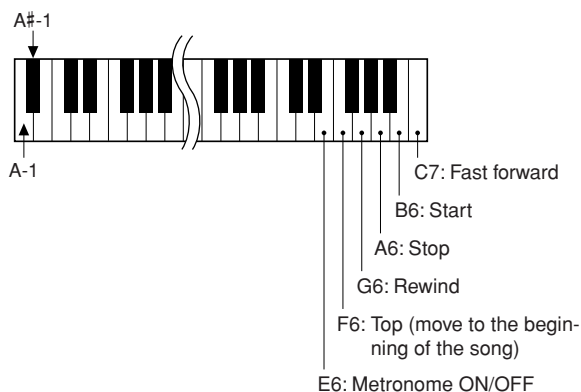
> NOTE
> • Remote control of MIDI devices will function independently of the PC2 mode.

A♯-1

A-1

C7: Fast forward

B6: Start

A6: Stop

G6: Rewind

F6: Top (move to the beginning of the song)

E6: Metronome ON/OFF

Initial Send

This function lets you send the panel setup data to a computer. Before you record performance data to a sequencer application running on your computer, it is a good idea to first send and record the panel setup data before the actual performance data.

1 **Press the [FUNCTION] button.**

FUNCTION
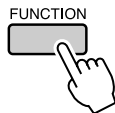
2 **Use the CATEGORY [▲] and [▼] buttons to select the Initial Send item.**

CATEGORY
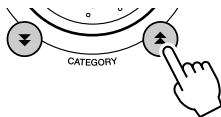
3 **Press [+/YES] to send, or press [-/NO] to cancel.**

NO   YES
−   0   +
◄   ►   DELETE
RESET
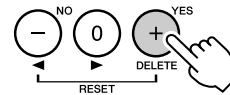
Transferring Data Between the Computer and Instrument

Songs, styles, or Music Database files residing on a computer or the supplied CD-ROM, can be transferred to the instrument. Backup file can also be transferred from the instrument to the computer and back.
In order to transfer files between your computer and the instrument you will need to install the Musicsoft Downloader application and the USB-MIDI Driver included on the Accessory CD-ROM on your computer. Refer to the Accessory CD-ROM Installation Guide on page 111 for installation details.

● **Data that can be transferred from a computer to this instrument.**

• Data Capacity: 1895KB
    502 files total for the Song, Style and Music Database.
• Data Format
    Song: .mid SMF format 0/1
    Style: .sty
    Music Database: .mfd
    Backup File: 08PG88G.bup

● **What is SMF (Standard MIDI File)?**
The SMF (Standard MIDI File) format is one of the most common and widely compatible sequence formats used for storing sequence data. There are two variations: Format 0 and Format 1. A large number of MIDI devices are compatible with SMF Format 0, and most commercially available MIDI sequence data is provided in SMF Format 0.

■With the Musicsoft Downloader You Can. ●●●●●●●●●

● Transfer files from the computer to the instrument's flash memory.

⇒ **refer to the procedure described on page 109.**
    The procedure for transferring songs included on the Accessory CD-ROM from your computer to the instrument is given as an example.

● Backup file can be transferred from the instrument to a computer and back.

⇒ **refer to the procedure described on page 110.**

Use the Musicsoft Downloader application with Internet Explorer 5.5 or higher.

■Use Musicsoft Downloader To Transfer Songs From the Accessory CD-ROM To the Instrument's flash memory•••••

NOTE
• *If a song or style is being played, stop playback before proceeding.*

1 **Install the Musicsoft Downloader and USB-MIDI driver to your computer, then connect the computer and the instrument (page 113).**

2 **Insert the included CD-ROM into the CD-ROM drive.**

A start window will appear automatically.

3 **Double-click the Musicsoft Downloader shortcut icon that is created on the desktop.**

This will launch the Musicsoft Downloader application and the main window will appear.

NOTE
• *The instrument cannot be operated while the Musicsoft Downloader is running.*

4 **Click the "Add File" button and the Add File window will appear.**

5 **Click the button to the right of "Look in" and select the CD-ROM drive from the drop-down menu that appears. Double-click the "SampleData" Folder on the window. Select the file from the "Song-Data" Folder you want to transfer to the instrument, and click "Open".**

❶ Click the CD-ROM drive
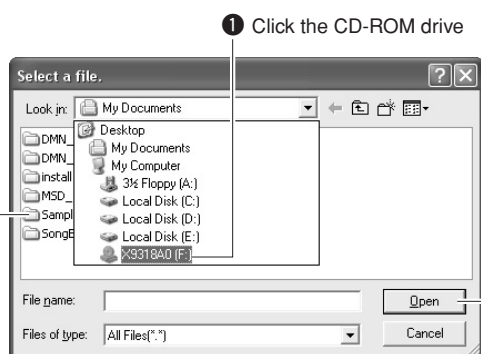
❷ Double-click "SampleData" Folder → "Song-Data" Folder, and click a song file.   ❸ Click "Open"

At this point you can select a Style or Music Database file on the computer or CD-ROM and transfer it to the instrument in the same way as a song file.

6 **A copy of the selected MIDI song file will appear in the "List of files stored temporarily" at the top of the window.**

The memory medium will also be displayed at the bottom of the window to specify the destination for the transfer. Click "Instrument", and then "Flash memory".

❶ Click the "Electronic Musical Instruments", and then "Flash Memory"

7 **After selecting the file in the "List of files stored temporarily", click the downward [Move] button and a confirmation message will appear. Click [OK] and the song will be transferred from the "List of files stored temporarily" to the instrument's memory.**

NOTE
• *Files transferred to a USB flash memory root directory using the Musicsoft Downloader—any location outside the USER FILES folder on the USB flash memory device—cannot be deleted via the instrument's file control display. Use the Musicsoft Downloader delete button to delete such files.*

8 **Close the window to end the Musicsoft Downloader.**

9 **To playback a song stored in flash memory, press the [SONG] button. Use the dial to select the song you want to play, then press the [START/STOP] button to start playback.**

⚠ *CAUTION*
• *Do not unplug the USB cable during a data transfer. Not only will the data not be transferred and saved, but operation of the memory media may become unstable and its contents may disappear completely when the power is turned on or off.*

⚠ *CAUTION*
• *Store data can be lost due to equipment malfunction or improper operation. For safety we recommend that you keep a copy of all important data stored on your computer.*

● **To Use transferred Songs For Lessons...**

In order to use songs (only SMF format 0 and 1) transferred from a computer for lessons it is necessary to specify which channels are to be played back as the right-hand and left-hand parts.

1 Press the [SONG] button and select the song (036–) residing in flash memory for which you want to set the guide track.

2 Press the [FUNCTION] button.

3 Use the CATEGORY [⬆] and [⬇] buttons to select the R-Part or L-Part item.

4 Use the dial to select the channel you want to play back as the specified right- or left-hand part.

We recommend that you select channel 1 for the right-hand part and channel 2 for the left-hand part.

■Transfer a Backup file from the instrument to a computer ●●●

You can use the Musicsoft Downloader to transfer "Backup" files containing Registration Memory and FUNCTION settings (page 65) to a computer. If you click "Electronic Musical Instruments" in the Musicsoft Downloader display, and then "System Drive", a file named "08PG88G.bup" will appear in the lower right corner of the Musicsoft Downloader display. This is the backup file. For details about how to transfer backup files using the Musicsoft Downloader application, refer to the Online help "Transferring Data Between the Computer and Instrument (for unprotected data)" in the application.

NOTE
• Preset Song data cannot be transmitted from the instrument.

⚠ *CAUTION*
• *The backup file is transmitted/received as a single file. As a result, all registration memory data will be overwritten every time you transmit or receive. Keep this in mind when transferring data.*

⚠ *CAUTION*
• *Do not rename the backup file on the computer. If you do so it will not be recognized when transferred to the instrument.*

Accessory CD-ROM Installation Guide

Important Notices about the CD-ROM

● Data Types
This CD-ROM includes application software. Please refer to page 113 for software installation instructions.

⚠ *CAUTION*
- *Do not attempt to play this CD-ROM on any playback device other than a computer. The resulting high-volume noise may cause hearing damage or damage to the playback device.*

● Operating System (OS)
The applications in this CD-ROM are provided in versions for Windows operating systems.

CD-ROM Contents

	Folder Name		Application / Data Name	Contents
❶	MSD_		Musicsoft Downloader	This application can be used to download MIDI song data from the Internet and transfer it from the computer to the instrument's memory.
❷	DMN_		Digital Music Notebook	Digital Music Notebook is a combination music learning program and online service that makes it easy and fun to practice and master your favorite songs. You can experience Digital Music Notebook functions with the demo song after installing Digital Music Notebook.
	DMN_FlashDemo		Digital Music Notebook Flash Demo	Full motion demo software which introduces all features of the Digital Music Notebook.
❸	SongBook		Song Book	Includes score data for the 30 internal songs provided on the instrument as well as 70 MIDI songs provided on the CD-ROM. The exceptions are songs 1–11, 16, 20 and song 30 which is copyrighted. The scores for songs 9–11 are provided in this manual beginning on page 122.
❹	USBdrv2k_		USB-MIDI Driver (Windows 2000/XP)	This driver software is necessary to connect MIDI devices to your computer via USB.
	USBdrvVista_		USB-MIDI Driver (Windows Vista/XP x64)	
	SampleData	SongData	MIDI 70 songs	These songs, styles, or music database can be transferred to the instrument and played or used with the instrument functions.
		StyleData	5 style files	
		MDB	5 music database files	

In order to view PDF scores, you will need to install Adobe Reader in your computer.
You can download the Adobe Reader. Please check the following URL: http://www.adobe.com/

■Using the CD-ROM ••••••••••

Please read the Software License Agreement on page 147 before opening the CD-ROM package.

1 **Check the system requirements to make sure that the software will run on your computer.**

2 **Insert the included CD-ROM into the CD-ROM drive.**

The start window should appear automatically.

3 **Install the USB-MIDI driver to the computer.**

Refer to "Installing the USB-MIDI Driver" on page 113 for installation and setup instructions.

4 **Connect the instrument to the computer.**

The connection procedure is described on page 105.

5 **Install the software.**

Musicsoft Downloader:
See page 115.

6 **Launch the software.**

For further software operation refer to the online help supplied with the software.

Refer to the "Troubleshooting" on page 116 when you have trouble with installing the driver.

System Requirements

Application/Data	OS	CPU	Memory	Hard Disk	Display
Musicsoft Downloader	Windows 2000/XP Home Edition/XP Professional/Vista * Only 32-bit is supported.	233 MHz or higher; Intel® Pentium®/Celeron® Processor family (500 MHz or higher is recommended)	64 MB or more (256 MB or more is recommended)	at least 128 MB of free space (at least 512 MB of free space is recommended)	800 x 600 HighColor (16-bit)
USB Driver for Windows 2000/XP	Windows 2000/XP Home Edition/XP Professional	166 MHz or higher; Intel® Pentium®/Celeron® Processor family	32 MB or more (64 MB or more is recommended)	at least 3 MB of free space	—
USB Driver for Windows Vista/XP x64	Windows Vista/XP Professional x64 Edition	800 MHz or higher; Intel® Pentium® /Celeron® Processor family or Intel® 64 compatible processor	512 MB or more	at least 3 MB of free space	—
Digital Music Notebook	Windows XP Home/Professional Edition, Service Pack 1a (SP1a) more/Windows Vista * Only 32-bit is supported.	400 MHz or higher processor clock speed (Intel® Pentium®/Celeron® Processor family, or compatible processor recommended)	128 MB or more (256 MB or more is recommended)	at least 150 MB of free space	1024 x 768 HighColor (16-bit)
Digital Music Notebook (Requirements for playing content with video included.)	Windows 2000/XP Home Edition/XP Professional/Vista * Only 32-bit is supported.	1 GHz or higher; Intel® Pentium®/Celeron® Processor family (1.4 GHz or more is recommended)	256 MB or more		

Software Installation

● **Uninstall** (**Removing the Software**)

Installed software can be removed from your computer as follows:
From the Windows Start menu select Start → Settings → Control panel → Add or Remove Applications → Install and Uninstall. Select the item you want to remove and click [Add or Remove]. Follow the on-screen instructions to remove the selected software.

NOTE
• The actual names of the menu items and buttons will depend on the OS version you are using.

■Installing the USB-MIDI Driver●●●●

In order to be able to communicate with and use MIDI devices connected to your computer, the appropriate driver software must be properly installed on your computer.
The USB-MIDI driver allows sequence software and similar applications on your computer to transmit and receive MIDI data to and from MIDI devices via a USB cable.
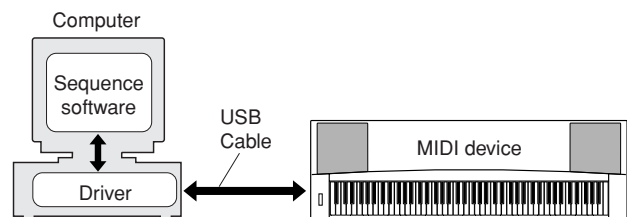
Computer

Sequence software

Driver

USB Cable

MIDI device

Check the drive name of the CD-ROM drive you will be using (D:, E:, Q: etc.) The drive name is displayed beside the CD-ROM icon in your "My Computer" folder. The root directory of the CD-ROM drive will be D:\ , E:\ , or Q:\ , respectively.

Installing the driver on Windows 2000

1 Start the computer and use the "Administrator" account to log on to Windows 2000.

2 Select [My Computer] → [Control Panel] → [System] → [Hardware] → [Driver Signing] → [File Signature Verification], and check the radio button to the left of "Ignore—Install all files, regardless of file signature" and click [OK].

3 Insert the supplied CD-ROM into the CD-ROM drive. A start window will appear automatically.

4 First, make sure the POWER switch on the MIDI device is set to OFF, then use a USB cable to connect the MIDI device to the computer. After making the connections, turn on the power of the MIDI device. The system automatically launches the Found New Hardware Wizard. Click [Next]. (Some computers may take a while to display the Wizard window.)

Otherwise, refer to "Troubleshooting" in the "Accessory CD-ROM Installation Guide" section of the Owner's Manual.

5 Select the radio button for "Search for a suitable driver for my device [recommended]", then click [Next].

6 Check the "CD-ROM drives" check box, deselect all other check boxes, then click [Next].

> **NOTE**
> • If the system prompts you to insert the Windows CD-ROM during detection of the drivers, point to the "USBdrv2k_" folder (e.g., D:\USBdrv2k_) and continue the installation.

7 Deselect the "Install one of the other drivers", then click [Next].

> **NOTE**
> • If the Wizard panel informs you that "The software you are about to install does not contain a Microsoft digital signature", click [Yes].

8 When the installation is complete, the Wizard displays "Completing the Found New Hardware Wizard".

Click [Finish]. (Some computers may take a while to display the Wizard window.)

9 Restart the computer.

The USB-MIDI driver installation is complete.

Installing the driver on Windows XP

1 Start the computer and use the "Administrator" account to log on to Windows XP.

2 Select [Start] → [Control Panel]. If the control panel appears as "Pick a category", click "Switch to Classic View" in the upper left of the window. All control panels and icons will be displayed.

3 Go to [System] → [Hardware] → [Driver Signing Options] and check the radio button to the left of "Ignore" and click [OK].

4 Click the [OK] button to close System Properties, and then click "X" in the upper right of the window to close the Control Panel.

5 Insert the supplied CD-ROM into the CD-ROM drive. A start window will appear automatically.

6 First, make sure the POWER switch on the MIDI device is set to OFF, then use a USB cable to connect the MIDI device to the computer. After making the connections, turn on the power of the MIDI device. The system launches the Found New Hardware Wizard automatically. Otherwise, refer to "Troubleshooting" in the "Accessory CD-ROM Installation Guide" section of the Owner's Manual. If the system displays "Found New Hardware" in the lower right corner, wait until Wizard windows is displayed. (Some computers may take a while to display the window.)

If the Wizard window prompts you to specify whether or not to connect to Windows Update, select the radio button for "No, not this time", then click [Next].

7 Select the radio button for "Install the software automatically (recommended)", then click [Next].

> **NOTE**
> • If during the installation the system displays "...has not passed Windows Logo testing to verify its compatibility with Windows XP", click [Continue Anyway].

8 When the installation is complete, the Wizard displays "Completing the Found New Hardware Wizard".

Click [Finish]. (Some computers may take a while to display the Wizard window.)

9 Restart the computer.

If the system displays "Found New Hardware" in the lower right corner, wait until the Wizard window is displayed. (Some computers may take a while to display the Wizard window.)

The USB-MIDI driver installation is complete.

10 When using Windows XP Professional x64 Edition, the Support Module must be installed.

After installing the USB-MIDI drivers for all the connected USB devices, select "My Computer" from the Start menu. Right-click the CD-ROM icon and select "Open" from the pop-up menu. Select "USBdrvVista_" → "XPx64SupportModule" → "Setup.exe" and launch "Setup.exe." Follow the onscreen directions.

Installing the driver in Windows Vista

1 Start the computer and use the "Administrator" account to log on to Windows Vista.

2 Insert the included CD-ROM into the CD-ROM drive. A start window will appear automatically.

3 First, make sure the POWER switch on the MIDI device is set to OFF, then use a USB cable to connect the MIDI device to the computer. After making the connections, turn on the power of the MIDI device. The system automatically launches the "Found New Hardware" window. Click "Locate and install driver software (recommended)".

Otherwise, refer to "Troubleshooting" in the "Accessory CD-ROM Installation Guide" section of the Owner's Manual. (Some computers may take a while to display the window.).

4 If a message allowing Windows to search online for driver software appears, click "Don't search online."

5 If a message prompting you to insert the disk that came with your device appears, click [Next].

The system starts the installation.

6 When the installation is complete, the system displays the message "The software for this device has been successfully installed." Click [Close].

(Some computers may take a while to display the window.)

The USB-MIDI driver installation is complete.

■Installing the Musicsoft Downloader and Digital Music Notebook Applications...

1 Insert the Accessory CD-ROM into your computer's CD-ROM drive. The start window will appear automatically showing software applications.

2 Click [Musicsoft Downloader] or [Digital Music Notebook].

3 Click the [install] button, and follow the on-screen instructions to install the software.

For Digital Music Notebook operating instructions see the help menu: launch the Digital Music Notebook application and click "Help".

For Musicsoft Downloader operating instructions see the Help menu: launch the Musicsoft Downloader application and click "Help".

* You can obtain the latest version of the Musicsoft Downloader at the following Internet URL.

http://music.yamaha.com/download/

■Troubleshooting

The driver cannot be installed.

• **Is the USB cable connected correctly?**
Check the USB cable connection. Disconnect the USB cable, then connect it again.

• **Is the USB function enabled on your computer?**
When you connect the instrument to the computer for the first time, if the "Add New Hardware Wizard" does not appear, the USB function on the computer may be disabled. Perform the following steps.

1 **Select [Control Panel]* ➔ [System] ➔ [Hardware] ➔ [Device Manager] (for Windows 2000/XP), or select [Control Panel] ➔ [Device Manager] (for Windows Vista).**
* Classic View only in Windows XP.

2 **Make sure that no "!" or "x" marks appear at "Universal serial bus controller" or "USB Root Hub". If you see an "!" or "x" mark, the USB controller is disabled.**

• **Is any unknown device registered?**
If driver installation fails, the instrument will be marked as an "Unknown device", and you will not be able to install the driver. Delete the "Unknown device" by following the steps below.

1 **Select [Control Panel]* ➔ [System] ➔ [Hardware] ➔ [Device Manager] (for Windows 2000/XP), or select [Control Panel] ➔ [Device Manager] (for Windows Vista).**
* Classic View only in Windows XP.

2 **Look for "Other devices" in the menu "View devices by type".**

3 **If you find "Other devices", double-click it to extend the tree to look for "Unknown device". If one appears, select it and click the [Remove] button.**

4 **Remove the USB cable from the instrument, and make the connection again.**

5 **Install the driver again.**
• **Windows 2000 users..... see page 114**
• **Windows XP users........ see page 114**
• **Windows Vista users .... see page 115**

When controlling the instrument from your computer via USB, the instrument does not operate correctly or no sound is heard.

• **Did you install the driver? (page 113)**

• **Is the USB cable connected correctly?**

• **Are the volume settings of the instrument, playback device, and application program set to the appropriate levels?**

• **Have you selected an appropriate port in the sequence software?**

• **Are you using the latest USB-MIDI driver? The latest driver can be downloaded from the following web site.**
http://music.yamaha.com/download/

Playback response is delayed.

• **Does your computer satisfy the system requirements?**

• **Is any other application or device driver running?**

Cannot suspend or resume the computer correctly.

• **Do not suspend the computer while the MIDI application is running.**
You may not be able to suspend/resume normally, depending on the particular environment (USB Host Controller, etc.). Even so, simply disconnecting and connecting the USB cable will allow you to use the instrument functions again.

How can I remove the driver?

[Windows 2000/XP/Vista]

1 **Start the computer and use the "Adminis-trator" account to log on Windows.**
Close all applications and windows that are open.

2 **Insert the included CD-ROM into the CD-ROM drive.**

3 **Select "My Computer" from the Start menu.**

4 **Right-click the CD-ROM icon and select "Open" from the pop-up menu.**

5 **Select "USBdrvVista_" or "USBdrv2k_" folder → "uninstall" folder → "uninstall.exe" file and launch "uninstall.exe." file.**
Follow the on-screen instructions to uninstall the driver.

> *NOTE*
> • When using a 64-bit OS, click "uninstall_x64.exe." from "USBdrvVista_" folder.

> *NOTE*
> • If the "User Account Control" window appears, click [Continue].

6 **A message asking you to restart your computer in order to complete the uninstall procedure will appear.**
Driver removal will be complete when you have restarted your computer.

♪ Troubleshooting

■ For the Instrument

Problem	Possible Cause and Solution
When the instrument is turned on or off, a popping sound is temporarily produced.	This is normal and indicates that the instrument is receiving electrical power.
When using a mobile phone, noise is produced.	Using a mobile phone in close proximity to the instrument may produce interference. To prevent this, turn off the mobile phone or use it further away from the instrument.
There is no sound even when the keyboard is played or when a song or style is being played back.	Check that nothing is connected to the PHONES/OUTPUT jack on the rear panel. When a set of headphones is plugged into this jack, no sound is output.
	Check the Local Control on/off. (See page 106.)
	Is the FILE CONTROL display showing? The instrument's keyboard, etc., will not produce any sound while the FILE CONTROL display is showing. Press the [EXIT] button to return to the MAIN display.
Playing keys in the right hand area of the keyboard does not produce any sound.	When using the Dictionary function (page 87), the keys in the right hand area are used only for entering the chord root and type.
The style or song does not play back when the [START/STOP] button is pressed.	Is External Clock set to ON? Make sure External Clock is set to OFF; refer to "External Clock" on page 106.
The style does not sound properly.	Make sure that the Style Volume (page 93) is set to an appropriate level.
	Is the split point set at an appropriate key for the chords you are playing? Set the split point at an appropriate key (page 82). Is the "ACMP" indicator showing in the display? If it is not showing press the [ACMP ON/OFF] button so that it does show.
No rhythm accompaniment plays when the [START/STOP] button is pressed after selecting style number 131 or a style between 143–160 (Pianist).	This is not a malfunction. Style number 131 and style numbers 143–160 (Pianist) have no rhythm parts, so no rhythm will play. The other parts will begin playing when you play a chord in the accompaniment range of the keyboard if style playback is turned on.
Not all of the voices seem to sound, or the sound seems to be cut off.	The instrument is polyphonic up to a maximum of 64 notes. If the Dual voice or Split voice is being used and a style or song is playing back at the same time, some notes/sounds may be omitted (or "stolen") from the accompaniment or song.
The footswitch (for sustain) seems to produce the opposite effect. For example, pressing the footswitch cuts off the sound and releasing it sustains the sounds.	The polarity of the footswitch is reversed. Make sure that the footswitch plug is properly connected to the SUSTAIN jack before turning on the power.
The sound of the voice changes from note to note.	This is normal. The AWM tone generation method uses multiple recordings (samples) of an instrument across the range of the keyboard; thus, the actual sound of the voice may be slightly different from note to note.
The Demo display is shown in Japanese, and/or there are Japanese characters in the display messages.	Make sure the Language setting in the FUNCTION display is set to English. (See page 18)

Problem	Possible Cause and Solution
The appropriate display does not appear when the [SONG], [EASY SONG ARRANGER], [STYLE], or [VOICE] button is pressed.	Is another display showing? Try pressing the [EXIT] button to return to the MAIN display, and then pressing one of the mentioned buttons.
The wrong notes sound when the keyboard is played.	Perhaps the performance assistant technology is turned on. Press the [PERFORMANCE ASSISTANT] button to turn it off.
The ACMP indicator does not appear when the [ACMP ON/OFF] button is pressed.	Is the [STYLE] button lit? Always press the [STYLE] button first when you are going to use any style-related function.
There is no harmony sound.	The harmony effects (01–26) behave differently according to their type. Types 01–10, 13 function when style playback is on, chords are played in the accompaniment range of the keyboard, and a melody is played in the right-hand range. Types 15–26 will function whether style playback is on or off. For types 23–26 you need to play two notes at the same time.
The "OverCurrent" message is shown in the upper area of the MAIN display and the USB device does not respond.	Communication with the USB device has been shut down because of the overcurrent to the USB device. Disconnect the device from the USB TO DEVICE terminal, then turn on the power of the instrument.

♫ Messages

LCD Message	Comment
Access error!	Indicates the failure in reading or writing from/to the media or the flash memory.
All Memory Clearing...	Displayed while erasing all data in the flash memory. Never turn the power off during data transmission.
Are you sure?	Confirms whether Song Clear or Track Clear is executed or not.
Backup Clearing...	Displayed while clearing the back-up data in the flash memory.
Cancel	Displayed when the transmission of Initial Send is cancelled.
Can't clear TrackA.	Displayed when a track clear error occurs.
Clearing...	Displayed while executing Song Clear or Track Clear of the user songs.
Com Mode	Displayed when the Musicsoft Downloader is started on the PC connected to the keyboard. This will not be displayed while the instrument is played back.
Completed	Indicates the specified job completion such as data saving and transmission.
Create Directory	Displayed while creating a folder in the Musicsoft Downloader application.
Data Error!	Displayed when the user song contains illegal data.
Delete File	Displayed while deleting a file in the Musicsoft Downloader.
Delete OK ?	Confirms whether the Delete job is executed or not.
Delete Directory	Displayed while deleting a folder in the Musicsoft Downloader.
Deleting...	Displayed while the delete function is engaged.
End	Displayed when the transmission of Initial Send has been completed.
Error!	Displayed when writing has failed.
Exit.	Displayed when the record standby mode is exited because an inappropriate style has been selected during style record standby.
"File information area is not large enough."	Indicates that saving data in the media cannot be executed since the total number of files have become too many.
File is not found.	Indicates there is no file.
"File too large. Loading is impossible."	Indicates that loading data cannot be executed since the file data is too large.
Flash Clearing...	Displayed while clearing the song or style data transmitted to the internal flash memory.
Format OK ? [EXECUTE]	Confirms whether formatting the media is executed or not.
Formatting...	Displayed while formatting.
Load OK ?	Confirms whether loading is executed or not.
Loading...	Displayed while loading data.
Media is not inserted.	Displayed when accessing the media while it is not inserted.
Media capacity is full.	Displayed when saving data cannot be executed since the media memory becomes full.
Memory Full	Displayed when the internal memory becomes full during song recording.
"MIDI receive buffer overflow."	Displayed when too much MIDI data was received at one time and failed to proceed.
Move File	Displayed while moving a file in the Musicsoft Downloader.
"Now Writing... (Don't turn off the power now, otherwise the data may be damaged.)"	Displayed while writing data in the memory. Never turn the power off while writing. Doing so may result in data loss.

LCD Message	Comment
OverCurrent	Communication with the USB device has been shut down because of the overcurrent to the USB device. Disconnect the device from the USB TO DEVICE terminal, then turn on the power of the instrument.
Overwrite ?	Confirms whether overwriting is executed or not.
Please Wait...	Displayed when executing the jobs that take some time, such as displaying scores and lyrics, or stopping recording.
Rename File	Displayed while rewriting the file name in the Musicsoft Downloader.
Save OK ?	Confirms whether saving is executed or not.
Saved data is not found.	Displayed when the data to be saved doesn't exist.
Saving...	Displayed while saving data in the memory. Never turn the power off while saving. Doing so may result in data loss.
Send OK?	Confirms whether the data transmission is executed or not.
Sending...	Displayed while transmitting data.
"Since the media is in use now, this function is not available."	Indicates that the file control function is currently unavailable since the media is being accessed.
Style data is too large to load.	Indicates that style data cannot be loaded since the style data is too large.
Sure ? [YES/NO]	Reconfirms whether each operation is executed or not.
"The limit of the media has been reached."	Indicates that saving data cannot be executed since the folder/directory structure has become too complicated.
The media is not formatted.	Indicates the inserted media has not been formatted.
"The media is write-protected."	Indicates that the inserted media cannot be written since it is write-protected. Set to the write-protect switch to the "overwrite" position before use.
"The song data is too large to be converted to notation."	Indicates that the score cannot be displayed since the song data is too large.
There are too many files.	Indicates that saving data cannot be executed since the total number of files exceeds the capacity.
"This function is not available now."	Indicates the designated function is not available since the instrument is executing another job.
[nnn] "file name"	Indicates the file name of the currently transmitting. "nnn" indicates the receiving block.

NOTE

• Not all the messages are listed in the table: the messages necessary to be explained only.

Scores

This demo is an example of how the Easy Song Arranger can be used to change styles throughout a piece.

Song No. 9 ♩ =123

(Function Demo for Easy Song Arranger)

Hallelujah Chorus

This score is provided with the intent that the pitch will be corrected by the performance assistant technology feature. If you play the "Play These Notes" part using the performance assistant technology feature, the part will be corrected and played so that it matches the backing part.

| Song No. | 10 | ♩=61 | (Function Demo for performance assistant technology) |

Ave Maria

This score is provided with the intent that the pitch will be corrected by the performance assistant technology feature. If you play the "Play These Notes" part using the performance assistant technology feature, the part will be corrected and played so that it matches the backing part.

Song No.   11   ♩=108   (Function Demo for performance assistant technology)

Nocturne op.9-2

Voice List

■ Maximum Polyphony ● ● ● ● ● ● ● ● ● ● ● ● ● ● ● ● ● ● ●

The instrument has 64-note maximum polyphony. This means that it can play a maximum of up to 64 notes at once, regardless of what functions are used. Auto accompaniment uses a number of the available notes, so when auto accompaniment is used the total number of available notes for playing on the keyboard is correspondingly reduced. The same applies to the Split Voice and Song functions. If the maximum polyphony is exceeded, earlier played notes will be cut off and the most recent notes have priority (last note priority).

● Panel Voice List

Voice No.	Bank Select MSB (0–127)	Bank Select LSB (0–127)	MIDI Program Change# (1–128)	Voice Name
PIANO				
001	000	113	001	Live! Grand Piano
002	000	114	001	Live! Warm Grand Piano
003	000	112	001	Grand Piano
004	000	112	002	Bright Piano
005	000	112	007	Harpsichord
006	000	112	004	Honky-tonk Piano
007	000	112	003	MIDI Grand Piano
008	000	113	003	CP 80
E.PIANO				
009	000	114	005	Cool! Galaxy Electric Piano
010	000	118	005	Cool! Suitcase Electric Piano
011	000	119	005	Cool! Electric Piano
012	000	120	005	Phase Electric Piano
013	000	113	006	Hyper Tines
014	000	112	005	Funky Electric Piano
015	000	112	006	DX Modern Electric Piano
016	000	114	006	Venus Electric Piano
017	000	113	005	Tremolo Electric Piano
018	000	114	008	E.Clavichord
019	000	112	008	Clavi
020	000	113	008	WahClavi
ORGAN				
021	000	118	019	Cool! Organ
022	000	117	019	Cool! Rotor Organ
023	000	112	017	Jazz Organ 1
024	000	113	017	Jazz Organ 2
025	000	112	019	Rock Organ
026	000	114	019	Purple Organ
027	000	112	018	Click Organ
028	000	116	017	Bright Organ
029	000	127	019	Theater Organ
030	000	121	020	16'+2' Organ
031	000	120	020	16'+4' Organ
032	000	113	020	Chapel Organ
033	000	112	020	Church Organ
034	000	112	021	Reed Organ
ACCORDION				
035	000	112	022	Musette Accordion
036	000	113	022	Traditional Accordion
037	000	113	024	Bandoneon
038	000	113	023	Modern Harp
039	000	112	023	Harmonica
GUITAR				
040	000	112	025	Classical Guitar
041	000	112	026	Folk Guitar
042	000	112	027	Jazz Guitar
043	000	117	028	60's Clean Guitar
044	000	113	026	12Strings Guitar
045	000	112	028	Clean Guitar
046	000	113	027	Octave Guitar
047	000	112	029	Muted Guitar
048	000	112	030	Overdriven Guitar
049	000	112	031	Distortion Guitar

Voice No.	Bank Select MSB (0–127)	Bank Select LSB (0–127)	MIDI Program Change# (1–128)	Voice Name
BASS				
050	000	112	034	Finger Bass
051	000	112	033	Acoustic Bass
052	000	112	035	Pick Bass
053	000	112	036	Fretless Bass
054	000	112	037	Slap Bass
055	000	112	039	Synth Bass
056	000	113	039	Hi-Q Bass
057	000	113	040	Dance Bass
STRINGS				
058	000	116	050	Live! Orchestra
059	000	112	049	String Ensemble
060	000	112	050	Chamber Strings
061	000	113	050	Slow Strings
062	000	112	045	Tremolo Strings
063	000	112	051	Synth Strings
064	000	112	046	Pizzicato Strings
065	000	112	041	Violin
066	000	112	043	Cello
067	000	112	044	Contrabass
068	000	112	047	Harp
069	000	112	106	Banjo
070	000	112	056	Orchestra Hit
CHOIR				
071	000	112	053	Choir
072	000	113	053	Vocal Ensemble
073	000	112	055	Air Choir
074	000	112	054	Vox Humana
SAXOPHONE				
075	000	117	067	Sweet! Tenor Sax
076	000	113	065	Sweet! Soprano Sax
077	000	114	072	Sweet! Clarinet
078	000	118	067	Growl Sax
079	000	112	067	Tenor Sax
080	000	112	066	Alto Sax
081	000	112	065	Soprano Sax
082	000	112	068	Baritone Sax
083	000	114	067	Breathy Tenor Sax
084	000	112	072	Clarinet
085	000	112	069	Oboe
086	000	112	070	English Horn
087	000	112	071	Bassoon
TRUMPET				
088	000	115	057	Sweet! Trumpet
089	000	117	058	Sweet! Trombone
090	000	114	060	Sweet! Muted Trumpet
091	000	112	057	Trumpet
092	000	112	058	Trombone
093	000	113	058	Trombone Section
094	000	112	060	Muted Trumpet
095	000	112	061	French Horn
096	000	112	059	Tuba
BRASS				
097	000	112	062	Brass Section

Voice No.	Bank Select MSB (0–127)	LSB (0–127)	MIDI Program Change# (1–128)	Voice Name
098	000	113	062	Big Band Brass
099	000	113	063	80's Brass
100	000	119	062	Mellow Horns
101	000	114	063	Techno Brass
102	000	112	063	Synth Brass
FLUTE				
103	000	114	074	Sweet! Flute
104	000	113	076	Sweet! Pan Flute
105	000	112	074	Flute
106	000	112	073	Piccolo
107	000	112	076	Pan Flute
108	000	112	075	Recorder
109	000	112	080	Ocarina
SYNTH LEAD				
110	000	112	081	Square Lead
111	000	112	082	Sawtooth Lead
112	000	115	082	Analogon
113	000	119	082	Fargo
114	000	112	099	Star Dust
115	000	112	086	Voice Lead
116	000	112	101	Brightness
SYNTH PAD				
117	000	118	089	SweetHeaven
118	000	112	092	Xenon Pad
119	000	112	095	Equinox
120	000	112	089	Fantasia
121	000	113	090	Dark Moon
122	000	113	101	Bell Pad
PERCUSSION				
123	000	112	012	Vibraphone
124	000	112	013	Marimba
125	000	112	014	Xylophone
126	000	112	115	Steel Drums
127	000	112	009	Celesta
128	000	112	011	Music Box
129	000	112	015	Tubular Bells
130	000	112	048	Timpani
DRUM KITS				
131	127	000	001	Standard Kit 1
132	127	000	002	Standard Kit 2
133	127	000	009	Room Kit
134	127	000	017	Rock Kit
135	127	000	025	Electronic Kit
136	127	000	026	Analog Kit
137	127	000	113	Dance Kit
138	127	000	033	Jazz Kit
139	127	000	041	Brush Kit
140	127	000	049	Symphony Kit
141	126	000	001	SFX Kit 1
142	126	000	002	SFX Kit 2

● **XGlite Voice/XGlite Optional Voice* List**

Voice No.	Bank Select MSB (0–127)	LSB (0–127)	MIDI Program Change# (1–128)	Voice Name
XG PIANO				
143	000	000	001	Grand Piano
144	000	001	001	Grand Piano KSP
145	000	040	001	Piano Strings
146	000	041	001	Dream
147	000	000	002	Bright Piano
148	000	001	002	Bright Piano KSP
149	000	000	003	Electric Grand Piano
150	000	001	003	Electric Grand Piano KSP
151	000	032	003	Detuned CP80
152	000	000	004	Honky-tonk Piano
153	000	001	004	Honky-tonk Piano KSP
154	000	000	005	Electric Piano 1
155	000	001	005	Electric Piano 1 KSP
156	000	032	005	Chorus Electric Piano 1

Voice No.	Bank Select MSB (0–127)	LSB (0–127)	MIDI Program Change# (1–128)	Voice Name
157	000	000	006	Electric Piano 2
158	000	001	006	Electric Piano 2 KSP
*159	000	032	006	Chorus Electric Piano 2
160	000	041	006	DX + Analog Electric Piano
161	000	000	007	Harpsichord
162	000	001	007	Harpsichord KSP
163	000	035	007	Harpsichord 2
164	000	000	008	Clavi
165	000	001	008	Clavi KSP
XG CHROMATIC				
166	000	000	009	Celesta
167	000	000	010	Glockenspiel
168	000	000	011	Music Box
169	000	064	011	Orgel
170	000	000	012	Vibraphone
171	000	001	012	Vibraphone KSP
172	000	000	013	Marimba
173	000	001	013	Marimba KSP
174	000	064	013	Sine Marimba
175	000	097	013	Balimba
176	000	098	013	Log Drums
177	000	000	014	Xylophone
178	000	000	015	Tubular Bells
179	000	096	015	Church Bells
180	000	097	015	Carillon
181	000	000	016	Dulcimer
182	000	035	016	Dulcimer 2
183	000	096	016	Cimbalom
184	000	097	016	Santur
XG ORGAN				
185	000	000	017	Drawbar Organ
186	000	032	017	Detuned Drawbar Organ
187	000	033	017	60's Drawbar Organ 1
188	000	034	017	60's Drawbar Organ 2
189	000	035	017	70's Drawbar Organ 1
190	000	037	017	60's Drawbar Organ 3
191	000	040	017	16+2'2/3
192	000	064	017	Organ Bass
193	000	065	017	70's Drawbar Organ 2
194	000	066	017	Cheezy Organ
195	000	067	017	Drawbar Organ 2
196	000	000	018	Percussive Organ
197	000	024	018	70's Percussive Organ
198	000	032	018	Detuned Percussive Organ
199	000	033	018	Light Organ
200	000	037	018	Percussive Organ 2
201	000	000	019	Rock Organ
202	000	064	019	Rotary Organ
203	000	065	019	Slow Rotary
204	000	066	019	Fast Rotary
205	000	000	020	Church Organ
206	000	032	020	Church Organ 3
207	000	035	020	Church Organ 2
208	000	040	020	Notre Dame
209	000	064	020	Organ Flute
210	000	065	020	Tremolo Organ Flute
211	000	000	021	Reed Organ
212	000	040	021	Puff Organ
213	000	000	022	Accordion
214	000	000	023	Harmonica
215	000	032	023	Harmonica 2
216	000	000	024	Tango Accordion
217	000	064	024	Tango Accordion 2
XG GUITAR				
218	000	000	025	Nylon Guitar
219	000	043	025	Velocity Guitar Harmonics
220	000	096	025	Ukulele
221	000	000	026	Steel Guitar
222	000	035	026	12-string Guitar
223	000	040	026	Nylon & Steel Guitar
224	000	041	026	Steel Guitar with Body Sound
225	000	096	026	Mandolin
226	000	000	027	Jazz Guitar

Voice No.	Bank Select MSB (0–127)	LSB (0–127)	MIDI Program Change# (1–128)	Voice Name
227	000	032	027	Jazz Amp
228	000	000	028	Clean Guitar
229	000	032	028	Chorus Guitar
230	000	000	029	Muted Guitar
231	000	040	029	Funk Guitar
232	000	041	029	Muted Steel Guitar
233	000	045	029	Jazz Man
234	000	000	030	Overdriven Guitar
235	000	043	030	Guitar Pinch
236	000	000	031	Distortion Guitar
237	000	040	031	Feedback Guitar
238	000	041	031	Feedback Guitar 2
239	000	000	032	Guitar Harmonics
240	000	065	032	Guitar Feedback
241	000	066	032	Guitar Harmonics 2
XG BASS				
242	000	000	033	Acoustic Bass
243	000	040	033	Jazz Rhythm
244	000	045	033	Velocity Crossfade Upright Bass
245	000	000	034	Finger Bass
246	000	018	034	Finger Dark
247	000	040	034	Bass & Distorted Electric Guitar
248	000	043	034	Finger Slap Bass
249	000	045	034	Finger Bass 2
250	000	065	034	Modulated Bass
251	000	000	035	Pick Bass
252	000	028	035	Muted Pick Bass
253	000	000	036	Fretless Bass
254	000	032	036	Fretless Bass 2
255	000	033	036	Fretless Bass 3
256	000	034	036	Fretless Bass 4
257	000	000	037	Slap Bass 1
258	000	032	037	Punch Thumb Bass
259	000	000	038	Slap Bass 2
260	000	043	038	Velocity Switch Slap
261	000	000	039	Synth Bass 1
262	000	040	039	Techno Synth Bass
263	000	000	040	Synth Bass 2
264	000	006	040	Mellow Synth Bass
265	000	012	040	Sequenced Bass
266	000	018	040	Click Synth Bass
267	000	019	040	Synth Bass 2 Dark
*268	000	040	040	Modular Synth Bass
269	000	041	040	DX Bass
XG STRINGS				
270	000	000	041	Violin
271	000	008	041	Slow Violin
272	000	000	042	Viola
273	000	000	043	Cello
274	000	000	044	Contrabass
275	000	000	045	Tremolo Strings
276	000	008	045	Slow Tremolo Strings
277	000	040	045	Suspense Strings
278	000	000	046	Pizzicato Strings
279	000	000	047	Orchestral Harp
280	000	040	047	Yang Chin
281	000	000	048	Timpani
XG ENSEMBLE				
282	000	000	049	Strings 1
283	000	003	049	Stereo Strings
284	000	008	049	Slow Strings
285	000	035	049	60's Strings
286	000	040	049	Orchestra
287	000	041	049	Orchestra 2
288	000	042	049	Tremolo Orchestra
289	000	045	049	Velocity Strings
290	000	000	050	Strings 2
291	000	003	050	Stereo Slow Strings
292	000	008	050	Legato Strings
293	000	040	050	Warm Strings
294	000	041	050	Kingdom
295	000	000	051	Synth Strings 1
296	000	000	052	Synth Strings 2

Voice No.	Bank Select MSB (0–127)	LSB (0–127)	MIDI Program Change# (1–128)	Voice Name
297	000	000	053	Choir Aahs
298	000	003	053	Stereo Choir
299	000	032	053	Mellow Choir
300	000	040	053	Choir Strings
301	000	000	054	Voice Oohs
302	000	000	055	Synth Voice
303	000	040	055	Synth Voice 2
304	000	041	055	Choral
305	000	064	055	Analog Voice
306	000	000	056	Orchestra Hit
307	000	035	056	Orchestra Hit 2
308	000	064	056	Impact
XG BRASS				
309	000	000	057	Trumpet
310	000	032	057	Warm Trumpet
311	000	000	058	Trombone
312	000	018	058	Trombone 2
313	000	000	059	Tuba
314	000	000	060	Muted Trumpet
315	000	000	061	French Horn
316	000	006	061	French Horn Solo
317	000	032	061	French Horn 2
318	000	037	061	Horn Orchestra
319	000	000	062	Brass Section
320	000	035	062	Trumpet & Trombone Section
321	000	000	063	Synth Brass 1
322	000	020	063	Resonant Synth Brass
323	000	000	064	Synth Brass 2
324	000	018	064	Soft Brass
325	000	041	064	Choir Brass
XG REED				
326	000	000	065	Soprano Sax
327	000	000	066	Alto Sax
328	000	040	066	Sax Section
329	000	000	067	Tenor Sax
330	000	040	067	Breathy Tenor Sax
331	000	000	068	Baritone Sax
332	000	000	069	Oboe
333	000	000	070	English Horn
334	000	000	071	Bassoon
335	000	000	072	Clarinet
XG PIPE				
336	000	000	073	Piccolo
337	000	000	074	Flute
338	000	000	075	Recorder
339	000	000	076	Pan Flute
340	000	000	077	Blown Bottle
341	000	000	078	Shakuhachi
342	000	000	079	Whistle
343	000	000	080	Ocarina
XG SYNTH LEAD				
344	000	000	081	Square Lead
345	000	006	081	Square Lead 2
346	000	008	081	LM Square
347	000	018	081	Hollow
348	000	019	081	Shroud
349	000	064	081	Mellow
350	000	065	081	Solo Sine
351	000	066	081	Sine Lead
352	000	000	082	Sawtooth Lead
353	000	006	082	Sawtooth Lead 2
354	000	008	082	Thick Sawtooth
355	000	018	082	Dynamic Sawtooth
356	000	019	082	Digital Sawtooth
357	000	020	082	Big Lead
358	000	096	082	Sequenced Analog
359	000	000	083	Calliope Lead
360	000	065	083	Pure Lead
361	000	000	084	Chiff Lead
362	000	000	085	Charang Lead
363	000	064	085	Distorted Lead
364	000	000	086	Voice Lead
365	000	000	087	Fifths Lead

Voice No.	Bank Select		MIDI Program Change# (1–128)	Voice Name
	MSB (0–127)	LSB (0–127)		
366	000	035	087	Big Five
367	000	000	088	Bass & Lead
368	000	016	088	Big & Low
369	000	064	088	Fat & Perky
370	000	065	088	Soft Whirl
XG SYNTH PAD				
371	000	000	089	New Age Pad
372	000	064	089	Fantasy
373	000	000	090	Warm Pad
374	000	000	091	Poly Synth Pad
375	000	000	092	Choir Pad
376	000	066	092	Itopia
377	000	000	093	Bowed Pad
378	000	000	094	Metallic Pad
379	000	000	095	Halo Pad
380	000	000	096	Sweep Pad
XG SYNTH EFFECTS				
381	000	000	097	Rain
382	000	065	097	African Wind
383	000	066	097	Carib
384	000	000	098	Sound Track
385	000	027	098	Prologue
386	000	000	099	Crystal
387	000	012	099	Synth Drum Comp
388	000	014	099	Popcorn
389	000	018	099	Tiny Bells
390	000	035	099	Round Glockenspiel
391	000	040	099	Glockenspiel Chimes
392	000	041	099	Clear Bells
393	000	042	099	Chorus Bells
394	000	065	099	Soft Crystal
395	000	070	099	Air Bells
396	000	071	099	Bell Harp
397	000	072	099	Gamelimba
398	000	000	100	Atmosphere
399	000	018	100	Warm Atmosphere
400	000	019	100	Hollow Release
401	000	040	100	Nylon Electric Piano
402	000	064	100	Nylon Harp
403	000	065	100	Harp Vox
404	000	066	100	Atmosphere Pad
405	000	000	101	Brightness
406	000	000	102	Goblins
407	000	064	102	Goblins Synth
408	000	065	102	Creeper
409	000	067	102	Ritual
410	000	068	102	To Heaven
411	000	070	102	Night
412	000	071	102	Glisten
413	000	096	102	Bell Choir
414	000	000	103	Echoes
415	000	000	104	Sci-Fi
XG WORLD				
416	000	000	105	Sitar
417	000	032	105	Detuned Sitar
418	000	035	105	Sitar 2
419	000	097	105	Tamboura
420	000	000	106	Banjo
421	000	028	106	Muted Banjo
422	000	096	106	Rabab
423	000	097	106	Gopichant
424	000	098	106	Oud
425	000	000	107	Shamisen
426	000	000	108	Koto
427	000	096	108	Taisho-kin
428	000	097	108	Kanoon
429	000	000	109	Kalimba
430	000	000	110	Bagpipe
431	000	000	111	Fiddle
432	000	000	112	Shanai
XG PERCUSSIVE				
433	000	000	113	Tinkle Bell
434	000	096	113	Bonang

Voice No.	Bank Select		MIDI Program Change# (1–128)	Voice Name
	MSB (0–127)	LSB (0–127)		
435	000	097	113	Altair
436	000	098	113	Gamelan Gongs
437	000	099	113	Stereo Gamelan Gongs
438	000	100	113	Rama Cymbal
439	000	000	114	Agogo
440	000	000	115	Steel Drums
441	000	097	115	Glass Percussion
442	000	098	115	Thai Bells
443	000	000	116	Woodblock
444	000	096	116	Castanets
445	000	000	117	Taiko Drum
446	000	096	117	Gran Cassa
447	000	000	118	Melodic Tom
448	000	064	118	Melodic Tom 2
449	000	065	118	Real Tom
450	000	066	118	Rock Tom
451	000	000	119	Synth Drum
452	000	064	119	Analog Tom
453	000	065	119	Electronic Percussion
454	000	000	120	Reverse Cymbal
XG SOUND EFFECTS				
455	000	000	121	Fret Noise
456	000	000	122	Breath Noise
457	000	000	123	Seashore
458	000	000	124	Bird Tweet
459	000	000	125	Telephone Ring
460	000	000	126	Helicopter
461	000	000	127	Applause
462	000	000	128	Gunshot
463	064	000	001	Cutting Noise
464	064	000	002	Cutting Noise 2
465	064	000	004	String Slap
466	064	000	017	Flute Key Click
467	064	000	033	Shower
468	064	000	034	Thunder
469	064	000	035	Wind
470	064	000	036	Stream
471	064	000	037	Bubble
472	064	000	038	Feed
473	064	000	049	Dog
474	064	000	050	Horse
475	064	000	051	Bird Tweet 2
476	064	000	056	Maou
477	064	000	065	Phone Call
478	064	000	066	Door Squeak
479	064	000	067	Door Slam
480	064	000	068	Scratch Cut
481	064	000	069	Scratch Split
482	064	000	070	Wind Chime
483	064	000	071	Telephone Ring 2
484	064	000	081	Car Engine Ignition
485	064	000	082	Car Tires Squeal
486	064	000	083	Car Passing
487	064	000	084	Car Crash
488	064	000	085	Siren
489	064	000	086	Train
490	064	000	087	Jet Plane
491	064	000	088	Starship
492	064	000	089	Burst
493	064	000	090	Roller Coaster
494	064	000	091	Submarine
495	064	000	097	Laugh
496	064	000	098	Scream
497	064	000	099	Punch
498	064	000	100	Heartbeat
499	064	000	101	Footsteps
500	064	000	113	Machine Gun
501	064	000	114	Laser Gun
502	064	000	115	Explosion
503	064	000	116	Firework

The voice number with an asterisk (*) is XGlite optional voice.

Drum Kit List

- "░░░░" indicates that the drum sound is the same as "Standard Kit 1".
- Each percussion voice uses one note.
- The MIDI Note # and Note are actually one octave lower than keyboard Note # and Note. For example, in "131: Standard Kit 1", the "Seq Click H" (Note# 36/Note C1) corresponds to (Note# 24/Note C0).
- Key Off: Keys marked "O" stop sounding the instant they are released.
- Voices with the same Alternate Note Number (*1 ... 4) cannot be played simultaneously. (They are designed to be played alternately with each other.)

Keyboard Note#	Keyboard Note	MIDI Note#	MIDI Note	Key Off	Alternate assign	131 — 127/000/001 — Standard Kit 1	132 — 127/000/002 — Standard Kit 2	133 — 127/000/009 — Room Kit	134 — 127/000/017 — Rock Kit	135 — 127/000/025 — Electronic Kit	136 — 127/000/026 — Analog Kit
25	C# 0	13	C# -1		3	Surdo Mute					
26	D 0	14	D -1		3	Surdo Open					
27	D# 0	15	D# -1			Hi Q					
28	E 0	16	E -1			Whip Slap					
29	F 0	17	F -1		4	Scratch H					
30	F# 0	18	F# -1		4	Scratch L					
31	G 0	19	G -1			Finger Snap					
32	G# 0	20	G# -1			Click Noise					
33	A 0	21	A -1			Metronome Click					
34	A# 0	22	A# -1			Metronome Bell					
35	B 0	23	B -1			Seq Click L					
36	C 1	24	C 0			Seq Click H					
37	C# 1	25	C# 0			Brush Tap					
38	D 1	26	D 0	O		Brush Swirl					
39	D# 1	27	D# 0			Brush Slap					
40	E 1	28	E 0	O		Brush Tap Swirl				Reverse Cymbal	Reverse Cymbal
41	F 1	29	F 0	O		Snare Roll	Snare Roll 2				
42	F# 1	30	F# 0			Castanet				Hi Q 2	Hi Q 2
43	G 1	31	G 0			Snare Soft	Snare Soft 2		Snare Noisy	Snare Snappy Electro	Snare Noisy 4
44	G# 1	32	G# 0			Sticks					
45	A 1	33	A 0			Kick Soft			Kick Tight 2	Kick 3	Kick Tight 2
46	A# 1	34	A# 0			Open Rim Shot	Open Rim Shot H Short				
47	B 1	35	B 0			Kick Tight	Kick Tight Short		Kick 2	Kick Gate	Kick Analog Short
48	C 2	36	C 1			Kick	Kick Short		Kick Gate	Kick Gate Heavy	Kick Analog
49	C# 2	37	C# 1			Side Stick					Side Stick Analog
50	D 2	38	D 1			Snare	Snare Short	Snare Snappy	Snare Rock	Snare Noisy 2	Snare Analog
51	D# 2	39	D# 1			Hand Clap					
52	E 2	40	E 1			Snare Tight	Snare Tight H	Snare Tight Snappy	Snare Rock Rim	Snare Noisy 3	Snare Analog 2
53	F 2	41	F 1			Floor Tom L		Tom Room 1	Tom Rock 1	Tom Electro 1	Tom Analog 1
54	F# 2	42	F# 1		1	Hi-Hat Closed					Hi-Hat Closed Analog
55	G 2	43	G 1			Floor Tom H		Tom Room 2	Tom Rock 2	Tom Electro 2	Tom Analog 2
56	G# 2	44	G# 1		1	Hi-Hat Pedal					Hi-Hat Closed Analog 2
57	A 2	45	A 1			Low Tom		Tom Room 3	Tom Rock 3	Tom Electro 3	Tom Analog 3
58	A# 2	46	A# 1		1	Hi-Hat Open					Hi-Hat Open Analog
59	B 2	47	B 1			Mid Tom L		Tom Room 4	Tom Rock 4	Tom Electro 4	Tom Analog 4
60	C 3	48	C 2			Mid Tom H		Tom Room 5	Tom Rock 5	Tom Electro 5	Tom Analog 5
61	C# 3	49	C# 2			Crash Cymbal 1					Crash Analog
62	D 3	50	D 2			High Tom		Tom Room 6	Tom Rock 6	Tom Electro 6	Tom Analog 6
63	D# 3	51	D# 2			Ride Cymbal 1					
64	E 3	52	E 2			Chinese Cymbal					
65	F 3	53	F 2			Ride Cymbal Cup					
66	F# 3	54	F# 2			Tambourine					
67	G 3	55	G 2			Splash Cymbal					
68	G# 3	56	G# 2			Cowbell					Cowbell Analog
69	A 3	57	A 2			Crash Cymbal 2					
70	A# 3	58	A# 2			Vibraslap					
71	B 3	59	B 2			Ride Cymbal 2					
72	C 4	60	C 3			Bongo H					
73	C# 4	61	C# 3			Bongo L					
74	D 4	62	D 3			Conga H Mute					Conga Analog H
75	D# 4	63	D# 3			Conga H Open					Conga Analog M
76	E 4	64	E 3			Conga L					Conga Analog L
77	F 4	65	F 3			Timbale H					
78	F# 4	66	F# 3			Timbale L					
79	G 4	67	G 3			Agogo H					
80	G# 4	68	G# 3			Agogo L					
81	A 4	69	A 3			Cabasa					
82	A# 4	70	A# 3			Maracas					Maracas 2
83	B 4	71	B 3	O		Samba Whistle H					
84	C 5	72	C 4	O		Samba Whistle L					
85	C# 5	73	C# 4			Guiro Short					
86	D 5	74	D 4	O		Guiro Long					
87	D# 5	75	D# 4			Claves					Claves 2
88	E 5	76	E 4			Wood Block H					
89	F 5	77	F 4			Wood Block L					
90	F# 5	78	F# 4			Cuica Mute				Scratch H 2	Scratch H 2
91	G 5	79	G 4			Cuica Open				Scratch L 2	Scratch L 3
92	G# 5	80	G# 4		2	Triangle Mute					
93	A 5	81	A 4		2	Triangle Open					
94	A# 5	82	A# 4			Shaker					
95	B 5	83	B 4			Jingle Bells					
96	C 6	84	C 5			Bell Tree					
97	C# 6	85	C# 5								
98	D 6	86	D 5								
99	D# 6	87	D# 5								
100	E 6	88	E 5								
101	F 6	89	F 5								
102	F# 6	90	F# 5								
103	G 6	91	G 5								

	Voice No.					131	137	138	139	140	141	142
	MSB (0–127) / LSB (0–127) / PC (1–128)					127/000/001	127/000/113	127/000/033	127/000/041	127/000/049	126/000/001	126/000/002
	Keyboard		MIDI		Key Off	Alternate assign	Standard Kit 1	Dance Kit	Jazz Kit	Brush Kit	Symphony Kit	SFX Kit 1	SFX Kit 2
	Note#	Note	Note#	Note									
C#0	25	C# 0	13	C# -1		3	Surdo Mute						
D0	26	D 0	14	D -1		3	Surdo Open						
D#0	27	D# 0	15	D# -1			Hi Q						
E0	28	E 0	16	E -1			Whip Slap						
F0	29	F 0	17	F -1		4	Scratch H						
F#0	30	F# 0	18	F# -1		4	Scratch L						
G0	31	G 0	19	G -1			Finger Snap						
G#0	32	G# 0	20	G# -1			Click Noise						
A0	33	A 0	21	A -1			Metronome Click						
A#0	34	A# 0	22	A# -1			Metronome Bell						
B0	35	B 0	23	B -1			Seq Click L						
C1	36	C 1	24	C 0			Seq Click H						
C#1	37	C# 1	25	C# 0			Brush Tap						
D1	38	D 1	26	D 0	O		Brush Swirl						
D#1	39	D# 1	27	D# 0			Brush Slap						
E1	40	E 1	28	E 0	O		Brush Tap Swirl	Reverse Cymbal					
F1	41	F 1	29	F 0	O		Snare Roll						
F#1	42	F# 1	30	F# 0			Castanet	Hi Q 2					
G1	43	G 1	31	G 0			Snare Soft	Snare Techno	Snare Jazz H	Brush Slap 2			
G#1	44	G# 1	32	G# 0			Sticks						
A1	45	A 1	33	A 0			Kick Soft	Kick Techno Q			Kick Soft 2		
A#1	46	A# 1	34	A# 0			Open Rim Shot	Rim Gate					
B1	47	B 1	35	B 0			Kick Tight	Kick Techno L			Gran Cassa		
C2	48	C 2	36	C 1			Kick	Kick Techno	Kick Jazz	Kick Small	Gran Cassa Mute	Cutting Noise	Phone Call
C#2	49	C# 2	37	C# 1			Side Stick	Side Stick Analog				Cutting Noise 2	Door Squeak
D2	50	D 2	38	D 1			Snare	Snare Clap	Snare Jazz L	Brush Slap 3	Band Snare		Door Slam
D#2	51	D# 2	39	D# 1			Hand Clap					String Slap	Scratch Cut
E2	52	E 2	40	E 1			Snare Tight	Snare Dry	Snare Jazz M	Brush Tap 2	Band Snare 2		Scratch H 3
F2	53	F 2	41	F 1			Floor Tom L	Tom Analog 1	Tom Jazz 1	Tom Brush 1	Tom Jazz 1		Wind Chime
F#2	54	F# 2	42	F# 1		1	Hi-Hat Closed	Hi-Hat Closed Analog3					Telephone Ring 2
G2	55	G 2	43	G 1			Floor Tom H	Tom Analog 2	Tom Jazz 2	Tom Brush 2	Tom Jazz 2		
G#2	56	G# 2	44	G# 1		1	Hi-Hat Pedal	Hi-Hat Closed Analog 4					
A2	57	A 2	45	A 1			Low Tom	Tom Analog 3	Tom Jazz 3	Tom Brush 3	Tom Jazz 3		
A#2	58	A# 2	46	A# 1		1	Hi-Hat Open	Hi-Hat Open Analog 2					
B2	59	B 2	47	B 1			Mid Tom L	Tom Analog 4	Tom Jazz 4	Tom Brush 4	Tom Jazz 4		
C3	60	C 3	48	C 2			Mid Tom H	Tom Analog 5	Tom Jazz 5	Tom Brush 5	Tom Jazz 5		
C#3	61	C# 3	49	C# 2			Crash Cymbal 1	Crash Analog			Hand Cymbal		
D3	62	D 3	50	D 2			High Tom	Tom Analog 6	Tom Jazz 6	Tom Brush 6	Tom Jazz 6		
D#3	63	D# 3	51	D# 2			Ride Cymbal 1				Hand Cymbal Short		
E3	64	E 3	52	E 2			Chinese Cymbal					Flute Key Click	Car Engine Ignition
F3	65	F 3	53	F 2			Ride Cymbal Cup						Car Tires Squeal
F#3	66	F# 3	54	F# 2			Tambourine						Car Passing
G3	67	G 3	55	G 2			Splash Cymbal						Car Crash
G#3	68	G# 3	56	G# 2			Cowbell	Cowbell Analog					Siren
A3	69	A 3	57	A 2			Crash Cymbal 2				Hand Cymbal 2		Train
A#3	70	A# 3	58	A# 2			Vibraslap						Jet Plane
B3	71	B 3	59	B 2			Ride Cymbal 2				Hand Cymbal 2 Short		Starship
C4	72	C 4	60	C 3			Bongo H						Burst
C#4	73	C# 4	61	C# 3			Bongo L						Roller Coaster
D4	74	D 4	62	D 3			Conga H Mute	Conga Analog H					Submarine
D#4	75	D# 4	63	D# 3			Conga H Open	Conga Analog M					
E4	76	E 4	64	E 3			Conga L	Conga Analog L					
F4	77	F 4	65	F 3			Timbale H						
F#4	78	F# 4	66	F# 3			Timbale L						
G4	79	G 4	67	G 3			Agogo H						
G#4	80	G# 4	68	G# 3			Agogo L					Shower	Laugh
A4	81	A 4	69	A 3			Cabasa					Thunder	Scream
A#4	82	A# 4	70	A# 3			Maracas	Maracas 2				Wind	Punch
B4	83	B 4	71	B 3	O		Samba Whistle H					Stream	Heartbeat
C5	84	C 5	72	C 4	O		Samba Whistle L					Bubble	Footsteps
C#5	85	C# 5	73	C# 4			Guiro Short					Feed	
D5	86	D 5	74	D 4	O		Guiro Long						
D#5	87	D# 5	75	D# 4			Claves	Claves 2					
E5	88	E 5	76	E 4			Wood Block H						
F5	89	F 5	77	F 4			Wood Block L						
F#5	90	F# 5	78	F# 4			Cuica Mute	Scratch H 2					
G5	91	G 5	79	G 4			Cuica Open	Scratch L 3					
G#5	92	G# 5	80	G# 4		2	Triangle Mute						
A5	93	A 5	81	A 4		2	Triangle Open						
A#5	94	A# 5	82	A# 4			Shaker						
B5	95	B 5	83	B 4			Jingle Bells						
C6	96	C 6	84	C 5			Bell Tree					Dog	Machine Gun
C#6	97	C# 6	85	C# 5								Horse	Laser Gun
D6	98	D 6	86	D 5								Bird Tweet 2	Explosion
D#6	99	D# 6	87	D# 5									Firework
E6	100	E 6	88	E 5									
F6	101	F 6	89	F 5									
F#6	102	F# 6	90	F# 5									
G6	103	G 6	91	G 5									Maou

♪ Style List

Style No.	Style Name
8BEAT	
1	ChartPianoPop
2	BritPopRock
3	8BeatModern
4	Cool8Beat
5	Classic8Beat
6	60'sGuitarPop
7	8BeatAdria
8	60's8Beat
9	BubblegumPop
10	BritPopSwing
11	OffBeat
12	60'sRock
13	HardRock
14	RockShuffle
15	8BeatRock
16BEAT	
16	16Beat
17	PianoPopShufle
18	PopShuffle1
19	PopShuffle2
20	GuitarPop
21	16BeatUptempo
22	KoolShuffle
23	JazzRock
24	HipHopLight
BALLAD	
25	ChartPianoBld
26	PopGtrBallad
27	80'sBallad
28	PianoBallad
29	LoveSong
30	6-8ModernEP
31	6-8SlowRock
32	6-8OrchBallad
33	OrganBallad
34	PopBallad
35	16BeatBallad1
36	16BeatBallad2
DANCE	
37	ClubBeat
38	Electronica
39	FunkyHouse
40	MellowHipHop
41	EuroTrance
42	Ibiza
43	DreamDance
44	TechnoPolis
45	Clubdance
46	ClubLatin
47	Garage
48	UKPop
49	HipHopGroove
50	HipShuffle
51	HipHopPop
DISCO	
52	70'sDisco1
53	70'sDisco2
54	LatinDisco
55	DiscoPhilly

Style No.	Style Name
56	SaturdayNight
57	DiscoChocolate
58	DiscoHands
SWING&JAZZ	
59	TradJazzPiano1
60	TradJazzPiano2
61	PianoBarBlues
62	BigBandFast
63	BigBandMedium
64	BigBandBallad
65	BigBandShuffle
66	JazzClub
67	Swing1
68	Swing2
69	OrchestraSwing
70	Five-Four
71	JazzBallad
72	Dixieland
73	Ragtime
74	AfroCuban
75	Charleston
R&B	
76	Soul
77	DetroitPop1
78	60'sRock&Roll
79	6-8Soul
80	CrocoTwist
81	Rock&Roll
82	DetroitPop2
83	BoogieWoogie
84	ComboBoogie
85	6-8Blues
COUNTRY	
86	70'sCountry
87	Country8Beat
88	CountryPop
89	CountrySwing
90	CountryBallad
91	Country2-4
92	CowboyBoogie
93	CountryShuffle
94	Bluegrass
LATIN	
95	BrazilianSamba
96	BossaNova
97	PopBossa
98	Tijuana
99	DiscoLatin
100	Mambo
101	Salsa
102	Beguine
103	GuitarRumba
104	RumbaFlamenco
105	RumbaIsland
106	Reggae
BALLROOM	
107	VienneseWaltz
108	EnglishWaltz
109	Slowfox
110	Foxtrot

Style No.	Style Name
111	Quickstep
112	Tango
113	Pasodoble
114	Samba
115	ChaChaCha
116	Rumba
117	Jive
TRADITIONAL	
118	USMarch
119	6-8March
120	GermanMarch
121	PolkaPop
122	OberPolka
123	Tarantella
124	Showtune
125	ChristmasSwing
126	ChristmasWaltz
127	ScottishReel
128	Hawaiian
WALTZ	
129	ItalianWaltz
130	MariachiWaltz
131	GuitarSerenade
132	SwingWaltz
133	JazzWaltz1
134	JazzWaltz2
135	CountryWaltz
136	OberWaltzer
137	Musette
CHILDREN	
138	Learning2-4
139	Learning4-4
140	Learning6-8
141	Fun 3-4
142	Fun 4-4
PIANIST	
143	Stride
144	PianoBlues1
145	PianoBlues2
146	PianoRag
147	PianoRock&Roll
148	PianoBoogie
149	PianoJazzWaltz
150	PianoJazzBld
151	Arpeggio
152	Musical
153	Habanera
154	SlowRock
155	8BtPianoBallad
156	PianoMarch
157	6-8PianoMarch
158	PianoWaltz
159	PianoBeguine
160	PianoSwing

♫ Music Database List

MDB No.	MDB Name
ALL TIME HITS	
1	Jude Hey
2	New UK
3	MyLoving
4	All OK
5	Buttercp
6	JustCall
7	CheepChp
8	Daddy's
9	Dance?
10	GetBack
11	GtrWheel
12	HighTide
13	IWasBorn
14	Sailing
15	BluJeans
16	Holiday
17	Imagine
18	LoveMe
19	LetItBld
20	LdyMdona
21	YelowSub
22	Marriage
23	MovinOut
24	My Shell
25	NowNever
26	DoLoveMe
27	TcktRide
28	SeeClear
29	Masachus
30	Hard Day
31	USA Pie
32	Norway
33	YesterBd
MODERN POP	
34	Watches
35	SoundMPH
36	Hold Us
37	Unfound
38	NeedSome
39	PrtTmLvr
40	MoonShdw
41	NikitSng
42	Sure of
43	Off Day
44	Tell Her
45	GirlsMne
46	NeedLove
POP CLASSICS	
47	Standing
48	RainLaff
49	Sunshine
50	ForNamdo
51	ThankFor
52	ManPiano
53	CoinLane
54	LovesYou
55	Tmbourin
56	Alone
57	GldField
58	Raindrop
59	SultanSw
60	Life'sWk
61	TopWorld

MDB No.	MDB Name
62	WatchGrl
POP BALLAD	
63	WnderLnd
64	CanIStop
65	EvryTime
66	IvoryAnd
67	TheWorld
68	LovWoman
69	Dolannes
70	Madigan
71	Paradise
72	Whisper
BALLAD	
73	AllOdds
74	AtonalFl
75	Hero
76	Woman
77	RunToYou
78	LoveOfAl
79	CndleWnd
80	Cavatina
81	Cherish
82	ToLoveMe
83	YouKnow
84	Evrythng
85	EyesOfBl
86	Hello
87	BeThere
88	FlyAway
89	LoveYou
90	NeverLet
91	JustOnce
92	IfYouGo
93	SavingAl
94	InTheDrk
95	LovePwr
96	Vision
97	Beautifl
98	AllAlone
99	Opposite
100	BeHonest
101	SayYou
102	SayNthng
103	Stranger
104	OneDay
105	TheBayou
106	ThisSong
107	Distance
108	ThisWay
109	LoveGone
110	Inspirng
111	TrueColr
ROCK & ROLL	
112	ShakenUp
113	Beethovn
114	HurryLov
115	BeCruel
116	Jumping
117	Countdwn
118	SuePeggy
119	Champion
120	Jailhous
121	BlueShoe
122	Rockin24

MDB No.	MDB Name
123	Shouting
124	Rock&Rll
125	HonkyTnk
OLDIES	
126	Daydream
127	Sumertme
128	Diana's
129	Uptown
130	Apache
131	IGotIt
132	Tonight
133	MyPillow
134	NoRain
135	FInalDance
136	SlpnLion
137	Ghetto
138	LipsLcky
139	PrettyWm
140	TikiGtr
141	TurnThre
142	Sherry
DANCE & DISCO	
143	Babylon
144	Goodbye
145	Catch22
146	DISCO
147	Survival
148	TheNavy
149	DontHide
150	Celebrat
151	LondonRU
152	10,2 Sun
153	ShakeYou
154	Believe
155	BoySumer
156	I'mSexy
157	StuffHot
SWING & JAZZ	
158	Patrol
159	Charles
160	GiveLove
161	Rhythm
162	LOVE
163	LeroyBad
164	Caraban
165	Misbehav
166	Safari
167	Smiling
168	SoWhatIs
169	TimeGone
170	TasteHny
171	Sandman
172	Tunisian
173	TwoFoot
174	MyBaby
R&B	
175	AsPlayed
176	BabyGrov
177	Highwy66
178	SweetCHI
179	JustU&Me
180	ManLoves
181	OurLove
182	Wish I

MDB No.	MDB Name
COUNTRY	
183	OnTheRd
184	Breathe
185	InMyMind
186	ContryHw
187	GreenGrs
188	EverNeed
189	Lonesone
190	Lucille
191	HomeRng
192	Tennesse
LATIN	
193	Bananabt
194	DanceMng
195	DntWorry
196	Jamaica
197	FleaSpa
198	I'mPola
199	MamboJm
200	OneNote
201	PasoCani
202	SayNoMor
203	Beguine
204	Tijuana
205	Picture
ENTERTAINMENT	
206	OnTheHil
207	Barnacle
208	Califrag
209	DadClock
210	DanceLd
211	DnceFire
212	BigCntry
213	Cabaret
214	OdeToJoy
215	Mi-Re-Do
216	MyPrince
217	Necesary
218	NoBuiz
219	NoisyOld
220	Sleigh
221	RockBasy
222	Magnifiq
223	Magnfcnt
224	SilentNt
225	Nabucco
226	Standing
227	SummerPl
228	Christms
229	Favorite
230	Tubbie
231	Turkish
232	12OClock
WALTZ & TRADITIONAL	
233	Blk&Whte
234	CanCan
235	Charmain
236	Musicbox
237	Clementn
238	Doodah!
239	Dreamer
240	EnterRag
241	Birthday
242	MaryLamb

MDB No.	MDB Name
243	Donald's
244	MoonWlz
245	MoulinHt
246	Sunshine
247	PieceOf
248	GreenSlv
249	TakeFour
250	TexRose
251	ThePolka
252	Scarboro
253	Edelweis
254	AroundWd
255	Whatever
256	Yankee's
WORLD	
257	Hawaii
258	D'amor
259	ElCondor
260	GoodbyRm
261	ILandOn
262	ItalyBel
263	Cucarumb
264	Puntuali
265	Cielito
266	ItalySun
267	SantaLuc
268	Trumpetr
269	VanMass
PIANIST	
270	ItalySun
271	BeGood
272	Chaie's
273	Flower
274	Frenetic
275	Highwy66
276	Leaves
277	Miload
278	Cabaret
279	Wonderfl
280	Submarin
281	Mi-Re-Do
282	MoreRhum
283	NoBuiz
284	BeatifulSn
285	OhBlah
286	Charades
287	Sally's
288	Nabucco
289	Spanish
290	SunnyStr
291	MistyFln
292	LdnBridg
293	GrndClck
294	Importnc
295	Snowman
296	Favorite
297	SugerSpn
298	Washngtn
299	ThisWay
300	ZipperD

♪ Songs Provided On the Supplied CD-ROM

File Name	Song Name	Composer
001Nutcr.mid	Danse des Mirlitons from "The Nutcracker"	P.I. Tchaikovsky
002Orphe.mid	"Orphée aux Enfers" Ouverture	J. Offenbach
003Slavo.mid	Slavonic Dances op.72-2	A. Dvořák
004Prima.mid	La Primavera (from Le Quattro Stagioni)	A. Vivaldi
005Medit.mid	Méditation (Thaïs)	J. Massenet
006Guill.mid	Guillaume Tell	G. Rossini
007Fruhl.mid	Frühlingslied	F. Mendelssohn
008Ungar.mid	Ungarische Tänze Nr.5	J. Brahms
009Fruhl.mid	Frühlingsstimmen	J. Strauss II
010Dolly.mid	Dolly's Dreaming and Awakening	T.Oesten
011Cande.mid	La Candeur	J.F.Burgmüller
012Arabe.mid	Arabesque	J.F.Burgmüller
013Pasto.mid	Pastorale	J.F.Burgmüller
014Petit.mid	Petite Réunion	J.F.Burgmüller
015Innoc.mid	Innocence	J.F.Burgmüller
016Progr.mid	Progrès	J.F.Burgmüller
017Taren.mid	Tarentelle	J.F.Burgmüller
018Cheva.mid	La Chevaleresque	J.F.Burgmüller
019Etude.mid	Etude op.10-3 "Chanson de l'adieu"	F.Chopin
020Marci.mid	Marcia alla Turca	L.v. Beethoven
021Turki.mid	Turkish March	W.A. Mozart
022Valse.mid	Valse op.64-1 "Petit Chien"	F.Chopin
023Menue.mid	Menuett	L. Boccherini
024Momen.mid	Moments Musicaux op.94-3	F. Schubert
025Enter.mid	The Entertainer	S. Joplin
026Prelu.mid	Prelude (Wohltemperierte Klavier 1-1)	J.S. Bach
027Violl.mid	La Viollette	L.Streabbog
028Angel.mid	Angels Serenade	Traditional
029Saraf.mid	Krasnyj Sarafan	Traditional
030Ameri.mid	America the Beautiful	S.A. Ward
031Brown.mid	Little Brown Jug	Traditional
032Lomon.mid	Loch Lomond	Traditional
033Bonni.mid	My Bonnie	Traditional
034Londo.mid	Londonderry Air	Traditional
035Banjo.mid	Ring de Banjo	S.C. Foster
036Vogle.mid	Wenn ich ein Vöglein wär ?	Traditional
037Lorel.mid	Die Lorelei	F. Silcher
038Funic.mid	Funiculi Funicula	L. Denza
039Turke.mid	Turkey in the Straw	Traditional
040Campt.mid	Camptown Races	S.C. Foster
041Jingl.mid	Jingle Bells	J.S. Pierpont
042Muss.mid	Muss i denn	F. Silcher
043Liebe.mid	Liebesträume Nr.3	F. Liszt
044Jesu.mid	Jesu, Joy Of Man's Desiring	J.S. Bach
045Joy.mid	Ode to Joy	L.v. Beethoven
046Pearl.mid	Pearl Fisher	G. Bizet
047Gavot.mid	Gavotte	F.J. Gossec
048Seren.mid	Serenade/Haydn	F.J. Haydn
049Menue.mid	Menuett BWV. Anh.114	J.S. Bach
050Canon.mid	Canon in D	J. Pachelbel
051Vogel.mid	Der Vogelfänger Bin Ich Ja "Die Zauberflöte"	W.A. Mozart
052Piano.mid	Piano Sonate No.14 op.27-2 "Mondschein"	L.v. Beethoven
053Surpr.mid	The "Surprise" Symphony No.94	F.J. Haydn
054WildR.mid	To a Wild Rose	E.A. MacDowell
055Chans.mid	Chanson du Toreador	G. Bizet
056Babbi.mid	O Mio Babbino Caro	G. Puccini
057RowRo.mid	Row Row Row Your Boat (DUET)	Traditional
058Smoky.mid	On Top of Old Smoky (DUET)	Traditional
059WeWis.mid	We Wish You A Merry Christmas (DUET)	Traditional
060ImMai.mid	Im Mai (DUET)	Traditional
061Chris.mid	O Christmas Tree (DUET)	Traditional
062MaryH.mid	Mary Had a Little Lamb (DUET)	Traditional
063TenLi.mid	Ten Little Indians (DUET)	S. Winner
064PopGo.mid	Pop Goes The Weasel (DUET)	Traditional
065Twink.mid	Twinkle Twinkle Little Star (DUET)	Traditional
066Close.mid	Close Your Hands, Open Your Hands (DUET)	J.J. Rousseau
067Cucko.mid	The Cuckoo (DUET)	Traditional
068Augus.mid	O du lieber Augustin (DUET)	Traditional
069Londo.mid	London Bridge (DUET)	Traditional
070Three.mid	Three Blind Mice (DUET)	Traditional

The easy song arranger can only be used with songs that include chord data.

Harmony Type List

No.	Harmony Type	Description
1	01(Standard Duet)	Harmony types 01–10, 13 are pitch-based and add one-, two- or three-note harmonies to the single-note melody played in the right hand. These types sound when chords are played in the auto accompaniment range of the keyboard. These Harmony types will also work when playing songs that contain chord data.
2	02(Standard Trio)	
3	03(Full Chord)	
4	04(Rock Duet)	
5	05(Country Duet)	
6	06(Country Trio)	
7	07(Block)	
8	08(4-Way Close 1)	
9	09(4-Way Close 2)	
10	10(4-Way Open)	
11	11(1+5)	
12	12(Octave)	
13	13(Strum)	
14	14(Multi Assign)	
15	15(Echo 1/4)	Types 15–26 are rhythm-based effects and add embellishments or delayed repeats in time with the auto accompaniment. These types sound whether the auto accompaniment is on or not; however, the actual speed of the effect depends on the Tempo setting (page 34). The individual note values in each type let you synchronize the effect precisely to the rhythm. Triplet settings are also available: 1/6 = quarter-note triplets, 1/12 = eighth-note triplets, 1/24 = sixteenth-note triplets. • The Echo effect Types (15–18) create delayed repeats of each note played. • The Tremolo effect Types (19–22) repeat all held notes (up to four). • The Trill effect Types (23–26) create two-note trills (alternating notes) when two notes are held.
16	16(Echo 1/6)	
17	17(Echo 1/8)	
18	18(Echo 1/12)	
19	19(Tremolo 1/8)	
20	20(Tremolo 1/12)	
21	21(Tremolo 1/16)	
22	22(Tremolo 1/32)	
23	23(Trill 1/12)	
24	24(Trill 1/16)	
25	25(Trill 1/24)	
26	26(Trill 1/32)	

Effect Type List

● Reverb Types

No.	Type	Description	MSB	LSB
1	HALL1		1	0
2	HALL2		1	16
3	HALL3		1	17
4	HALL4	Reverb simulating the acoustics of a hall.	1	18
5	HALL5		1	1
6	HALL M		1	6
7	HALL L		1	7
8	ROOM1		2	16
9	ROOM2		2	17
10	ROOM3		2	18
11	ROOM4		2	19
12	ROOM5	Reverb simulating the acoustics of a room.	2	0
13	ROOM6		2	1
14	ROOM7		2	2
15	ROOM S		2	5
16	ROOM M		2	6
17	ROOM L		2	7
18	STAGE1		3	16
19	STAGE2	Reverb suitable for a solo instrument.	3	17
20	STAGE3		3	0
21	STAGE4		3	1
22	PLATE1		4	16
23	PLATE2	Reverb simulating a plate reverb unit.	4	17
24	PLATE3		4	0
25	GM PLATE		4	7
26	WHITE ROOM	A unique short reverb with a bit of initial delay.	16	0
27	TUNNEL	Simulates a cylindrical space expanding to left and right.	17	0
28	CANYON	A hypothetical acoustic space which extends without limit.	18	0
29	BASEMENT	A bit of initial delay followed by reverb with a unique resonance.	19	0
30	NO EFFECT	No effect.	0	0

● Chorus Types

No.	Type	Description	MSB	LSB
1	CHORUS1		66	17
2	CHORUS2		66	8
3	CHORUS3		66	16
4	CHORUS4		66	1
5	CHORUS5		65	2
6	CHORUS6		65	0
7	CHORUS7	Conventional chorus program with rich, warm chorusing.	65	1
8	CHORUS8		65	8
9	GM CHORUS1		65	3
10	GM CHORUS2		65	4
11	GM CHORUS3		65	5
12	GM CHORUS4		65	6
13	FB CHORUS		65	7
14	CELESTE1	A 3-phase LFO adds modulation and spaciousness to the sound.	66	0
15	CELESTE2		66	2
16	FLANGER1		67	8
17	FLANGER2		67	16
18	FLANGER3	Creates a sound reminiscent of a jet airplane.	67	17
19	FLANGER4		67	1
20	FLANGER5		67	0
21	GM FLANGER		67	7
22	SYMPHONIC1	Adds more stages to the modulation of Celeste.	68	16
23	SYMPHONIC2		68	0
24	ROTARY SP5	Simulates a rotary speaker.	66	18
25	NO EFFECT	No effect.	0	0

● **DSP Types**

No.	Type	Description	MSB	LSB
1	HALL1	Reverb simulating the acoustics of a hall.	1	0
2	HALL2		1	16
3	HALL3		1	17
4	HALL4		1	18
5	HALL5		1	1
6	HALL M		1	6
7	HALL L		1	7
8	ROOM1	Reverb simulating the acoustics of a room.	2	16
9	ROOM2		2	17
10	ROOM3		2	18
11	ROOM4		2	19
12	ROOM5		2	0
13	ROOM6		2	1
14	ROOM7		2	2
15	ROOM S		2	5
16	ROOM M		2	6
17	ROOM L		2	7
18	STAGE1	Reverb suitable for a solo instrument.	3	16
19	STAGE2		3	17
20	STAGE3		3	0
21	STAGE4		3	1
22	PLATE1	Reverb simulating a plate reverb unit.	4	16
23	PLATE2		4	17
24	PLATE3		4	0
25	GM PLATE		4	7
26	WHITE ROOM	A unique short reverb with a bit of initial delay.	16	0
27	TUNNEL	Simulates a cylindrical space expanding to left and right.	17	0
28	CANYON	A hypothetical acoustic space which extends without limit.	18	0
29	BASEMENT	A bit of initial delay followed by reverb with a unique resonance.	19	0
30	DELAY LCR1	Produces three delayed sounds: L, R and C (center).	5	16
31	DELAY LCR2		5	0
32	DELAY LR	Produces two delayed sounds: L and R. Two feedback delays are provided.	6	0
33	ECHO	Two delayed sounds (L and R), and independent feedback delays for L and R.	7	0
34	CROSS DELAY	The feedback of the two delayed sounds is crossed.	8	0
35	TEMPO DELAY	Tempo-synchronized delay.	21	0
36	TEMPO ECHO	Tempo-synchronized echo.	21	8
37	TEMPO CROSS	Tempo-synchronized cross delay.	22	0
38	KARAOKE1	Echo for karaoke.	20	0
39	KARAOKE2		20	1
40	KARAOKE3		20	2
41	ER1	This effect isolates only the early reflection components of the reverb.	9	0
42	ER2		9	1
43	GATE REVERB	Simulation of gated reverb.	10	0
44	REVERS GATE	Simulation of gated reverb played back in reverse.	11	0
45	CHORUS1	Conventional chorus program with rich, warm chorusing.	66	17
46	CHORUS2		66	8
47	CHORUS3		66	16
48	CHORUS4		66	1
49	CHORUS5		65	2
50	CHORUS6		65	0
51	CHORUS7		65	1
52	CHORUS8		65	8
53	GM CHORUS1		65	3
54	GM CHORUS2		65	4
55	GM CHORUS3		65	5
56	GM CHORUS4		65	6
57	FB CHORUS		65	7
58	CELESTE1	A 3-phase LFO adds modulation and spaciousness to the sound.	66	0
59	CELESTE2		66	2

No.	Type	Description	MSB	LSB
60	SYMPHONIC1	Adds more stages to the modulation of Celeste.	68	16
61	SYMPHONIC2		68	0
62	ENS DETUNE (Ensemble Detune)	Chorus effect without modulation, created by adding a slightly pitch-shifted sound.	87	0
63	FLANGER1	Creates a sound reminiscent of a jet airplane.	67	8
64	FLANGER2		67	16
65	FLANGER3		67	17
66	FLANGER4		67	1
67	FLANGER5		67	0
68	GM FLANGER		67	7
69	T_FLANGER		107	0
70	PHASER1	Cyclically modulates the phase to add modulation to the sound.	72	0
71	PHASER2		72	8
72	EP PHASER2		72	18
73	EP PHASER3		72	16
74	T_PHASER		108	0
75	DIST HEAVY (Distortion Heavy)	Heavy distortion.	73	0
76	ST DIST (Stereo Distortion)	Stereo distortion.	73	8
77	COMP+DIST1 (Compressor + Distortion1)	Since a Compressor is included in the first stage, steady distortion can be produced regardless of changes in input level.	73	16
78	COMP+DIST2 (Compressor + Distortion2)		73	1
79	OVERDRIVE	Adds mild distortion to the sound.	74	0
80	ST OD (Stereo Overdrive)	Stereo Overdrive.	74	8
81	DIST HARD (Distortion Hard)	Hard-edge distortion.	75	16
82	DIST HARD2 (Distortion Hard2)		75	22
83	DIST SOFT (Distortion Soft)	Soft, warm distortion.	75	17
84	DIST SOFT2 (Distortion Soft2)		75	23
85	ST DIST HARD (Stereo Distortion Hard)	Hard-edge stereo distortion.	75	18
86	ST DIST SOFT (Stereo Distortion Soft)	Soft, warm soft distortion.	75	19
87	V_DIST HARD (V Distortion Hard)	Distortion which simulates vintage tube and fuzz sounds.	98	0
88	V_DIST SOFT (V Distortion Soft)		98	2
89	AMP SIM1 (Amp Simulator 1)	A simulation of a guitar amp.	75	0
90	AMP SIM2 (Amp Simulator 2)		75	1
91	ST AMP1 (Stereo Amp Simulator1)	Stereo amp simulator.	75	20
92	ST AMP2 (Stereo Amp Simulator2)		75	21
93	ST AMP3 (Stereo Amp Simulator3)		75	8
94	ST AMP4 (Stereo Amp Simulator4)		75	24
95	ST AMP5 (Stereo Amp Simulator5)		75	25
96	ST AMP6 (Stereo Amp Simulator6)		75	26
97	DST+DELAY1 (Distortion + Delay1)	Distortion and Delay are connected in series.	95	16
98	DST+DELAY2 (Distortion + Delay2)		95	0

No.	Type	Description	MSB	LSB
99	OD+DELAY1 (Overdrive + Delay1)	Overdrive and Delay are connected in series.	95	17
100	OD+DELAY2 (Overdrive + Delay2)		95	1
101	CMP+DST+DLY1 (Compressor + Distortion + Delay1)	Compressor, Distortion and Delay are connected in series.	96	16
102	CMP+DST+DLY2 (Compressor + Distortion + Delay2)		96	0
103	CMP+OD+DLY1 (Compressor + Overdrive + Delay1)	Compressor, Overdrive and Delay are connected in series.	96	17
104	CMP+OD+DLY2 (Compressor + Overdrive + Delay2)		96	1
105	V_DST H+DLY (V Distortion Hard + Delay)	V Distortion Hard and Delay are connected in series.	98	1
106	V_DST S+DLY (V Distortion Soft + Delay)	V Distortion Soft and Delay are connected in series.	98	3
107	DST+TDLY (Distortion + Tempo Delay)	Distortion and Tempo Delay are connected in series.	100	0
108	OD+TDLY (Overdrive + Tempo Delay)	Overdrive and Tempo Delay are connected in series.	100	1
109	CMP+DST+TDL (Compressor + Distortion + Tempo Delay)	Compressor, Distortion and Tempo Delay are connected in series.	101	0
110	CMP+OD+TDLY1 (Compressor + Overdrive + Tempo Delay1)	Compressor, Overdrive and Tempo Delay are connected in series.	101	1
111	CMP+OD+TDLY2 (Compressor + Overdrive + Tempo Delay2)		101	16
112	CMP+OD+TDLY3 (Compressor + Overdrive + Tempo Delay3)		101	17
113	CMP+OD+TDLY4 (Compressor + Overdrive + Tempo Delay4)		101	18
114	CMP+OD+TDLY5 (Compressor + Overdrive + Tempo Delay5)		101	19
115	CMP+OD+TDLY6 (Compressor + Overdrive + Tempo Delay6)		101	20
116	V_DST H+TDLY (V Distortion Hard + Tempo Delay)	V Distortion Hard and Tempo Delay are connected in series.	103	0
117	V_DST S+TDL1 (V Distortion Soft + Tempo Delay1)	V Distortion Soft and Tempo Delay are connected in series.	103	1
118	PITCH CHG1 (Pitch Change1)	Changes the pitch of the input signal.	80	16
119	PITCH CHG2 (Pitch Change2)		80	0
120	PITCH CHG3 (Pitch Change3)		80	1
121	AUTO WAH1	Cyclically modulates the center frequency of a wah filter.	78	16
122	AUTO WAH2		78	0
123	AT WAH+DST1 (Auto Wah + Distortion1)	The output of an Auto Wah can be distorted by Distortion.	78	17
124	AT WAH+DST2 (Auto Wah + Distortion2)		78	1
125	AT WAH+OD1 (Auto Wah + Overdrive1)	The output of an Auto Wah can be distorted by Overdrive.	78	18
126	AT WAH+OD2 (Auto Wah + Overdrive2)		78	2
127	TOUCH WAH1	Changes the center frequency of a wah filter according to the input level.	82	0
128	TOUCH WAH2		82	8
129	TC WAH+DST1 (Touch Wah + Distortion1)	The output of an Touch Wah can be distorted by Distortion.	82	16
130	TC WAH+DST2 (Touch Wah + Distortion2)		82	1
131	TC WAH+OD1 (Touch Wah + Overdrive1)	The output of an Touch Wah can be distorted by Overdrive.	82	17
132	TC WAH+OD2 (Touch Wah + Overdrive2)		82	2
133	CLAVI TC WAH (Clavi Touch Wah)	Clavinet Touch Wah	82	18

No.	Type	Description	MSB	LSB
134	EP TC WAH (EP Touch Wah)	EP Touch Wah	82	19
135	WH+DST+DLY1 (Wah + Distortion + Delay1)	Wah, Distortion and Delay are connected in series.	97	16
136	WH+DST+DLY2 (Wah + Distortion + Delay2)		97	0
137	WH+DST+TDLY (Wah + Distortion + Tempo Delay)	Wah, Distortion and Tempo Delay are connected in series.	102	0
138	WH+OD+DLY1 (Wah + Overdrive + Delay1)	Wah, Overdrive and Delay are connected in series.	97	17
139	WH+OD+DLY2 (Wah + Overdrive + Delay2)		97	1
140	WH+OD+TDLY1 (Wah + Overdrive + Tempo Delay1)	Wah, Overdrive and Tempo Delay are connected in series.	102	1
141	WH+OD+TDLY2 (Wah + Overdrive + Tempo Delay2)		102	16
142	MBAND COMP	Multi-band compressor that allows you to adjust the compression effect for individual frequency bands.	105	0
143	COMPRESSOR	Holds down the output level when a specified input level is exceeded. A sense of attack can also be added to the sound.	83	0
144	NOISE GATE	Gates the input when the input signal falls below a specified level.	84	0
145	ROTARY SP1 (Rotary Speaker1)	Simulates a rotary speaker.	69	16
146	ROTARY SP2 (Rotary Speaker2)		71	17
147	ROTARY SP3 (Rotary Speaker3)		71	18
148	ROTARY SP4 (Rotary Speaker4)		70	17
149	ROTARY SP5 (Rotary Speaker5)		66	18
150	ROTARY SP6 (Rotary Speaker6)		69	0
151	ROTARY SP7 (Rotary Speaker7)		71	22
152	2WAY ROT SP (2way Rotary Speaker)		86	0
153	DST+ROT SP (Distortion + Rotary Speaker)	Distortion and rotary speaker connected in series.	69	1
154	DST+2ROT SP (Distortion + 2way Rotary Speaker)	Distortion and 2-way rotary speaker connected in series.	86	1
155	OD+ROT SP (Overdrive + Rotary Speaker)	Overdrive and rotary speaker connected in series.	69	2
156	OD+2ROT SP (Overdrive + 2way Rotary Speaker)	Overdrive and 2-way rotary speaker connected in series.	86	2
157	AMP+ROT SP (Amp Simulator + Rotary Speaker)	Amp simulator and rotary speaker connected in series.	69	3
158	AMP+2ROT SP (Amp Simulator + 2way Rotary Speaker)	Amp simulator and 2-way rotary speaker connected in series.	86	3
159	DUAL ROT SP1 (Dual Rotor Speaker1)	Rotary speaker simulation with speed switching.	99	0
160	DUAL ROT SP2 (Dual Rotor Speaker2)		99	1
161	TREMOLO1	Rich Tremolo effect with both volume and pitch modulation.	70	16
162	TREMOLO2		71	19
163	TREMOLO3		70	0
164	EP TREMOLO		70	18
165	GT TREMOLO1 (Guitar Tremolo1)		71	20
166	GT TREMOLO2 (Guitar Tremolo2)		70	19
167	AUTO PAN1	Several panning effects that automatically shift the sound position (left, right, front, back).	71	16
168	AUTO PAN2		71	0
169	EP AUTOPAN		71	21
170	AUTO PAN3		71	1

No.	Type	Description	MSB	LSB
171	EQ DISCO	Equalizer effect that boosts both high and low frequencies, as is typical in most disco music.	76	16
172	EQ TEL	Equalizer effect that cuts both high and low frequencies, to simulate the sound heard through a telephone receiver.	76	17
173	2BAND EQ	A stereo EQ with adjustable LOW and HIGH. Ideal for drum Parts.	77	0
174	3BAND EQ	A mono EQ with adjustable LOW, MID, and HIGH equalizing.	76	0
175	HM ENHANCE1 (Harmonic Enhancer1)	Adds new harmonics to the input signal to make the sound stand out.	81	16
176	HM ENHANCE2 (Harmonic Enhancer2)		81	0
177	ST 3BAND EQ	An EQ which allows equalization of low, mid and high bands.	76	18
178	VCE CANCEL (Voice Cancel)	Attenuates the vocal part of a CD or other source.	85	0
179	AMBIENCE	Blurs the stereo positioning of the sound to add spatial width.	88	0
180	TALKING MOD (Talking Modulation)	Adds a vowel sound to the input signal.	93	0
181	ISOLATOR	Controls the level of a specified frequency band of the input signal.	115	0
182	NO EFFECT	No effect.	0	0
183	THRU	Bypass without applying an effect.	64	0

YAMAHA   [Portable Grand]

Model DGX-630/YPG-635   MIDI Implementation Chart

Date:14-MAY-2007

Version:1.0

Function...		Transmitted	Recognized	Remarks
Basic Channel	Default	1 - 16	1 - 16	
	Changed	x	x	
Mode	Default	3	3	
	Messages	x	x	
	Altered	*****************		
Note Number		0 - 127	0 - 127	
	: True voice	*****************	0 - 127	
Velocity	Note ON	o 9nH,v=1-127	o 9nH,v=1-127	
	Note OFF	x 9nH,v=0	x	
After Touch	Key's	x	x	
	Ch's	x	x	
Pitch Bend		o 0-24 semi	o 0-24 semi	
Control Change	0,32	o	o	Bank Select
	1,11,84	x *1	o	
	6,38	o	o	Data Entry
	7,10	o	o	
	64,66,67	o *1	o	Pedal
	71	x	o	Harmonic Content
	72	o	o	Release Time
	73	x *1	o	Attack Time
	74	x *1	o	Brightness
	91,93,94	o *1	o	Effect Depth
	96-97	x	o	RPN Inc,Dec
	100-101	o	o	RPN LSB,MSB

	Transmitted	Recognized	Remarks
Prog Change : True #	o 0 - 127 / ******************	o 0 - 127	
System Exclusive	o	o	
Common : Song Pos.	x	x	
: Song Sel.	x	x	
: Tune	x	x	
System :Clock	o	o	
Real Time:Commands	o	o	
Aux :All Sound OFF	x	o(120,126,127)	
:Reset All Cntrls	x	o(121)	
:Local ON/OFF	x	o(122)	
:All Notes OFF	x	o(123-125)	
Mes- :Active Sense	o	o	
sages:Reset	x	x	

*1 Refer to #2 on page 146.

Mode 1 : OMNI ON , POLY	Mode 2 : OMNI ON , MONO	o : Yes
Mode 3 : OMNI OFF, POLY	Mode 4 : OMNI OFF,MONO	x : No

MIDI Data Format

NOTE:

1. By default (factory settings) the instrument ordinarily functions as a 16-channel multi-timbral tone generator, and incoming data does not affect the panel voices or panel settings. However, the MIDI messages listed below do affect the panel voices, auto accompaniment, and songs.
   - MIDI Master Tuning
   - System exclusive messages for changing the Reverb Type, Chorus Type and DSP Type.

2. Messages for these control change numbers cannot be transmitted from the instrument itself. However, they may be transmitted when playing the accompaniment, song or using the Harmony effect.

3. Exclusive
   <GM System ON> F0H, 7EH, 7FH, 09H, 01H, F7H
   - This message automatically restores all default settings for the instrument, with the exception of MIDI Master Tuning.

   <MIDI Master Volume> F0H, 7FH, 7FH, 04H, 01H, ll, mm, F7H
   - This message allows the volume of all channels to be changed simultaneously (Universal System Exclusive).
   - The values of "mm" is used for MIDI Master Volume. (Values for "ll" are ignored.)

   <XG Master Tuning> F0H, 43H, 1nH, 4CH, 00H, 00H, 00H, ddH, ddH, ddH, ddH, F7H
   - This message simultaneously changes the tuning value of all channels.
   - The values of "dd" are used for XG Master Tuning.
   - The default value of "dd" are 00H, 04H, 00H, 00H, respectively.

   <Reverb Type> F0H, 43H, 1nH, 4CH, 02H, 01H, 00H, mmH, llH, F7H
   - mm : Reverb Type MSB
   - ll : Reverb Type LSB
   Refer to the Effect Type List (page 138) for details.

   <Chorus Type> F0H, 43H, 1nH, 4CH, 02H, 01H, 20H, mmH, llH, F7H
   - mm : Chorus Type MSB
   - ll : Chorus Type LSB
   Refer to the Effect Type List (page 138) for details.

   <DSP Type> F0H, 43H, 1nH, 4CH, 02H, 01H, 40H, mmH, llH, F7H
   - mm: DSP Type MSB
   - ll: DSP Type LSB
   Refer to the Effect Type List (page 138) for details.

4. When the accompaniment is started, an FAH message is transmitted. When accompaniment is stopped, an FCH message is transmitted. When the clock is set to External, both FAH (accompaniment start) and FCH (accompaniment stop) are recognized.

5. Local ON/OFF
   <Local ON> Bn, 7A, 7F
   <Local OFF> Bn, 7A, 00
   Value for "n" is ignored.

ATTENTION
SOFTWARE LICENSE AGREEMENT

PLEASE READ THIS SOFTWARE LICENSE AGREEMENT ("AGREE-MENT") CAREFULLY BEFORE USING THIS SOFTWARE. YOU ARE ONLY PERMITTED TO USE THIS SOFTWARE PURSUANT TO THE TERMS AND CONDITIONS OF THIS AGREEMENT. THIS AGREEMENT IS BETWEEN YOU (AS AN INDIVIDUAL OR LEGAL ENTITY) AND YAMAHA CORPORATION ("YAMAHA").

BY BREAKING THE SEAL OF THIS PACKAGE YOU ARE AGREEING TO BE BOUND BY THE TERMS OF THIS LICENSE. IF YOU DO NOT AGREE WITH THE TERMS, DO NOT INSTALL, COPY, OR OTHERWISE USE THIS SOFTWARE.

1. GRANT OF LICENSE AND COPYRIGHT

Yamaha hereby grants you the right to use one copy of the software program(s) and data ("SOFTWARE") accompanying this Agreement. The term SOFT-WARE shall encompass any updates to the accompanying software and data. The SOFTWARE is owned by Yamaha and/or Yamaha's licensor(s), and is pro-tected by relevant copyright laws and all applicable treaty provisions. While you are entitled to claim ownership of the data created with the use of SOFT-WARE, the SOFTWARE will continue to be protected under relevant copy-rights.

- **You may** use the SOFTWARE on a **single computer**.
- **You may** make one copy of the SOFTWARE in machine-readable form for backup purposes only, if the SOFTWARE is on media where such backup copy is permitted. On the backup copy, you must reproduce Yamaha's copy-right notice and any other proprietary legends that were on the original copy of the SOFTWARE.
- **You may** permanently transfer to a third party all your rights in the SOFT-WARE, provided that you do not retain any copies and the recipient reads and agrees to the terms of this Agreement.

2. RESTRICTIONS

- **You may not** engage in reverse engineering, disassembly, decompilation or otherwise deriving a source code form of the SOFTWARE by any method whatsoever.
- **You may not** reproduce, modify, change, rent, lease, or distribute the SOFT-WARE in whole or in part, or create derivative works of the SOFTWARE.
- **You may not** electronically transmit the SOFTWARE from one computer to another or share the SOFTWARE in a network with other computers.
- **You may not** use the SOFTWARE to distribute illegal data or data that vio-lates public policy.
- **You may not** initiate services based on the use of the SOFTWARE without permission by Yamaha Corporation.

Copyrighted data, including but not limited to MIDI data for songs, obtained by means of the SOFTWARE, are subject to the following restrictions which you must observe.
- Data received by means of the SOFTWARE may not be used for any com-mercial purposes without permission of the copyright owner.
- Data received by means of the SOFTWARE may not be duplicated, trans-ferred, or distributed, or played back or performed for listeners in public without permission of the copyright owner.
- The encryption of data received by means of the SOFTWARE may not be removed nor may the electronic watermark be modified without permission of the copyright owner.

3. TERMINATION

This Agreement becomes effective on the day that you receive the SOFT-WARE and remains effective until terminated. If any copyright law or provi-sions of this Agreement is violated, the Agreement shall terminate automatically and immediately without notice from Yamaha. Upon such termi-nation, you must immediately destroy the licensed SOFTWARE, any accom-panying written documents and all copies thereof.

4. LIMITED WARRANTY ON MEDIA

As to SOFTWARE sold on tangible media, Yamaha warrants that the tangible media on which the SOFTWARE is recorded will be free from defects in mate-rials and workmanship under normal use for a period of fourteen (14) days from the date of receipt, as evidenced by a copy of the receipt. Yamaha's entire liability and your exclusive remedy will be replacement of the defective media if it is returned to Yamaha or an authorized Yamaha dealer within fourteen days with a copy of the receipt. Yamaha is not responsible for replacing media dam-aged by accident, abuse or misapplication. TO THE FULLEST EXTENT PERMITTED BY LAW, YAMAHA EXPRESSLY DISCLAIMS ANY IMPLIED WARRANTIES ON THE TANGIBLE MEDIA, INCLUDING THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE.

5. DISCLAIMER OF WARRANTY ON SOFTWARE

You expressly acknowledge and agree that use of the SOFTWARE is at your sole risk. The SOFTWARE and related documentation are provided "AS IS" and without warranty of any kind. NOTWITHSTANDING ANY OTHER PROVISION OF THIS AGREEMENT, YAMAHA EXPRESSLY DIS-CLAIMS ALL WARRANTIES AS TO THE SOFTWARE, EXPRESS, AND IMPLIED, INCLUDING BUT NOT LIMITED TO THE IMPLIED WAR-RANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT OF THIRD PARTY RIGHTS. SPECIFICALLY, BUT WITHOUT LIMITING THE FOREGOING, YAMAHA DOES NOT WARRANT THAT THE SOFTWARE WILL MEET YOUR REQUIREMENTS, THAT THE OPERATION OF THE SOFTWARE WILL BE UNINTERRUPTED OR ERROR-FREE, OR THAT DEFECTS IN THE SOFTWARE WILL BE CORRECTED.

6. LIMITATION OF LIABILITY

YAMAHA'S ENTIRE OBLIGATION HEREUNDER SHALL BE TO PER-MIT USE OF THE SOFTWARE UNDER THE TERMS HEREOF. IN NO EVENT SHALL YAMAHA BE LIABLE TO YOU OR ANY OTHER PER-SON FOR ANY DAMAGES, INCLUDING, WITHOUT LIMITATION, ANY DIRECT, INDIRECT, INCIDENTAL OR CONSEQUENTIAL DAMAGES, EXPENSES, LOST PROFITS, LOST DATA OR OTHER DAMAGES ARIS-ING OUT OF THE USE, MISUSE OR INABILITY TO USE THE SOFT-WARE, EVEN IF YAMAHA OR AN AUTHORIZED DEALER HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. In no event shall Yamaha's total liability to you for all damages, losses and causes of action (whether in contract, tort or otherwise) exceed the amount paid for the SOFT-WARE.

7. THIRD PARTY SOFTWARE

Third party software and data ("THIRD PARTY SOFTWARE") may be attached to the SOFTWARE. If, in the written materials or the electronic data accompanying the Software, Yamaha identifies any software and data as THIRD PARTY SOFTWARE, you acknowledge and agree that you must abide by the provisions of any Agreement provided with the THIRD PARTY SOFT-WARE and that the party providing the THIRD PARTY SOFTWARE is responsible for any warranty or liability related to or arising from the THIRD PARTY SOFTWARE. Yamaha is not responsible in any way for the THIRD PARTY SOFTWARE or your use thereof.

- Yamaha provides no express warranties as to the THIRD PARTY SOFT-WARE. IN ADDITION, YAMAHA EXPRESSLY DISCLAIMS ALL IMPLIED WARRANTIES, INCLUDING BUT NOT LIMITED TO THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, as to the THIRD PARTY SOFTWARE.
- Yamaha shall not provide you with any service or maintenance as to the THIRD PARTY SOFTWARE.
- Yamaha is not liable to you or any other person for any damages, including, without limitation, any direct, indirect, incidental or consequential damages, expenses, lost profits, lost data or other damages arising out of the use, mis-use or inability to use the THIRD PARTY SOFTWARE.

8. GENERAL

This Agreement shall be interpreted according to and governed by Japanese law without reference to principles of conflict of laws. Any dispute or proce-dure shall be heard before the Tokyo District Court in Japan. If for any reason a court of competent jurisdiction finds any portion of this Agreement to be unen-forceable, the remainder of this Agreement shall continue in full force and effect.

9. COMPLETE AGREEMENT

This Agreement constitutes the entire agreement between the parties with respect to use of the SOFTWARE and any accompanying written materials and supersedes all prior or contemporaneous understandings or agreements, writ-ten or oral, regarding the subject matter of this Agreement. No amendment or revision of this Agreement will be binding unless in writing and signed by a fully authorized representative of Yamaha.

SIBELIUS SCORCH LICENSE AGREEMENT

By installing and/or using this Product you (an individual or legal entity) agree with the Licensor to be bound by the terms of this License which will govern your use of the Product. If you do not accept these terms, do not install or use this Product.

The Product is copyright © 1987-2007 Sibelius Software, a division of Avid Technology, Inc, and its licensors.

1. Definitions

In this License the following words and expressions have the following meanings:

"License": this agreement between you and the Licensor and, if permitted by the context, the conditional license granted to you in this agreement.

"Licensor": Avid Technology, Inc., of Avid Technology Park, One Park West, Tewksbury, MA 01876 USA, through its division Sibelius Software, of 20-23 City North, Fonthill Road, London N4 3HF, UK

"Product": the Software and the Documentation.

"Software": the Sibelius Scorch web browser plug-in, Opus, Helsinki, Inkpen2 and Reprise font families, any other programs or files supplied by the Licensor which are included in or with the Sibelius Scorch installer, and the Sibelius Scorch installer.

"Documentation": any documentation in any form relating to the Software supplied to you with the Software or by the Licensor.

2. License

2.1 The Licensor grants to you a non-exclusive non-transferable license to use this Software in accordance with the Documentation on any number of computers. Title to the Product is not transferred to you. Ownership of the Product remains vested in the Licensor and its licensors, subject to the rights granted to you under this License. All other rights are reserved.

2.2 You may make one printout for your own use of any part of the Documentation provided in electronic form. You shall not make or permit any third party to make any further copies of any part of the Product whether in eye or machine-readable form.

2.3 You shall not, and shall not cause or permit any third party to,

   (1) translate, enhance, modify, alter or adapt the Product or any part of it for any purpose (including without limitation for the purpose of error correction);

   (2) create derivative works based on the Product, or cause the whole or any part of the Product to be combined with or incorporated into any other program, file or product, for any purpose; or

   (3) use the Software to create files in any format (other than temporary files created and required by your computer's operating system or web browser), including without limitation screen capture files, files generated from the Software's playback, graphics files and print files, for any purpose, except for creating MIDI files (if permitted by the Software) for private non-commercial use.

2.4 You shall not, and shall not cause or permit any third party to, decompile, decode, disassemble or reverse engineer the Software in whole or in part for any purpose.

2.5 You shall not, and shall not cause any third party to, translate, convert, decode or reverse engineer any file capable of being read by any copy or version of the Software or any data transmitted to or from any copy or version of the Software, in whole or in part for any purpose.

2.6 The Product or any part of it must not be used to infringe any right of copyright or right of privacy, publicity or personality or any other right whatsoever of any other person or entity.

3. Copyright

3.1 You acknowledge that copyright in the Product as a whole and in the components of the Product as between you and the Licensor belongs to the Licensor or its licensors and is protected by copyright laws, national and international, and all other applicable laws.

4. Disclaimer of Liability

4.1 In consideration of the fact that the Product is licensed hereunder free of charge, (a) the Licensor disclaims any and all warranties with respect to the Product, whether expressed or implied, including without limitation any warranties that the Product is free from defects, will perform in accordance with the Documentation, is merchantable, or is fit for any particular purpose, and (b) the Licensor shall not have or incur any liability to you for any loss, cost, expense or claim (including without limitation any liability for loss or corruption of data and loss of profits, revenue or goodwill and any type of special, indirect or consequential loss) that may arise out of or in connection with your installation and use of the Product.

5. Termination

5.1 This License shall terminate automatically upon your destruction of the Product. In addition, the Licensor may elect to terminate this License in the event of a material breach by you of any condition of this License or of any of your representations, warranties, covenants or obligations hereunder. Upon notification of such termination by the Licensor, you will immediately delete the Software from your computer and destroy the Documentation.

6. Miscellaneous

6.1 No failure to exercise and no delay in exercising on the part of the Licensor of any right, power or privilege arising hereunder shall operate as a waiver thereof, nor shall any single or partial exercise of any right, power or privilege preclude any other or further exercise thereof or the exercise of any other right, power or privilege. The rights and remedies of the Licensor in connection herewith are not exclusive of any rights or remedies provided by law.

6.2 You may not distribute, loan, lease, sub-license, rent or otherwise transfer the Product to any third party.

6.3 You agree to the use of your personal data in accordance with the Licensor's privacy policy (available from the Licensor or on www.sibelius.com), which may change from time to time.

6.4 This License is intended by the parties hereto to be a final expression of their agreement with respect to the subject matter hereof and a complete and exclusive statement of the terms of such agreement. This License supercedes any and all prior understandings, whether written or oral, between you and the Licensor relating to the subject matter hereof.

6.5 (This section only applies if you are resident in the European Union:) This License shall be construed and governed by the laws of England, and both parties agree to submit to the exclusive jurisdiction of the English courts.

6.6 (This section only applies if you are not resident in the European Union:) This License shall be construed and enforced in accordance with and governed by the laws of the State of California. Any suit, action or proceeding arising out of or in any way related or connected to this License shall be brought and maintained only in the United States District Court for the Northern District of California, sitting in the City of San Francisco. Each party irrevocably submits to the jurisdiction of such federal court over any such suit, action or proceeding. Each party knowingly, voluntarily and irrevocably waives trial by jury in any suit, action or proceeding (including any counterclaim), whether at law or in equity, arising out of or in any way related or connected to this License or the subject matter hereof.

(License v5.0 (DMN), 30 July 2007)

♪ Specifications

Keyboards
- 88 Graded Hammer Standard keys (A-1–C7), with Touch Response.

Display
- 320 x 240 dots LCD display (backlit)

Setup
- STANDBY/ON
- MASTER VOLUME: MIN–MAX
- LCD CONTRAST

Panel Controls
- SONG, VOICE, STYLE, EASY SONG ARRANGER, P.A.T. ON/OFF, LESSON L, LESSON R, LESSON START, METRONOME ON/OFF, PORTABLE GRAND, DEMO, FUNCTION, MUSIC DATABASE, HARMONY ON/OFF, DUAL ON/OFF, SPLIT ON/OFF, TEMPO/TAP, [0]–[9], [+], [-], CATEGORY, Dial, REPEAT & LEARN (ACMP ON/OFF), A-B REPEAT (INTRO/ENDING/rit.), PAUSE (SYNC START), START/STOP, REW (MAIN/AUTO FILL), FF (SYNC STOP), REGIST MEMORY ([MEMORY/BANK], [1], [2]), SONG MEMORY (REC, [1]–[5], [A]), File Control [MENU], File Control [EXECUTE], [EXIT], [LYRICS], [SCORE], DSP ON/OFF

Realtime Control
- Pitch Bend Wheel

Voice
- 130 panel voices + 12 drum/SFX kits + 361 XGlite voices
- Polyphony: 64
- DUAL
- SPLIT

Style
- 160 Preset Styles + External files
- Style Control: ACMP ON/OFF, SYNC STOP, SYNC START, START/STOP, INTRO/ENDING/rit., MAIN/AUTO FILL
- Fingering: Multi Finger, Full Keyboard
- Style Volume

Music Database
- 300 + External files

Education Feature
- Dictionary
- Lesson 1–3, Repeat & Learn

Registration Memory
- 8 banks x 2 types

Function
- VOLUME: Style Volume, Song Volume
- OVERALL: Tuning, Transpose, Split Point, Touch Sensitivity, Pitch Bend Range, Chord Fingering
- MAIN VOICE: Volume, Octave, Pan, Reverb Level, Chorus Level, DSP Level
- DUAL VOICE: Volume, Octave, Pan, Reverb Level, Chorus Level, DSP Level
- SPLIT VOICE: Volume, Octave, Pan, Reverb Level, Chorus Level
- EFFECT: Reverb Type, Chorus Type, Master EQ Type, Sustain, DSP Type
- HARMONY: Harmony Type, Harmony Volume
- Performance assistant technology: Performance assistant technology Type
- PC: PC Mode
- MIDI: Local On/Off, External Clock, Initial Send, Keyboard Out, Style Out, Song Out
- METRONOME: Time Signature Numerator, Time Signature Denominator, Metronome Volume, Bell
- SCORE: Quantize
- LESSON: Lesson Track (R), Lesson Track (L), Grade
- UTILITY: Demo Cancel, Language

Effects
- Reverb: 29 types
- Chorus: 24 types
- DSP: 182 types
- Harmony: 26 types

Song
- 30 Preset Songs + 5 User Songs + Accessory CD-ROM Songs (70)
- Song Clear, Track Clear
- Song Volume
- Song Control: REPEAT & LEARN, A-B REPEAT, PAUSE, REW, FF, START/STOP

Performance assistant technology
- Chord, Chord/Free, Melody, Chord/Melody

Recording
- Song
  - User Song: 5 Songs
  - Recording Tracks: 1, 2, 3, 4, 5, STYLE

MIDI
- Local On/Off
- Keyboard Out
- Initial Send
- Style Out
- External Clock
- Song Out

Auxiliary jacks
- PHONES/OUTPUT, DC IN 12V, USB TO HOST, USB TO DEVICE, SUSTAIN, PEDAL UNIT

Amplifier
- 6W + 6W

Speakers
- 12cm x 2 + 3cm x 2

Power Consumption
- 22W

Power Supply
- Adaptor: PA-5D or an equivalent recommended by Yamaha

Dimensions (W x D x H)
- 1,398 x 457 x 153 mm (55-1/16" x 18" x 6")
  with keyboard stand:
  1,405 x 485 x 773 mm (55-1/3" x 19-1/8" x 30-3/8")

Weight
- 18.0kg (39 lbs. 11 oz.)
  with keyboard stand: 25.5kg (56 lbs. 3 oz.)

Supplied Accessories
- Music Rest
- Accessory CD-ROM
- Keyboard Stand
- Owner's Manual
- Footswitch FC5
- AC Power adaptor (May not be included depending on your particular area.)

Optional Accessories
- Headphones: HPE-150
- Pedal Unit: LP-7

---

* Specifications and descriptions in this owner's manual are for information purposes only. Yamaha Corp. reserves the right to change or modify products or specifications at any time without prior notice. Since specifications, equipment or options may not be the same in every locale, please check with your Yamaha dealer.

Index

Limited Warranty

90 DAYS LABOR   **1 YEAR PARTS**

Yamaha Corporation of America, hereafter referred to as Yamaha, warrants to the original consumer of a product included in the categories listed below, that the product will be free of defects in materials and/or workmanship for the periods indicated. This warranty is applicable to all models included in the following series of products:

DGX, YPG SERIES OF Portable Grand ELECTRONIC KEYBOARDS

If during the first 90 days that immediately follows the purchase date, your new Yamaha product covered by this warranty is found to have a defect in material and/or workmanship, Yamaha and/or its authorized representative will repair such defect without charge for parts or labor.

If parts should be required after this 90 day period but within the one year period that immediately follows the purchase date, Yamaha will, subject to the terms of this warranty, supply these parts without charge. However, charges for labor, and/or any miscellaneous expenses incurred are the consumers responsibility. Yamaha reserves the right to utilize reconditioned parts in repairing these products and/or to use reconditioned units as warranty replacements.

THIS WARRANTY IS THE ONLY EXPRESS WARRANTY WHICH YAMAHA MAKES IN CONNECTION WITH THESE PRODUCTS. ANY IMPLIED WARRANTY APPLICABLE TO THE PRODUCT, INCLUDING THE WARRANTY OF MERCHANT ABILITY IS LIMITED TO THE DURATION OF THE EXPRESS WARRANTY. YAMAHA EXCLUDES AND SHALL NOT BE LIABLE IN ANY EVENT FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES.

Some states do not allow limitations that relate to implied warranties and/or the exclusion of incidental or consequential damages. Therefore, these limitations and exclusions may not apply to you.

This warranty gives you specific legal rights. You may also have other rights which vary from state to state.

CONSUMERS RESPONSIBILITIES

If warranty service should be required, it is necessary that the consumer assume certain responsibilities:

1. Contact the Customer Service Department of the retailer selling the product, or any retail outlet authorized by Yamaha to sell the product for assistance. You may also contact Yamaha directly at the address provided below.

2. Deliver the unit to be serviced under warranty to: the retailer selling the product, an authorized service center, or to Yamaha with an explanation of the problem. Please be prepared to provide proof purchase date (sales receipt, credit card copy, etc.) when requesting service and/or parts under warranty.

3. Shipping and/or insurance costs are the consumers responsibility.* Units shipped for service should be packed securely.

   *Repaired units will be returned PREPAID if warranty service is required within the first 90 days.

   IMPORTANT: Do NOT ship anything to ANY location without prior authorization. A Return Authorization (RA) will be issued that has a tracking number assigned that will expedite the servicing of your unit and provide a tracking system if needed.

4. Your owners manual contains important safety and operating instructions. It is your responsibility to be aware of the contents of this manual and to follow all safety precautions.

EXCLUSIONS

This warranty does not apply to units whose trade name, trademark, and/or ID numbers have been altered, defaced, exchanged removed, or to failures and/or damages that may occur as a result of:

1. Neglect, abuse, abnormal strain, modification or exposure to extremes in temperature or humidity.

2. Improper repair or maintenance by any person who is not a service representative of a retail outlet authorized by Yamaha to sell the product, an authorized service center, or an authorized service representative of Yamaha.

3. This warranty is applicable only to units sold by retailers authorized by Yamaha to sell these products in the U.S.A., the District of Columbia, and Puerto Rico. This warranty is not applicable in other possessions or territories of the U.S.A. or in any other country.

Please record the model and serial number of the product you have purchased in the spaces provided below.

Model_____   Serial #_____   Sales Slip #_____

Purchased from_____   Date_____
(Retailer)

YAMAHA CORPORATION OF AMERICA
Electronic Service Division
6600 Orangethorpe Avenue
Buena Park, CA 90620

KEEP THIS DOCUMENT FOR YOUR RECORDS. DO NOT MAIL!

For details of products, please contact your nearest Yamaha representative or the authorized distributor listed below.

Pour plus de détails sur les produits, veuillez-vous adresser à Yamaha ou au distributeur le plus proche de vous figurant dans la liste suivante.

Die Einzelheiten zu Produkten sind bei Ihrer unten aufgeführten Niederlassung und bei Yamaha Vertragshändlern in den jeweiligen Bestimmungsländern erhältlich.

Para detalles sobre productos, contacte su tienda Yamaha más cercana o el distribuidor autorizado que se lista debajo.

NORTH AMERICA

CANADA
Yamaha Canada Music Ltd.
135 Milner Avenue, Scarborough, Ontario,
M1S 3R1, Canada
Tel: 416-298-1311

U.S.A.
Yamaha Corporation of America
6600 Orangethorpe Ave., Buena Park, Calif. 90620,
U.S.A.
Tel: 714-522-9011

CENTRAL & SOUTH AMERICA

MEXICO
Yamaha de México S.A. de C.V.
Calz. Javier Rojo Gómez #1149,
Col. Guadalupe del Moral
C.P. 09300, México, D.F., México
Tel: 55-5804-0600

BRAZIL
Yamaha Musical do Brasil Ltda.
Rua Joaquim Floriano, 913 - 4' andar, Itaim Bibi,
CEP 04534-013 Sao Paulo, SP. BRAZIL
Tel: 011-3704-1377

ARGENTINA
Yamaha Music Latin America, S.A.
Sucursal de Argentina
Viamonte 1145 Piso2-B 1053,
Buenos Aires, Argentina
Tel: 1-4371-7021

PANAMA AND OTHER LATIN AMERICAN COUNTRIES/ CARIBBEAN COUNTRIES
Yamaha Music Latin America, S.A.
Torre Banco General, Piso 7, Urbanización Marbella,
Calle 47 y Aquilino de la Guardia,
Ciudad de Panamá, Panamá
Tel: +507-269-5311

EUROPE

THE UNITED KINGDOM
Yamaha Music U.K. Ltd.
Sherbourne Drive, Tilbrook, Milton Keynes,
MK7 8BL, England
Tel: 01908-366700

IRELAND
Danfay Ltd.
61D, Sallynoggin Road, Dun Laoghaire, Co. Dublin
Tel: 01-2859177

GERMANY
Yamaha Music Central Europe GmbH
Siemensstraße 22-34, 25462 Rellingen, Germany
Tel: 04101-3030

SWITZERLAND/LIECHTENSTEIN
Yamaha Music Central Europe GmbH,
Branch Switzerland
Seefeldstrasse 94, 8008 Zürich, Switzerland
Tel: 01-383 3990

AUSTRIA
Yamaha Music Central Europe GmbH,
Branch Austria
Schleiergasse 20, A-1100 Wien, Austria
Tel: 01-60203900

CZECH REPUBLIC/SLOVAKIA/ HUNGARY/SLOVENIA
Yamaha Music Central Europe GmbH,
Branch Austria, CEE Department
Schleiergasse 20, A-1100 Wien, Austria
Tel: 01-602039025

POLAND
Yamaha Music Central Europe GmbH
Sp.z. o.o. Oddzial w Polsce
ul. 17 Stycznia 56, PL-02-146 Warszawa, Poland
Tel: 022-868-07-57

THE NETHERLANDS/ BELGIUM/LUXEMBOURG
Yamaha Music Central Europe GmbH,
Branch Benelux
Clarissenhof 5-b, 4133 AB Vianen, The Netherlands
Tel: 0347-358 040

FRANCE
Yamaha Musique France
BP 70-77312 Marne-la-Vallée Cedex 2, France
Tel: 01-64-61-4000

ITALY
Yamaha Musica Italia S.P.A.
Viale Italia 88, 20020 Lainate (Milano), Italy
Tel: 02-935-771

SPAIN/PORTUGAL
Yamaha Música Ibérica, S.A.
Ctra. de la Coruna km. 17, 200, 28230
Las Rozas (Madrid), Spain
Tel: 91-639-8888

GREECE
Philippos Nakas S.A. The Music House
147 Skiathou Street, 112-55 Athens, Greece
Tel: 01-228 2160

SWEDEN
Yamaha Scandinavia AB
J. A. Wettergrens Gata 1, Box 30053
S-400 43 Göteborg, Sweden
Tel: 031 89 34 00

DENMARK
YS Copenhagen Liaison Office
Generatorvej 6A, DK-2730 Herlev, Denmark
Tel: 44 92 49 00

FINLAND
F-Musiikki Oy
Kluuvikatu 6, P.O. Box 260,
SF-00101 Helsinki, Finland
Tel: 09 618511

NORWAY
Norsk filial av Yamaha Scandinavia AB
Grini Næringspark 1, N-1345 Østerås, Norway
Tel: 67 16 77 70

ICELAND
Skifan HF
Skeifan 17 P.O. Box 8120, IS-128 Reykjavik, Iceland
Tel: 525 5000

RUSSIA
Yamaha Music (Russia)
Office 4015, entrance 2, 21/5 Kuznetskii
Most street, Moscow, 107996, Russia
Tel: 495 626 0660

OTHER EUROPEAN COUNTRIES
Yamaha Music Central Europe GmbH
Siemensstraße 22-34, 25462 Rellingen, Germany
Tel: +49-4101-3030

AFRICA

Yamaha Corporation,
Asia-Pacific Music Marketing Group
Nakazawa-cho 10-1, Naka-ku, Hamamatsu,
Japan 430-8650
Tel: +81-53-460-2312

MIDDLE EAST

TURKEY/CYPRUS
Yamaha Music Central Europe GmbH
Siemensstraße 22-34, 25462 Rellingen, Germany
Tel: 04101-3030

OTHER COUNTRIES
Yamaha Music Gulf FZE
LOB 16-513, P.O.Box 17328, Jubel Ali,
Dubai, United Arab Emirates
Tel: +971-4-881-5868

ASIA

THE PEOPLE'S REPUBLIC OF CHINA
Yamaha Music & Electronics (China) Co.,Ltd.
25/F., United Plaza, 1468 Nanjing Road (West),
Jingan, Shanghai, China
Tel: 021-6247-2211

HONG KONG
Tom Lee Music Co., Ltd.
11/F., Silvercord Tower 1, 30 Canton Road,
Tsimshatsui, Kowloon, Hong Kong
Tel: 2737-7688

INDONESIA
PT. Yamaha Music Indonesia (Distributor)
PT. Nusantik
Gedung Yamaha Music Center, Jalan Jend. Gatot
Subroto Kav. 4, Jakarta 12930, Indonesia
Tel: 21-520-2577

KOREA
Yamaha Music Korea Ltd.
8F, 9F, Dongsung Bldg. 158-9 Samsung-Dong,
Kangnam-Gu, Seoul, Korea
Tel: 080-004-0022

MALAYSIA
Yamaha Music Malaysia, Sdn., Bhd.
Lot 8, Jalan Perbandaran, 47301 Kelana Jaya,
Petaling Jaya, Selangor, Malaysia
Tel: 3-78030900

PHILIPPINES
Yupangco Music Corporation
339 Gil J. Puyat Avenue, P.O. Box 885 MCPO,
Makati, Metro Manila, Philippines
Tel: 819-7551

SINGAPORE
Yamaha Music Asia Pte., Ltd.
#03-11 A-Z Building
140 Paya Lebor Road, Singapore 409015
Tel: 747-4374

TAIWAN
Yamaha KHS Music Co., Ltd.
3F, #6, Sec.2, Nan Jing E. Rd. Taipei.
Taiwan 104, R.O.C.
Tel: 02-2511-8688

THAILAND
Siam Music Yamaha Co., Ltd.
891/1 Siam Motors Building, 15-16 floor
Rama 1 road, Wangmai, Pathumwan
Bangkok 10330, Thailand
Tel: 02-215-2626

OTHER ASIAN COUNTRIES
Yamaha Corporation,
Asia-Pacific Music Marketing Group
Nakazawa-cho 10-1, Naka-ku, Hamamatsu,
Japan 430-8650
Tel: +81-53-460-2317

OCEANIA

AUSTRALIA
Yamaha Music Australia Pty. Ltd.
Level 1, 99 Queensbridge Street, Southbank,
Victoria 3006, Australia
Tel: 3-9693-5111

NEW ZEALAND
Music Houses of N.Z. Ltd.
146/148 Captain Springs Road, Te Papapa,
Auckland, New Zealand
Tel: 9-634-0099

COUNTRIES AND TRUST TERRITORIES IN PACIFIC OCEAN
Yamaha Corporation,
Asia-Pacific Music Marketing Group
Nakazawa-cho 10-1, Naka-ku, Hamamatsu,
Japan 430-8650
Tel: +81-53-460-2312

HEAD OFFICE **Yamaha Corporation, Pro Audio & Digital Musical Instrument Division**
Nakazawa-cho 10-1, Naka-ku, Hamamatsu, Japan 430-8650
Tel: +81-53-460-3273

YAMAHA