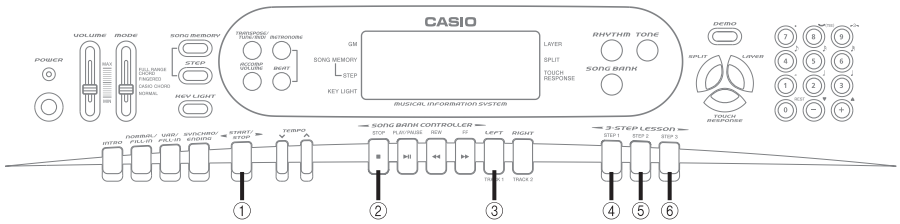
3-Step Lesson



① START/STOP ② STOP ③ LEFT/TRACK 1
④ STEP 1 ⑤ STEP 2 ⑥ STEP 3

The 3-step lesson feature takes you through the three distinct steps described below to help you learn to play tunes on the keyboard.

Step 1 – Master the timing.

In this step, pressing any key on the keyboard plays the correct note, so you can concentrate on getting the timing right without worrying about playing the right note. The sub-melody (obbligato) waits until you press a key before proceeding to the next phrase.

Step 2 – Master the melody.

In this step, you use the display to learn which fingers you should use and how loud or soft to play, and the key light system to learn which keyboard keys to press. The sub-melody (obbligato) waits until your play the correct note, so you can learn at your own pace.

Step 3 – Play at normal speed.

This is where you enjoy actually playing the tunes you learn using Step 1 and Step 2. The key light system still shows you which keyboard keys to press, but accompaniment proceeds at normal speed regardless of whether or not you play the correct notes.

Tune Types and Their Parts

There are two types of tunes in the Song Bank: Auto Accompaniment tunes and two-hand accompaniment tunes. The parts available for 3-step lesson practice depend on the type of tune you are using.

Auto Accompaniment Tunes (Numbers 00 through 69)

As their name suggests, these tunes are made up of an Auto Accompaniment part and a melody part. When using these tunes for a 3-step lesson, you can practice playing along with the melody (right hand) part only.

Two-hand Tunes (Numbers 70 through 99)

These types of tunes are played with both hands, as in a piano solo. When using these tunes for a 3-step lesson, you can practice playing along with both the left hand and right hand parts.

Key Lighting System Operation and Display Contents During 3-step Lesson Play

Whenever you select an Auto Accompaniment tune (00 to 69) for 3-step lesson play, the key lighting system shows you which keys to press, while the display shows you the notes and their fingerings.

Note Pitch

The keyboard key that should be pressed lights, while the actual pitch of the note appears in the display's staff notation area. The fingers you should use to play the notes are also shown on the display.

Note Length

Keyboard keys stay lit for as long as the note should be played. The staff notation and fingerings also remain on the display for the length of the note.

Next Note

The keyboard key for the next note to be played flashes, while a number appears on the display near the finger you should use to play the next note.

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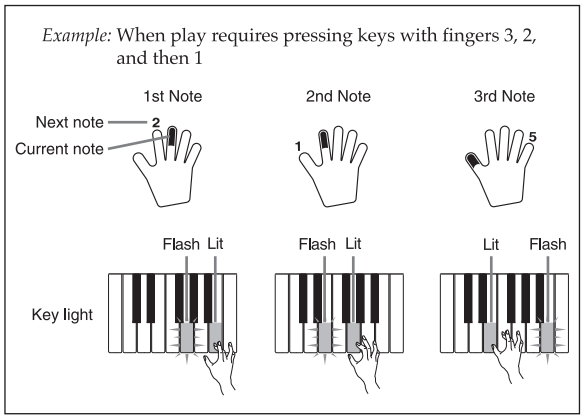
Series of Same Pitch Notes

The keyboard key light turns off momentarily between the notes and lights again for each successive note. The staff notation and fingerings also turn off and back on again.



NOTE

- Note length is not indicated when you are using two-hand tunes (70 to 99) with 3-step lesson Steps 1 and 2. As soon as you press a lit key, it goes out and the next key to be played starts to flash.
- Note length is indicated by the key light system when you use a two-hand tune with Step 3. In this case, the next key to be pressed does not flash when you press a lit key and the next finger number does not appear on the display. Only the current finger number is shown.

3-step Lesson Tempo Setting

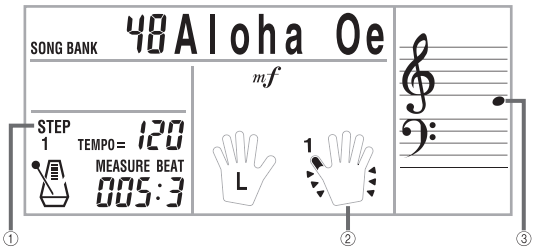
Use the procedure under "Adjusting the Tempo" on page E-22 to adjust the tempo for 3-step lesson play.

Step 1 – Master the timing.

1. Select the Song Bank tune you want to use.

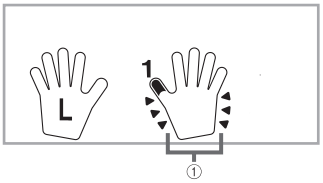
2. Press the STEP 1 button to start Step 1 play.

- After a count sounds, the keyboard stands by and waits for you to play the first note of the tune.



① Indicator appears
② Fingering
③ Note pitch

- The hand you should use is indicated by arrows around it.



① Lit

3. Press any keyboard keys to play the melody (right hand part).

- The key for the next note to be played flashes while the keyboard waits for you to play it. When you press any key to play the note, the key remains lit as the note plays.
- Accompaniment (left-hand part) waits until you press any key to play a note.
- If you accidentally press more than one key in succession, accompaniment is played for the corresponding number of notes.
- Pressing more than one key at the same time counts as a single melody note. Pressing a key while another key is held down is counted as two melody notes.

4. To stop play at any time, press the STOP or START/STOP button.

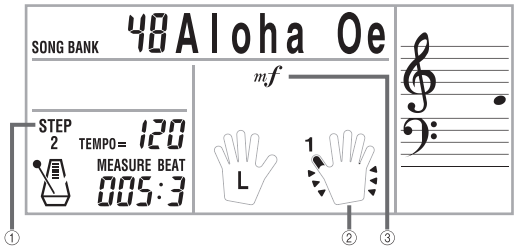
NOTE

- Left hand practice can also be performed with two-hand tunes (70 to 99). Simply select one of the two-hand tunes in step 1 of the above procedure, and then press the LEFT/TRACK 1 button following step 2.
- 3-step lesson does not allow simultaneous practice of both hands.

- You can also use fast forward and fast reverse operations with Step 1 play.
- You cannot pause Step 1 play.
- Rhythm does not sound during Step 1 play.

Step 2 – Master the melody.

1. Select the Song Bank tune you want to use.
2. Press the STEP 2 button to start Step 2 play.
   - After a count sounds, the keyboard stands by and waits for you to play the first note of the tune.



① Indicator appears
② Fingering
③ Dynamic mark

3. Follow the key light system to press the correct keyboard keys and play the melody (right hand part).

- The key for the next note to be played flashes while the keyboard waits for you to play it. When you press the key to play the note, the key remains lit as the note plays.
- If more than one key lights when you are using a two-hand tune, it means that you must press all of the keys that are lit.

4. To stop play at any time, press the STOP or START/STOP button.

NOTE

- Left hand practice can also be performed with two-hand tunes (70 to 99). Simply select one of the two-hand tunes in step 1 of the above procedure, and then press the LEFT/TRACK 1 button following step 2.
- 3-step lesson does not allow simultaneous practice of both hands.
- You can also use fast forward and fast reverse operations with Step 2 play.
- You cannot pause Step 2 play.
- Rhythm does not sound during Step 2 play.

Dynamic Marks

The dynamic marks listed below appear on the display while Song Bank tunes are playing. Adjust the pressure you apply to the keyboard in accordance with the mark that is on the display.

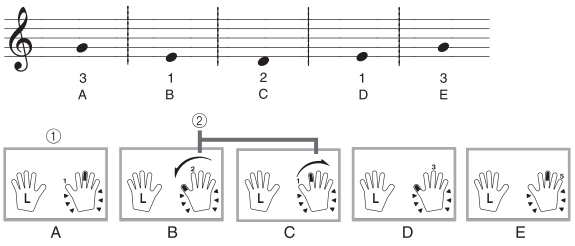
pp pianissimo: Very soft
p piano: Soft
mp mezzo piano: Moderately soft
mf mezzo forte: Moderately loud
f forte: Loud
ff fortissimo: Very loud
cresc. (<) crescendo: Gradually louder
decresc. (>) decrescendo: Gradually softer

Crossed Finger Indications

The display also shows when you have to cross fingers to play notes, and in which direction your fingers should cross.

Example:

Display for playing the notes below with the right hand only

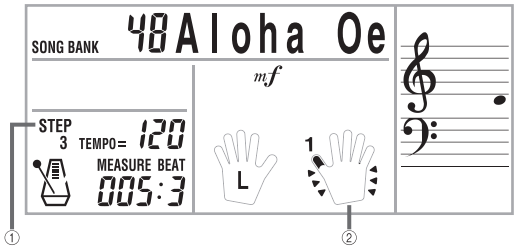


① Using the Song Bank
② Crossed finger display

- B and C indicate that the index finger should cross over the thumb.
- C and D indicate that the thumb should cross under the index finger.

Step 3 – Play at normal speed.

1. Select the Song Bank tune you want to play.
2. Press the STEP 3 button to start Step 3 play.
   - Accompaniment (left hand part) starts to play at normal speed.



① Indicator appears
② Fingering

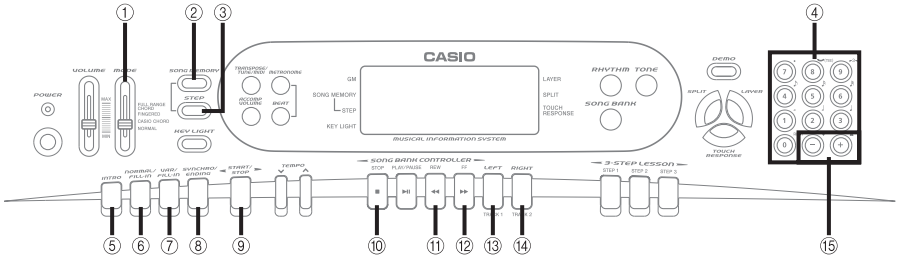
3. Follow the key light system to press the correct keyboard keys and play the melody (right hand part).

4. To stop play at any time, press the STOP or START/STOP button.

NOTE

- Left hand practice can also be performed with two-hand tunes (70 to 99). Simply select one of the two-hand tunes in step 1 of the above procedure, and then press the LEFT/TRACK 1 button following step 2.
- 3-step lesson does not allow simultaneous practice of both hands.
- You can also use pause, fast forward and fast reverse operations with Step 3 play.

Song Memory Function

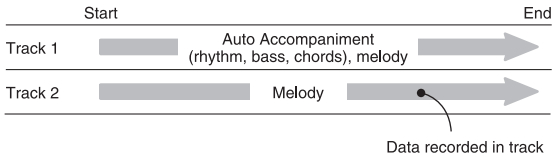


① MODE	② SONG MEMORY	③ STEP
④ Number buttons	⑤ INTRO	⑥ NORMAL/FILL-IN
⑦ VAR/FILL-IN	⑧ SYNCHRO/ENDING	⑨ START/STOP
⑩ STOP	⑪ REW	⑫ FF
⑬ LEFT/TRACK 1	⑭ RIGHT/TRACK 2	⑮ [+]/[–]

You can store up to two separate songs in song memory for later playback. There are two methods you can use to record a song: real-time recording where you record the notes as you play them on the keyboard, and step recording where you input chords and notes one-by-one.

Tracks

The song memory of this keyboard records and plays back notes much like a standard tape recorder. There are two tracks, each of which can be recorded separately. Besides notes, each track can be assigned its own tone number. During playback you can adjust the tempo to change the speed of playback.

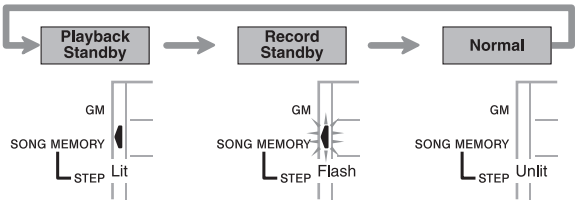


NOTE

- Track 1 is the basic track, which can be used to record Auto Accompaniment along with the melody. Track 2 can be used for melody only, and is for adding to what is recorded in Track 1.
- Note that each track is independent of the other. This means that if you make a mistake while recording, you need to re-record only the track where the mistake was made.

Song Memory Button Operation

Each press of the SONG MEMORY button cycles through the functions shown below.

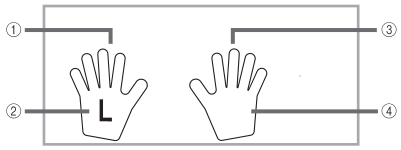


Selecting a Track

Press the LEFT/TRACK 1 button to select Track 1 and the RIGHT/TRACK 2 button to select Track 2. The letter “L” (left) appears on the display to indicate Track 1 is selected, and the letter “R” (right) appears to indicate Track 2 is selected.

■ Playback

Each press of the LEFT/TRACK 1 and RIGHT/TRACK 2 button while the keyboard is in playback standby (see “Song Memory Button Operation” above) toggles playback of the corresponding track on and off. The letter that identifies a track (L or R) appears on the display whenever playback of that track is turned on.

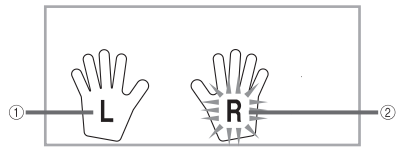


① Track 1
② Playback turned on
③ Track 2
④ Playback turned off

- With the above setting, Track 1 will play while Track 2 will not play.

Record

Each press of the LEFT/TRACK 1 and RIGHT/TRACK 2 button while the keyboard is in record standby (see "Song Memory Button Operation") toggles recording to the corresponding track on and off. The letter that identifies a track (L or R) flashes on the display whenever recording to that track is turned on.



① Playback turned on
② Record turned on

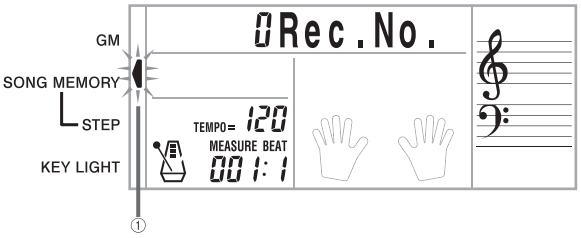
- The above indicates that Track 1 will play back while Track 2 is being recorded to.

Real-time Recording to Track 1

With real-time recording, the notes and chords you play on the keyboard are recorded as you play them.

To record to Track 1 using real-time recording

1. Use the SONG MEMORY button to enter record standby.



① Flash

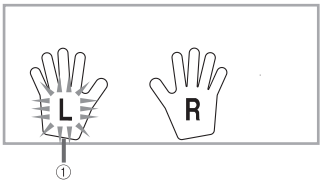
2. Use [+] and [–] to select 0 or 1 as the song number.

- The track is not yet selected at this point.
- The below song number screen remains on the display for about five seconds. If it disappears before you have a chance to select a song number, use the SONG MEMORY button to display it again.

① Song number

3. Press the LEFT/TRACK 1 button to select Track 1.

- The "L" flashes on the display to indicate the track that will be recorded to.



① Flash

4. Make any of the following settings if you want.

- Tone number (page E-18)
- Rhythm number (page E-21)
- MODE switch (page E-22)
- If you are not confident about playing at a fast tempo, try using a slower tempo setting (page E-22).

5. Press the START/STOP button to start real-time recording to Track 1.

6. Play something on the keyboard.

- Any melody and accompaniment you play on the keyboard (including Auto Accompaniment chords played on the accompaniment keyboard) is recorded.

- If you use a pedal during recording, pedal operations are also recorded.

7. Press the START/STOP or SONG MEMORY button to end recording when you are finished playing.

- If you make a mistake while recording, stop the record operation and begin over again from step 1.

NOTE

- Using real-time recording to record to a track that already contains recorded data replaces the existing recording with the new one.

Track 1 Contents After Real-time Recording

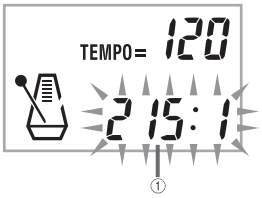
In addition to keyboard notes and accompaniment chords, the following data is also recorded to Track 1 during real-time recording. This data is used whenever Track 1 is played back.

- Tone number
- Rhythm number
- INTRO, SYNCHRO/ENDING, NORMAL/FILL-IN, VAR/FILL-IN button operations
- Pedal operations

Memory Capacity

The keyboard has memory for approximately 5,200 notes. You can use all 5,200 notes for a single song, or you can divide memory between two different songs.

- The measure number and note number flash on the display whenever remaining memory is less than 100 notes.



① Flash

- Recording automatically stops (and Auto Accompaniment and rhythm stops playing if they are being used) whenever memory becomes full.

Memory Data Storage

- Anything previously stored in memory is replaced whenever you make a new recording.
- Memory contents are retained as long as the keyboard is supplied with electrical power. Unplugging the AC adaptor when batteries are not loaded or when loaded batteries are dead cuts off the keyboard's electrical power supply, causing all data stored in memory to be deleted. Be sure to plug the keyboard into an electrical outlet with the AC adaptor before replacing batteries.
- Turning off the keyboard while a record operation is in progress causes the contents of the track you are currently recording to be lost.

Track 1 Real-time Recording Variations

The following describes a number of different variations you can use when recording to Track 1 using real-time recording. All of these variations are based upon the procedure described under "To record to Track 1 using real-time recording" on page E-37.

To record without rhythm

Skip step 5. Real-time recording without rhythm starts when you press a keyboard key.

To start recording with synchro start

In place of step 5, press the SYNCHRO/ENDING button. Auto Accompaniment and recording will both start when you play a chord on the accompaniment keyboard.

To record using an intro, ending, or fill-in

During recording, the INTRO, SYNCHRO/ENDING, NORMAL/FILL-IN, and VAR/FILL-IN buttons (pages E-25 through E-26) can all be used as they normally are.

To synchro start Auto Accompaniment with an intro pattern

In place of step 5, press the SYNCHRO/ENDING button and then the INTRO button. Auto Accompaniment will start with the intro pattern when you play a chord on the accompaniment keyboard.

To start Auto Accompaniment part way into a recording

In place of step 5, press the SYNCHRO/ENDING button and then play something on the melody keyboard to start. When you reach the point where you want Auto Accompaniment to start, play a chord on the accompaniment keyboard.

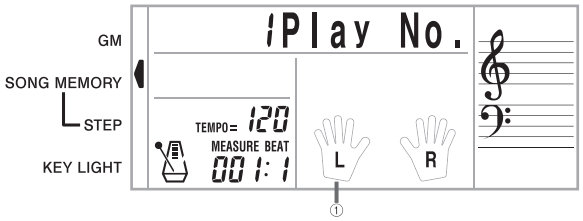
Playing Back from Song Memory

Use the following procedure to play back song memory contents.

To play back from song memory

1. Use the SONG MEMORY button to enter playback standby, and then use [+] and [–] to select 0 or 1 as the song number.
   - The below song number screen remains on the display for about five seconds. If it disappears before you have a chance to select a song number, use the SONG MEMORY button to display it again.

2. Press the START/STOP button to start playback of the song you selected.
   - During song memory playback you can use the LEFT/TRACK 1 and RIGHT/TRACK 2 buttons to turn playback of either track on or off.



① Indicator appears

   - You can use the TEMPO buttons to adjust the tempo.

3. Press the START/STOP button again to stop playback.

NOTE

- During song memory playback, the entire keyboard functions as a melody keyboard, regardless of the MODE switch setting.
- You can play along on the keyboard while playing back from song memory. You can also use layer (page E-46) and split (page E-47) to play along with more than one tone.
- You cannot use pause, fast forward or fast reverse operations with song memory playback.

Real-time Recording to Track 2

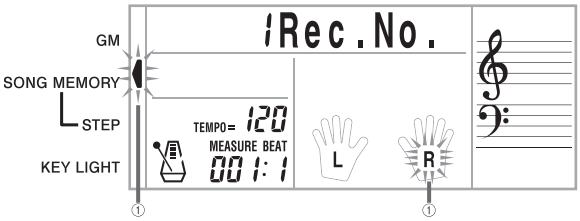
After you record Track 1, you can use real-time recording to add a melody in Track 2.

To record to Track 2 while playing back Track 1

1. Use the SONG MEMORY button to enter record standby, and then use [+] and [–] to select 0 or 1 as the song number.
   - The song number you select should be the one where you previously input Track 1.

   - The track is not yet selected at this point.

2. Press the RIGHT/TRACK 2 button to select Track 2.



① Flash

3. Make any of the following settings if you want.
   - Tone number (page E-18)
   - If you are not confident about playing at a fast tempo, try using a slower tempo setting (page E-22).

4. Press the START/STOP button to start real-time recording to Track 2 along with playback from Track 1.

5. Listening to the playback from Track 1, play what you want to record to Track 2 on the keyboard.

6. Press the START/STOP or SONG MEMORY button to end recording when you are finished playing.
   - If you make a mistake while recording, stop the record operation and begin over again from step 1.

NOTE

- Track 2 is a melody-only track, so chords cannot be recorded there. Because of this, the entire keyboard is a melody keyboard, regardless of the MODE switch setting.

To record to Track 2 without playing back Track 1

1. Use the SONG MEMORY button to enter record standby.
2. Press the LEFT/TRACK 1 button to turn off playback of Track 1.
3. Continue from step 1 under "To record to Track 2 while playing back Track 1" on page E-39.
   - Note that the above procedure does not turn off rhythm and Auto Accompaniment.

Track 2 Contents After Real-time Recording

The following data is recorded to Track 2 during real-time recording.

- Tone number
- Rhythm number
- Pedal operations

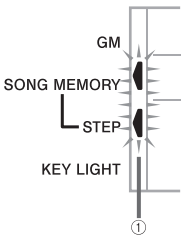
Recording Chords with Step Recording

With step recording, you can record a chord progression in Track 1 chord-by-chord. You can then use the chord progression as an Auto Accompaniment or later add melody notes to Track 2.

To record chords to Track 1 using step recording

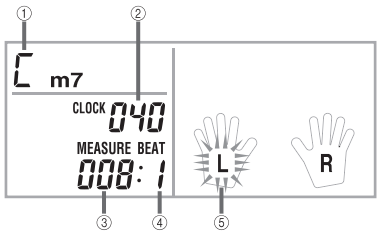
1. Use the SONG MEMORY button to enter record standby, and then use [+] and [–] to select 0 or 1 as the song number.

2. Press the LEFT/TRACK 1 button to select Track 1.
3. Press the STEP button.



① Flash

4. Make any of the following settings if you want.
   - Rhythm number (page E-21)
   - MODE switch (page E-22)
5. Press the SYNCHRO/ENDING button.
6. Play a chord.
   - Use the chord play method that is specified by the current MODE switch setting: FINGERED, CASIO CHORD, NORMAL.
   - When the MODE switch is set to NORMAL, specify the chord using the root input keyboard and chord type input keyboard. See "Specifying Chords in the Normal Mode" on page E-41 for details.



① Chord name
② Clock number*
③ Measure number
④ Beat number
⑤ Flash

* 48 clocks = 1beat

7. Input the length of the chord (how long it should be played until the next chord is played).

- Use the number keys to specify the length of a chord. See "Specifying the Length of a Note" on page E-42 for details.
- Repeat steps 6 and 7 to input all the chords you want.
- If you make a mistake while step recording chords, use the procedure under "Editing Data While Step Recording" on page E-44 to make corrections.

8. After you finish step recording, press the START/STOP or SONG MEMORY button.

- This enters playback standby for the song you have just input. Pressing the START/STOP button plays it back.

NOTE

- You can use the FF and REW buttons to change the current input position during step recording. See "Editing Data While Step Recording" on page E-44 for details.
- Pressing the [0] button in step 7 inputs a rest. Note, however, that any rests you input do not have any effect on Auto Accompaniment.

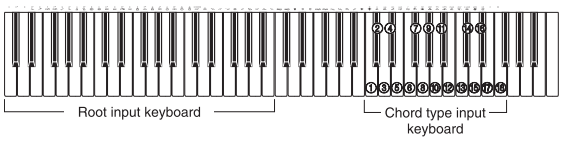
Track 1 Contents After Step Recording

In addition to chords, the following data is also recorded to Track 1 during step recording.

- Tone number
- Rhythm number (step 4)
- INTRO, SYNCHRO/ENDING, NORMAL/FILL-IN, VAR/FILL-IN button operations (step 6)

Specifying Chords in the Normal Mode

When the MODE switch is set to NORMAL during step recording, you can specify chords using a method that is different from CASIO CHORD and FINGERED fingerings. This chord specification method can be used to input 18 different chord types using only two keyboard keys, so chords can be specified even if you don't know how to actually play them.

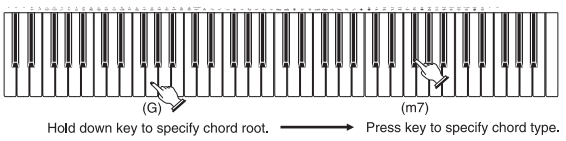


① Major
② Minor
③ Augmented
④ Diminished
⑤ Suspended fourth
⑥ Seventh
⑦ Minor seventh
⑧ Major seventh
⑨ Minor major seventh
⑩ Seventh flat five
⑪ Minor seventh flat five
⑫ Seventh suspended four
⑬ Diminished seventh
⑭ Minor add ninth
⑮ Add ninth
⑯ Minor sixth
⑰ Sixth
⑱ Six ninth

To specify a chord, hold down the key on the root input keyboard that specifies the root, and press the key in the chord type input keyboard to specify the chord type. When inputting a chord with a specified bass note, pressing two keys of the root input keyboard causes the lower note to be specified as a bass note.

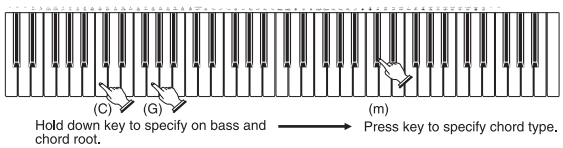
Example 1:

To input Gm7, hold down G on the root input keyboard and press the m7 key on the chord type input keyboard.



Example 2:

To input Gm/C, hold down C and G on the root input keyboard and press the m key on the chord type input keyboard.



Specifying the Length of a Note

During step recording, the number buttons are used to specify the length of each note.

Note lengths

- Use number buttons [1] through [6] to specify whole notes (𝅝), half notes (𝅗𝅥), quarter notes (♩), eighth notes (♪), 16th notes (𝅘𝅥𝅯), and 32nd notes (𝅘𝅥𝅰).

  Example:

  To specify a quarter note (♩), press [3].

Dots (.) and triplicates (⌐3¬)

- While holding down the [7] (dot) or [9] (triplicate), use buttons [1] through [6] to input the lengths of the notes.

  Example:

  To input a dotted eighth notes (♪.), hold down [7] and press [4].

Ties

- Press [8] and then input the first and then the second note.

  Example:

  To input ♪ ♪, press [8] and then press [4] (note length) while holding down [7] (dot). This note will be tied to the next note you input (16th note in this example).

Rest

- Hold down [0] and then use number buttons [1] through [9] to specify the length of the rest.

  Example:

  To input an eighth note rest, hold down [0] and press [4].

Track 1 Step Recording Variations

The following describes a number of different variations you can use when recording to Track 1 using step recording. All of these variations are based upon the procedure described under "To record chords to Track 1 using step recording" on page E-40.

To start accompaniment with an intro pattern

In step 5, press the INTRO button after the SYNCHRO/ENDING button.

To switch to a rhythm variation

In step 6, press the VAR/FILL-IN button immediately before inputting the chord.

To insert a fill in

In step 6, press the NORMAL/FILL-IN or VAR/FILL-IN button at the measure or beat immediately before the chord or beat where you want to insert the fill in.

To insert an ending

In step 6, press the SYNCHRO/ENDING button at the measure or beat immediately before the chord where you want to insert the ending.

IMPORTANT!

- The length of the ending depends on the rhythm you are using. Check the length of the pattern you are using and set the length of the chord accordingly in step 7. Making the chord too short in step 7 can result in the ending pattern being cut off.

To step record chords without rhythm

After performing steps 1 through 4, you can use the number buttons to input the length of the specified chord. Skipping step 5 (not pressing the SYNCHRO/ENDING button) creates chord without rhythm, so you can input a rest by pressing the [0] button in step 6 and then specifying the length of the rest in step 7.

To add chord accompaniment part way through rhythm play

In step 6, input all rests from the beginning of the recording up to the point where you want accompaniment to start. Next, input the chords.

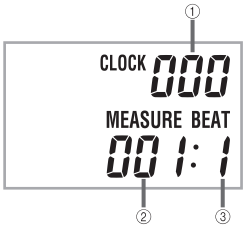
Step Recording Melody to Track 2

You can use step recording to input notes one-by-one in Track 2. This technique is perfect for those who want to make original recordings, but are not accomplished enough to play along with rhythm.
Note that step recording of melody notes can be performed in Track 2 only.

To step record melody to Track 2

1. Use the SONG MEMORY button to enter record standby, and then use [+] and [–] buttons to select 0 or 1 as the song number.

2. Press the RIGHT/TRACK 2 button to select Track 2.
3. Press the STEP button to start step recording.



① Clock number*
② Measure number
③ Beat number

* 48 clocks = 1beat

4. Select a tone number if you want.
5. Use the keyboard keys or the [+] and [–] buttons to input notes, and the [0] button to input rests.
   - When touch response is turned on, the amount of pressure you use to press keyboard keys is also recorded. You can also use keyboard keys to input chords.
   - With the [+] and [–] buttons input, a staff appears on the display showing the note you are inputting. The loudness or softness of a note input using these buttons is the same as the note immediately before it.
   - To cancel input of a rest, press [0] again.
6. Use number buttons [1] through [9] to input the length of each note or rest.
   - After input the length of a note or rest, the keyboard stands by for the next input.
7. Repeat steps 5 and 6 to input all the notes you want.
   - If you make a mistake during input, you can make corrections using the procedures under "Editing Data While Step Recording" on page E-44.
8. After you are finished inputting notes, press the START/STOP or SONG MEMORY button to quit step recording.

NOTE

- During step recording of a melody, the entire keyboard is a melody keyboard, regardless of the MODE switch setting.
- During step recording you can use FF and REW to move the input point forward and back. See "Editing Data While Step Recording" on page E-44 for details.

Track 2 Contents After Step Recording

In addition to notes, tone numbers can also be recorded.

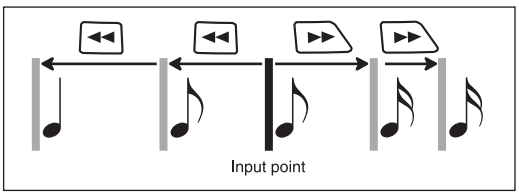
Editing Data While Step Recording

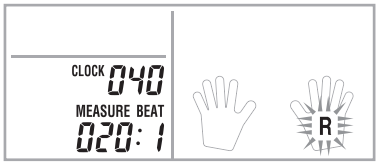
Memory data can be thought of as a musical score that progresses from left to right, with the input point normally at the far right of the recorded data. The following procedure describes how to move the input point to the left in order to make changes in data you have already input. Note, however, that moving the input point to the left and changing data automatically deletes all of the data to the right of the input point.

To edit data while step recording

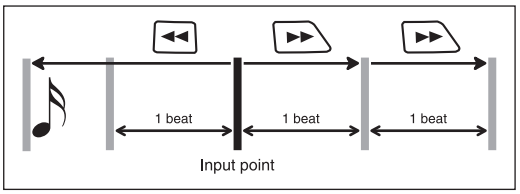
1. While a step recording operation is in progress, use the FF and REW button to move the input point to the location where you want to edit the data you have already input.

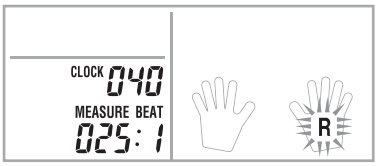
- If notes are already recorded, each press of FF or REW moves the input point to the next successive note. The data recorded at the current input point appears on the display.





- If notes are not recorded, each press of FF or REW moves the input point to the next successive beat.





- If you move from an area that contains note data to an area that does not contain note data, each press of FF moves the input point to the next beat. Pressing the REW button, however, causes the input point to jump back to the location of the first note or rest to the left.

2. Press the [+] and [–] buttons.

3. Press the [+] button to start the data editing operation or [–] to clear the data editing screen without changing anything.

- Pressing the [+] button automatically clears all data to the right of the current input point. Next, the keyboard stands by for input of step recording data.
- Pressing the [–] button clears the data editing screen and returns to the step recording screen where you can move the input point.

NOTE

- The message [TrackEnd] appears on the display when the input point reaches end of the current data stored in Track 2. At this point you can perform steps 2 and 3 to add more data.

Deleting the Contents of a Specific Track

Use the following procedure to delete all of the data currently recorded in a specific track.

To delete all of the data in a specific track

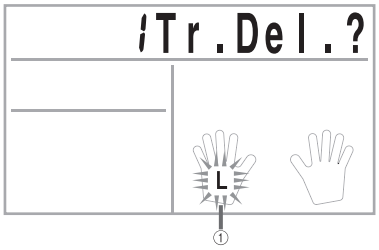
1. Use the SONG MEMORY button to enter record standby, and then use the [+] and [–] buttons to select the song (0 or 1) whose track you want to delete.

2. Hold down the SONG MEMORY button until the track delete screen appears on the display.

3. Use the LEFT/TRACK 1 or RIGHT/TRACK 2 button to select the track whose data you want to delete.

Example:

To select Track 1



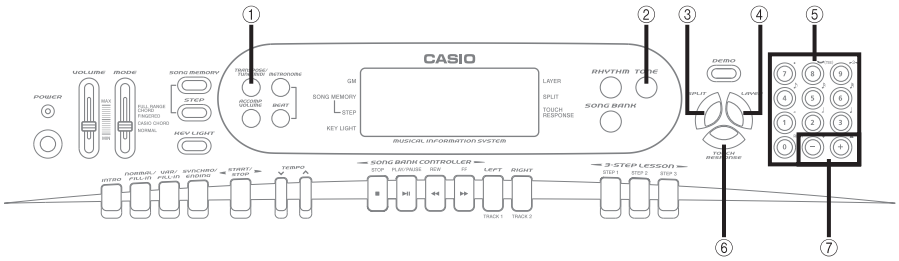
① Flash

4. Press the [+] button.
   - This deletes the selected track and enters song memory playback standby.

NOTE

- The track delete screen is cleared from the display automatically if you leave the keyboard with the track delete message on the display for about five seconds without doing anything.
- Once you select a track in step 3, you cannot change to a different track without quitting the track delete operation and starting again.
- You cannot select a track for deletion if that track does not contain any data.
- Pressing the SONG MEMORY button while the track delete screen is on the display returns to record standby.

Keyboard Settings



① TRANSPOSE/TUNE/MIDI ② TONE ③ SPLIT
④ LAYER ⑤ Number buttons ⑥ TOUCH RESPONSE
⑦ [+]/[–]

This section describes how to use layer (to play two tones with a single key) and split (to assign different tones to either end of the keyboard), and how to make touch response, transpose, and tuning settings.

Using Layer

Layer lets you assign two different tones (a main tone and a layered tone) to the keyboard, both of which play whenever you press a key. For example, you could layer the FRENCH HORN tone on the BRASS tone to produce a rich and brassy sound.

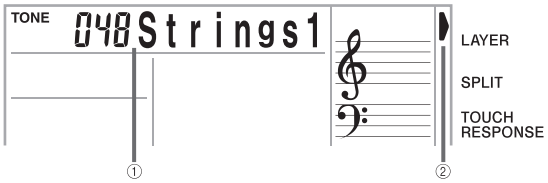
To layer tones

1. First select the main tone.

Example:

To select "061 BRASS" as the main tone, press the TONE button and then use the number buttons or the [+] and [–] buttons to input 0, 6 and then 1.

2. Press the LAYER button.



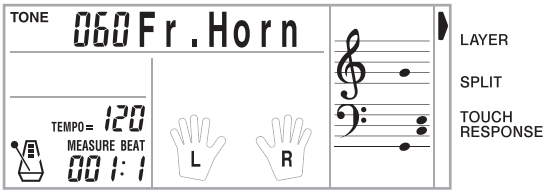
① Selected layer tone
② Lit

3. Select the layered tone.

Example:

To select "060 FRENCH HORN" as the layered tone, use the number buttons or the [+] and [–] buttons to input 0, 6 and then 0.

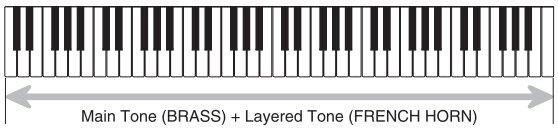
4. Now try playing something on the keyboard.



- Both tones are played at the same time.

5. Press the LAYER button again to unlayer the tones and return the keyboard to normal.

LAYER



Using Split

With split you can assign two different tones (a main tone and a split tone) to either end of the keyboard, which lets you play one tone with your left hand and another tone with your right hand. For example, you could select STRINGS as the main (high range) tone and PIZZICATO as the split (low range) tone, putting an entire string ensemble at your fingertips. Split also lets you specify the split point, which is the location on the keyboard where the changeover between the two tones occurs.

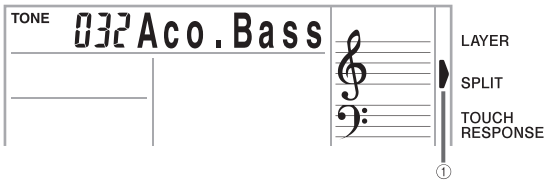
To split the keyboard

1. First select the main tone.

Example:

To select "048 STRINGS 1" as the main tone, press the TONE button and then use the number buttons or the [+] and [–] buttons to input 0, 4 and then 8.

2. Press the SPLIT button.



① Lit

3. Select the split tone.

Example:

To select "045 PIZZICATO STR" as the split tone, use the number buttons or the [+] and [–] buttons to input 0, 4 and then 5.

4. Specify the split point. While holding down the SPLIT button, press the keyboard where you want the leftmost key of the high end range to be.

Example:

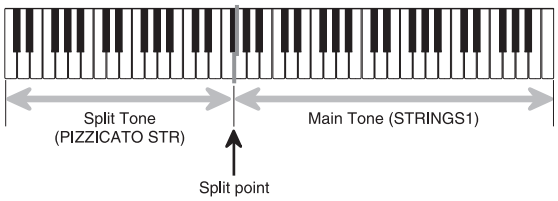
To specify G3 as the split point, press the G3 key.

5. Now try playing something on the keyboard.

- Every key from F♯3 and below is assigned the PIZZICATO tone, while every key from G3 and above is assigned the STRINGS tone.

6. Press the SPLIT button again to unsplit the keyboard and return it to normal.

SPLIT



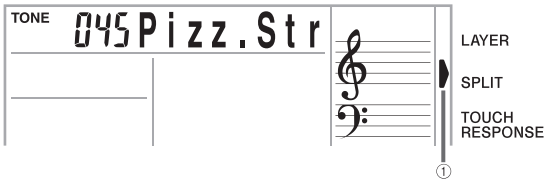
Using Layer and Split Together

You can use layer and split together to created a layered split keyboard. It makes no difference whether you layer tones first and then split the keyboard, or split the keyboard and then layer tones. When you use layer and split in combination, the high range of the keyboard is assigned two tones (main tone + layered tone), and the low range two tones (split tone + layered split tone).

To split the keyboard and then layer tones

1. Press the TONE button and then input the tone number of the main tone.

2. Press the SPLIT button and then input the number of the split tone.

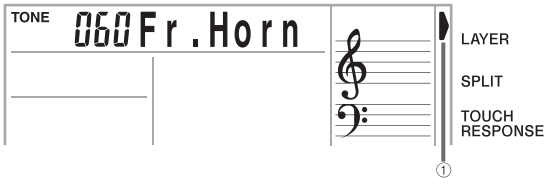


① Lit

- After specifying the split tone, press the SPLIT button to unsplit the keyboard.

3. Press the LAYER button and then input the number of the layered tone.

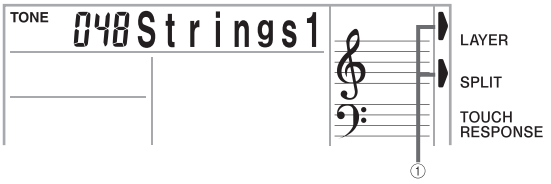
- Note that you can reverse steps 2 and 3, specifying the layered tone first and then the split tone.



① Lit

4. Press the SPLIT button or the LAYER button so both of the SPLIT and LAYER indicators are displayed.

5. Input the number of the layered split tone.



① Lit

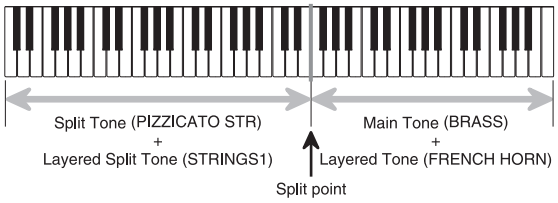
6. Specify the split point.

- While holding down the SPLIT button, press the keyboard where you want the leftmost key of the low end range to be.

7. Play something on the keyboard.

- Press the LAYER button to unlayer the keyboard, and the SPLIT button to unsplit it.

LAYER SPLIT

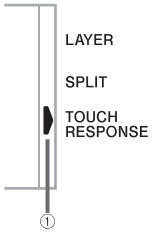


Using Touch Response

When touch response is turned on, the relative volume of sound output by the keyboard is varied in accordance with the amount of pressure applied, just like an acoustic piano.

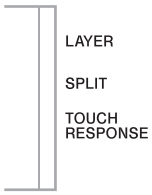
To turn touch response on and off

1. Press the TOUCH RESPONSE button to toggle touch response on and off.
   - Touch response is on when touch response indicator is on.



① Lit

   - Touch response is off when touch response indicator is off.



NOTE

- You can adjust touch response sensitivity using the procedure under "TOUCH CURVE (Default: 0)" on page E-55.
- Touch response not only affects the keyboard's internal sound source, it also is output as MIDI data.
- Memory playback, accompaniment, and external MIDI note data does not affect the touch response setting.

Transposing the Keyboard

Transpose lets you raise and lower the overall key of the keyboard in semitone units. If you want to play an accompaniment for a vocalist who sings in a key that's different from the keyboard, for example, simply use transpose to change the key of the keyboard.

To transpose the keyboard

1. Press the TRANSPOSE/TUNE/MIDI button until the transpose screen appears on the display.

2. Use the [+], [–], and the number buttons to change the transpose setting of the keyboard.

   Example:

   To transpose the keyboard five semitones upwards.

NOTE

- The keyboard can be transposed within a range of –12 (one octave downwards) to +12 (one octave upwards).
- The default transpose setting is "00" when keyboard power is turned on.
- If you leave the transpose screen on the display for about five seconds without doing anything, the screen is automatically cleared.
- The transpose setting also affects playback from song memory and Auto Accompaniment.

TRANSPOSE/TUNE/MIDI Button

Each press of the TRANSPOSE/TUNE/MIDI button cycles through a total of 12 setting screens: the transpose screen, the tuning screen, and 10 MIDI setting screens (page E-52). If you accidentally pass the screen you want to use, keep pressing the TRANSPOSE/TUNE/MIDI button until the screen appears again.

Tuning the Keyboard

Use the following procedure to fine tune the keyboard to match the tuning of another musical instrument.

To tune the keyboard

1. Press the TRANSPOSE/TUNE/MIDI button twice to display the tuning screen.

2. Use the [+], [–], and the number buttons to adjust the tuning value.

Example:

To lower tuning by 20

NOTE

- The keyboard can be tuned within a range of –50 cents to +50 cents.
  - * 100 cents is equivalent to one semitone.
- The default tuning setting is “00” when keyboard power is turned on.
- If you leave the tuning screen on the display for about five seconds without doing anything, the screen is automatically cleared.
- The tuning setting also affects playback from song memory and Auto Accompaniment.