ORLA

Musical Instruments

GRAND 110

Owner's Manual

Safety instructions

Thank you for purchasing this digital instrument.For perfect operation and security,please read the manual carefully and keep it for future reference.

Safety Precautions

The lightning flash with arrowhead symbol within an equilateral triangle is intended to alert the user to the presence of uninsulated "dangerous voltage" within the product's enclosure that may be of sufficient magnitude to constitute a risk of electric shock to persons.

The exclamation point within an equilateral triangle is intended to alert the user to the presence of important operating and maintenance(servicing) instructions in the literature accompanying the product.

Important Safety Instructions

(Figure 1)

1) Read these instructions.
2) Keep these instructions.
3) Heed all warnings.
4) Follow all instructions.
5) Do not use this near water.
6) Clean only with dry cloth.
7) Do not block any ventilation openings,install in accordance with the manufacturer's instructions.

8) Do not install near any heat sources such as radiators, heat registers,stoves,or other apparatus (including amplifiers) that produce heat.

9) Do not defeat the safety purpose of the polarized or grounding-type plug.A polarized plug hase two blades with one wider than the other.A grounding type plug has two blades and a third grounding prong.The wide blade or the third prong are provided for your safety,if the provided plug does not fit into your outlet.consult an electrician for replacement of the obsolete outlet.

10) Protect the power cord from being walked on or pinched particularly at plugs.convenience receptacles,and the point where they exit from the apparatus.

11) Only use attachments/accessories specified by the manufacturer.

12) Use only with the cart,stand,tripod,bracket,or table specified by the manufacturer,or sold with the apparatus.When a cart is used,use caution when moving the cart/apparatus combination to avoid injury from tip-over

13) Unplug this apparatus during lightning storms or when unused for a long periods fo time.

14) Refer all servicing to qualified service personnel.Servicing is required when the apparatus has been damaged in any way,such as power-supply cord or plug is damaged,liquid has been spilled or objects have fallen into the apparatus,the apparatus has been exposed to rain or moisture,does not operate normally,or has been dropped.

§ 15.19 Labelling requirements.
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.

§ 15.21 Information to user.
Any Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

§ 15.105 Information to the user.
Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
-Reorient or relocate the receiving antenna.
-Increase the separation between the equipment and receiver.
-Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
-Consult the dealer or an experienced radio/TV technician for help.

GROUNDING INSTRUCTIONS

This product must be grounded (earthed). In the event of a malfunction or breakdown, grounding provides a path of least resistance for electric current to reduce the risk of electric shock. This product is equipped with a cord having an equipment-grounding conductor and a grounding plug. The plug must be plugged into an appropriate outlet that is properly installed and grounded in accordance with the local codes and regulations.

DANGER

Do not modify the plug provided with the product - if it will not fit - have a proper outlet
installed by a qualified electrician.

TEMPO / VALUE DISPLAY

The messages contained in the Display may not always match the display pages They are merely examples of the many features of the product.

DISCLAIMER

The information contained in this manual has been very carefully revised. Due to the constant effort to improve the product, the product specifications might differ to those in the manual. The specifications are subject to modification without prior notice.

TAKING CARE OF YOUR INSTRUMENT

Your instrument is a fine instrument and deserves careful treatment.
Follow carefully the next few points, to keep it at it's best for many years.
- Never open the case and touch the internal circuits.
- Always switch the power Off after use.
- Use a cloth or a damp sponge. If the dirt is particularly persistent, use a neutral detergent to remove it. Never use solvents or alcohol.
- Do not place your instrument near electric motors, neon or fluorescent lamps as these may generate disturbances.
- In most cases you just need to change the position of the instrument to avoid interference.
- Keep your instrument away from dusty environments, high humidity, and high temperatures.
- Do not use on the same AC outlet with electrical appliances, neon lights or variable lighting system.
- Before turning on the instrument, make sure that any external amplifier and speaker system that you have connected to your instrument are turned off.
- Computer controlled instruments can be interrupted by spikes, surges and dropouts on the power line. If your instrument stops working because of a power line disturbance, switch it off for a few seconds and then switch it on again.
- Never disconnect the power cable without turning the power switch off.

POWER SUPPLY

Plug the DC output cable from the power adapter into DC IN jack in the rear panel of your instrument, then plug the AC cable of your power adapter into a convenient wall AC power socket. Turn on the instrument by pressing the POWER ON/OFF switch located in the back panel. Set the MASTER VOLUME to the desired level. The MASTER VOLUME controls the

overall volume for the entire instrument.

USING HEADPHONES OR AN EXTERNAL SOUND SYSTEM

A standard stereo headphone can be plugged into the PHONES socket for private practice or late-night playing. The internal speaker system is automatically switched off, when the headphone is plugged into the PHONE socket. There are two sockets available in the rear panel and allow the use of two headphone at the same time.

The LINE OUT (Left and Right) sockets can be used to deliver the output of the sound to an external amplifier, stereo sound system, mixing console or tape recorder.

SOFT/SOSTENUTO/SUSTAIN PEDAL (optional) – Stage Pro only

If necessary the Stage Pro can be used with an optional 3 Pedals pedal board.

Insert the mono jack to the Pedal Input number 1 and the stereo jack in the Pedal Input 2.

The instrument works now with a set of three pedals giving the following functions:

SOFT: gives the piano voices a "softer" sound.

SOSTENUTO: this allows only the notes pressed on the keyboard before the Sostenuto pedal is activated to sustain and no subsequent notes played afterwards.

SUSTAIN: has the same function as the "sustain" pedal on the piano. It provides sustain and lets the sound slowly decay after the keys have been released.

NOTE: The Grand 310 and the CDP 31 have as standard the 3 pedals assembly built in their own cabinet.

SLIDER CONTROLS
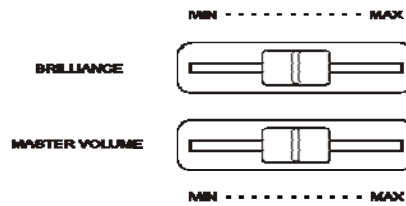
The Master Volume slider controls the overall volume of the instrument. It control the volume also when connected to an headphone set. Moving the slider to the right it will make the sound lauder, moving it to the left it will make the sound softer.

The Brilliance   Control slider control adjusts the brightness of the sound. Moving the slider to the right it will make the sound brighter , moving it to the left it will make the sound mellower .

PANEL DISPLAY INDICATIONS

Your instrument features a large multi-function display (INFORMATION DISPLAY) that shows all the important settings for the instrument. At power up it shows:
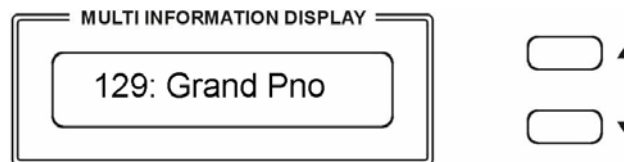
DEMO SONGS
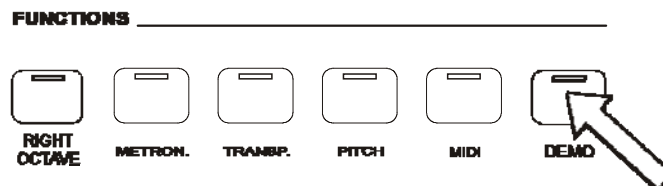
There are 26 demo songs in the internal memory. Listen to the pre-programmed demonstration songs and   they will give you a good idea of what the instrument can do.

- With   the Power ON and Set the Master Volume at half way.
- Press the [DEMO]   to activate the DEMO function. The name of the selected DEMO will appear on the INFORMATION DISPLAY. You can select the demo songs by using   the
  [/\][\/] buttons.
- Press [DEMO] button again to stop the DEMO song.

SELECTING AND PLAYING THE VOICES

Your instrument has 476 sounds in the internal sound library numbered from 01 to 476, and 8 Drum Kits   numbered from 477 to 484.   Sound 485 is the SOUND EFFECT bank preset.

The available sounds can be played in three different modes: Right 1, Right 2 and Left.

Right 1 -   plays a single voice over the entire range of the keyboard.

Right 2 -   mixes two different voices together (Layers) for rich, complex sounds.

Left   -   allows the player to select a Left sound and/or a Bass sound for the Left part and up to two sounds for the Right part of the keyboard.

The complete list of the available Sounds is available in the SOUND LIST pages at the end of this manual.

The first 128 sounds are listed according to the GM sound list from 1 to 128. From 129 to 476 the sounds are listed according to the ORLA XM Sound List that incorporates all the GM sounds plus all ORLA sound variations.

In GM mode the instrument allows the player to select the sounds according to the GM mapping and most of the players remember the sound numbers and therefore may be easier for them.

In the XM   mode the complete sound list is available including not only all the GM sounds but also the many sound variations specially developed by the ORLA musicians team.

VOICE SECTION
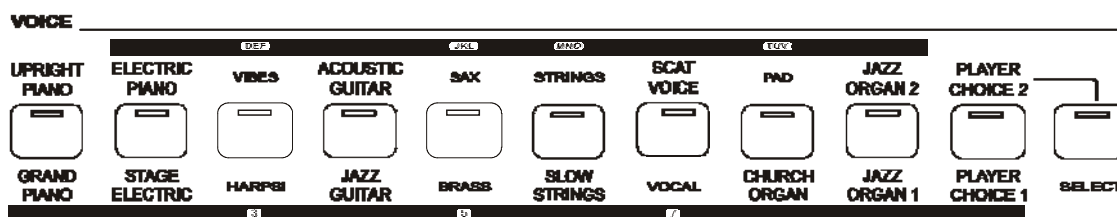
To select the sounds listed below the sound buttons make sure that the SELECT button is switched Off. To select the sounds listed above the sound buttons make sure that the SELECT button is switched On.

It is also possible to play two sounds at the same time, for example GRAND PIANO and   SLOW STRINGS.

-         To select the GRAND PIANO sound press and hold the related button.
-         While holding down the GRAND PIANO   button also press the SLOW STRINGS button.
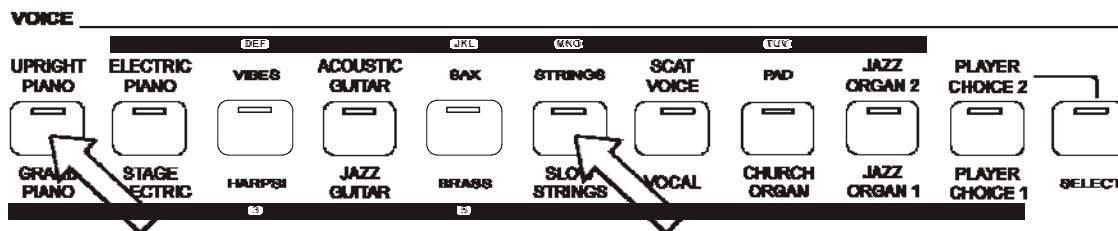
-         The two sounds are now selected and they can be played at the same time.
          The Grand Piano sound is considered to be the MAIN sound and will be played   at   full volume.

It is also possible to play two sounds at the same time, selecting them from the top and the bottom row, for example STAGE ELECTRIC and PAD.
- To select the STAGE ELECTRIC sound press and hold the related button.
- While holding down the STAGE ELECTRIC button also press the SELECT button to select the upper row.

- Release now the SELECT button and while holding the STAGE ELECTRIC button press the PAD button .
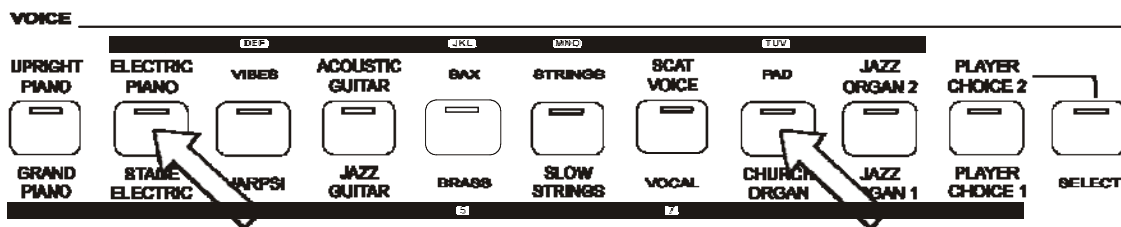
- The two sounds are now selected and they can be played at the same time.
  It is possible to change the balance using the [/\] and [\/] buttons.

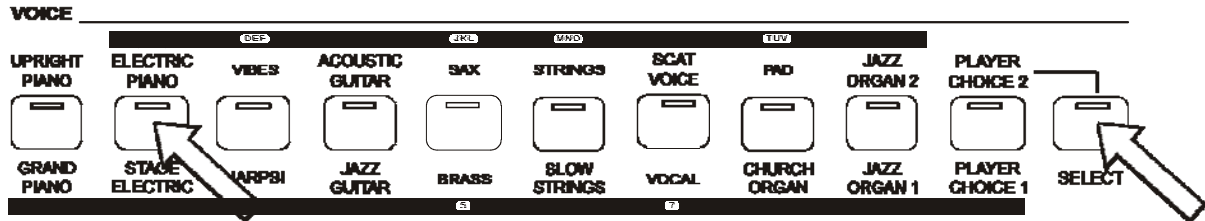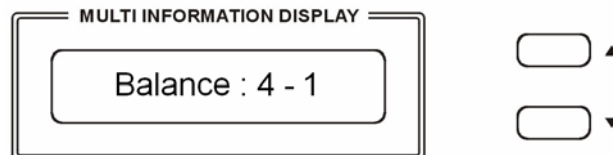The Value 4 refers to the STAGE ELECTRIC volume and the value 1 refers to the PAD sound.
Use the [/\] and [\/] buttons it is possible to balance the two sounds according to the following table.

4 – 1	4 – 2	4 - 3	4 - 4	3 – 4	2 – 4	1 – 4

PLAYER CHOICE

In this two buttons it is possible to load any of the internal sounds available in the instrument.
If the SELECT button Led is Off you can select PLAYER CHOICE 1. If the SELECT button Led is On you can select PLAYER CHOICE 2.

How to select a new Player Choice sound:
-       Press and hold   the PLAYER CHOICE 1 button until the display shows:
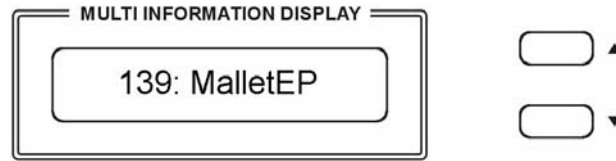
-       Use the   [/\] and   [\/]   buttons it is possible to change the sound while its number is blinking
        with any one of the available sounds in the Voice List of the instrument. It is of course
        possible to directly digit the number of the new desired sound using the
        numeric keypad buttons.
-       To select a new Player Choice 2 sound press the SELECT button On and press and hold   the
        PLAYER CHOICE 2 button until the display shows:
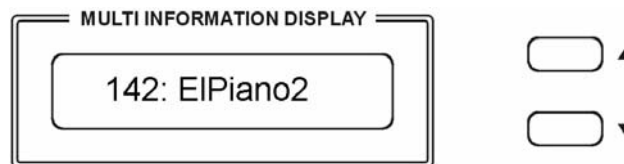
-       Use the   [/\] and   [\/]   buttons it is possible to change the sound while its number is
        blinking with any one of the available sounds in the Voice List of the
        instrument. It is of course possible to directly digit the number of the new
        desired sound using the numeric keypad buttons.

NOTE: It is possible to save the new programmed Player Choice sounds in the OVERALL
            PRESET   memories.

RIGHT OCTAVE
This function is setting the piano sound 1 octave lower.
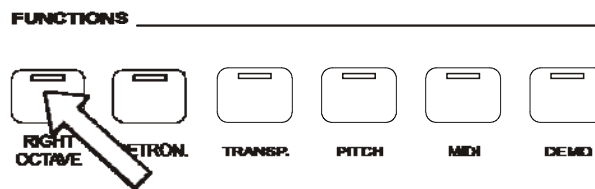
When the piano is playing two sounds at the same time in Layer mode both sounds will be played 1
Octave lower.
If   the piano is playing in SPLIT mode, only the sounds of the right section will be played 1 Octave
lower.

SPLIT - BASS SOUND

SPLIT _____

[BASS] [LEFT]
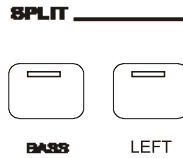
When the BASS   button is pressed the instrument automatically splits the keyboard in two parts and a BASS sound is automatically selected.   It is also possible to change the Bass sound.

- Press and hold the BASS button. The display will show the automatically selected   bass sound, for example:

```
= MULTI INFORMATION DISPLAY =

        01: Ac. Bass
```
( ) ▲
( ) ▼
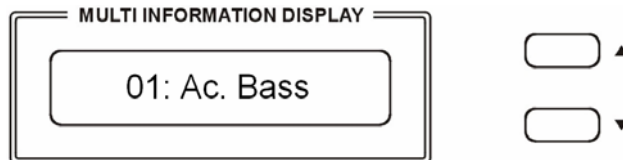
Use the [∧][∨] buttons to select the new bass sound from the following list:

01	Acoustic Bass
02	Acoustic Bass + Ride
03	Big Bass
04	Finger Bass
05	Finger Slap
06	Fretless
07	Synbass
08	Organ Bass

It is of course possible to directly digit the number of the new desired sound using the numeric
keypad buttons.

SPLIT - LEFT SOUND

SPLIT _____

[BASS] [LEFT]
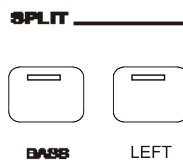
Press the [LEFT] buttons to select the LEFT voice. This will enter the instrument in SPLIT MODE and automatically divide the keyboard in two parts.
The Left Sound will be automatically selected according to the selected Right Sound, however it is possible to change the default left sound.
Select the Right Voice,   for example the GRAND PIANO sound,   on the VOICE Section.

- Press and hold the LEFT button. The display will show the automatically selected left sound, for example:

MULTI INFORMATION DISPLAY

264: AccStr2

- 264 is the number – according to the internal Sound List – of the Left Sound automatically selected to Grand Piano and the sound is Accompaniment Strings 2.

When the LEFT sound is indicated on the display (remember – the instrument gives approximately 4 seconds to input data) the sound can be changed using the [/\][\/] buttons to select the desired voice number according to the Voice List.
It is of course possible to directly digit the number of the new desired sound using the numeric
keypad buttons.
Press the [LEFT] button to switch this section ON or OFF.

NOTE   When the BASS button and the LEFT button are selected On at the same time, when playing chords in the Left part of the keyboard the Bass sound will be played in
ROOT mode and will play the fundamental note.

SELECT THE SPLIT POINT
The default position of the Split point is F#2 (equal to value 33 on the display) located below the [BASS] and [LEFT] buttons.
The Split Point can be set to any other key as follows:
- Press and hold the [BASS] and [LEFT] buttons until the sound number starts blinking.

MULTI INFORMATION DISPLAY
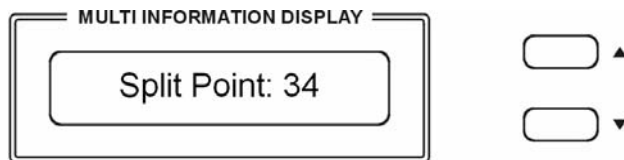
Split Point: 34

- Select now the new Split Point by pressing the desired key on the keyboard or by changing the value on the display using the [/\][\/] buttons near the display.
- To set for example the new Split Point on the C2 Position change the value to 27.

The display will return to the normal display mode and the new Split Point is now set.

DIGITAL REVERB

ROOM HALL INSPIRE

REVERB

The DIGITAL REVERB effect creates an acoustic effect similar to playing in different environments. It is possible to select any one of three different Reverb

types:

<div align="center">1 – Room   2 – Hall   3 - Theatre</div>

If the REVERB effect is selected, it will stay switched ON even if a different sound is selected
while playing. At Power Up the REVERB effect will always be switched at ROOM reverb.

CHORUS EFFECT

CHORUS

This effect is similar to panning the sound between two speaker systems.
At Power Up the CHORUS effect will always be switched OFF.

TOUCH SENSITIVITY

HARD NORMAL SOFT

TOUCH

Just like an acoustic piano, your instrument has an 88 note keyboard with velocity control. This means the level of the audio signal will be in proportion with the velocity of the key pressed. If you play soft you will have a quiet sound, while if you play very hard you will have a much louder sound.
The TOUCH SENSE button allows you to select 3 different touch sensitivity curves:

1 - HARD	This setting requires the keys to be played quite hard to produce maximum volume.
2 - NORMAL	This setting produces standard keyboard response. This is the factory default mode.
3 – SOFT	This setting allows maximum volume with lighter key pressure.

Select the Touch Sensitivity you desired by pressing the TOUCH SENSE button until the desired Led is switched On. If no Led is switched On the keyboard will be set at NO TOUCH SENSITIVITY.

TRANSPOSE

FUNCTIONS _____

RIGHT OCTAVE   METRON.   TRANSP.   TCH   MIDI   DEMO
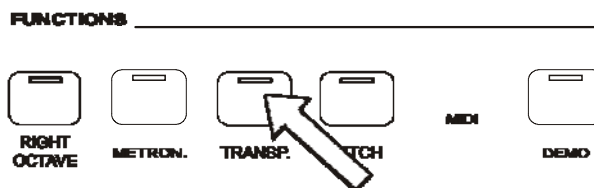
It is possible to Transpose the natural   key (C) of your instrument up or down.
The default C natural setting is indicated as C0 in the following table.

13

C	C#	D	D#	E	F	F#	G	G#	A	A#	B	C	C#	D	D#	E	F	F#	G	G#	A	A#	B	C
-12	-11	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12

The examples below illustrate how to use the above table:
- To Transpose the instrument to the key of E above C, press the TRANPOSE button On and press the [/\] button 4 times.
- To Transpose the instrument to the key of A# below C, press the TRANSPOSE button On and press the [\/] button 2 times.

Press the TRANSPOSE button On and press the [/\][\/] buttons at the same time to restore the
instrument to the key of C0.

TRANSPOSE SET
In this page, you can select which sections of the instrument you would like to transpose.
Press and hold the [TRANSPOSE] button to select **"ALL"** or **"Panel"** or **"Song".**
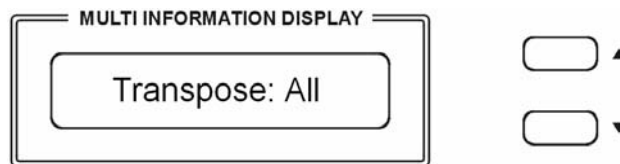
ALL   The entire instrument will be transposed including the USB Song (this is the default mode).

Panel   The all instrument will be transposed but not the USB song.

Song   Only the USB song will be transposed.

Press the TRANSPOSE button for a few seconds and the display will indicate the available settings.
Use the [/\] and [\/] buttons to select **"ALL"** or **"Panel"** or **"Song".**

PITCH – FINE TUNING
The PITCH feature enables the player to tune the pitch of the instrument to match other instruments.
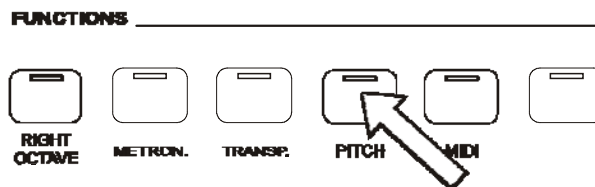
Press the PITCH button and the display will display:
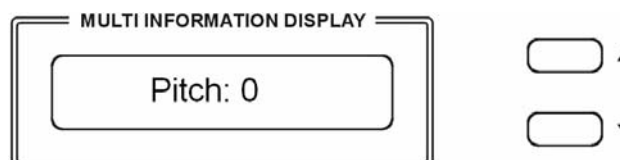
Use the [/\][\/] buttons to set the desired Pitch value. The PITCH value on the display can be
changed between –64 and +63.
Press the PITCH button On and press the [/\][\/] buttons at the same time to restore the instrument pitch to 0.

METRONOME

The Metronome is a convenient feature for practice, and it can also provide a rhythmic guide when recording.
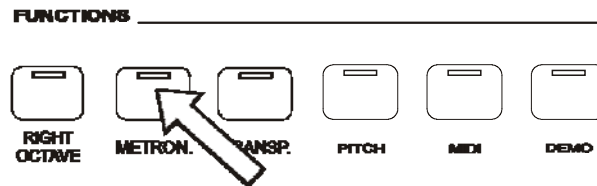
The metronome sound is alternately turned on and turned off by pressing the [METRONOME] button.
The Time Signature of the metronome can be set by using [/\][\/] buttons when turning on the metronome function and while the Time Signature value is indicated on the display.
To set the Time Signature   (1/4, 2/4, 3/4, 4/4, 6/4, 3/8, 6/8, 9/8) press and hold the [METRONOME] button and the values of Time Signature will be indicated on the display, use the [/\][\/] buttons to select the new value.
To change the Tempo use the [/\] [\/]   buttons to set the desired tempo speed while the metronome is playing.

OVERALL PRESETS
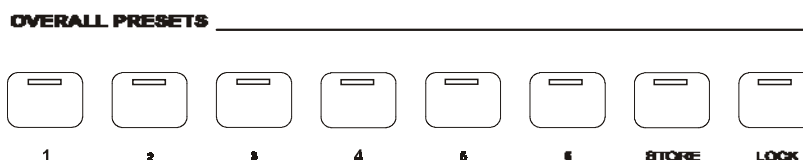
The instrument can store 24 Overall Preset (6 groups x 4 banks of panel settings).
By pressing the corresponding memory button, you can recall these settings rapidly. You can
customise the panel settings to accommodate your performance and store them to the registration memory positions.
These settings will not be lost, even if the power is turned OFF.

It is possible to load up to 24 Overall Presets using the 6 Memory positions and 4 memory banks.
By pressing the [STORE]   button four times, you can select 4 different banks. The display shows the available memory banks   [1 to 4 Memory Bank].

The following parameter   can be saved: Left/Right Sounds, Volume levels, Octave, Effects, etc.
Other global parameters are also memorized.

-       Select the desired   sounds, volume and effects.
-       Select the Memory Bank where to   store the

[STORE] button, for example BANK 3.

new settings by pressing a few times the

- Press and hold [STORE] button, and then press one of the [1 - 6] buttons where to store the panel setting, for example 1.
- The LCD displays

MULTI INFORMATION DISPLAY

Save Preset 1 / Bk 3
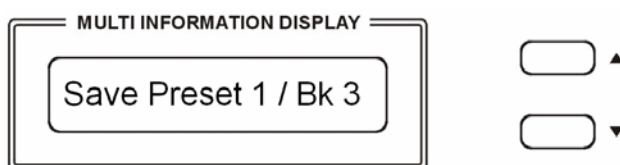
The current panel settings are now stored in the memory in position nr. 1 in BANK 3 .
It is possible to repeat this procedure for   all available positions.

NOTE: In the Overall Preset memories it is possible to store 2 different Player Choice sounds for each one of the memory location, having available a total of 48 Player Choice sounds.

RECALLING OVERALL PRESETS

OVERALL PRESETS

1   2   3   4   5   6   STORE   LOCK
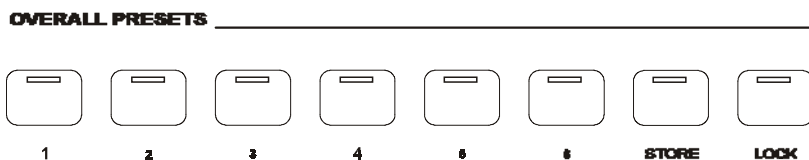
By pressing the [1 - 6] buttons, the information you have stored previously can be recalled.
Press [STORE] button to access the Memory banks (press a few times).
The LCD displays the panel settings and memory position number.

LOCK

OVERALL PRESETS

1   2   3   4   5   6   STORE   LOCK
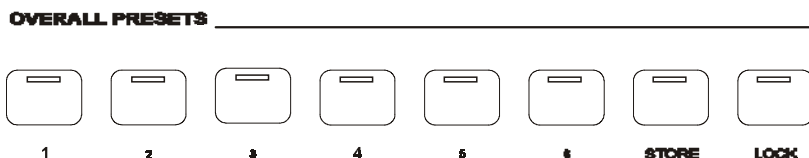
Pressing the [LOCK] button, turns the LOCK function ON/OFF.   When the LOCK function is ON, the registration sounds stored in each memory location can be recalled, while the Left and   bass sound settings will be LOCKED.
This enables the player to make changes to the melody part(s) of the music 'on the fly'.   The Left sections will remain LOCKED, therefore all levels and other parameters pertaining to this section will remain unchanged.

MANAGING THE USB DISK

When inserting the USB disk in its slot you will notice that the display will immediately indicate the first available Midi File Song stored in the memory.
It is possible to load different type of files in the USB disk:
    1   Standard Midi File songs
    2   Settings - Overall Presets Registrations

The display will only show the files related to each of the listed groups when selected.

To select one of the groups follow the indications below:
- Press and hold the [USB FILES] button
- Using the [/\][\/] buttons select one of the 2 available options.

When the desired option is selected the display will show only the USB files related to the type of file selected until the instrument is switched off.
At power up, the instrument will automatically restore the SMF song option.

USB FILES MODE SELECT
The files listed in the USB disk can be accessed in two ways: by number or by alphabet letters (you can see the letters and the numbers above and below the VOICE section buttons).
It is possible in fact to access the files recalling their numbers or scrolling the initial letters.
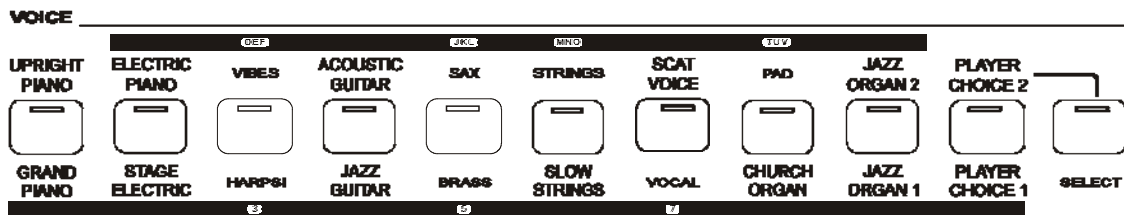
To select these two systems follows these instructions.
- Insert the USB disk in the USB socket
- Press the USB FILES button
- Press and hold the 0 (zero) on the numeric keypad until the display shows

                      Alphabet   or   **Number**

- Using the [/\][\/] buttons select on the display Alphabet or Number as you prefer.
- The available files will now be listed according to your choice, by number or by letters.
- To select the files by numbers simply select the desired number on the display using the numeric keypad indicated below the Voice buttons.
  To select the sounds above 99, for example 123, press the number 1 button and hold it until the number 1 appears on the display.
  Press than the number 2 and the number 3 buttons to select the sound.
  Sound number 123, is now selected.

- To select the files by letters refer to the below table that is similar to telephone letter indications:

1 – no letters	2 – ABC	3 – DEF
4 – GHI	5 – JKL	6 – MNO
7 – PQRS	8 – TUV	9 – WXYZ

- To select the desired letter press the related button as follow:

      D – press the 3 button one time. The display shows SEL ☐**DEF**

      R – press the 7 button 3 times. The display shows SEL   **PQ☐RS**

The files are now listed by initial letter. If the selected initial letter is not available in the list the instrument will select the nearest available letter.

SAVE THE OVERALL PRESETS TO USB DISK

It is possible to SAVE   the Overall Preset Registrations Banks to the USB Disk by following these instructions:

- Insert the USB Disk to the USB socket.
- Press [SAVE] button and the display will show :
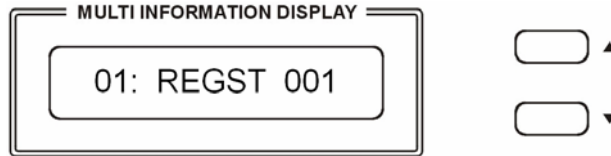
       01   indicates the progressive file number
       001   indicates the registration file number

- The display indicating your Overall Preset Registration Settings are saved into USB Disk, with 24 Registration Memories stored to a single file.

New banks of   Overall Preset Registration Settings can be stored in the USB disk and a new name will be automatically assigned to each bank as follows:

<div align="center">

01 REGST 001
02 REGST 002
03 REGST 003
… REGST ......

</div>

LOADING THE OVERALL PRESETS DATA FROM USB DISK

Insert the USB Disk into the USB socket.
Press and hold the [USB FILES] button to access the **Setting** files in the USB Disk.
The display shows:

To select the **Setting** page use the [/\][\/] buttons.
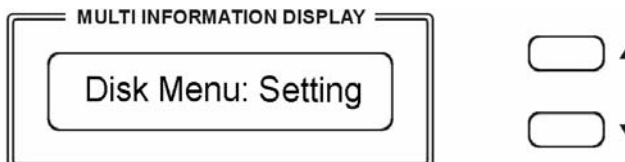
In a few seconds the display will show the first available file.
Use now the [/\][\/] buttons to select the desired Overall Preset   file, then press [PLAY/LOAD]
button, display shows "Load OK".
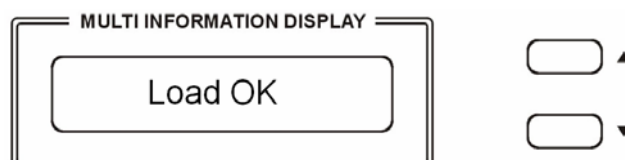
DELETE MEMORY REGISTRATIONS FROM USB

Insert the USB Disk into the USB socket. Press and hold the [USB FILES] button to access the **Setting** files in the USB Disk. Select the **Setting** page by pressing the [/\][\/] buttons.
Use [/\][\/] button to select the desired Overall Preset Registration Setting file you want to delete, then hold down the [RECORD] button and press [PLAY/LOAD] button.
LCD shows:
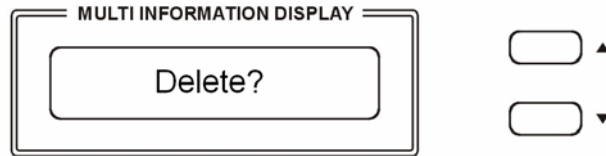
Press [/\] button to delete the file.
Press [\/] button to exit the function without deleting the file.

NOTE –   When a file is deleted from a list its progressive number will be cancelled and saved in a special memory location inside the instrument. This number will be automatically assigned to the next file of the same type that will be loaded.

SONG PLAY MODE

It is possible to play only 1 song at the time or all   the songs listed in the USB disk .
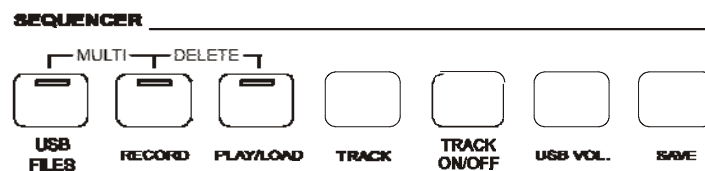
Single   The selected song will be played after the [PLAY] button is pressed, and will stop at the end of it.

All   The selected song will be played after the [PLAY] button is pressed and will automatically play all the following songs without stopping, unless the [PLAY] button is pressed again.

How to select the Single and All mode.

-        Press and hold the PLAY/LOAD button. The display shows:
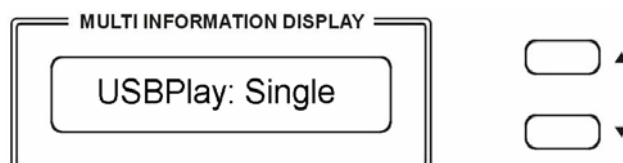
The default mode is Single Mode.
To select the All mode use the [/\][\/] buttons:

```
 ┌══ MULTI INFORMATION DISPLAY ══┐
 │  ┌─────────────────────────┐   │       ⬭ ▲
 │  │    USBPlay:  All        │   │
 │  └─────────────────────────┘   │       ⬭ ▼
 └════════════════════════════════┘
```

TEMPO CONTROL

```
 ┌══ MULTI INFORMATION DISPLAY ══┐
 │  ┌─────────────────────────┐   │       ⬭ ▲
 │  │   Tempo Speed: 120      │   │
 │  └─────────────────────────┘   │       ⬭ ▼
 └════════════════════════════════┘
```
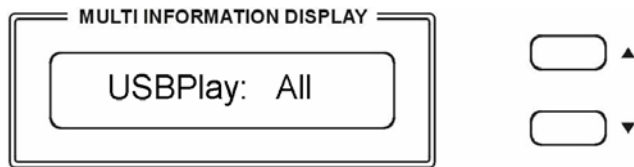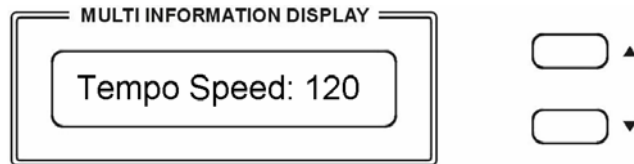
The [/\] and [\/] buttons can be used to control the tempo of the Standard Midi File song played from the USB disk and also the Metronome speed.

SONG RECORDING
The instrument lets you record your Songs   and Registration settings to a USB Disk..
It is possible to record your song using up to sixteen independent tracks. The song will be stored into USB Disk memory.
There are two different ways of recording your song: Quick Recording and Multi Track Recording.

QUICK RECORDING
1   Insert the USB Disk into the USB socket.
2   Press the [RECORD] button to start recording.
          The display shows:

```
 ┌══ MULTI INFORMATION DISPLAY ══┐
 │  ┌─────────────────────────┐   │       ⬭ ▲
 │  │   REC: SONG_001         │   │
 │  └─────────────────────────┘   │       ⬭ ▼
 └════════════════════════════════┘
```
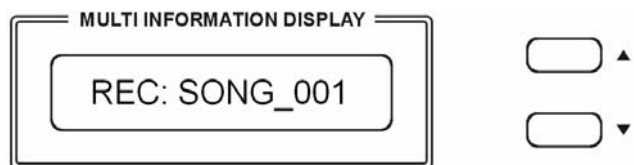
          As soon as [RECORD] is pressed the Metronome will automatically start.
          This   can   be switched off at any time by pressing the Metronome button OFF.
          The recording will start as soon as the first key on the keyboard is pressed.
3   During recording you can select sounds, volumes, effects and all will be recorded in your
          performance.
4   To   stop   recording   press   [RECORD]   button   again.   The   recording   stops
          immediately   and your song is stored in the USB Disk memory. The internal computer will
          immediately store you song automatically assigning the name

MULTI INFORMATION DISPLAY
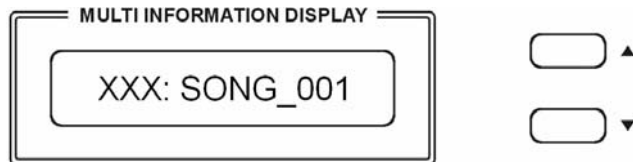
XXX: SONG_001

(XXX   indicates the total file number. 001 indicates the recording file number).

MULTI TRACK RECORDING

SEQUENCER

MULTI — DELETE

USB FILES   RECORD   PLAY/LOAD   TRACK   TRACK ON/OFF   USB VOL.   SAVE
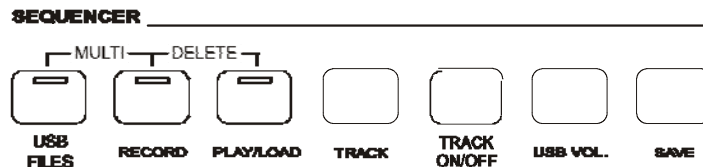
If you like to add new tracks to the just recordered song,   select it on the display (as previous example XXX: Song_001) and select now MULTI TRACK RECORDING by pressing the [USB FILES] button and the [RECORD] buttons at the same time（hold down the [USB FILES] button and press [RECORD] button）.

-        The Metronome immediately start for two bars and the first recorded Track starts playing.

MULTI INFORMATION DISPLAY

XXX: SONG_002
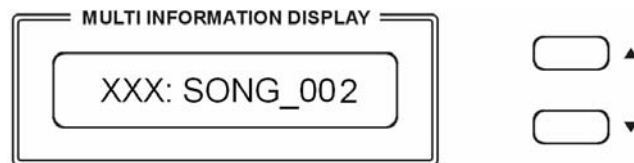
-        It is now possible to record the new track as we did before.
-        The name of the new file will be saved in sequence (_003, _004, etc.) as long as new tracks are added t the song.
-        To stop recording by pressing [RECORD] button again.
-        It is necessary to press the [RECORD] button at the end of each track.

NOTE: the Multi Track Recording will save a song for each track that it is added   to   the original song file.
This will allow to be able to start from any given song level and add new tracks.
At the end of Multi Track Recording you can delete the old and not necessary files from the USB disk. This means that you may have more songs with similar names (example 001: SONG_11, 002: SONG_11) but remember that the 3 numb number in front of the song is identifying it in the list.
It is of course possible to change the song names in your computer.

NOTE: In   the   event   that   you   are   recording   too   many   track   in   the sequence   a   warning
message   will   appear   on   the   display   indicating   that   there   are   NO RECORDING
TRACKS available.

MULTI INFORMATION DISPLAY

NORECTRK
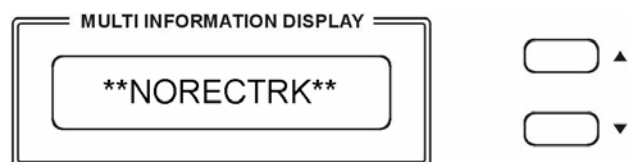
DELETE SONG/FILE

Insert the USB Disk into the USB socket. Use [/\][\/] button to select the song or the file you want to delete, then hold down the [RECORD] button and press [PLAY/LOAD] button.
The display shows:
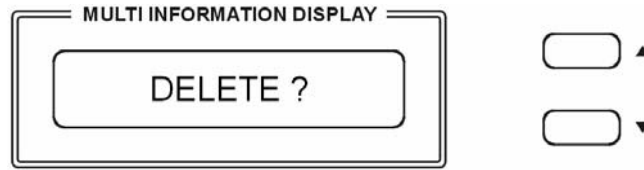
Press [/\] button to delete the file.
Press [\/] button to exit the function without deleting the file.

USB FILE BUTTON

Use this button to switch to USB mode immediately, even if the keyboard is in any other mode.

TRACK ON/OFF

Use this function to turn on or turn off any track of the song played (each track corresponds to a midi channel), even during Play Song.
When switching On the instrument   the default track will be nr. 4 that is normally the Melody Track in the Standard Midi Files.
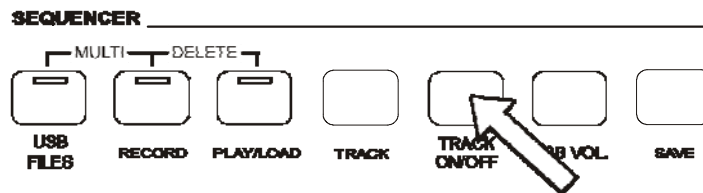
- Press [TRACK ON/OFF] button as many   times   is   necessary   to   select
  the desired track.
  Every time the button is pressed the Track Number will be updated to the next track.
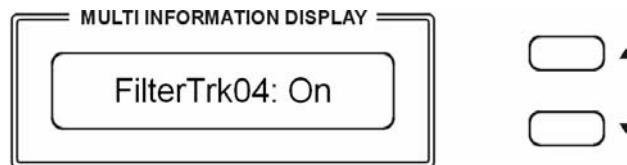
- Use [/\] or [\/] button to select "on" or "off".

NOTE   -   The [TRACK ON/OFF] button is disabled while recording.

USB SONG VOLUME

It is possible to balance the Song Volume using the USB VOLUME .
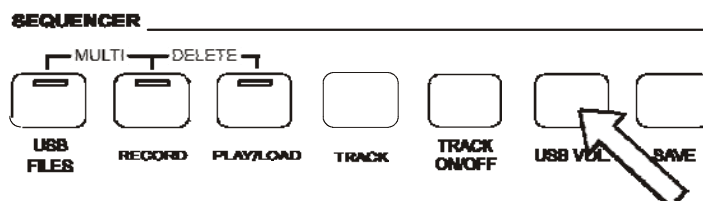
- Press the USB VOLUME button and the display will indicate the current Song Volume value.
- Use the [/\] and [\/] buttons to control the volume of the Standard Midi File song played from the USB disk.
- Range: 00-127   Default: 90

MIDI

Use the MIDI button to select the midi settings.

LOCAL CONTROL
Press the MIDI button one time to select Local Control pages
Use [/\][\/] button to select **"Local On"** or   **"Local Off"** for the full instrument**.**
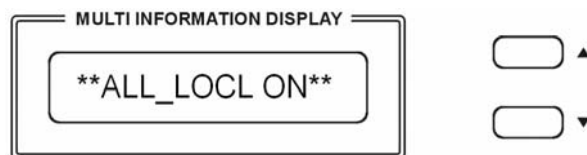
ALL_LOCL ON   Normal operation. Keyboard and USB Song are sent to the internal tone generator.
ALL_LOCL OFF   There will be no sound produced by the internal tone generator.

Press the MIDI button again to select the Keyboard Only Local On/Off
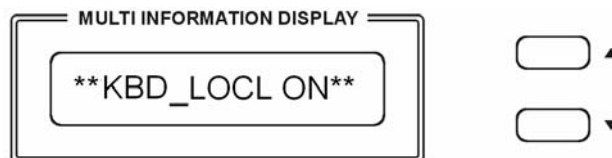
Press the   [/\][\/] buttons you can select the following Local Functions:

KBD_LOCL ON   The keyboard will play the internal tone generator.
                   All the keyboard midi information will   be sent as normal.

KBD_LOCL OFF   The keyboard will not play the internal tone generator .
                   All the keyboard midi information will still be sent as normal.

Press the MIDI button again to select the USB Song Local On/Off
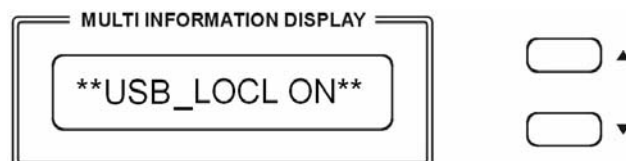
USB_LOCL ON   The instrument will play the songs of the USB disk using   the internal tone generator.

USB_LOCL OFF   The instrument will not send the songs of the USB disk   to the internal tone
                 generator but will send all the midi information from the Midi Out of the
                 instrument.

Press the MIDI button again to select the PROGRAM CHANGE On/Off

```
┌═══ MULTI INFORMATION DISPLAY ═══┐
│  ┌──────────────────────────┐   │        ⬭  ▲
│  │   ***   PGM ON    ***    │   │
│  └──────────────────────────┘   │        ⬭  ▼
└─────────────────────────────────┘
```
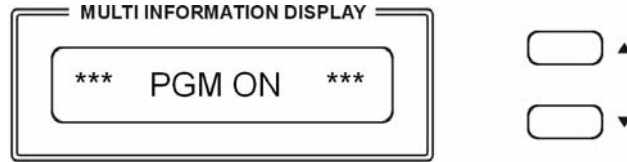
PGM ON   This configuration will allow the instrument to send and receive the Program
                 Change Midi information.

PGM OFF   This configuration will NOT allow the instrument to send and receive the
                 Program Change Midi information.

Press the MIDI button again to select the PROGRAM CHANGE On/Off

```
┌═══ MULTI INFORMATION DISPLAY ═══┐
│  ┌──────────────────────────┐   │        ⬭  ▲
│  │   ***   CTL  ON   ***    │   │
│  └──────────────────────────┘   │        ⬭  ▼
└─────────────────────────────────┘
```

CTL ON   This configuration will allow the instrument to send and receive the Control
                 Change Midi information.

CTL OFF   This configuration will NOT allow the instrument to send and receive the
                 Control Change Midi information.

RESET

If it should be necessary to completely erase the internal RAM memory, a very simple reset feature is provided.

1   -   Make sure that the instrument is switched off.
2   -   Press and hold the [/\] and [\/]   buttons

```
┌══ MULTI INFORMATION DISPLAY ══┐
│  ┌─────────────────────────┐  │      ⬭  ▲
│  │    129: Grand Piano     │  │
│  └─────────────────────────┘  │      ⬭  ▼
└───────────────────────────────┘
```
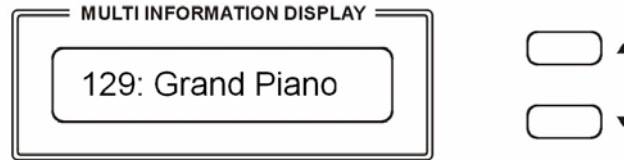
3   -   Switch on the instrument while holding the [/\] and [\/] buttons down.
4   -   The display shows **Reseting**

Do not reset the instrument if it is not necessary. All your information you have programmed will be automatically erased from the internal RAM memory. The factory set programs will be automatically restored.

CONNECTIONS

MIDI THRU   MIDI OUT   MIDI IN   USB   — PEDALS —   — LINE IN —   — LINE OUT —   PHONES 2 PHONES 1   DC IN
                                            2   1   L   R   L   R
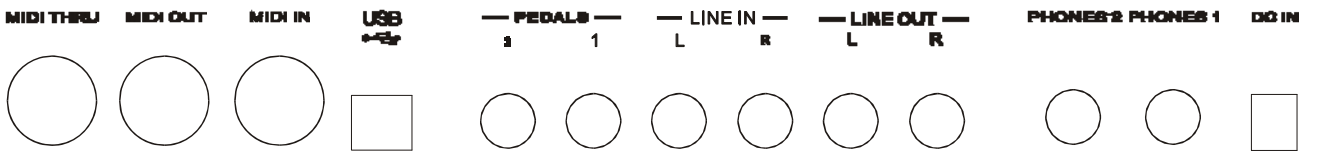
MIDI IN/THRU/OUT
The Midi THRU connector retransmits any data from the Midi IN directly to other Midi devices.
The Midi OUT connector transmits Midi data generated by the instrument to other Midi instruments.
The Midi IN connector receives the Midi data from an external Midi device.

USB TO COMPUTER
It is possible to connect the instrument to a computer using the USB port located in the back panel
of the instrument and control the Midi parameters.

PEDALS SOCKETS
This is the connection for the pedal sets that can be used with the instrument.
If using the supplied Sustain Pedal connect it to Pedal Connection 1.
If the optional 3 Pedals pedal board is used connect the mono jack to pedal connection 1 and the
stereo jack to pedal connection 2.

LINE IN SOCKETS
There are two inputs (Left and Right) and they are used to send the audio signal of an external
instrument to the internal amplifier.

LINE OUT SOCKETS
There are two outputs (Left and Right) and they are used to send the audio signal out an
external amplifier, mixer console or recording equipment. To connect the instrument in Stereo to an
external amplification system connect both Left and Right outputs.

HEADPHONES
Two sets of Headphones can be plugged in for private practice and allow you to
play without disturbing anyone else or being disturbed by outside noise.
In the Stage Pro the sockets are located at the back of the instrument.
In the Grand 310 and CDP31 are located in the front of the instrument, below the hammer action
keyboard.

POWER ON/OFF
This switch turns the power to the instrument on or off.

DC IN SOCKET
This is the connection to power. Connect the adapter to this socket to power the instrument.

VOICE LIST

NR	PROG CHANGE	BANK	NAME	NAME ON DISPLAY
1	0	0	Grand Piano	GrandPno
2	1	0	Bright Piano	BritePno
3	2	0	Electric Grand	El.Grand
4	3	0	Honky Tonk	HnkyTonk
5	4	0	El. Piano 1	ElPiano1
6	5	0	El. Piano 2	ElPiano2
7	6	0	Harpsichord	Harpsi 1
8	7	0	Clavinet	Clavinet
9	8	0	Celesta	Celesta
10	9	0	Glockenspiel	Glocken
11	10	0	Music Box	MusicBox
12	11	0	Vibraphone	Vibes
13	12	0	Marimba	Marimba
14	13	0	Xylophone	Xylophon
15	14	0	Tubular Bells	Chimes
16	15	0	Dulcimer	Dulcimer
17	16	0	Drawbar Organ	DrawOrgn
18	17	0	Percussive Org.	PercOrgn
19	18	0	Rock Organ	RockOrg3
20	19	0	Church Organ	ChrcOrg1
21	20	0	Reed Organ	ReedOrgn
22	21	0	Accordion	Accordio
23	22	0	Harmonica	Harmnica
24	23	0	Tango Accord.	TangoAcd
25	24	0	Nylon Guitar	NylonGt1
26	25	0	Steel Guitar	SteelGtr
27	26	0	Jazz Guitar	JazzGtr1
28	27	0	Clean Guitar	CleanGt1
29	28	0	Muted Guitar	Mute Gtr
30	29	0	Overdriven Guit.	Ovrdrive
31	30	0	Distortion Guitar	Distort
32	31	0	Guitar Harmonics	Gtr Harm
33	32	0	Acoustic Bass	Ac.Bass1
34	33	0	Finger Bass	FngBass1
35	34	0	Pick Bass	PickBass
36	35	0	Fretless Bass	Fretles1
37	36	0	Slap Bass 1	SlapBas1
38	37	0	Slapp Bass 2	Slap Bas3
39	38	0	Synth Bass 1	SynBass1
40	39	0	Synth Bass 2	SynBass2
41	40	0	Violin	Violin
42	41	0	Viola	Viola
43	42	0	Cello	Cello
44	43	0	Contrabass	ContraBs
45	44	0	Tremolo Strings	TremStrg
46	45	0	Pizzicato Strings	Pizzicto
47	46	0	Orchestral Harp	Harp
48	47	0	Timpani	Timpani
49	48	0	String Ensem. 1	Strings1
50	49	0	String Ensem. 2	Strings2
51	50	0	Synth Strings 1	SynStrg1
52	51	0	Synth Strings 2	SynStrg2
53	52	0	Choir Aahs	ChoirAah
54	53	0	Choir Oohs	ScatVoic

NR	PROG CHANGE	BANK	NAME	NAME ON DISPLAY
55	54	0	Synth Voice	SynVoice
56	55	0	Orchestral Hit	Orch Hit
57	56	0	Trumpet	Trumpet
58	57	0	Trombone	Trombon1
59	58	0	Tuba	Tuba
60	59	0	Muted Trumpet	MuteTrum
61	60	0	French Horn	FrenchHr
62	61	0	Brass Section	Brass
63	62	0	Synth Brass 1	SynBras1
64	63	0	Synth Brass 2	SynBras2
65	64	0	Soprano Sax	SprnoSax
66	65	0	Alto Sax	Alto Sax
67	66	0	Tenor Sax	TenorSax
68	67	0	Baritone Sax	Bari Sax
69	68	0	Oboe	Oboe
70	69	0	English Horn	EnglHorn
71	70	0	Bassoon	Bassoon
72	71	0	Clarinet	Clarinet
73	72	0	Piccolo	Piccolo
74	73	0	Flute	Flute
75	74	0	Recorder	Recorder
76	75	0	Pan Flute	PanFlute
77	76	0	Blown Bottle	Bottle
78	77	0	Shakuhachi	Shakhchi
79	78	0	Whistle	Whistle
80	79	0	Ocarina	Ocarina
81	80	0	Square	Square1
82	81	0	Sawtooth	Saw 1
83	82	0	Calliope	Calliope
84	83	0	Chiff	Chiff
85	84	0	Charang	Charang
86	85	0	Voice	Voice
87	86	0	Fifths	Fifth
88	87	0	Bass+Lead	BasLead1
89	88	0	New Age	New Age
90	89	0	Warm Pad	WarmPad
91	90	0	Polisynth	Polysynt
92	91	0	Choir	Choir
93	92	0	Bowed Pad	Bowed
94	93	0	Metallic Pad	Metallic
95	94	0	Halo Pad	Halo
96	95	0	Sweep Pad	Sweep
97	96	0	Rain	Rain
98	97	0	Sound Track	SoundTrk
99	98	0	Crystal	Crystal
100	99	0	Atmosphere	Atmosph1
101	100	0	Brightness	Brightns
102	101	0	Goblins	Goblins
103	102	0	Echoes	Echoes
104	103	0	Sci-Fi	SciFi
105	104	0	Sitar	Sitar
106	105	0	Banjo	Banjo
107	106	0	Shamisen	Shamisen
108	107	0	Koto	Koto 1
109	108	0	Kalimba	Kalimba
110	109	0	Bag Pipe	Bagpipe

NR	PROG CHANGE	BANK	NAME	NAME ON DISPLAY
111	110	0	Fiddle	Fiddle
112	111	0	Shanai	Shanai
113	112	0	Tinkle Bell	TnklBell
114	113	0	Agogo	Agogo
115	114	0	Steel Drum	Stl Drum
116	115	0	Wood Block	WoodBlok
117	116	0	Taiko Drum	TaikoDrm
118	117	0	Melodic Tom	MelTom1
119	118	0	Synth Drum	SynDrum1
120	119	0	Reverse Cymbal	RevCymbl
121	120	0	Guit. Fret Noise	FretNois
122	121	0	Breath Noise	BrthNois
123	122	0	Seashore	Seashore
124	123	0	Birds	Tweet
125	124	0	Telephone	Telphon1
126	125	0	Helicopter	Helicptr
127	126	0	Applause	Applause
128	127	0	Gunshot	GunShot
129	0	0	Grand Piano	GrandPno
130	0	8	Grand Piano 2	GranPno2
131	0	16	Grand Piano+Strings	GPno+Str
132	0	24	Octa Piano 1	OctPian1
133	0	25	Octa Piano 2	OctPian2
134	1	0	Bright Piano	BritePno
135	2	0	El.Grand Piano	El.Grand
136	3	0	Honky Tonk	HnkyTonk
137	4	0	E. Piano 1	ElPiano1
138	4	7	Detune E.Piano1	DetPian1
139	4	8	E.Piano 3	MalletEP
140	4	16	Soft E.Piano	SftE.Pno
141	4	24	Mix E.Piano	MixE.Pno
142	5	0	E.Piano 2	ElPiano2
143	5	8	Detune E.Piano2	DetPian2
144	5	16	E.Piano 2 + Strings	EPno+Str
145	5	24	E.Piano 2 + Voice	EPno+Vcl
146	6	0	Harpsichord 1	Harpsi 1
147	6	8	Harpsichord 2	Harpsi 2
148	6	16	Harpsi + Strings	Harps+St
149	7	0	Clavinet	Clavinet
150	7	8	Funky Clavinet	FnkyClav
151	8	0	Celesta	Celesta
152	9	0	Glockenspiel	Glocken
153	10	0	Music Box	MusicBox
154	11	0	Vibes	Vibes
155	12	0	Marimba	Marimba
156	13	0	Xylophone	Xylophon
157	14	0	Chimes	Chimes
158	14	8	Church Bell	ChrcBell
159	14	9	Church Bell 2	ChrcBel2
160	14	16	Tubular Bells	TubulBel
161	15	0	Dulcimer	Dulcimer
162	16	0	Drawbar Organ	DrawOrgn
163	16	8	Detune Organ 1	DetOrgn1
164	16	13	Click Organ	ClickOrg
165	16	14	Theatre Organ 1	Theatre1
166	16	15	Theatre Organ 2	Theatre2

NR	PROG CHANGE	BANK	NAME	NAME ON DISPLAY
167	16	16	60' Organ	60' Orgn
168	16	17	Rock Organ 1	RockOrg1
169	16	18	Cool Organ	CoolOrgn
170	16	20	Tone Weel	ToneWeel
171	16	22	Rotor Organ	RotorOrg
172	16	23	Gospel Organ	GosplOrg
173	16	26	Jazz Organ 1	JazzOrg1
174	16	27	Rock Organ 2	RockOrg2
175	17	0	Percussive Organ	PercOrgn
176	17	8	Jazz Organ 2	JazzOrg2
177	17	16	Detune Organ 2	DetOrgn2
178	18	0	Rock Organ 3	RockOrg3
179	18	14	Chapel Organ	ChaplOrg
180	19	0	Church Organ 1	ChrcOrg1
181	19	8	Church Organ 2	ChrcOrg2
182	19	14	Lower Organ	LowerOrg
183	19	16	Church Organ 3	ChrcOrg3
184	19	24	Church Org.// Dynamic Choir	Chrc+Voc
185	20	0	Reed Organ	ReedOrgn
186	21	0	Accordion	Accordio
187	21	8	Master	Master
188	22	0	Harmonica	Harmnica
189	22	8	Blues Harmonica	BlusHarp
190	23	0	Tango Accordion	TangoAcd
191	24	0	Nylon Guitar	NylonGt1
192	24	8	Nylon Guitar 2	NylonGt2
193	24	16	Nylon Guitar+Strings	NylGt+St
194	25	0	Steel Guitar	SteelGtr
195	25	8	12-Strings Guitar	12StrGtr
196	25	16	Mandolin	Mandolin
197	26	0	Jazz Guitar	JazzGtr1
198	26	1	Jazz Guitar 2	JazzGtr2
199	26	4	Double Jazz Guitar 1	2JazGtr1
200	26	5	Double Jazz Guitar 2	2JazGtr2
201	26	6	Jazz Guitar + Vibes	JGtr+Vib
202	26	8	Hawaiian Guitar 1	Hawaian1
203	26	16	Hawaiian Guitar 2	Hawaian2
204	26	24	Country Guitar	CntrGtr1
205	27	0	Clean Guitar 1	CleanGt1
206	27	8	Clean Guitar 2	CleanGt2
207	27	16	Electric Guitar	ElectGtr
208	27	24	60 's Guitar	60' Gtr
209	28	0	Muted Guitar	Mute Gtr
210	28	8	Funk Guitar 1	FunkGtr1
211	28	16	Funk Guitar 2	FunkGtr2
212	29	0	Overdrive Guitar	Ovrdrive
213	30	0	Distortion Guitar	Distort
214	30	8	Feed Back Guitar	FBakGtr1
215	30	16	Distorted Guitar Vibr.	DisGtrVb
216	31	0	Guitar Harmonics	Gtr Harm
217	31	8	Guitar Feed Back 2	FBakGtr2
218	32	0	Acoustic Bass 1	Ac.Bass1
219	32	1	Acoustic Bass 2	Ac.Bass2
220	32	8	Acoustic Bass 3	Ac.Bass3
221	32	16	Bass + Ride Cymbal	Bas+Ride
222	33	0	Finger Bass 1	FngBass1

NR	PROG CHANGE	BANK	NAME	NAME ON DISPLAY
223	33	1	Finger Bass 2	FngBass2
224	33	2	Finger // Slap Bass	Fng Slap
225	33	3	Finger Bass 3	FngBass3
226	33	8	Big Bass	BigBass
227	33	16	Big Bass Sustain	BigBassS
228	33	24	Organ Bass 1	OrgBass1
229	34	0	Pick Bass	PickBass
230	34	8	Bass 16+8	Bass16+8
231	34	16	Bass 8	Bass 8
232	34	24	Organ Bass 2	OrgBass2
233	35	0	Fretlees Bass 1	Fretles1
234	35	8	Fretless Bass 2	Fretles2
235	36	0	Slap Bass 1	SlapBas1
236	36	8	Slap Bass 2	SlapBas2
237	37	0	Slap Bass 3	Slap Bas3
238	37	8	Slap Bass 4	SlapBas4
239	38	0	Synth Bass 1	SynBass1
240	38	8	Synth Bass 3	SynBass3
241	38	16	Synth Bass 5	SynBass5
242	39	0	Synth Bass 2	SynBass2
243	39	8	Synth Bass 4	SynBass4
244	40	0	Violin 1	Violin
245	40	8	Violin 2	Violin 2
246	41	0	Viola	Viola
247	42	0	Cello	Cello
248	43	0	Contrabass	ContraBs
249	44	0	Tremolo Strings	TremStrg
250	45	0	Pizzicato	Pizzicto
251	46	0	Harp	Harp
252	47	0	Timpani	Timpani
253	48	0	Strings Ensemble 1	Strings1
254	48	16	Dynamic Orchestra	DynOrch
255	48	25	Orchestra + Flute	Orc+Flut
256	48	26	Orchestra + Oboe	Orc+Oboe
257	48	27	Orchestra + Horn 1	Orc+Hor1
258	48	28	Orchestra + Horn 2	Orc+Hor2
259	49	0	Strings Ensemble 2	Strings2
260	49	8	Octa Strings 1	OctaStr1
261	49	16	Strings Ensemble 3	Strings3
262	49	17	Octa Strings 2	OctaStr2
263	49	18	Accomp. Strings 1	AccStr1
264	49	19	Accomp. Strings 2	AccStr2
265	50	0	Synth Strings 1	SynStrg1
266	51	0	Synth Strings 2	SynStrg2
267	52	0	Choir Aahs	ChoirAah
268	52	4	Choir Aah + Voice	Aah+Voic
269	52	8	Big Choir	BigChoir
270	52	16	Choir+Strings 1	Voc+Str1
271	52	17	Choir+Strings 2	Voc+Str2
272	52	18	Strings + Voice	Str+Voic
273	52	24	Choir + Organ	Voic+Org
274	52	25	Choir + Principal 8'	Voc+Prn8
275	53	0	Choir Oohs	ScatVoic
276	54	0	Synth Voice	SynVoice
277	54	8	Pop Voice	PadVoice
278	54	16	Soft Pad	SoftPad

NR	PROG CHANGE	BANK	NAME	NAME ON DISPLAY
279	55	0	Orchestra Hit	Orch Hit
280	56	0	Trumpet	Trumpet
281	56	8	Trumpet2	Trumpet2
282	56	16	Trumpet3	Trumpet3
283	57	0	Trombone 1	Trombon1
284	57	4	Trombone 2	Trombon2
285	57	8	Mellow Trombone	MelTromb
286	57	24	Soft Trombone	SoftTrom
287	58	0	Tuba	Tuba
288	58	8	Tuba 2	Tuba2
289	59	0	Muted Trumpet	MuteTrum
290	60	0	French Horn 1	FrenchHr
291	60	8	French Horn 2	FrnchHr2
292	60	16	Horn Section	HornSec
293	60	17	Flugel Horn	FlugelHr
294	61	0	Brass	Brass
295	61	3	Soft Brass 1	SoftBras
296	61	4	Soft Brass 2	SftBras2
297	61	8	Soft Brass 3	SftBras3
298	61	9	Soft Brass 4	SftBras4
299	61	16	Big Brass 1	BigBras1
300	61	24	Big Brass 2	BigBras2
301	61	25	Big Brass 3	BigBras3
302	61	26	Big Brass 4	BigBras4
303	62	0	Synth Brass 1	SynBras1
304	62	8	Synth Brass 3	SynBras3
305	63	0	Synth Brass 2	SynBras2
306	63	8	Synth Brass 4	SynBras4
307	64	0	Soprano Sax	SprnoSax
308	65	0	Alto Sax 1	Alto Sax
309	65	8	Alto Sax 2	AltoSax2
310	65	16	Circus Sax	CircusSx
311	66	0	Tenor Sax	TenorSax
312	66	16	Tenor Sax Vibrato	TenSaxVb
313	66	24	Sax Section 1	SaxSect1
314	66	25	Sax Section 2	SaxSect2
315	66	26	Sax Section 3	SaxSect3
316	67	0	Baritone Sax	Bari Sax
317	68	0	Oboe	Oboe
318	69	0	English Horn	EnglHorn
319	70	0	Bassoon	Bassoon
320	71	0	Clarinet	Clarinet
321	71	4	Clarinet Vibrato	ClarinVb
322	71	8	Mellow Clarinet	MelClari
323	71	16	Circus Clarinet	CircusCl
324	71	24	Clarinet Section	ClariSec
325	72	0	Piccolo	Piccolo
326	73	0	Flute	Flute
327	73	8	Jazz Flute	JazFlute
328	74	0	Recorder	Recorder
329	75	0	Pan Flute	PanFlute
330	76	0	Blown Bottle	Bottle
331	77	0	Shakuhachi	Shakhchi
332	78	0	Whistle	Whistle
333	79	0	Ocarina	Ocarina
334	80	0	Square 1	Square1

NR	PROG CHANGE	BANK	NAME	NAME ON DISPLAY
335	80	1	Square 2	Square2
336	80	8	Syn Wave	SynWave
337	81	0	Saw Tooth	Saw 1
338	81	1	Saw Tooth 2	Saw 2
339	81	8	Syn Flute	SynFlute
340	82	0	Calliope	Calliope
341	83	0	Chiff	Chiff
342	84	0	Charang	Charang
343	85	0	Voice	Voice
344	85	8	Voice Sust.	VoiceSus
345	86	0	Fifths	Fifth
346	87	0	Bass Lead 1	BasLead1
347	87	8	Bass Lead 2	BasLead2
348	88	0	Fantasy 1	New Age
349	88	8	Orchestra Bell	OrchBell
350	88	16	Fantasy 2	Fantasy
351	89	0	Warm Pad	WarmPad
352	90	0	Polysynth	Polysynt
353	91	0	Choir	Choir
354	92	0	Bowed	Bowed
355	93	0	Metallic	Metallic
356	94	0	Halo	Halo
357	95	0	Sweep	Sweep
358	96	0	Ice Rain	Ice Rain
359	97	0	Soundtrack	SoundTrk
360	98	0	Crystal	Crystal
361	99	0	Atmosphere 1	Atmosph1
362	99	8	Atmosphere 2	Atmosph2
363	100	0	Brightness	Brightns
364	101	0	Goblins	Goblins
365	101	8	Ghost	Ghost
366	102	0	Echoes	Echoes
367	102	2	Echo Pan	EchoPan
368	103	0	Sci-fi	SciFi
369	104	0	Sitar	Sitar
370	105	0	Banjo	Banjo
371	106	0	Shamisen	Shamisen
372	107	0	Koto 1	Koto 1
373	107	8	Koto 2	Koto 2
374	108	0	Kalimba	Kalimba
375	109	0	Bagpipe	Bagpipe
376	110	0	Fiddle	Fiddle
377	111	0	Shanai	Shanai
378	112	0	Tinkle Bell	TnklBell
379	113	0	Agogo	Agogo
380	114	0	Steel Drum	Stl Drum
381	115	0	Wood Block	WoodBlok
382	115	8	Castanet	Castanet
383	116	0	Taiko Drum	TaikoDrm
384	116	8	Concert Bass Drum	ConBasDr
385	117	0	Melodic Tom 1	MelTom1
386	117	8	Melodic Tom 2	MelTom2
387	118	0	Syn Drum 1	SynDrum1
388	118	8	Syn Drum 2	SynDrum2
389	118	9	Syn drum 3	SynDrum3
390	119	0	Reverse Cymbal	RevCymbl

NR	PROG CHANGE	BANK	NAME	NAME ON DISPLAY
391	120	0	Guitar Fret Noise	FretNois
392	120	1	Guitar Cut Noise	CutNois
393	120	2	String Slap	StrgSlap
394	121	0	Breath Noise	BrthNois
395	121	1	Key Click	KeyClick
396	122	0	Sea Shore	Seashore
397	122	1	Rain	Rain
398	122	2	Thunder	Thunder
399	122	3	Wind	Wind
400	122	4	Stream	Stream
401	122	5	Bubble	Bubble
402	123	0	Birds	Tweet
403	123	1	Dog	Dog
404	123	2	Horse	Horse
405	123	3	Birds 2	Birds
406	124	0	Telephone 1	Telphon1
407	124	1	Telephone 2	Telphon2
408	124	2	Door Open	DoorOpen
409	124	3	Door Close	DoorClos
410	124	4	Scratch	Scratch
411	124	5	Wind Chime	WndChime
412	125	0	Helicopter	Helicptr
413	125	1	Car Start	CarStart
414	125	2	Car Brake	CarBreak
415	125	3	Car Pass	CarPass
416	125	4	Car Crash	CarCrash
417	125	5	Police	Police
418	125	6	Train	Train
419	125	7	Jet	Jet
420	125	8	Star Ship	StarShip
421	125	9	Burst Noise	Burst
422	126	0	Applause	Applause
423	126	1	Laughing	Laughtin
424	126	2	Screaming	Scramin
425	126	3	Punch	Punch
426	126	4	Heart Beat	Heart
427	126	5	Foot Step	FootStep
428	126	6	Yeah	Yeah
429	126	7	One	One
430	126	8	Two	Two
431	126	9	Three	Trhree
432	126	10	Four	Four
433	127	0	Gun Shot	GunShot
434	127	1	Machine	Machine
435	127	2	Laser Gun	LaserGun
436	127	3	Explosion	Explosion
437	0	32	Bassoon	Bassoon
438	1	32	Cassotto	Cassotto
439	2	32	Double Basson	D.Basson
440	3	32	16+16+8	16+16+8
441	4	32	Bandon1	Bandon1
442	5	32	Bandon2	Bandon2
443	6	32	Tuba Fisa	TubaFisa
444	7	32	Accordion	Accord
445	8	32	Horn	Horn
446	9	32	Organ	Organ

NR	PROG CHANGE	BANK	NAME	NAME ON DISPLAY
447	10	32	Harmonium	Harmon
448	11	32	Master 1	Master 1
449	12	32	Master 2	Master 2
450	13	32	Master 3	Master 3
451	14	32	Master 4	Master 4
452	15	32	Master 5	Master 5
453	16	32	Master 6	Master 6
454	17	32	Musette	Musette
455	18	32	French	French
456	19	32	Italian Accordion	Italian
457	20	32	Brilliant	Brillant
458	21	32	Violino	Violino
459	22	32	Celeste	Celeste
460	23	32	Tremolo	Tremolo
461	24	32	American Tremolo	AmerTrem
462	25	32	Tango Accordion	T.Accord
463	26	32	Musette+Piccolo	Mus+Picc
464	27	32	Oboe1	Oboe 1
465	28	32	Oboe 2	Oboe 2
466	29	32	Clarinet	Clarinet
467	30	32	Flute	Flute
468	31	32	Piccolo	Piccolo
469	32	32	Diatonic	Diatonic
470	33	32	Diatonic Bass	DiatBass
471	34	32	Diatonic Chord	DiatChrd
472	35	32	Accordion Bass 1	AccBass1
473	36	32	Accordion Bass 2	AccBass2
474	37	32	Accordion Chord 1	AccChrd1
475	38	32	Accordion Chord 2	AccChrd2
476	39	32	Accordion Chord 3	AccChrd3
477	Drum kits		STANDARD	Standard
478	"		ROOM	Room
479	"		POWER	Power
480	"		ELECTRIC	Electric
481	"		DANCE	Dance
482	"		JAZZ	Jazz
483	"		BRUSH	Brush
484	"		CLASSIC	Classic
485	"		EFFECTS	Effects

Drum Kit - a -

	STANDARD	ROOM	POWER	ELECTRIC	DANCE
24 - C1	Fingers Snap Left	Fingers Snap Left	Fingers Snap Left	Fingers Snap Left	Fingers Snap Left
25 - C#1	Finger Snap Right	Finger Snap Right	Finger Snap Right	Finger Snap Right	Finger Snap Right
26 - D1	Snare Roll	Snare Roll	Snare Roll	Snare Roll	Snare Roll
27 - D#1	High Q	High Q	High Q	High Q	High Q
28 - E1	Slap	Slap	Slap	Slap	Slap
29 - F1	Scratch Push	Scratch Push	Scratch Push	Scratch Push	Scratch Push
30 - F#1	Scratch Pull	Scratch Pull	Scratch Pull	Scratch Pull	Scratch Pull
31 - G1	Sticks	Sticks	Sticks	Sticks	Sticks
32 - G#1	Square Click	Square Click	Square Click	Square Click	Square Click
33 - A1	Metron. Click	Metron. Click	Metron. Click	Metron. Click	Metron. Click
34 - A#1	Metron. Bell	Metron. Bell	Metron. Bell	Metron. Bell	Metron. Bell
35 - B1	Bass Drum 2	Bass Drum 2	Bass Drum 2	El. Bass Drum 2	808 Bass Drum 2
36 - C2	Bass Drum 1	Bass Drum 1	Bass Drum 1	El. Bass Drum 1	808 Bass Drum 1
37 - C#2	Side Stick	Side Stick	Side Stick	Side Stick	Side Stick
38 - D2	Snare Drum 1	Snare Drum 1	Gated Snare	El. Snare Drum 1	808 Snare Drum
39 - D#2	Hand Clap	Hand Clap	Hand Clap	Hand Clap	Hand Clap
40 - E2	Snare Drum 2	Snare Drum 2	Snare Drum 2	Gated Snare	Snare Drum 2
41 - F2	Low Floor Tom	Room Low Tom 2	Room Low Tom 2	El. Low Tom 2	808 Low Tom 2
42 - F#2	Close Hi-Hat	Close Hi-Hat	Close Hi-Hat	Close Hi-Hat	808 Close Hi-Hat
43 - G2	H. Floor Tom	Room Low Tom 1	Room Low Tom 1	El. Low Tom 1	808 Low Tom 1
44 - G#2	Pedal Hi-Hat	Pedal Hi-Hat	Pedal Hi-Hat	Pedal Hi-Hat	808 Pedal Hi-Hat
45 - A2	Low Tom	Room Mid Tom 2	Room Mid Tom 2	El. Mid Tom 2	808 Mid Tom 2
46 - A#2	Open Hi-Hat	Open Hi-Hat	Open Hi-Hat	Open Hi-Hat	808 open Hi-Hat
47 - B2	Low Mid Tom	Room Mid Tom 1	Room Mid Tom 1	El. Mid Tom 1	808 Mid Tom 1
48 - C3	Hi Mid Tom	Room Hi Tom 2	Room Hi Tom 2	El. Hi Tom 2	808 Hi Tom 2
49 - C#3	Crash Cymbal1	Crash Cymbal1	Crash Cymbal1	Crash Cymbal1	808 Crash Cymb 1
50 - D3	High Tom	Room Hi Tom 1	Room Hi Tom 1	El. Hi Tom 1	808 Hi Tom 1
51 - D#3	Ride Cymbal 1	Ride Cymbal 1	Ride Cymbal 1	Ride Cymbal 1	Ride Cymbal 1
52 - E3	Chinese Cymbal	Chinese Cymbal	Chinese Cymbal	Reverse Cymbal	Chinese Cymbal
53 - F3	Ride Bell	Ride Bell	Ride Bell	Ride Bell	Ride Bell
54 - F#3	Tambourine	Tambourine	Tambourine	Tambourine	Tambourine
55 - G3	Splash Cymbal	Splash Cymbal	Splash Cymbal	Splash Cymbal	Splash Cymbal
56 - G#3	Cowbell	Cowbell	Cowbell	Cowbell	808 Cow Bell
57 - A3	Crash Cymbal2	Crash Cymbal2	Crash Cymbal2	Crash Cymbal2	Crash Cymbal2
58 - A#3	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Vibraslap
59 - B3	Ride Cymbal 2	Ride Cymbal 2	Ride Cymbalal 2	Ride Cymbal 2	Ride Cymbal 2
60 - C4	Hi Bongo	Hi Bongo	Hi Bongo	Hi Bongo	Hi Bongo
61 - C#4	Low Bongo	Low Bongo	Low Bongo	Low Bongo	Low Bongo
62 - D4	Mute Hi Conga	Mute Hi Conga	Mute Hi Conga	Mute Hi Conga	808 Mute Hi Cong
63 - D#4	Open Hi Conga	Open Hi Conga	Open Hi Conga	Open Hi Conga	808 Open Hi Cong
64 - E4	Conga Low	Conga Low	Conga Low	Conga Low	808Low Conga
65 - F4	High Timbale	High Timbale	High Timbale	High Timbale	High Timbale
66 - F#4	Low Timbale	Low Timbale	Low Timbale	Low Timbale	Low Timbale
67 - G4	High Agogo	High Agogo	High Agogo	High Agogo	High Agogo
68 - G#4	Low Agogo	Low Agogo	Low Agogo	Low Agogo	Low Agogo
69 - A4	Cabasa	Cabasa	Cabasa	Cabasa	Cabala
70 - A#4	Maracas	Maracas	Maracas	Maracas	808 Maracas
71 - B4	Short Whistle	Short Whistle	Short Whistle	Short Whistle	Short Whistle
72 - C5	Long Whistle	Long Whistle	Long Whistle	Long Whistle	Long Whistle
73 - C#5	Short Guiro	Short Guiro	Short Guiro	Short Guiro	Short Guiro
74 - D5	Long Guiro	Long Guiro	Long Guiro	Long Guiro	Long Guiro
75 - D#5	Claves	Claves	Claves	Claves	808 Claves
76 - E5	Hi Woodblok	Hi Woodblok	Hi Woodblok	Hi Woodblok	Hi Woodblok
77 - F5	Low Woodblok	Low Woodblok	Low Woodblok	Low Woodblok	Low Woodblok
78 - F#5	Mute Cuica	Mute Cuica	Mute Cuica	Mute Cuica	Mute Cuica
79 - G5	Open Quica	Open Quica	Open Quica	Open Quica	Open Quica
80 - G#5	Mute Triangle	Mute Triangle	Mute Triangle	Mute Triangle	Mute Triangle
81 - A5	Open Triangle	Open Triangle	Open Triangle	Open Triangle	Open Triangle
82 - A#5	Shaker	Shaker	Shaker	Shaker	Shaker
83 - B5	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell
84 - C6	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bell Tree
85 - C#6	Castanets	Castanets	Castanets	Castanets	Castanets
86 - D6	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo
87 - D#6	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo
88 - E6					

Drum Kit -b -

	JAZZ	BRUSH	CLASSIC	SOUND FX	
24 - C1	Fingers Snap Left	Fingers Snap Left	Fingers Snap Left	xxxxxxxxxxxx	
25 - C#1	Finger Snap Right	Finger Snap Right	Finger Snap Right	xxxxxxxxxxxx	
26 - D1	Snare Roll	Snare Roll	Snare Roll	xxxxxxxxxxxx	
27 - D#1	High Q	High Q	Closed Hi-hat	xxxxxxxxxxxx	
28 - E1	Slap	Slap	Pedal Hi-Hat	xxxxxxxxxxxx	
29 - F1	Scratch Push	Scratch Push	Open Hi-Hat	xxxxxxxxxxxx	
30 - F#1	Scratch Pull	Scratch Pull	Ride Cymbal	xxxxxxxxxxxx	
31 - G1	Sticks	Sticks	Sticks	xxxxxxxxxxxx	
32 - G#1	Square Click	Square Click	Square Click	xxxxxxxxxxxx	
33 - A1	Metron. Click	Metron. Click	Metron. Click	xxxxxxxxxxxx	
34 - A#1	Metron. Bell	Metron. Bell	Metron. Bell	xxxxxxxxxxxx	
35 - B1	Bass Drum 2	Bass Drum 2	Bass Drum 2	xxxxxxxxxxxx	
36 - C2	Bass Drum 1	Bass Drum 1	Bass Drum 1	xxxxxxxxxxxx	
37 - C#2	Side Stick	Side Stick	Side Stick	xxxxxxxxxxxx	
38 - D2	Jazz Snare 2	Brush Tap	Concert SD	xxxxxxxxxxxx	
39 - D#2	Hand Clap	Brush Slap	Castanets	High Q	
40 - E2	Jazz Snare 1	Brush Swirl	Concert SD	Slap	
41 - F2	Low Floor Tom	Low Floor Tom	Timpani F	Scratch Push	
42 - F#2	Close Hi-Hat	Close Hi-Hat	Timpani F#	Scratch Pull	
43 - G2	H. Floor Tom	H. Floor Tom	Timpani G	Sticks	
44 - G#2	Pedal Hi-Hat	Pedal Hi-Hat	Timpani G#	Square Click	
45 - A2	Low Tom	Low Tom	Timpani A	Metronome Click	
46 - A#2	Open Hi-Hat	Open Hi-Hat	Timpani A#	Metronome Bell	
47 - B2	Low Mid Tom	Low Mid Tom	Timpani B	Guitar Slide	
48 - C3	Hi Mid Tom	Hi Mid Tom	Timpani C	Guitar Cut Noise 1	
49 - C#3	Crash Cymbal1	Crash Cymbal1	Timpani C#	Guitar Cut Noise 2	
50 - D3	High Tom	High Tom	Timpani D	Double Bass Slap	
51 - D#3	Ride Cymbal 1	Ride Cymbal 1	Timpani D#	Key Click	
52 - E3	Chinese Cymbal	Chinese Cymbal	Timpani E	Laughing	
53 - F3	Ride Bell	Ride Bell	Timpani F	Screaming	
54 - F#3	Tambourine	Tambourine	Tambourine	Punch	
55 - G3	Splash Cymbal	Splash Cymbal	Splash Cymbal	Heart Beat	
56 - G#3	Cowbell	Cowbell	Cowbell	Foot Step 1	
57 - A3	Crash Cymbal2	Crash Cymbal2	Concert Cymb. 2	Foot Step 2	
58 - A#3	Vibraslap	Vibraslap	Vibraslap	Applause	
59 - B3	Ride Cymbal 2	Ride Cymbal 2	Concert Cymb. 1	Door Creaking	
60 - C4	Hi Bongo	Hi Bongo	Hi Bongo	Door Closing	
61 - C#4	Low Bongo	Low Bongo	Low Bongo	Scratch	
62 - D4	Mute Hi Conga	Mute Hi Conga	Mute Hi Conga	Wind Chime	
63 - D#4	Open Hi Conga	Open Hi Conga	Open Hi Conga	Car Start	
64 - E4	Conga Low	Conga Low	Conga Low	Car Braking	
65 - F4	High Timbale	High Timbale	High Timbale	Carr Pass	
66 - F#4	Low Timbale	Low Timbale	Low Timbale	Car Crash	
67 - G4	High Agogo	High Agogo	High Agogo	Police	
68 - G#4	Low Agogo	Low Agogo	Low Agogo	Train	
69 - A4	Cabasa	Cabasa	Cabasa	Jet	
70 - A#4	Maracas	Maracas	Maracas	Helicopter	
71 - B4	Short Whistle	Short Whistle	Short Whistle	Starship	
72 - C5	Long Whistle	Long Whistle	Long Whistle	Gun Shot	
73 - C#5	Short Guiro	Short Guiro	Short Guiro	Machine Gun	
74 - D5	Long Guiro	Long Guiro	Long Guiro	Laser	
75 - D#5	Claves	Claves	Claves	Explosion	
76 - E5	Hi Woodblok	Hi Woodblok	Hi Woodblok	Dog	
77 - F5	Low Woodblok	Low Woodblok	Low Woodblok	Horse	
78 - F#5	Mute Cuica	Mute Cuica	Mute Cuica	Birds	
79 - G5	Open Quica	Open Quica	Open Quica	Rain	
80 - G#5	Mute Triangle	Mute Triangle	Mute Triangle	Thunder	
81 - A5	Open Triangle	Open Triangle	Open Triangle	Wind	
82 - A#5	Shaker	Shaker	Shaker	Seashore	
83 - B5	Jingle Bell	Jingle Bell	Jingle Bell	Rain 2	
84 - C6	Bell Tree	Bell Tree	Bell Tree	Bubbles	
85 - C#6	Castanets	Castanets	Castanets	Yeah	
86 - D6	Mute Surdo	Mute Surdo	Mute Surdo	xxxxxxxxxxxx	
87 - D#6	Open Surdo	Open Surdo	Open Surdo	F6 – One F#6 – Two	
88 - E6			Applause	G6 – Three G#6 – Four	

MIDI Implementation Chart

MIDI Implementation Chart

Function		Transmitted	Recognized	Remarks
Basic	Default	1-16CH	1-16CH	
Channel	Changed	1-16CH	1-16CH	
Mode	Default	Mode 3	1	
	Messages	X	X	
	Altered		X	
Note		0-127	0-127	
Number	:True voice		0-127	
Velocity	Note ON	O 9nH v=1~127	O 9nH.v=1~127	
	Note OFF	O 9nH v=0	O 9nH.v=0 or 8nn	
Affter	Key's	X	X	
Pitch Bender		O	O	
Control Change	0.32	X	O	Bank select MSB.LSB
	6.38	X	O	Date entry MSB.LSB
		O	O	Volume

ORLA

info@orla.it   -
www.orla.it