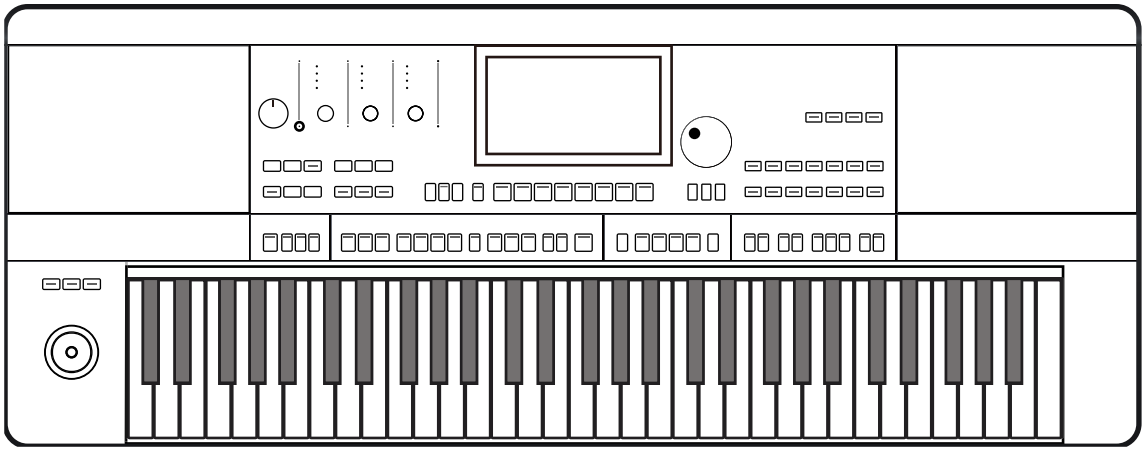
MEDELI

ACCOMPANIMENT KEYBOARD

AKX10

Owner's Manual



GENERAL MIDI2 | MANA | Acoustic Expression | Creative Expression | DSP MATRIX·FX

INFORMATION FOR YOUR SAFETY!

THE FCC REGULATION WARNING (for USA)

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

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

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

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

CAUTION

The normal function of the product may be disturbed by Strong Electro Magnetic Interference. If so, simply reset the product to resume normal operation by following the owner's manual. In case the function could not resume, please use the product in other location.

PRECAUTIONS

PLEASE READ CAREFULLY BEFORE PROCEEDING

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

Power Supply
Please connect the designated DC adapter to an AC outlet of the correct voltage.

Do not connect it to an AC outlet of voltage other than that for which your instrument is intended.

Unplug the DC power adapter when not using the instrument, or during electrical storms.

Connections
Before connecting the instrument to other devices, turn off the power to all units. This will help prevent malfunction and / or damage to other devices.

Location
Do not expose the instrument to the following conditions to avoid deformation, discoloration, or more serious damage:

- Direct sunlight
- Extreme temperature or humidity
- Excessive dusty or dirty location
- Strong vibrations or shocks
- Close to magnetic fields

Interference with other electrical devices
Radios and televisions placed nearby may experience reception interference. Operate this unit at a suitable distance from radios and televisions.

Cleaning
Clean only with a soft, dry cloth.
Do not use paint thinners, solvents, cleaning fluids, or chemical-impregnated wiping cloths.

Handling
Do not apply excessive force to the switches or controls.

Do not let paper, metallic, or other objects into the instrument. If this happens, remove the electric plug from the outlet. Then have the instrument inspected by qualified service personnel.

Disconnect all cables before moving the instrument.

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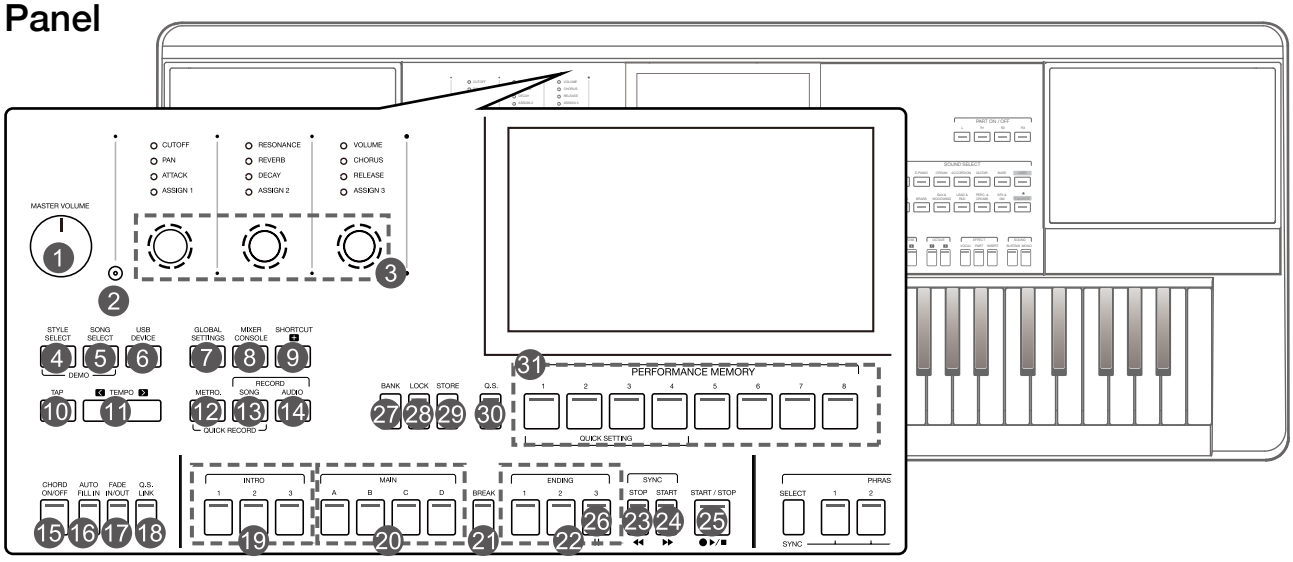
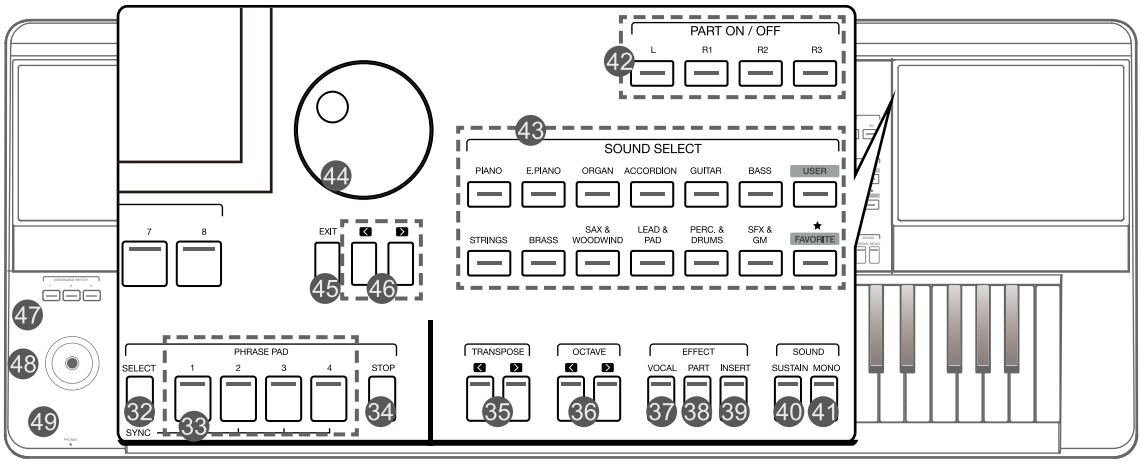
Panel & Display

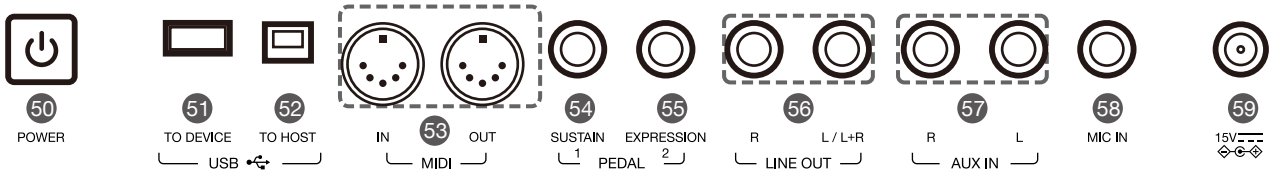
Panel



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



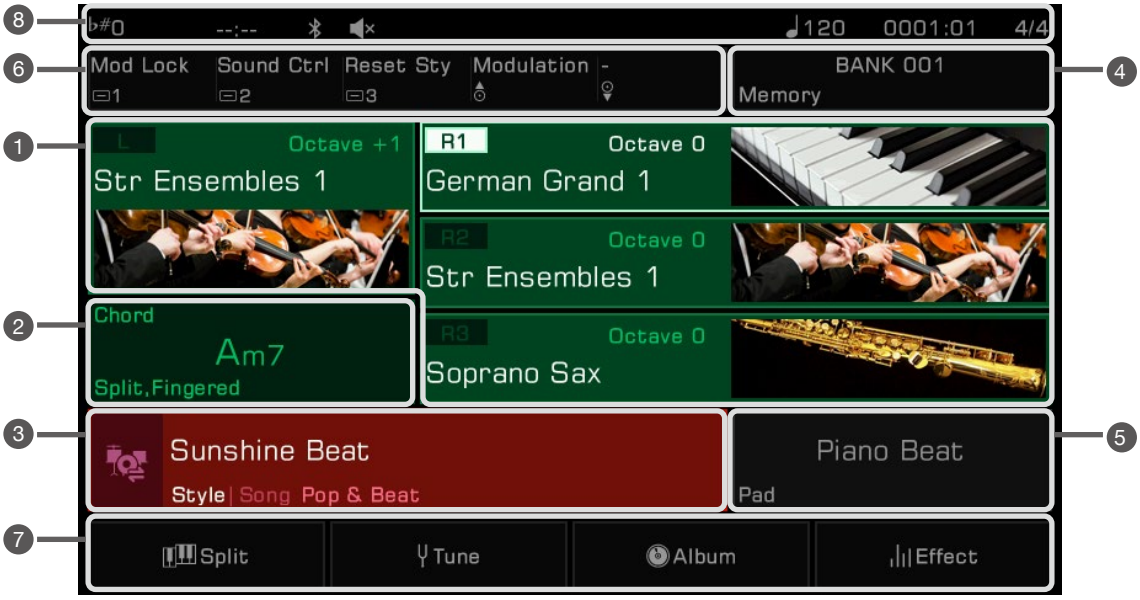
32	PHRASE PAD SELECT BUTTON	Enter the PHRASE PAD menu.
33	PHRASE PAD 1, 2, 3, 4 BUTTONS	Start the percussion and melodic phrases playback.
34	PHRASE PAD STOP BUTTON	Stop the percussion and melodic phrases playback.
35	TRANSPOSE [<], TRANSPOSE [>] BUTTONS	Shift the keyboard pitch value in semitone steps.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



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

Main Display

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



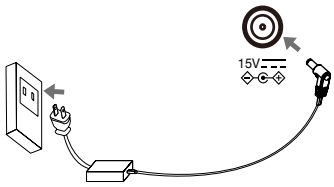
1	Sound	Displays Sound name and octave data of each part.	Use to select the sounds of each part (L, R1, R2, and R3), for example: 1. Select the R1 part by pressing the R1 display. 2. Press it again to bring up the Sound Selection Display then select a sound for R1 from the list.
2	Chord	Displays the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

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

Power Supply

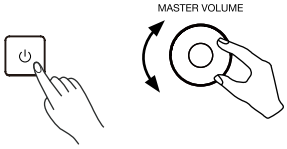
Connecting the Adapter

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



Turning the Power On

1. Before you turn the instrument on or off, remember to turn the volume all the way down on any connected audio equipment. This will help prevent damage due to overload.
2. Press the [POWER] switch. The LCD will light up.
3. Rotate the [MASTER VOLUME] knob to set the desired volume level.



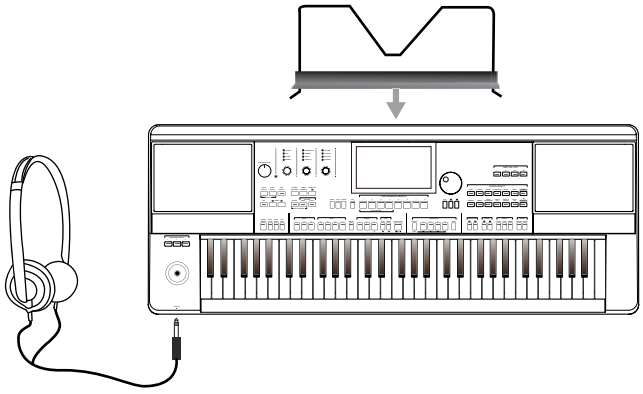
Note!	Always turn the instrument on first before turning on the power of any connected external equipment. Likewise, turn the instrument off before turning off the power of other external equipment. To prevent damage, unplug the DC power adapter when the instrument is not in use and during electrical storms.

Installing the Music Stand

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

Connecting the Headphones

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



Tips:	If you want the instrument speaker to remain on while using headphones, please refer to the section under "Utility" on speaker mode settings.
Note!	To prevent hearing damage, do not use headphones at high volume or for long periods of time.

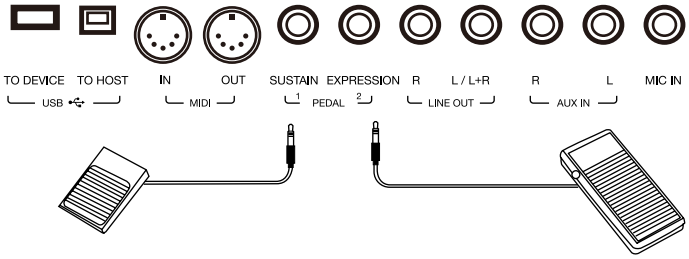
Connecting a Footswitch/Expression Pedal

This section will show you how to connect footswitches and pedals to take control of multiple instrument functions.

Connecting a Footswitch
An external footswitch can be plugged into the [SUSTAIN PEDAL] jack to be used to turn sustain on or off. When pressed on, you will have a natural sustain as you play.

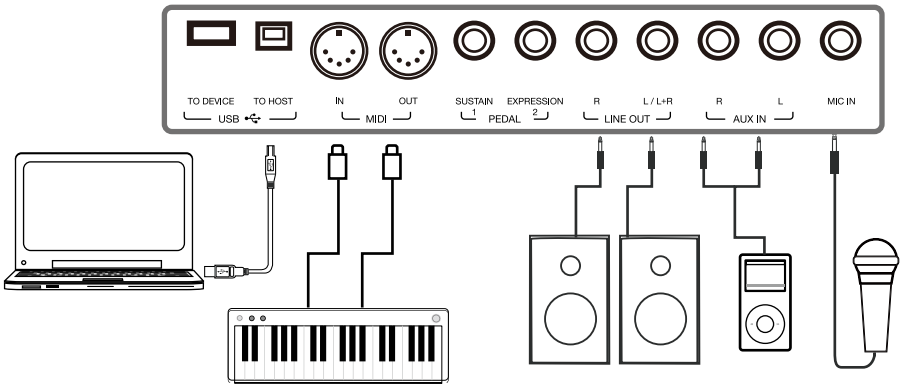
Connect the footswitch to the [SUSTAIN PEDAL] jack as shown below.

Connecting an Expression Pedal
An external expression control pedal can adjust the volume of each part.
Connect the expression pedal to the [EXPRESSION PEDAL] jack as shown below:



Tips:	To assign functions to the pedals you’ve connected, please refer to the sections under “Controllers”.

Connecting External Equipment



Connecting Audio Equipment

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

Note!	Turn off the power to every device before connecting or disconnecting external equipment. To avoid damaging the speakers, set the master volume level to minimum before turning on the power.

Connecting an MP3/CD Player

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

Connecting a Microphone

Connect an external microphone to sing through the instrument's built-in speakers.

1. Before connecting a microphone, make sure the microphone is turned off and its volume is set to minimum.
2. Connect the microphone to the [MIC IN] jack.
3. Turn on the microphone and slowly adjust the volume to optimum level.

Note!	Make sure the microphone is turned off and the volume is set to minimum before connecting to the instrument.

Tips:	To add effects to your sound, please refer to the relevant sections, and select vocal effects in "Mic Settings" interface.

Connecting a Computer

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

Tips:	The MIDI jacks are set as the default MIDI message connection. However, if USB MIDI or Bluetooth MIDI are connected, it will automatically switch to one of those. The instrument supports sending MIDI messages via MIDI, USB, and Bluetooth at the same time. Please refer to the "MIDI I/O" section for more details.

Connecting External MIDI Devices

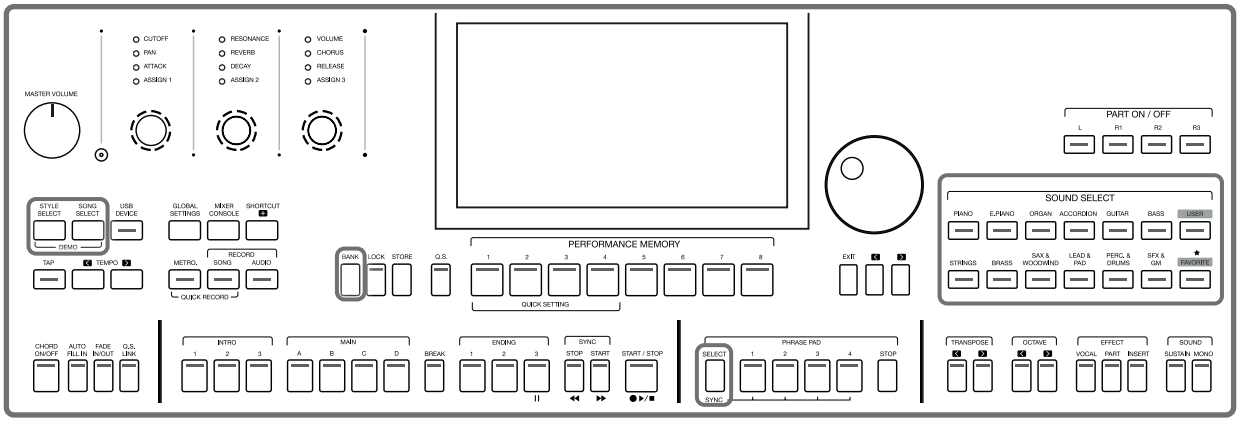
By connecting a MIDI keyboard or other MIDI device to the [MIDI IN] and [MIDI OUT] jacks, you can transfer MIDI data between the instrument and your devices.

- MIDI IN: Receives MIDI messages from an external MIDI device.
- MIDI OUT: Transmits MIDI messages generated by the instrument.

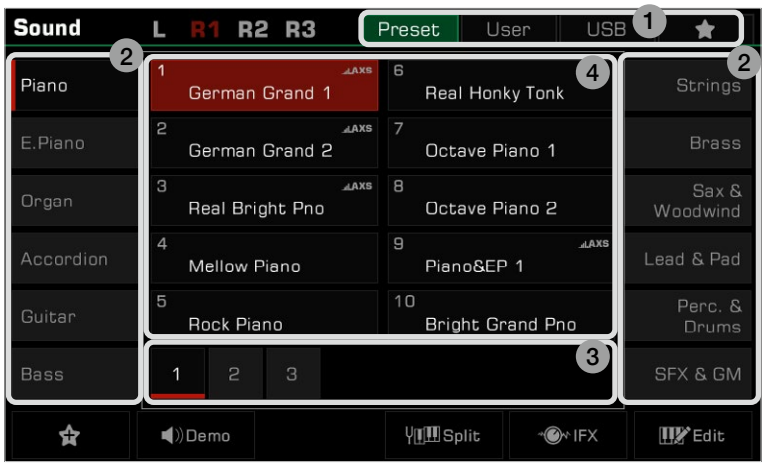
Tips:	Please refer to the "MIDI I/O" section for more details.

Selection Operation

The selection menus include: Sound selection, Style selection, Song selection, Phrase Pad Bank selection, Performance Memory selection, and others.
Bring up the selection menus by pressing them on the touch screen or by pressing the panel buttons shown below.



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



1. **Data Location**
   Preset: Preset data is stored here.
   User: Recorded or edited data is saved here.
   USB: Data on a USB storage device is saved here.
   My Favorites: Adding commonly used files to My Favorites lets you select them instantly.

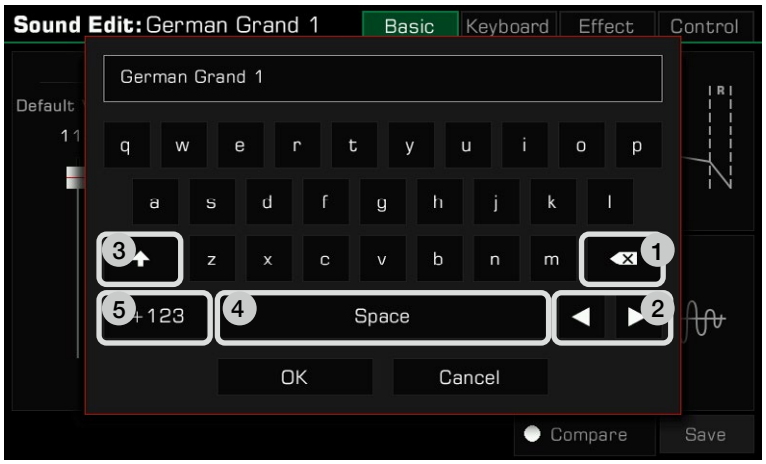
2. **Data Categories**
   Files are divided into categories according to type. Select one by pressing its name on the screen.
   For example: Pressing “Piano” will select the Piano category.

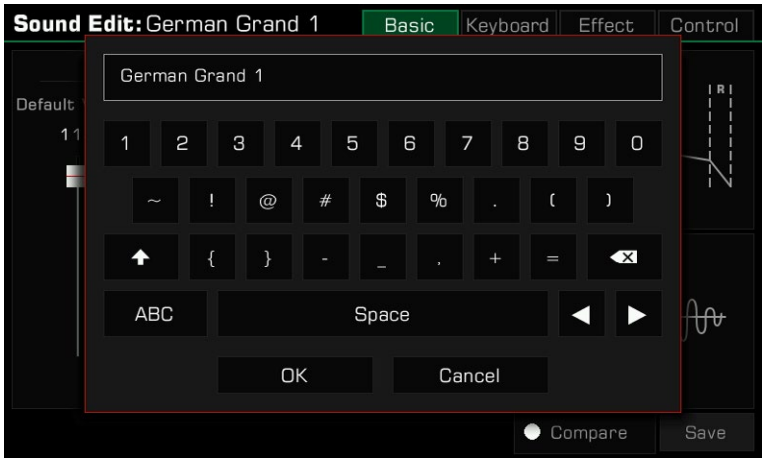
3. **File Browsing**
   Each page displays 10 files in the center of the screen. Use the page buttons at the bottom to switch to other pages.
   If there are over 80 files in the category, press the Right/Left arrow buttons to scroll through the pages.

4. **File Selection**
   Select a file by pressing the file name on the screen.

Using the Soft Keyboard

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





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

2. **Moving the cursor**
   Press the right and left arrow buttons to move the cursor.

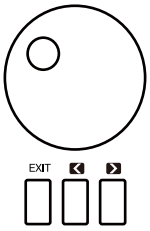
3. **Entering capital letters**
   Press the CAPS button, and capital letters will be displayed.

4. **Entering a space**
   Press the space button.

5. **Entering numbers or symbols**
   Press the ".+123" button to display numbers and symbols.
   After you finish editing, press the OK button to enter the new name and return to the previous display. Or, press the Cancel button to cancel the edit and return to the previous display.

Settings Operation

The instrument has a touch screen from which you can directly select files, adjust parameters, and change settings. These operations can also be performed using the [DATA DIAL] and [<]/[>] buttons.
When adjusting parameter values, press the [<] and [>] buttons simultaneously to reset the parameter value.
To return from the current menu to the previous one, press the [EXIT] button. Press it repeatedly to return to the main menu.

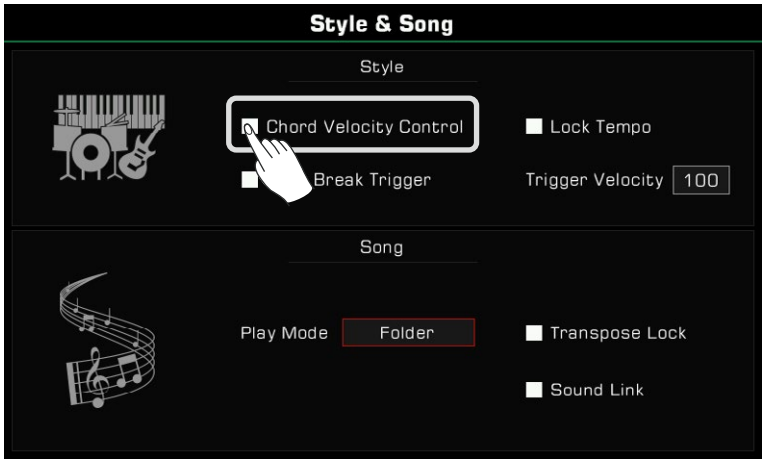


Parameter Adjustment

There are three types of parameters. Each requires a different way of operating the touch screen depending on the parameter.

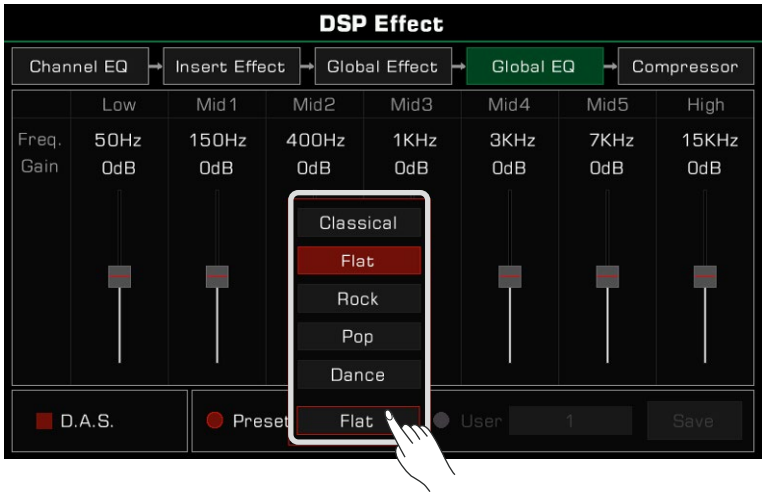
1. ON/OFF

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

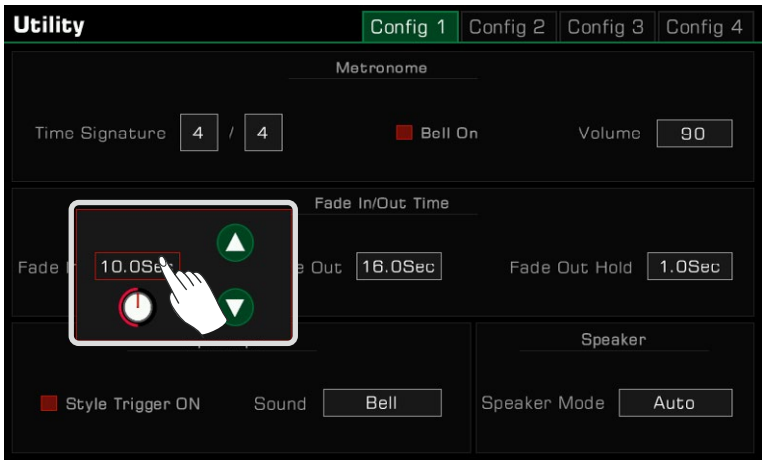


2. LIST

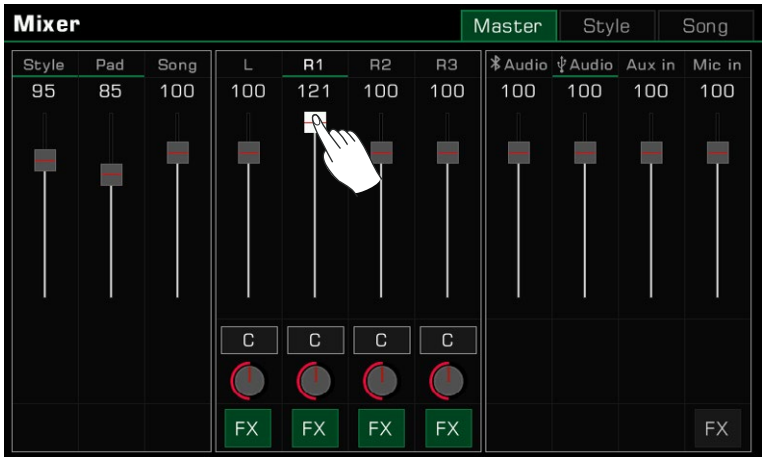
Some parameters (like “EQ”), come up as a list when you press the selection name.
There are three ways to select the parameter:
• Press the name on the touch screen.
• Use the [DATA DIAL].
• Use the [<]/[>] buttons.
The selected parameter will be highlighted. Then, press the parameter name or another area to close the list.



3. DATA
Some parameters (like “Fade In Time”) feature a combo box.
There are three ways to adjust the parameter:
• Press the up/down arrow button on the touch screen.
• Use the [DATA DIAL].
• Use [<]/[>] buttons.



In some menus like “Mixer” or “Master EQ”, you can even use the virtual slider to adjust knob and fader values.
• Press and hold the slider, then move it up or down.
• When the slider is selected, you can also use the [DATA DIAL] or [<]/[>] buttons to adjust the value.

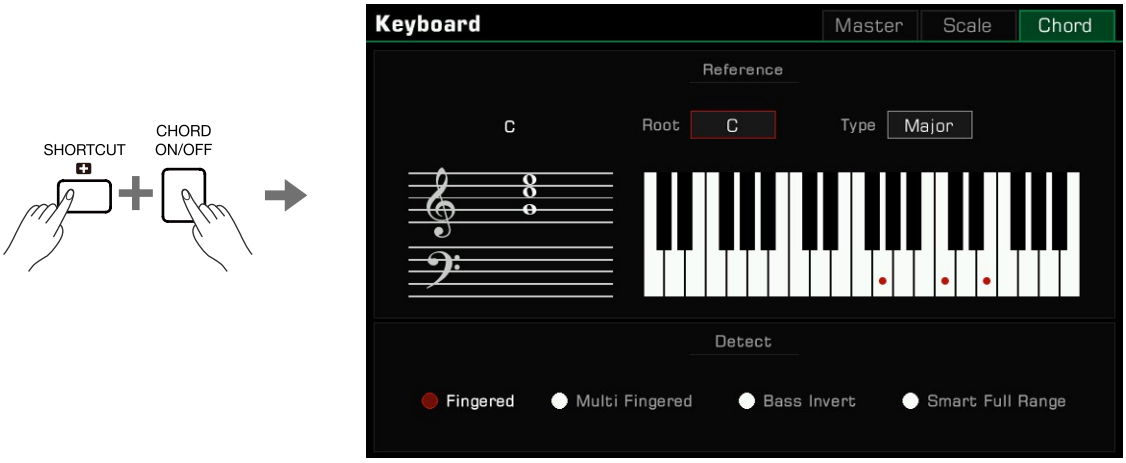


Shortcut +

Although the instrument has many interfaces, you can quickly bring up the interface you need by using the [SHORTCUT+] button.

1. Press and hold the [SHORTCUT+] button.
2. Press other buttons while holding the [SHORTCUT+] button.

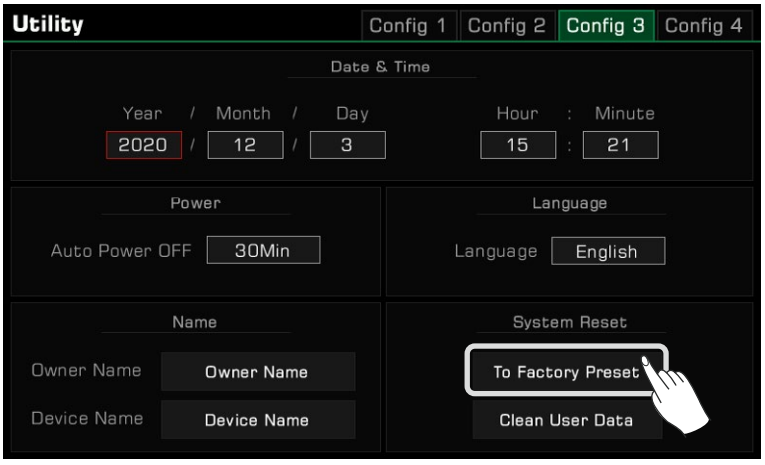
For example, hold [SHORTCUT+] and press the [CHORD ON/OFF] button to display the chord setting.



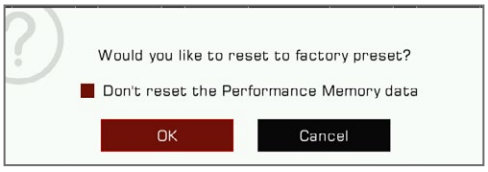
Tips:	Hold [SHORTCUT+] and use the keyboard, pedal or joystick to get direct access to those menus. Please refer to the relevant section of this manual for more details.

Factory Reset

You can restore the instrument to factory settings as follows:
Enter the [GLOBAL SETTINGS] - “Utility” menu and press the “To Factory Preset” button in the “Config 3” Tab.



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

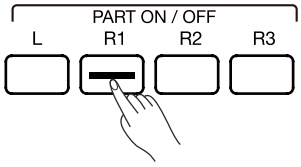


The instrument has four parts: L, R1, R2 and R3.You can use the [PART ON/OFF] button to switch these parts ON or OFF. Through the combination of different parts you can enrich your performance.

Playing Sounds

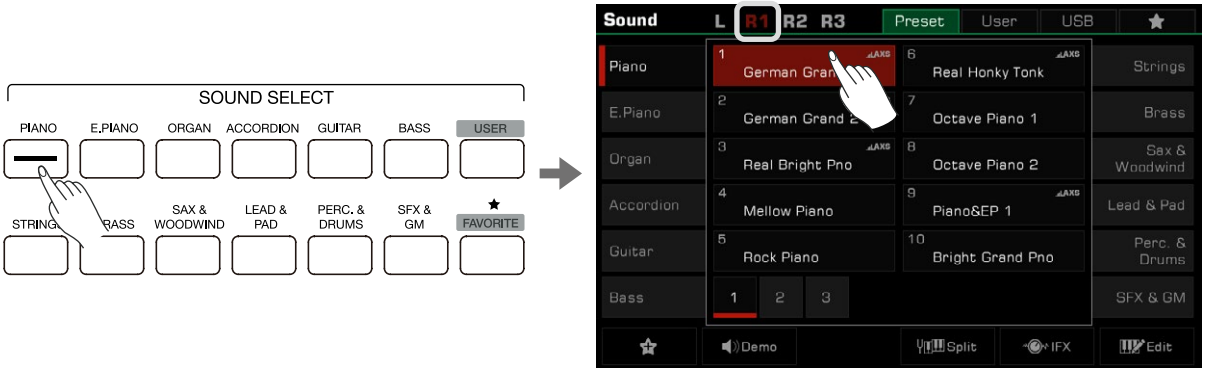
Turning on the Part Switch, Selecting and Playing a Sounds

1. Press the [PART R1 ON/OFF] button to turn it on.

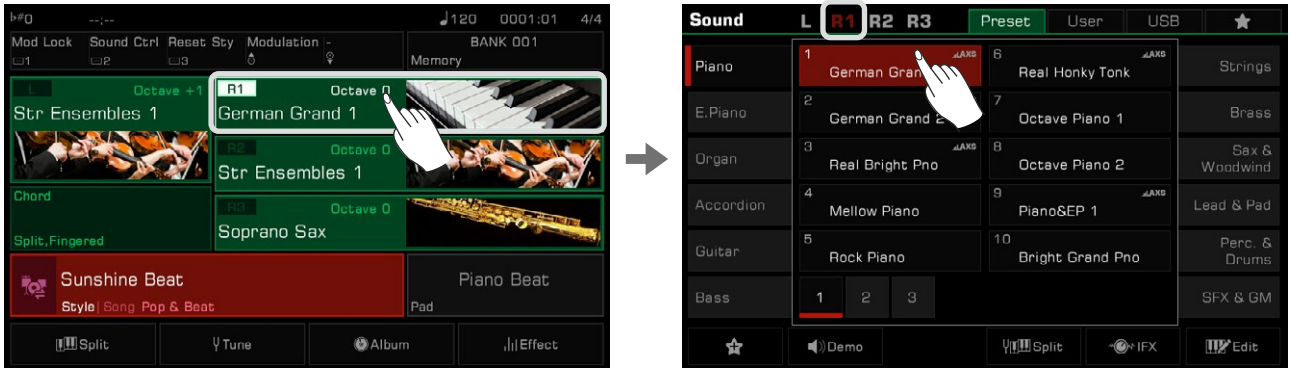


2. There are two ways to select sounds:

- Press one of the [SOUND SELECT] buttons to bring up the corresponding sounds selection menu. From there, make a selection by pressing the sounds name. Each category will display different sounds.

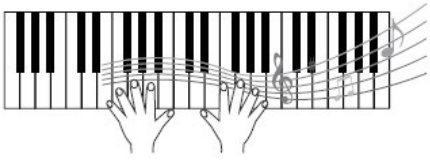


- Press the R1 area in the main display to bring up the corresponding category. From there, switch categories or pages by using the touch screen.



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

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

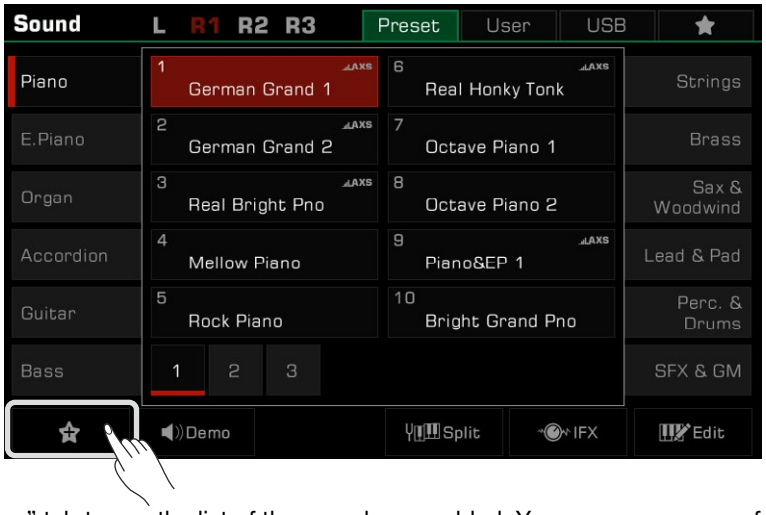


Tips:	All of the presets in this instrument feature high quality sounds. Sounds with an AXS icon are our recommended favorites. **AXS: Acoustic Expression Sound** This is a special term applied to sounds that have samples of articulation or other playing methods (guitar sounds with finger scratches, etc.) that can be triggered by key off, pedals, or other real-time performance inputs.

Add a Sound to “My Favorites”

Get quick access to your favorite sounds by adding them to “My Favorites”:

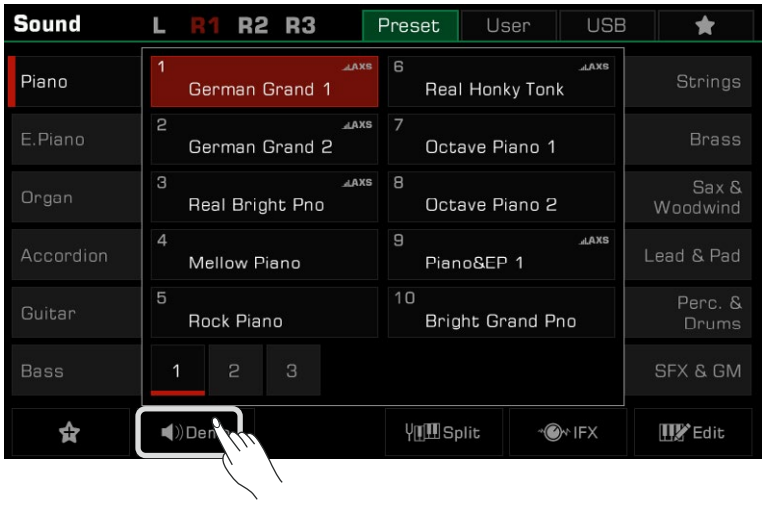
1. Press the “Add to Favorites” star icon button at the bottom. A star will appear to the right of the selected sound name. Press the button again to remove it from “My Favorites”.



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

Playing a Sound Demo

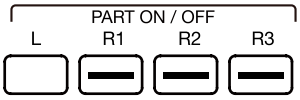
Press “Demo” on the Sound selection menu to start playing a demo of the selected sound. Press “Demo” again to stop it.
The button is disabled if there isn’t a sound demo for the selected sound.



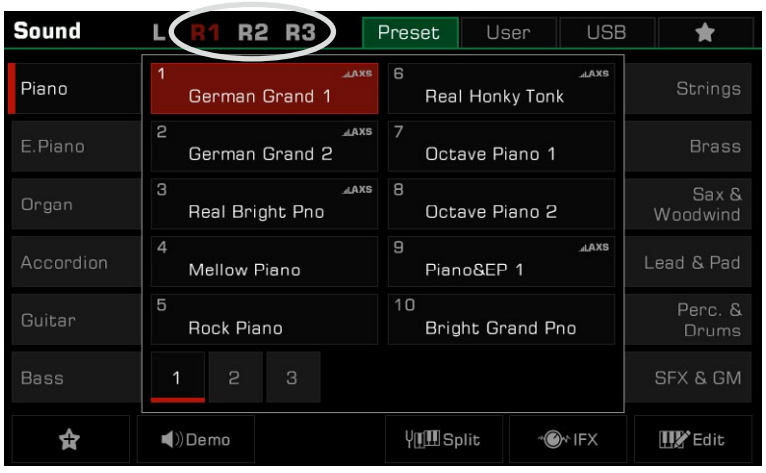
Playing Two or Three Sounds Simultaneously

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

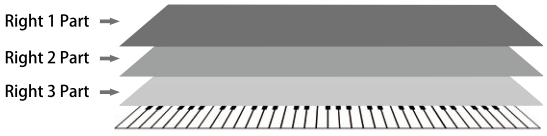
1. Press the [PART ON/OFF] switch to turn the part on or off.



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



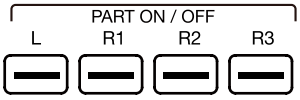
3. After selecting a sound for each part, play the keyboard and you will hear a layered, ensemble sound combining these parts.



Playing Different Sounds with Both Hands

This instrument supports up to 4 parts simultaneously, one for the left hand and three for the right hand.

1. First, turn the upper (R1-R3) parts on.
2. To set a sound for the left hand, make sure the [PART L ON/OFF] button is turned on.

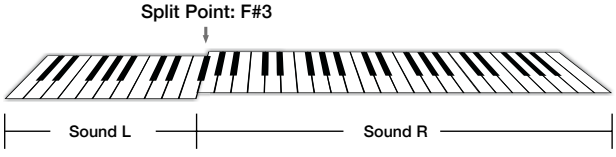


3. Select a left part sound.
4. Play the keyboard in the two areas to hear the different sounds played by either hand.

Tips:	When L is turned off, you can play the R sounds across the full keyboard. When L is turned on, the keyboard separates into two sections, L and R1/R2/R3. This point is called the “split point”. The split point is set to F#3 by default. However, you can set this to any position you wish. You can set the volume of each part in the “Mixer” menu.

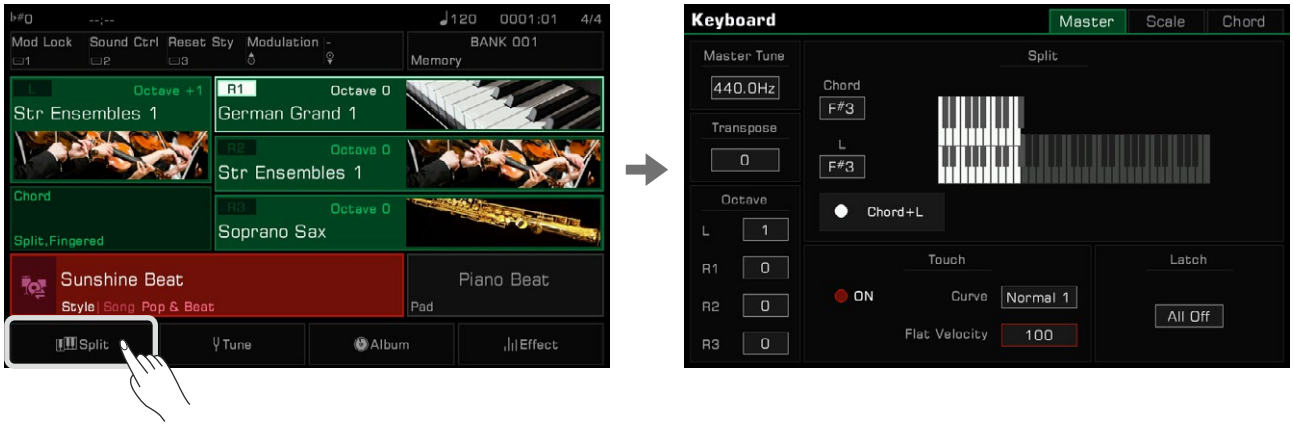
Setting the Split Point

The point on the keyboard that separates L and R1/R2/R3 is called the “split point”.
The split point is set to F#3 by default.



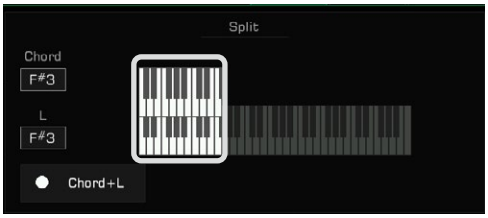
However, you can set this to any position you wish by following these steps:

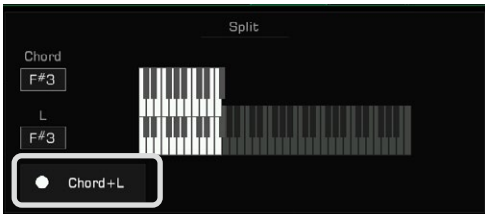
1. Press “Split” on the main display or press the [GLOBAL SETTINGS] button and select the “Keyboard” function to bring up the Split Settings menu.



2. Select the key name in the L window to make it the split point. You can do this on the touch screen or by using the [DATA DIAL] or the [<]/[>] buttons. Or, press the actual keyboard key to set your desired split point.

If you want to set the split point for both the left part and chord area, just turn on the “Chord+L” switch. Then you can set the Split Point (Chord) and the Split Point (Left) at the same time.





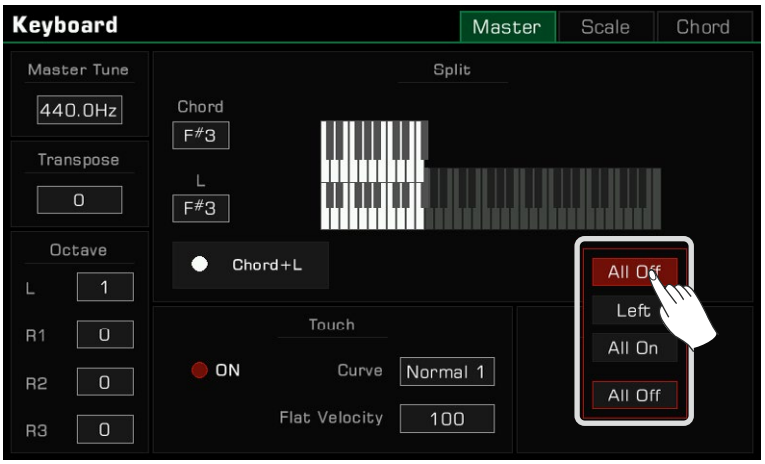
Tips:	The Split Point of the LEFT/RIGHT part sections and the Chord Split Point section are generally the same, but also can be assigned separately. Split Point (Chord) cannot be set higher than Split Point (Left).

Using Keyboard Latch

When you turn the Latch function on, the layer sound will continue playing after you remove your hand from the keyboard.

Select the part you want to latch in the “Latch” options.

- All Off: The Latch function will not apply to any sound layers
- Left: The Latch function will only apply to the left part sound layer
- All On: The Latch function will apply to all sound layers

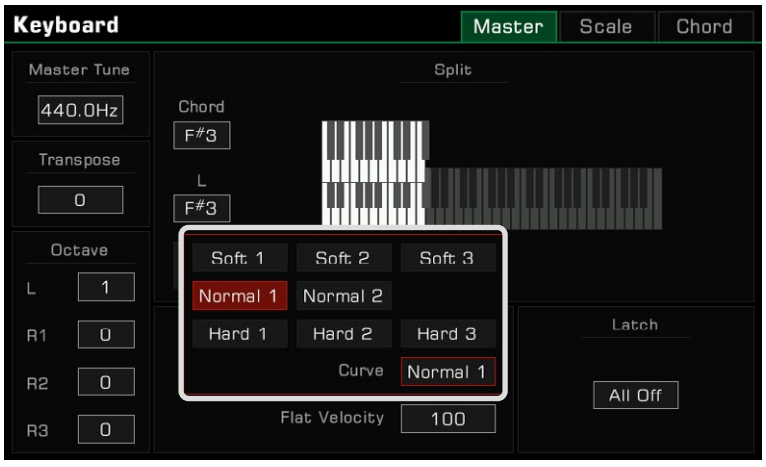


Setting the Keyboard Touch Sensitivity

This instrument features several different touch sensitivity curves programmed to simulate the touch response of various model acoustic pianos.

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

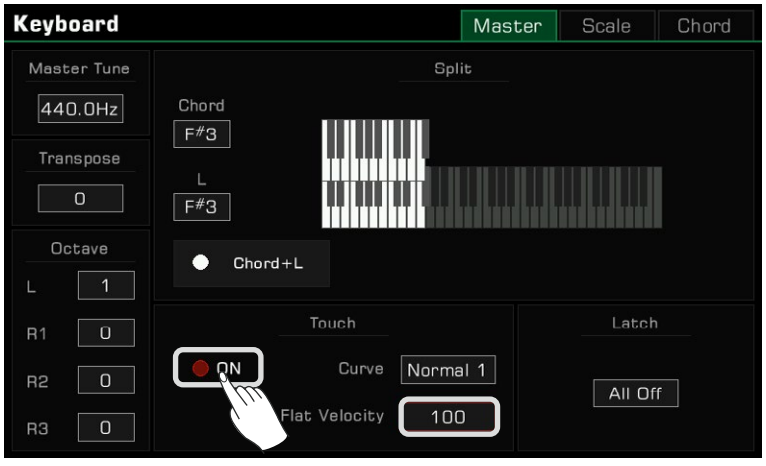
2. Press “Curve name” and a menu box will appear. Use the [DATA DIAL], the [<]/[>] buttons, or touchscreen to select a sensitivity curve.



For some particular sounds, such as a clavichord, or pipe organ, etc., you may need to turn off the touch response. You can turn off the keyboard response to get the same volume no matter what velocity you play at.

1. Do this by unselecting the “ON” button to turn the keyboard touch response OFF in the “Keyboard” menu.

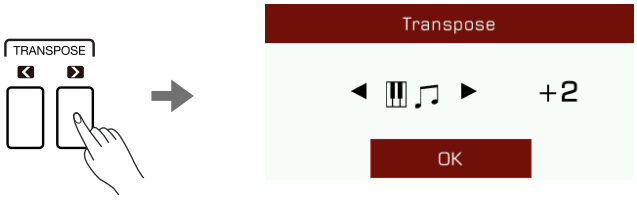
2. Press “Flat Velocity” and a menu box will appear. Use the [DATA DIAL], the [<]/[>] buttons, or touchscreen to set this parameter.



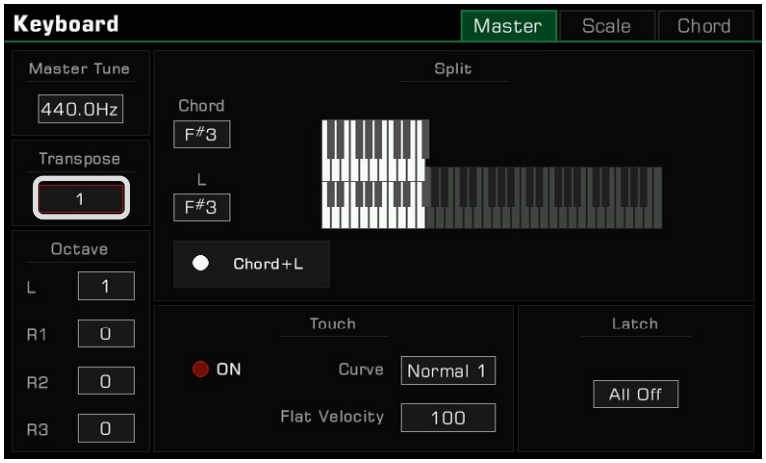
Using Transpose and Octave to Change Pitch

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

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



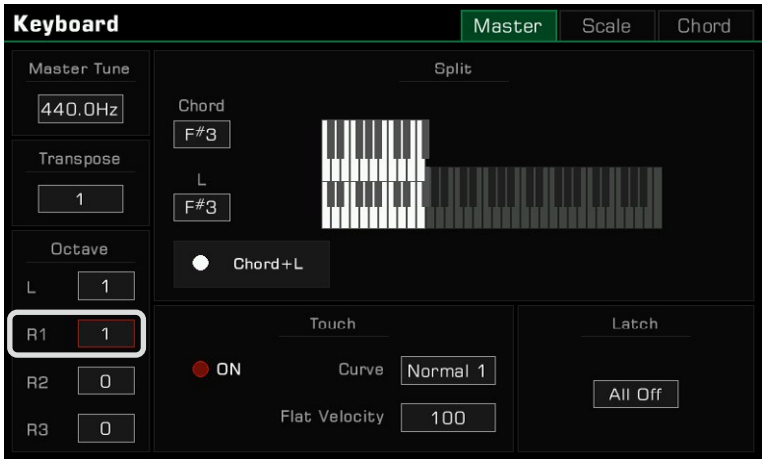
2. Use the [DATA DIAL], [<]/[>] buttons, or touchscreen in the “Keyboard” menu to adjust the keyboard pitch by semitones.



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

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

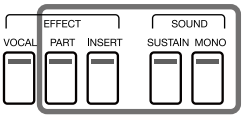
2. Press to select a part. Use the [DATA DIAL], [<]/[>] buttons, or touchscreen in the “Keyboard” menu to shift the Octave of the selected part.



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

Adding Effects to Sounds

The instrument features several fine-tuned effects that can be used to augment your keyboard parts.



- Sustain: Press the [SUSTAIN SOUND] button to give the notes played on the keyboard longer, realistic sustain. This effect applies to all the parts.

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

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

Tips:	Most harmony effects only work in auto-bass chord mode. For this to work, turn on the CHORD mode and play the chord in the chord area so that the right hand notes are added to the harmony effect. Harmony effects only apply to the right hand (R1, R2, R3), and are not supported on the left hand. When you add arpeggio effects to a keyboard sound, one or more notes played on the keyboard are converted into a series of notes that are played in chronological order according to the arpeggio style. Try different arpeggios to find the best ones for your style. A keyboard part can only use either arpeggios or one of the harmony effects. Two part effects cannot be used at the same time for one keyboard part. The instrument effects have been optimized for each Sound. To make modifications, refer to the section on Effects.

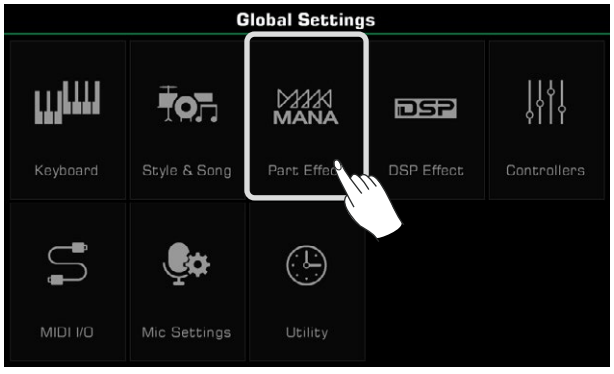
- Insert Effect: Press the [INSERT EFFECT] button to add an effect to the Sound. There is a wide selection of insert effects available. Some of them can enrich the sound; for example, try adding distortion to the guitar sound, or use some effects to make your performance more realistic like adding delay to an electronic piano. This effect only applies to the currently selected parts.

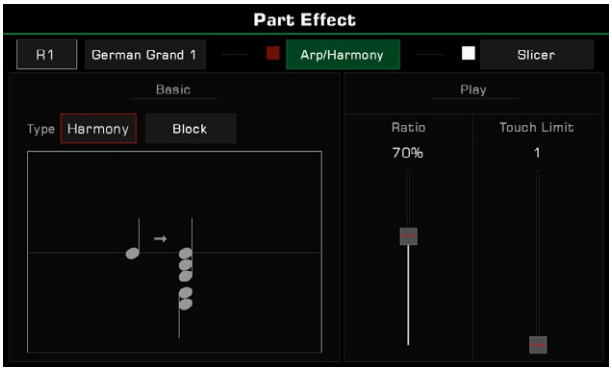
Tips:	The instrument insert effects have been optimized for each sound. To make modifications, refer to the section on Effects in this manual. You can also quickly turn on/off the insert effect for each part from the mixer interface. Most of the sounds in this instrument have default insert effects. If you want to modify them, you can use the sound edit function.

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

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

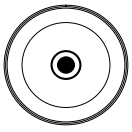
Other built-in part effects like “Slicer” add a chopping effect and note filter. Experiment with the different effects to find the ones you like best.
Enter the “Part Effect” menu through [GLOBAL SETTINGS] to add more keyboard effects to your playing.



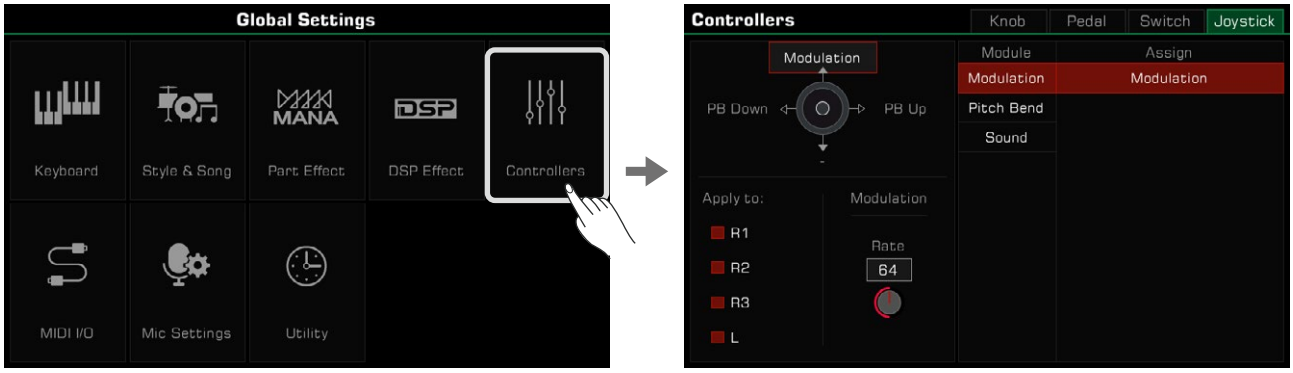


Using the Joystick to Adjust Pitch and Sound

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



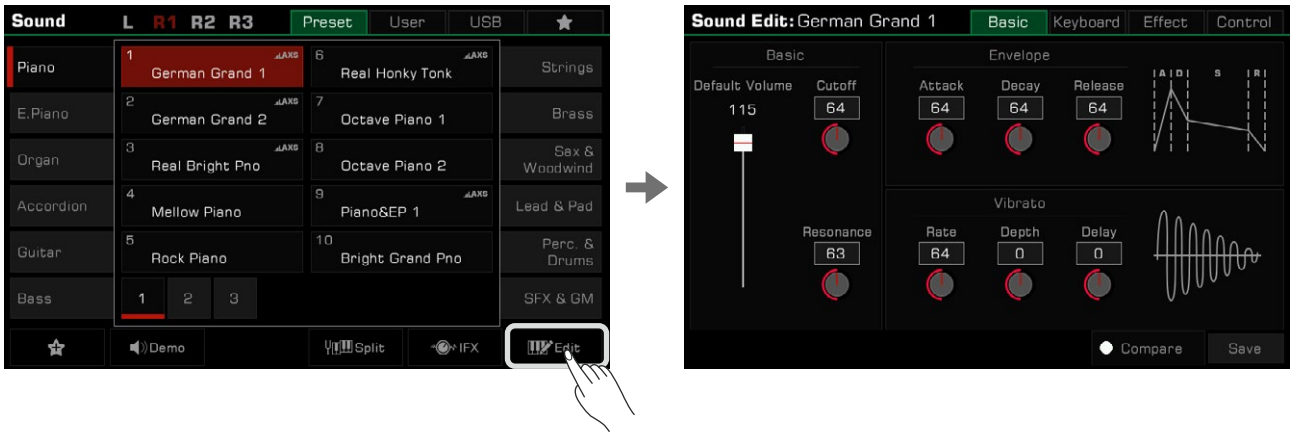
The Joystick default function for left and right movement is Pitch Bend, which changes the note pitch lower or higher.
The up direction by default is Modulation; this makes the note play with vibrato.
The Joystick up and down parameters can be assigned in the “Controllers” menu.



Tips:	**About Pitch Bend:** With the Joystick you can produce realistic bend effects when you play the sound, which will make the sounds more flexible. Different sounds have different default bend ranges. You can change the range through the sound edit function. All keyboard parts of this instrument can have only one bending range at one time. With several parts enabled at the same time, the bending range of the instrument generally follows the R1 part. If you want to customize the bending range and lock it, use the Pitch Bend Lock feature. Assign the function of switches above Joystick as Pitch Bend Lock and turn it on, then adjust the Pitch Bend Range in the Joystick Tab. **About Modulation:** When Joystick is pushed upward, the part being played has a vibrato effect. Joystick will return to center position when released and the vibrato effect will disappear. But with the Modulation Lock function, you can let Joystick keep the vibrato effect when it returns to center place. Assign the function of switches above Joystick as Modulation Lock and turn it on. **About Sound Control:** With the Controllers settings you can modify the function of Joystick’s up and down directions to better suit your playing habits. When the switch function above Joystick is set to Sound Control and turned on, moving the Joystick up and down can change the insert effect parameters of the sound in real time. Refer to the “Controllers” and “Sound Edit” sections for more information.

Editing Sounds

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



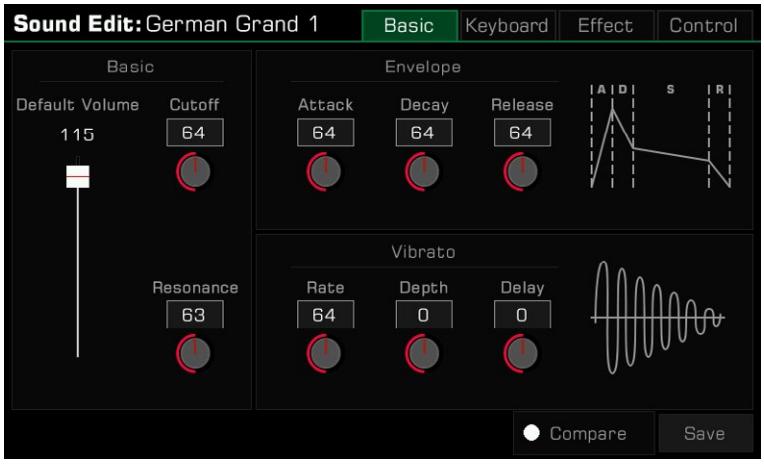
Editable Parameters

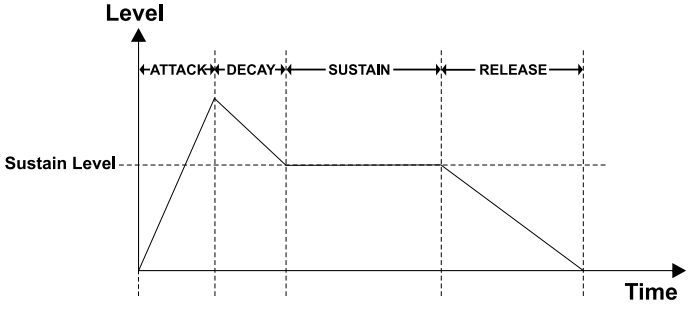
The parameters you can edit are categorized into four tabs at the top of the menu. Press one of the tabs to edit that parameter.

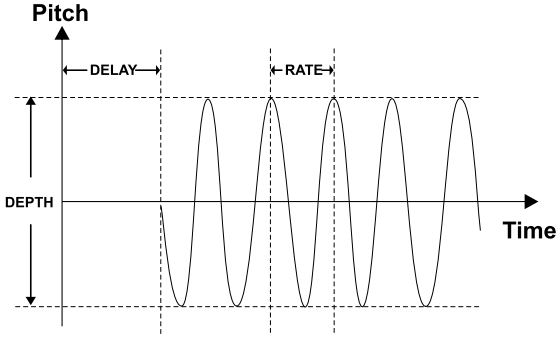
Basic Tab

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

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

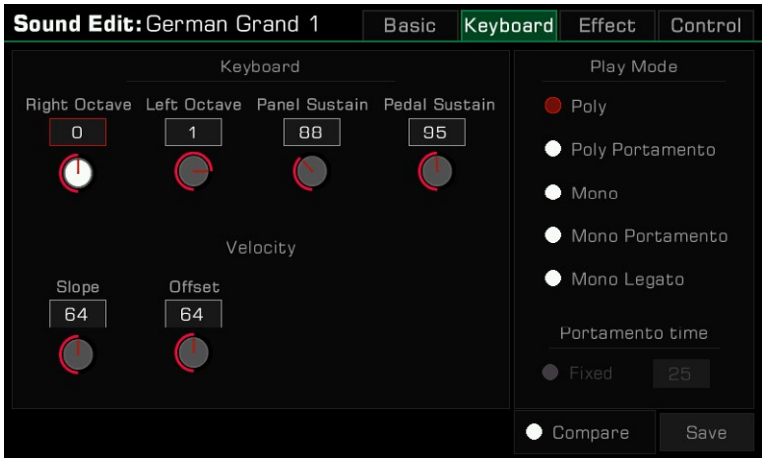






Keyboard Tab
This menu contains “Keyboard”, “Velocity”, and “Play Mode” parameters.

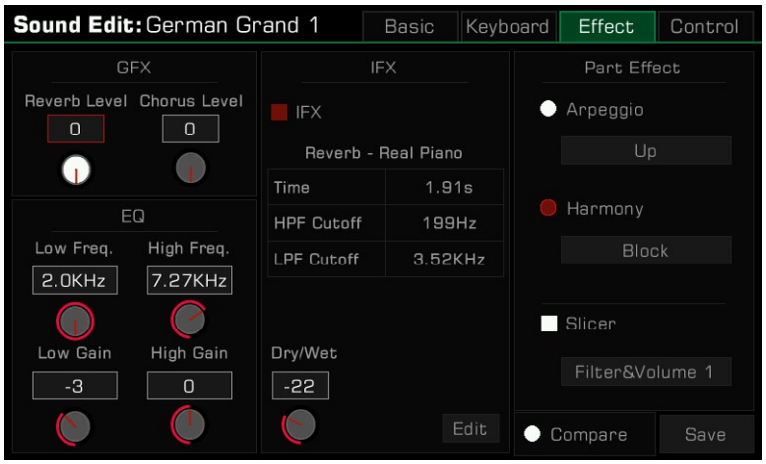
Keyboard	Right Octave	Determines the default octave shift of the edited sound when used as any of the RIGHT 1-3 keyboard parts.	-2~+2
	Left Octave	Determines the default octave shift of the edited sound when used as the LEFT keyboard part.	-2~+2
	Panel Sustain	Determines the length of sustain when using Panel Sustain.	64~127
	Pedal Sustain	Determines the length of sustain when using Pedal Sustain.	64~127
Velocity	Slope	Adjusts the velocity slope.	0~127
	Offset	Adjusts the time curves as the velocity varies.	0~127
Play Mode	Poly	Sets the sound to be played back with multiple simultaneous notes (polyphonically).	
	Poly Portamento	Sets the sound to be played back with multiple simultaneous notes (polyphonically). Legato playing triggers the Portamento effect.	
	Mono	Sets the sound to be played back with single notes only (monophonically).	
	Mono Portamento	Sets the sound to be played back with single notes only (monophonically). Legato playing triggers the Portamento effect.	
	Mono Legato	Sets the sound to be played back with legato, and without Portamento.	
	Portamento Time	Sets the transition speed from the first note played to the next, when the playing mode is set to Portamento and the notes are played legato. Note that the range of Portamento Time may change when Portamento Time is fixed.	0~127



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

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

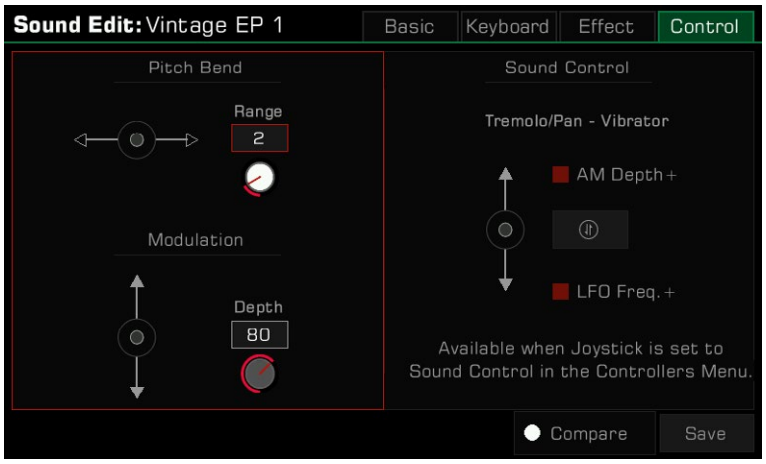
GFX	Reverb Level	Adjust the reverb depth.	0~127
	Chorus Level	Adjust the chorus depth.	0~127
EQ	Low Frequency	Adjust the Sound’s Low Frequency level.	32 Hz~2.0 KHz
	Low Gain	Adjust the Sound’s Low Gain level.	-12~+12
	High Frequency	Adjust the Sound’s High Frequency level.	500 Hz~16 KHz
	High Gain	Adjust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



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

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

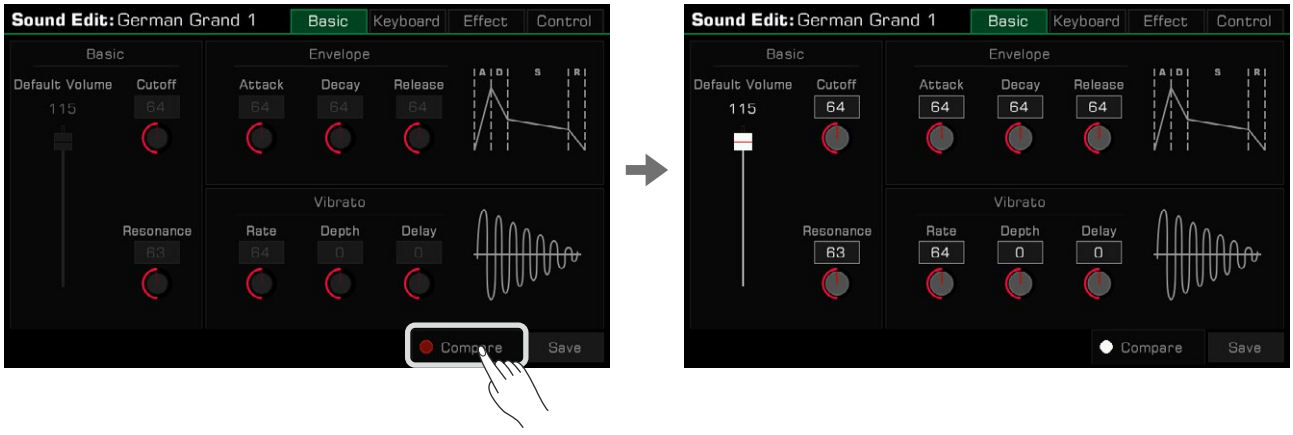
Pitch Bend	Pitch Bend Range	Adjust the default Pitch Bend Range of the sound, changing the pitch of played notes up or down smoothly when the Joystick is moved left or right.	0~12
Modulation	Vibrato Depth	Determines the strength of the vibrato effect. Add Vibrato by moving the Joystick up.	0~127
Sound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



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

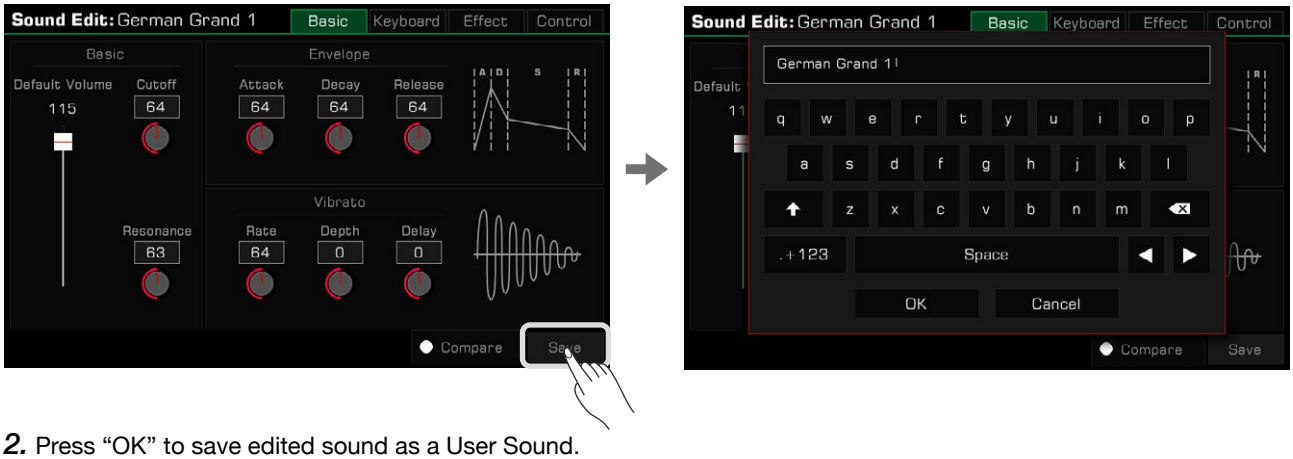
Saving the Edited Sound

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

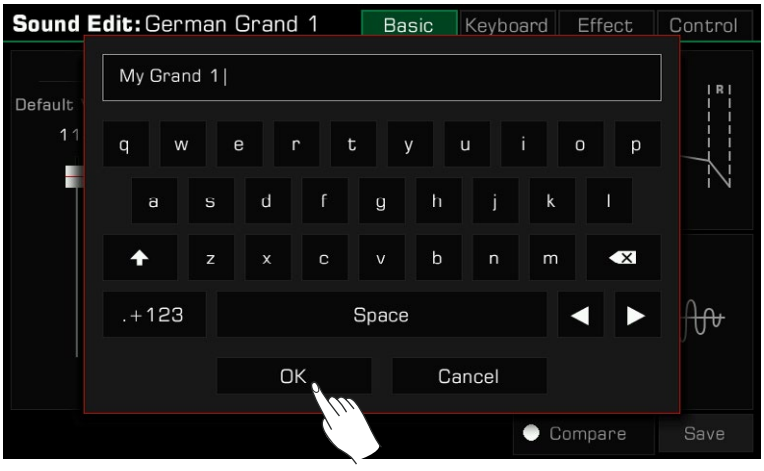


When you finish editing, save your settings to User Sound as follows:

1. Press “Save”. Enter a name for your edited sound by the soft keyboard.



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



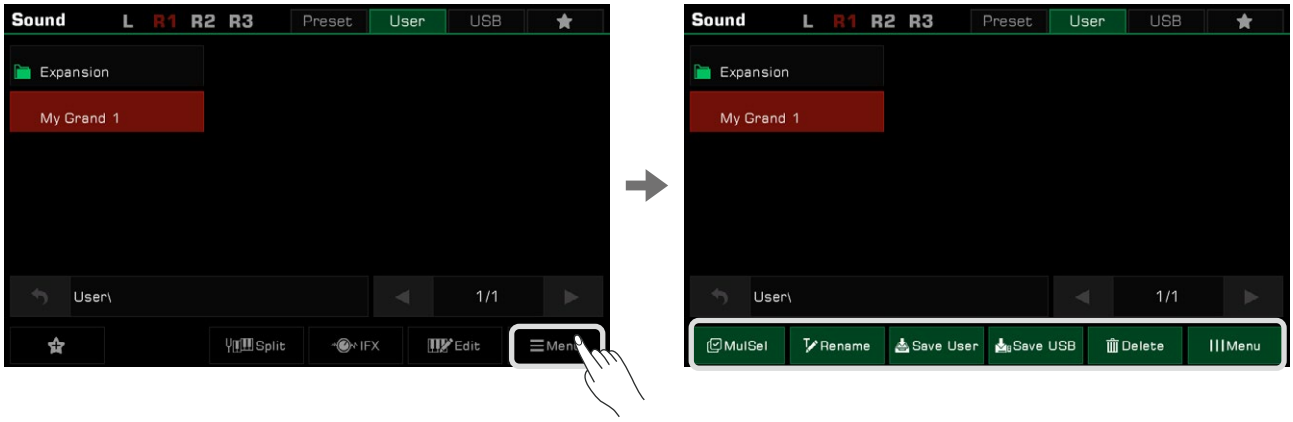
Now, you can find the new sound you saved in the “User” menu.

Saving, Deleting or Renaming a User Sound

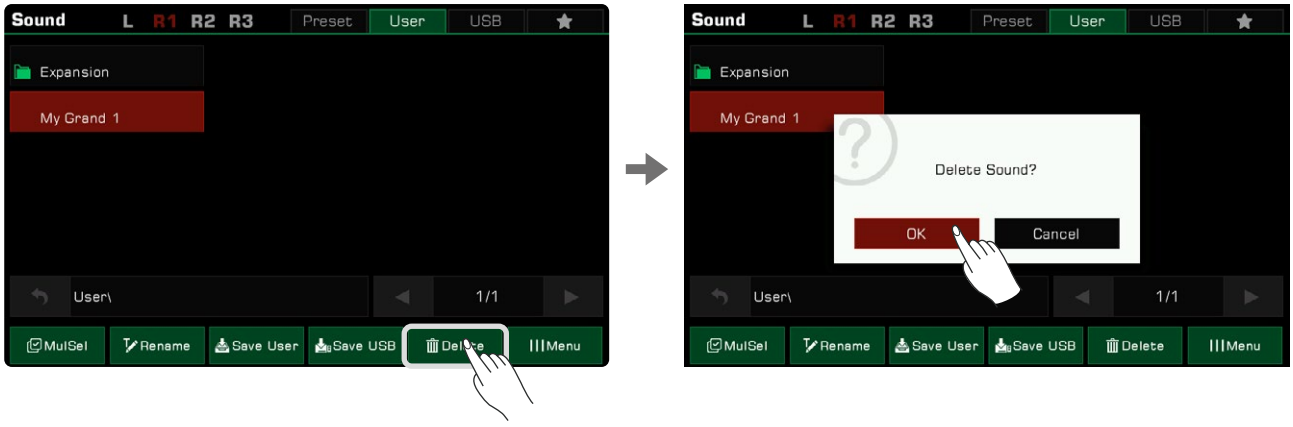
You can delete, rename or save a User Sound to USB device from the “User” menu.

1. Select a User Sound.

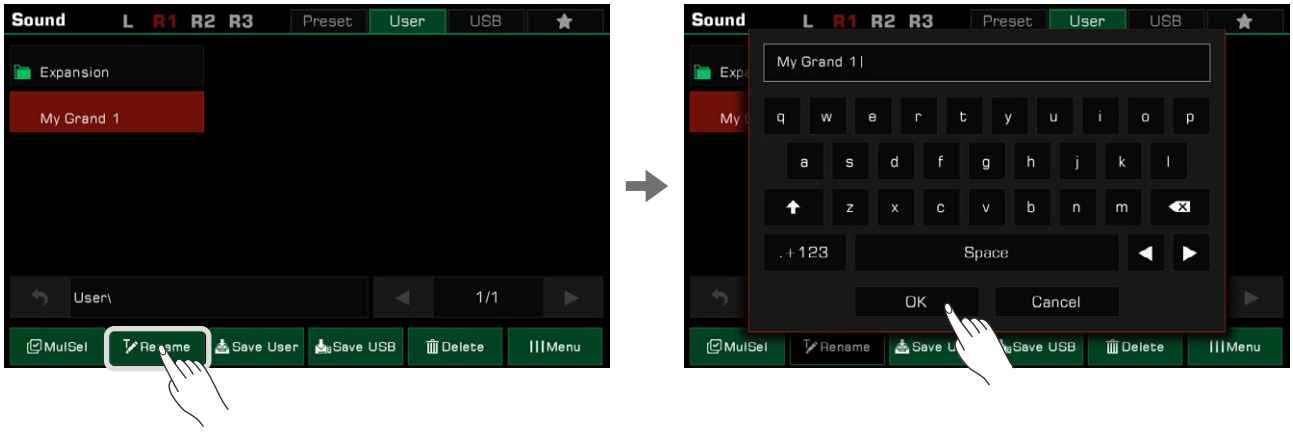
2. Then, press the “Menu” icon at the bottom right corner to bring up the menu.



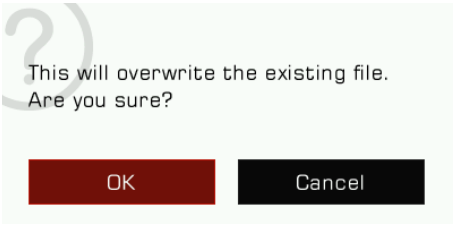
3. Press the “Delete” button to delete the selected User Sound. Then press OK to confrm.



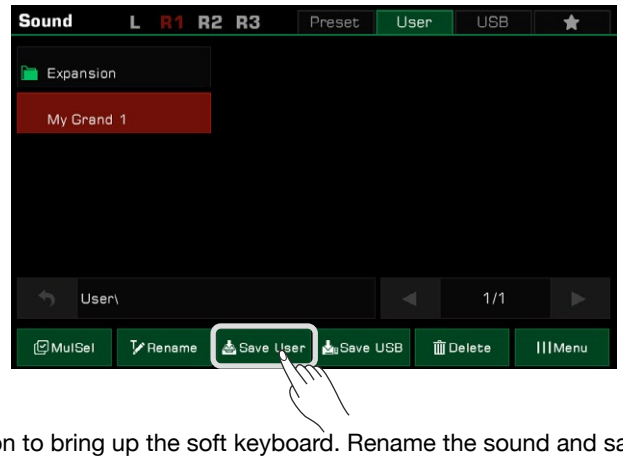
4. Press the “Rename” icon to bring up the soft keyboard. Edit the new name and press “OK” to confirm.



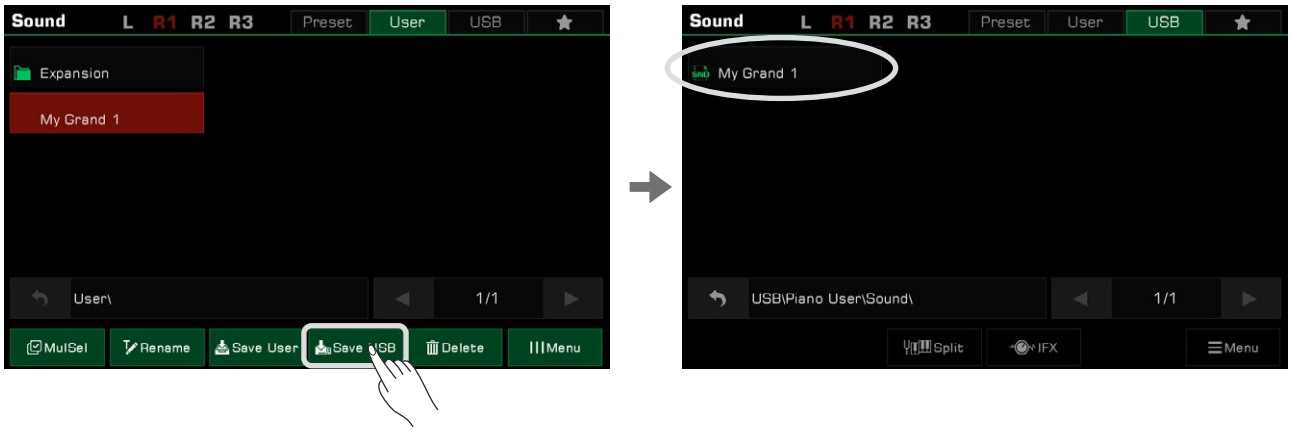
If the name you entered is same as an existing file, a pop-up will remind whether you want to overwrite the existing sound.



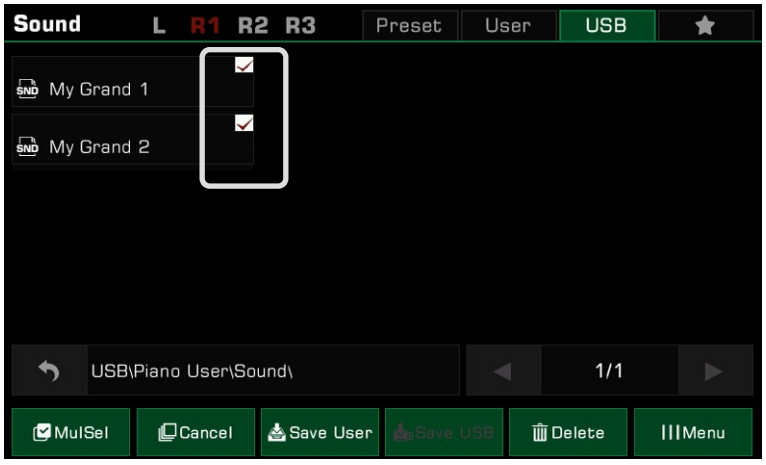
5. Press the “Save User” button to bring up the soft keyboard. Rename the sound and save it as a new User Sound.



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



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



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

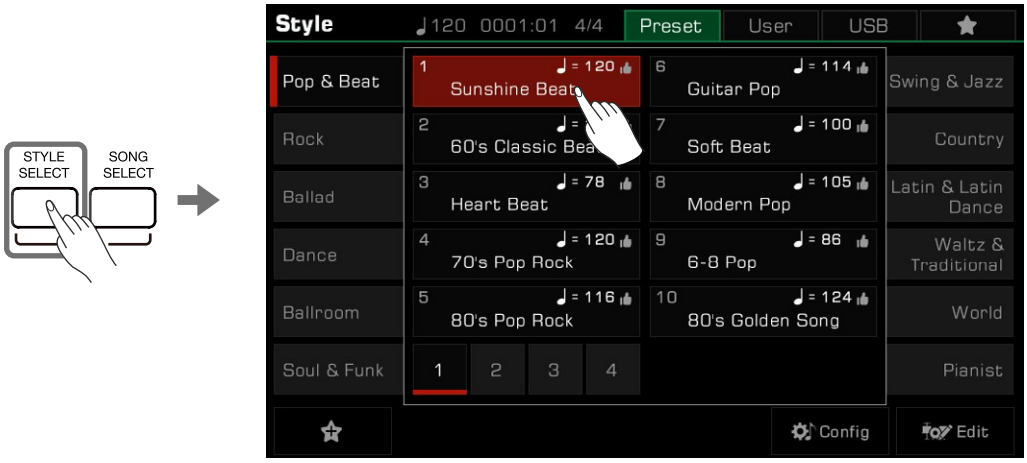
The instrument has a huge selection of various musical styles that put a full backing band at your fingertips. All you have to do is to play chords. With auto accompaniment, even a solo performer can enjoy the experience of playing with a full band or orchestra.
Styles are automatically divided into several groups according to musical type.

Using Styles

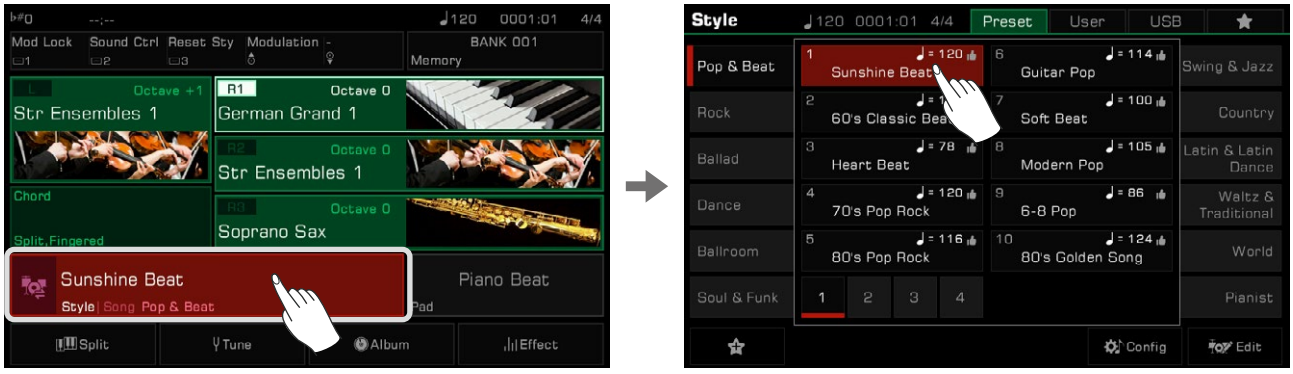
Selecting Various Styles

1. You can select a style as follows:

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



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



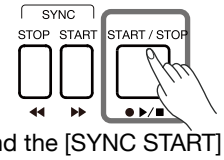
- To select a User Style, press the “User” or “USB” tab and select a file from the list displayed.

Tips:	All of the presets in this instrument feature high quality styles. Styles with a “👍” icon are our recommended favorites. On the main display, you can switch between Style mode and Song mode by clicking on the icon to the left of the style/song name.

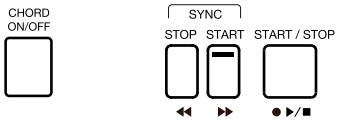
Playing the Percussion Tracks of a Style

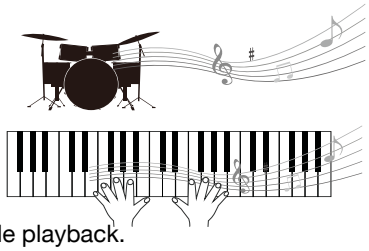
The percussion track is a significant part of a style. You can generally identify the style of music by listening to its percussion track.

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

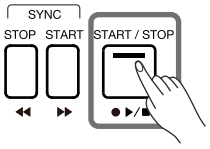


When the [CHORD ON/OFF] button is turned off and the [SYNC START] button is turned on, the percussion track will start when you play the keyboard.





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



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

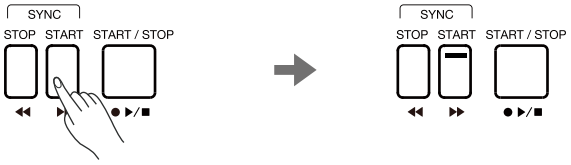
Playing All Tracks of a Style

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

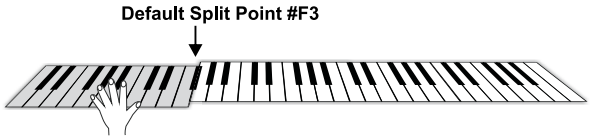
Play all the tracks of a style as follows:

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

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



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

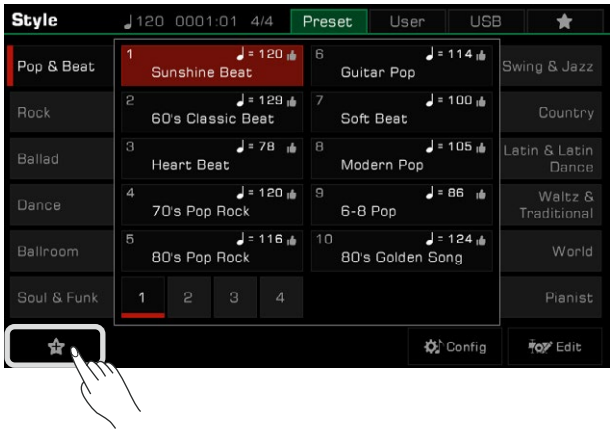


Tips:	• If you press the [SYNC STOP] button to turn on the Sync Stop function, the automatic accompaniment will automatically stop when you release the chord. • The preset tempo of each style is displayed above the style name. The tempo will change according to the style you select. • To switch between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

Add a Style to “My Favorites”

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

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



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

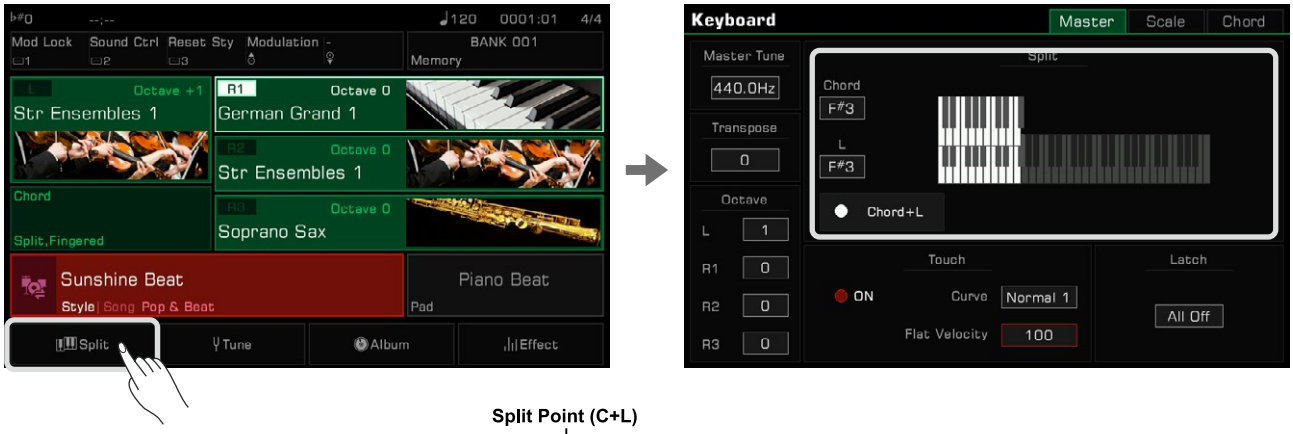
Split Point Settings

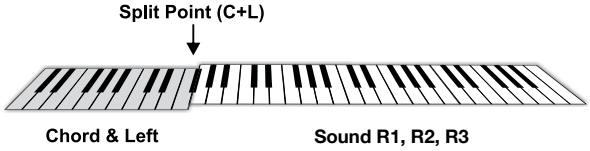
The Split Point of the LEFT/RIGHT part section and the Split Point of Chord section can be assigned separately.
The Chord Split Point separates the Chord section for Style playback from the section(s) for playing Sounds (RIGHT 1, 2, 3 and LEFT).

Adjust the Split Point as follows:

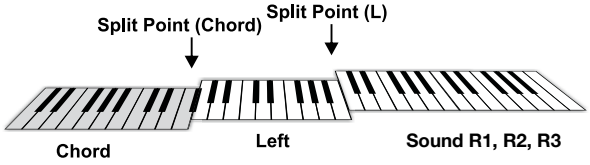
1. Press the “Split” button on the main menu or press [GLOBAL SETTINGS] - “Keyboard” to bring up the Split Setting menu.

2. Press the Chord name and use the [DATA DIAL] and [<]/[>] buttons to set a split point. Or, press the actual keyboard key to set your desired split point.





The default chord split point is F#3, which is the same as the left hand split point. However, the two split points can be set to different positions as needed.



To set two split points at the same time, press “Chord+L” to turn it on. Now these two split points will change together.

Tips:	Split Point (Left) cannot be set lower than Split Point (Chord), and Split Point (Chord) cannot be set higher than Split Point (Left).

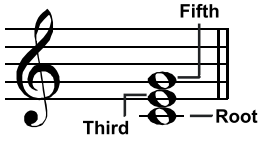
Chord Basics

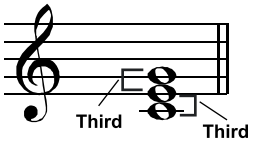
This section is a brief introduction to the basics of chords.

Chord Construction

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

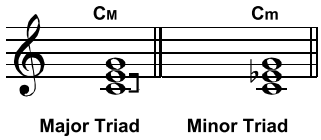
In most music, the fundamental chord is the “triad.” The notes that make up a chord are determined according to their position: the lowest note is called the “root”, the one a third interval above the root is called the “third”, and the one a fifth interval above the root is called the “fifth”.



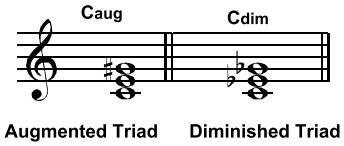


The root note, also known as the tonic, is the most important note in a chord. It stabilizes the sound by determining the “mode” of the chord, fixing the composition of the other notes in the chord. The name of the chord structure depends on the interval of each note above the root note in the chord.

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



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



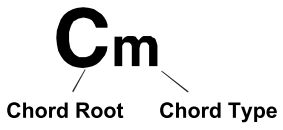
According to the principle of third superposition, we can add a seventh (seven intervals from the root note) and ninth (nine intervals from the root note) on the triad to form a “seventh chord”, “ninth chord”, “eleventh chord” and “thirteenth chord”.

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

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

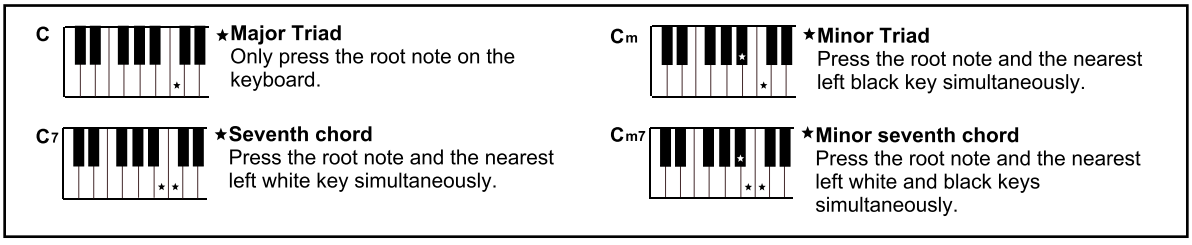
Chord Name
A chord name can tell you almost everything you need to know about a chord, including: the root of the chord, whether the chord is a major chord or a minor chord, an augmented chord or a diminished chord, a seventh chord or a ninth chord, and so on.

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



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

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



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

Multi-fingered

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

1 C	2 C_6	3 CM_7	4 CM_7(#11)	5 CM(9)	6 CM_7 (9)	7 C_6 (9)	8 Caug	9 Cm	10 Cm_6	11 Cm_7	12 Cm_7 (b5)	13 Cm(9)
14 Cm_7 (9)	15 Cm_7 (11)	16 CmM_7	17 CmM_7 (9)	18 Cdim	19 $Cdim_7$	20 C_7	21 C_{7sus4}	22 C_7 (b5)	23 C_7 (9)	24 C_7 (#11)	25 C_7 (13)	26 C_7 (b9)
27 C_7 (b13)	28 C_7 (#9)	29 CM_{7aug}	30 C_{7aug}	31 $Csus_4$	32 Csus2	33 C(b5)	34 CM_7 (b5)	35 CmM_7 (b5)	36 C1+8	37 C1+5	38 Cancel	39 Cancel/C

Notes: enclosed in parentheses ⍟ are optional; the chords could be recognized without them.

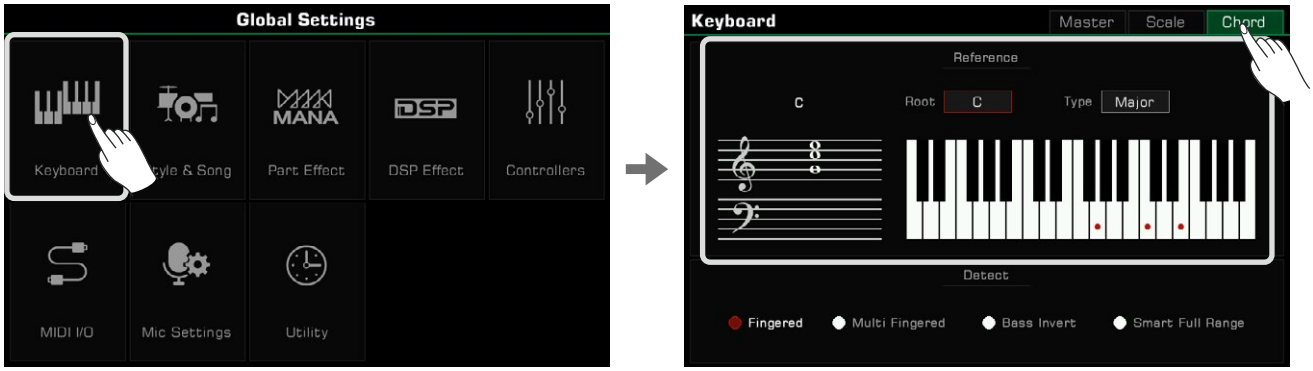
Fingered

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

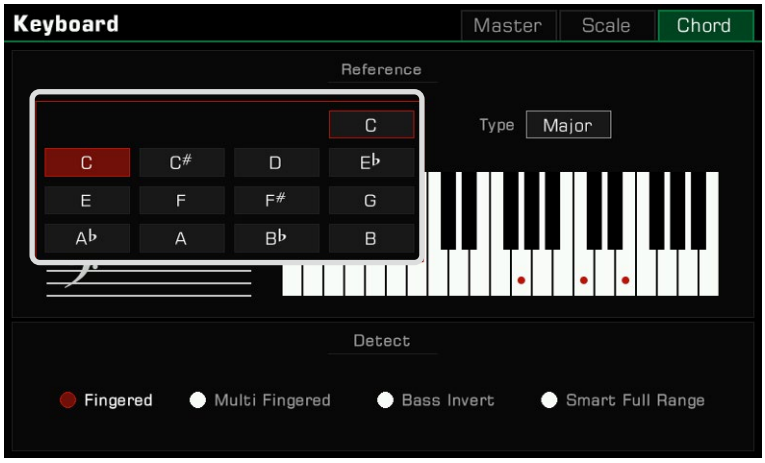
Chord Reference

The instrument built-in chord reference provides complete finger positions of almost every chord. Use this feature to find out how to play a chord you don't know.

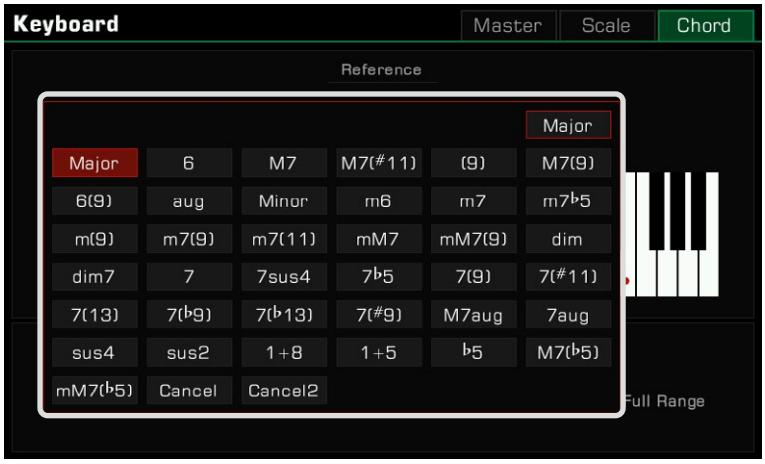
1. Press "Split" at the bottom of the main menu or press the [GLOBAL SETTINGS] button to enter the "Keyboard" interface. Select the "Chord" tab to bring up the chord reference.



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



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

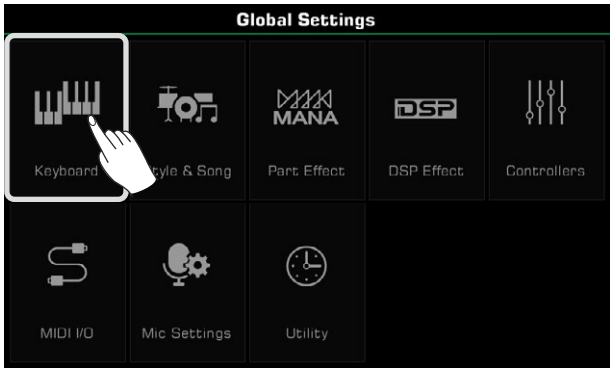


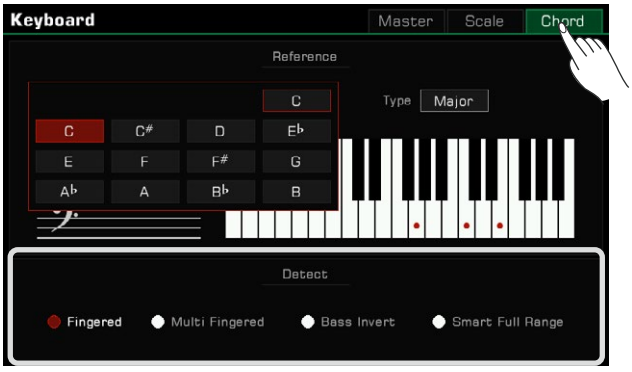
The correct chord fingering will appear on the keyboard, and the chord notes will appear on the music staff.

Tips:	There are always variations to chord fingering and construction. Experiment with creating your own fingerings to make unique chords.

Setting Chord Detect Mode

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





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

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

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

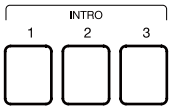
	The Cancel2 chord is triggered by pressing any four adjacent keys simultaneously in the chord detection area. The lowest note of the four keys being pressed is recognized as the root of the chord, and its name is shown as Cancel/ root note, such as Cancel/C. When a Cancel2 chord is triggered, the style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

Style Playback

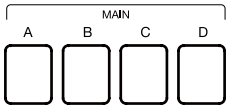
Style Variations

There are many preprogrammed variations of automatic accompaniment.

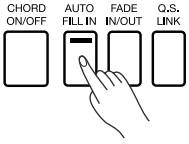
- [INTRO 1] - [INTRO 3]
  An Intro is usually used at the beginning of the music. This instrument features three built-in Intro sections.
  Press one of the [INTRO 1] - [INTRO 3] buttons before starting style playback. The [INTRO] button LED will light up.
  Press the [START/ STOP] button or play a chord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



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



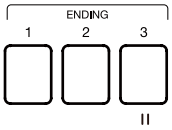
- [FILL IN A] - [FILL IN D]
  Putting Fills in your Style performance gives variation to the song between Main parts. This instrument features four built-in Fill sections.
  When the same [MAIN] button is pressed again, the corresponding Fill will be automatically inserted, even if [AUTO FILL IN] is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



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

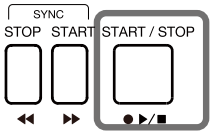
Tips:	This instrument has a feature called “Auto Break Trigger’ which makes it possible to trigger the Break section by playing the keyboard with a certain force. This way of triggering a Break section without pressing the [BREAK] button makes it easier to play. Break section triggering is off by default. To enable it, please go to “Style & Song”, click “Auto Break Trigger” to turn it on, and set the appropriate Trigger velocity according to your playing habits. The Auto Break Trigger function cannot be used in the Smart Full Range chord detection mode. Refer to the relevant sections for more details.

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

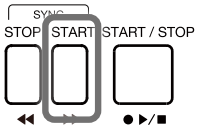


Control Buttons

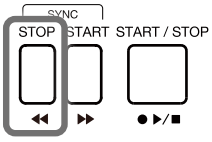
• [START/STOP]
Start or stop playing back the Style. When the Style is playing, the [START/STOP] button LED flashes according to the current tempo.



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

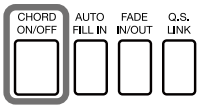


• [SYNC STOP]
To stop the style when releasing the chord, press the [SYNC STOP] button. This only happens when [CHORD ON/OFF] is enabled.
When [SYNC STOP] is turned on, the style stops when you release the chord. [SYNC START] will then automatically turn on for you to easily control the Style start and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



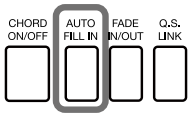
Tips:	The [SYNC STOP] function cannot be used in the Smart Full Range chord detection mode.

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



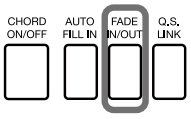
Tips:	The instrument has chord velocity control. If this feature is turned on, the Style volume will vary when you play chords at different velocities. Chord velocity is turned off by default. To turn this function on, go to “Style & Song” and press “Chord Velocity Control”.

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



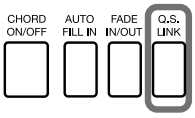
• [FADE IN/OUT]
Starting the Style with Fade In produces a smooth beginning, with the volume increasing from low to high. Press the [FADE IN/OUT] button when Style playback is stopped. The [FADE IN/OUT] LED will light up. When the Fade In is complete, the [FADE IN/OUT] LED will go out.

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

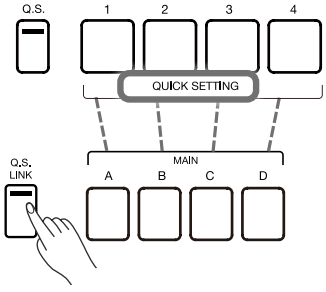


Tips:	You can set the Fade In/Out time to meet your actual performance demands. To adjust this setting, go to the Utility menu and refer to the relevant section.

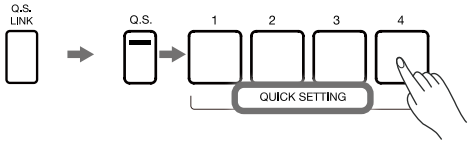
• [Q.S. LINK]
Q.S. Link is a very useful feature. When you play different styles and switch the main sections, the Q.S. function will apply the preset parameters of the main patterns to your performance.



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



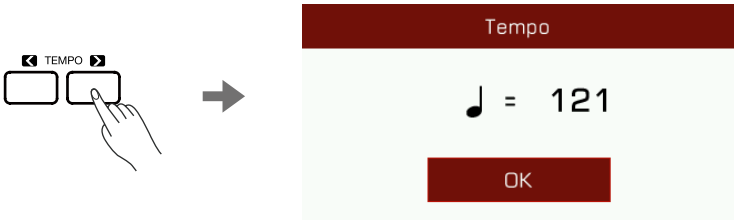
Of course, you can turn off the [Q.S. LINK] and switch between the four [Q.S] options manually when the [Q.S.] button is on.



Adjusting the Tempo

You can also adjust the tempo by following methods. Tempo range: 30~280.

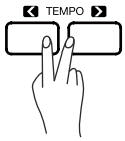
1. Press either of the [TEMPO <]/[TEMPO >] buttons to bring up pop-up window.



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

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

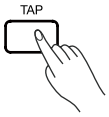
4. Press the [TEMPO <] and [TEMPO >] buttons at the same time to reset the tempo to default.



You can also use the Tap Tempo feature to change the current tempo, which is an efficient way to get the desired tempo.

1. When the Style is playing, you can press the [TAP] button several times to change the tempo.

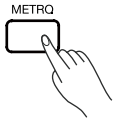
2. When the Style stops, press the [TAP] button several times in succession, and the Style will start playing at the tempo you tapped.



Tips:	The Style tempo is displayed above the Style name. When you select a different Style, the tempo will also change. To switch between different Styles while using automatic accompaniment without changing the tempo, you can turn on “Tempo Lock” in the “Style & Song” menu to fix the current tempo. Tap Tempo is equally effective in Song mode. A percussion sound is heard when the [TAP] button is pressed if the Style/Song is stopped. If you want to change or turn this sound off, you can go to the “Utility” menu.

Metronome

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



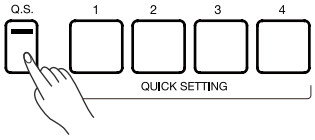
2. Press the [METRO.] button again to turn off the metronome.

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

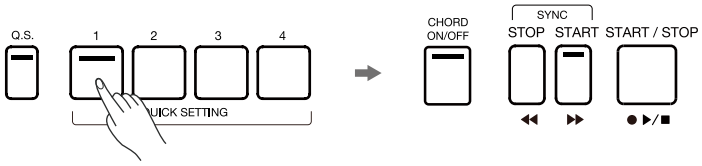
Quick Setting (Q.S.)

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

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



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



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

Tips:	When the Style is playing, pressing [Q.S.] will not automatically turn on the [SYNC START]. If you want to change the [Q.S.] of a Style, you can edit the Style using the Style Recording function. Please refer to the related section for more information. If you want the [Q.S.] setting to change when the main pattern is changed, please turn on the [Q.S. LINK] switch.

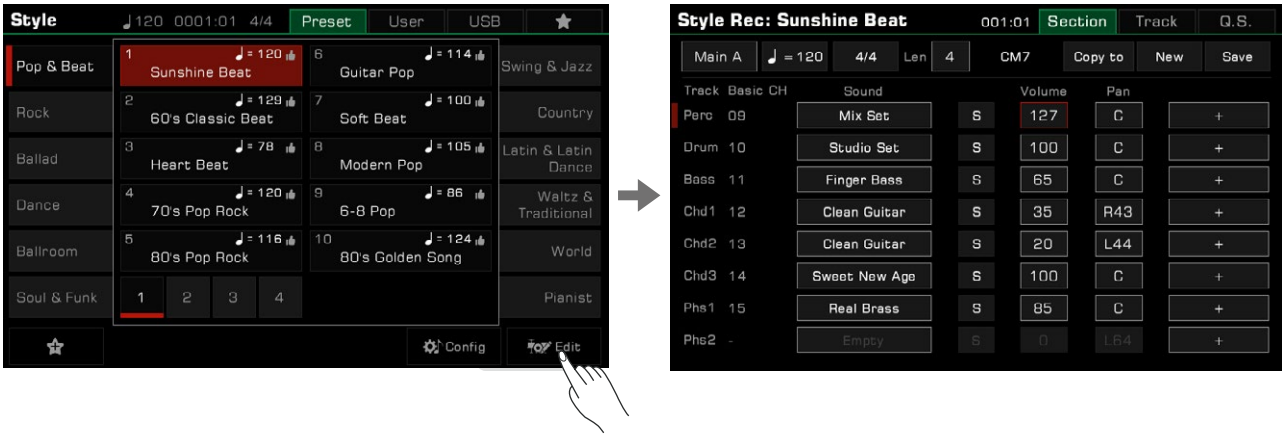
Style Recording

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

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

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

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



This menu displays the editable parameters of the current style.

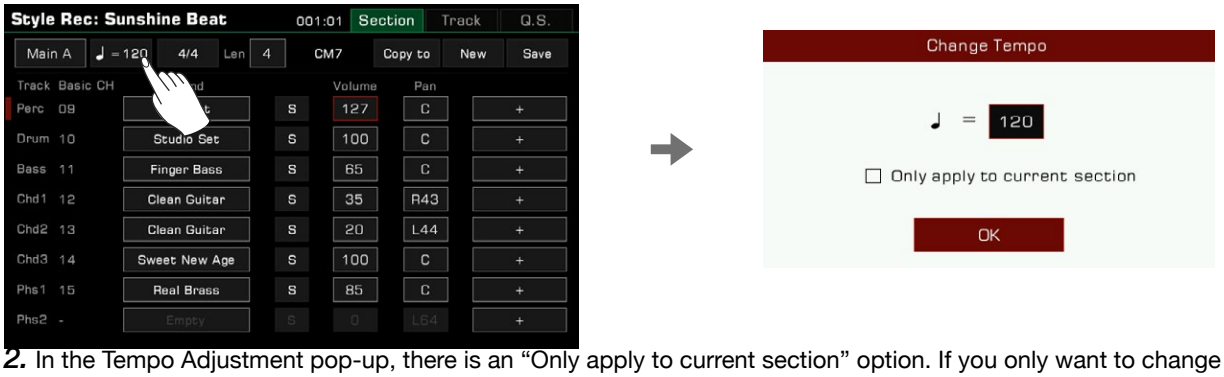
Basic Parameters of Styles

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

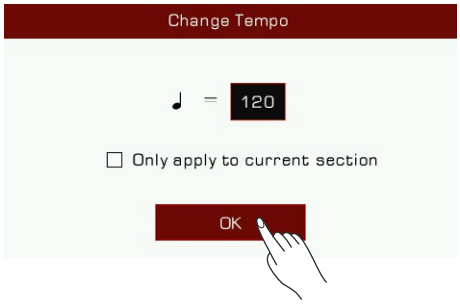
Tempo Adjustment

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

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



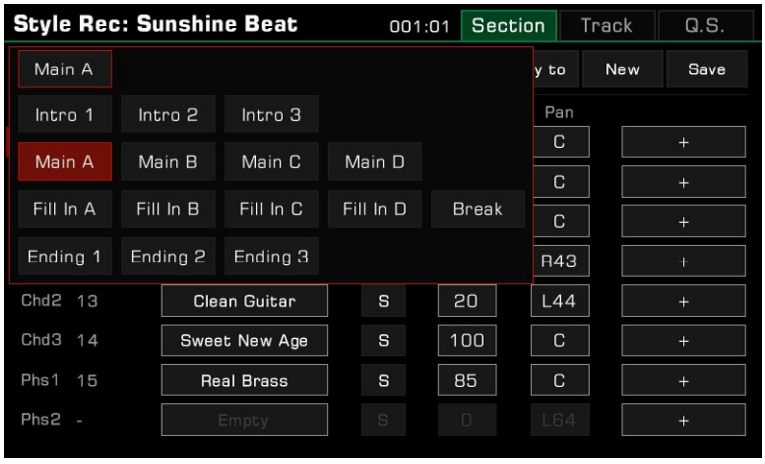
2. In the Tempo Adjustment pop-up, there is an “Only apply to current section” option. If you only want to change the tempo of the current section, select this option.



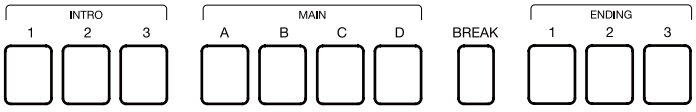
Most of the sections have a uniform tempo. If you do not turn on the “only apply to current section” switch, the tempo of all the other sections will be synced to your new tempo after you confirm.

Section Selection

Select the section you want to edit.
Press the Section name to bring up the section list. Use the [DATA DIAL], [<]/[>] buttons, or press the section name to select a section.

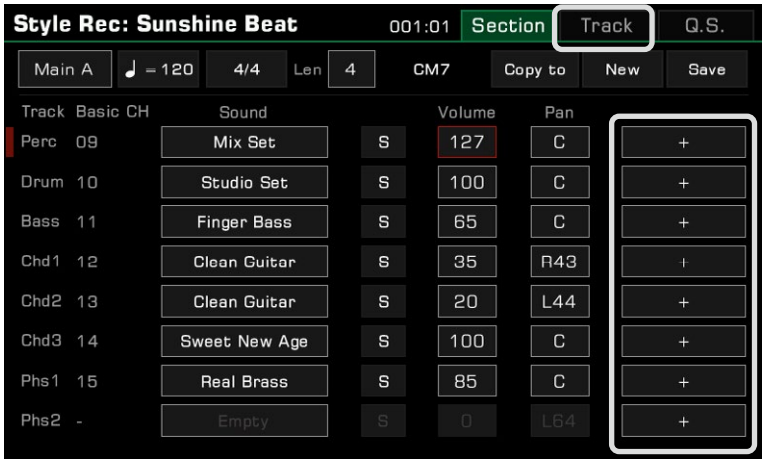


You can also press the Style Section buttons on the panel to switch the section directly.

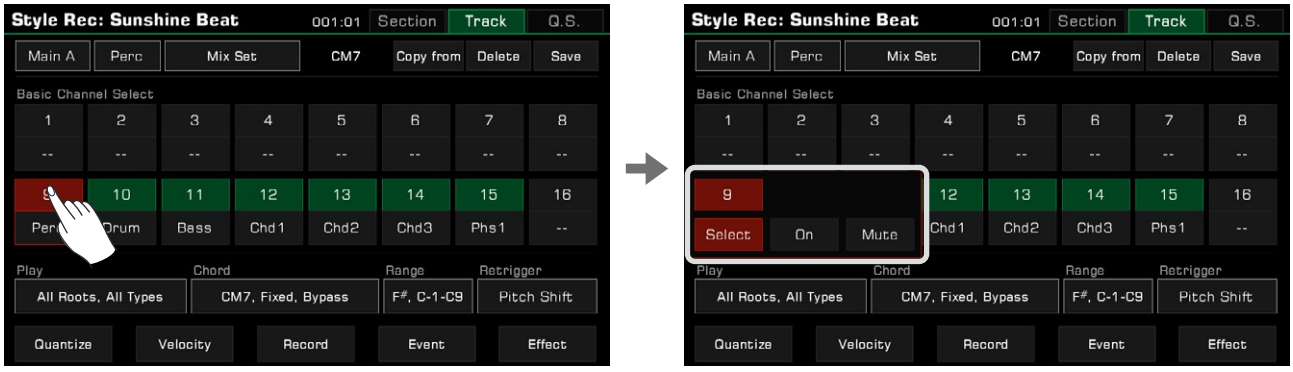


Channel Selection

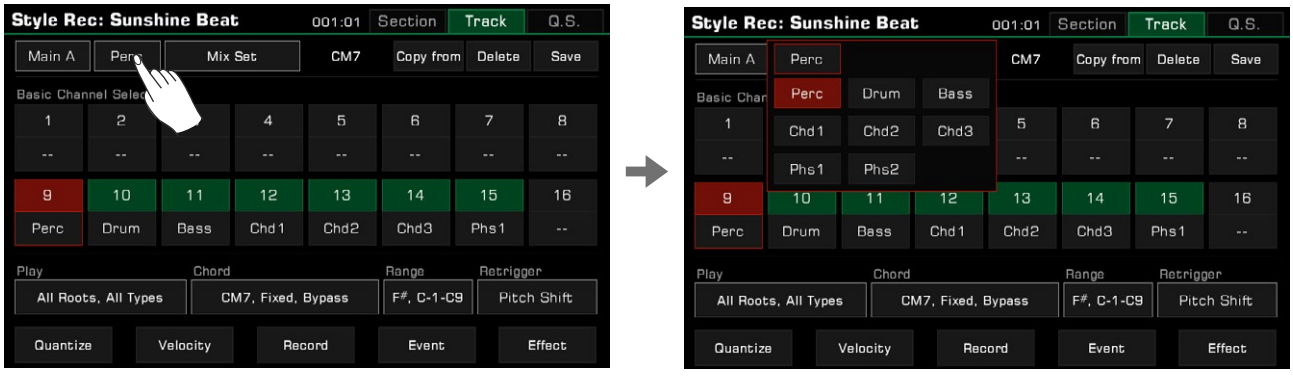
Press the upper right “Track” option, or press the “+” icon at the right end of each corresponding channel to access the Style Further Editing mode.



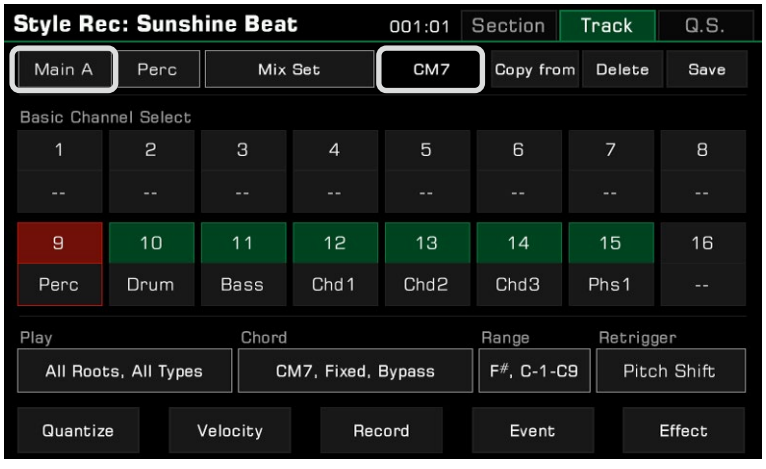
You can touch the channel number directly, then according to your own needs, select, turn on and mute the channel from the pop-up list.



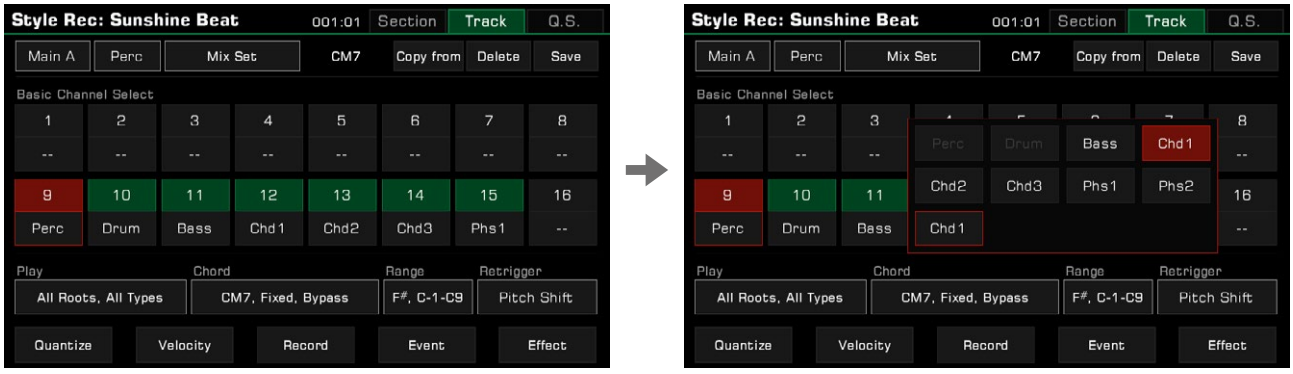
You can also press and select the channel name button displayed at the top left of the screen, and this will bring you the appropriate channel selections automatically.



When the editing section is Intro or Ending, editable channels will light in green in accordance with the chord type you are playing in the keyboard left part. If you manually select a channel that cannot be edited at this point, the chord property displayed will change to match that channel appropriately. The initial default setting for the chord is “CM7”.



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



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

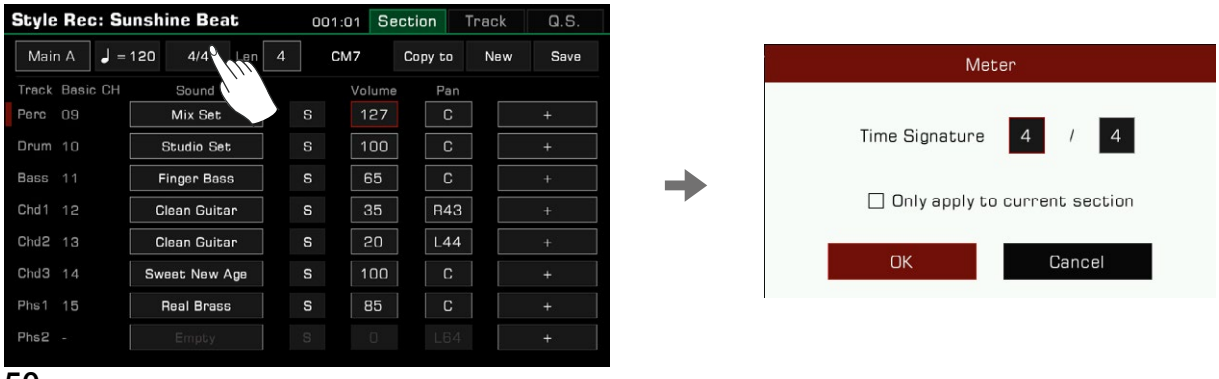
Bar Length

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

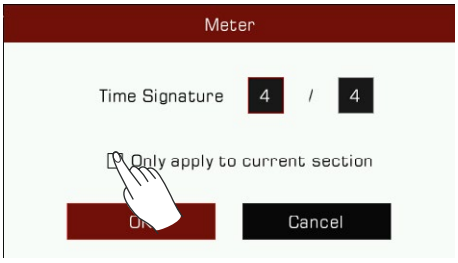
Section Beat (Time Signature)

Change the beat, i.e. time signature, of the editing section. Generally, the beat of each section is consistent. However, the Style recording function supports setting different beats for each section to make unique styles of your own.

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



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



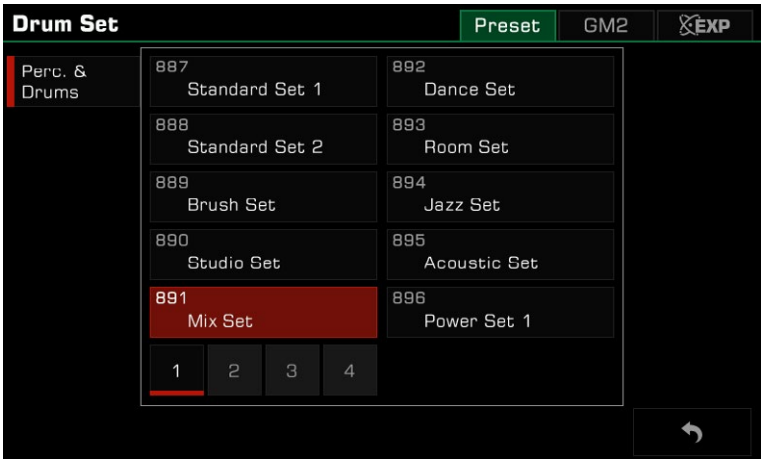
Most of the sections have a uniform beat. If you do not turn on the “only apply to current section” switch, the beat of all the other sections will be synced to your new confirmed time-signature setting.

Note!	Bar length will vary in accordance with the time signature within the allowable range. Once the bar length limit (see Chapter of Bar Length) is exceeded during this process, the current section may not be played back in its entirety. Resetting the Time Signature and Bar Length to their initial values will allow normal playback to take place.

Channel Sound Selection

Change the channel sound as follows:

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

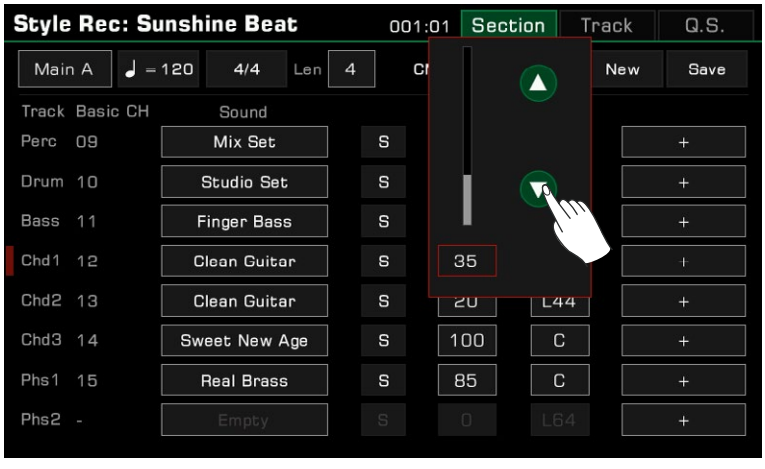


2. Select the sound for this channel by touching the sound name. Press the “Back” button on the lower right corner to return to the Style Recording menu.

Tips:	When selecting a channel sound for the Style, you can select a GM2 sound in its tab. After you press the “Back” button, it is possible that the sound name does not match what you saw when you selected it. This is because some of the GM2 sounds share the same Program number as the preset sounds, which is normal. Selection will not be allowed when a channel corresponds to two or more sounds.

Channel Volume

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



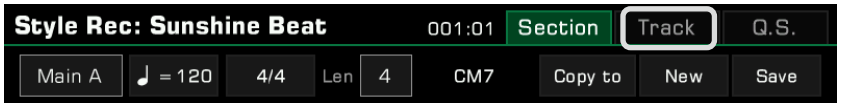
Channel Pan

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

Further Editing a Style

Get into deep editing for your Style recording!
There are two ways to call up the detailed parameter setting menus:
1. Touch the "+" icon at the right end of any channel.

2. Touch the "Track" option on the upper right of the display.



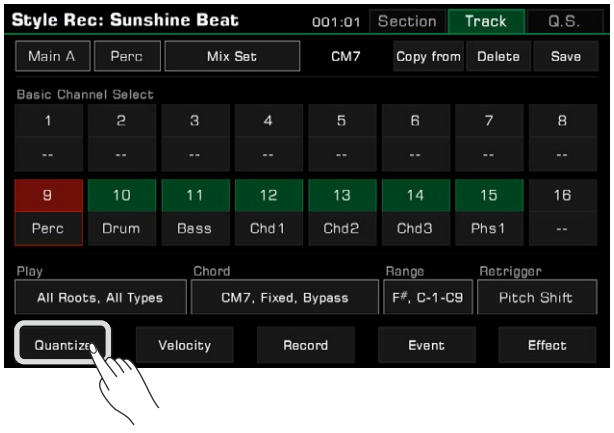
Quantize

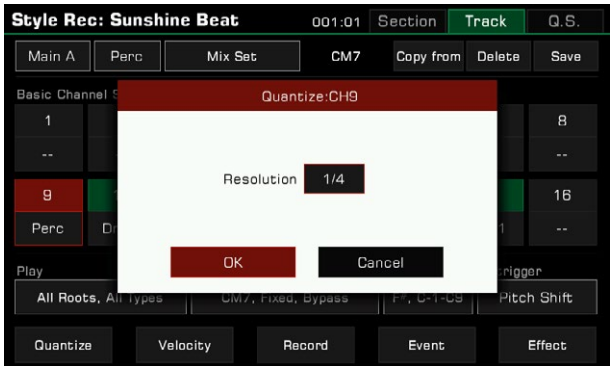
The quantize function can help you arrange the notes in the channel according to certain timing rules. Adjust this parameter to make your notes play more neatly.

Original

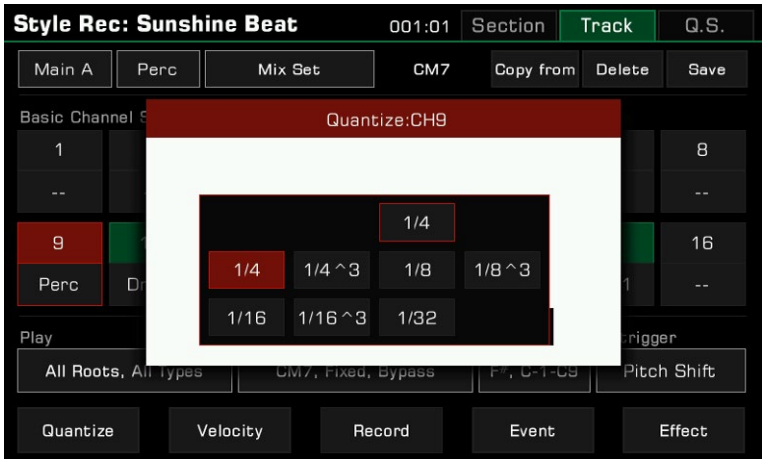
Quantized to 1/8 notes

Press the "Quantize" button at the list to bring up a pop-up window.





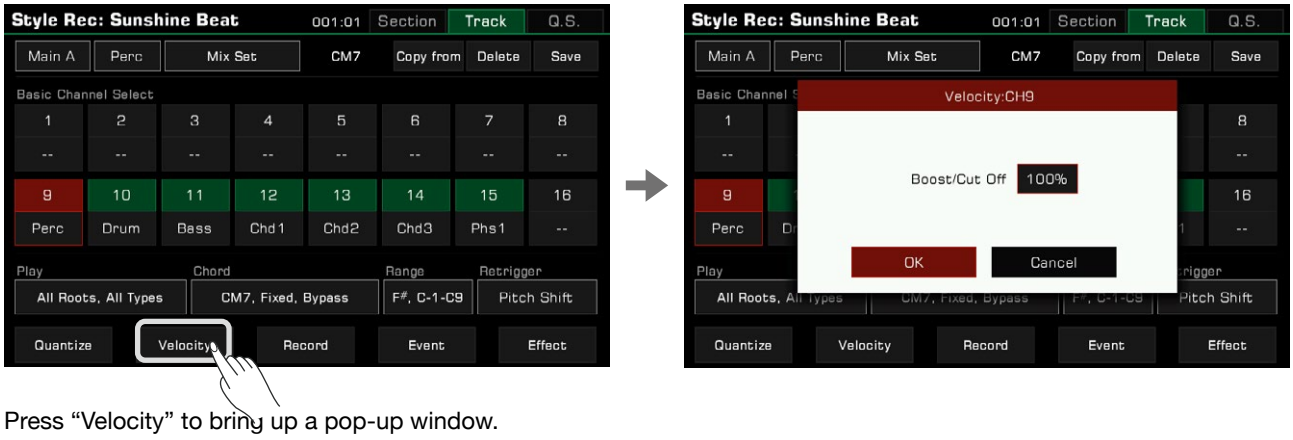
Press the quantize accuracy to bring up a list. Select an accuracy amount and the notes will be quantized accordingly.



To optimize your accuracy, set Quantize to the shortest note value in the channel. For example, if eighth notes are the shortest in the channel, set the eighth notes as the Quantize accuracy.

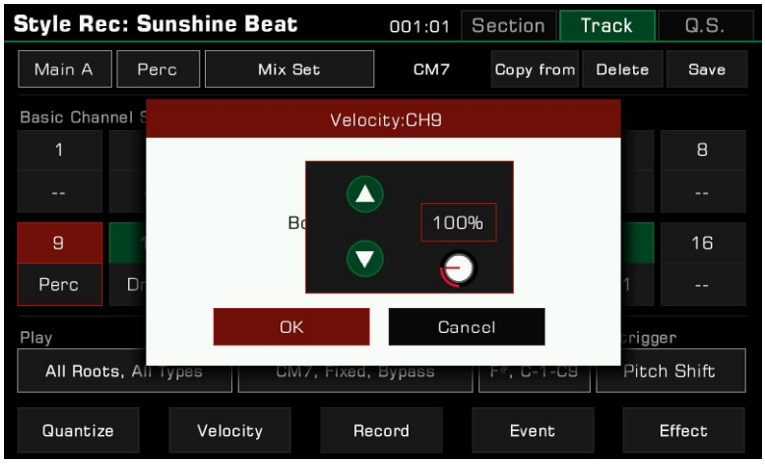
Velocity

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



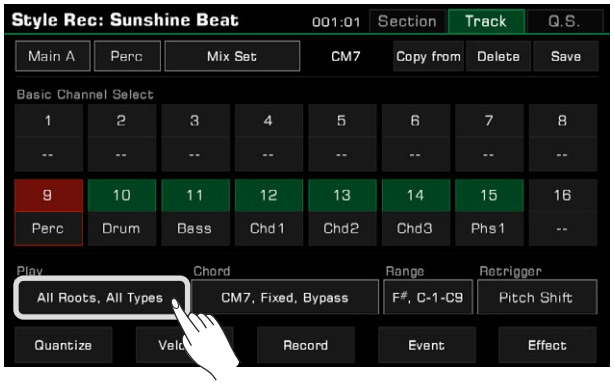
Press “Velocity” to bring up a pop-up window.

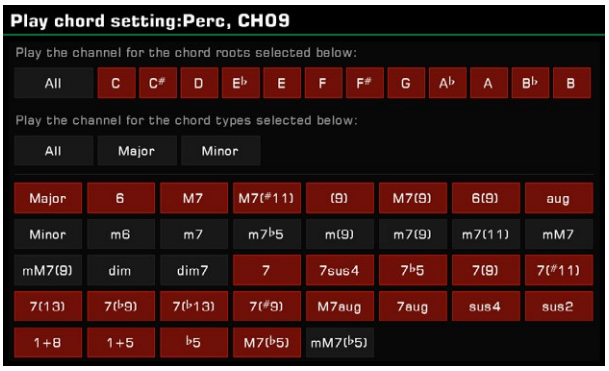
Press the velocity value. Then press the Up and Down arrows, use the [DATA DIAL], or use the [<]/[>] buttons to adjust the velocity percentage.



Setting Channel Chord and Root Response

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



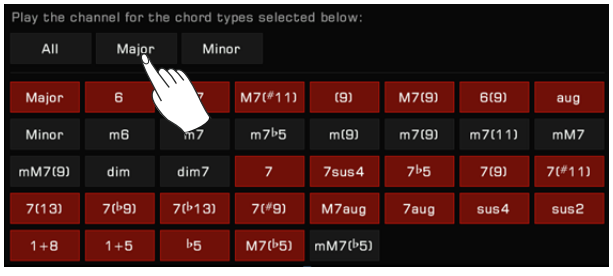


1. Setting the Root Response
   Select “All” option to make the channel play all types of chord roots.
   Depending on the selected root types individually specified here, the playable roots will differ.

2. Setting the Chord Response

All	This channel will play when you use either Major or Minor chords.
Major	This channel will only play when you use Major chords.
Minor	This channel will only play when you use Minor chords.

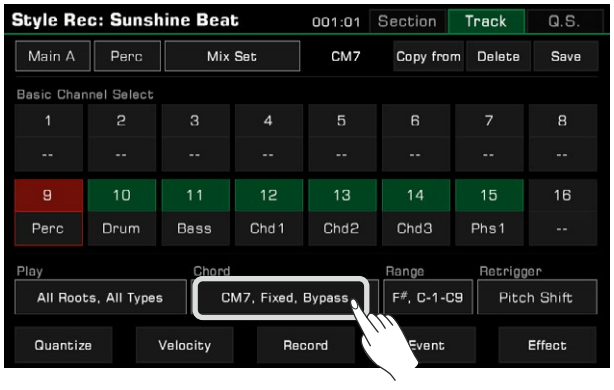
Depending on the selected chord types specified here, the playable chords will differ. Please consider the channel “Chord Response” settings in conjunction with the “Channel Selection” settings when editing and recording channels.

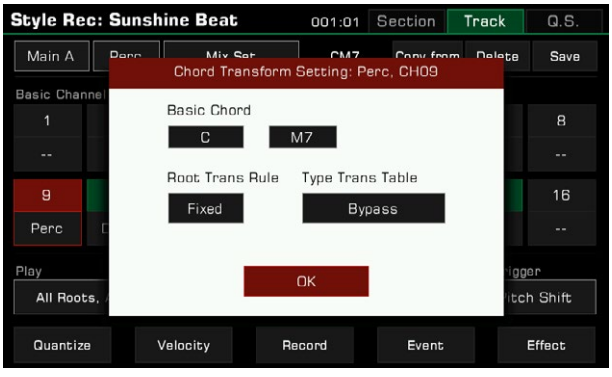


Tips:	Remember: Style channels 1~8 and 9~16 use the same channel when played (1 and 9, for example). If the two channels’ chord response are both set to “All”, but their other parameters (tone, volume, etc.) are different, there may be problems when playing the Style, and it may not play according to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

Setting Chord Transform Parameters

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





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

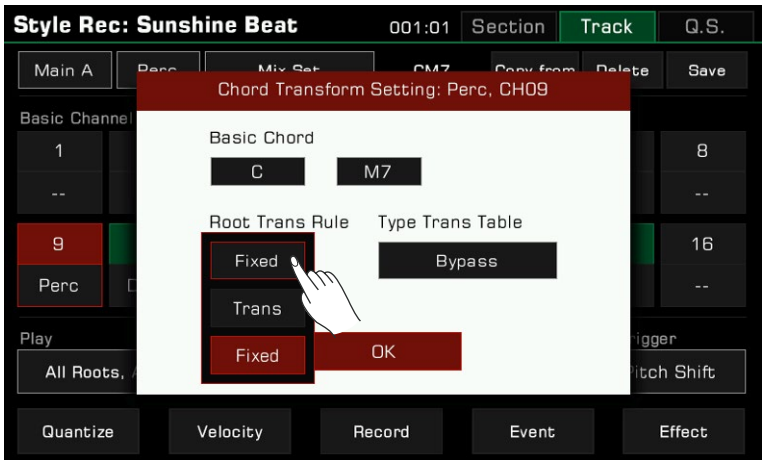
In the pop-up window for Chord Transform Setting, touch the “Basic Chord” option to specify various chord types.

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

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

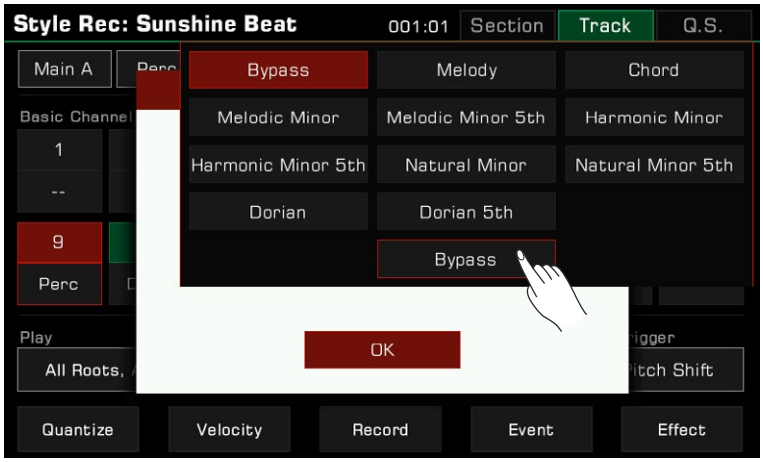
The following is a brief overview of the general usage of “Root Trans”:

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



3. Type Trans Table

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



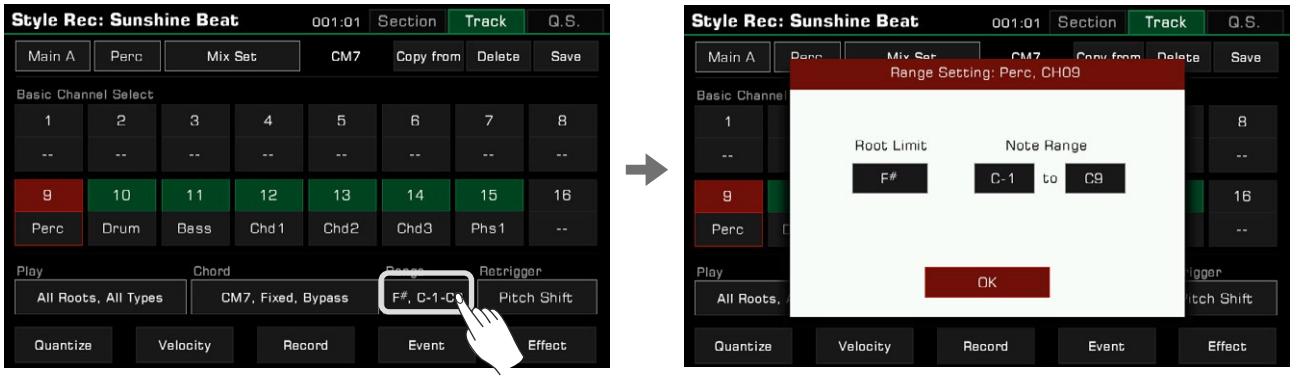
When a major chord changes to a minor chord, the original notes in the scale will become lower. When a minor chord changes to a major chord, the original notes in the scale will become higher.

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

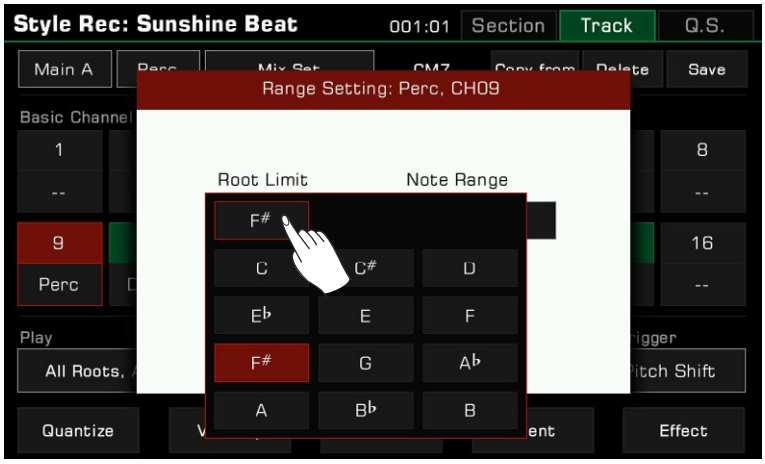
Bypass	Suitable for percussion channel.
Melody	Suitable for melody and bass channels.
Chord	Suitable for chord transposition.
Melodic Minor	Suitable for Intros and Endings. Scale change: Third.
Melodic Minor 5th	Suitable for Intros and Endings. Scale change: Third, Fifth.
Harmonic Minor	Suitable for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

Setting Root and Note Limit Parameters

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

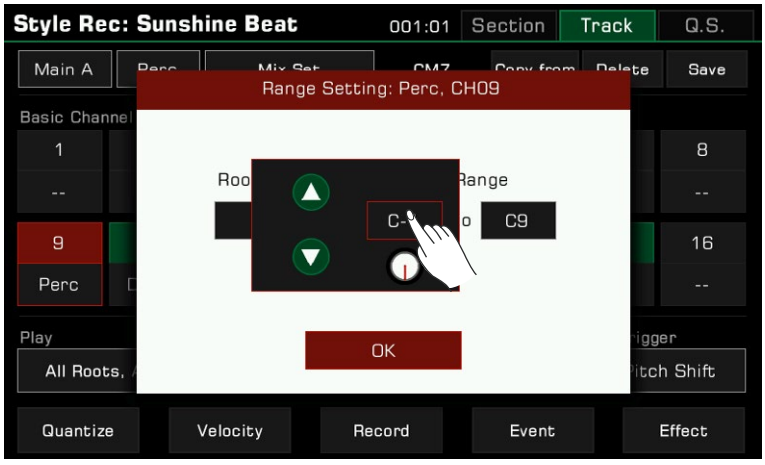


1. Root Limit
Press the “Root Limit” option to bring up a list displaying the root limit rules.



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

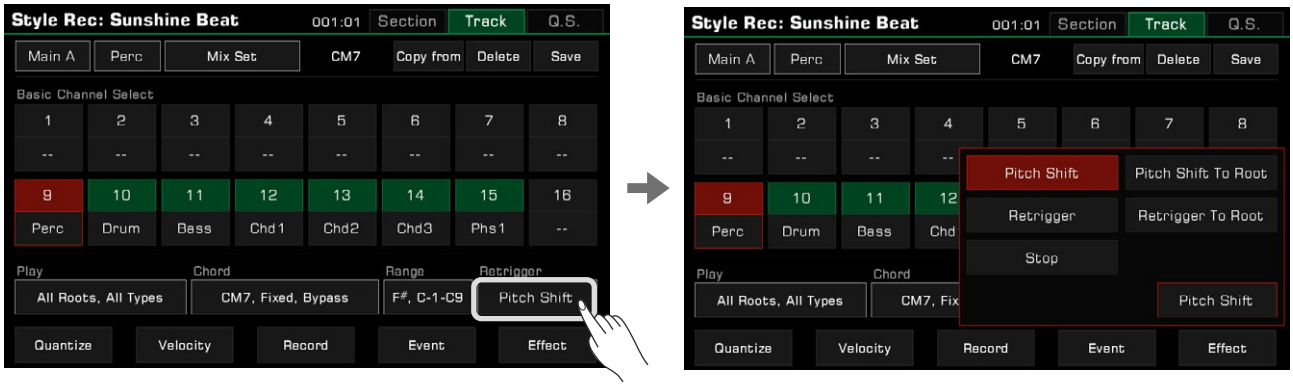
2. Note Range
Press the note names under “Note Range” and use the [DATA DIAL], [<]/[>] buttons, or press the arrows to change the note range.



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

Setting Chord Retrigger Rule

Press the “Retrigger” option to bring up a list of retrigger rules.

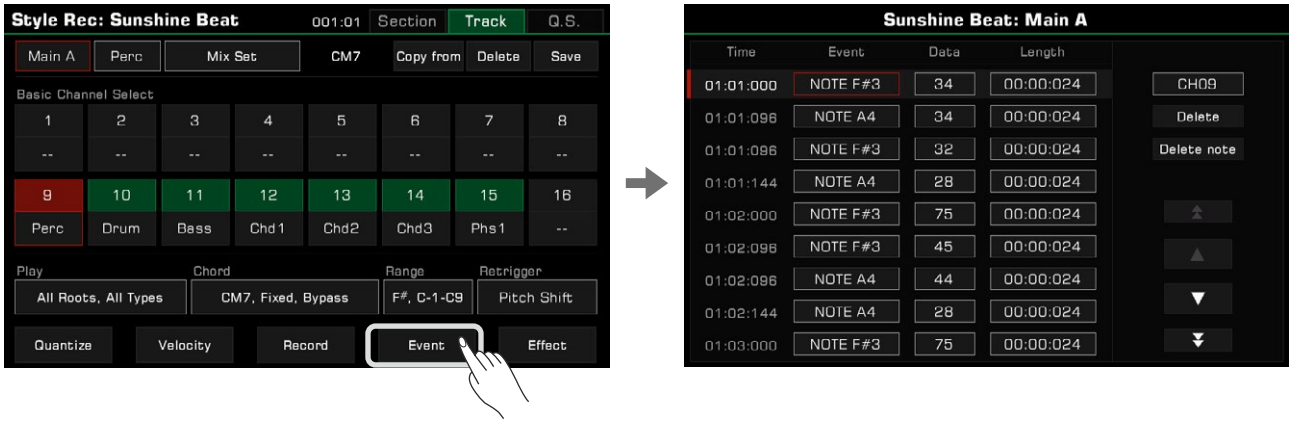


By adjusting this parameter, you can determine how notes in the current channel respond to chord change.
The following is a brief introduction of “Retrigger Rule”:

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

Editing Each Note of the Style

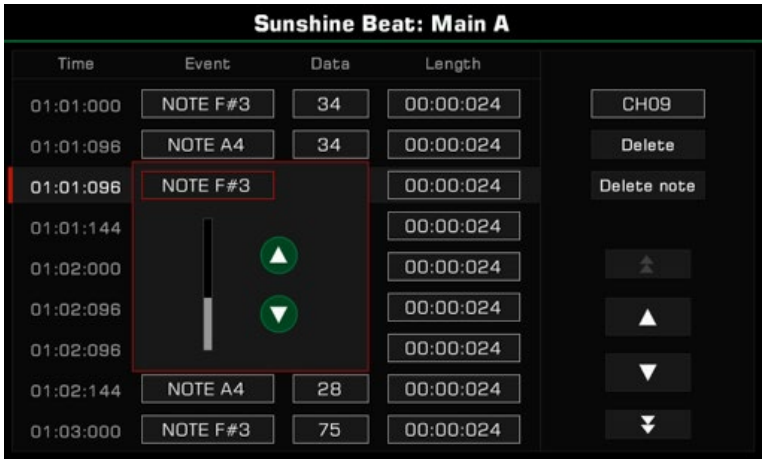
With the powerful Event List function, you can edit each note of a channel; this is very helpful for detailed modification of your style.
Press the “Event” button to enter the event list interface.



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

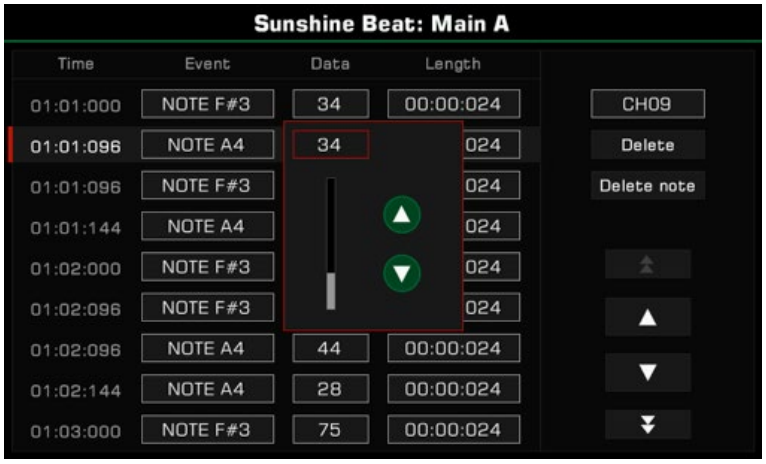
• Time: The time the event occurred, expressed as “Bar: Beat: Tick”.
• Event: The event type and name. You can use “NOTE”, “CTRL”, “PITCH BEND” and “SOUND” events.
• Data: Event parameter. The parameters and their expressions vary with the event type.
• Length: The length of notes.

You can edit the information for each event within the channel in detail.
1. Change an Event
Press the “Event” button to edit the event.



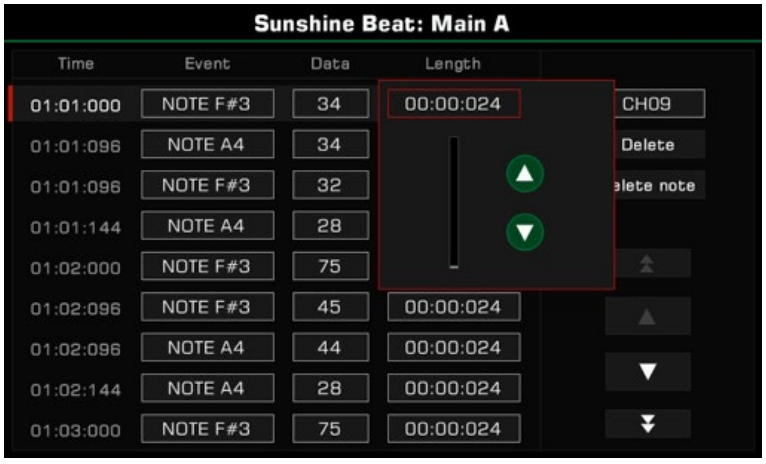
Edit different objects corresponding to different event types.
• NOTE: This event changes the note pitch.
• CTRL: This event changes the number of controllers.

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

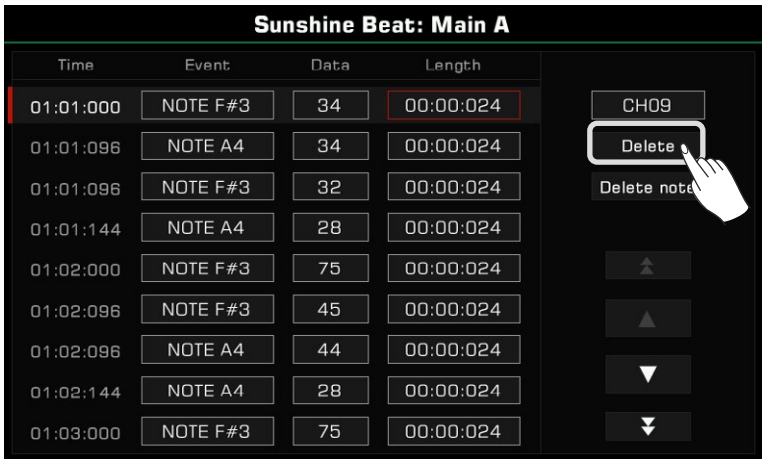


Edit different parameters corresponding to different event types:
• NOTE: This event changes the note velocity.
• CTRL: This event changes the controller parameters.
• PITCH BEND: This event changes the pitch of the on-going notes.

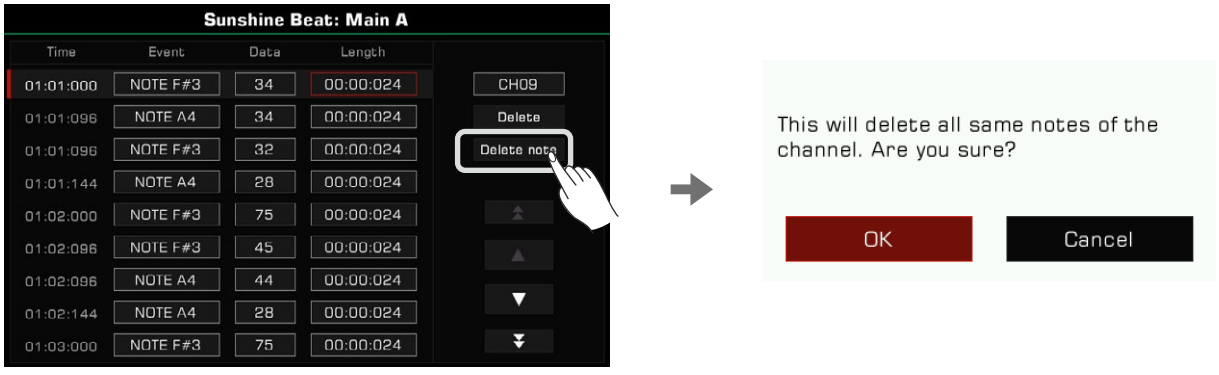
3. **Change Note Length**
   Press the “Length” button to change the length of notes (for NOTE events). Use the [DATA DIAL], Up and Down arrows and [<]/[>] buttons to adjust the beat and measure lengths (in number of ticks).



4. Delete a Note
   Select an event, then press the “Delete” button on the right to delete the event.

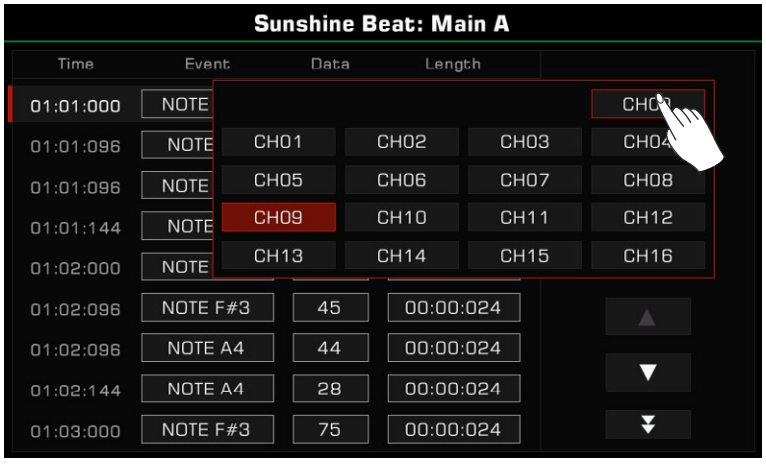


5. Delete All Notes of the Same Pitch
   Select a NOTE event, then press the “Delete note” button to delete all notes of the same pitch as the note you selected.



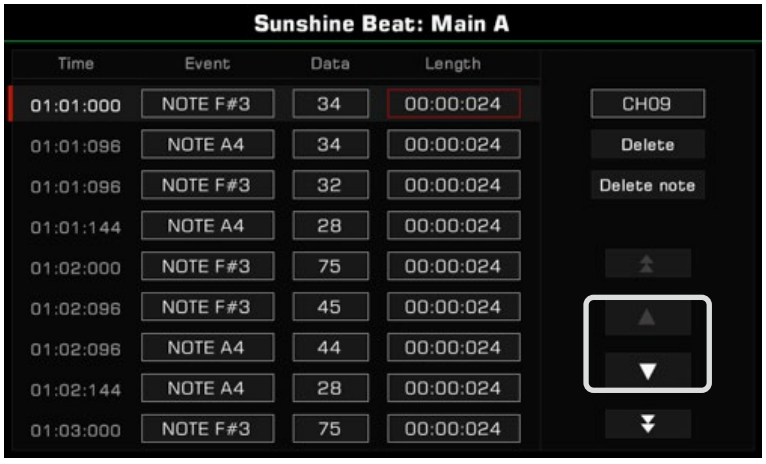
Tips:	After you delete the notes of the same pitch, the deleted content cannot be recovered after the edited style overwrites the previous style.

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

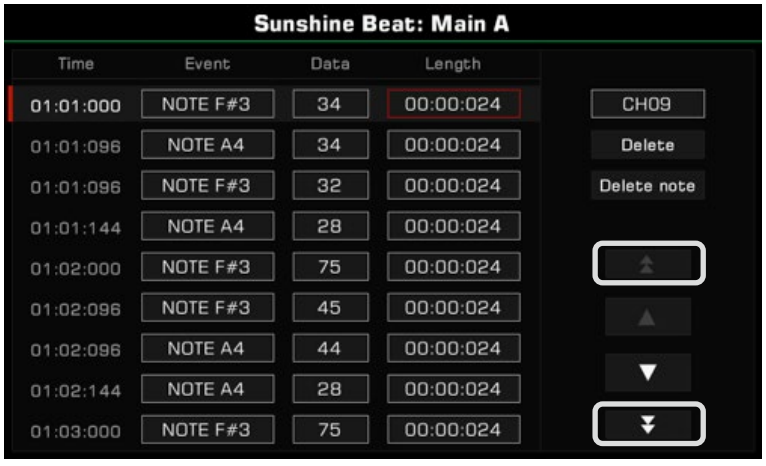


7. Preview Event

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

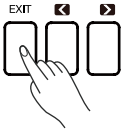


Press the double arrows to scroll between pages.



8. Exit Event List

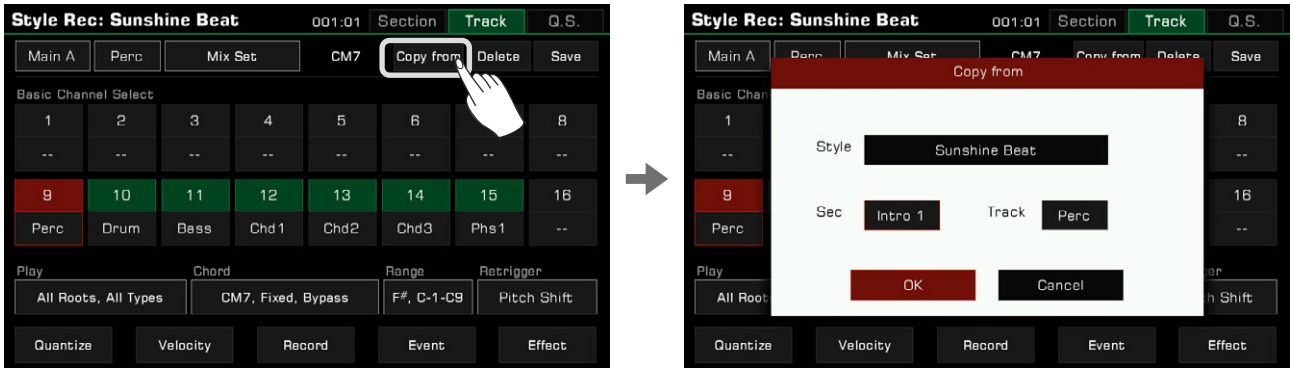
Press the panel [EXIT] button to return to the Style Further Editing menu.



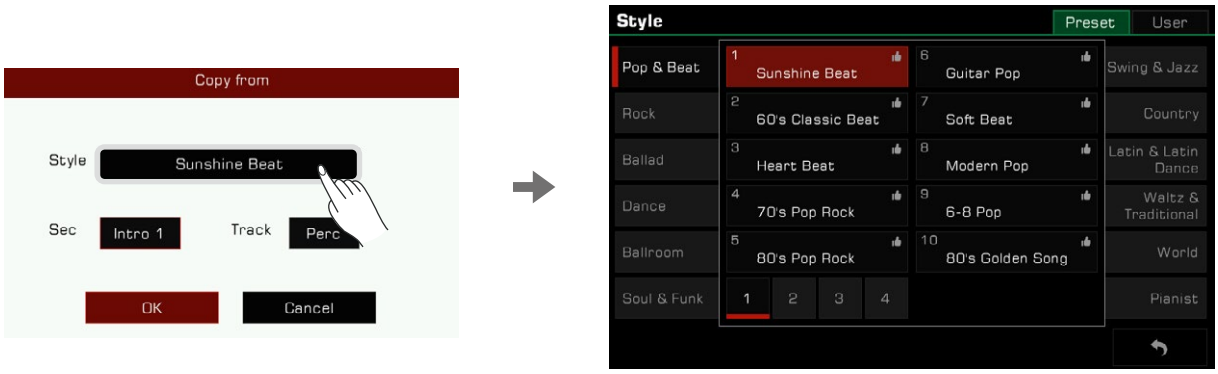
Copy From

Copy a channel from an existing style to the editing Style.

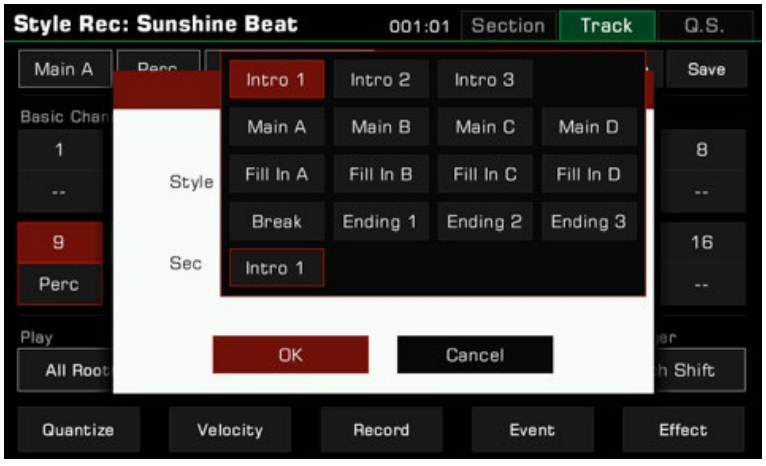
Open the “Edit” menu, and press “Copy from” to bring up a pop-up window. Select the source of the channel you want to copy.



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



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

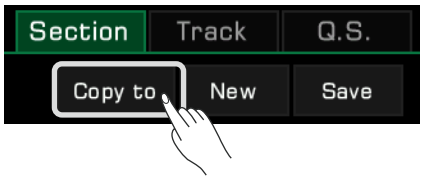


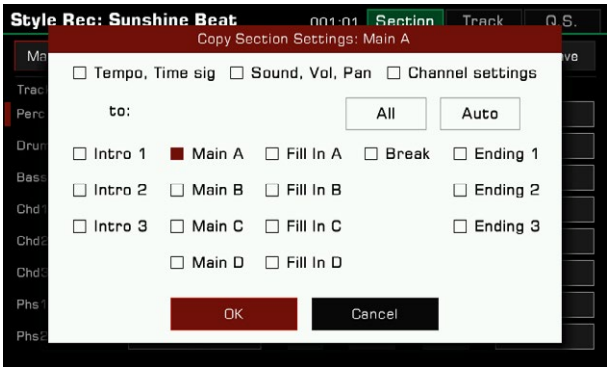
3. Press “OK” to confirm and save you settings.

Tips:	The data source you selected for the current editing channel needs to match. Please note: If you are editing the Perc or Drum channel, the only source channel you can copy from is Perc of Drum. “Copy from” will not be executed if NONE of the channels in the data source you selected match the current editing channel chord.

Copy Settings to Other Sections

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

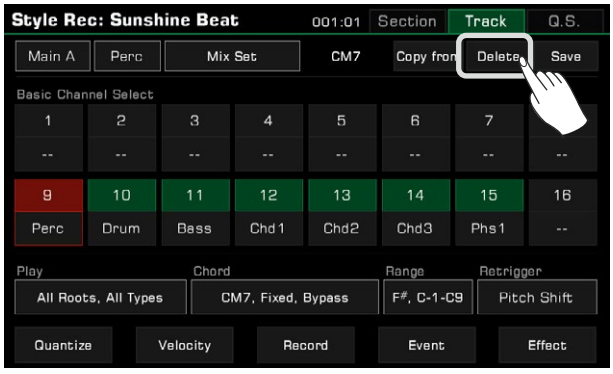


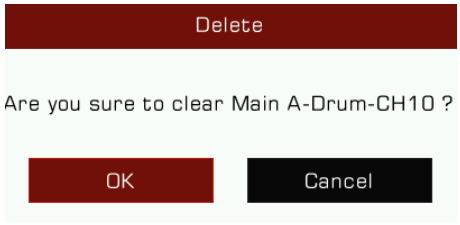


To apply the current section settings to other sections, click "Copy to" button and select your desired settings to copy them to the target section and its corresponding channels.
If you use the "Auto" button, the system will automatically select the appropriate target sections suitable for applying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

Clear

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





Tips:	After the channel is cleared, the deleted content cannot be recovered after the edited style overwrites the previous style.

Style Effect Edit

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

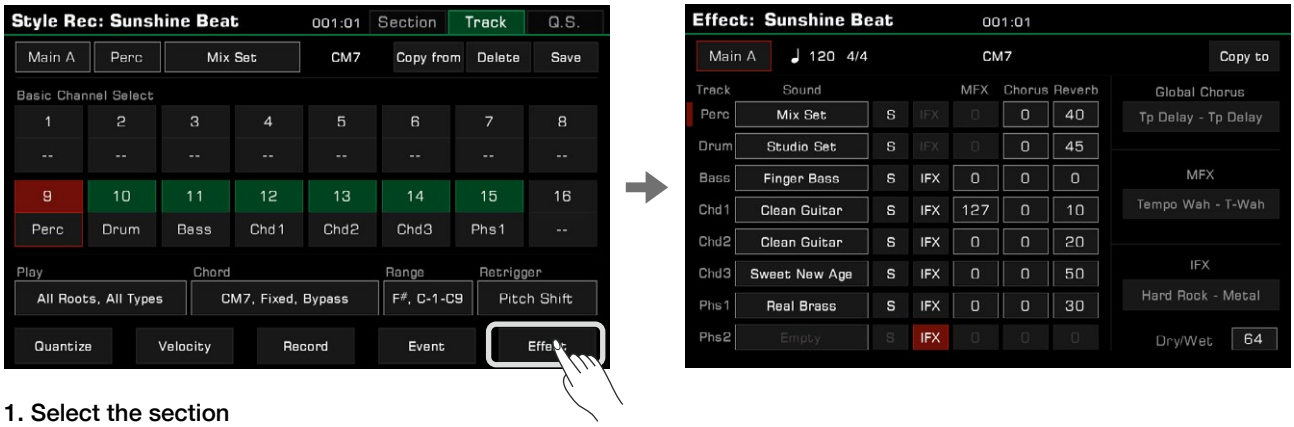
1. Adjust the level of Global Reverb of each channel.

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

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

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

In the Style Further Editing interface, click the “Effect” button to enter the editing interface.



1. Select the section

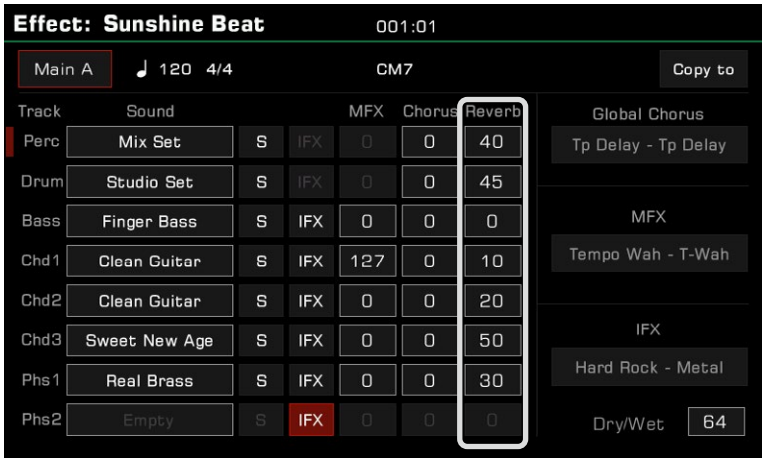
You can select another section to edit by clicking the button or by using the panel section buttons.

2. Channel sound selection

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

3. Global Reverb effect level

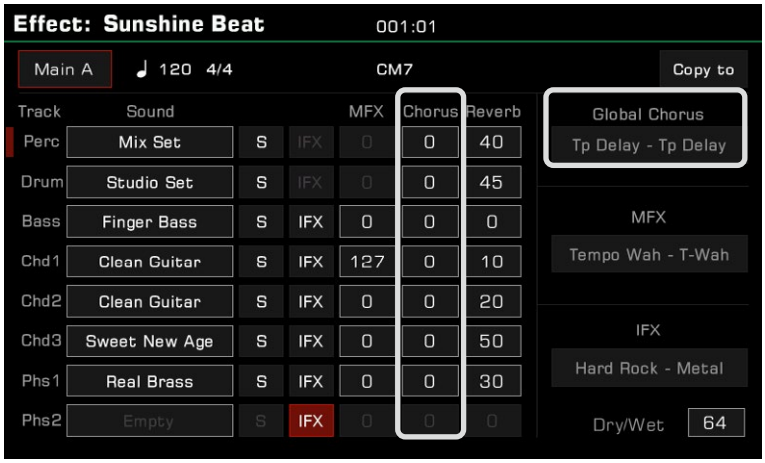
Click the Global Reverb effect parameters of each channel to set the value.



4. Global Chorus type selection and level setting

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

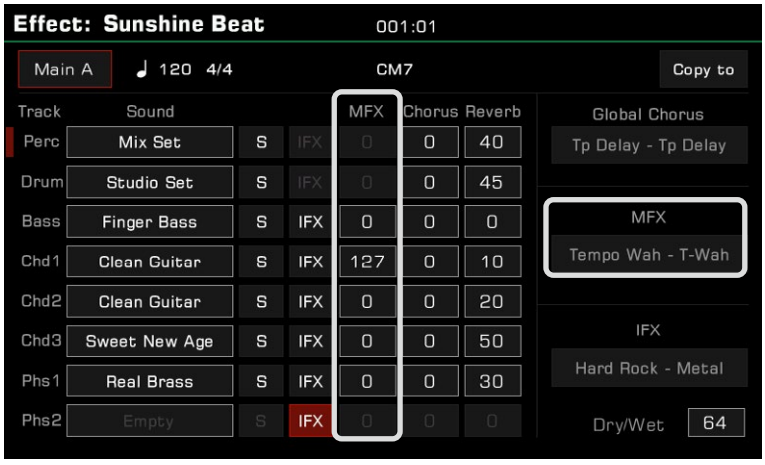
If you do not want to add a Global Chorus effect to the Style, select “Bypass” in the effects menu.



5. MFX effect type selection and level setting

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

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

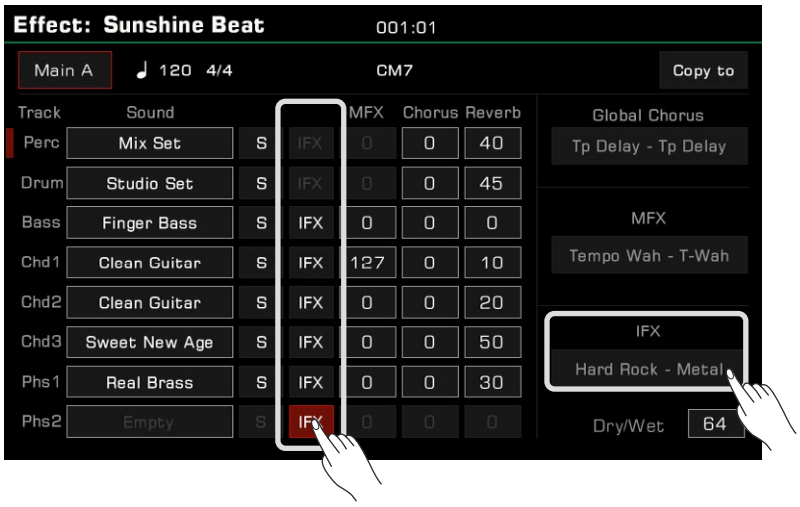


6. IFX effect type selection and level setting

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

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

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

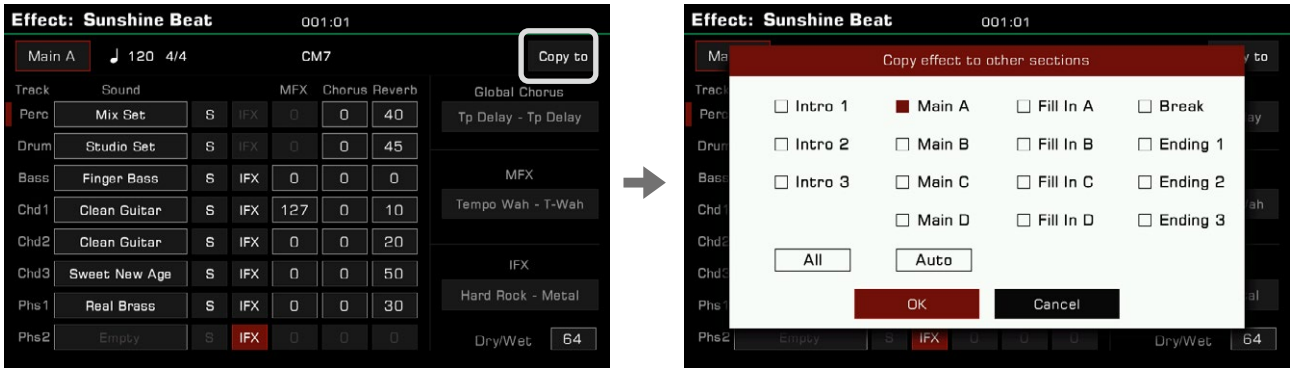


7. Listen to the channel effect

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

8. Copy the Style effect parameters to other sections

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



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

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

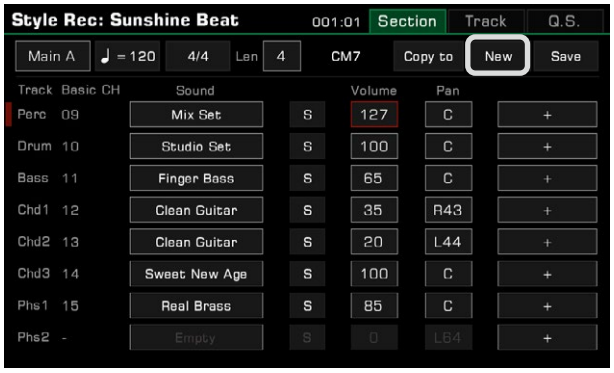
Tips:	Global Reverb type cannot be modified in the Style effects editing function. You can view the current Global Reverb of this instrument in the “DSP Effect – Global Effect” interface. Channel 9 and 10 are percussion channels. Since each key of the drum set has its own reverb, the Style effects editing feature for this instrument is not recommended/supported to add MFX and IFX for percussion channels.

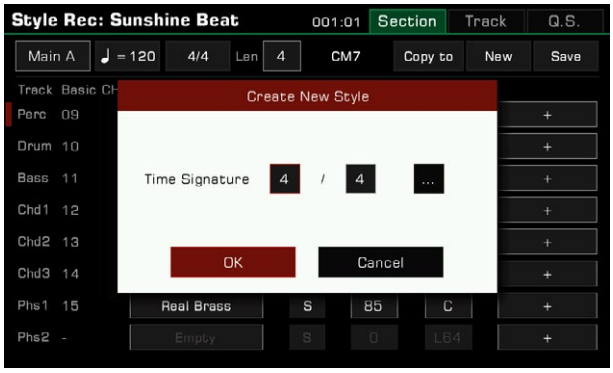
Recording Your Performance as a New Style

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

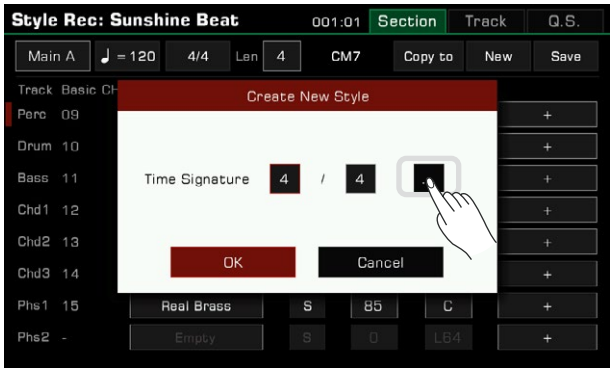
1. Create a blank style

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





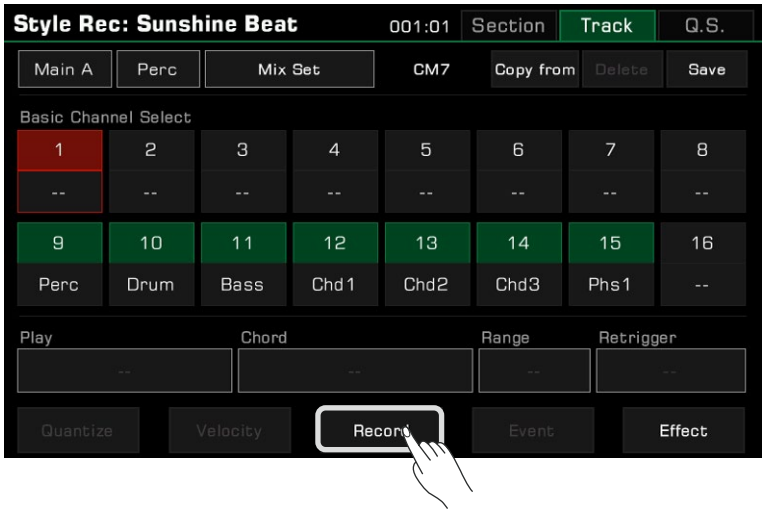
Set Style with multiple Beats/Time-Signatures:
Press the “...” button to open the advanced setting pop-up window. Set different Time Signatures for each section. Press “OK” to save and return to the Style Recording menu. Using the powerful and innovative Style recording function, you can also set different Time Signatures for different sections as follows.



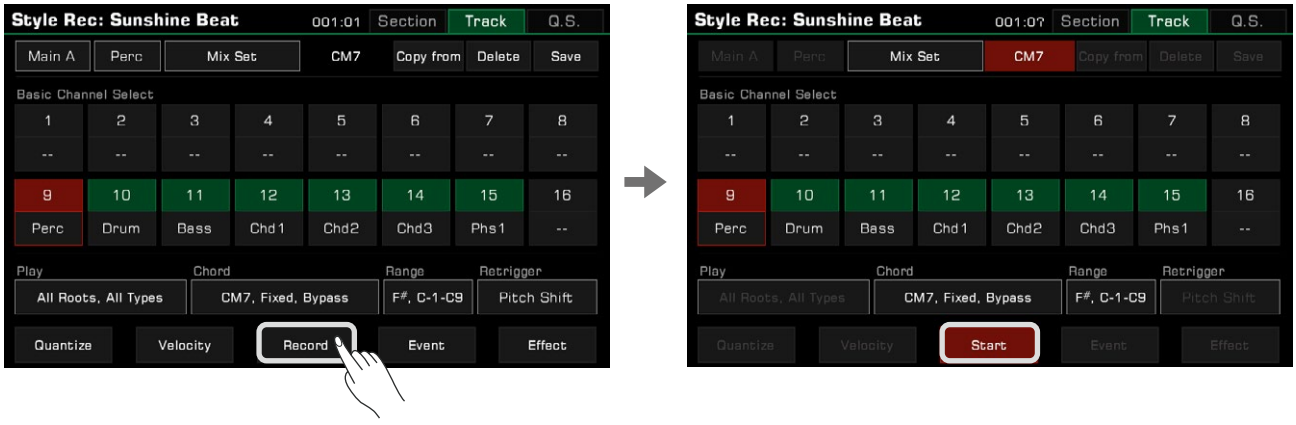
Tips:	If you just want to record a new style based on an existing style, select a style and skip this step.

2. Select the channel for recording

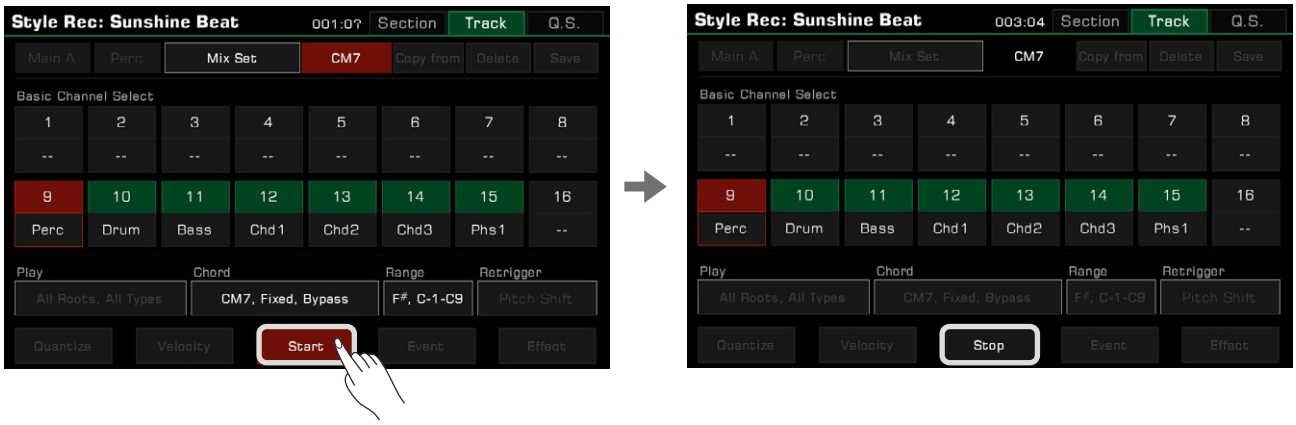
You must select a channel to record, then click the “Record” button below to arm the channel for recording.



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

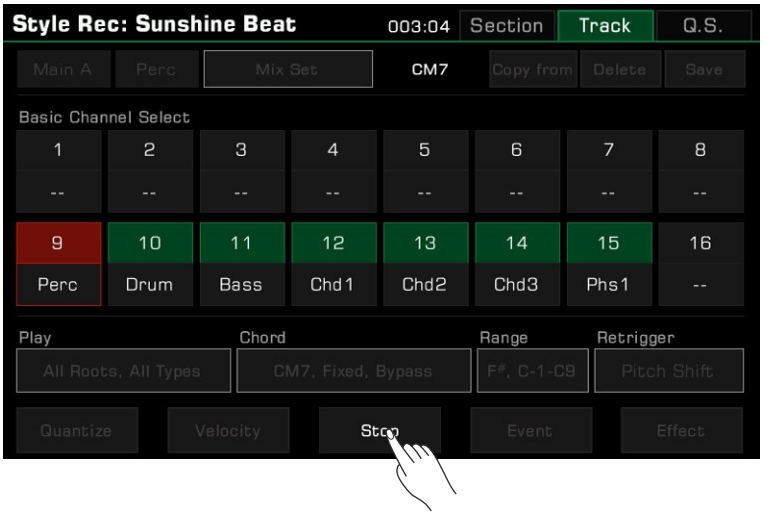


Play the keyboard, press the “Start” button, or press the panel [START/STOP] button to start recording. The screen button will change to “Stop”.



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

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



Listen to the Edited Style

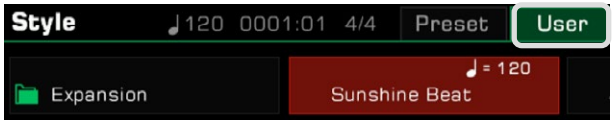
Pressing the [START/STOP] button on the panel will begin playing the edited Style section in a loop.
You can also listen to a channel of editing section by pressing the “Solo” button to turn it on.

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

Saving Edited Style

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

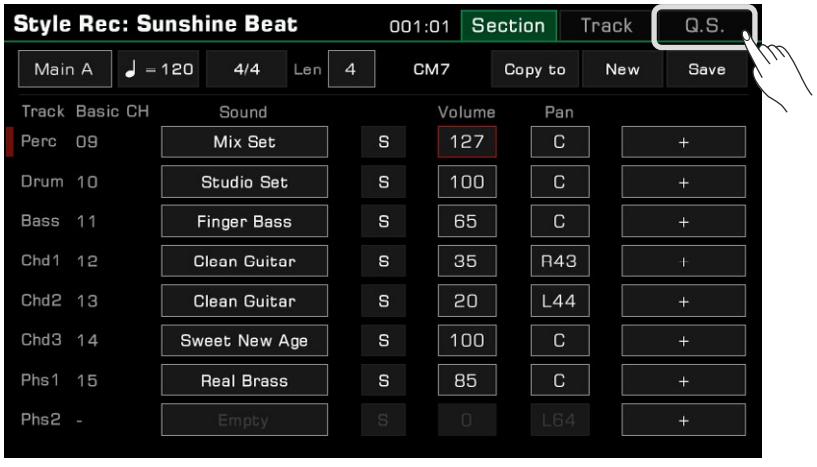
Now, you can locate the new User Style you saved in the “User” tab.



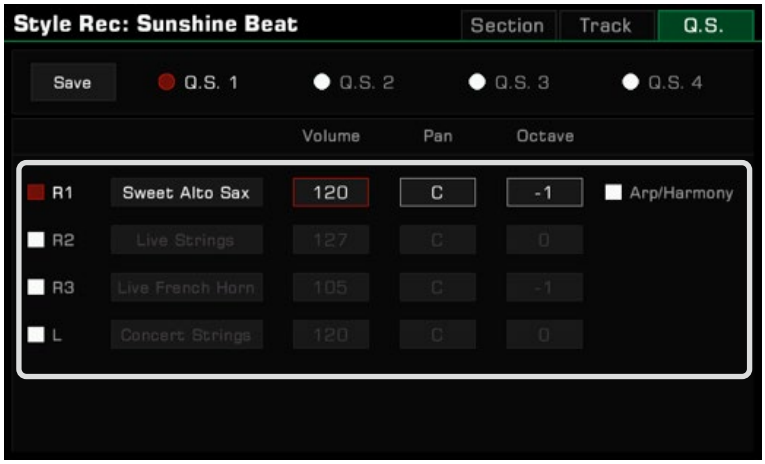
Setting Style Q.S. (Quick Setting)

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

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

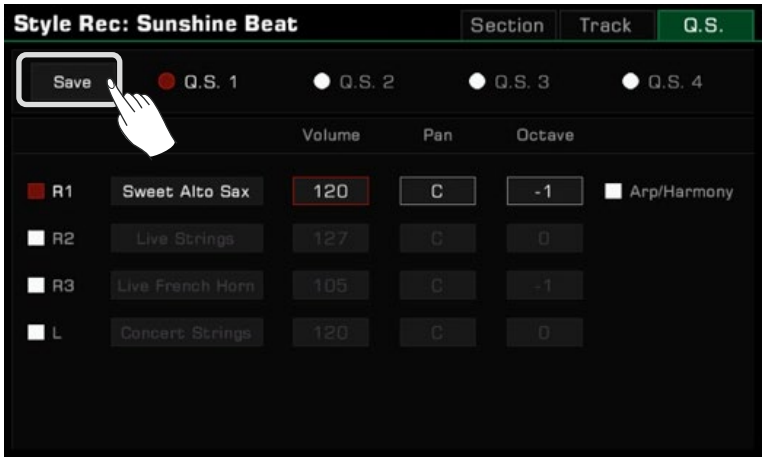


2. The Q.S. settings menu allows you to set each detailed parameter of the Q.S..



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

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

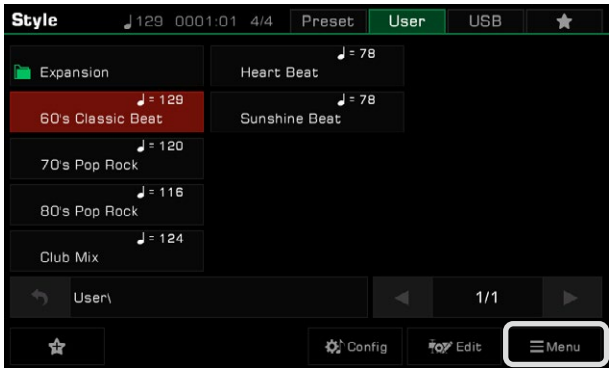


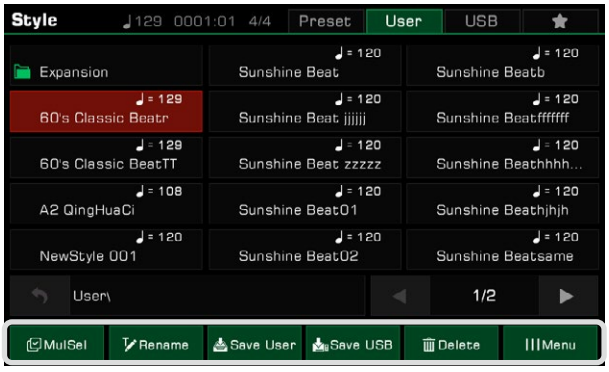
Saving, Deleting or Renaming the User Style

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

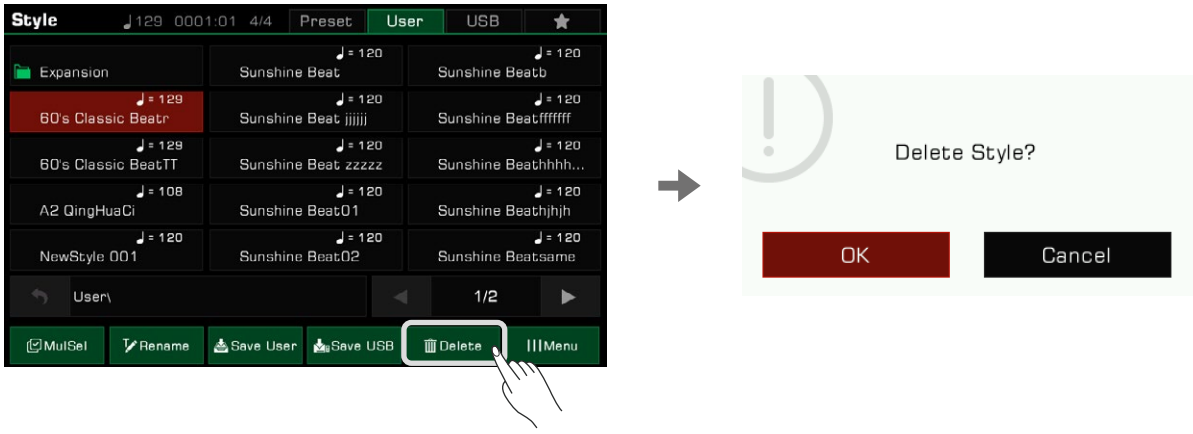
1. Press the “User” tab and select a User Style.

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

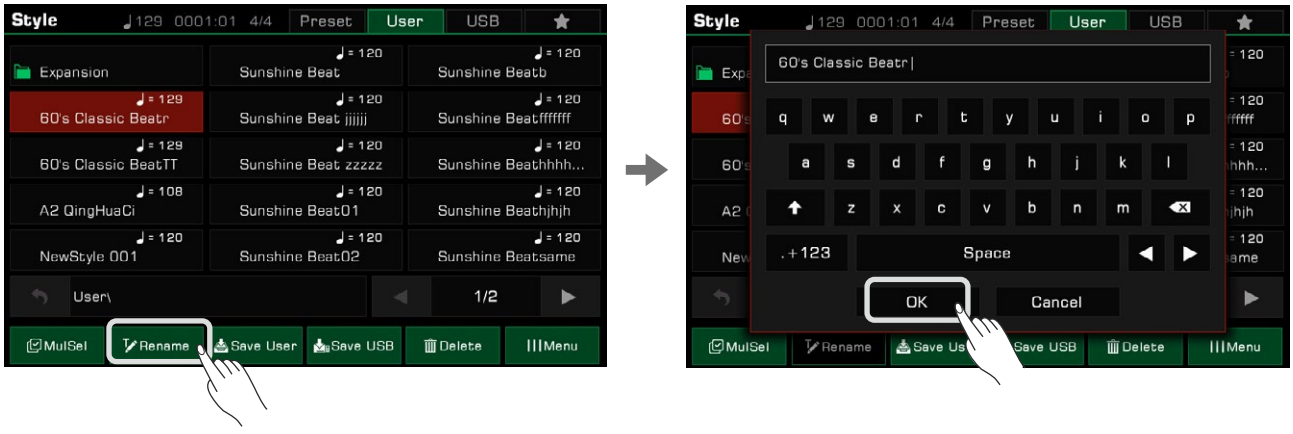




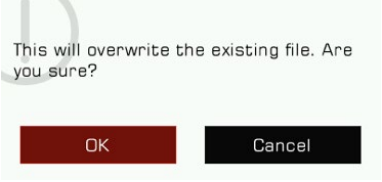
3. Press the “Delete” button and press “OK” in the pop-up window to confirm.



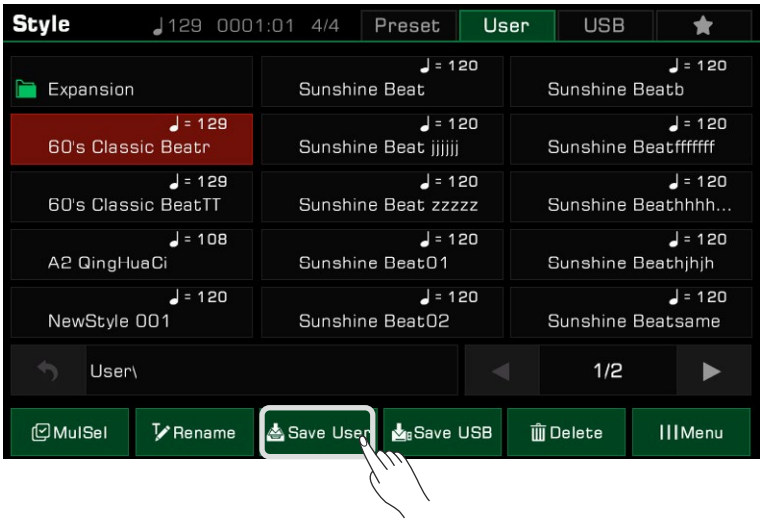
4. Press the “Rename” button and enter a new name with the soft keyboard. Press “OK” to save the new Style to the “User” tab.



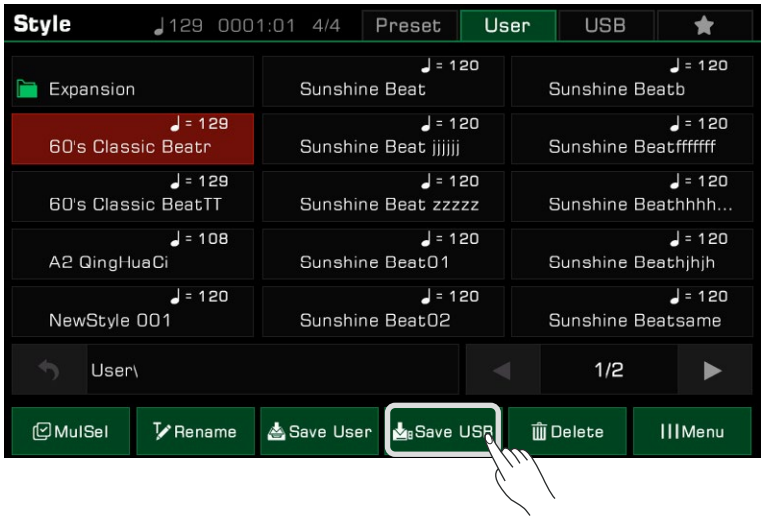
If the name already exists, a warning pop-up will ask you to confirm whether to overwrite the existing file.



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



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



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

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

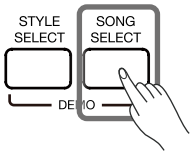
Playing Songs and Audio

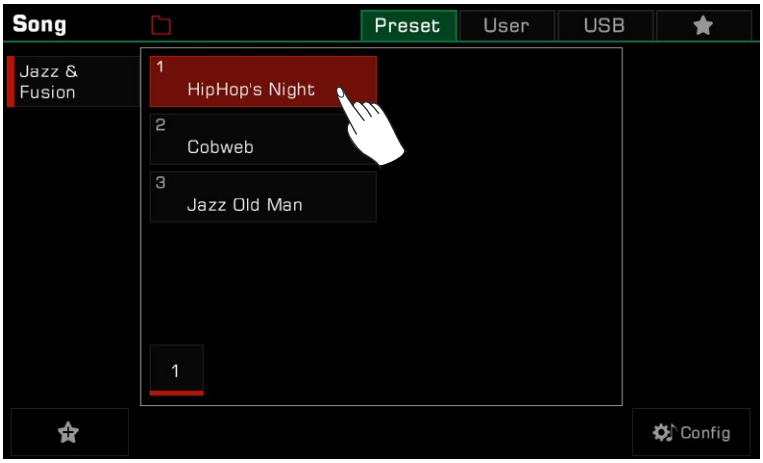
This instrument features 3 songs.
You can also play audio files (WAV / MP3 / AAC(.m4a)) and MIDI files from a USB device through the built-in speakers.

Selecting Songs

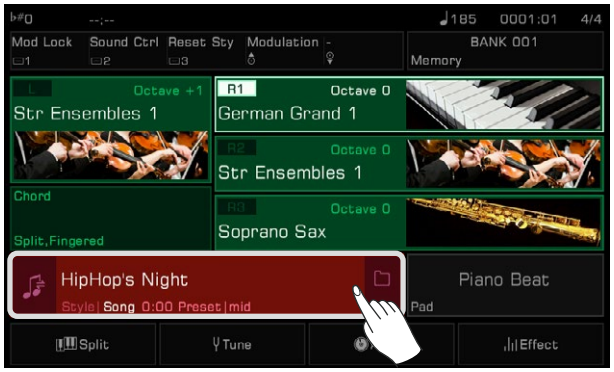
1. You can select preset songs one of the two following ways:

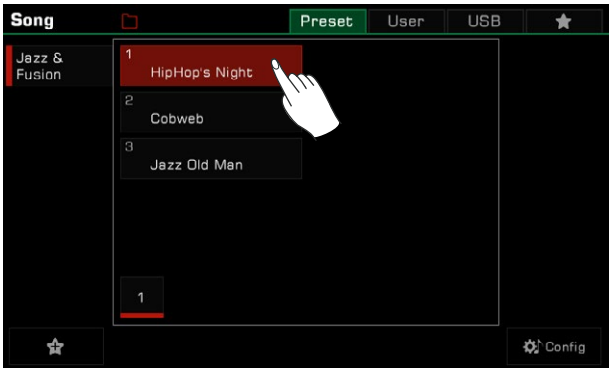
- Press the [SONG SELECT] button to enter the song selection menu. Press a song name to select a song.





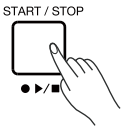
- Select Song mode from the style/song area in the main display. To select user songs, press the “User” or “USB ” tab and select a song file from the menu.





Playing the Keyboard During Song Playback

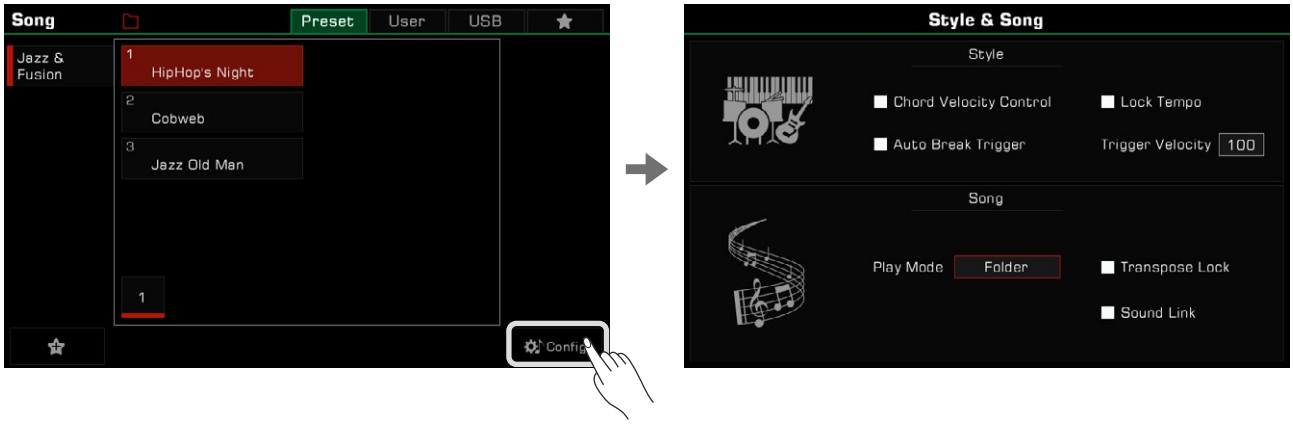
In Song mode, the [PLAY/STOP] button LED will be lit. Press the [PLAY/STOP] button to play the song.
Press it again to stop the song.



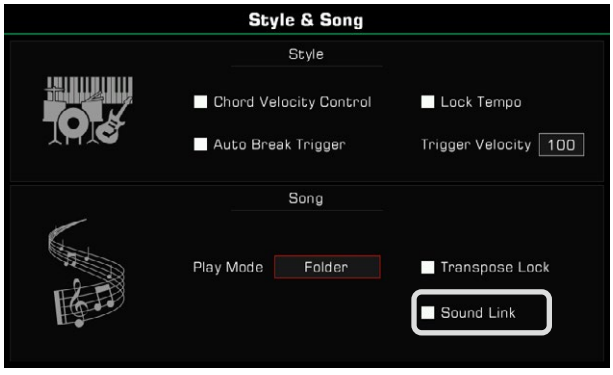
Press the [II] button, the playing song will pause. Press it again to resume playing from the current position.

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

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

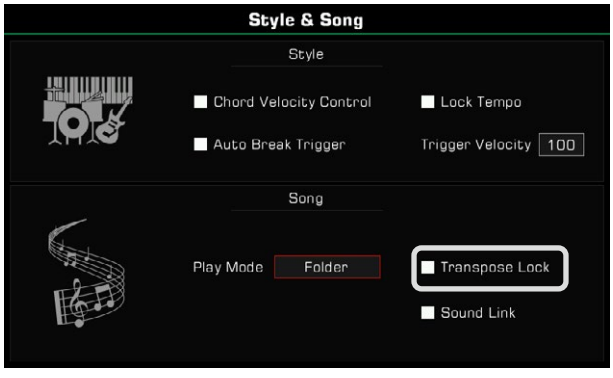


2. Check the box to select the Song Sound Link option. The R1 tone will be set as the main melody sound of the currently selected song.
   You can also select other sounds to play, but if the Song Sound Link is turned on, the keyboard sound will automatically follow the sound of the new Song you selected.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



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

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

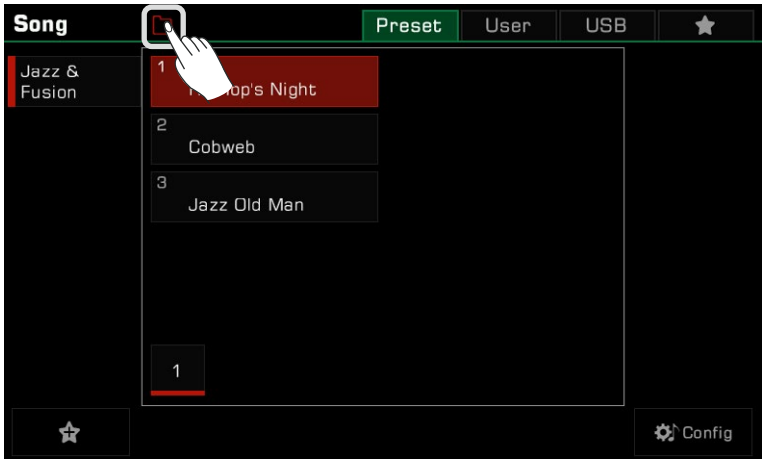


2. Now, you can use the panel [TRANSPOSE<] or [TRANSPOSE>] to change the pitch of the keyboard sound and play the keyboard as the song plays.
   Turn off the Song Transpose Lock, and the song will respond to the system transposition.

Operating Song Playback

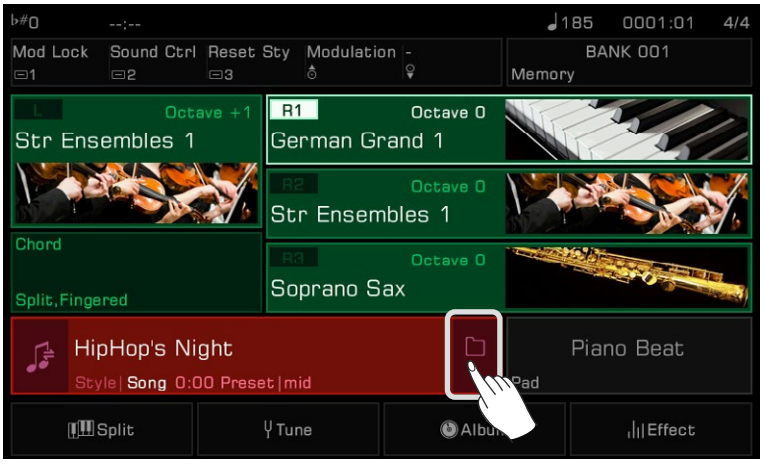
Select Song Play Mode
There are three ways to change the playback mode:
The default song play mode is Order. In this play mode, the songs in the current group will be played in order and stop automatically after the last song is played.

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

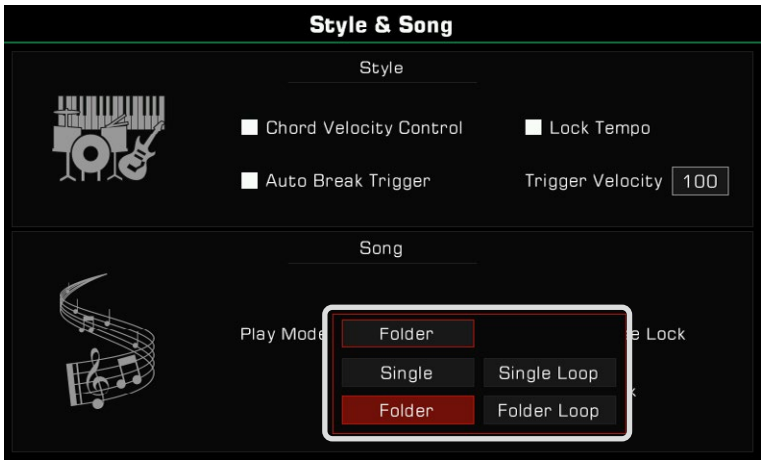


	Order: Play the songs in the current group in order and stop automatically after the last song is played.
	Single: The currently selected song will stop automatically after playing.
	Single Loop: The current song will play repeatedly.
	Group Loop: The current group of songs will play in a loop.

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



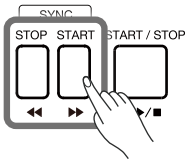
3. Enter the “Style & Song” menu through [GLOBAL SETTINGS]. Press “Song Play Mode” and select a mode from the popup list by using the [DATA DIAL] or the [<]/[>] button.

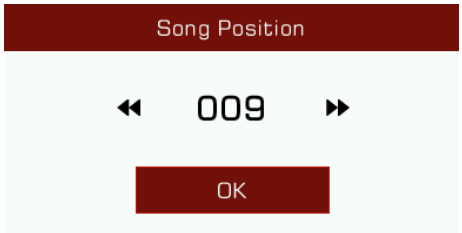


REWIND and FAST FORWARD

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

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

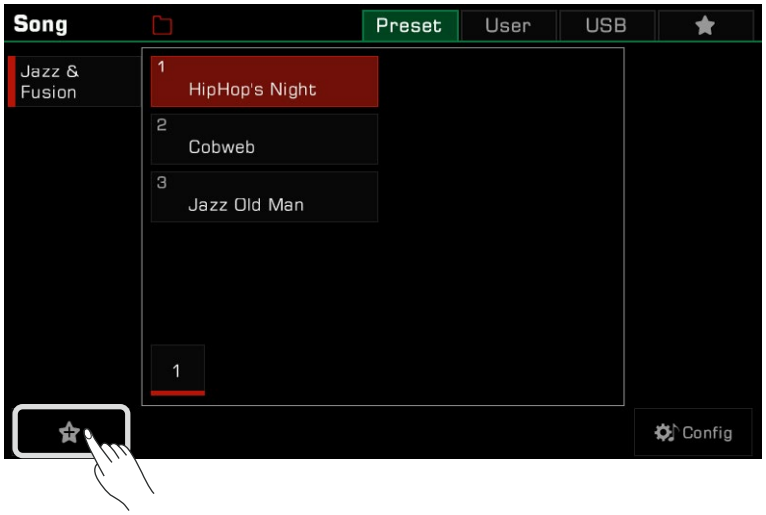




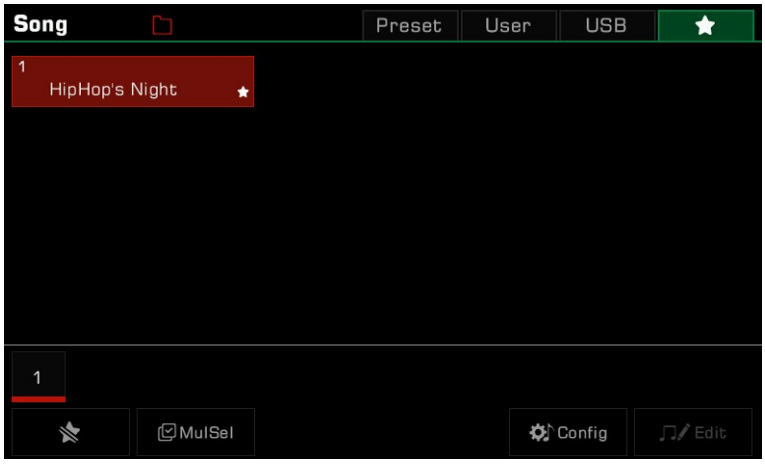
Add Songs to “My Favorites”

Add selected Songs to “My Favorites” as follows:

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

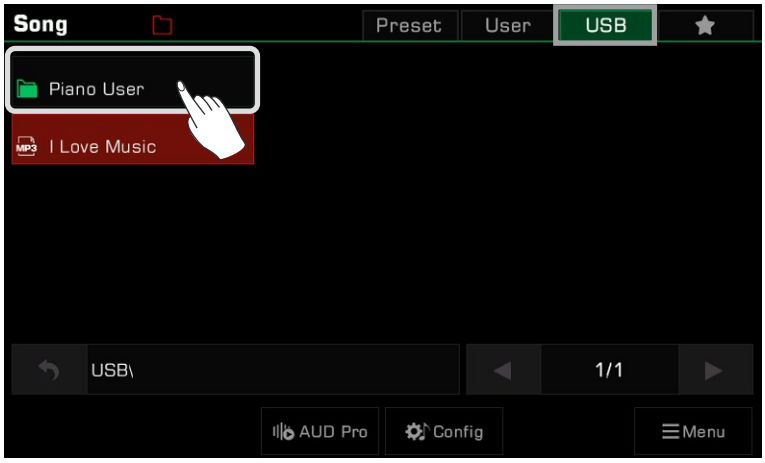


2. Press the “My Favorites” tab to access the songs you saved. You can remove one or more of the songs in this menu anytime.

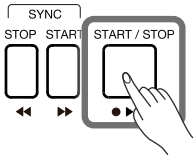


Audio Playback

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

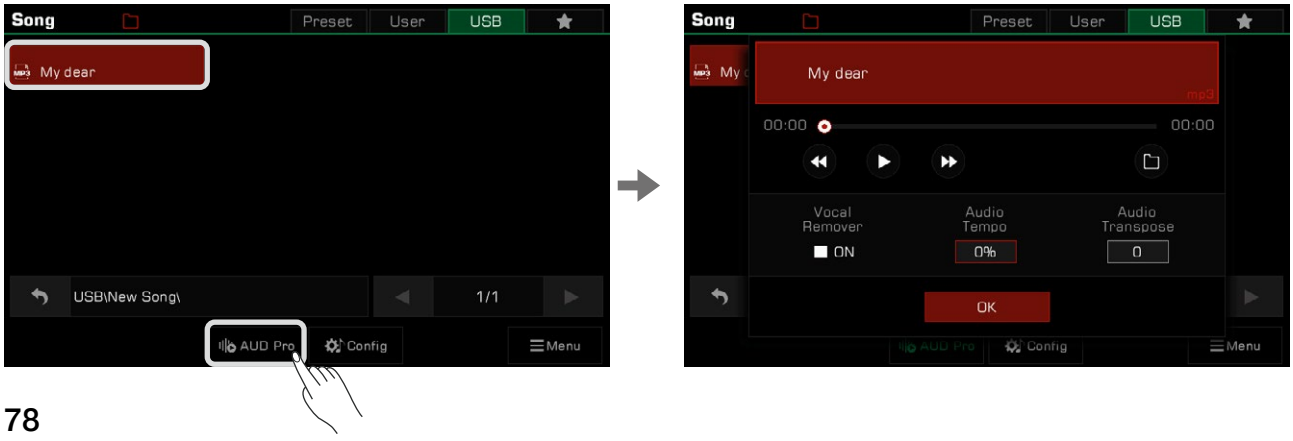


2. Press the [PLAY/STOP] button to start playing the audio.

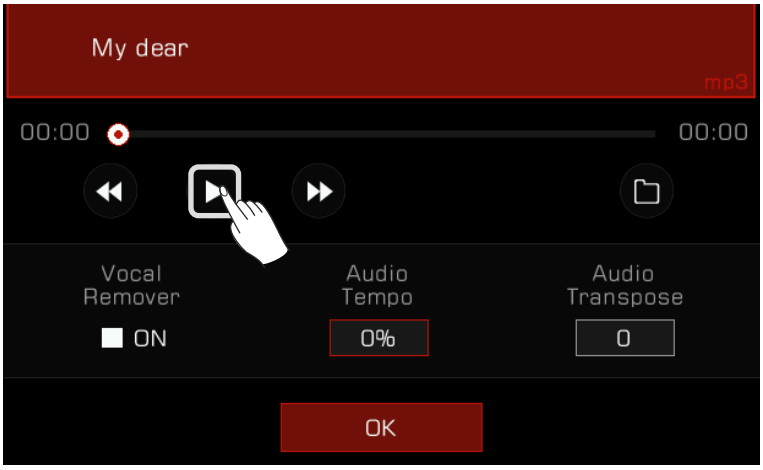


Operating Audio Playback

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

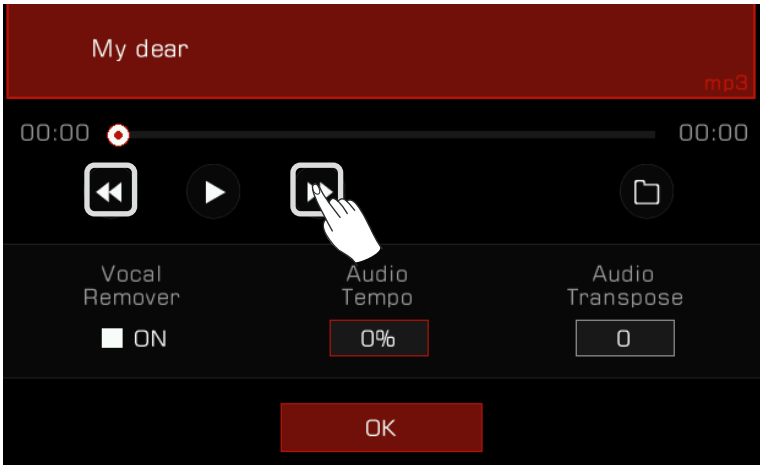


Use the “Play/Pause” button in the player to play or pause the audio.

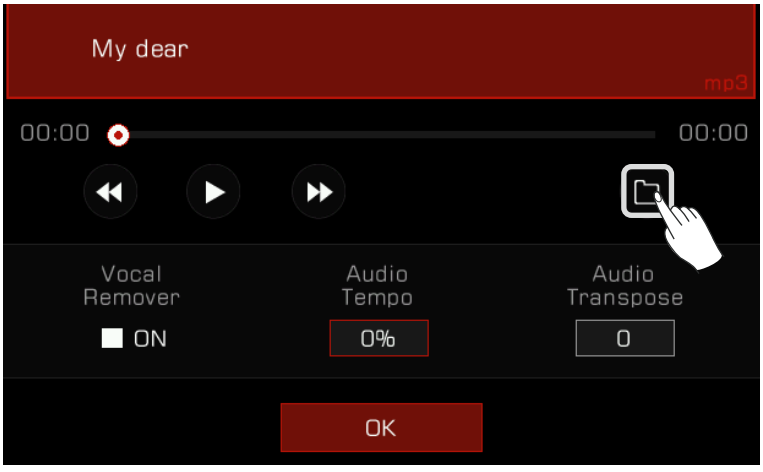


When the audio is playing or paused, you can press the “Rewind” or “Fast forward” arrows to rewind or fast forward in seconds.

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



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



Real-time Audio Processing

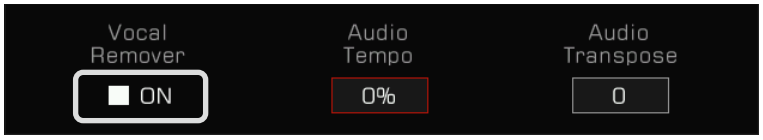
The instrument has powerful real-time audio processing functions. Audio playback has vocal remover, tempo change, and transpose functions that let you do karaoke and create other possibilities for your live performance.

Vocal Remover

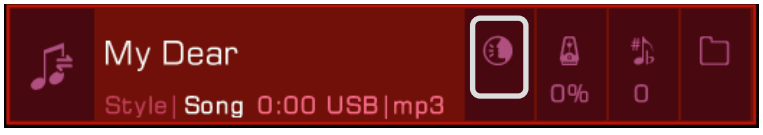
The Vocal Remover eliminates the human voice part of the audio in real time. This allows you to use a keyboard or microphone to play or sing the main melody.

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

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



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



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

Audio Tempo

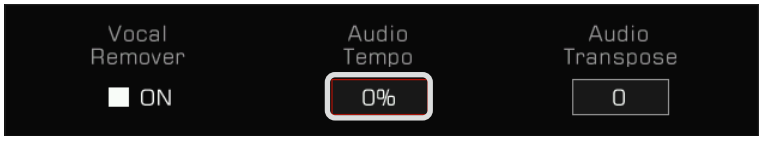
The Audio Tempo can be changed in real time without affecting the audio pitch.

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

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

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

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



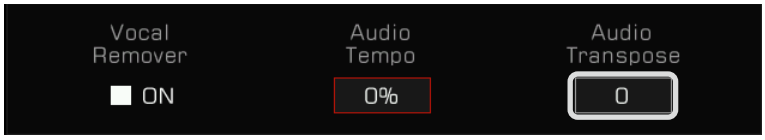
2. Press the “Audio Tempo” icon in the song display area of the main menu to adjust the audio tempo in real time.

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

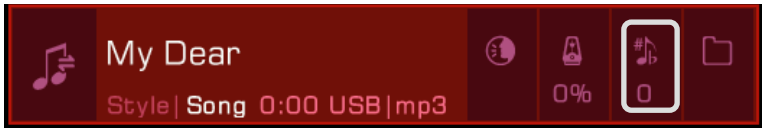
Audio Transpose
Use the Audio Transpose function to raise or lower the audio pitch in real time without changing the tempo.

There are two ways you can do this in real time:

1. Press “Audio Transpose” in the audio player and adjust the transpose pitch by using the [DATA DIAL], [<]/[>] buttons, or using the touch screen
   The adjustment range is -5 ~ +6.



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



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

Song Recording and Audio Recording

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

MIDI Recording

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

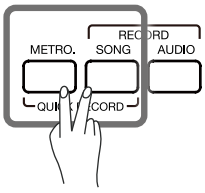
The MIDI songs you record will be saved in the User Song library. You can also play the keyboard during User Song playback and use it as accompaniment.

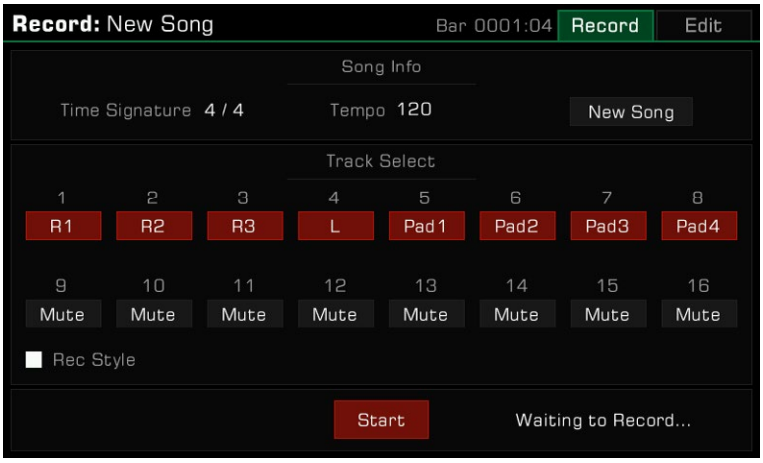
You can also save your recorded MIDI songs to a USB storage device. You can do detailed editing and create your own music by using other MIDI devices.

Quick Recording

Quick recording lets you get right into recording.

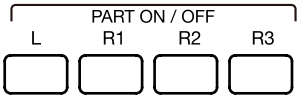
1. Press the [METRO.] and [SONG RECORD] buttons at the same time to instantly create a new song. The [SONG RECORD] LED light will flash. Now, look at your settings before you record.



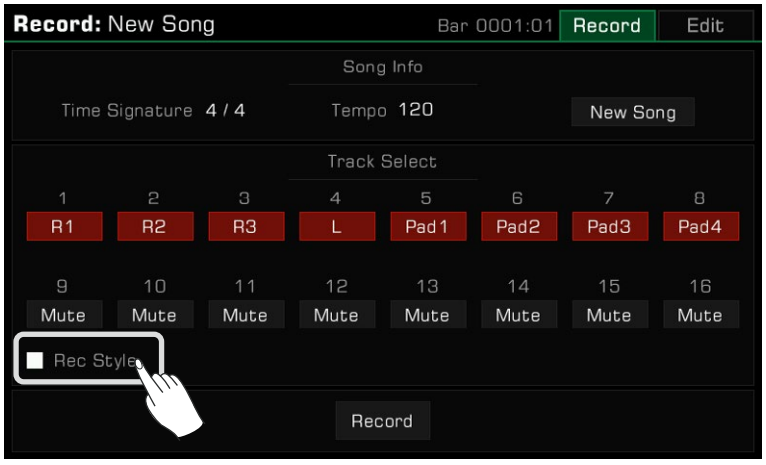


2. Here is how to set the recording parameters during the ready state:

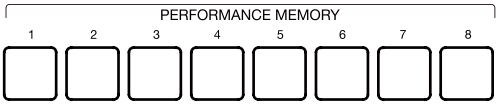
- Select the parts to record
  Turn on the Part switch on the panel to set the recorded parts. And select the recording channel for them and record them.



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

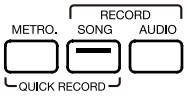


- Recording and performance memory
  Press any of the [PERFORMANCE MEMORY 1] - [PERFORMANCE MEMORY 8] buttons and the performance memory can be called immediately for recording.

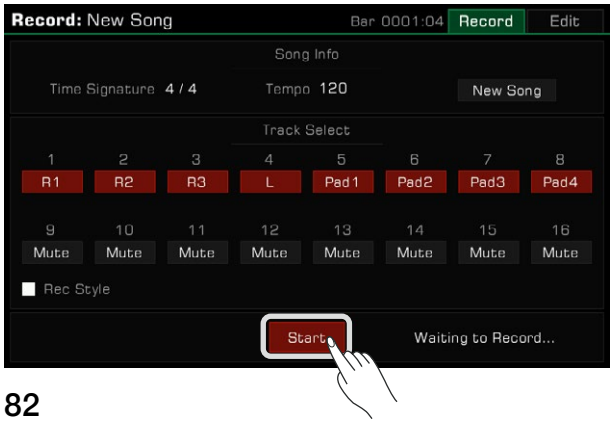


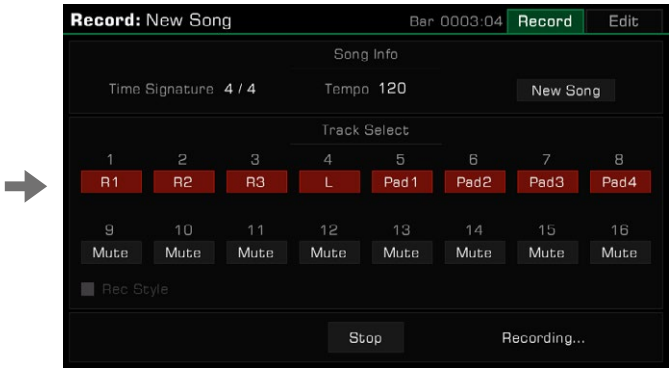
- Other Settings
  You can also adjust the system tempo, transpose, and octave settings before recording.

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

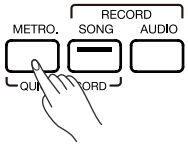


You can also press the “START” button in the menu to start recording.

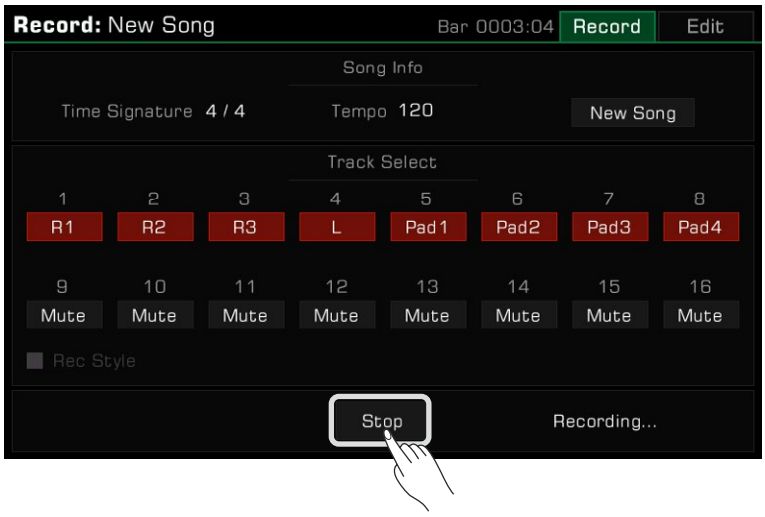




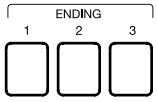
4. Turn on the metronome at any time during the recording to assist your performance. The metronome sounds will not be recorded.



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

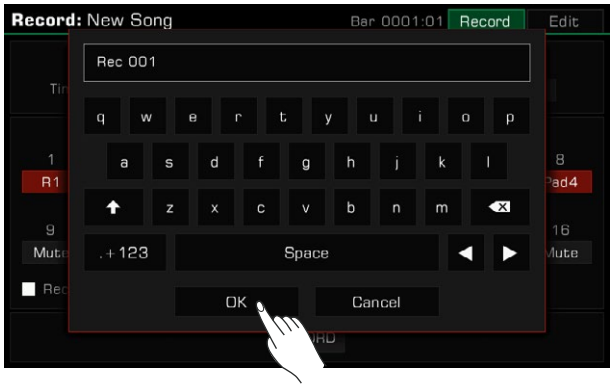


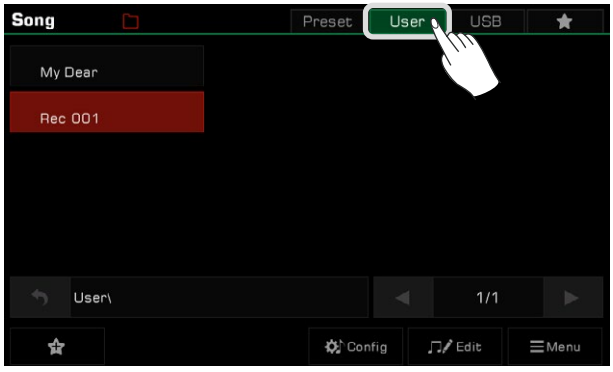
If you also recorded a Style, press the [ENDING] section and the recording will automatically stop when it finishes playing.



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

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

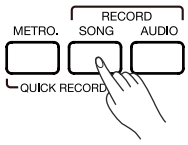


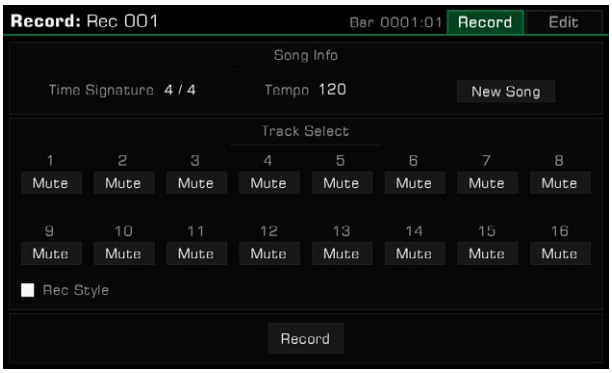


Multi-Track Recording

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

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





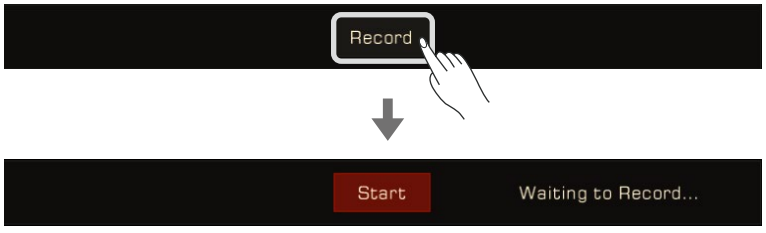
2. Press the track name to bring up the track list and select the part you want to record. Then you can do some preparation for recording. To change which part is assigned to a track, select the field below the number and make a selection.

By default, the corresponding part of each track is:

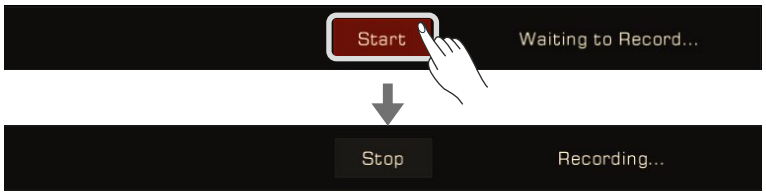
1	R1	6	Pad 2
2	R2	7	Pad 3
3	R3	8	Pad 4
4	L	9~16	Style Channels
5	Pad 1		

After music data is recorded, the track content is automatically set to “ON”. When recording other tracks, these tracks will be played back.
You can also set some tracks to “Mute” so that they will not be played while recording other tracks. Muted tracks will still be heard during playback of the song.

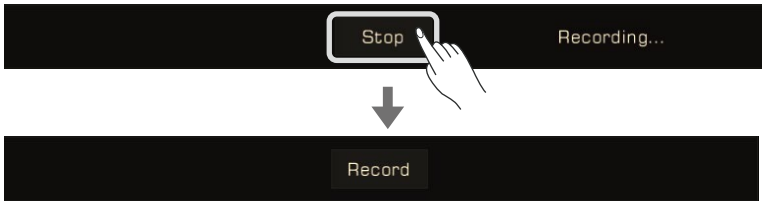
3. Press the “RECORD” button in the menu to get ready for recording. You can still make any adjustments you need before beginning.



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



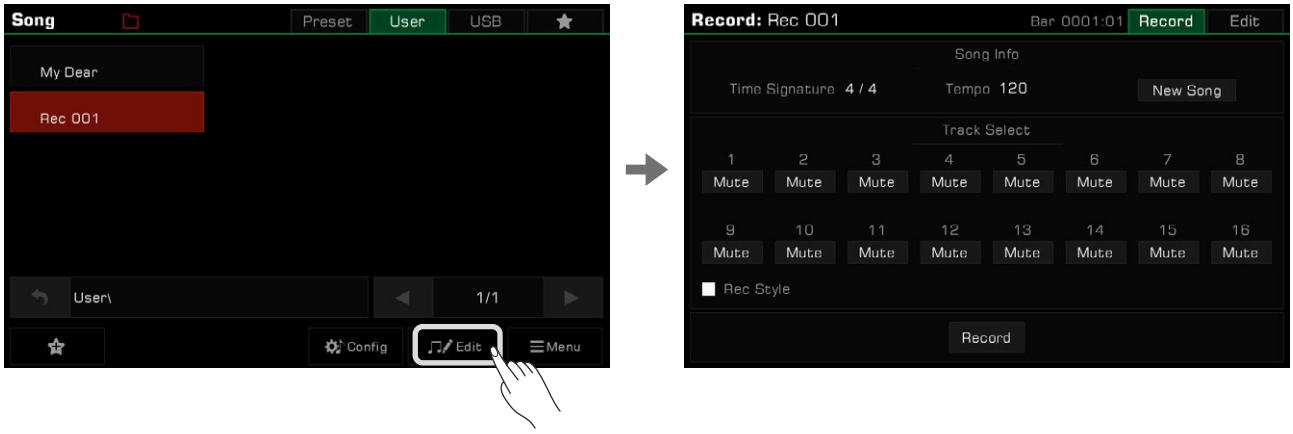
5. When you are finished, press the “STOP” button in the menu to stop recording.



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

If additional tracks are required, repeat steps 2~5 above.

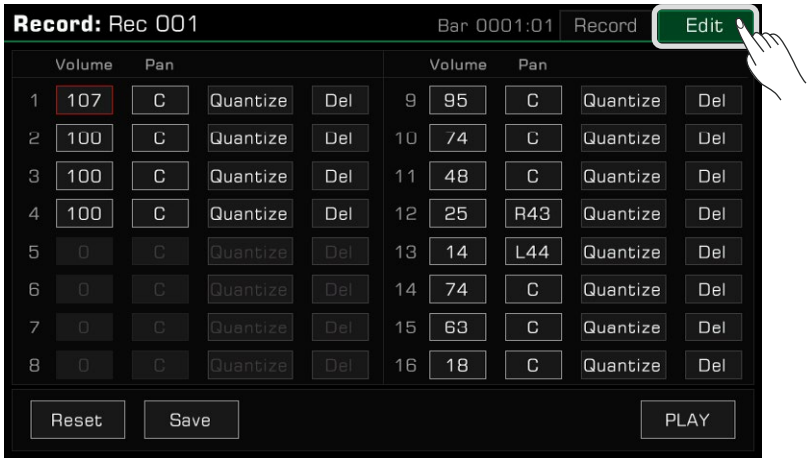
If you want to add recording tracks to a saved song, select the song from the User Song list and press the “Edit” icon to enter the recording menu. From there you can make additional recordings or edit the song.



Tips:	**About IFX:** Due to system resource limitations, only one Insert Effect can be used per channel during MIDI recording. It will follow the priority order as “IFX1 > IFX2 > IFX3 > IFX4” if you add several effects on one part. During playback, the IFX that is not added is preferred for playback. However, if all current IFX are used, the system preempts the IFX that is currently being used by the Part. This may lead to the loss of an effect part you played on the keyboard during playback. Please rest assured that this is a normal phenomenon. After the recording is played back, it will be restored. See the IFX section for more information.

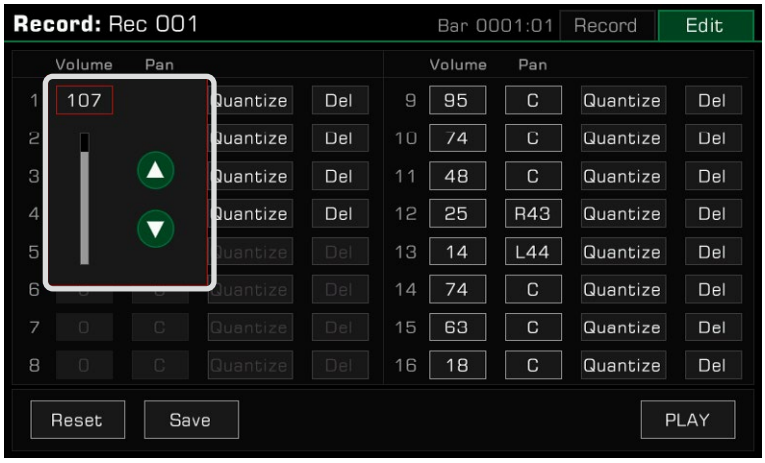
Editing a Recorded MIDI Song

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



Track Volume

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

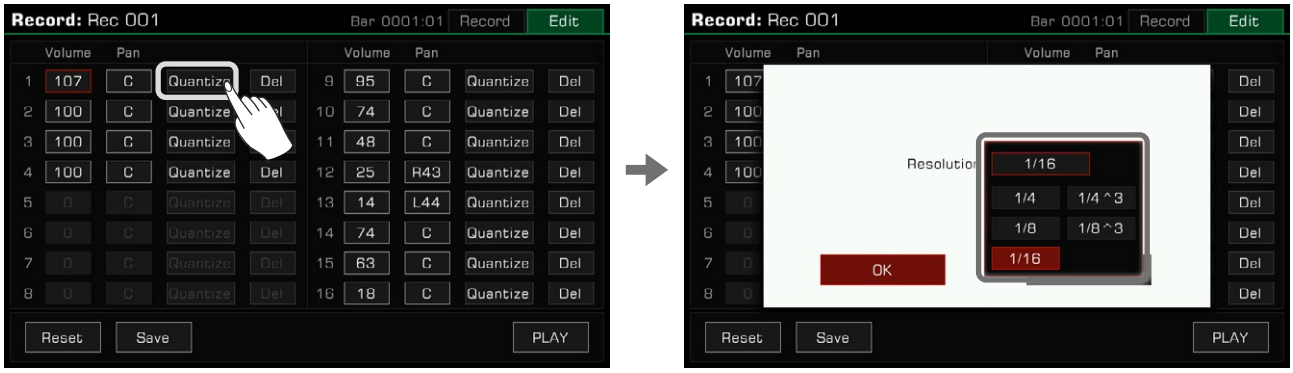


Track Pan

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

Quantize

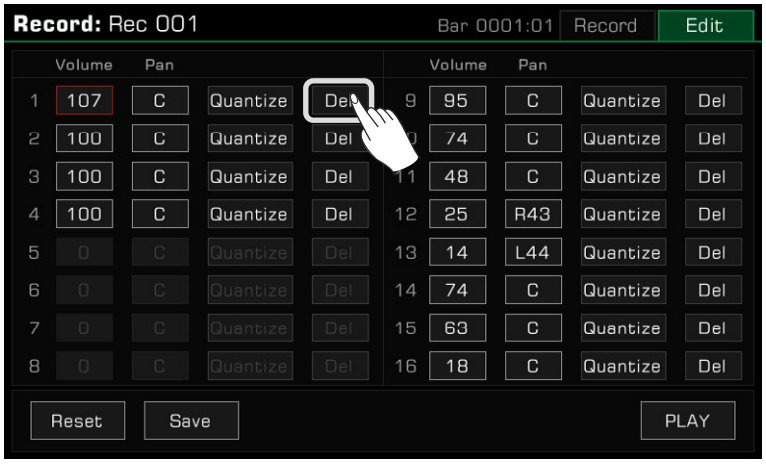
Press “Quantize” to bring up the quantization pop-up. Select the quantization accuracy then press “OK” to quantize the notes in the current track.



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

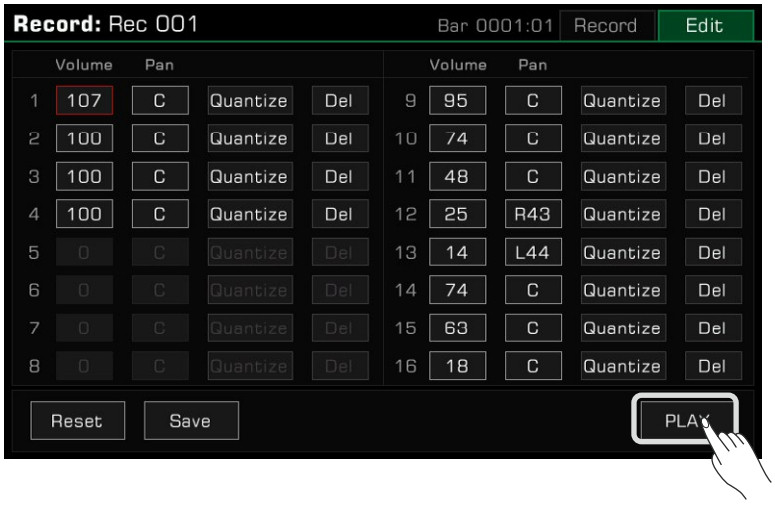
Delete

Press the “Del” button to clear all the track information. You need to keep at least one track.



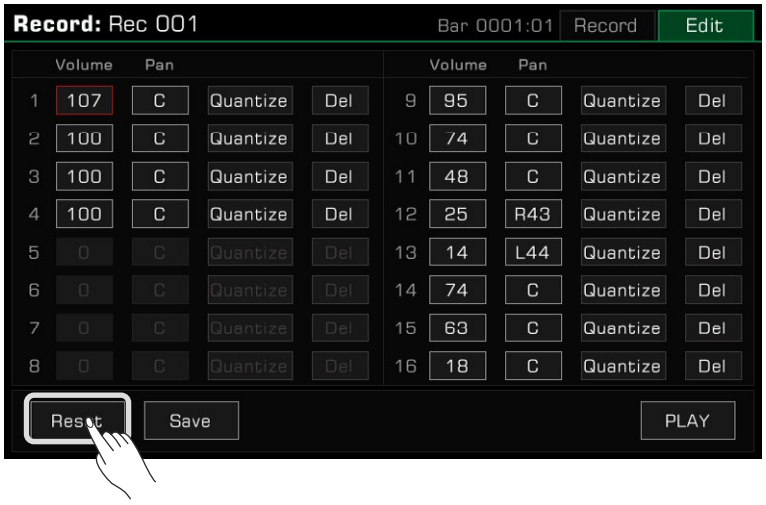
Listen to the Edited Song

Press the “PLAY” button to listen to the song you’ve edited. Press “STOP” to stop playback. Use the [PLAY/STOP] button on the panel to play back the song as it was before editing. This is an easy way to compare the edited version of the song with the original version.



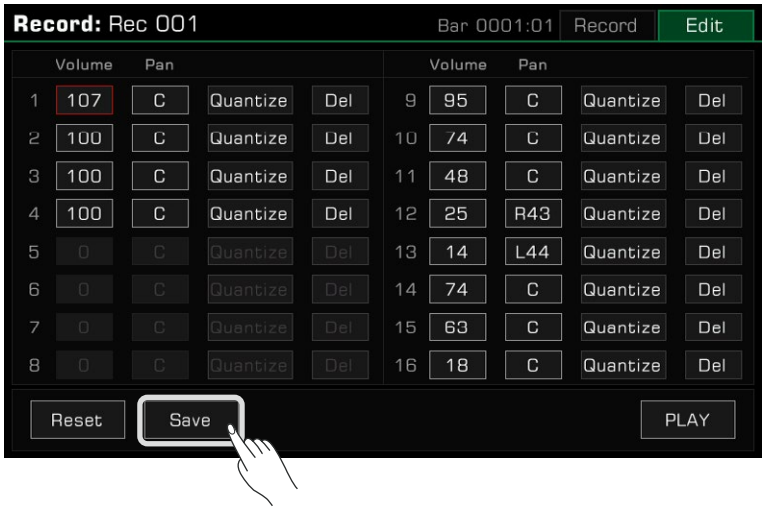
Reset the Editing

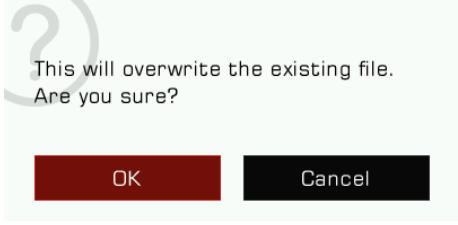
Press the “Reset” button to reset all of your edits. The track parameters will be restored to their previous values.



Save Your Edits

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





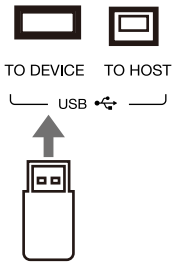
Note!	If you exit the song editing menu before saving, all of the changes you made will be lost.

Audio Recording

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

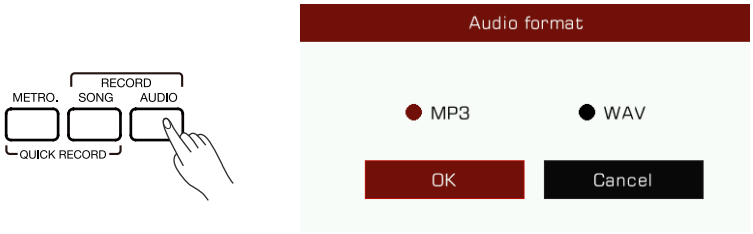
All the sounds from this instrument can be recorded as audio, including external audio sources such as Mic In and Aux In, even the music played via Bluetooth. The metronome cannot be recorded.

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

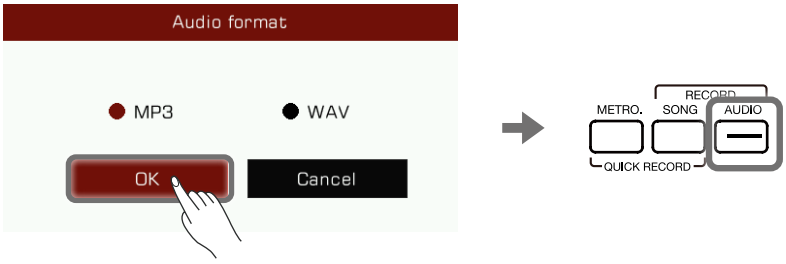


2. Press the [AUDIO RECORD] button to bring up a recording format pop-up. Press to select the audio format in which the recording will be saved.

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

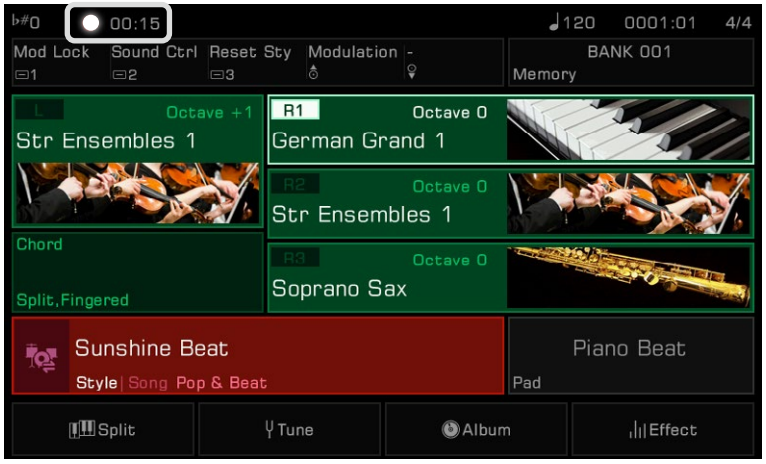


3. Press “OK” and the recording will start immediately. At this time, the [AUDIO RECORD] button LED will be lit. Your playing, singing or external audio will be recorded and saved to your USB storage device in real time.



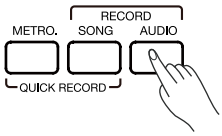
The instrument supports 90 minutes of recording. The recording time information appears at the top of the Main display.

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



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

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



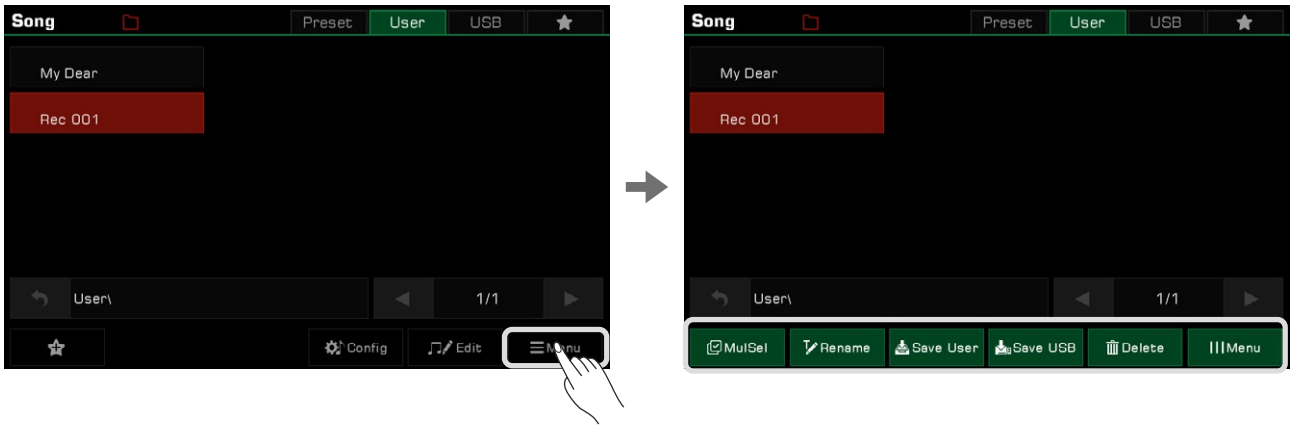
Before audio recording, make sure the USB storage device has sufficient capacity. If it runs out during recording, the recording will stop and be saved.

Saving, Deleting and Renaming the User Song

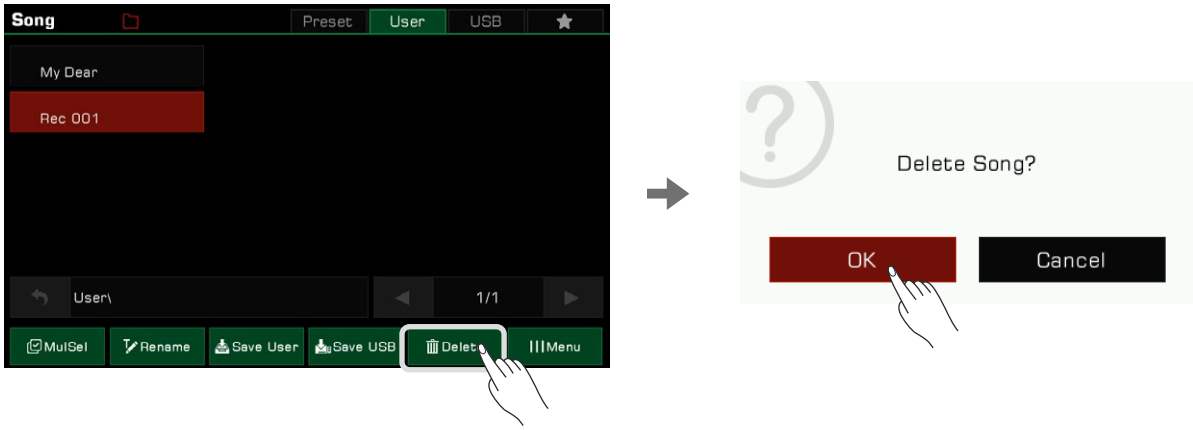
You can delete, rename, or save a User Song to a USB storage device from the User Song tab.

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

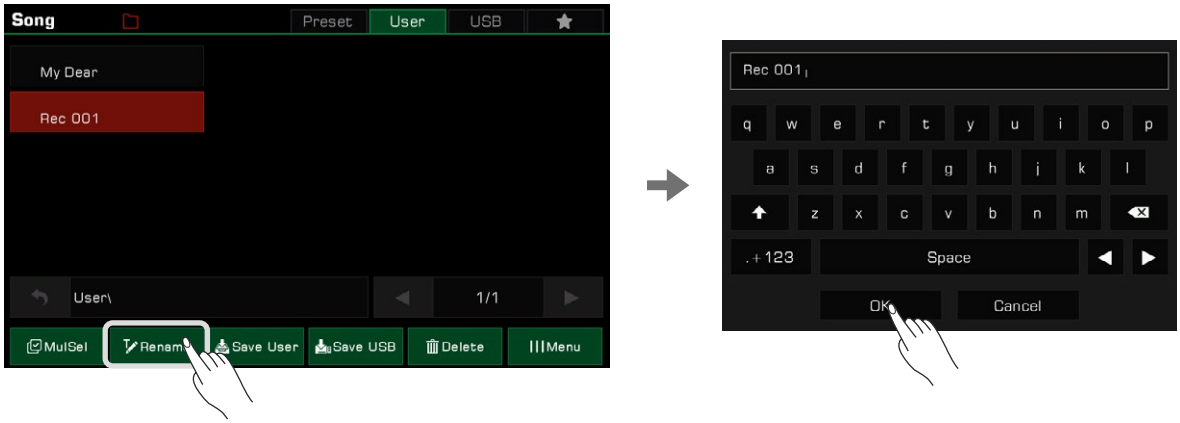
2. Press the “Menu” icon at the bottom right of the menu to bring up the function list.



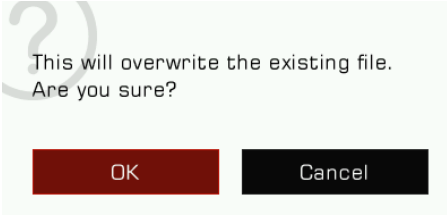
3. Press “Delete” and then confirm to delete the currently selected User Song.



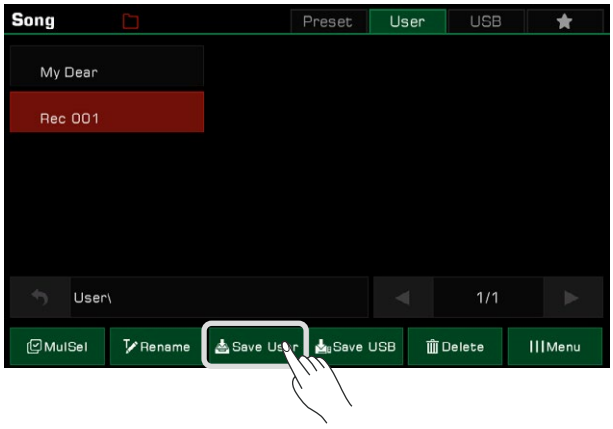
4. Press “Rename” to bring up the soft keyboard and enter a new name to rename the currently selected User Song. Press “OK” to confirm.



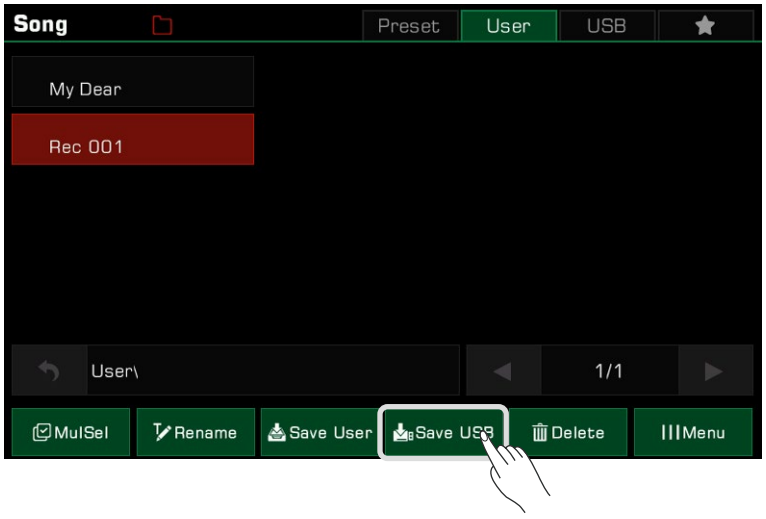
If the new name you entered already exists, an alert will pop-up to ask you to enter a different name for the currently selected User Song.



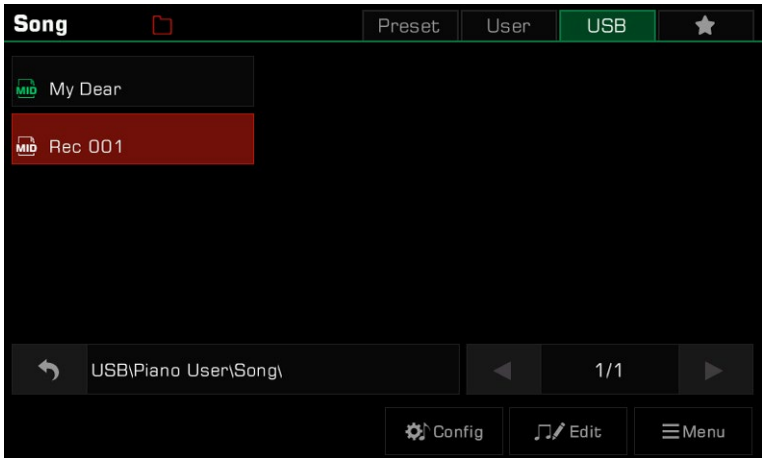
5. Press “Save User” to bring up the soft keyboard and enter a new name to save the currently selected User Song to the User list. Press “OK” to confirm.



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



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



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

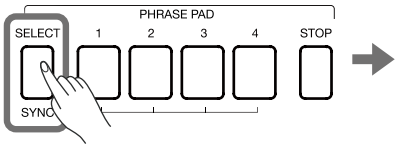
A Phrase Pad is a short rhythmic sequence or sequence of phrases. Similar types of sequences are combined to form a Phrase Pad Bank.

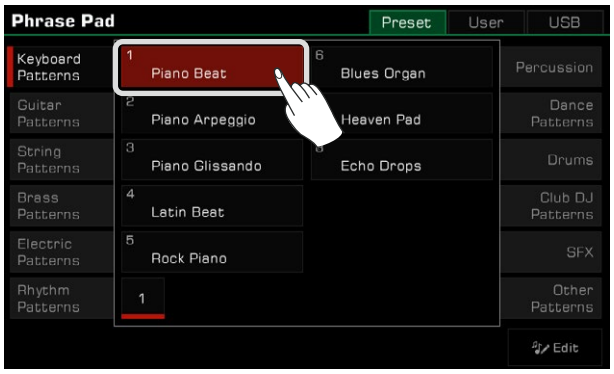
The instrument has more than 180 Phrase Pad Banks, each containing four sequences.These sequences vary in style and length, so experiment with them to find the sequences right for your performance.

Selecting a Phrase Pad Bank

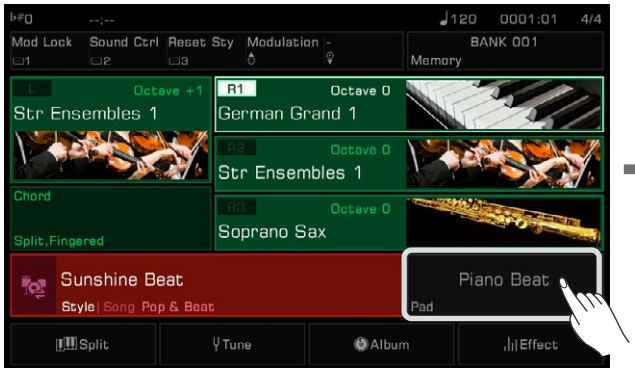
Phrase Pad can be only used in Style Mode. There are two ways to select a Phrase Pad:

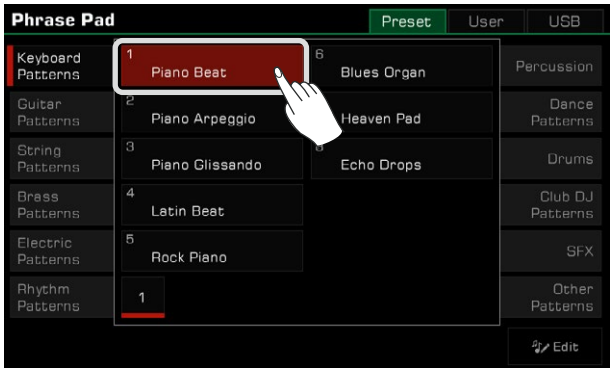
- Press the [PHRASE PAD SELECT] button to enter the Phrase Pad selection menu. Select a group to display Phrase Pads of that style or type. Press the Phrase Pad name to select it.





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



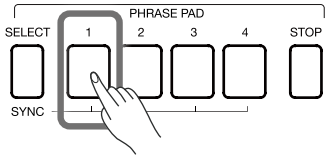


Playing Phrase Pads

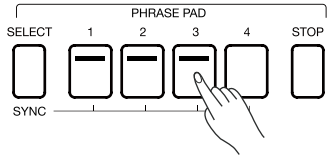
Playing One or More Phrase Pads

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

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

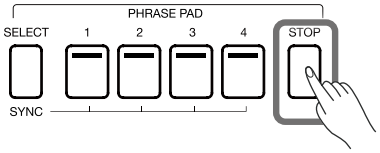


You can play several Phrase Pads at the same time. The new Phrase Pad will start immediately after pressing it.

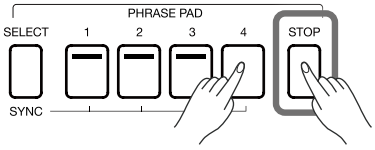


Stop Playing Phrase Pads

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



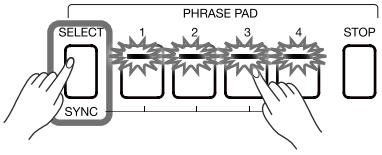
If several Phrase Pads are playing at the same time, you can hold [PHRASE PAD STOP] and press one of the Phrase Pads to stop it immediately. The other Phrase Pads will keep playing.



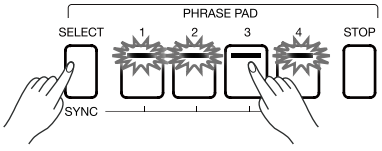
The instrument has two types of sequences: Loop sequences and Single sequences. The loop sequence will loop when playing. Single sequences will stop automatically after playing one time.

Set Phrase Pads to Standby Status

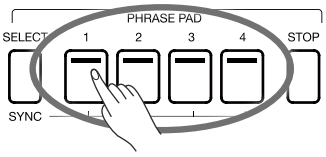
Press [PHRASE PAD SELECT] and hold it. Press one or more Phrase Pads at the same time. The corresponding Phrase Pads can be set to standby state, in which their LEDs keep flashing.



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



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

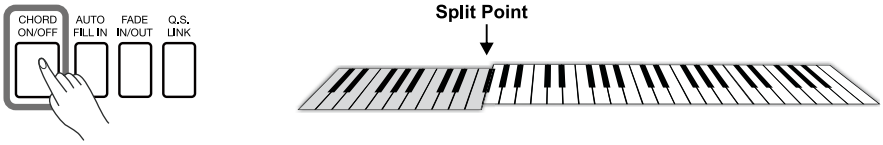


When [CHORD ON/OFF] is off, playing the keyboard will trigger all Phrase Pads that are in standby state.
If you need to cancel the standby state, hold [PHRASE PAD STOP] and press the Phrase Pad you want to cancel at the same time.

Playing Phrase Pads with Chord Mode

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

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

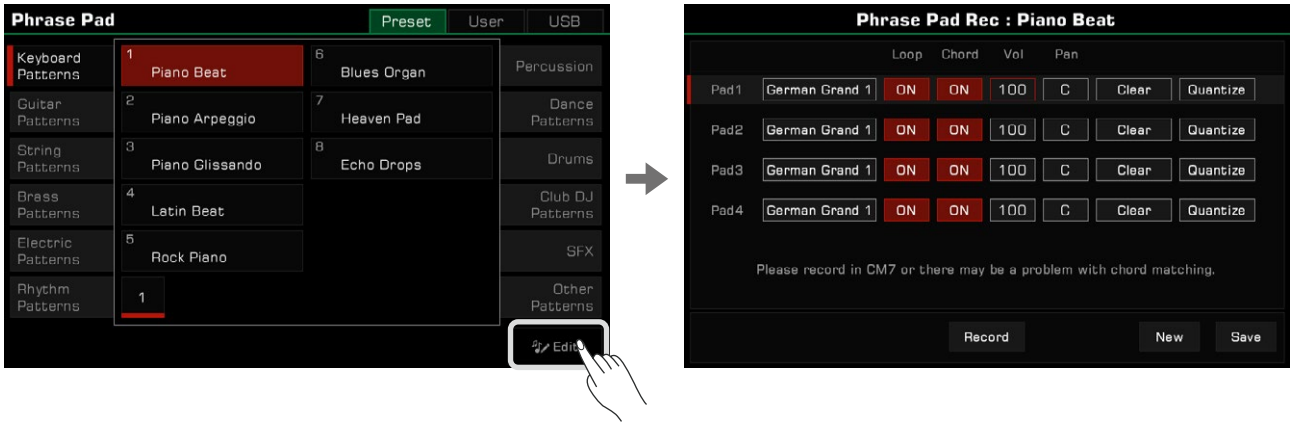


Choose a Phrase Pad and play different chords with your left hand in the chord area.
Playing a chord while the [CHORD ON/OFF] is on will also immediately play the Phrase Pad at the same time.

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

Phrase Pad Recording

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



Basic Parameters of Phrase Pad

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

Sound Selection of Phrase Pad

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

Loop Mode of Phrase Pad

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

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

Chord Detection of Phrase Pad

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

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

Volume of Phrase Pad

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

Pan of Phrase Pad

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

Clear the Content of Phrase Pad

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

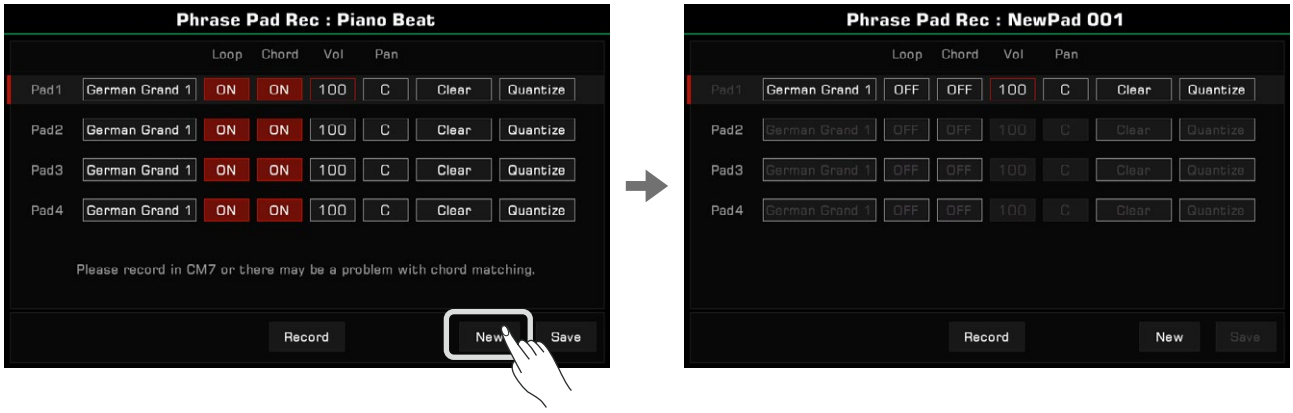
Quantize the Notes in Phrase Pad

This function can quantize all the notes in the Phrase Pad accurately according to a certain rule. In this way, the notes will sound more neat.
Click to open the popup window and select the appropriate quantization precision.

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

Recording New Phrase Pads

In addition to editing the preset Phrase Pad in this instrument, you can also create your own Phrase Pads. In the Phrase Pad recording interface, click the “New” button at bottom right.

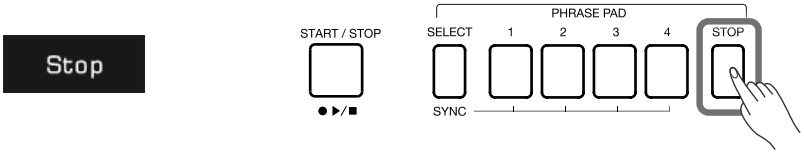


Press “RECORD”, the button will change to “START” and wait for record to start.

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

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

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

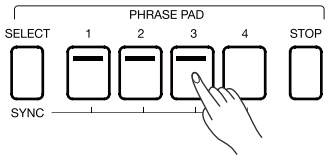


You can record up to 32 bars on the current system.
At this point, you can listen and edit the parameters of recorded Phrase Pad.

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

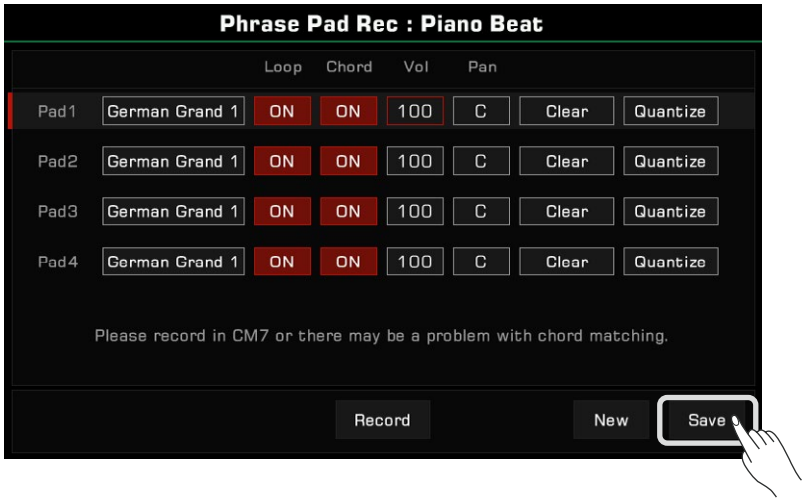
Listen to the Edited Phrase Pad

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



Save the Edited Phrase Pad

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



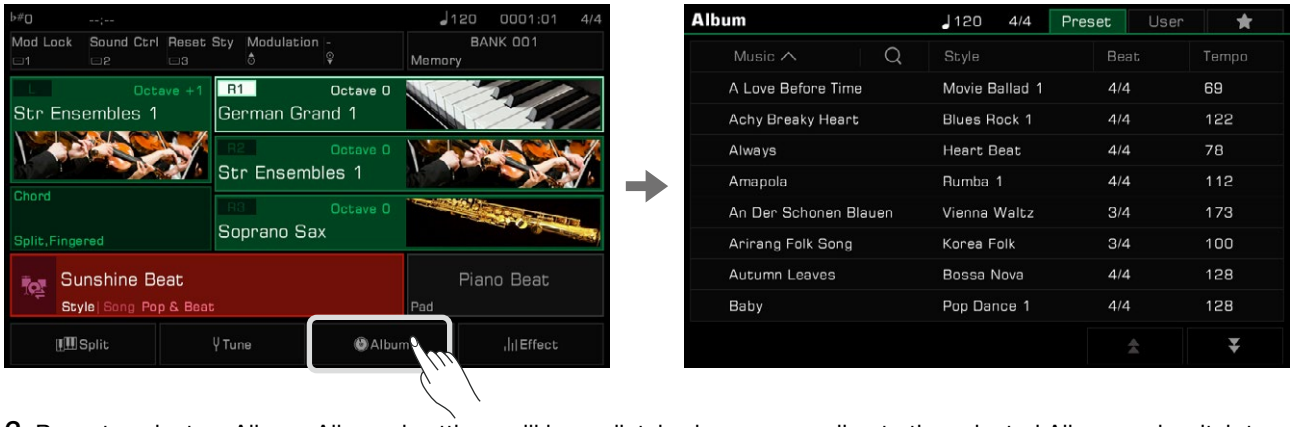
You can also copy user Phrase Pad banks to a USB storage device and delete or rename them.

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

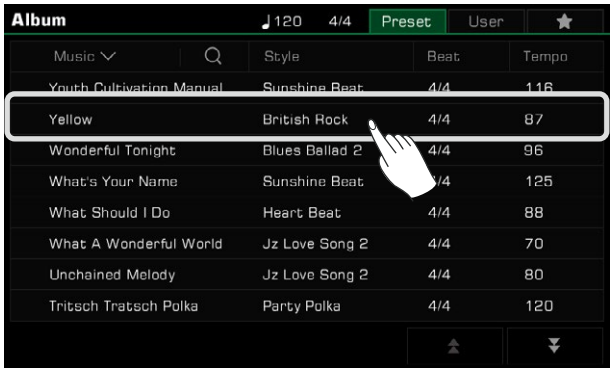
You have the ability to sort the Albums by Style, Beat, or Tempo, in addition to sorting them by their names in alphabetical order (the “Music” column). Press the desired column heading to change the sort criteria. Press it again to reverse the column order.

Selecting an Album and Playing the Keyboard

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



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

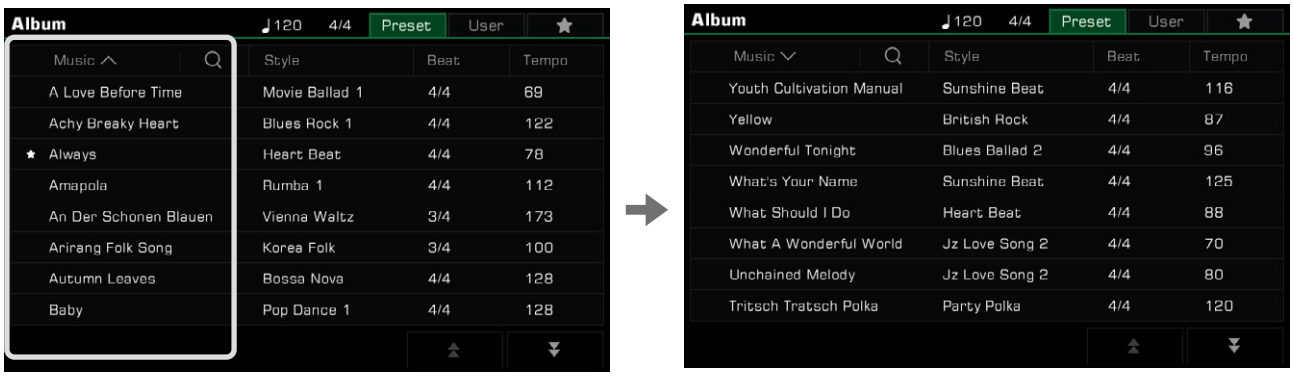


Scroll up and down by pressing the arrows at the bottom right.

3. Start playing the song on the keyboard.

Sort the Albums

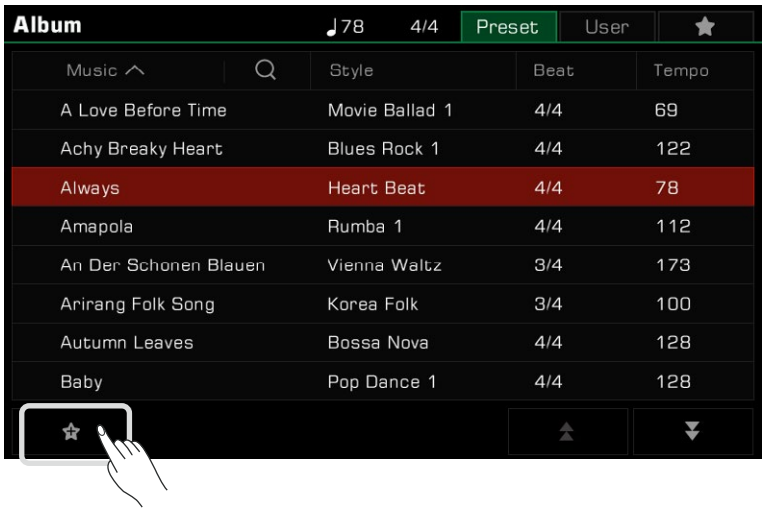
To make it easier for you to find the Album you need, you can use the sorting function.
Press the title name to sort the Albums according to the category. Press “Music” to sort the Albums alphabetically from A->Z. Press “Beat” or “Tempo” to sort the Albums according to their time signature or tempo in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



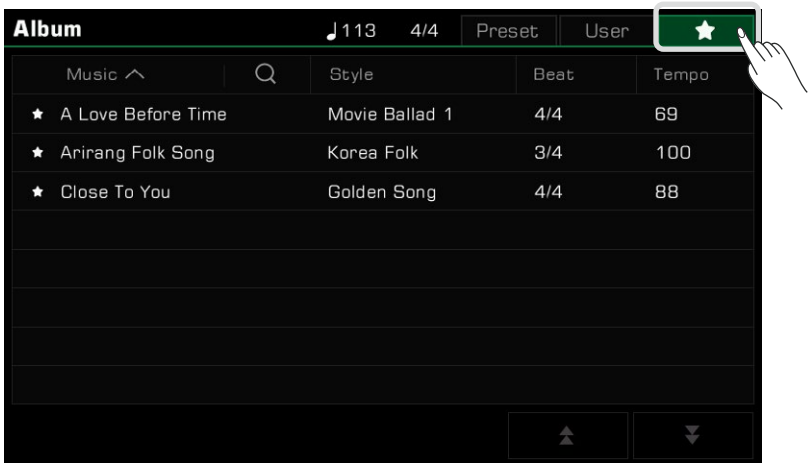
Add Albums to “My Favorites”

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

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



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



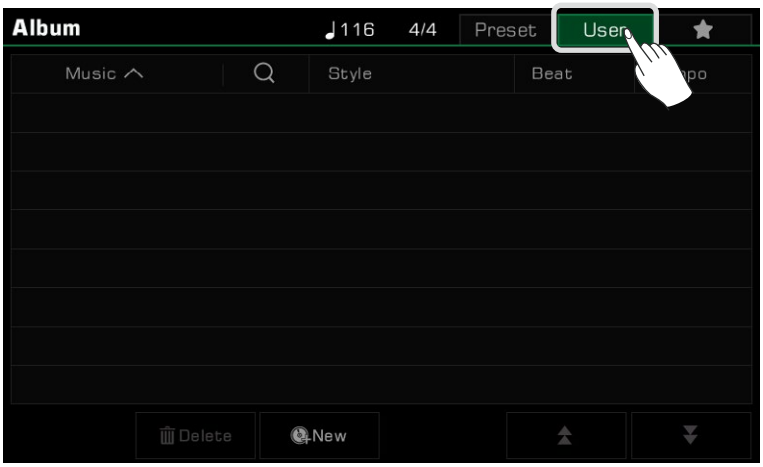
Add or Delete an Album

Add a User Album

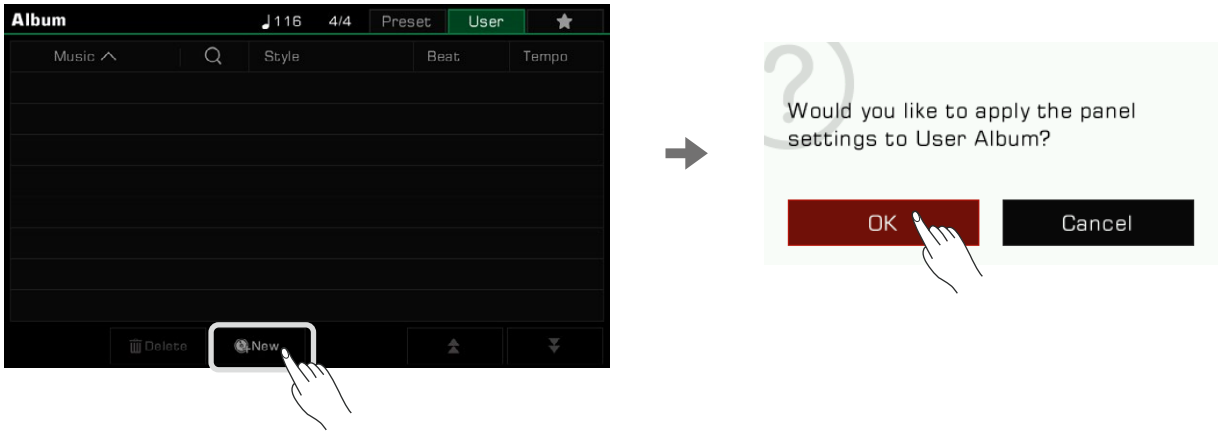
You may need to adjust the instrument panel settings to play various songs.

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

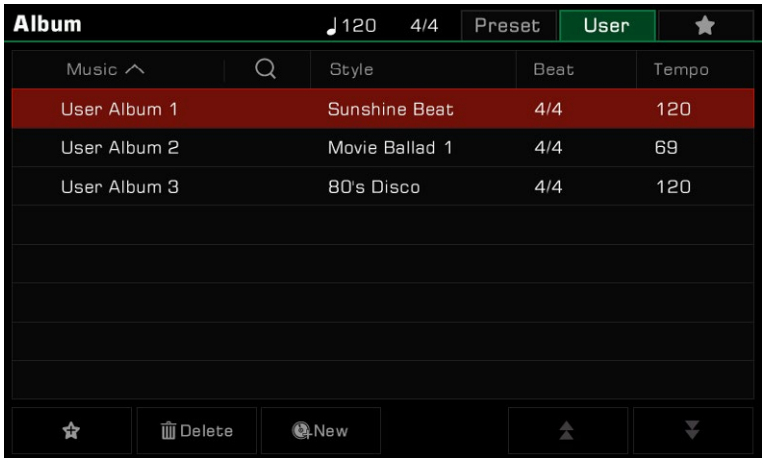
1. Press the “User” tab at the top of the menu to enter the User Album display.



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

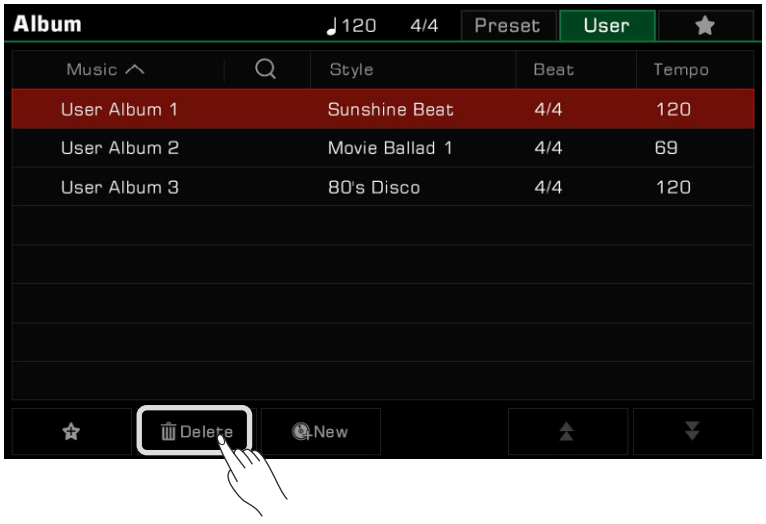


3. The Album you just added will appear in the User list. Whenever you need to play the song with the same settings, simply select the Album.



Delete a User Album

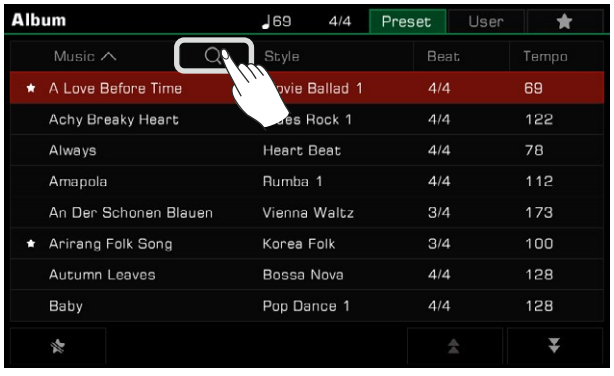
You can delete the currently selected item by clicking the “Delete” icon. Press “OK” in the pop-up window and the Album will be deleted. The current panel settings will not change.

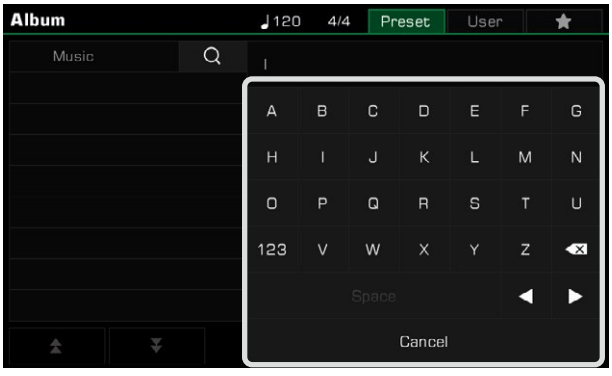


Searching For an Album

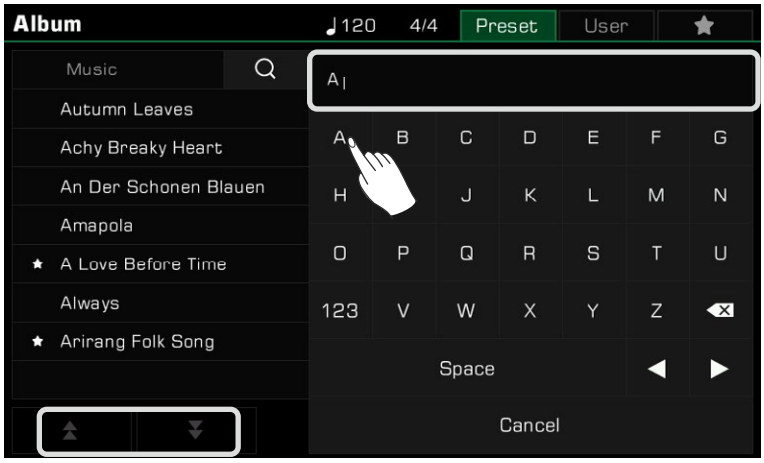
Use the search function to find an Album.

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

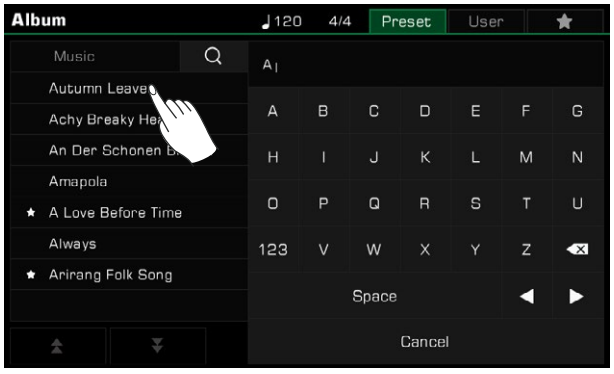


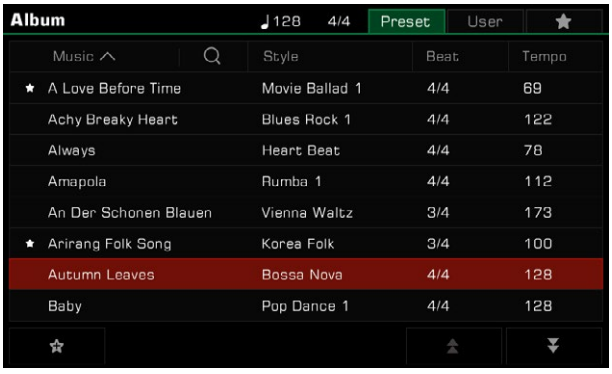


2. Enter the Album name you want to search for. Search matches will appear in the column to the left. Use the up and down arrows to scroll through the list.



Press the name of the Album to select it.



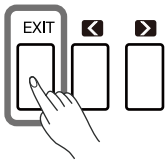


Demo

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

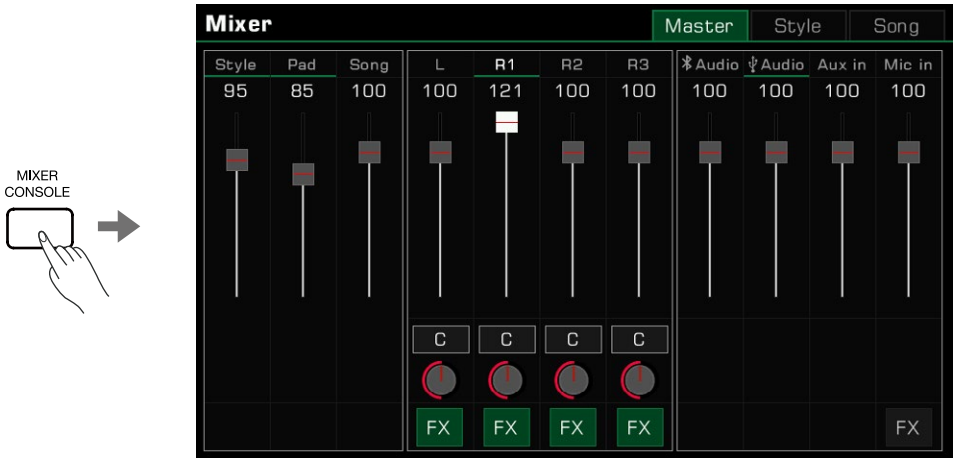
Press the [STYLE SELECT] and [SONG SELECT] buttons at the same time to enter the Demo menu. The Demo music will begin immediately.
Press the Demo number at the bottom right or use the [DATA DIAL] or [<]/[>] buttons to switch between Demos. You can also adjust the Tempo, and start or stop the Demo.

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



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

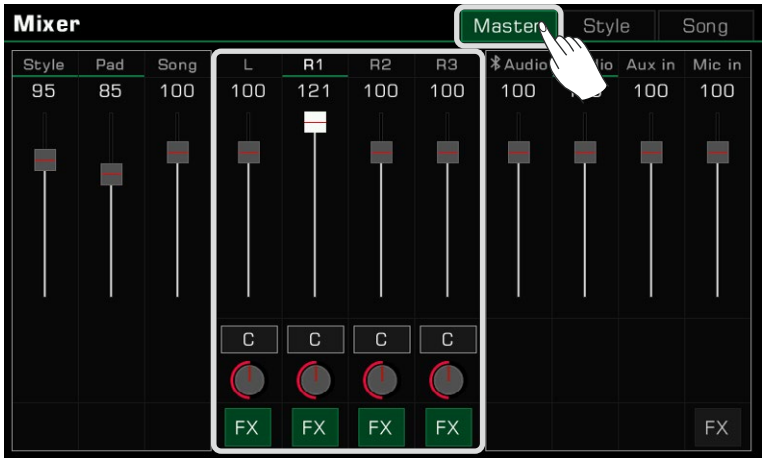
Press the [MIXER CONSOLE] button to bring up the mixer console interface.



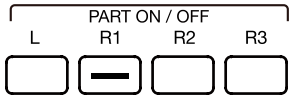
Adjusting Volume and Pan on Keyboard Parts

Adjust the volume balance and channel pan as follows:

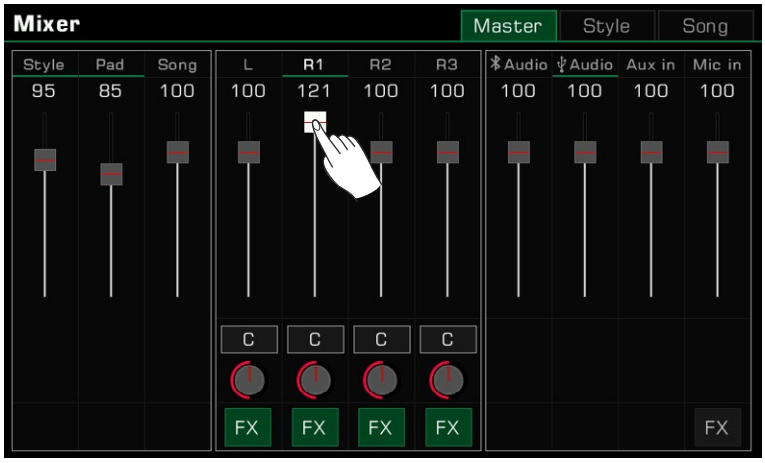
1. Press the “Master” button to enter the main control interface. From here you can adjust the volume of L, R1, R2 and R3.



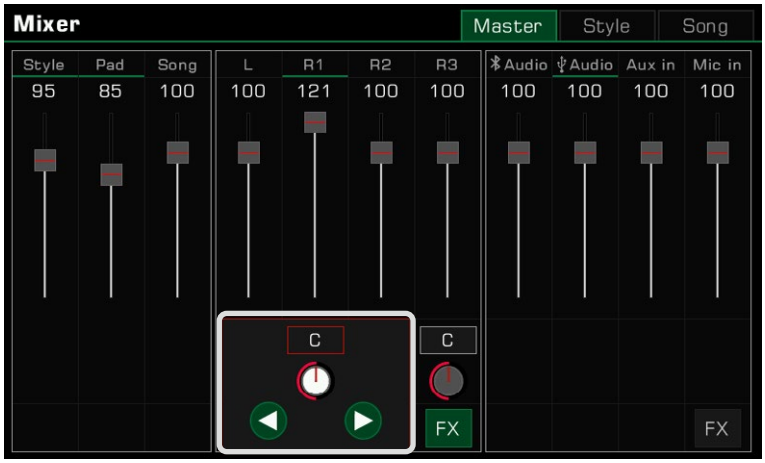
2. Make sure the Part you’re adjusting is turned on.



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



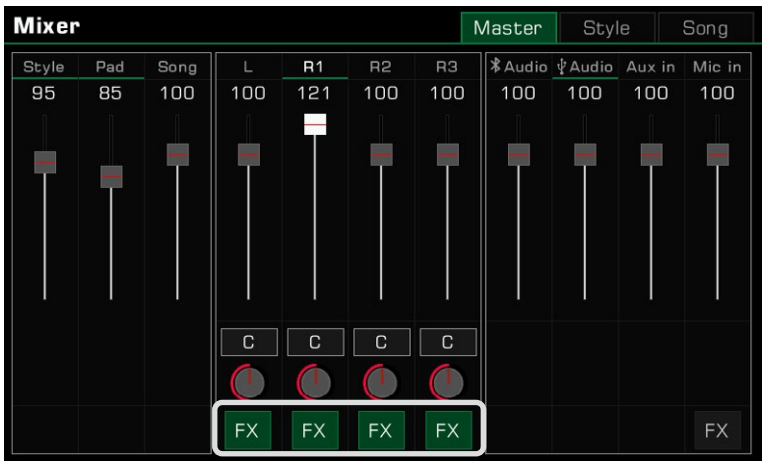
4. To adjust the left/right pan of a part, press the circular knob to bring up a combo box. Adjust the pan value by pressing the arrows, using the [DATA DIAL] or the [<]/[>] buttons.



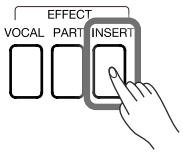
Turn ON/OFF Insert Effect (IFX)

This instrument has rich and powerful effects, including Global Effects and Insert Effects (IFX). The powerful IFX gives depth to the Sound to make your performance more dynamic.
There are two ways to turn the IFX on or off:

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



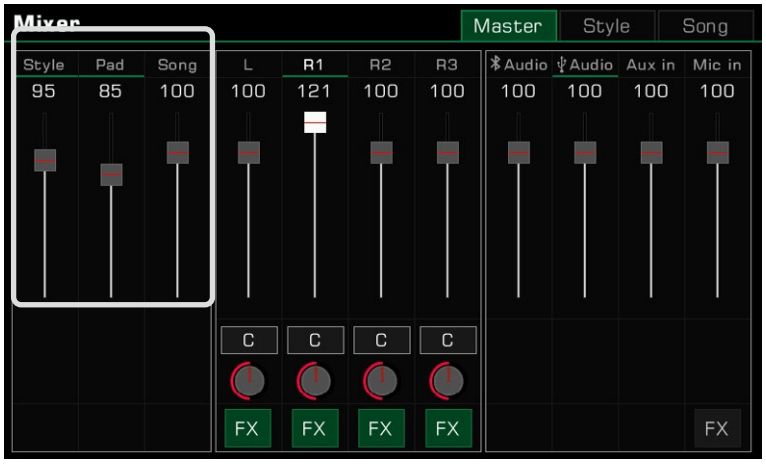
2. Press the [INSERT EFFECT] button on the panel to turn the IFX on or off for the current part.



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

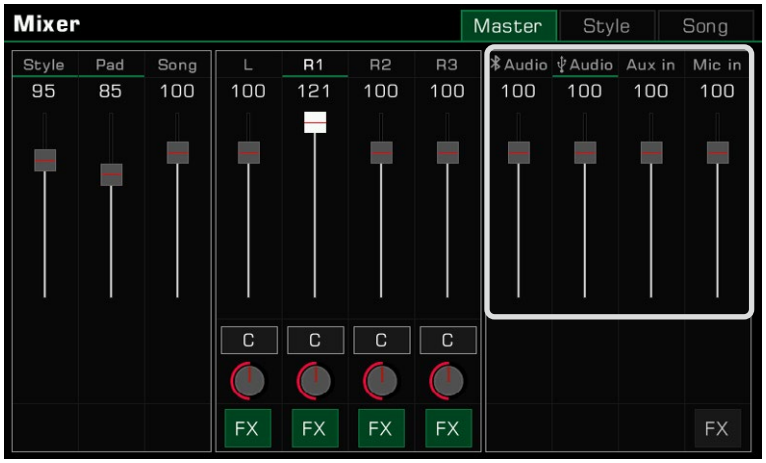
Adjusting Volume of Style, Phrase Pad and Song

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

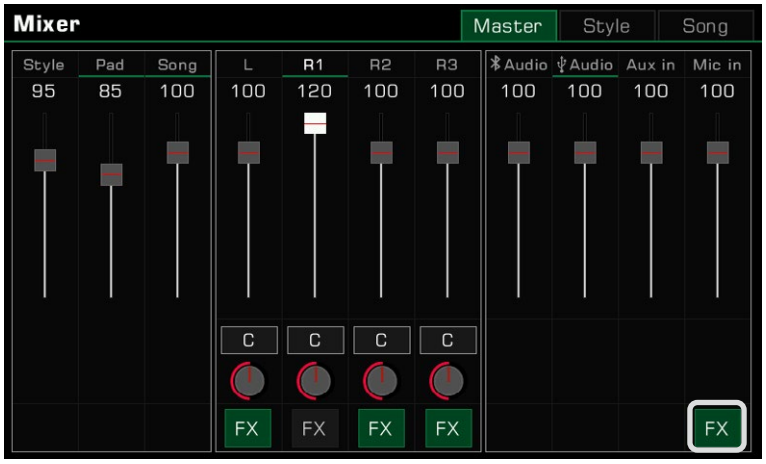


Adjusting Volume of Input/Output Audio

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



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

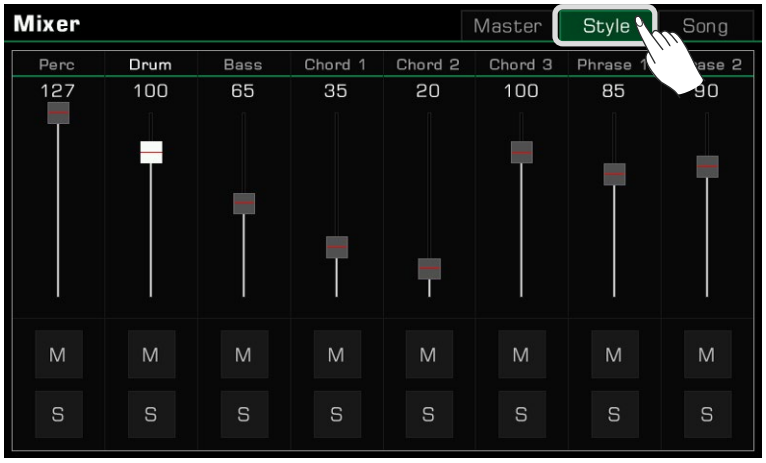


Tips:	Refer to the Microphone section for more detailed information.

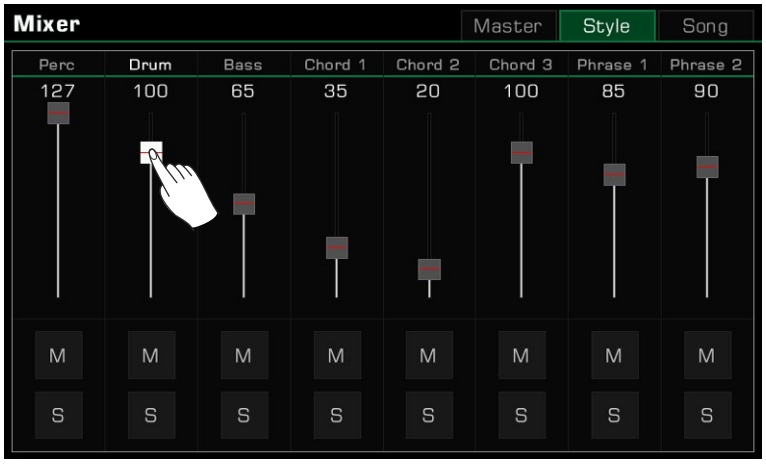
Control Channel Volume of Style

Adjust the volume balance of each Style channel as follows:

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

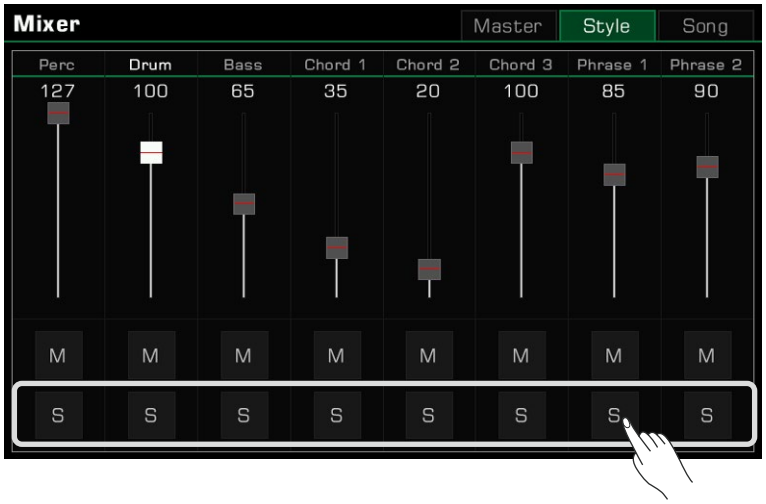


2. Use the volume faders to adjust channel volumes.

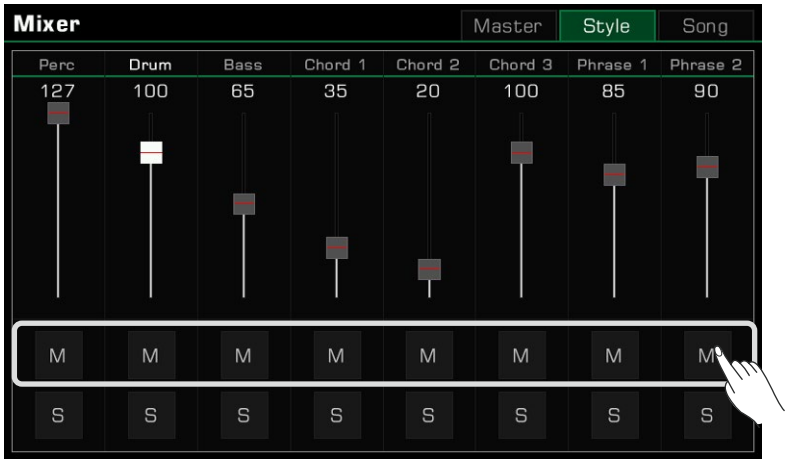


You can also solo or mute certain channels according to your preference.

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



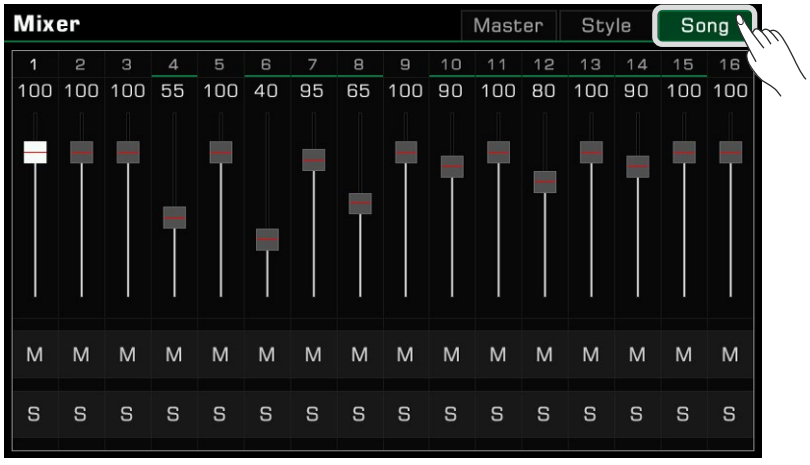
2. Press the “M” button to mute the channel. Press it again to turn it back on.



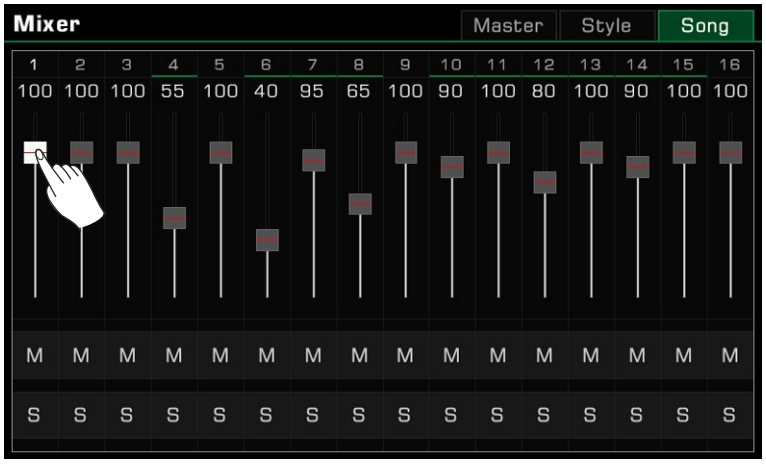
Control Song Track Volume

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

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

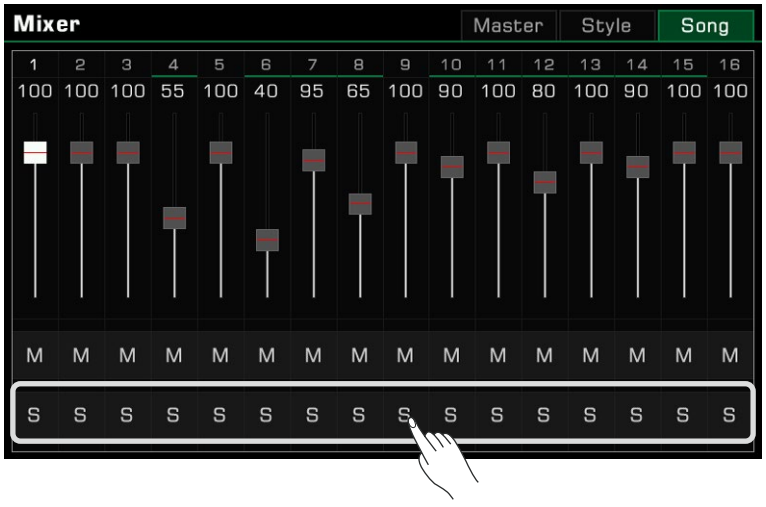


2. Use the volume faders to adjust each track's volume.

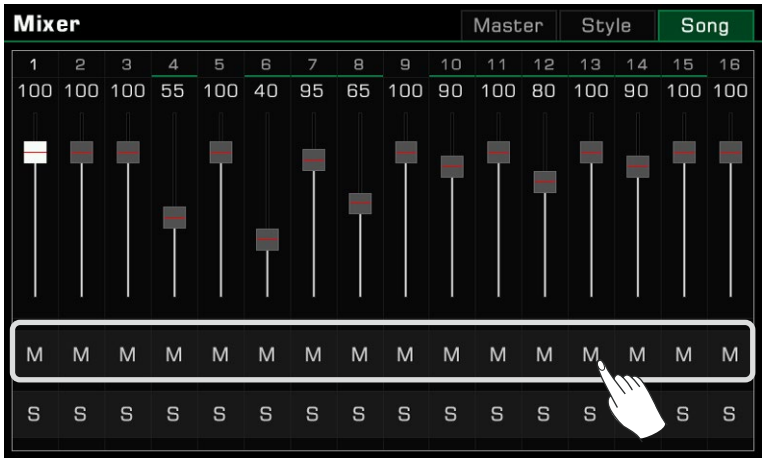


You can also solo or mute certain tracks according to your preference.

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



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



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

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

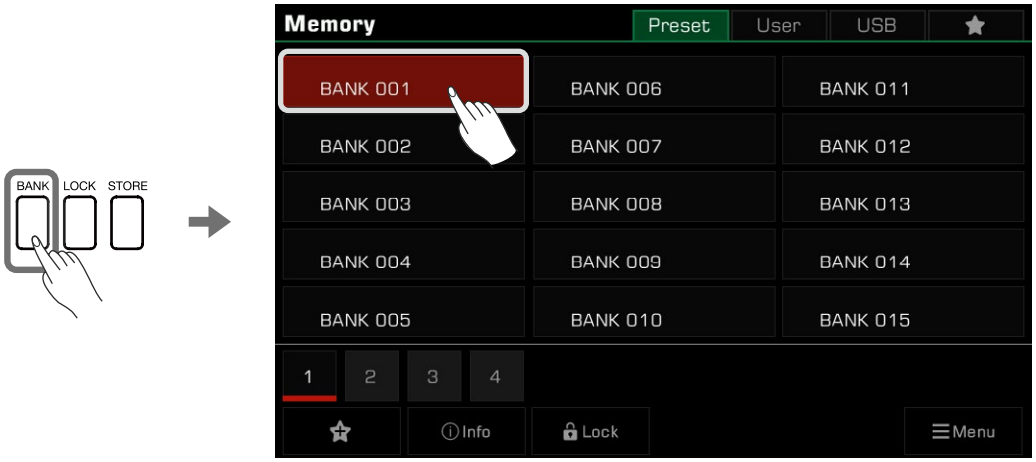
Selecting a Bank and a Performance Memory

Selecting a Performance Memory Bank

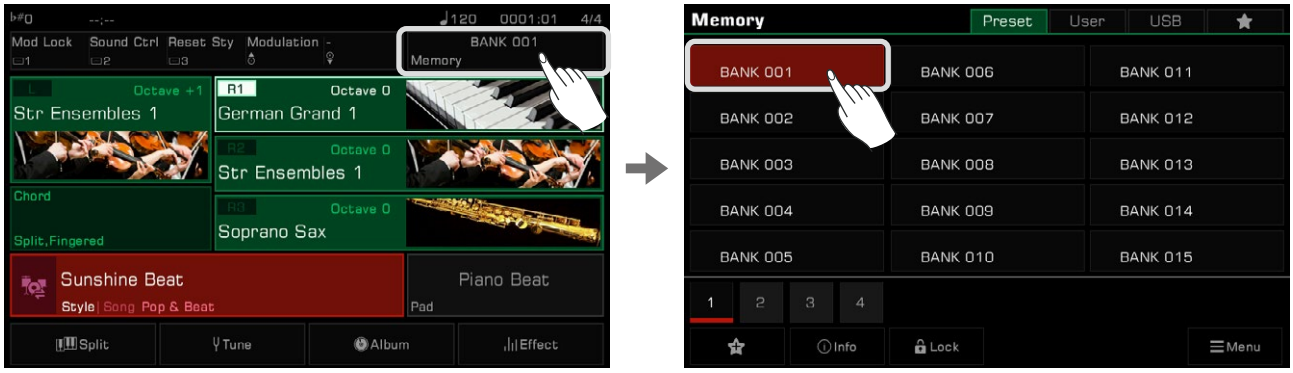
Each Performance Memory is stored in a bank. Each memory bank contains eight Performance Memories.

There are two ways to Select a Performance Memory Bank:

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

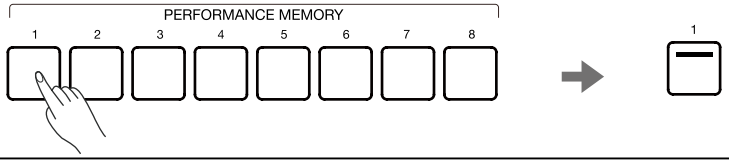


- Press the memory display area in the main menu to enter the selection menu. You can switch pages by using the page buttons, then press the name to select it.



Bring Up a Performance Memory

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

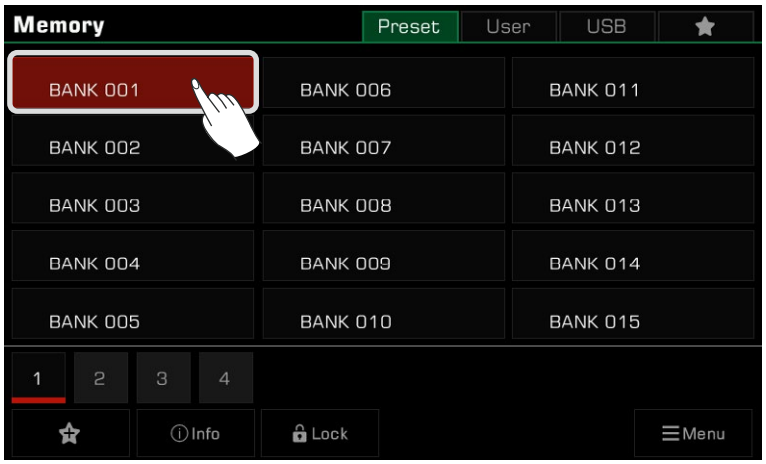


Tips:	Make sure the [Q.S.] switch is turned off before selecting a Memory.

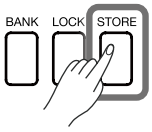
Save Settings as a Performance Memory

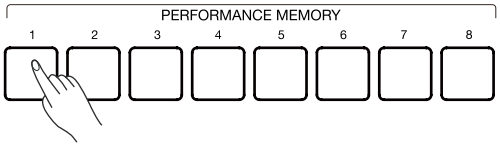
Save your current panel Settings as Performance Memory as follows:

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



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

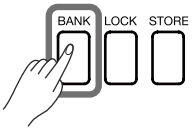


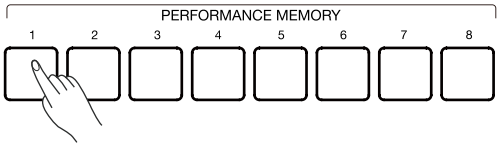


Note!	After saving a Performance Memory, the new setting will replace any existing setting. Please check the Memory settings before saving to avoid accidentally losing settings you want to keep.

Clear Performance Memory

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



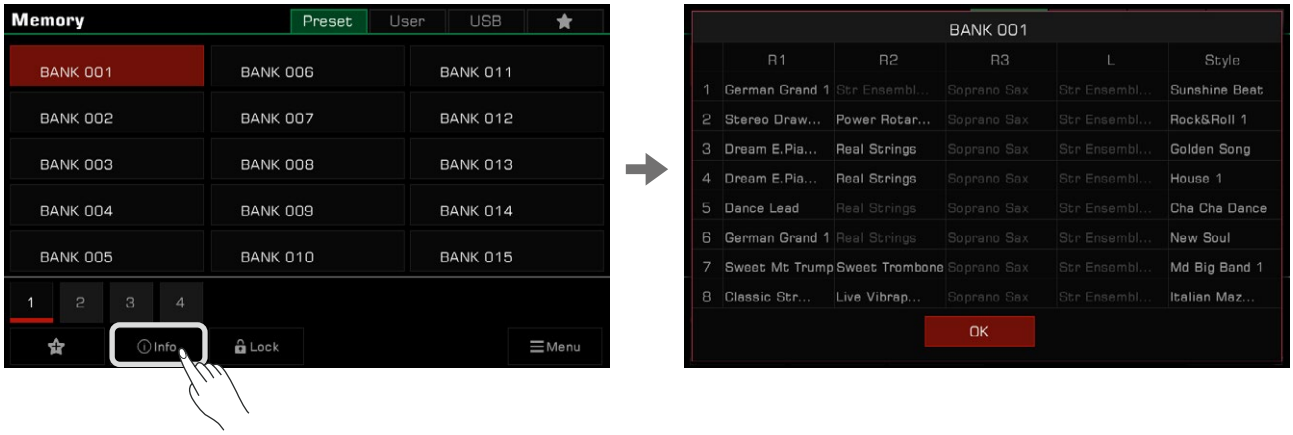


View Basic Information of Performance Memory Bank

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

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

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

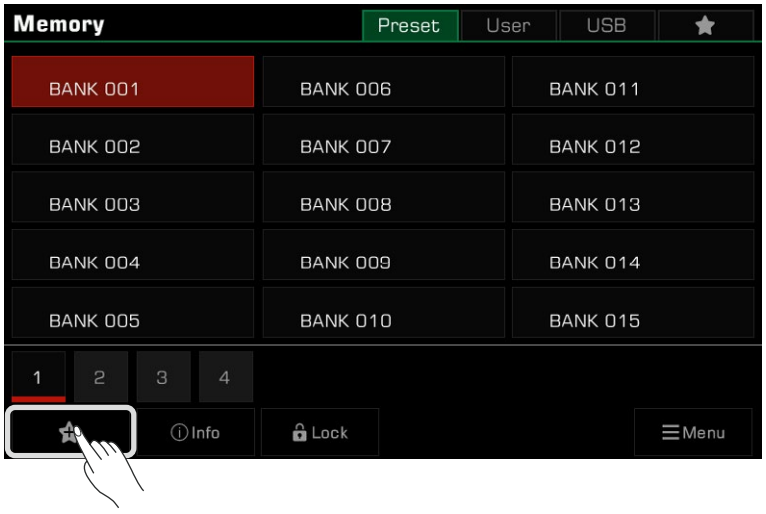


Press “OK” to confirm and close the window.

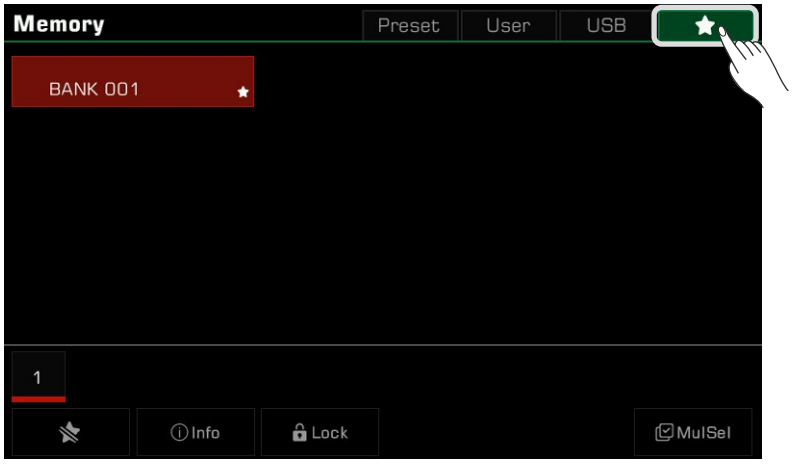
Add the Bank to “My Favorites”

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

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



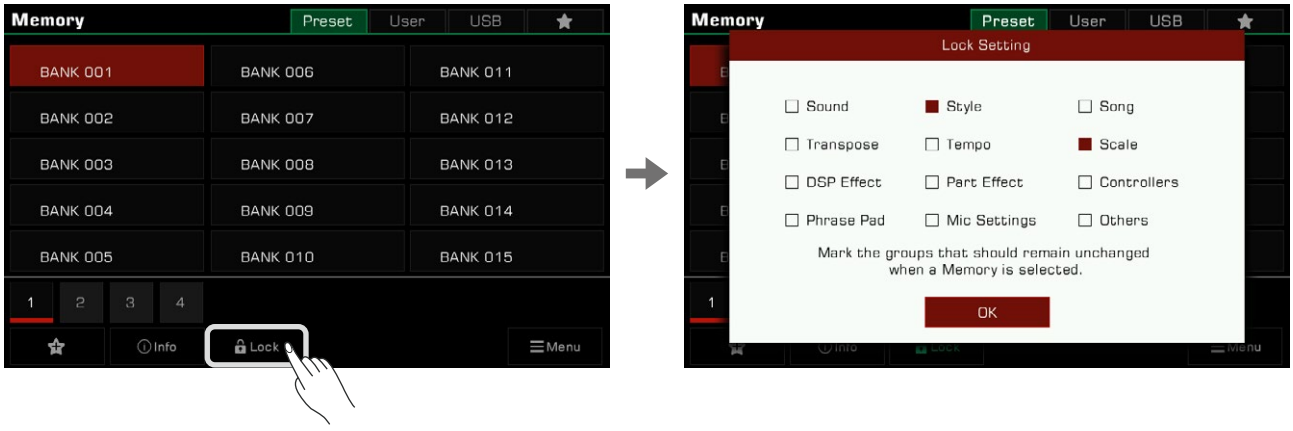
2. Press the “My Favorites” tab to view the favorite bank you marked. You can also remove one or more of your favorite Memory Banks from this menu at any time.



Locking the Settings

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

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



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

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

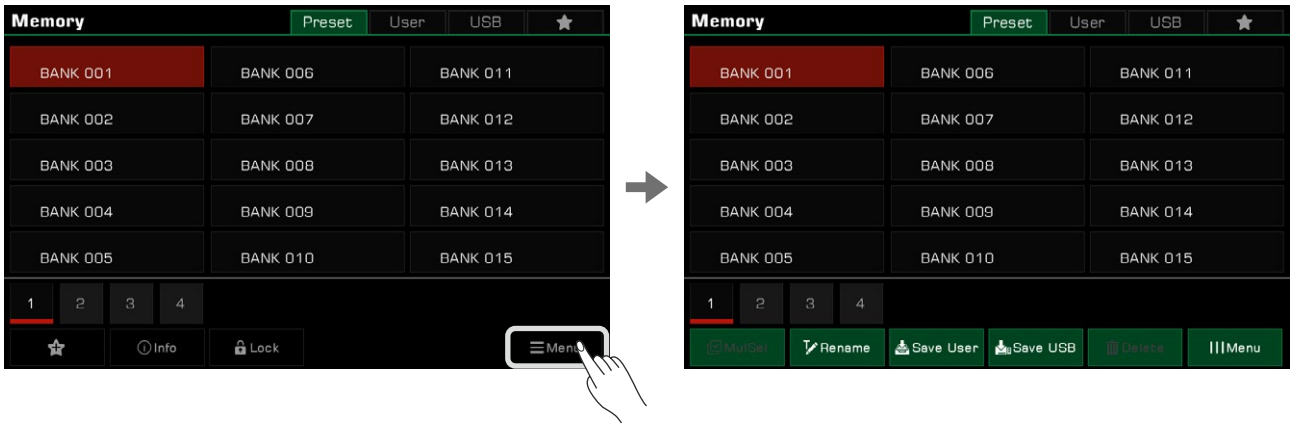
Here are the parameters that can be locked:

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

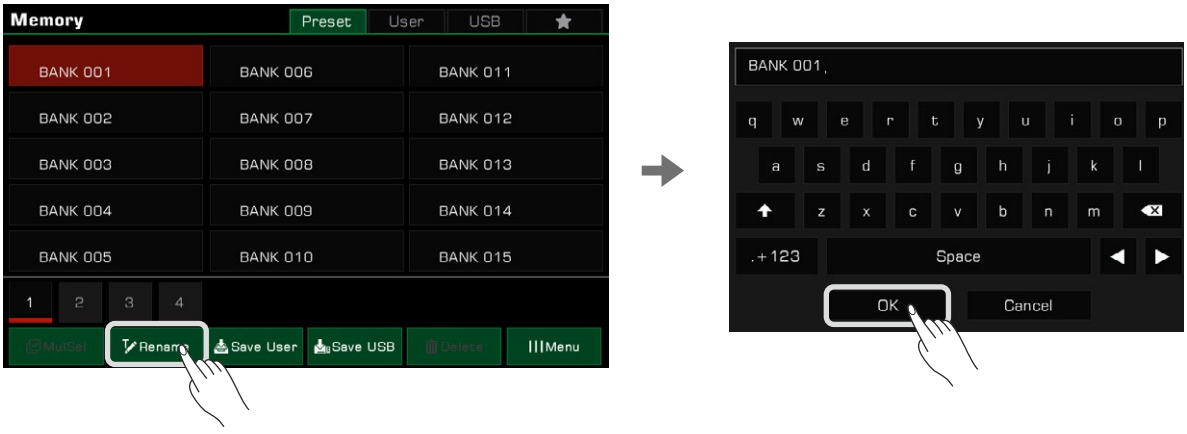
Saving, Deleting, and Renaming a Performance Memory Bank

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

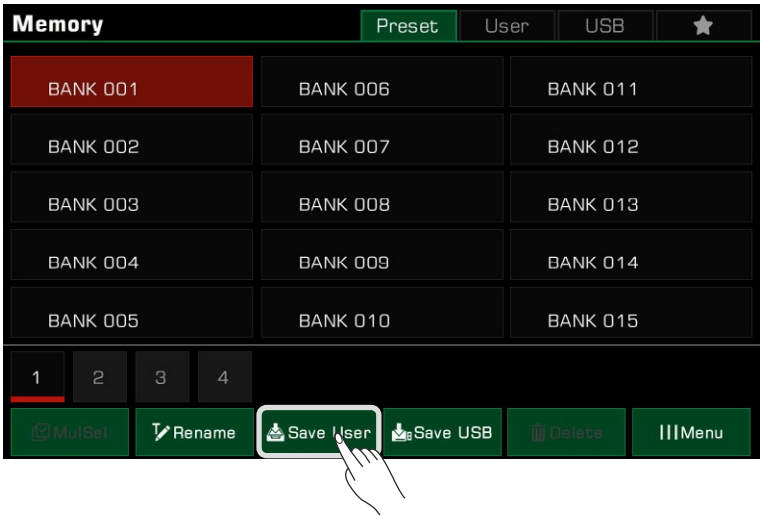
1. Press the “Menu” button on the lower right to bring up a combo box.



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



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



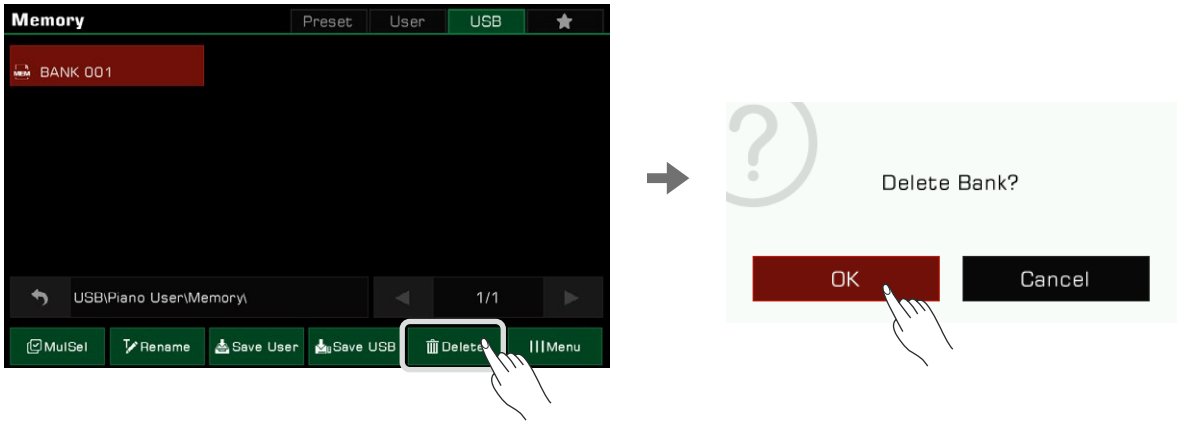
4. Press the "Save USB" icon to bring up a soft keyboard. Enter a new name and press "OK" to save the new memory bank to a USB device.

Deleting User Performance Memory Banks

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

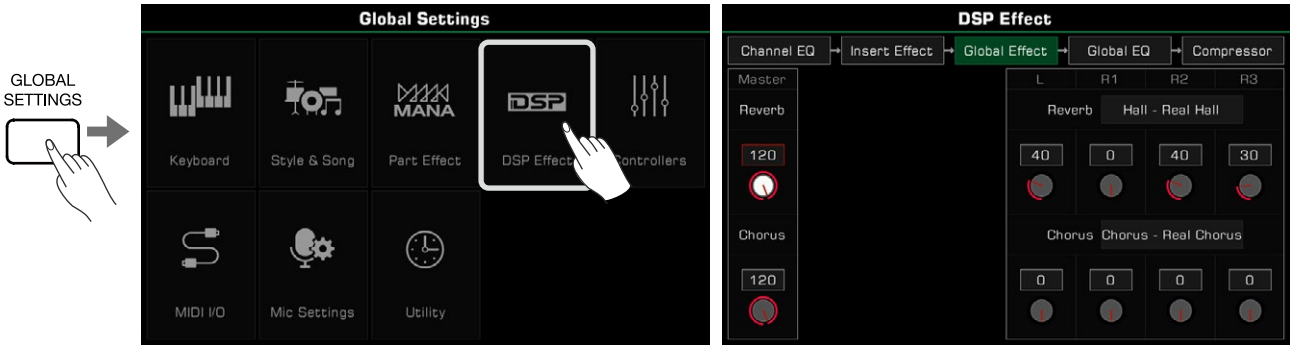
1. Choose the memory bank you want to delete, open the file menu by pressing the “Menu”, then choose “Delete”.

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



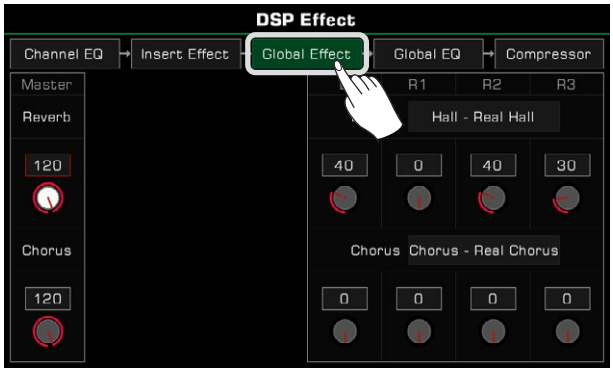
This instrument has powerful DSP effects divided into several module categories which will greatly enrich the acoustics of the instrument and your playing.

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



Global Effect

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



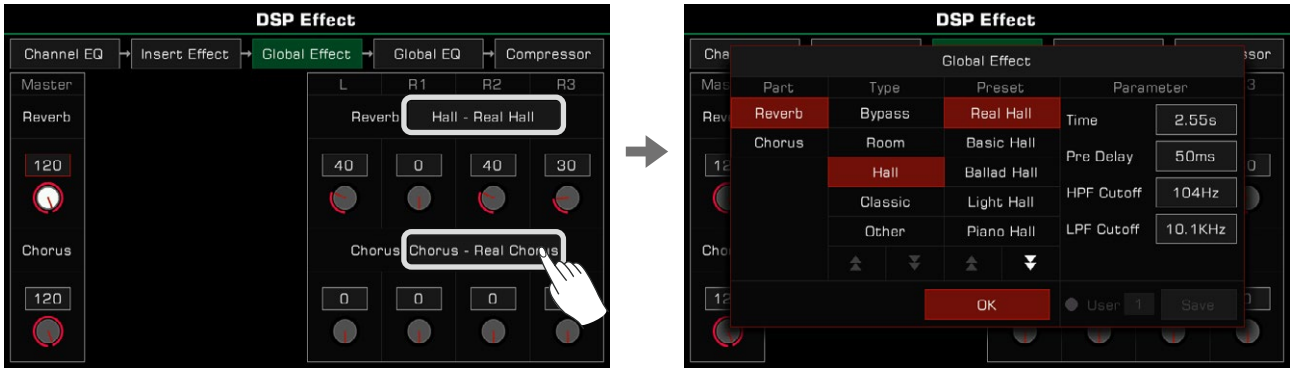
The global effect is applied to every sound produced by the instrument (except for external audio input). This instrument has two global effects: Reverb and Chorus. They may be applied simultaneously.

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

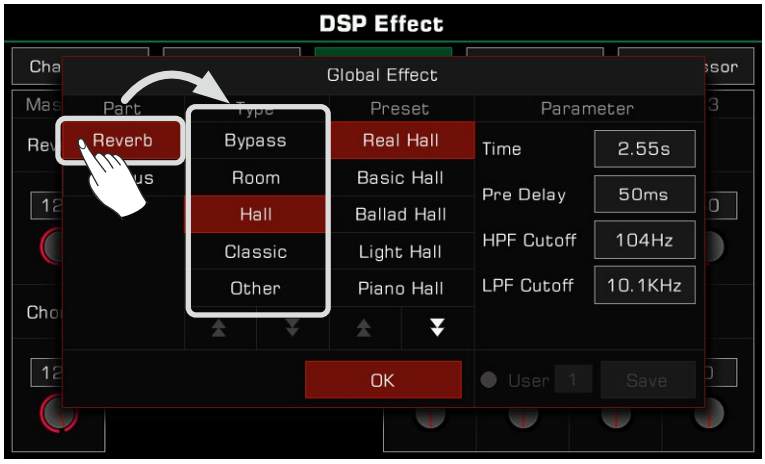
In the Global Effect module, you can select Reverb or Chorus and adjust the level of each effect. You can also adjust the Reverb or Chorus level of the individual keyboard parts.

Selecting Global Effect

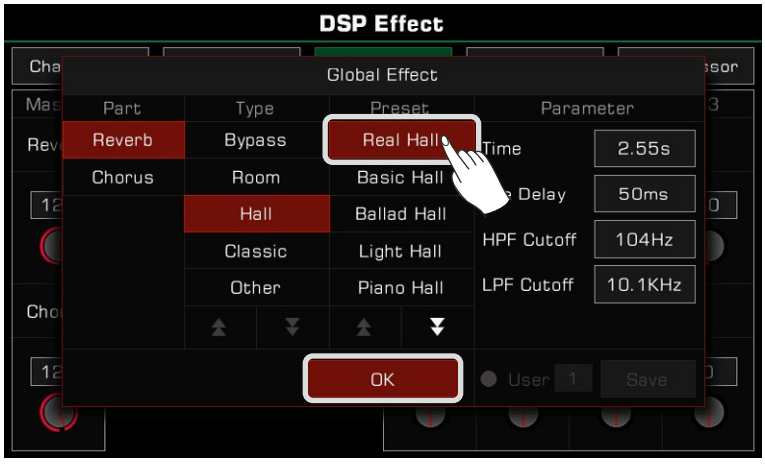
1. Press the effect “Type name” to bring up the global effect pop-up window.



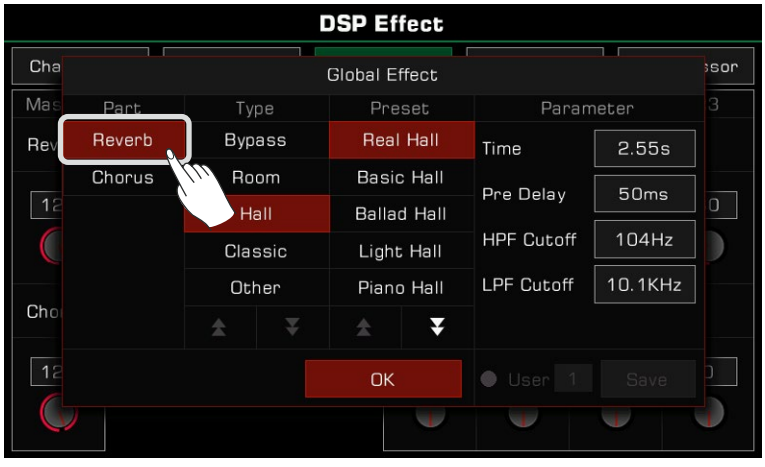
2. Select an effect from the effect preset list. There are many preset effects for each type of effect. Press the arrows to scroll through the effects types and presets.



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

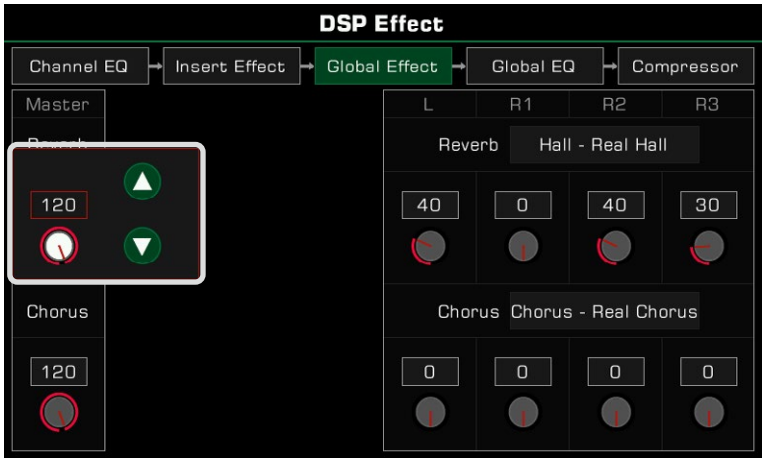


4. In the Global Effect selection pop-up, press “Reverb” or “Chorus” on the left to choose whether to modify the Reverb or the Chorus.



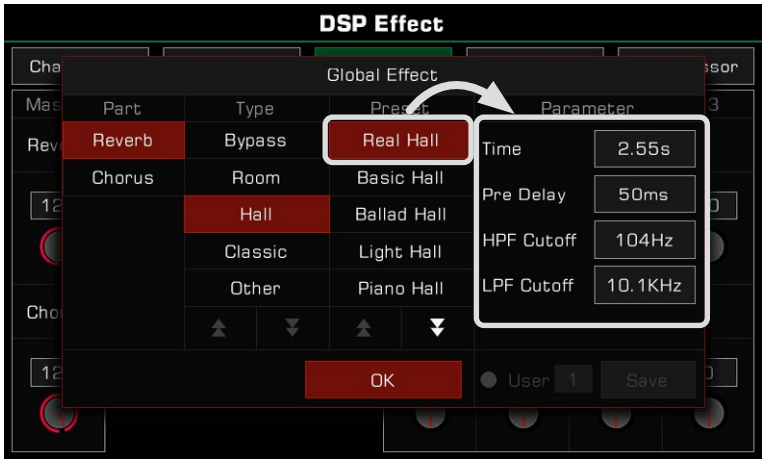
Adjusting Effect Level

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



Adjusting Parameter Values

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



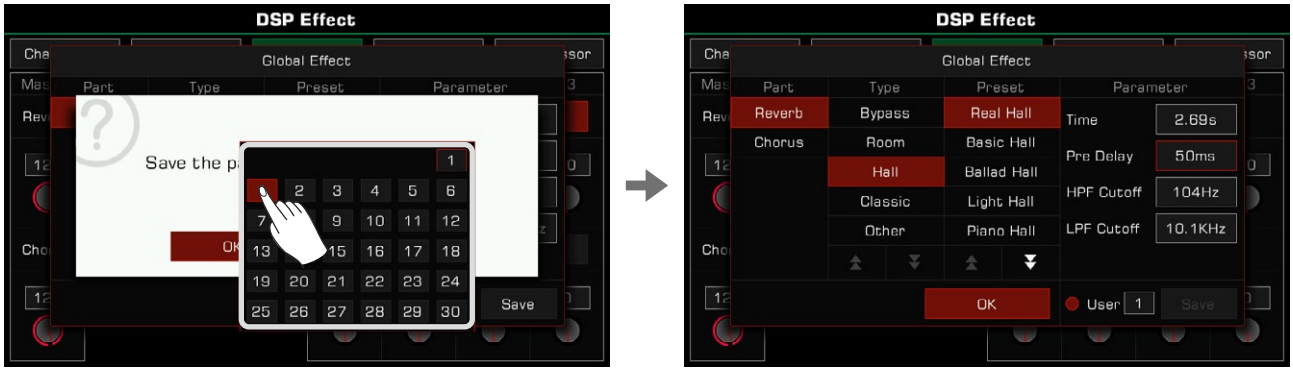
Note!	If you do not save your changes as a User Effect, your changes will be lost when you switch to another effect.

Saving and Selecting User Global Effect

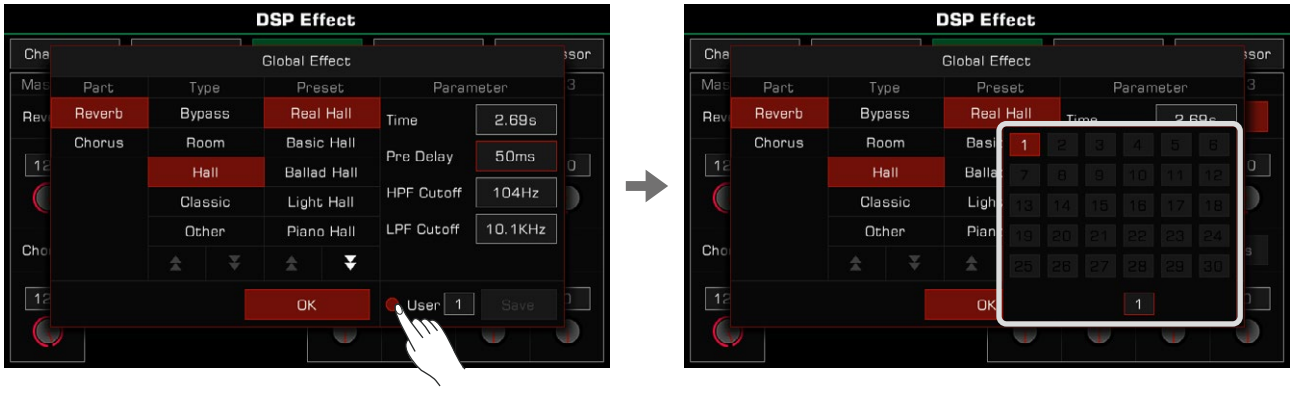
After you adjust an effect, you can save the modification as a User Effect.

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

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

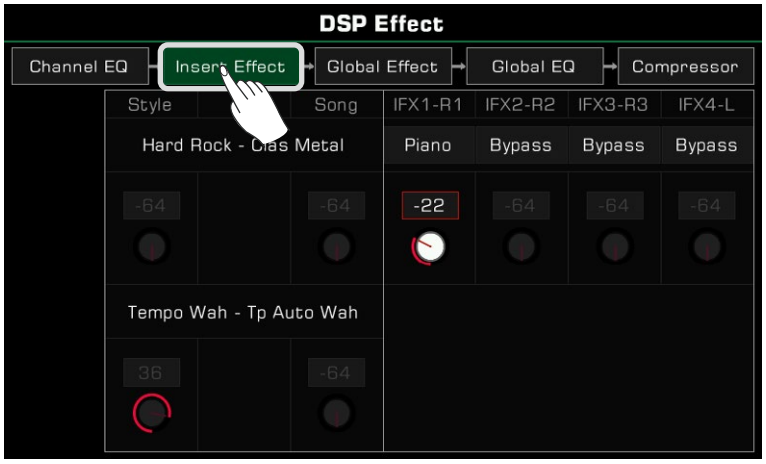


To apply the User Global Effect, press the “User” option on and select an effect.



Insert Effect

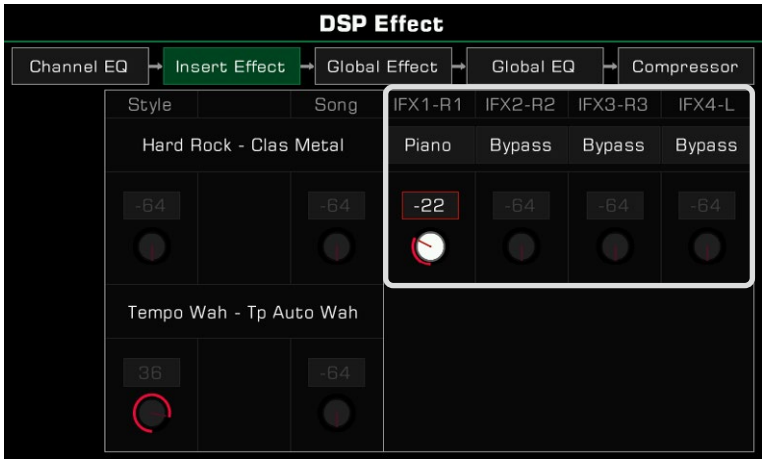
This instrument has four IFX that you are free to add to keyboard parts.
Click the “Insert Effect” module label to bring up the setting interface.



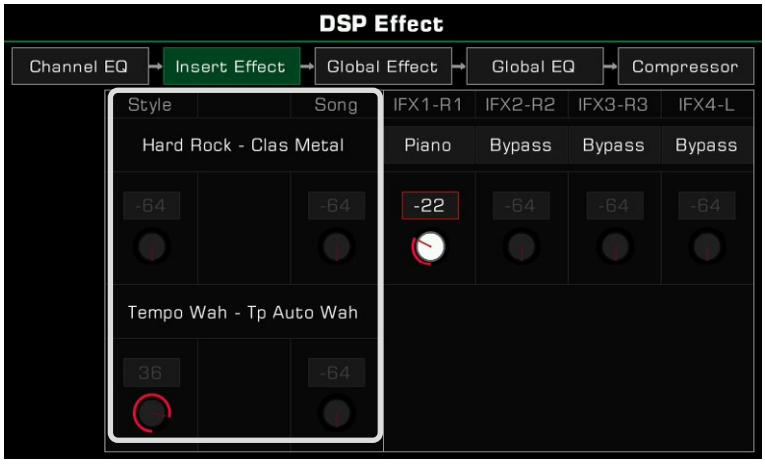
Basic Introduction

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

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



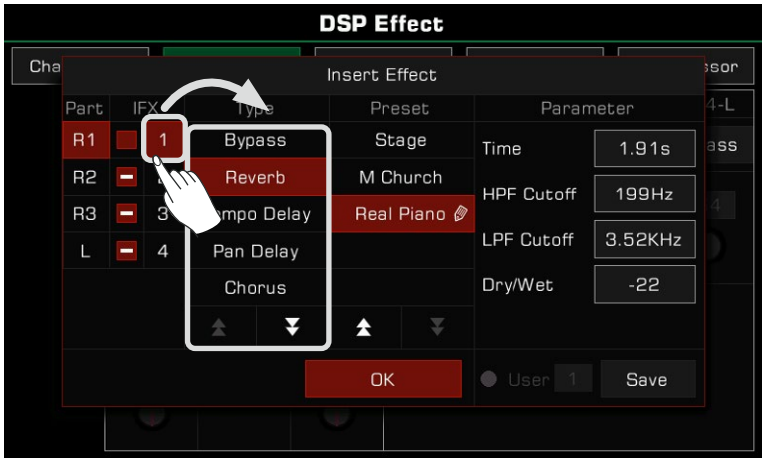
Also, when you start playing a Style or Song, you can view the IFX and MFX types and parameters being used in this interface, but you can't adjust them. You can modify the IFX and MFX types and parameters in the Style Recording feature.



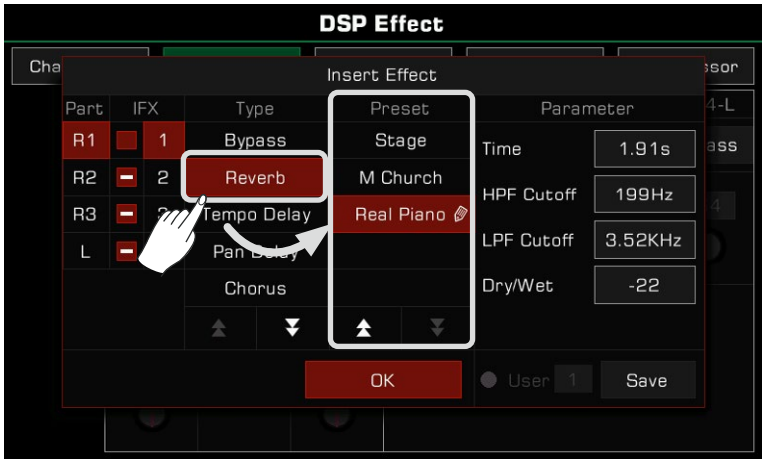
Selecting Insert Effect

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

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

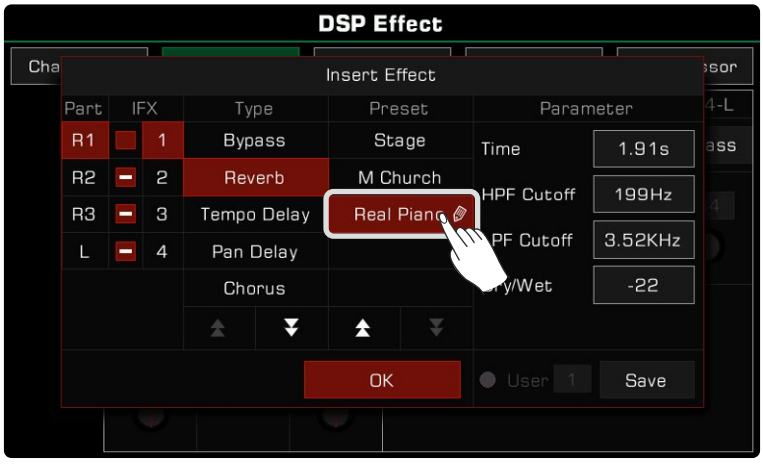


3. Click the effect type to display the list of all types. Click the up and down arrow to scroll through the list of types and presets.



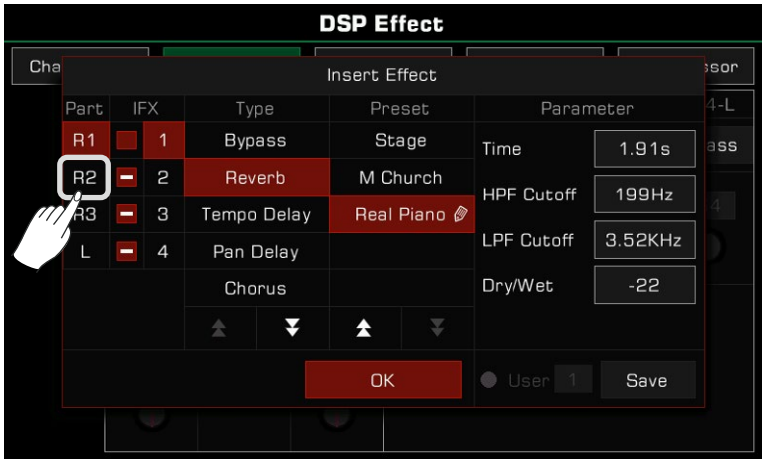
4. Click the effect name in the list and select the insert effect. The effect will be applied immediately. At this point, you can immediately hear the effect that has been added to the current part. Click the “OK” button to close the popup.

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



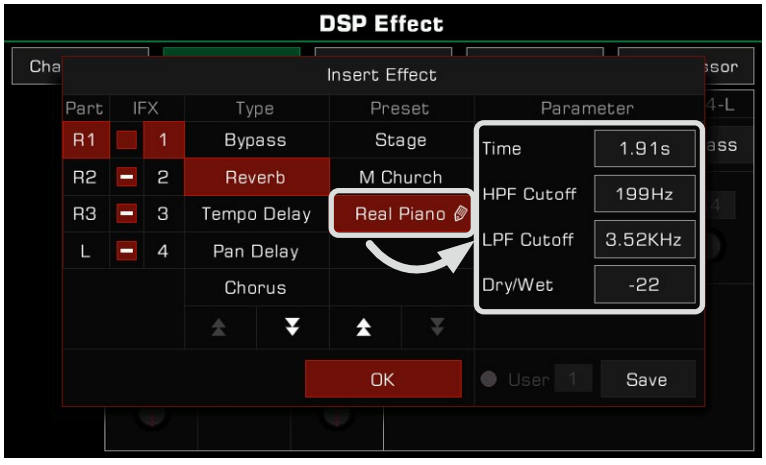
Tips:	Please make sure that the sound switch of the keyboard part which added IFX is on, otherwise you will not hear the sound.

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



Setting the Insert Effect Parameters

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



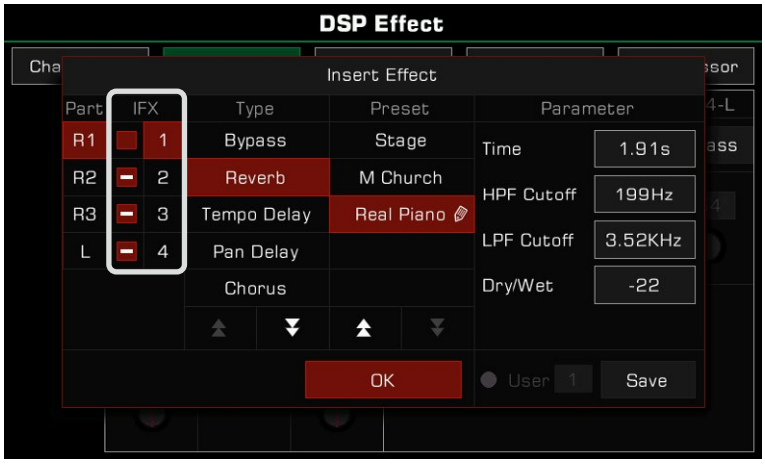
Tips:	When you make a parameter adjustment to an effect, you can also save the result as your own user effect. The operation is the same as the Global Effect setting; please go to the relevant section for details.

Free Allocation of Insert Effects

The instrument has four dispensable insert effects: IFX1, IFX2, IFX3, and IFX4.

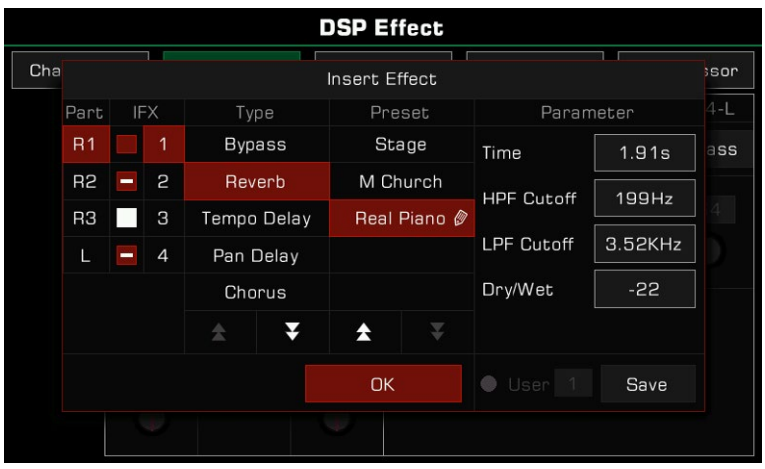
Each insert effect can only be added on one part, but a part can use more than one effect. For example, you can add four insert effects (IFX1~IFX4) to the R1 part at the same time, and the rest of the sounds will not have insert effects.

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



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

Here is an example:



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

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

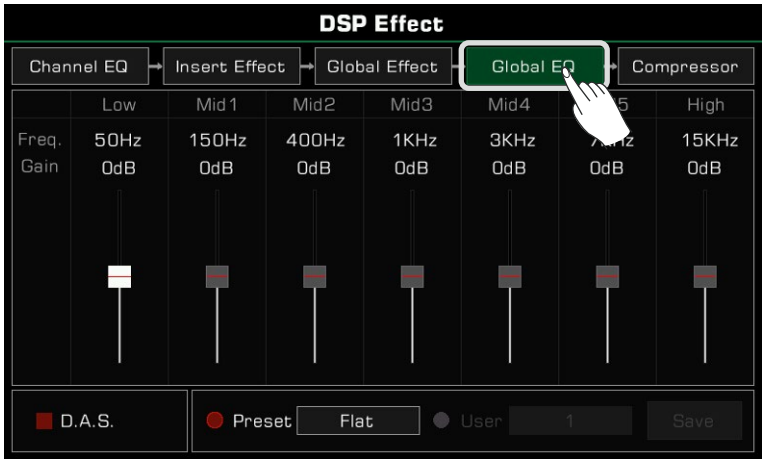
IFX3 is in the release state and not enabled. At this point, you can click the switch to turn it on and add IFX3 to the R1. Now two effects (IFX1 and IFX3) are added on the R1 part.

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

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

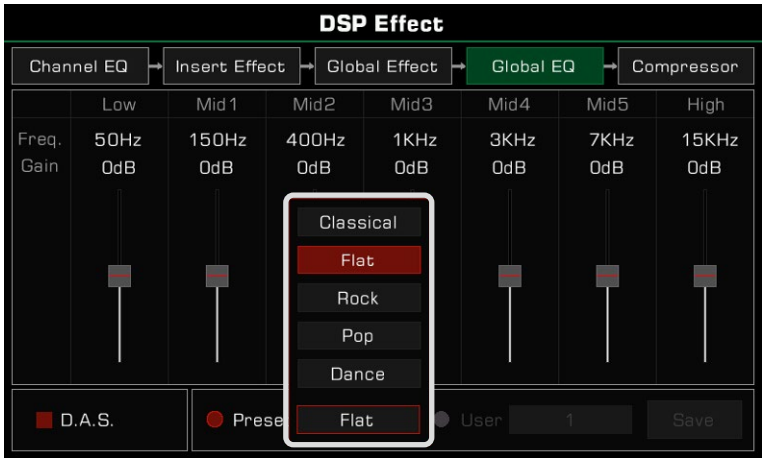
Global EQ

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



Selecting Global EQ

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

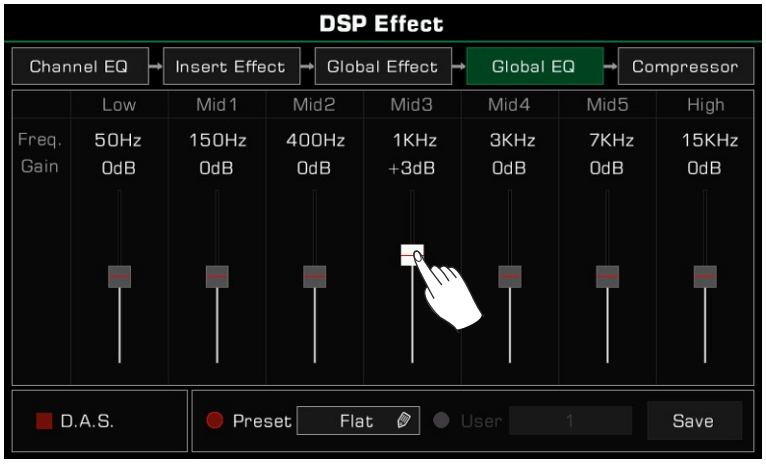


Adjusting EQ Parameters

You can adjust the EQ of 7 fixed frequencies.

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

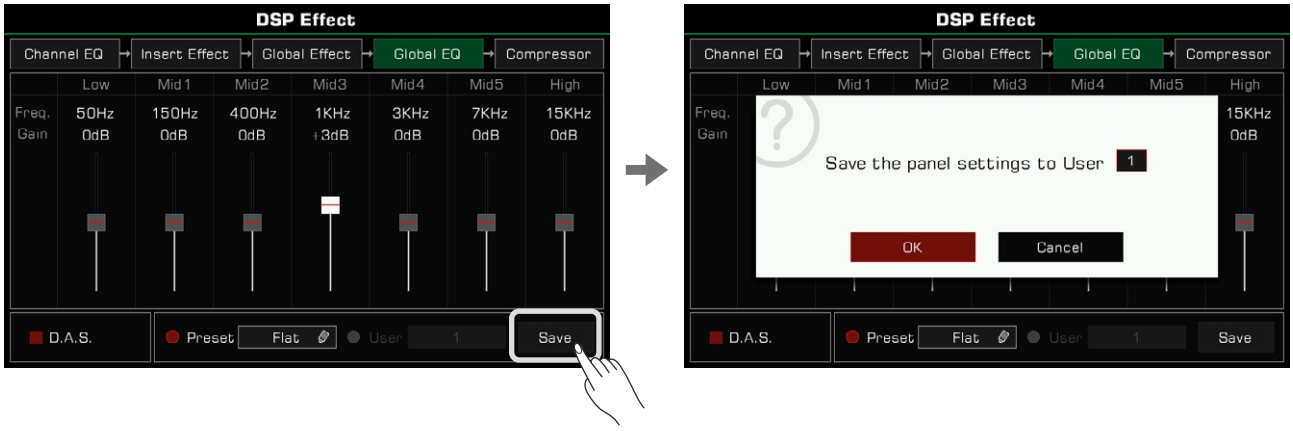
Different equalization presets have different parameters. Use the frequency fader to adjust the value up or down.



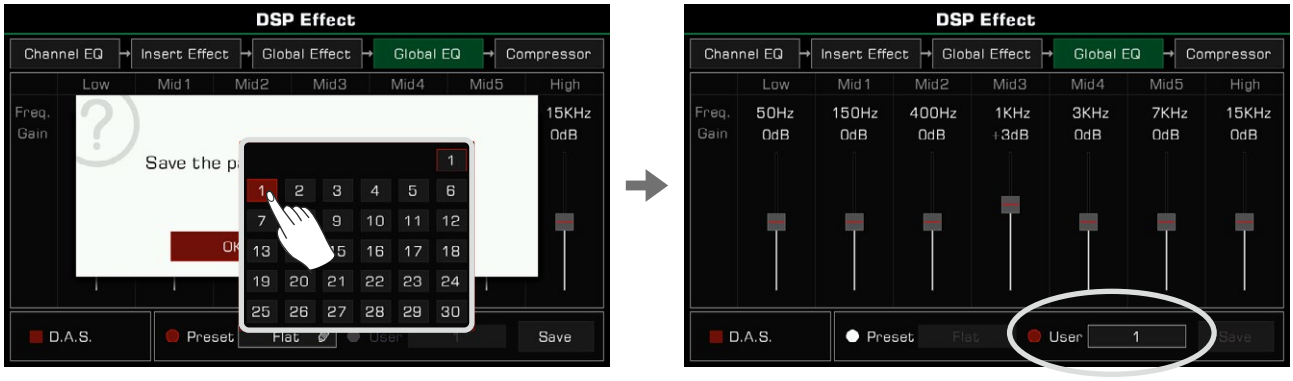
Saving and Selecting User EQ

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

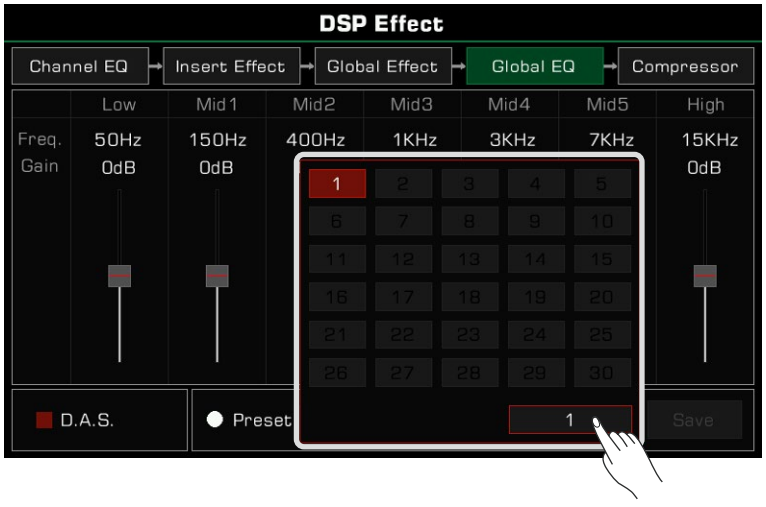
1. After modifying the parameters, press “Save” and select a location to save this User EQ.



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

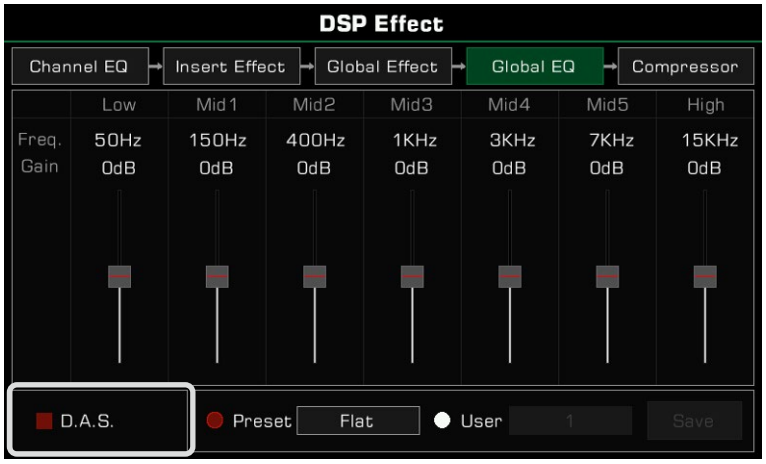


To apply the User EQ, turn the “User” option on and select an EQ.



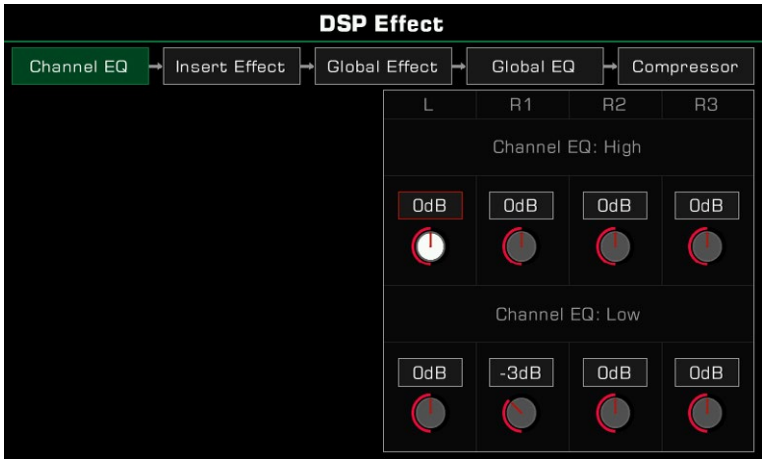
D.A.S.

This instrument has D.A.S. function, it can be used to emphasize low or high frequencies at low or high volumes.
Press “D.A.S.” to turn this function on or off.



Channel EQ

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

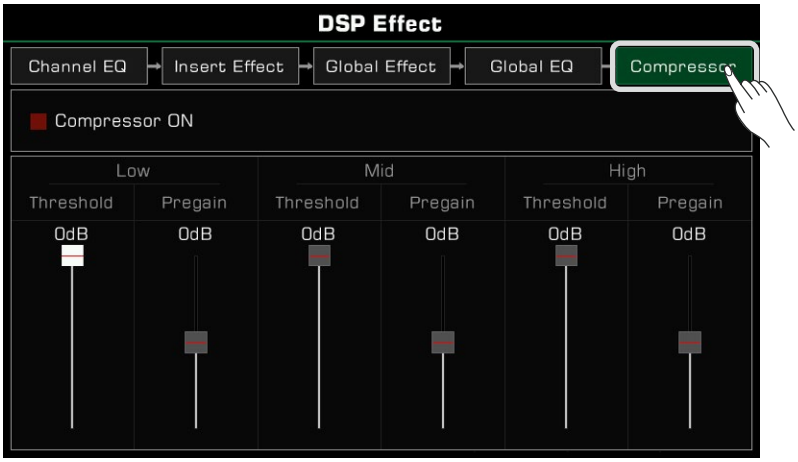


Global Compressor

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

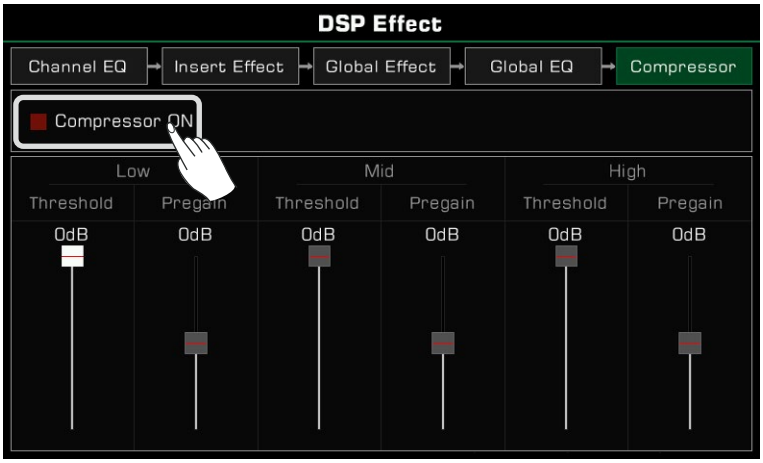
The segment compressor helps balance every frequency range and make the overall tone sound close to CD quality.

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



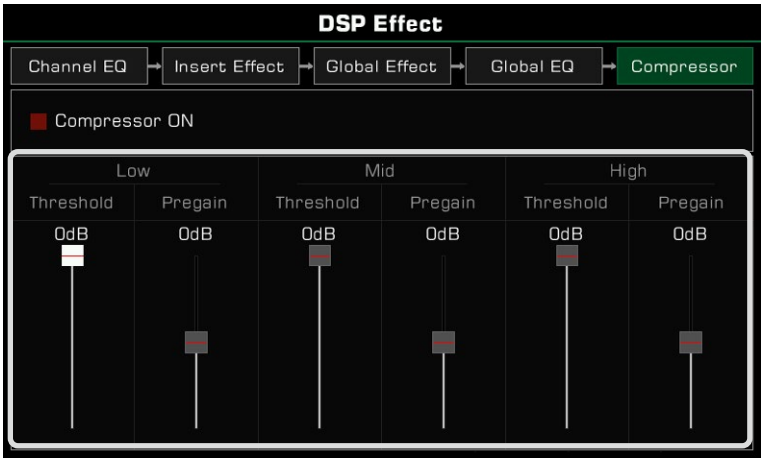
Turn ON/OFF Compressor

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



Adjusting Compressor Parameters

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

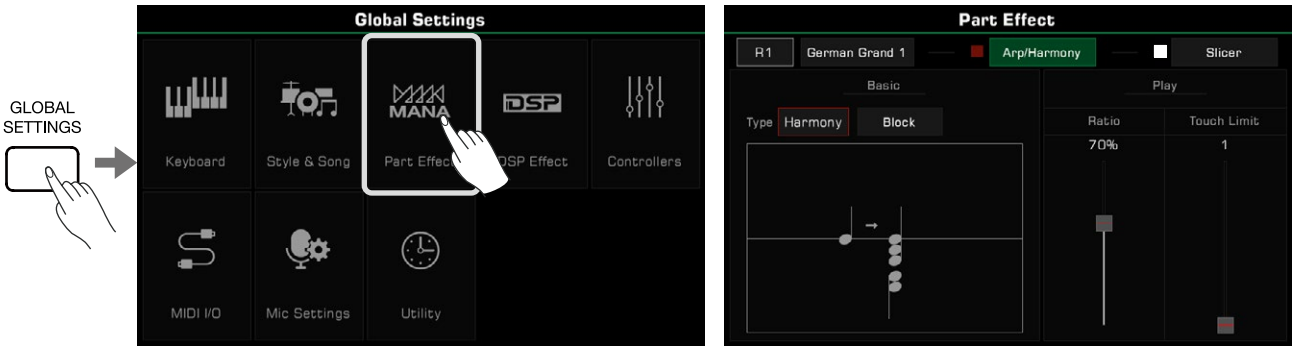


Tips:	When adjusting the DSP effects parameters, press the [<] and [>] buttons at the same time to reset the parameters being edited.

Keyboard Part Effects

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

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



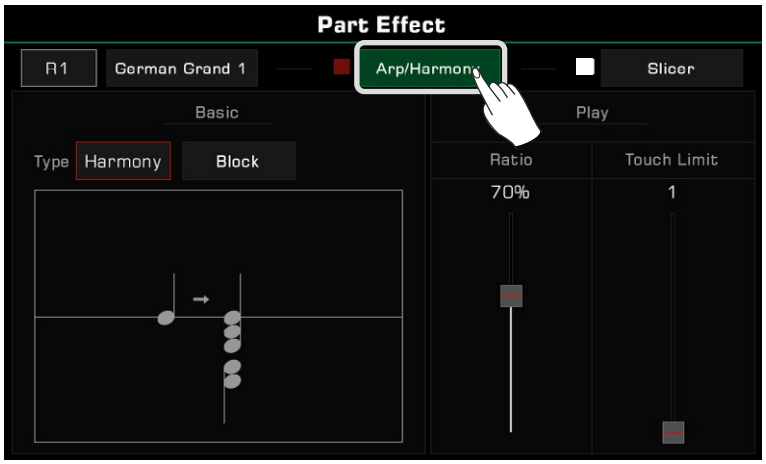
Harmony

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

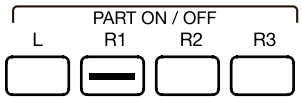
Select and Enable Harmony

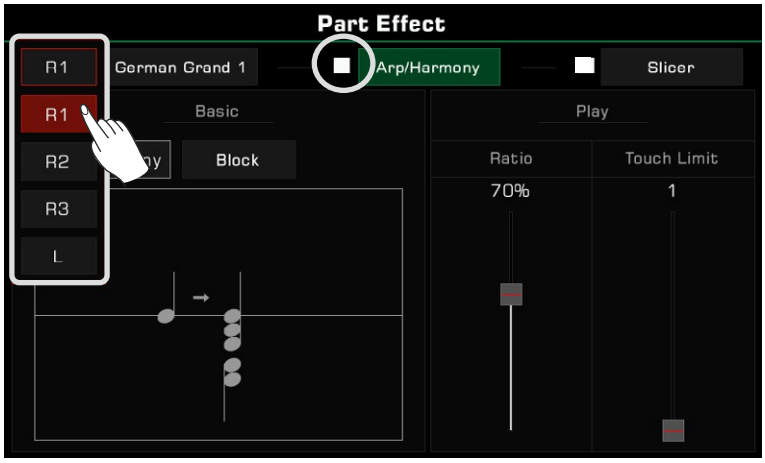
Add the harmony effect to the right hand part as follows:

1. In the Part Effect setting menu, press “Arp/Harmony” to bring up the settings menu.

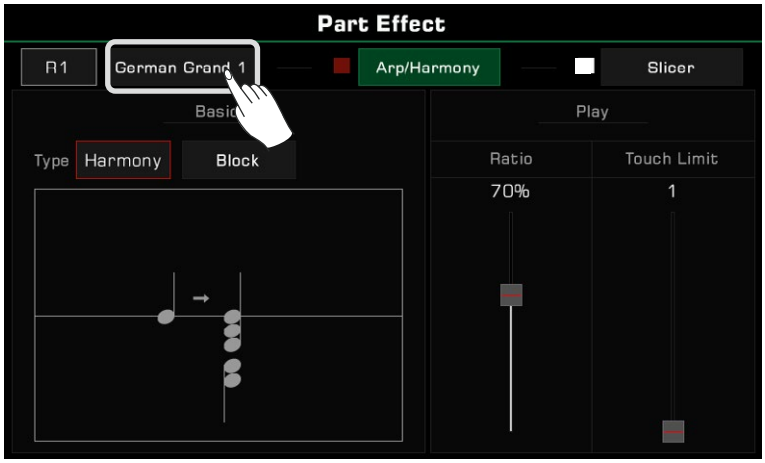


2. Press the part name and select the part to add the harmony effect. If you need to listen during editing, turn on the "Arp/Harmony" option and the corresponding [PART ON/OFF] button on the panel.



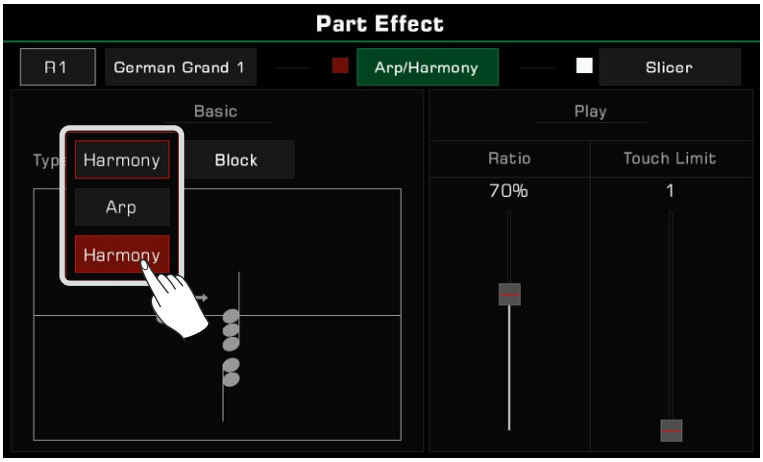


Press the sound name to change the sound of the current keyboard part.

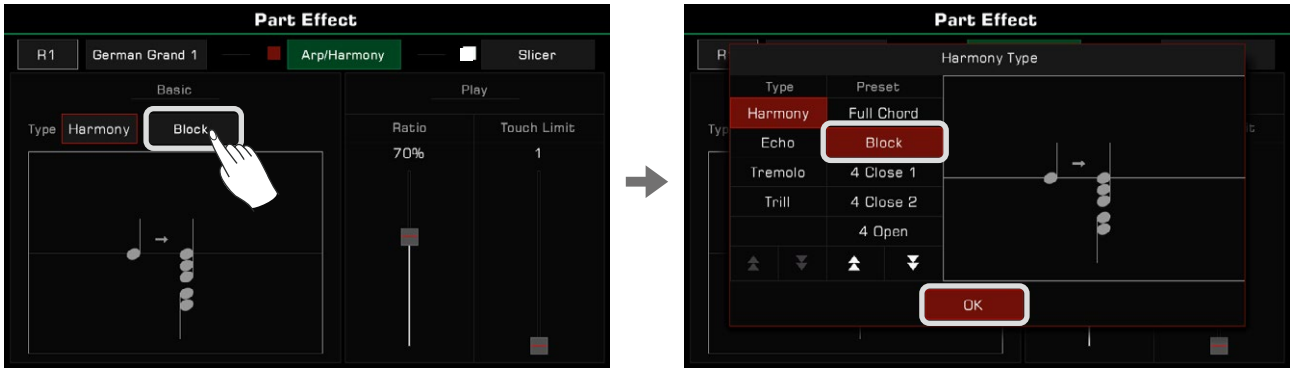


Note!	When you select a new sound, the part effect is set to the default type. You can use the Sound Edit function to modify this setting. Please refer to the section on Sound Edit for more information.

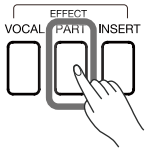
3. Press the name of the part effect and select “Harmony” from the list.

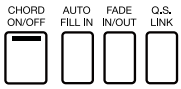


4. Now you can select the Harmony type for the current part. Press the harmony type name to bring up the selection list. Press to select a harmony type from the list, and the diagram will appear in the pop-up.
Other effect options include Echo, Tremolo or Trill.
Press “OK” to confirm and return to the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



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



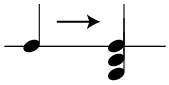


Note!	Arpeggios and Harmony cannot work simultaneously on same keyboard part. If the default effect type is arpeggio, it will already be applied to that part when the [PART EFFECT] switch is turned on. You have to change the effects settings to apply Harmony.

Harmony Types

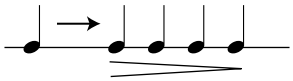
This section briefly introduces the characteristics of Harmony, Echo, Tremolo and Trill.

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



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

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



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

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

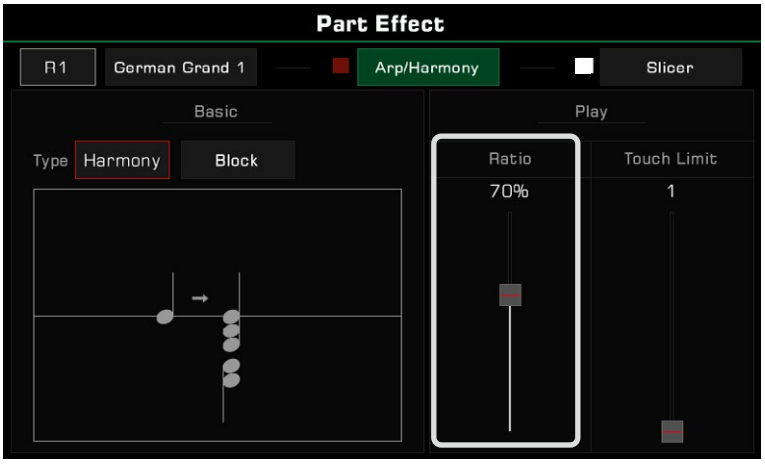
There are 4 Tremolo effects. The tremolo effect is not affected by chords.

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

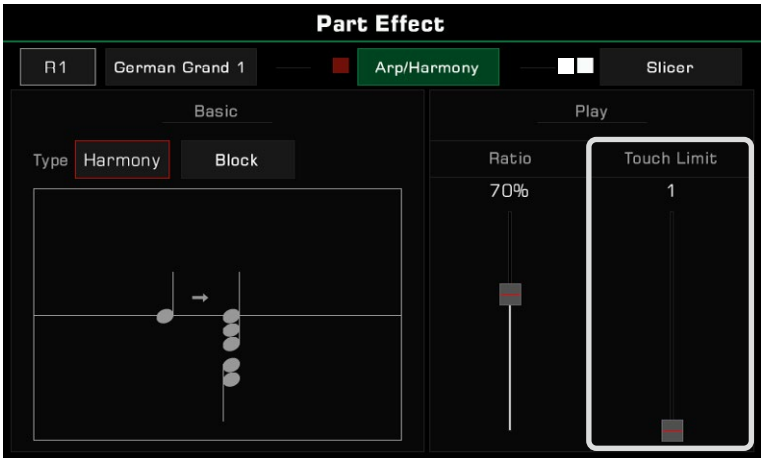
There are 4 Trill effects. Trills are not affected by chords.

Harmony Adjustment Parameters

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



Adjust the Threshold for triggering the Harmony effect and set the minimum velocity for the harmony effect response. Press and drag the fader to adjust the parameters. If your playing velocity is less than the Threshold value, the harmony effect will not be added to your performance.



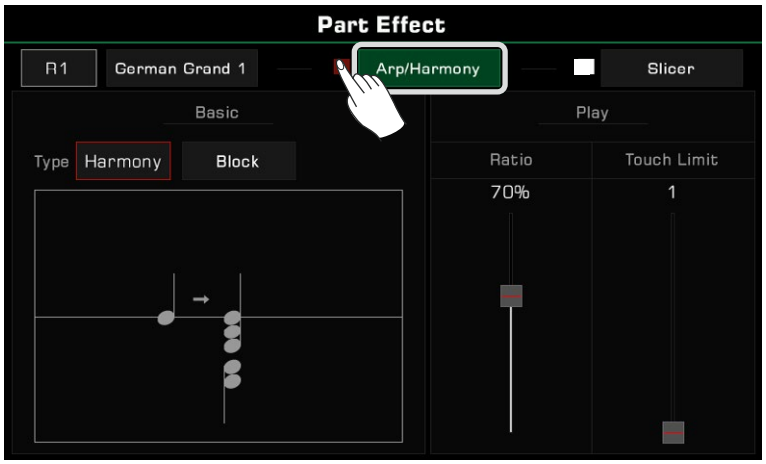
Arpeggios

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

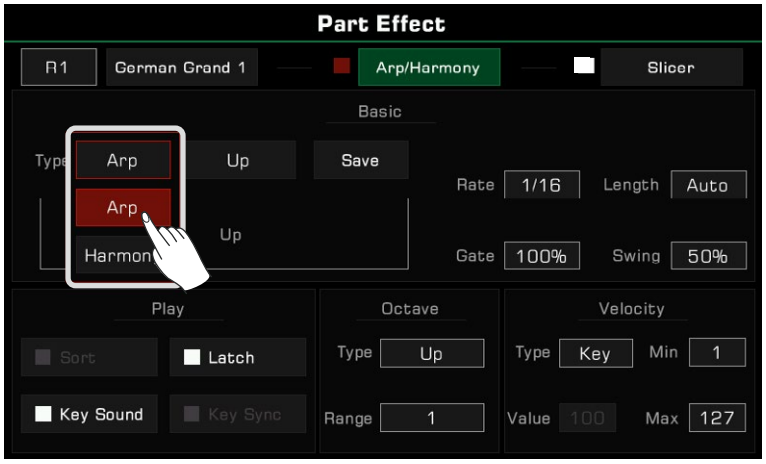
Select and Enable Arpeggio

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

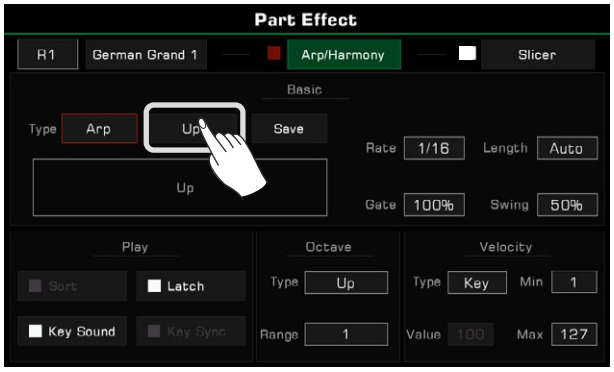
1. In the part effect setting menu, press “Arp/Harmony” to bring up the settings menu, and turn on the “Arp/Harmony” option.

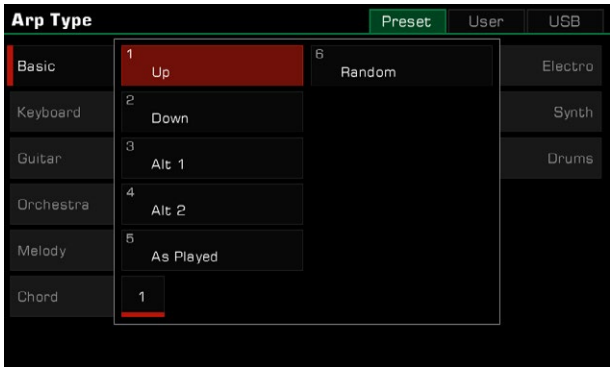


2. Press part effect type and select “Arp” from the list. This will bring up a settings menu.

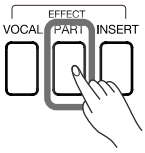


3. Select an arpeggio type for the current part. Press the arpeggio name to open the selection list. Select an arpeggio and press [EXIT] to return to the settings menu.





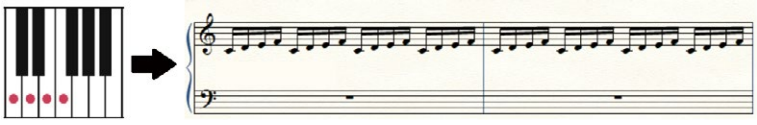
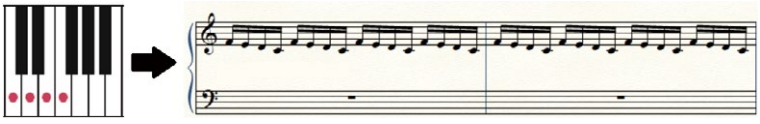
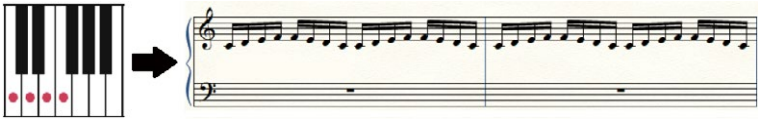
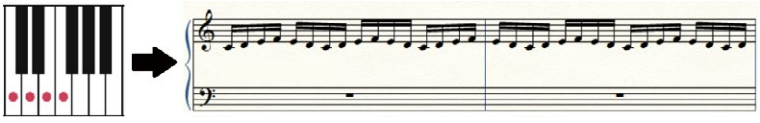
4. Press the [PART EFFECT] button to turn on the arpeggio.



Arpeggio Types

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

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

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

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

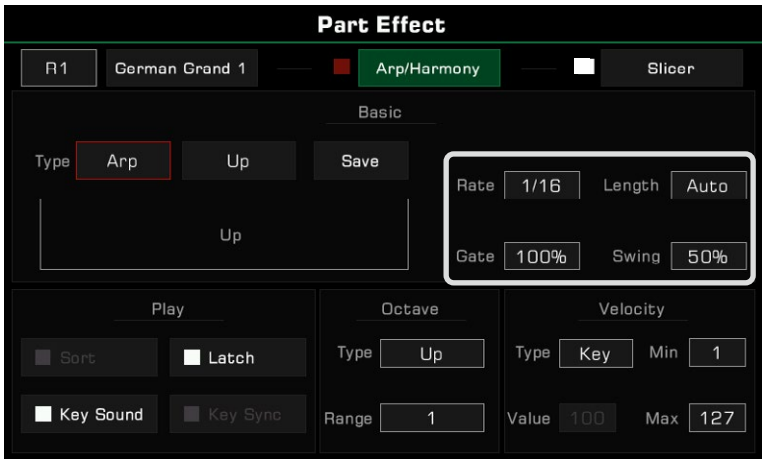
- Phrase
  Phrase arpeggios generally have an obvious rhythm or melody. With this type of arpeggio, a phrase will be triggered based on the key you currently playing.

Arpeggio Parameters

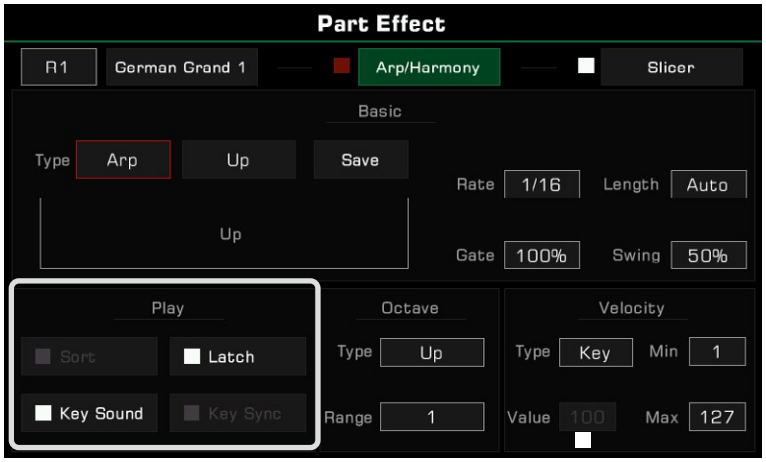
This section will explain the Arpeggio parameters and their settings.

1. Basic Parameters

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



2. Playing Parameters

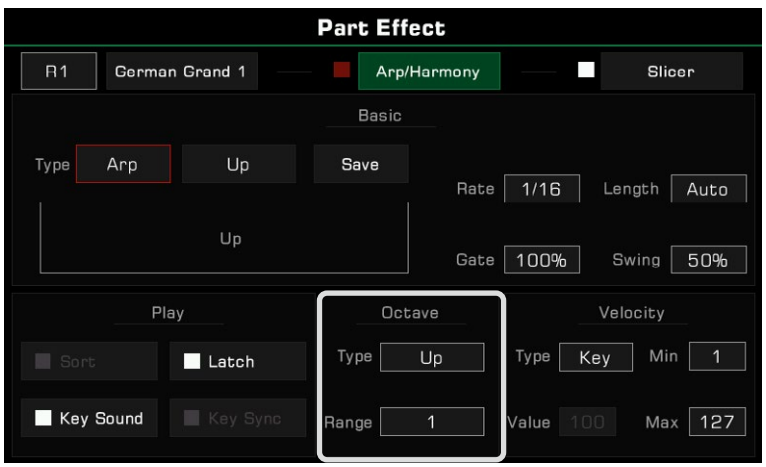


Sort switch	When this switch is turned on, the current arpeggio will arrange the pitch from low to high. When the switch is turned off, the current arpeggio will arrange the notes according to keys you play.
Latch ON/OFF	When this switch is turned on, the arpeggio played when keys are pressed will continue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

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

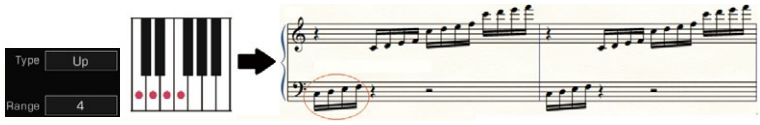
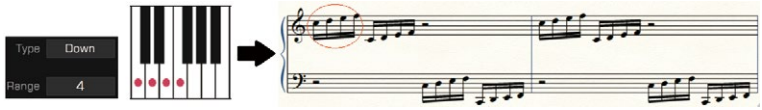
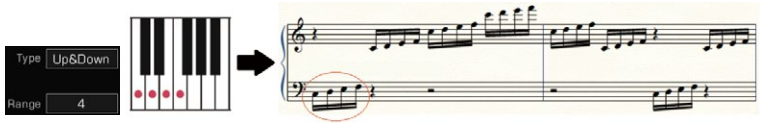
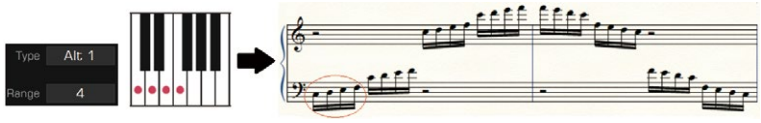
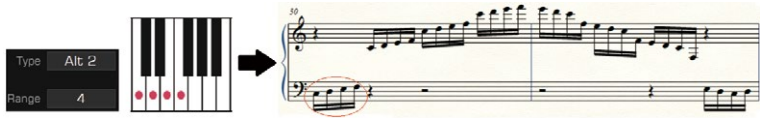
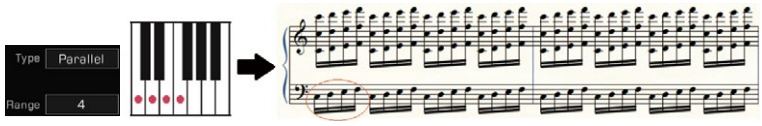
3. Octave Parameters

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

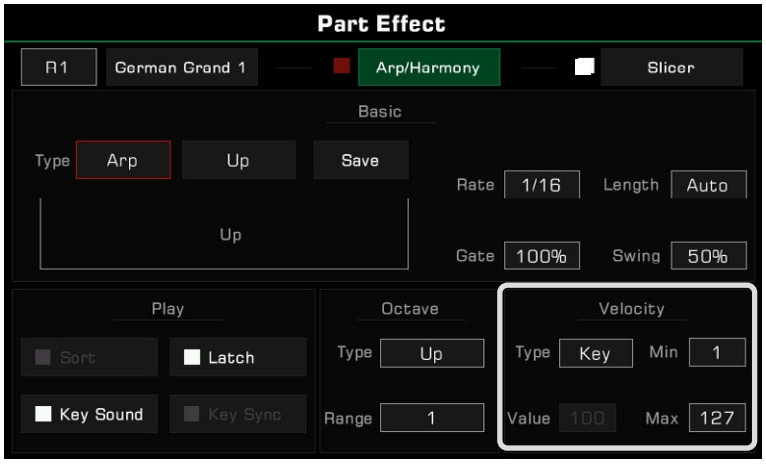


Octave Type is used to set playback mode, and Octave Range is used to adjust the octave repetition range.

There are several octave patterns.

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

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



Arpeggios have three response modes:

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

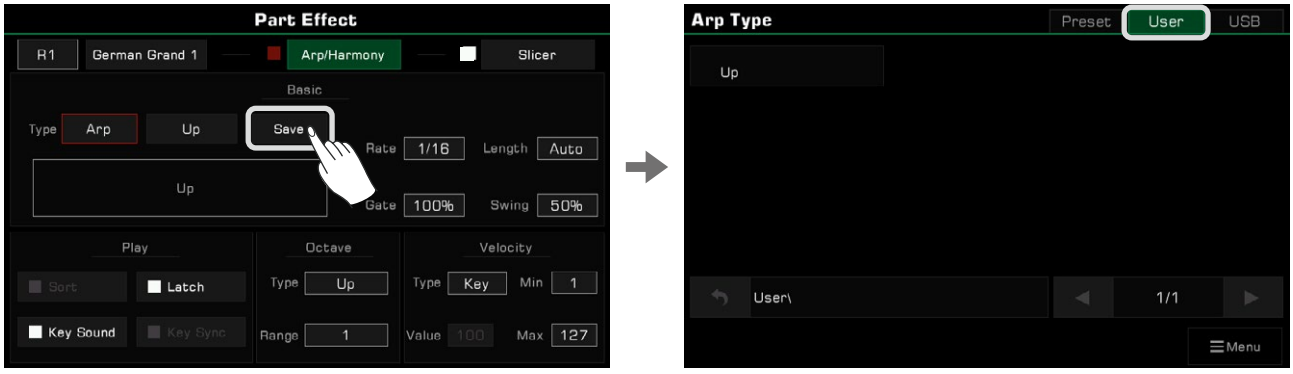
Tips:	When some arpeggio types or patterns are selected, some parameters are not available. This depends on their characteristics and application.

Saving User Arpeggios

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

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

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



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

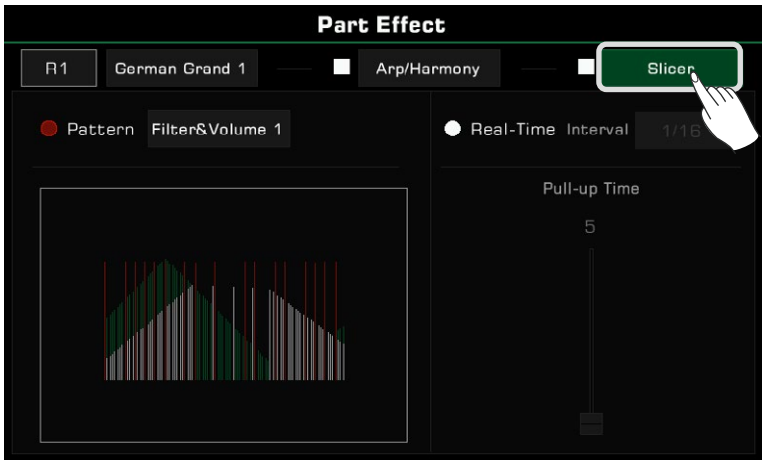
Slicer

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

Select and Turn On Slicer

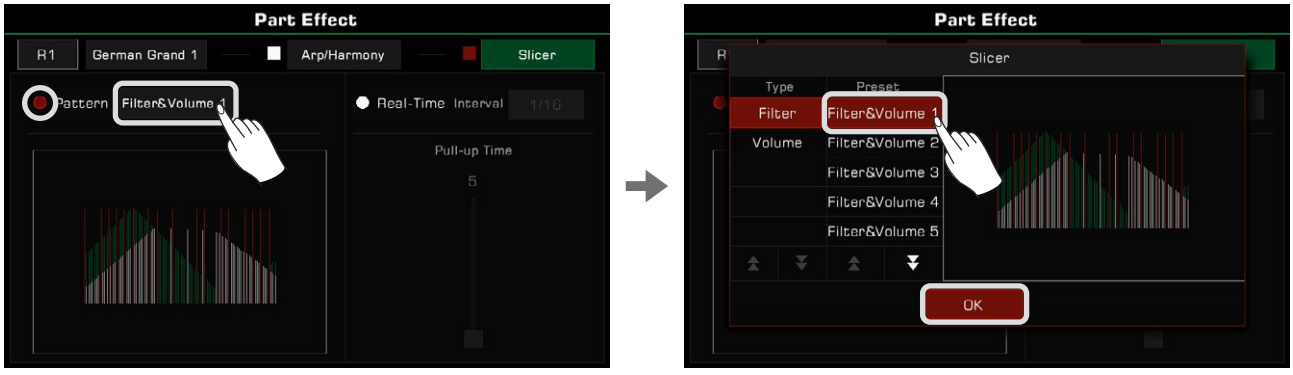
Add a slicing effect to the keyboard sound as follows:

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



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

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



Adjusting Real-time Slicer

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

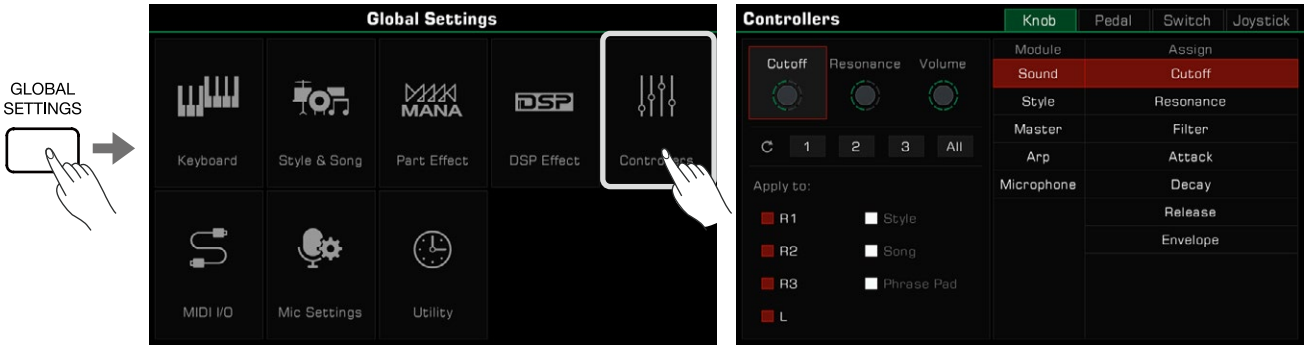
1. Press to turn on the “Real-Time” option. Press the slice interval value to select how fast you want to cut the sound.

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

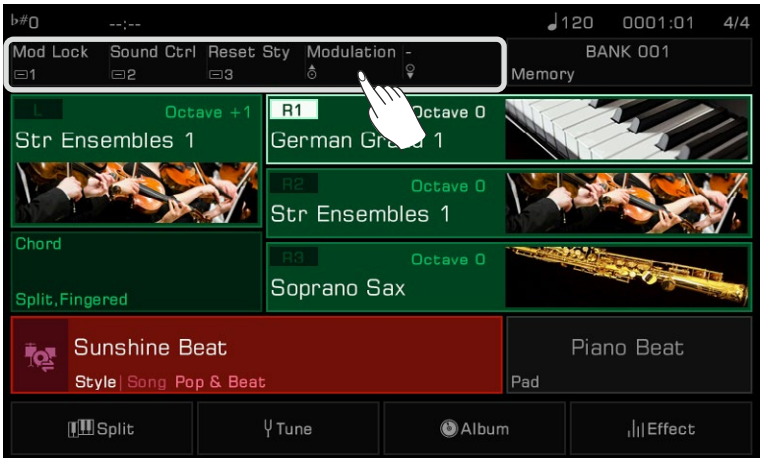
Note!	When you select a new sound, the part effect is set to the default type. You can use the Sound Edit function to modify this setting. Please refer to the section on Sound Edit for more information.

Controllers

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

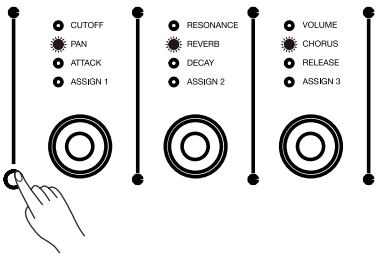


Click the controller display area on the main screen to directly enter the controller interface.



Knobs

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



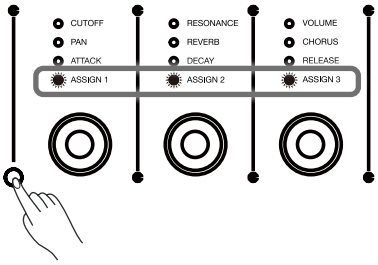
Selecting Knob Functions

The default settings of the knob groups are:

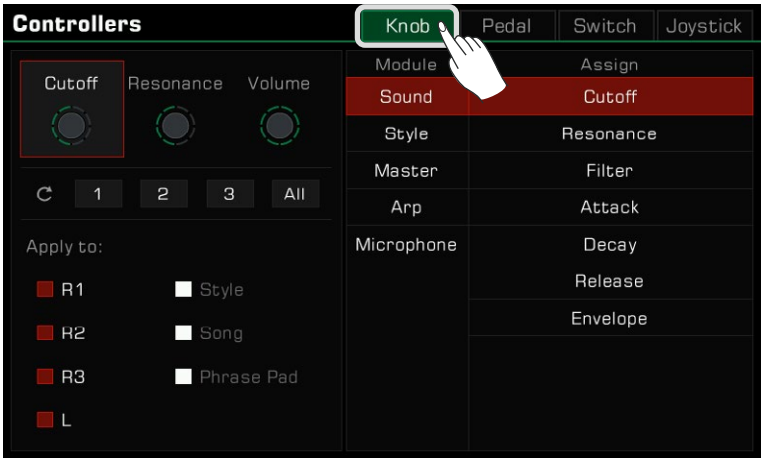
GROUP 1	Cutoff	Resonance	Volume
GROUP 2	Pan	Reverb	Chorus
GROUP 3	Attack	Decay	Release
GROUP 4	Style Mute Ch1	Retrigger Switch	Retrigger Rate

The knob functions are freely assignable. As an example, let's adjust the functions of group 4:

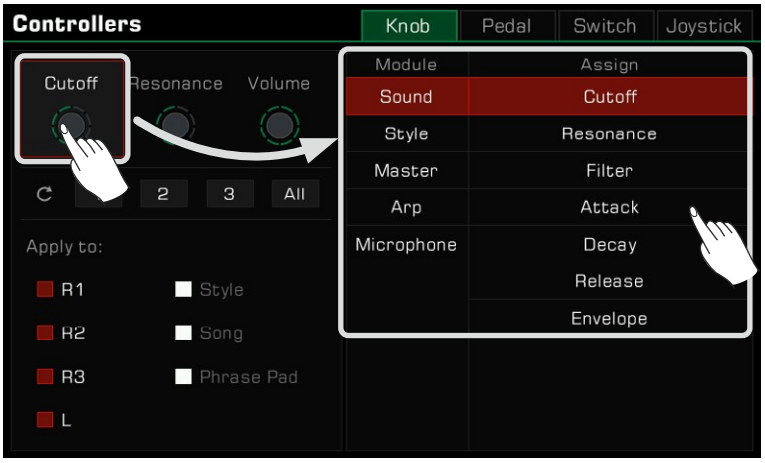
1. Press the group switch button repeatedly until the LED indicators of fourth group light up.



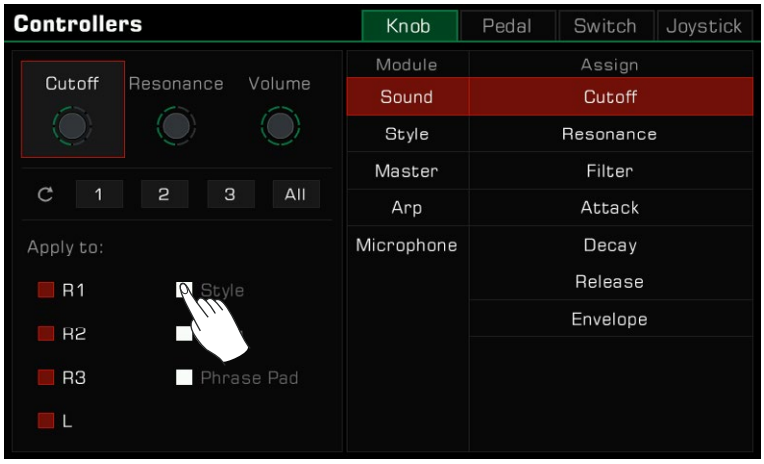
2. Press "Knob" to enter the knob settings menu.
Press both the [<] and [>] buttons to reset the selected knob to its default setting.



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



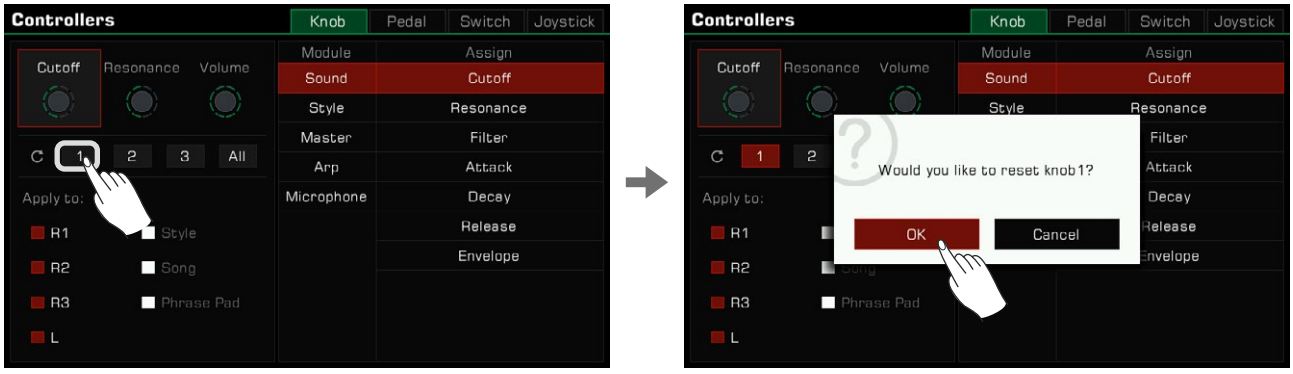
4. Different knob functions can be applied to different parts. Check the Part boxes to apply the current function to the parts you want to control in real time.



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

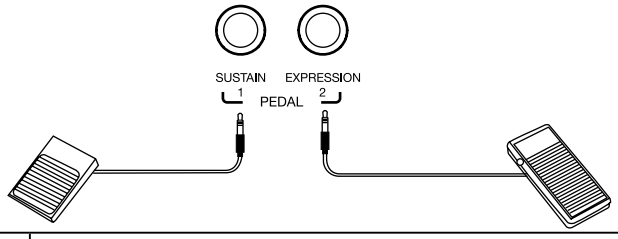
Resetting Knob Parameters

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



Foot Pedals

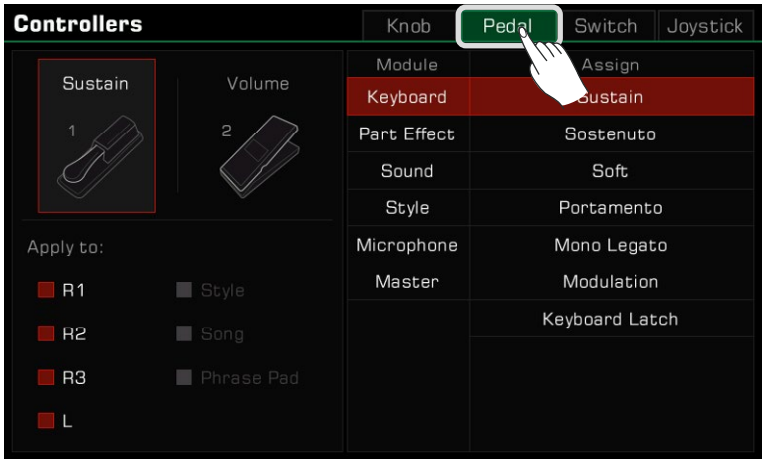
This instrument has 2 assignable pedals. The default settings are:



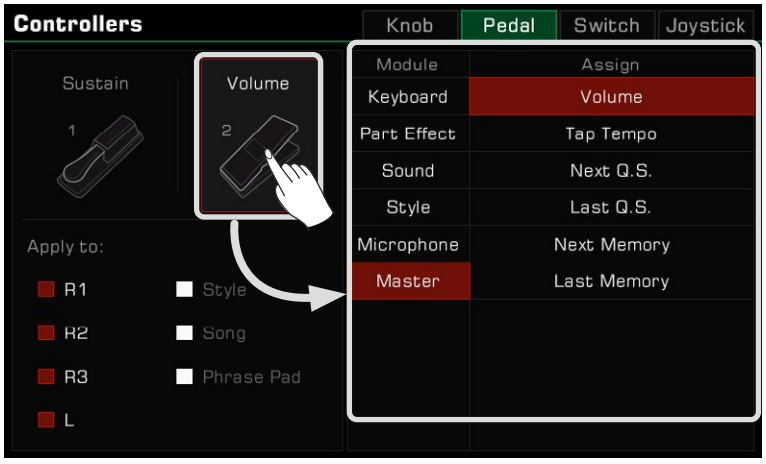
SUSTAIN PEDAL 1	Switch pedal. The default setting is Sustain.
EXPRESSION PEDAL 2	Controller pedal. The default setting is Volume.

Assign the pedal functions as follows:

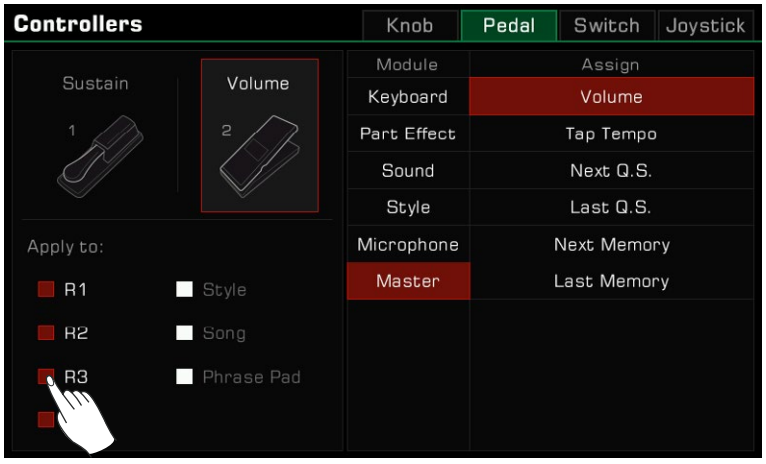
1. Press “Pedal” to enter the pedal settings menu.



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



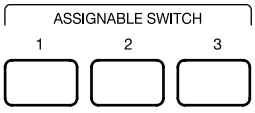
3. Different pedal functions can be applied to different parts. Check the Part boxes to apply the current function to the parts you want to control in real time.



Note!	Some functions can only be used on the controller pedal and not on the switch pedal. If a controller pedal function is assigned to the switch pedal, the assigned function may not work correctly. We strongly recommend that you use the official pedal accessories. The use of unofficial pedals may cause polarity problems. If you encounter this problem, you can try to adjust the polarity by stepping on the pedal when turning on the instrument.

Assignable Switches

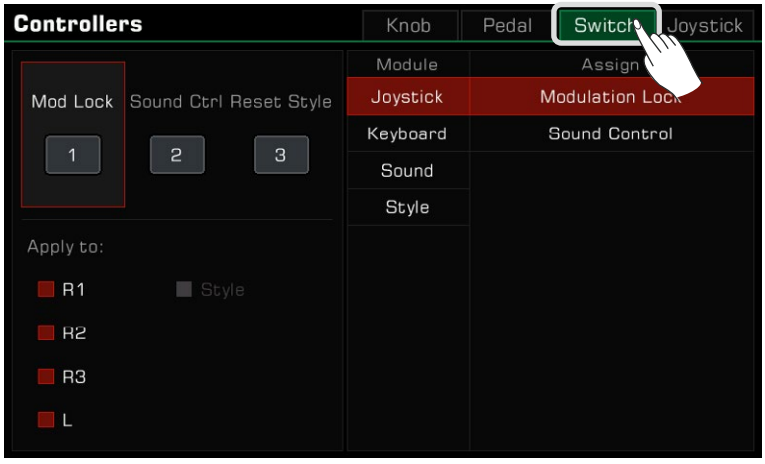
This instrument has 3 assignable switches. The default settings are:



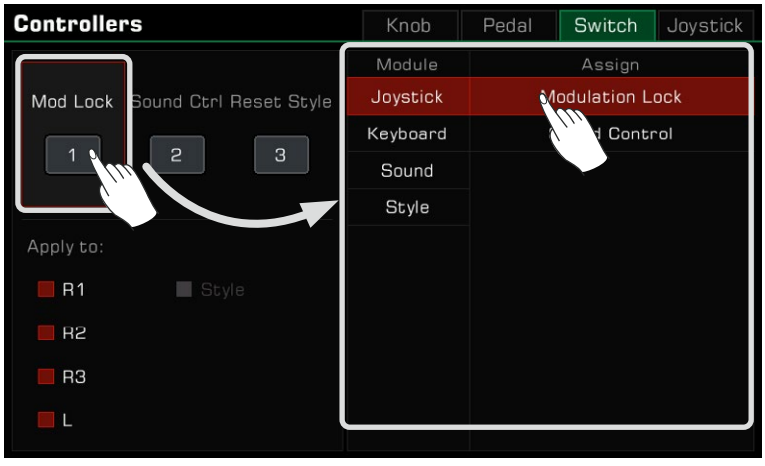
ASSIGNABLE SWITCH 1	Modulation Lock
ASSIGNABLE SWITCH 2	Sound Control
ASSIGNABLE SWITCH 3	Reset Style

Program the assignable switches as follows:

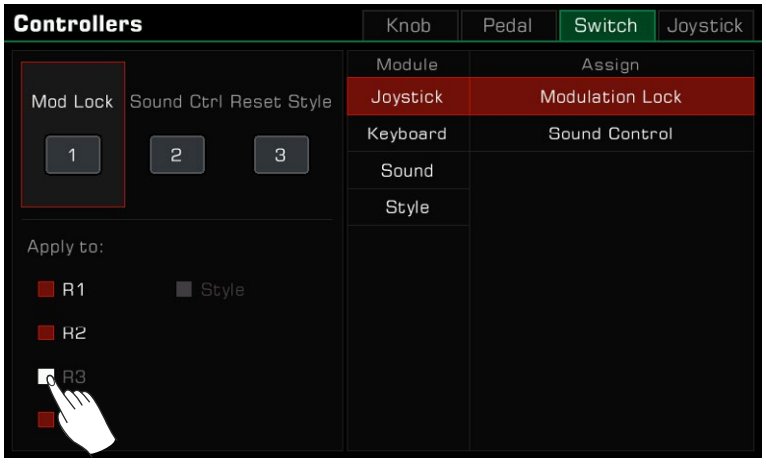
1. Press “Switch” to enter the switch settings menu.



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

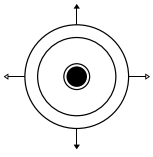


3. Different functions can be applied to different parts. Check the Part boxes to apply the current function to the parts you want to control in real time.



Joystick

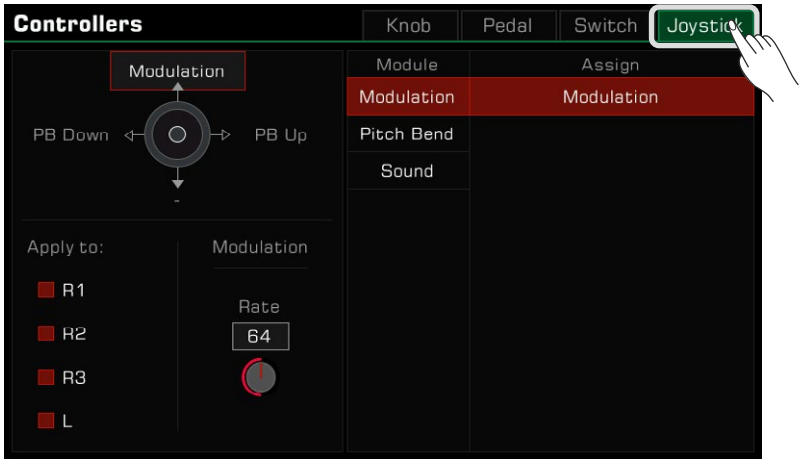
The instrument has a four-direction joystick. The joystick can be pulled any direction and will automatically return to the center position after being released. The default settings are:



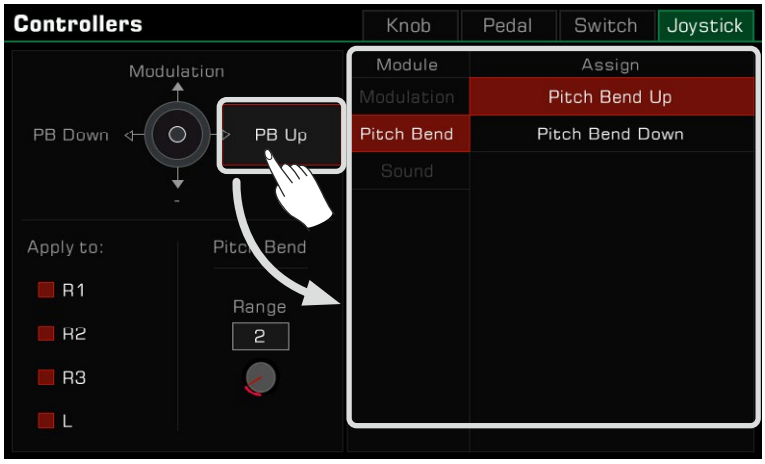
X- ←	Pitch Bend Down
X+ →	Pitch Bend Up
Y+ ↑	Modulation
Y- ↓	-

Assign the joystick settings as follows:

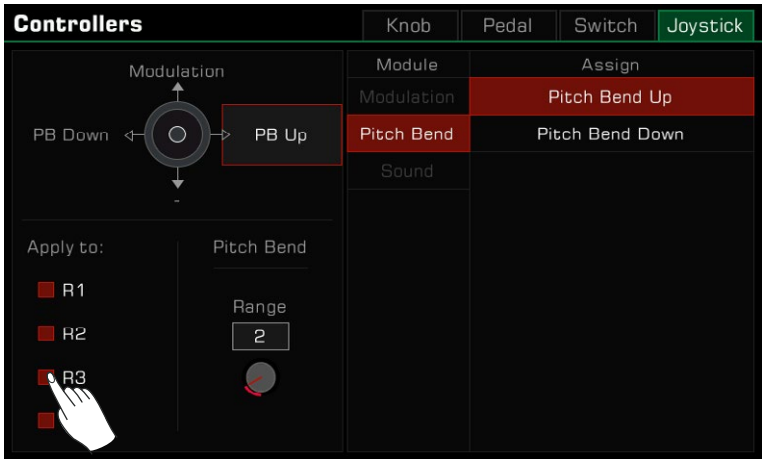
1. Press “Joystick” to enter the joystick settings menu.



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



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

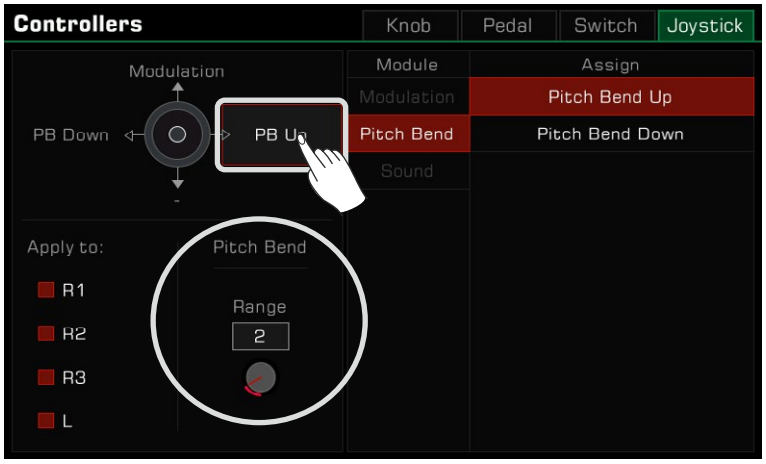


Tips:	When the custom switch function above Joystick is set to Sound Control and turned on, Joystick's up and down functions enable Sound Control, which is used to control the Insert Effects parameters of the sound in real time. Not all Insert Effects have this feature; you can see if the Insert Effects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

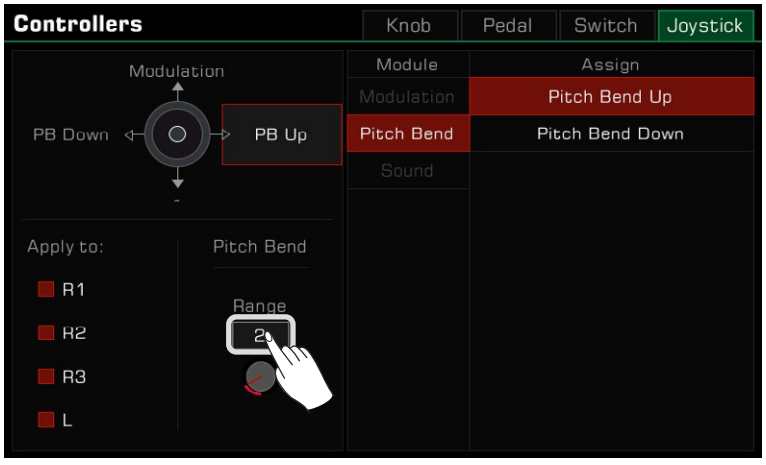
Setting the Pitch Bend Range

You can set the Pitch Bend range by following steps:

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



2. Press the Pitch Bend range and set the desired maximum value. You can then use the joystick to apply Pitch Bend as you play.



Pitch Bend Range Lock

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

You need to pay attention to the following rules:

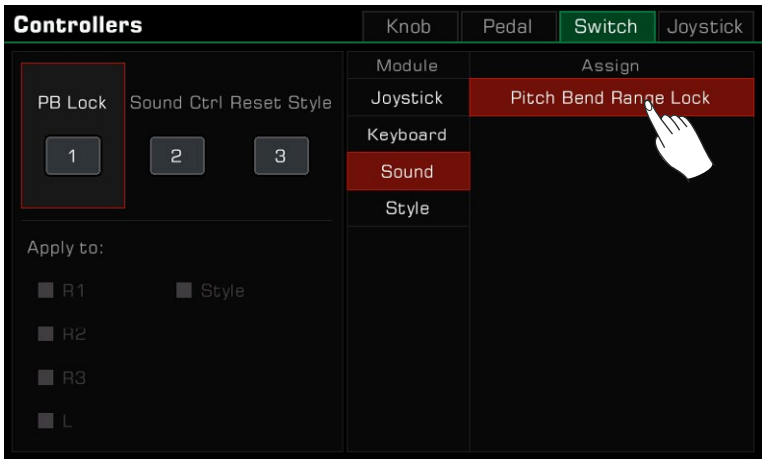
1. When you turn on only one sound part, the left and right directions of the joystick will respond to the default pitch bend range of the sound.

2. If you turn on multiple parts at the same time, the pitch bend range will respond to the range according to the priority of the part, which is R1->R2->L->R3. For example, if you turn on R1 and R2 at the same time, the system's pitch bend range will respond to the R1 sound. If you close the R1 and only turn on the R2, the system's pitch bend range will respond to the current R2 sound.

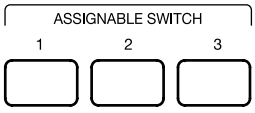
Of course, you can modify the current global pitch bend range at any time from the controller interface. However, after switching sounds, this parameter will immediately change with the new sound.

However, you can lock the range by assigning the “Pitch Bend Range Lock” feature to a switch. With the following steps, the system will always respond to the global pitch bend range value in the controller function, instead of associating the default range for the sound.

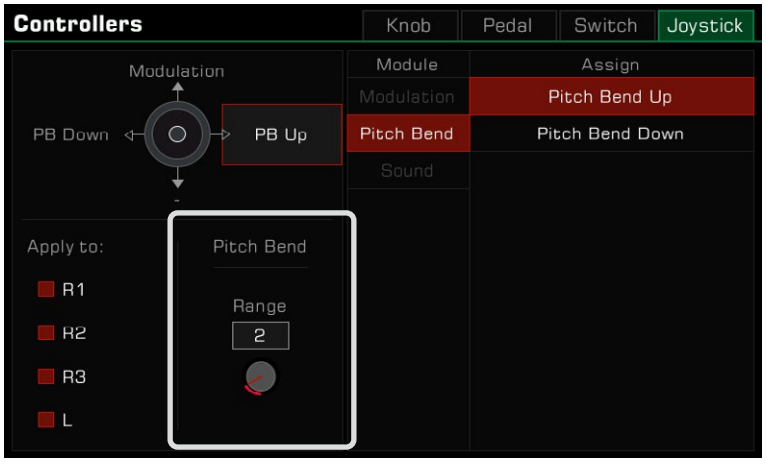
1. In the “Switch” tab of the controller, set the function of any switch to “Pitch Bend Range Lock”.



2. Turn on the corresponding switch on the panel to enable the “Pitch Bend Range Lock” function.



With the above settings, the joystick will always respond to the global pitch bend range and will no longer be affected by the part and sound.

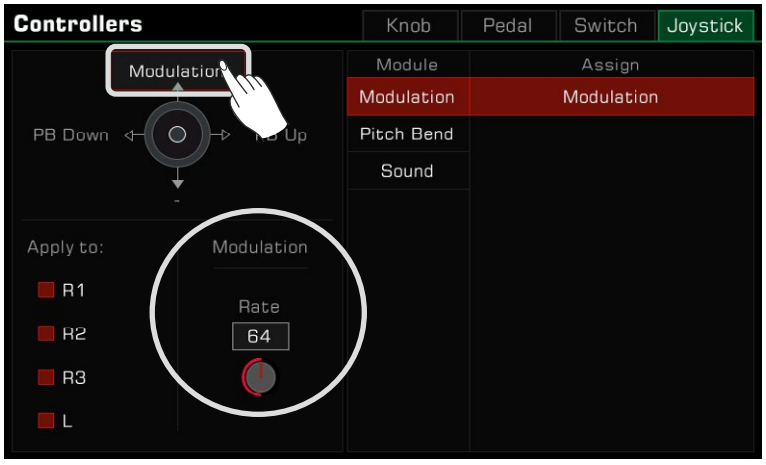


Tips:	You can also modify the default pitch bend range of a sound with the sound editing function. Please refer to the “Sound Edit” section for more information.

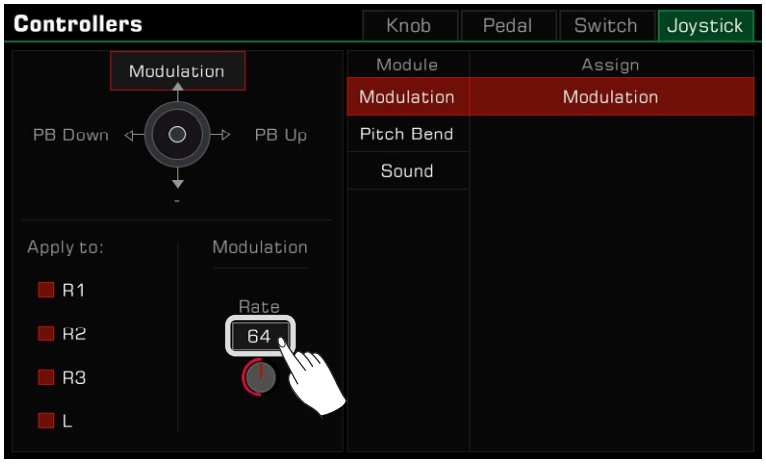
Setting the Modulation Rate

You can set the Modulation Rate of the keyboard by following these steps:

1. Press the function name of the upper direction and select the Modulation. At this point, the modulation parameters will appear at the bottom.



2. Press the modulation rate and set the maximum rate of the keyboard part. You can then use a joystick or a multi-function pedal to control the modulation rate of playing notes.

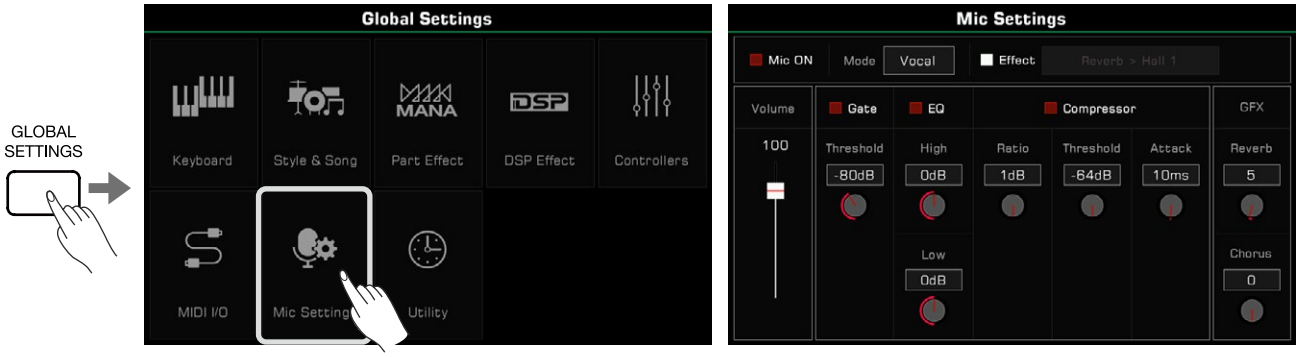


Tips:	You can enable the Modulation Lock when the custom switch function above the joystick is set to Modulation Lock and turned on. This function allows the joystick to keep the modulation effect you triggered last time when it returns to the middle position. For an introduction to all the functions of the controllers, see the “Controller Function List” in the Data List.

Microphone

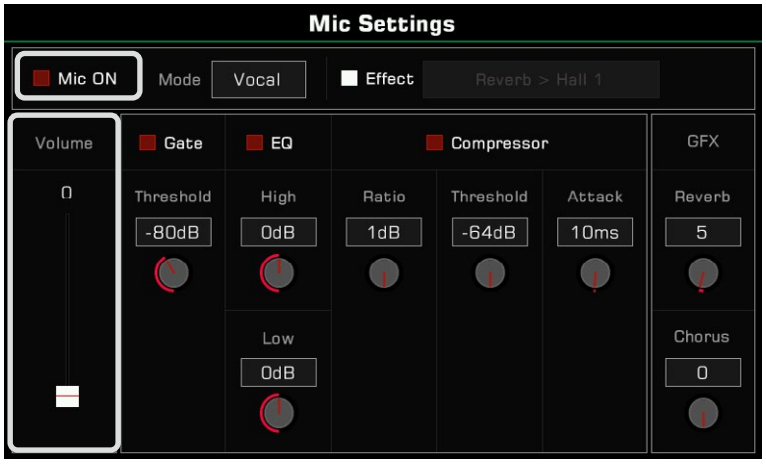
This instrument is set up for a microphone connection. You can also add rich microphone effects to your voice and then record the music you play and sing.

Press the [GLOBAL SETTINGS] button on the panel to bring up the selection menu. Press “Mic Settings” to enter the microphone settings menu.



Turn On Microphone

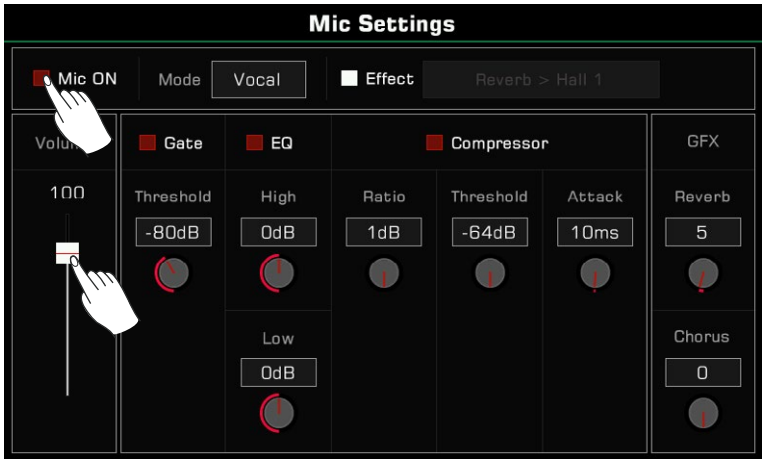
1. Make sure your microphone is turned off before connecting. Also, make sure the microphone volume on the touch screen menu has been set to zero.



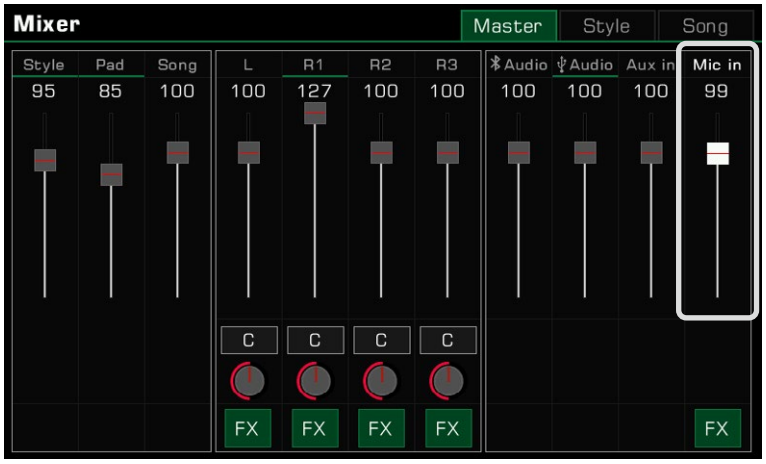
2. Connect the microphone to the [MIC IN] jack on the instrument’s back panel, then turn the microphone on.

MIC IN

3. Check the “Mic ON” box and adjust the volume as you speak into the mic.



Adjust the volume balance between the microphone and the other parts in the master mixer interface.



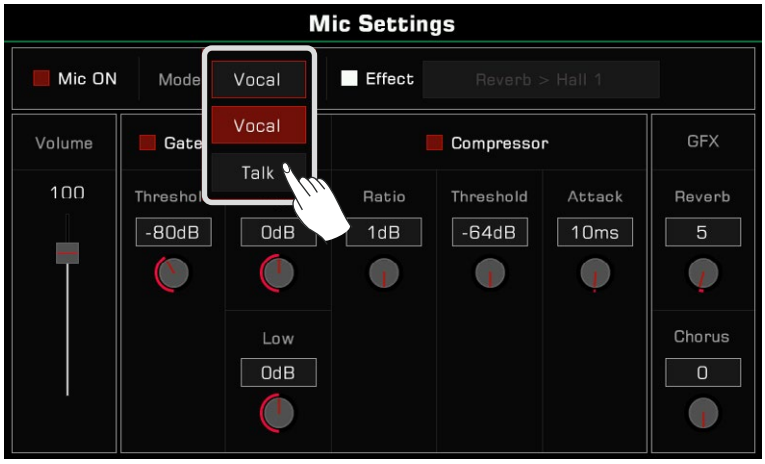
Selecting Microphone Mode

There are two microphone modes: Talk and Vocal.

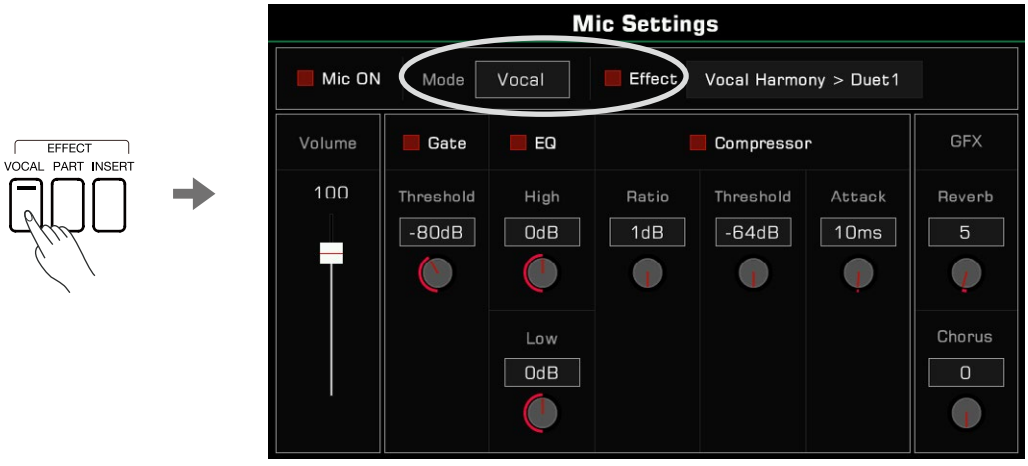
“Talk” mode is generally used for speech and broadcasting. Selecting this mode will turn off the microphone effects.

“Vocal” mode is generally used for singing performance. This mode is set up for adding effects, a Vocoder, or Vocal Harmony to your voice.

Press the mode name to bring up the selection list.



Press the [VOCAL EFFECT] button on the panel to switch to “Vocal Mode”. The microphone Effect option will be enabled automatically.

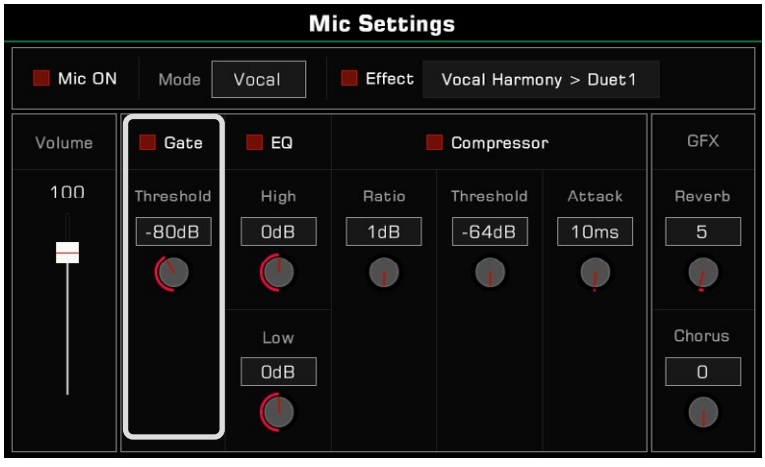


Adjusting Basic Microphone Parameters

Adjust the basic parameters of the microphone in the microphone settings menu.

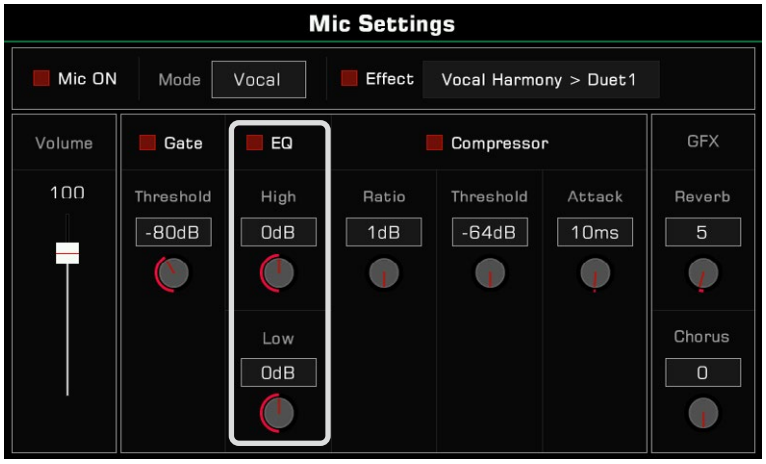
Gate

Check the Gate option to turn the noise gate on or off. Press the threshold value to adjust the noise gate parameter.



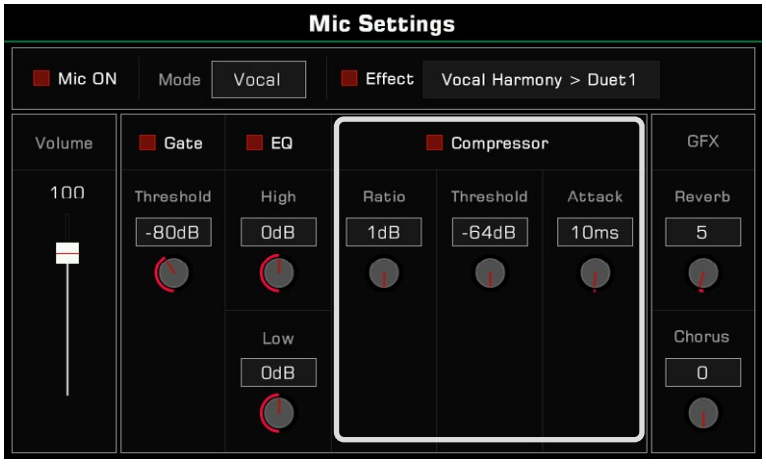
2-band EQ

Check the EQ option to turn the microphone equalizer on or off. Press the High gain or Low gain values to adjust the EQ frequencies.



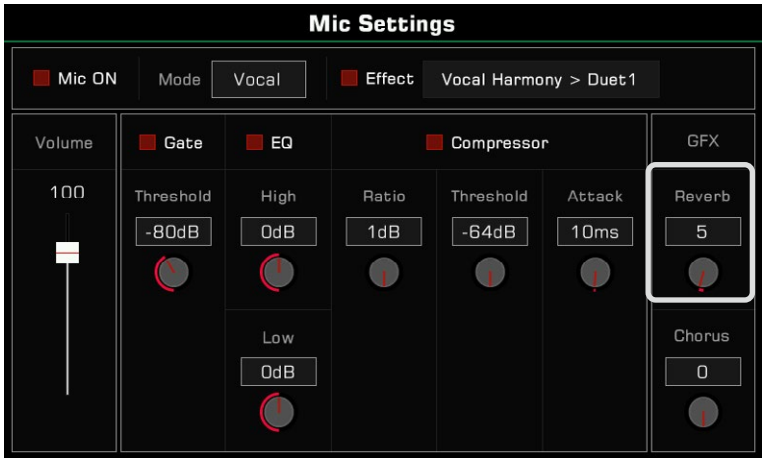
Compressor

Check the Compressor option to turn the microphone compressor on or off. Press the Ratio, Threshold and Attack time values to adjust the compressor parameters.



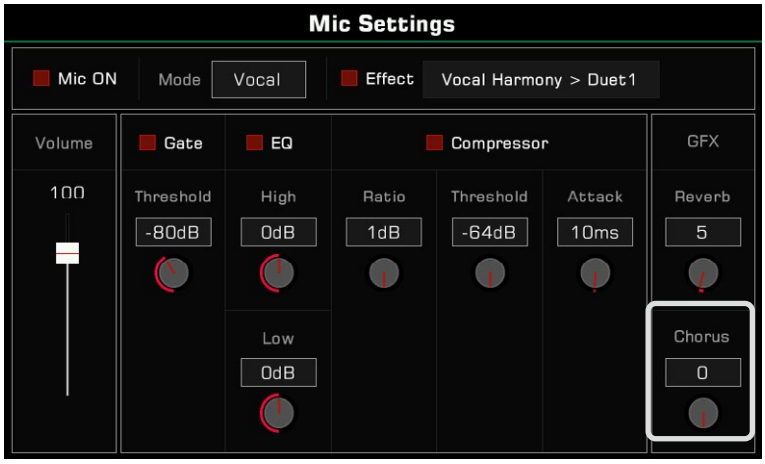
Global Reverb Level

Press the global reverb value to adjust the microphone reverb level.



Global Chorus Level

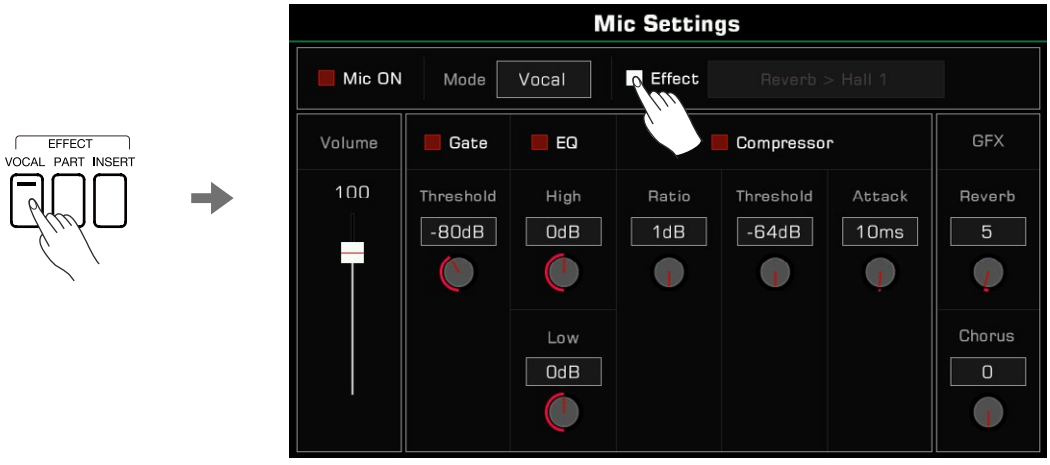
Press the global chorus value to adjust the microphone chorus level.



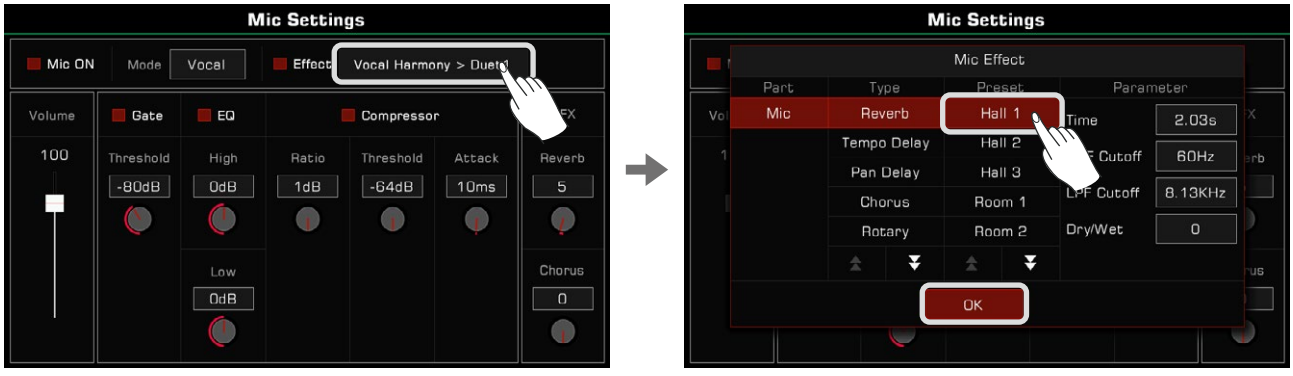
Turn On and Select Mic Effects

Add rich microphone effects in Vocal mode.

Press the [VOCAL EFFECT] button on the panel to turn the microphone effects on, or check the “Effect” option to apply the currently selected microphone effect.



Press the microphone effect name to bring up a pop-up menu. Select the effect you want to apply to the microphone.

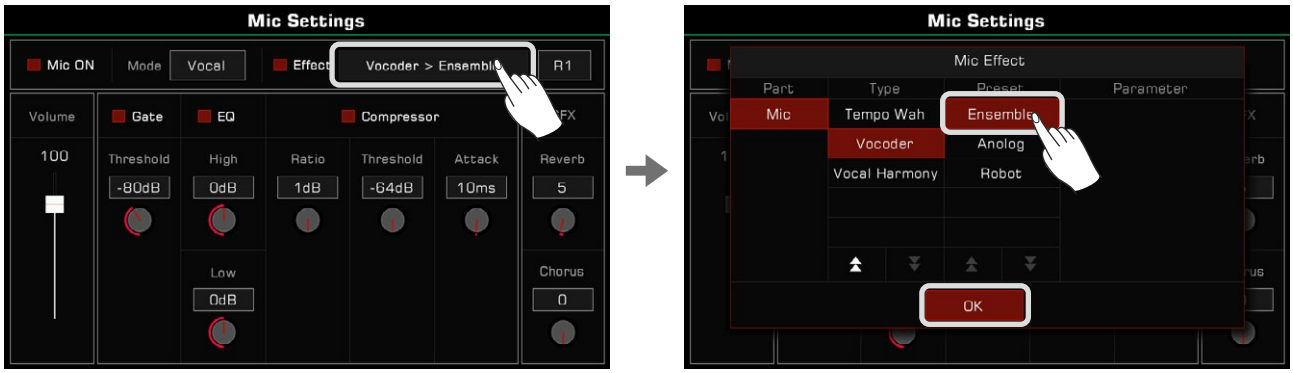


Using Vocoder

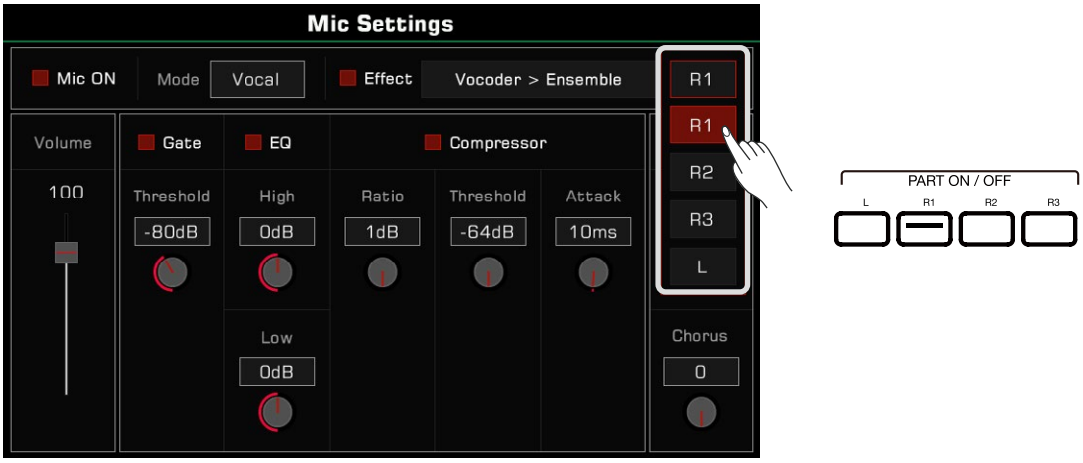
A vocoder is an effect which processes the microphone input sound to produce a robot-like vocal effect. You can trigger the vocoder with a keyboard part and use the pitch to process your voice.

Add a vocoder to the microphone as follows:

1. In Vocal mode, turn on the microphone Effect option. Press the name to open the pop-up menu.
   Select “Vocoder” as the current effect type and select one of the vocoder types from the list. Press “OK” to save and exit.



2. Select the keyboard part used to trigger the vocoder. Press the Part name on the top right to select a Part, and make sure that keyboard [PART ON/OFF] has been turned on.



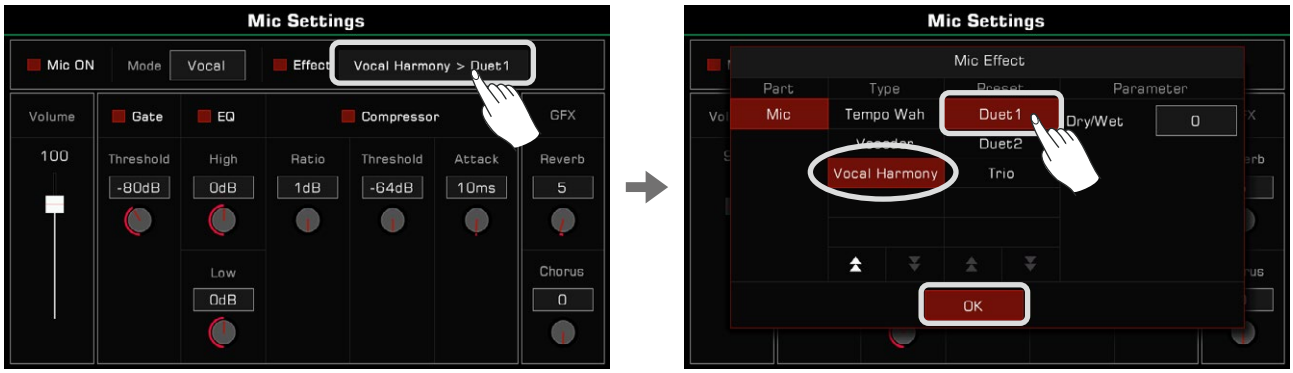
3. Speak or sing while playing the keyboard. The vocoder you selected will trigger the note pitch and modulate your voice.

Using Vocal Harmony

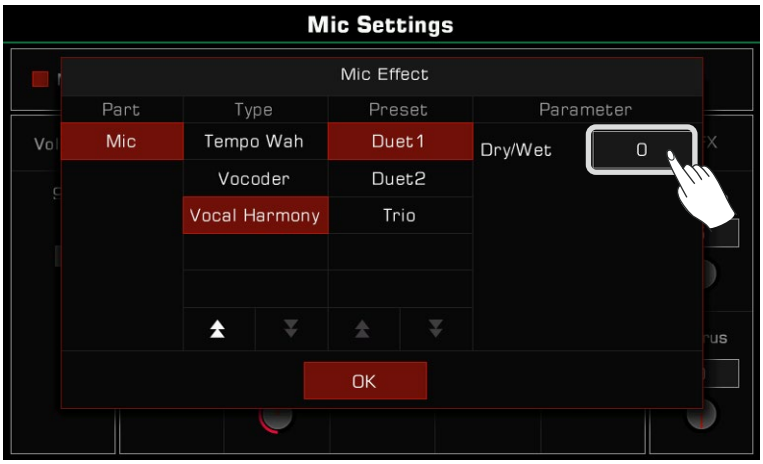
Vocal Harmony is an effect which processes to the microphone input sound to produce a natural multi-part harmony. The harmony added to your singing will depend on the chord you are playing.

Add a Vocal Harmony to your voice as follows:

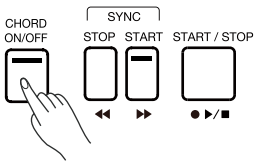
1. In Vocal mode, turn on the microphone Effect option. Press the name to open the pop-up menu. Select “Vocal Harmony” as the current effect and select one of the harmony types from the list. Press “OK” to save and exit.



According to the actual performance needs, you can click “Dry/Wet” to adjust the volume ratio of the vocal harmony effect. When this parameter value is 0, the volume of the original voice is the same as the harmony. The smaller the value, the larger the volume proportion of the original voice. The larger the value, the larger the ratio of the vocal harmony effect.



2. Turn on the [CHORD ON/OFF] button. Now, when you play a chord in chord area, the vocal harmony effect will be automatically added to your singing.

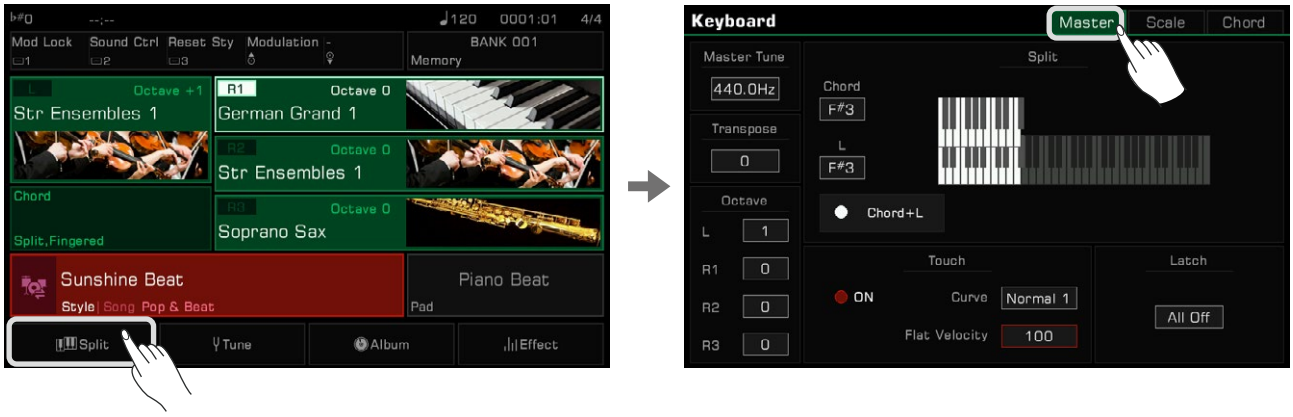


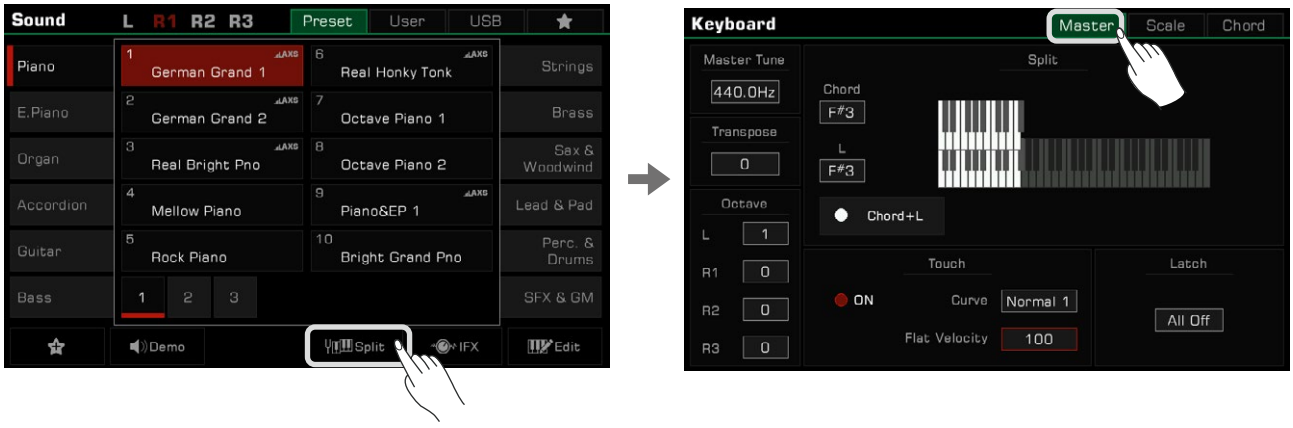
Master Tuning

The instrument has a tuning function which can adjust the overall pitch of the instrument. This feature is useful when you play with other instruments or when recording.

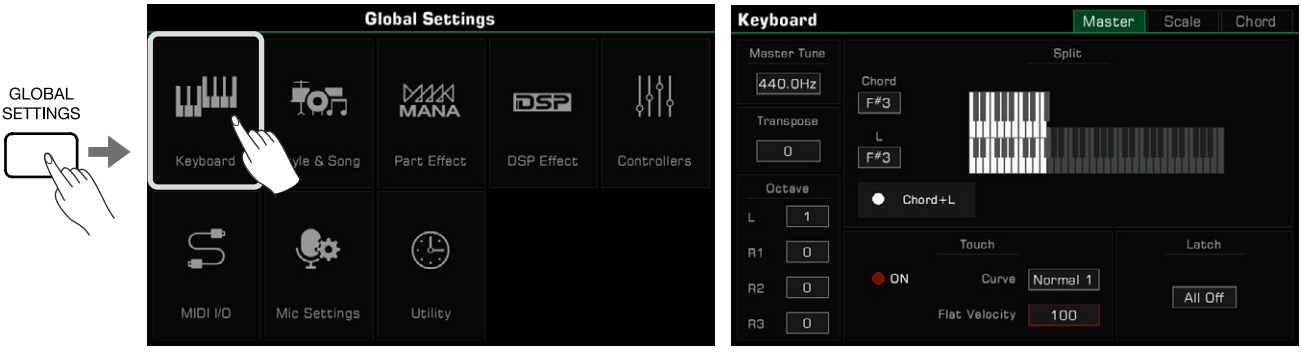
Adjust the instrument tuning as follows:

1. Press the “Split” button at the bottom of the main screen or the Sound selection menu to enter the keyboard settings menu. Press the “Master” tab at the top of the keyboard settings menu.

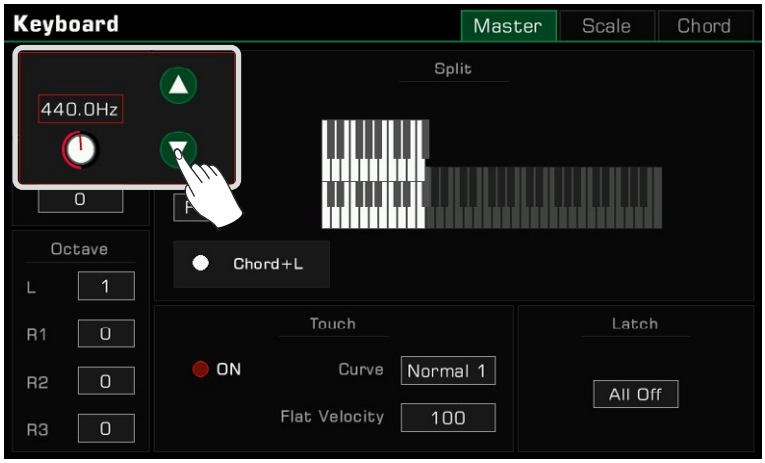




You can also press the [GLOBAL SETTINGS] button on the panel to bring up the selection menu. Press “Keyboard” to enter the keyboard settings menu.



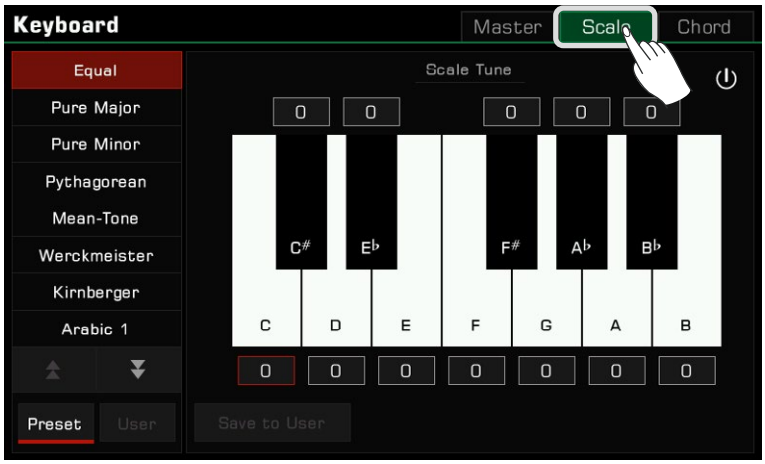
2. Press the “Master Tune” value to bring up the tuning knob. Adjust the tuning frequency by pressing the arrows, or by using the [DATA DIAL] or the [<]/[>] buttons. The instrument tuning range is 415.4 Hz~466.2 Hz.



Scale Tuning

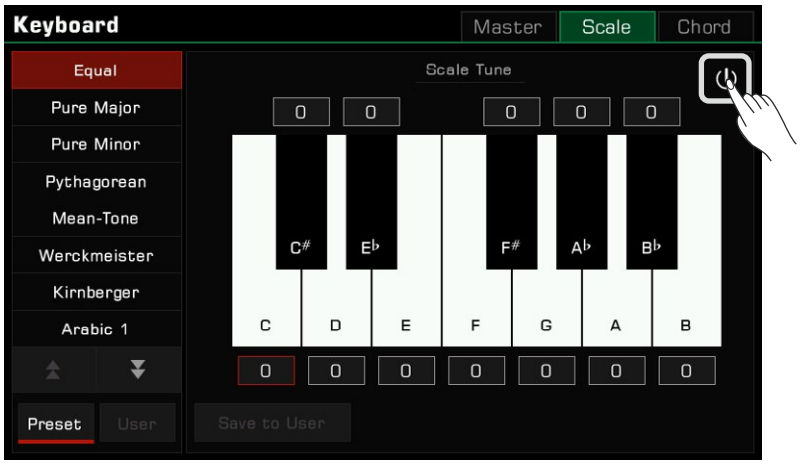
Fine-tune every pitch within an octave with the scale tuning function. Pitch range is -64~+63 cents. Through subtle variations in pitch, different scales can be created.

Scales is a system that precisely sets the pitch of the notes in the scale. This instrument features classical scale presets, which will be useful if you need to play archaic music, such as Renaissance music.
In the keyboard settings menu, press the “Scale” tab to enter the settings menu.

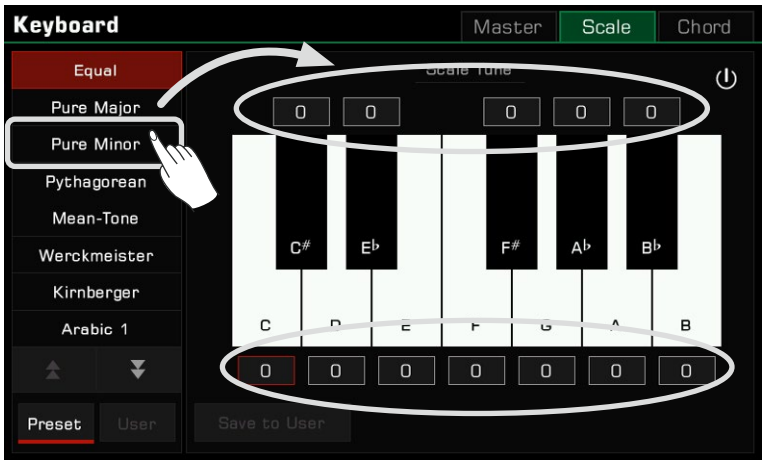


Turn On and Select Scale

1. Press the “Scale Tuning Switch” button to turn on and apply the currently selected scale. The default scale is Equal.



2. The preset tuning list appears on the left. Press the up and down arrows to scroll through the list and press a name to select a scale tuning.
The pitch difference of the selected scale appears on the right.



3. When you play the keyboard, you'll feel the different scale effect. Press the on/off button to turn off the scale and the instrument will return to the Equal temperament.

Tips:	The instrument pitch is calculated on the basis of the modern universal Equal temperament. One cent is 1% of one semitone, which means 100 cents are equal to one semitone.

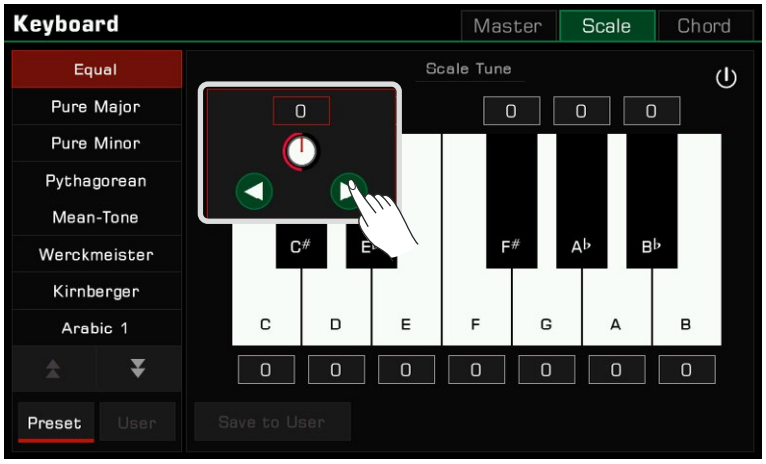
Preset Temperament Introduction

Equal	Equal is the temperament that divides an octave into 12 equal intervals. This temperament has only one semitone and one equitonic, which is very convenient for transposition. Equal is currently the international standard tuning for keyboard instruments.
Pure Major Pure Minor	The just intonation is any musical tuning which is based on the stack of intervals called perfect fifth and major third of overtone series. Pure Major & Minor works best when music uses extensive harmony, such as vocal harmony or cantata styles. Because there are two kinds of full tone and half tones in the temperament, it is not generally suitable for keyboard instrument performance.
Pythagorean	Pythagorean is the oldest temperament in the world, also called Circle-of-fifths. This system was first devised by Pythagoras and was later named after him. The Pythagorean temperament comes from a circle-of-fifths system. Compared with Equal, Pythagorean has a larger full tone and smaller half tone.
Mean-Tone	The Mean-tone was put forward for the practical application of the Pure temperament for keyboard instruments. Its characteristic is very close to the consonance of Pure temperament when forming triads. It was popular in Europe for hundreds of years because of its simpler structure than Pure temperament.
Werckmeister	Werckmeister is an improvement on the Pythagorean proposed by Andreas Werckmeister, a German organist and music theorist. The fifth interval of Werckmeister retains the essence of natural law and it can play twelve major and minor keys without retuning. Bach called it the temperament closest to Well-Tempered. Under this temperament, each tonal feature has distinct colors. This is an important basis for classical and romantic music which names the melody with the tonal name, and also the biggest reason for the revival of the classical temperament.
Kirnberger	Kirnberger was proposed by Johann Philippe Kirnberger, a student of Bach. After verifying the temperament used in Bach's Well-Tempered Clavichord, he standardized it as a new temperament. This temperament is a mixture of the "Mean-tone" and "Pure" temperaments. It is considered an improvement on the"Mean-tone temperament".
Arabic 1 Arabic 2	The Arabic tunings are tailored to playing Arabic music.

Custom Scales

In addition to using a preset scale, you can also create your own custom scale.

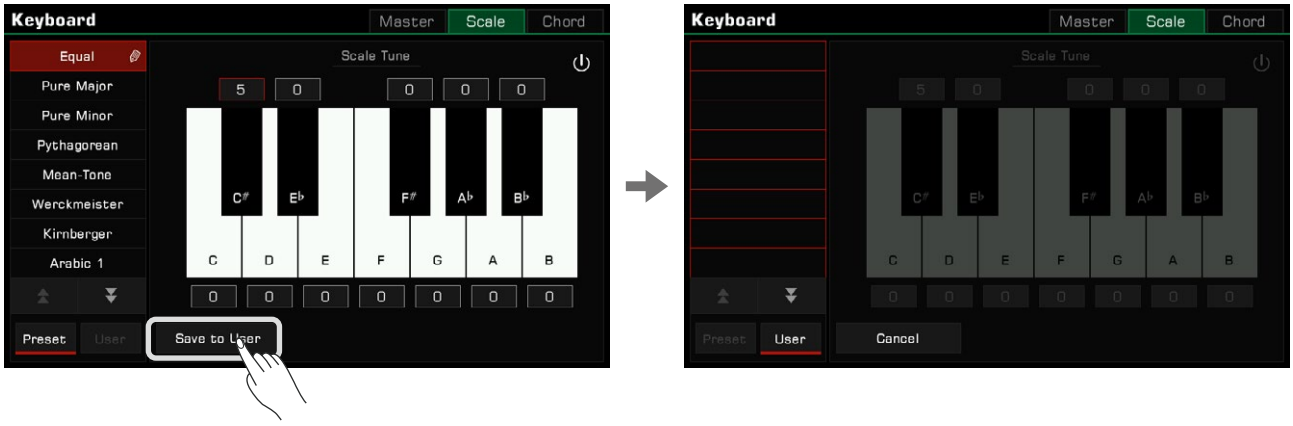
Press the cent value above or below the key to bring up the adjustment knob. Press the arrows, or use the [DATA DIAL] or the [<]/[>] buttons to adjust the cent value of each note in the octave.



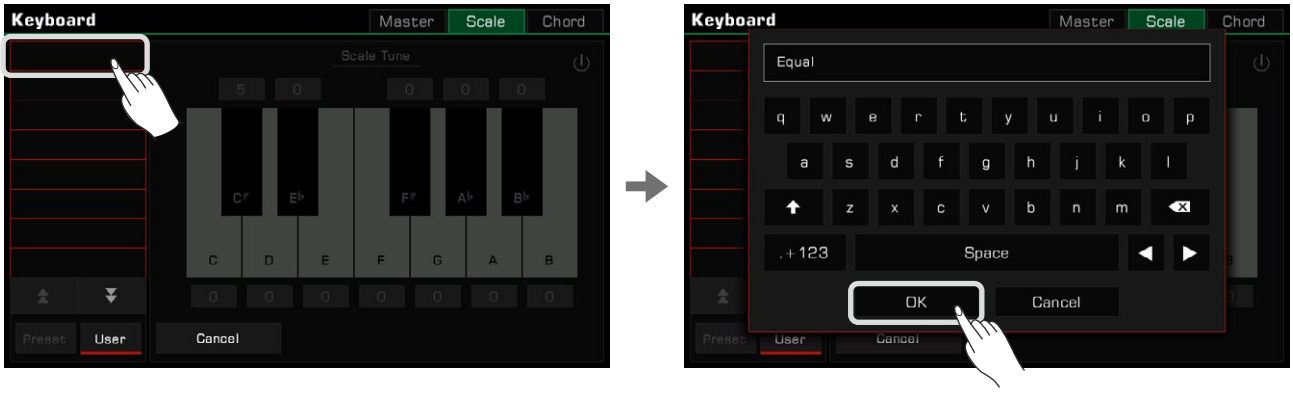
Saving and Using Special Scales

Save your custom scale as a User Scale.

1. After modifying a preset scale, press “Save to User” to bring up the User Scale list.

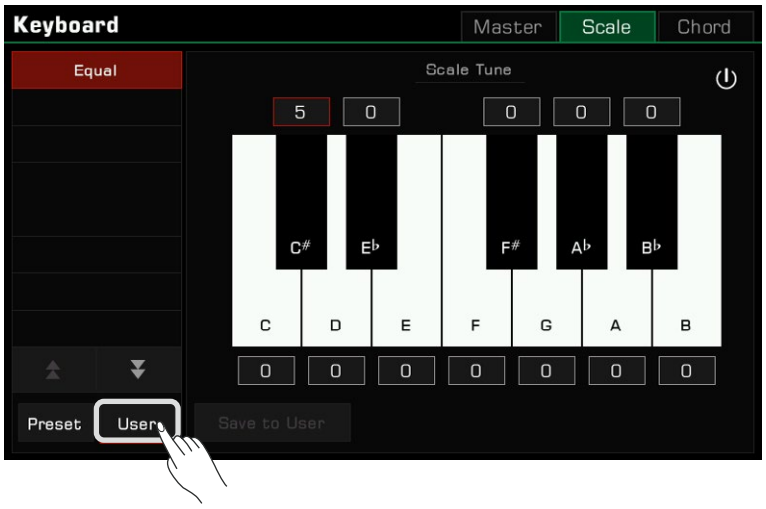


2. Save your scale to a specific location in the list.
Press any location in the list to bring up the soft keyboard. Enter the name of the custom scale and press “OK” to save and exit.



The instrument can hold up to 30 User Scales. You can use arrow buttons to scroll the pages.

3. Press the “User” button to switch to the User Scale list. Select a User Scale to apply your customized scale tuning.



MIDI I/O

Expand the features of this instrument with the MIDI function. This section will briefly explain what MIDI is, what MIDI does, and how to use MIDI on this instrument.

MIDI Introduction

MIDI is an abbreviation of Musical Instrument Digital Interface. It is the industry standard for musical data transmission.

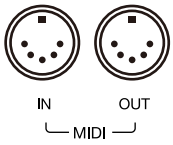
Electronic instruments can use MIDI to communicate with each other by sending and receiving compatible notes, control conversions, program conversions, and various types of MIDI data or messages.

Through MIDI, the instrument can control an external MIDI device and also be controlled by external MIDI devices. Controllable functions include: note on/off, controller, sound, parameter changes and so on.

The MIDI Interface

In order to exchange MIDI messages between different MIDI devices, they need to be connected to each other by MIDI cables.

This instrument has two MIDI ports: [MIDI IN] and [MIDI OUT]. The [MIDI IN] port is used for receiving MIDI messages from other MIDI devices or a computer. [MIDI OUT] is used for transmitting messages of this instrument to other MIDI devices.



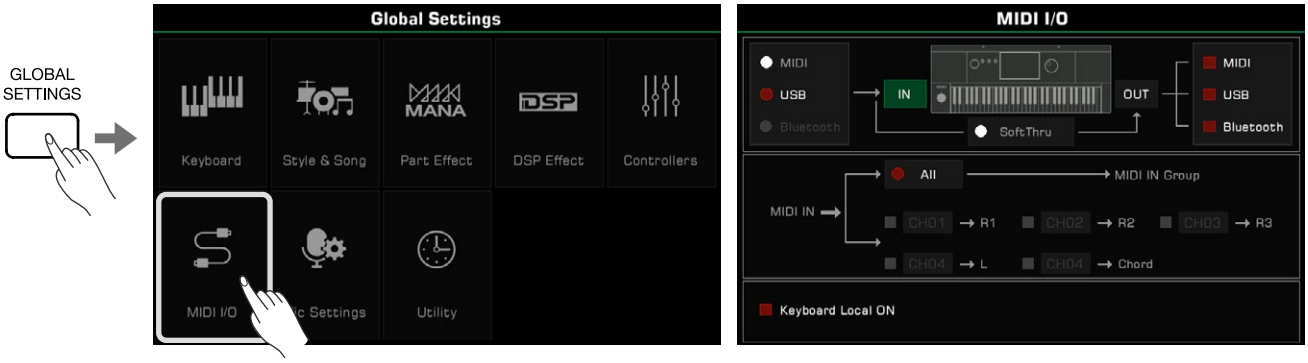
The instrument can also send or receive MIDI signals through the USB TO HOST interface and Bluetooth.

Note!	Before connecting this instrument with a USB cable, make sure your computer is awake from sleep or standby mode. Connect the USB cable to the instrument and computer before powering on.

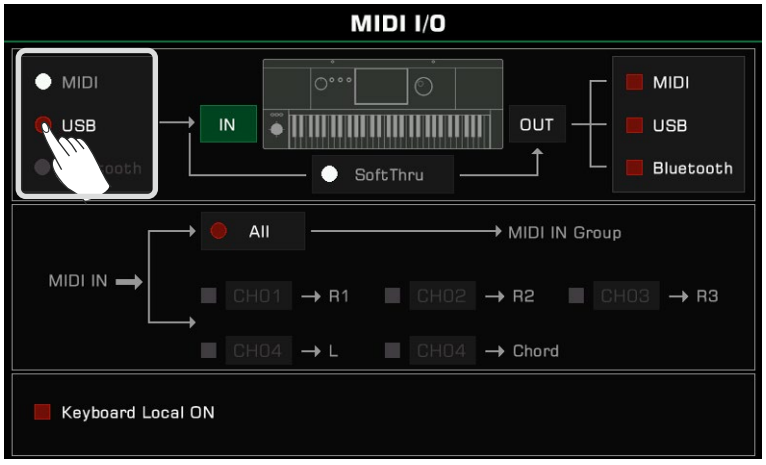
MIDI IN Settings

Set up the MIDI IN function of this instrument as follows:

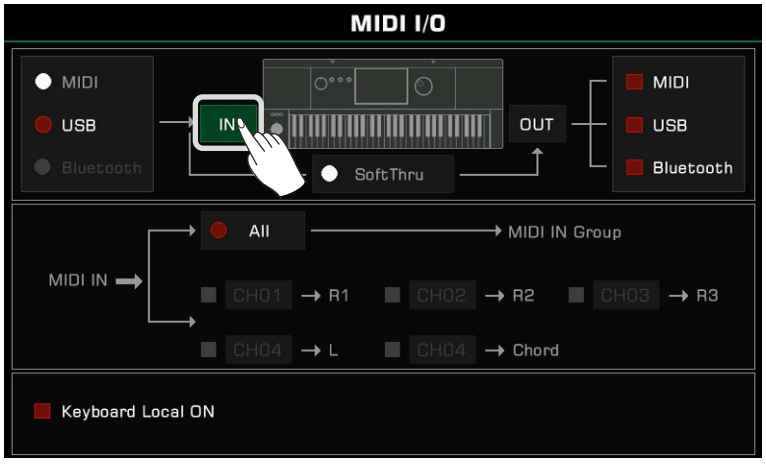
1. Press the [GLOBAL SETTINGS] button on the panel to bring up the selection menu. Press “MIDI I/O” to enter the MIDI function settings menu.



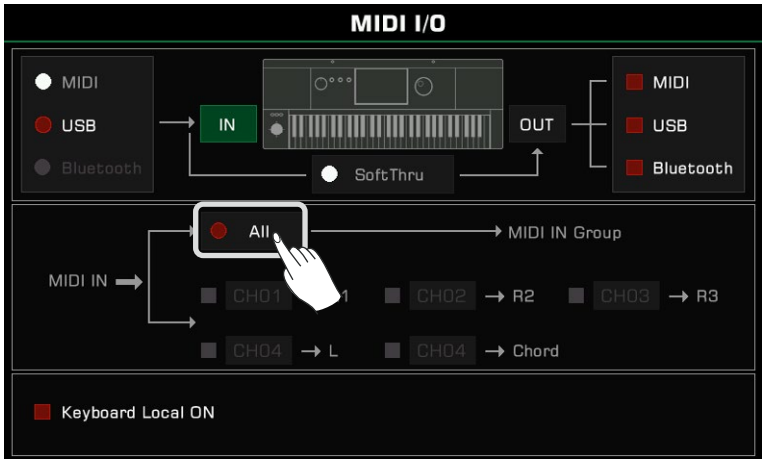
2. Select an interface to receive the MIDI messages from the three options on the left.



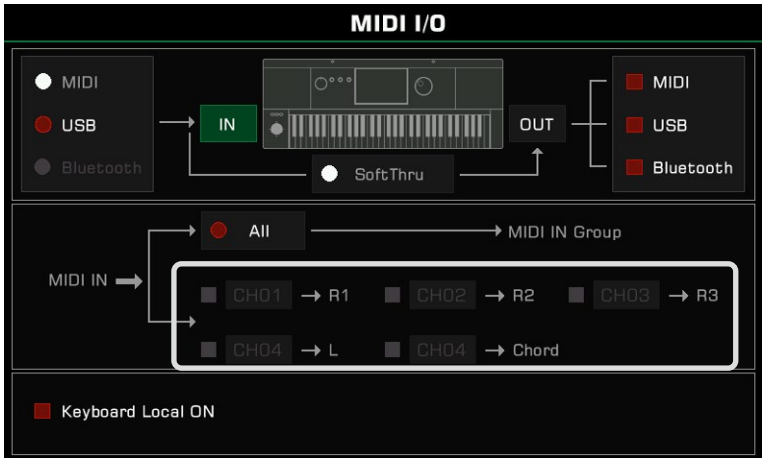
To set the detailed MIDI IN settings for the keyboard channel, press the “IN” button to bring up the settings menu.



Press “All” to turn it on and all MIDI messages can be sent to the MIDI IN Group.



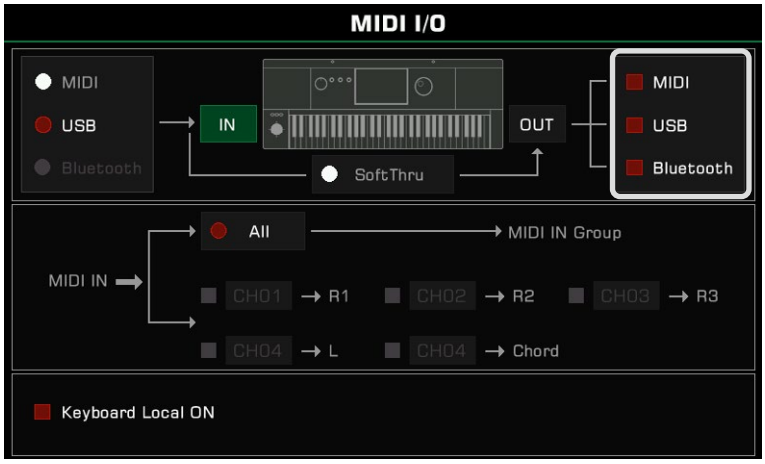
You can also send MIDI messages from the specified MIDI IN channel to a corresponding keyboard channel. The option to the left of the Part name controls whether MIDI IN notes make a sound. When an option to the left of the Chord is turned on, the input note in the specified channel can be detected as a chord.



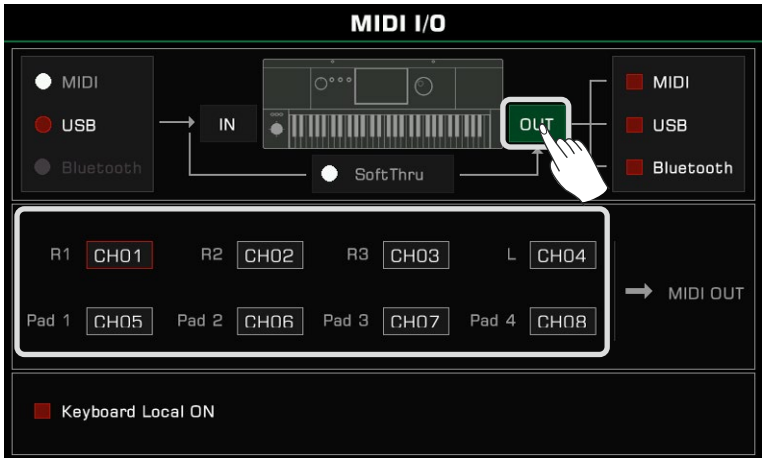
MIDI OUT Settings

Set up the MIDI OUT function of this instrument as follows:

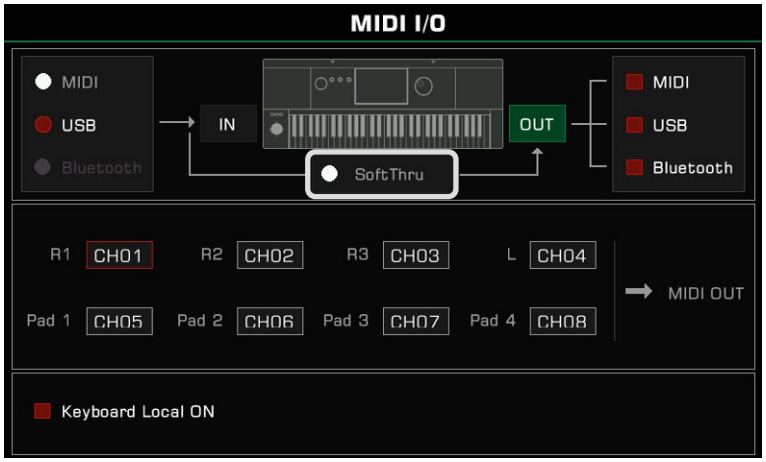
Select an interface to send the MIDI messages from the three options on the right.



To set the detailed MIDI OUT settings for the keyboard channel, press the “OUT” button to bring up the settings menu. Press the channel number to the right of the Part or Pad name to select the MIDI output channel.

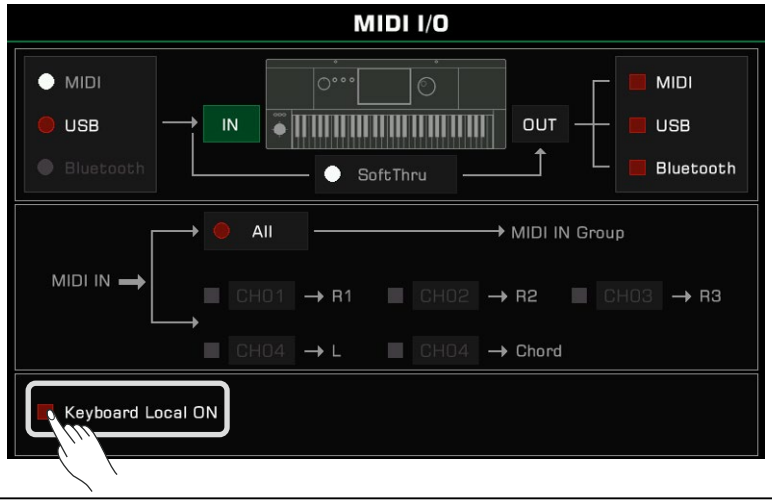


When “SoftThru” is turned on, the MIDI input signal received by the instrument will be automatically forwarded, so that one MIDI sending device can be connected to multiple MIDI receiving devices.



Turn Off the Local Sound

When you set “Keyboard Local ON” to ON, the instrument will work alone, as a master keyboard. If you set “Keyboard Local ON” to OFF, the instrument will be controlled by the connected device and it will not sound when you play, while the MIDI message will still be output from the MIDI.



Note!	Please make sure that all external devices have been connected properly.

USB Storage Devices

Connect a USB storage device to the instrument to save all kinds of data and files you created on the instrument. You can also read data from USB storage devices or import data and files to the instrument. You can also record your performance directly into the USB storage device with the audio recording function. In addition, you can install the expansion files via USB storage device.

USB Storage Device Compatibility

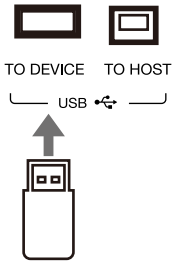
This instrument supports the USB storage device format FAT 32.
Capacity: Up to 256G

Note!	To prevent your data from being damaged or lost, please use a USB device produced by a trusted manufacturer. The USB to Device interface of this instrument cannot be connected to other USB devices, such as a USB Hub, smart phone, computer keyboard, video game console or large-capacity mobile hard disk. It is recommended that you use the “Format” function to format the USB drive before using it to store the files produced by the instrument.

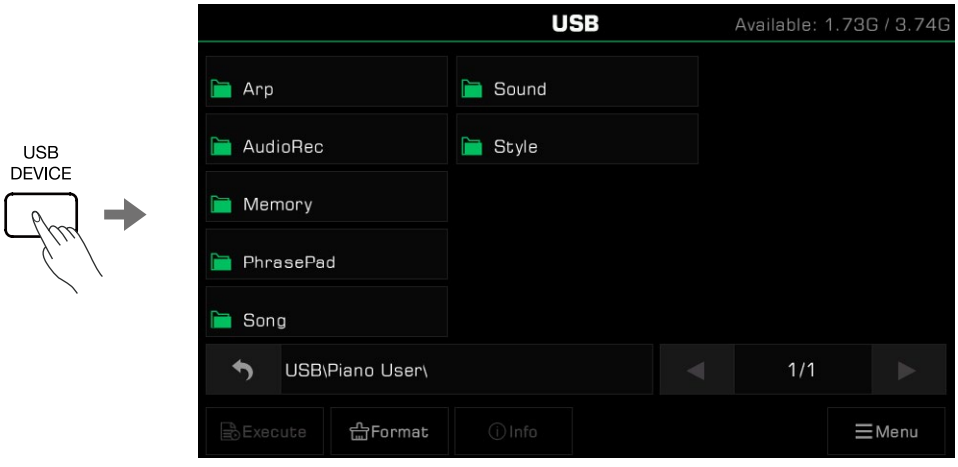
File Operations

Open the USB storage device menu as follows.

1. Insert a USB storage device into the [USB TO DEVICE] jack on the instrument back panel.



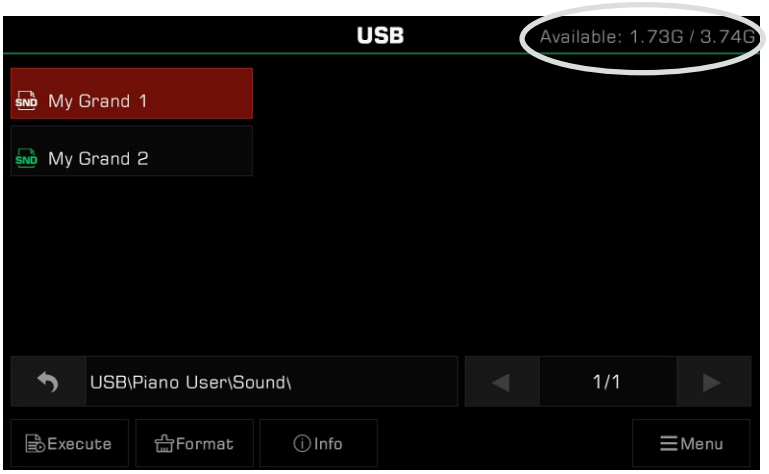
2. Press the [USB DEVICE] button on the front panel to bring up the menu. Now, the interface will display the files and folders in the root directory of the USB storage device.



Tips:	In other file selection menus, other User Files in the USB storage device will also be displayed. These can be saved, renamed, deleted and so on. If you save an edited file to the USB storage device, the instrument’s system will automatically create a folder called “Piano User” under the device root directory. Your music data will be stored in this folder.

View USB Storage Device Usage

The connected USB storage device capacity will be displayed at the top. Some files will be saved directly on the USB flash drive when you use some features. Therefore, before using features such as Audio Recording, it is recommended that you pay attention to the amount of space left on the USB storage device.



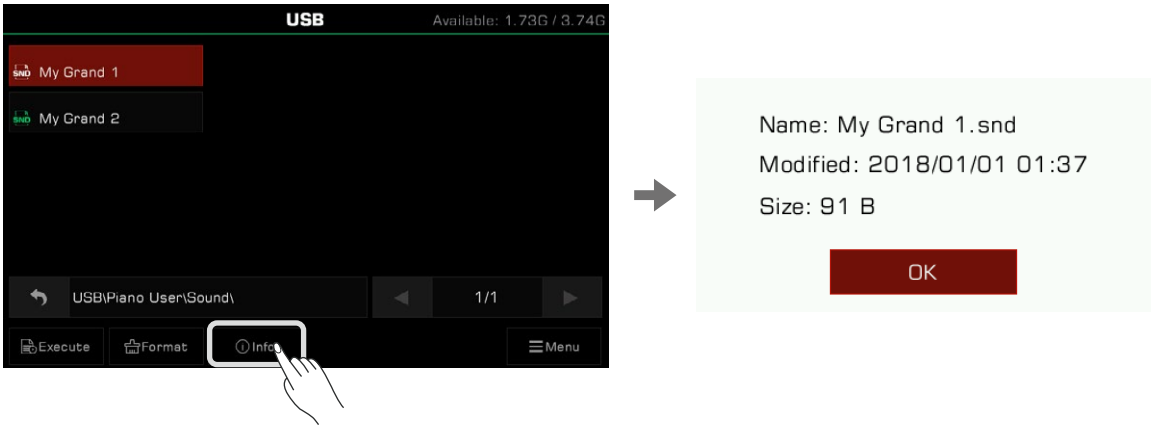
Formatting a USB Storage Device

We recommend using this instrument to format a USB storage device before you use it.
Press “Format” to open a pop-up asking if you want to format the USB device. Press “OK” to confirm.

Note!	Formatting a USB device will permanently delete all its data. Before formatting, please make sure there is nothing on the device you need saved.

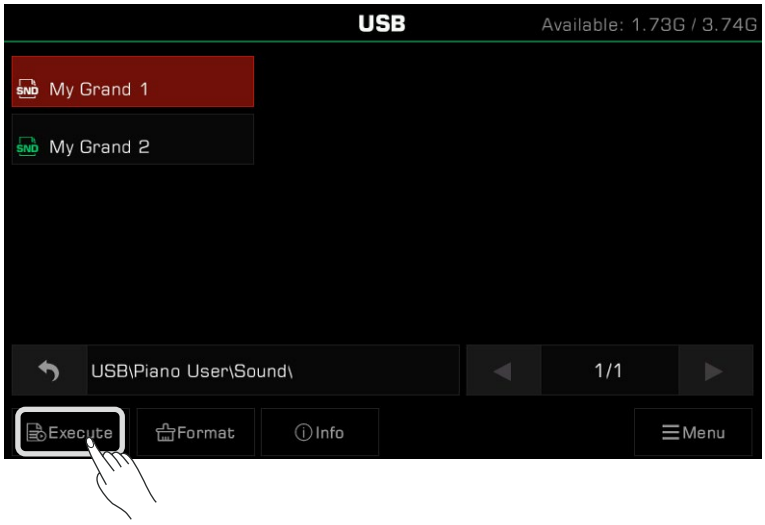
View File Information

Press “Info” to view the information of the currently selected file.



Execute Files

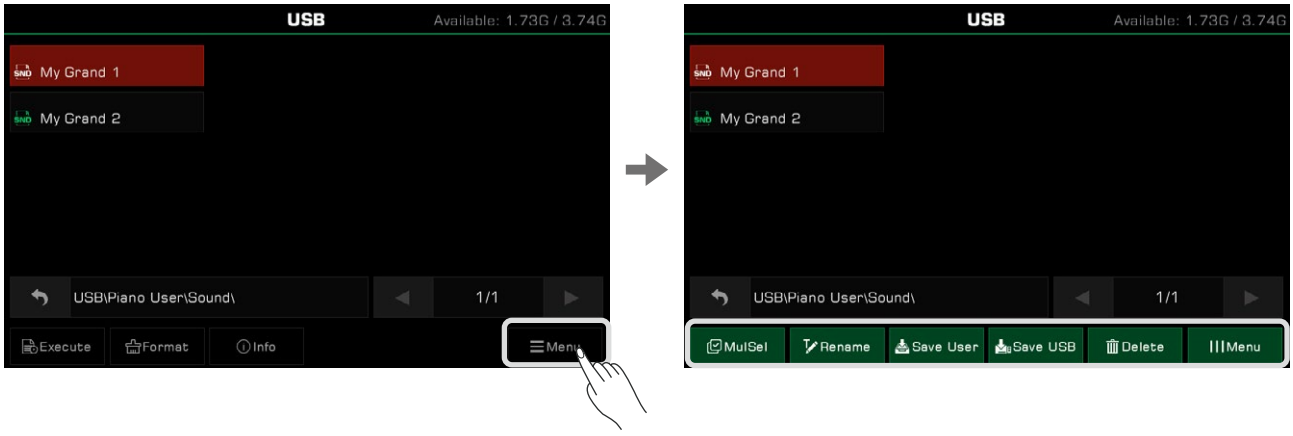
Press “Execute” to run the file according to its specific type.
For example, when a sound file is selected and executed, the sound file will be applied. When an expansion install file is selected and executed, it will be installed.



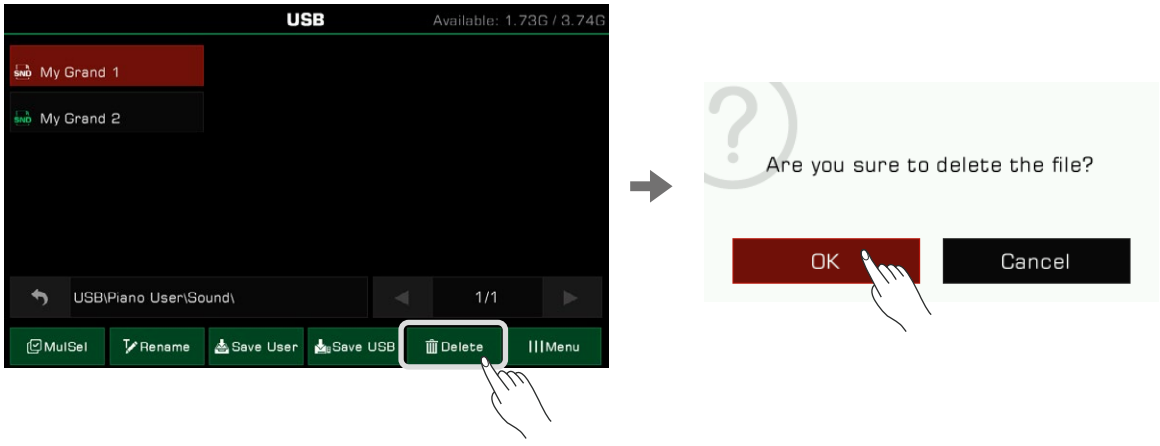
Saving, Deleting, and Renaming Files

Files in the USB storage device may be deleted, renamed, or saved to the User File directory or to a different folder on the USB storage device.

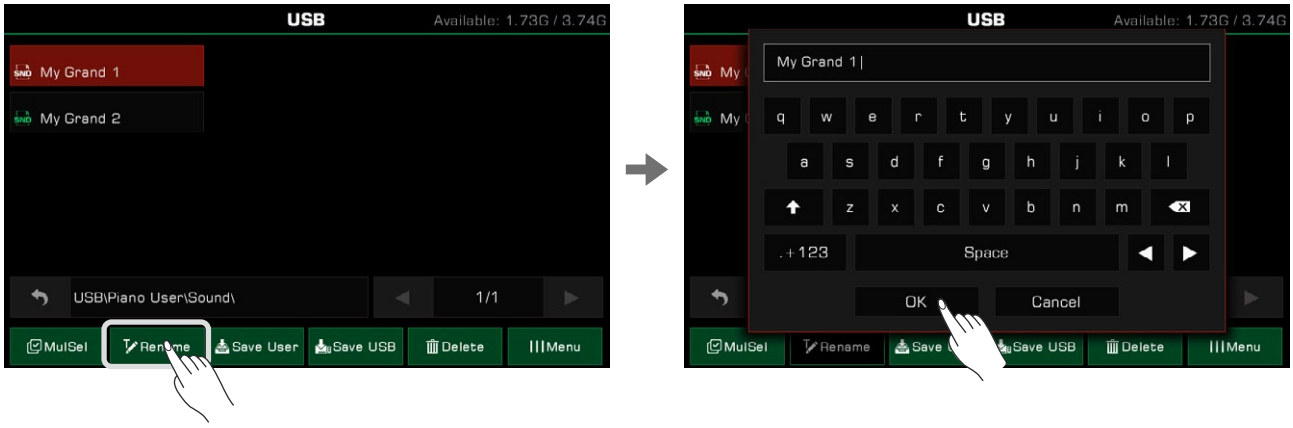
1. Press the “Menu” icon to bring up the function selection bar.



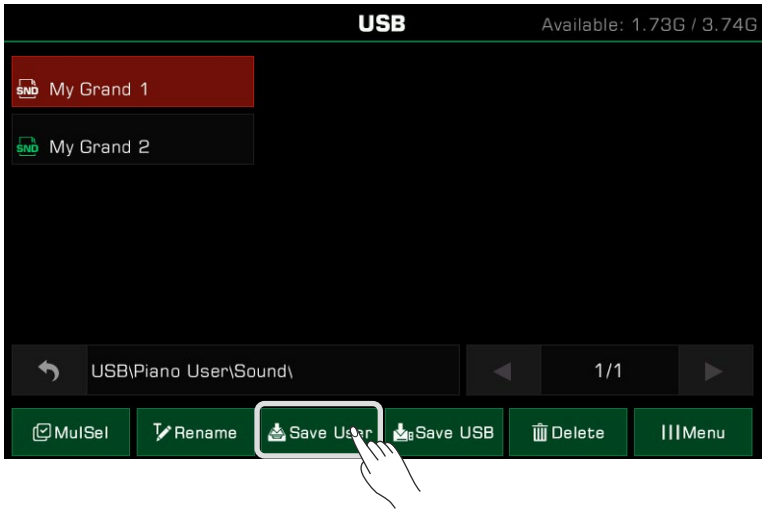
2. Press the “Delete” icon and then “OK” in the pop-up window to delete the currently selected file.



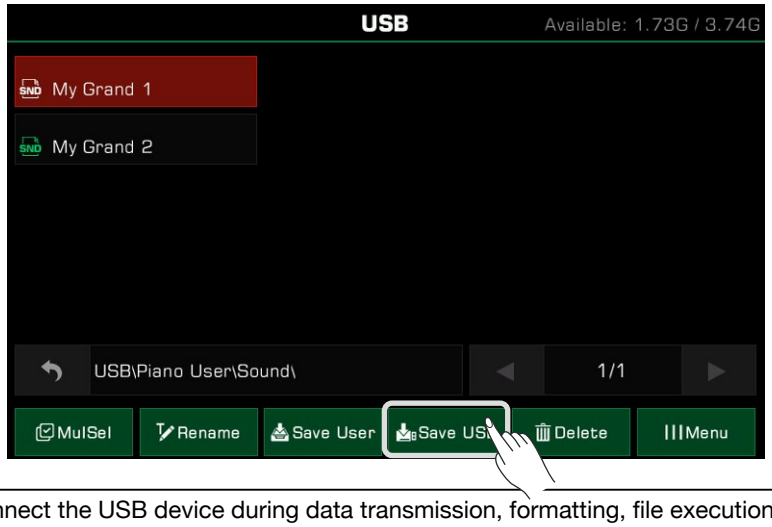
3. Press the “Rename” icon to bring up the soft keyboard. Enter a new name and press “OK” to rename the selected file.



4. Press the “Save User” icon to bring up the soft keyboard. Enter a new file name and save the file to the User File directory. The storage path depends on the format and type of file.



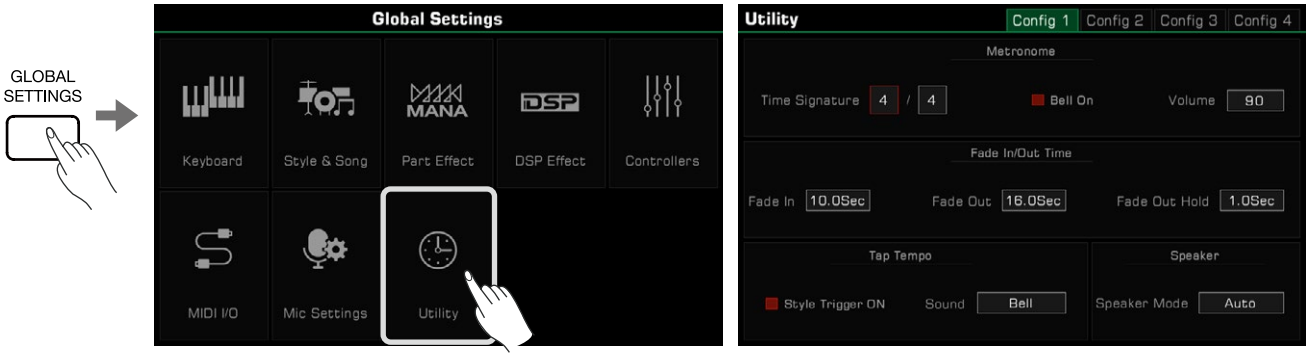
5. Press the “Save USB” icon to bring up the soft keyboard. Enter a new file name and press “OK” to save the file to a specific directory on your USB storage device. The storage path depends on the format and type of file.



Note!	Do not disconnect the USB device during data transmission, formatting, file execution or any other operation. Do not disconnect the instrument power supply. Make sure your USB storage device is not write protected. Not all files can be saved to a User File directory or to a USB flash drive, such as expansion install files.

Utility Settings

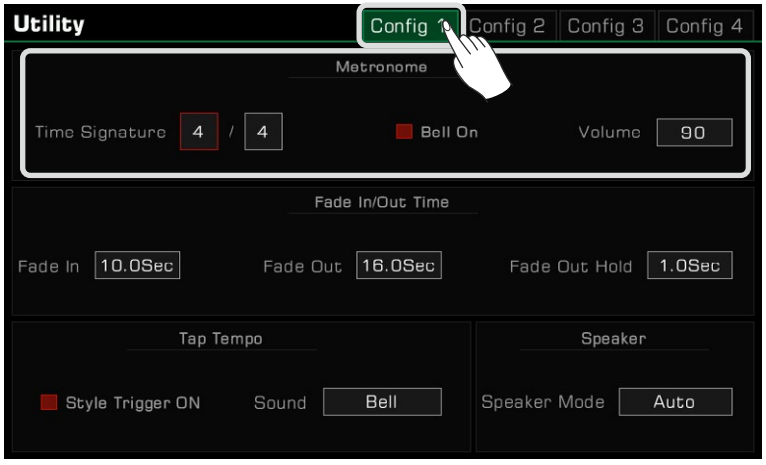
The instrument Utility Settings can be adjusted as follows:
Press the [GLOBAL SETTINGS] button on the panel to bring up the selection menu. Then press “Utility” to enter the settings menu.



Basic Playing Settings

Metronome Settings

Using a metronome can help you keep a steady tempo while playing. Press the “Config 1” tab in the Utility menu to access the Metronome settings.



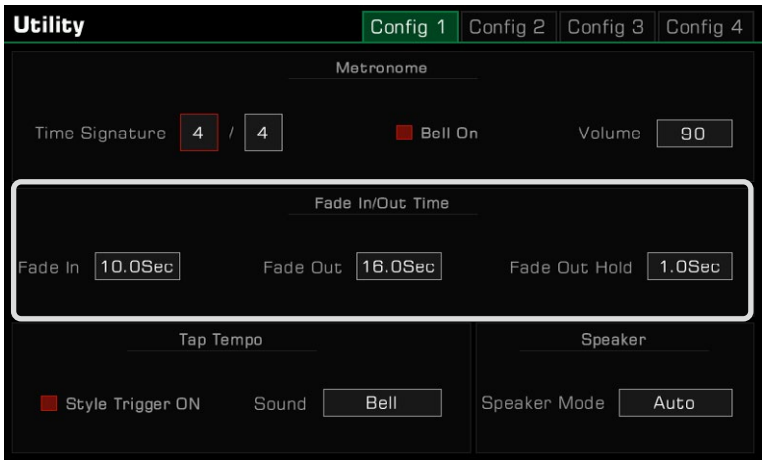
To adjust the three Metronome features, select the appropriate field:

Time Signature	The numerator represents how many beats in each bar. The denominator represents note value of each beat.
Bell On	Turn the bell sound of the downbeat on or off.
Volume	Adjust the metronome volume.

Tips:	When the metronome is enabled during Style or Song playback, its time signature will be synced to the time signature of the Style or Song.

Fade In/Out Settings

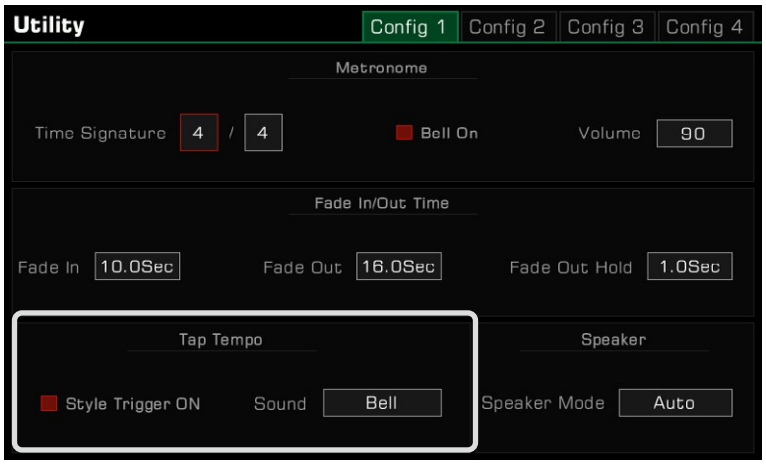
The fade in/fade out feature allows you to make the transitions of your performance more natural.



Fade In	Sets how long the volume takes to go from minimum to maximum.
Fade Out	Sets how long the volume takes to go from maximum to minimum.
Fade Out Hold	Sets how long the volume remains at 0 after it fades out.

Tap Tempo Settings

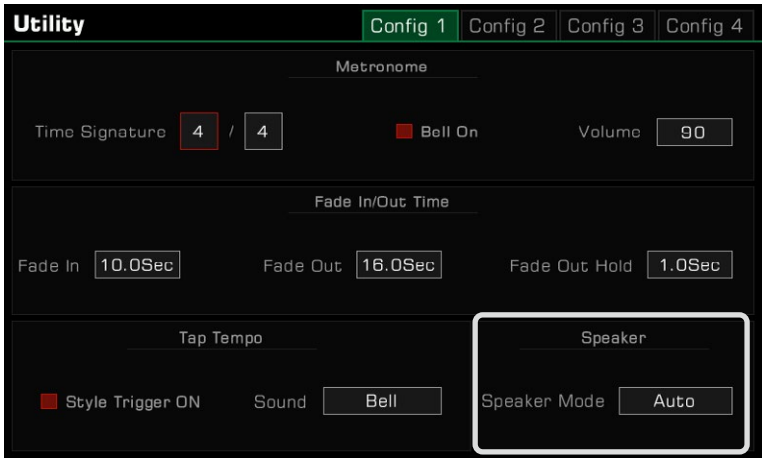
Tap Tempo is a very useful feature that can help you set the tempo quickly even if you don't know the exact tempo value.



Style Trigger ON	Turn on the Style Trigger switch, then repeatedly press the [TAP TEMPO] button on the panel to start the Style. When the switch is on, you can also use the the button on the panel to start the Song in song mode.
Sound	Select a Tap Tempo sound.

Speaker Mode Settings

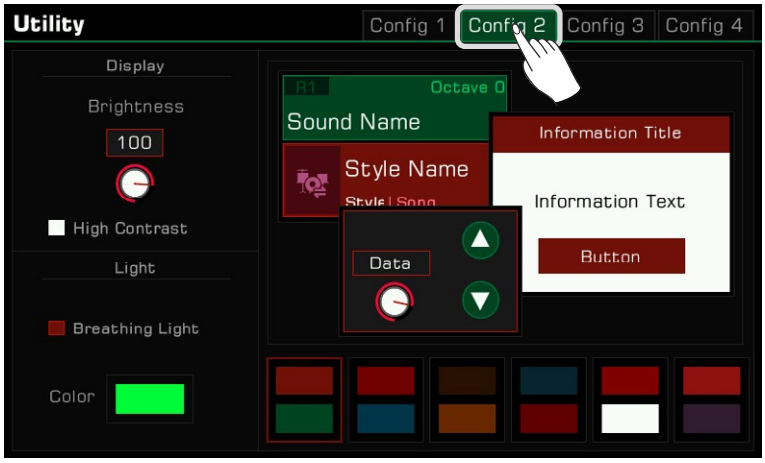
When using headphones, you can specify here if you still want the instrument speakers to sound when headphones are connected. This feature may be useful when you need the instrument's speakers to be used for onstage monitoring.
You can see the icon of the current speaker mode at the top of the main display.



Always On	Sets the speaker to Always On.
Always Off	Sets the speaker to Always Off.
Auto	When headphones are connected, the speakers will go off automatically.

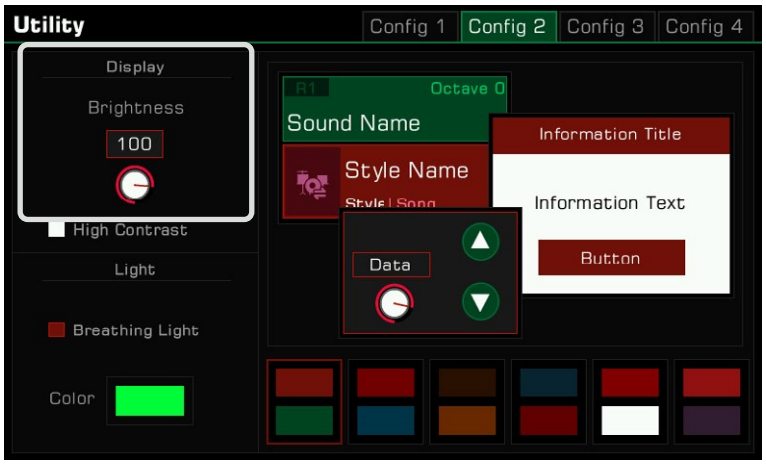
Personalize Settings

Set the instrument display theme by pressing the "Config 2" tab in the "Utility" menu.



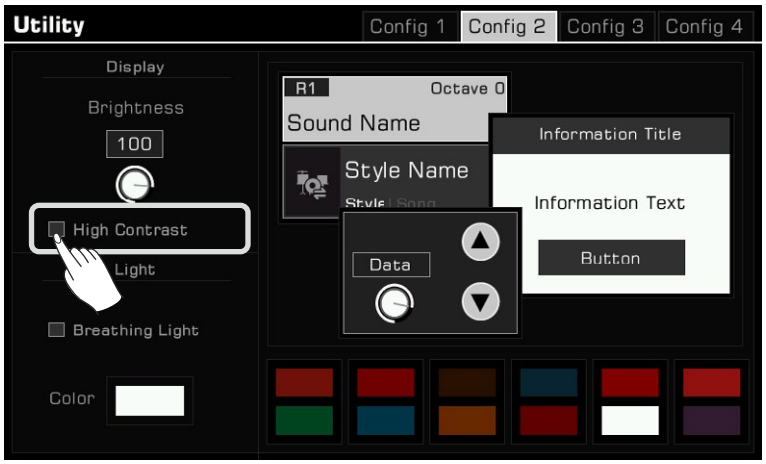
Adjusting Display Brightness

Press the screen brightness value to adjust the brightness of the instrument. Adjust the screen brightness to suit performance in very dark or very bright venues.



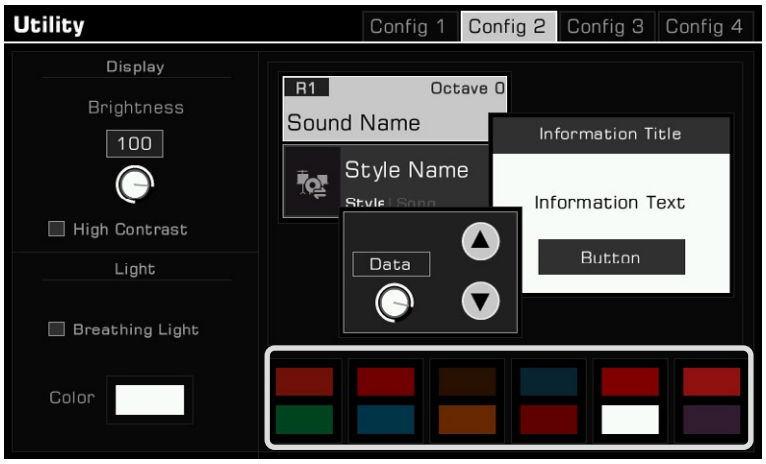
Selecting High Contrast Mode

This instrument has a high contrast display mode to accommodate players with amblyopia. Press the option to turn on the high contrast display mode.



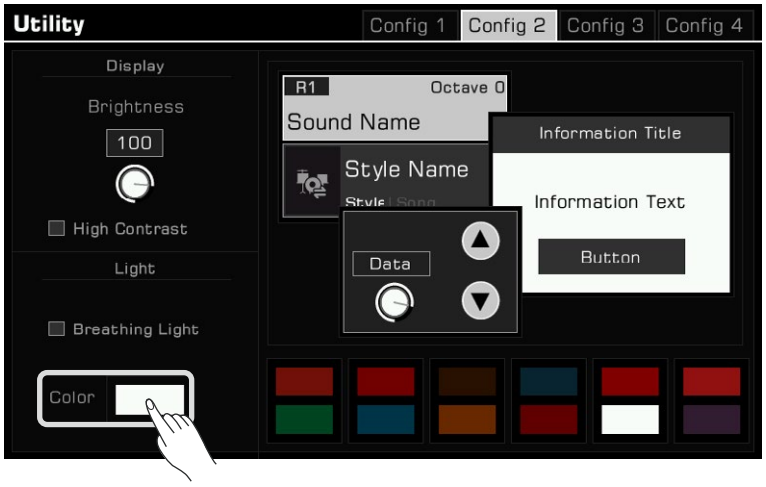
Change Theme Color

This instrument has several themes to choose and different themes have different color combinations. After changing the theme, the color of the LED lights for the panel buttons, the color of the breathing lights below the left and right sides and the color matching of the interface will present a completely different color.
Click on the color scheme to switch themes and each theme looks very different.



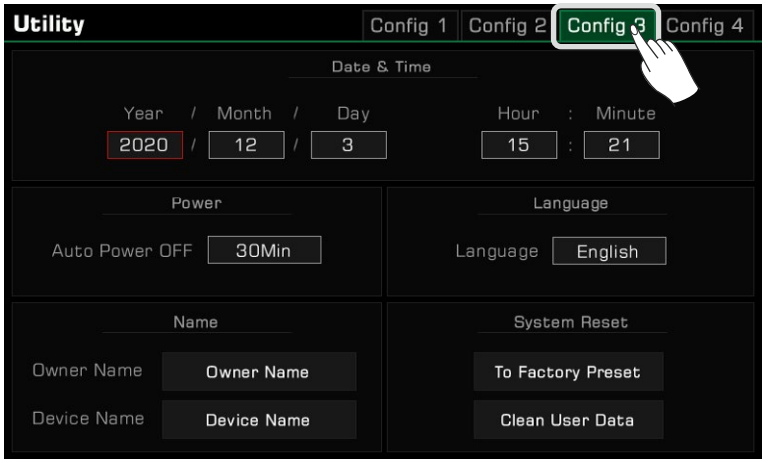
Breathing Light Settings

Your instrument has breathing lights on both left and right side, they are turned on by default. The breathing lights follow the dynamic and speed of your performance and the backing music.
You can turn the breathing lights on or off. And in each color theme, there are different breathing lights colors for you to choose.



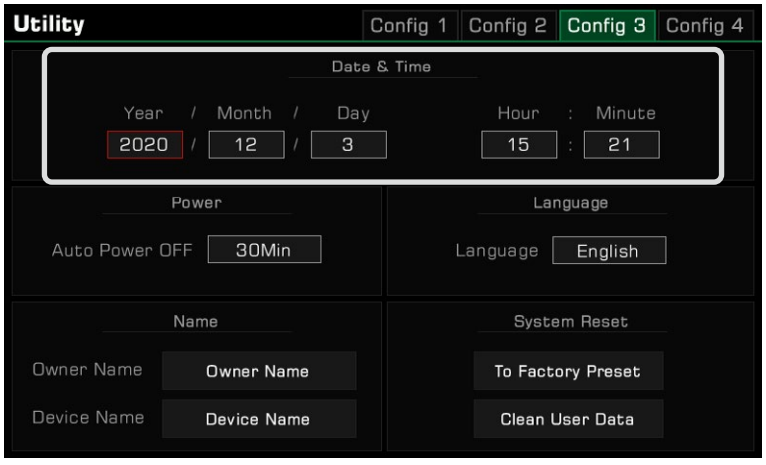
System Settings

Press the “Config 3” tab to adjust other instrument system settings.



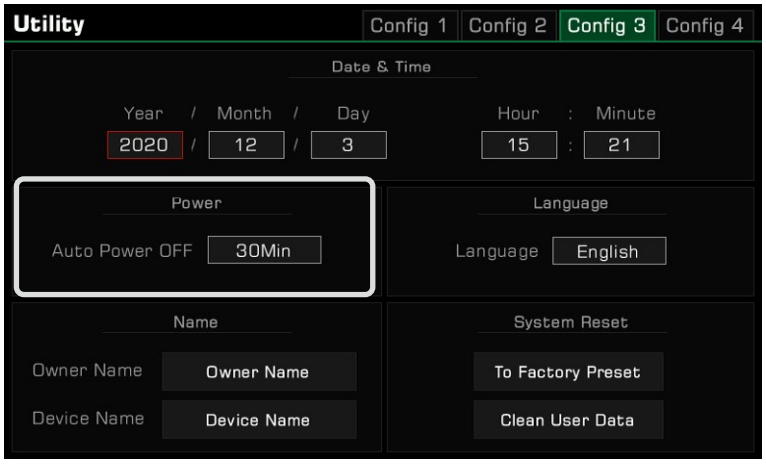
Date & Time

Set the date and time.



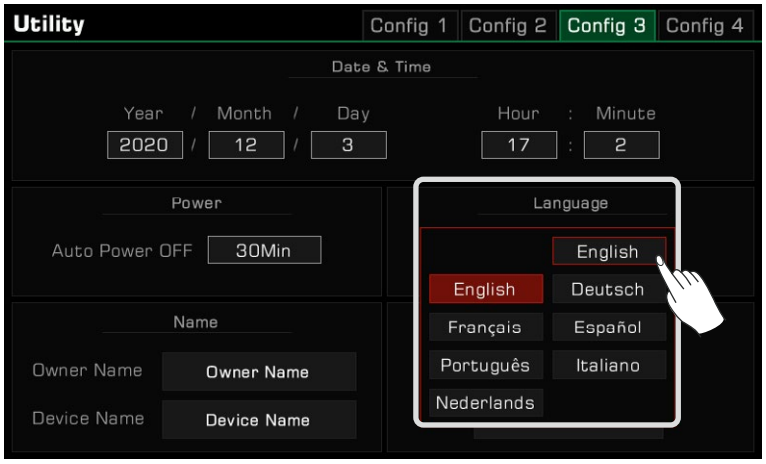
Auto Power Off

Adjust the Auto Power Off function to set the time that the instrument will automatically power off after it is not operated. Set the time for 30 minutes, 60 minutes, or never.



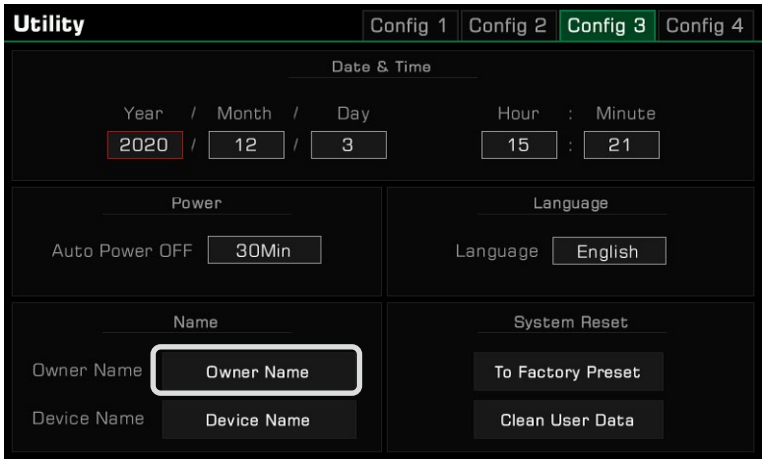
Language Setting

You can determine the language used in the display for menu names and in which some messages appears (English, Deutsch, Français, Español, Português, Italiano, Nederlands are available).
Touch to call up the language list, then select the desired one.

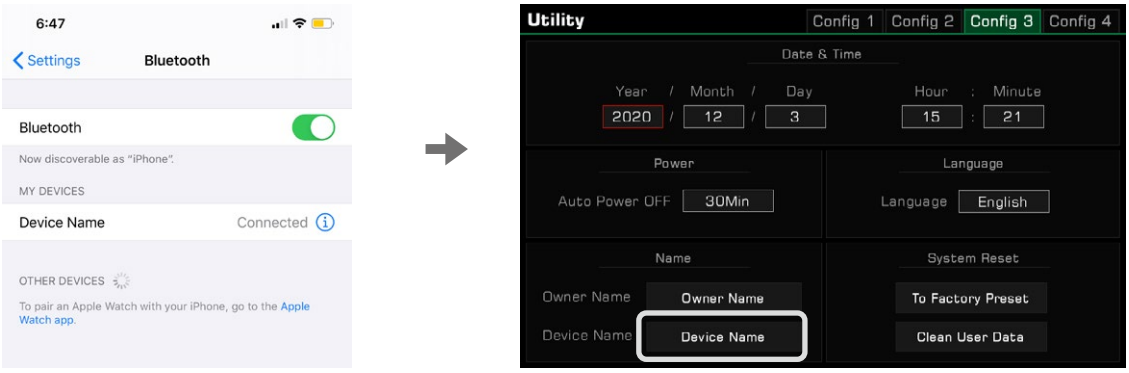


Modify User and Device Name

Change the instrument owner's name here. Press the default name and change it using the soft keyboard.

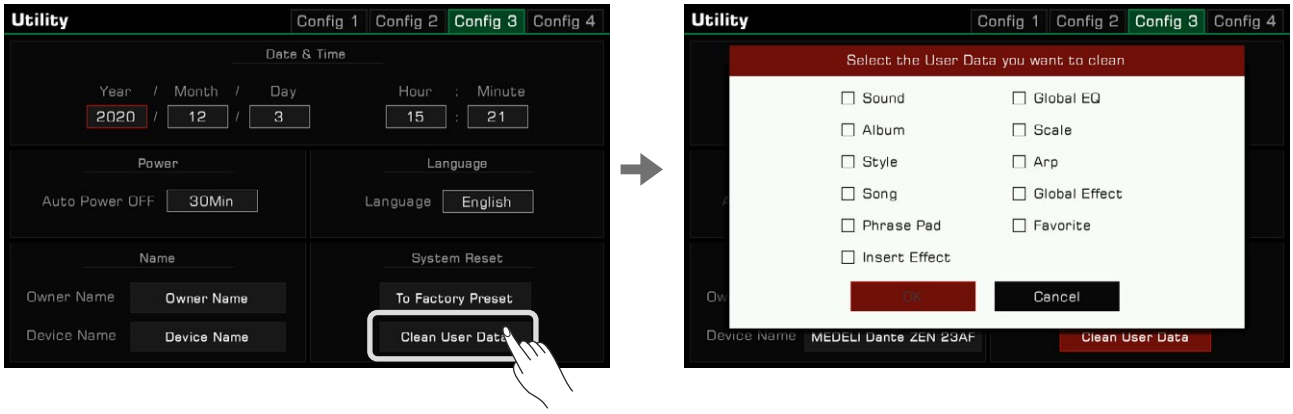


You can also modify the instrument's device name. This name will be searched as the Bluetooth device name when your smart phone, computer, and other devices scan devices to establish a Bluetooth connection with this instrument.



Clear User Data

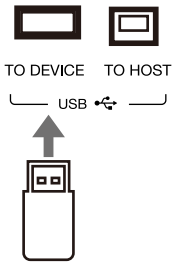
To clear the instrument user data, press "Clean User Data" to open a selection pop-up. Select the data you wish to clear and press "OK" to confirm.
The cleared user data will be permanently deleted and cannot be restored.



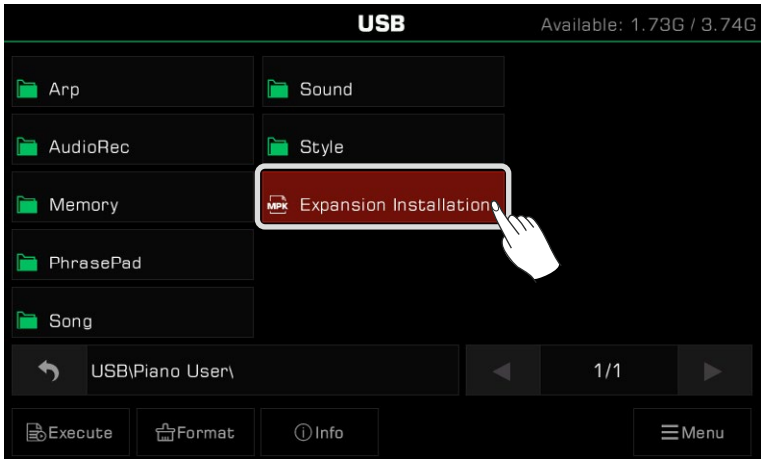
This instrument supports expansion data. After installing the expansion data, you can select and use the expansion music data in the folder under the User directory.
You can also create or manage your own expansion data with the official “GrandSuite” software.
This instrument has 768MB for user expansion data. By installing the expansion data, you can add up to 768MB of expansion sounds.

Install Expansion Files

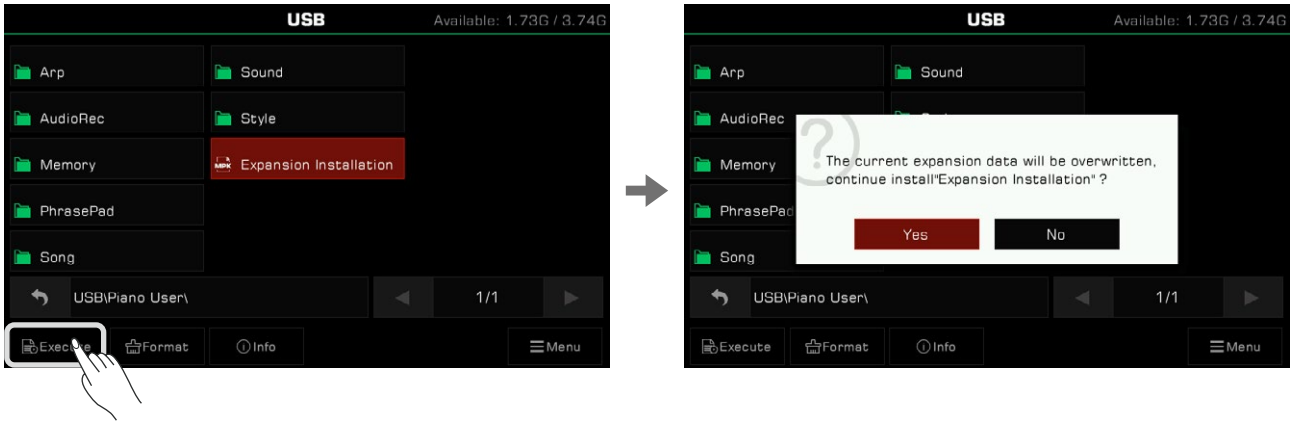
1. The expansion data can be installed from a USB disk. Please insert the USB disk into the interface.



2. Press the [USB DEVICE] on the panel to enter the interface and find the expansion installation file.

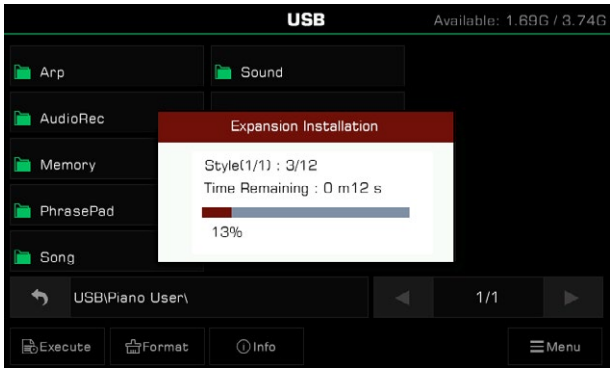


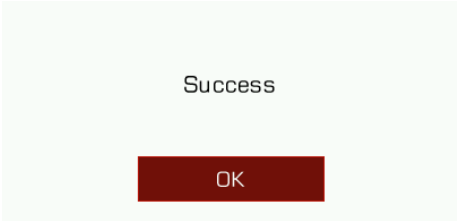
3. Select the expansion installation file and click the “Execute” button.



Every time this instrument installs a new expansion package it overwrites the previously installed package, so every time you do this, the system will ask you to confirm the process before you continue.
After you confirm, you will be prompted for precautions during the installation process. After you continue to confirm, it will start installing the expansion data.

4. During the installation process, the system will display the installation progress. When it completed, a successful prompt will pop-up. Click “OK” or press the panel [EXIT] button to close the window.

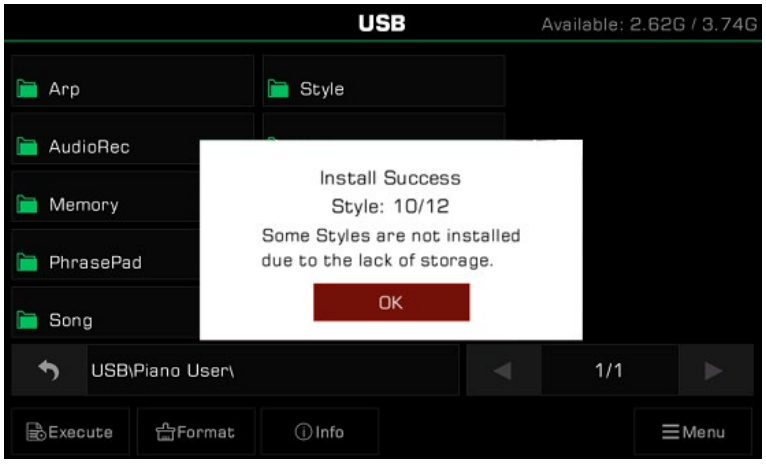




The expansion package will include not only Sounds (up to 768MB), but also Styles.

Due to Sounds and Styles sharing space, when the user storage space of this instrument is nearly full, some user styles may not be installed.

The uninstalled Styles will be discarded, and the system will alert you to the number of uninstalled Styles. It is recommended that you look at the remaining user storage space before installing and make sure there is enough space for all of the expansion data to be installed successfully.

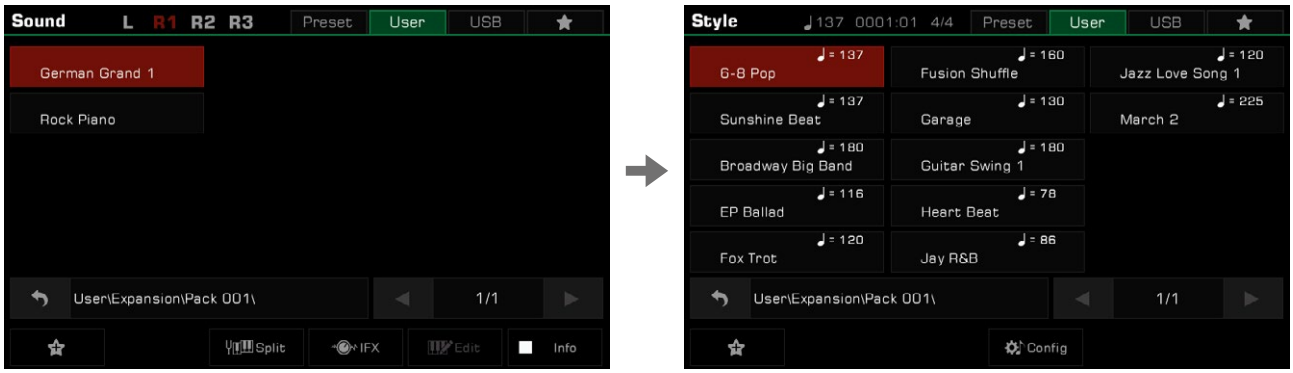


Note!	Installing a new expansion package will almost certainly overwrite the original expansion package. Once overwritten, the original data will no longer exist. Please check carefully before installing the new expansion package. During the installation of the expansion package, please do not pull out the USB device, otherwise it will cause a system error. Be sure to maintain a power connection while installing. If the power is cut off, the music data will be lost and cause other serious consequences.

Check and Use Expansion Data

Use the Expansion Data

Once the expansion package is installed, you can see the expansion folder in the user directories for Sound and Style. Some expansion packages may also contain multiple subfolders. When you open the subfolders, click to expand Sound and Style, and you can use them like the presets.



Tips:	Due to copyright and other issues, expansion data has permission restrictions. This will prevent some of the expansion data from using some of the functions of the instrument, such as Style Record. Expansion data already installed on this instrument cannot be deleted.

Check the Expansion Sound Information

In the expansion sound directory, press the “Info” button to display the Program: bankH-bankL information. This is useful when you want to use an expansion sound when you connect to an external device, or make music.

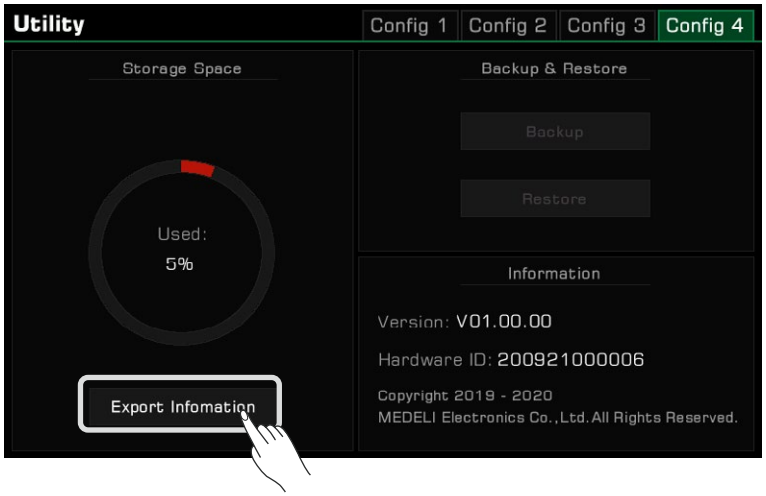
Export the Instrument Information File

Due to the data and copyright protection involved, when you purchase an expansion package you may need to provide the instrument information to the other party to protect the rights of both parties. This means that the expansion packages you purchase cannot be used on other devices. You can export your instrument information to a USB device by using the “Export Information” feature in the Utility-Config 4 interface.

1. Insert the USB device into the instrument.

2. Press the [GLOBAL SETTINGS] button on the panel, click “Utility”, and then click the “Config 4” tab to enter the interface.

3. Click the “Export Information” button. After reading the prompt and confirming, export the instrument information to the USB flash drive.



You can then see a file in .mif format in the USB interface of your computer or the instrument. This file contains information about your instrument.

Tips:	If you “excute” the .mif file from within the User File directory or on your computer, there will be no response.

Problem	Possible Cause and Solution
The speakers produce a “pop” sound whenever the power is turned ON or OFF.	This is normal and is no cause for alarm.
There is no sound when the keyboard is played.	The master volume may be set too low. Please adjust it to the appropriate level.
	The speaker mode may be set as “Always OFF”.
	The volume of individual parts may be set too low. Please adjust them to an appropriate level.
	The [FADE IN/OUT] switch may be turned on. Please turn it off.
	All the keyboard part switches may be turned off. Please turn on at least one part.
	The playing channel may be muted. Please enter the MIXER interface menu to turn on it.
There is noise from the instrument.	Using a mobile phone in close proximity to the instrument may produce interference. To prevent this, please use it further away from the instrument.
The sound is distorted or noisy.	Some settings related to volume may not be adjusted properly. Please check and adjust them.
	Some effects parameters may be not set to reasonable values. Please check and make adjustments.
	Some effects will produce noise when adjusted. This is normal and is no cause for alarm.
No sound after selecting a sound in the selection menu.	Check if the sound of the corresponding part is selected and the part switch is turned on.
Different keys have similar pitch or sound when some Sounds are selected.	This is normal and is no cause for alarm.
No sound after pressing [START/STOP] to start Style playback.	A piano style may be selected. Pressing [START/STOP] will play a percussion channel first, but piano style doesn’t have a percussion channel.
No response after pressing “Cancel” chord in the chord area.	Check whether the current chord playing mode has been set to “Multi Fingered” or “Bass Invert”. Cancel and Cancel 2 can not be triggered in “Fingered” mode.
The Vocal Harmony sounds out of tone or distorted.	The Vocal Harmony effect may produce an unstable pitch when the vocal pitch remains unstable. When the song is playing, it may be because the microphone is too close to the speaker or other sounds nearby are being input into the microphone. Please try to adjust.
The sustain pedal is connected but there is no sustain effect when the pedal is used.	Try to turn the instrument off and turn on it again wihile stepping the sustain pedal. It is recommended to use the official standard pedal. If you are using a sustain pedal with a polarity switch, please adjust the pedal.
MIDI file or Style file cannot be opened.	This is usually due to large files. In this case, the system will remind you.
Part of the text is displayed in squares.	This is because the file name contains characters that the system does not recognize.
The boot time seems to be getting longer.	When there is too much user data in the instrument, the boot speed may be slightly longer.

Specifications

Keyboard:	61 Electronic Organ Keys with Touch Response
Touch Response:	Soft1.2.3 / Normal 1.2 / Hard1.2.3
Display:	7”, 800×480 colored TFT LCD, Capacitive Touch Screen Theme and brightness setting
Language:	English, Deutsch, Français, Español, Português, Italiano, Nederlands
Polyphony:	256
Sounds:	1100 Sounds, 45 Drum Kits, 105 Acoustic Expression Sounds 256 GM2 Sounds, 500 User Sounds(max), Sounds Edit Function
Keyboard Part:	Left / Right 1 / Right 2 / Right 3
DSP Effects:	Channel EQ 45 Reverb + 76 Chorus + 30 User Reverb + 30 User Chorus 48 Insert Effects + 30 User Insert Effects 5 Global EQ + 30 User EQ, D.A.S. Compressor
Microphone Effects:	EQ, Compressor 47 DSP Effects, 3 Vocoder, 3 Vocal Harmony
Part Effects:	13 Harmony + 4 Echo + 4 Tremolo + 4 Trill 6 Basic Arpeggio + 100 Arpeggio Patterns + 500 User Patterns(max) 5 Real-time Slicer + 15 Slicer Patterns
Chord:	39 Chord Types Fingered, Multi Fingered, Bass Invert, Smart Full Keyboard Chord Reference
Style:	280 Preset + 1000 User Styles(max) Supports multi time signature Style
Style Control:	Style Select, Start/Stop, Sync Start, Sync Stop Intro × 3 + Fill In × 4 + Main × 4 + Ending × 3 + Break × 1 Chord ON/OFF, Auto Fill In (Supports half bar), Q.S./Q.S.Link, Fade In/Fade Out
Quick Setting:	4 for each Style
Style Recording:	8 Tracks Real-time Recording, Track Edit and Quantize, Notes Edit, Q.S. Setting
Song:	3 Preset + 500 User Songs(max) Supports SMF(0, 1) / MP3 / WAV / AAC (.m4a) format
Song Control:	Song Select, Start/Stop, Pause, FF, REW
Song Recording:	16 Tracks, Quick Recording, Multi-track Recording, Track Editing and Quantization 500 songs, 20000 Events max for each song
Album:	80 Preset + 1000 User Albums(max)
Audio Recording:	WAV (44.1KHz, 16bit, Stereo), MP3
Audio Playback:	Support WAV / MP3 / AAC (.m4a) format Vocal Remover, Tempo change ±30%, Transpose -5~+6 semitones
Demo:	3
Phrase Pad:	4 × 180 Banks, 500 User Phrase Pads(max) Phrase Pad Edit and Real-time Recording Function
Tempo Range:	30~280, Tap Tempo
Scale Setting:	Transpose, Octave (-2~+2), Tuning, 9 Scale Tuning + 30 User
Performance Memory:	200 Banks × 8 (1~8) , Lock

Real-time Controllers:	3 Assignable Knobs, 2 Assignable Pedals, Assignable Joystick (Pitch Bend, Modulation), 3 Assignable Switches
Mixer:	Master Volume, Channel Volume, Pan, Track Mute or Solo
Other Controllers:	Volume Knob, Date Dial, </> Button, Exit, Transpose+/-, Octave+/-, Vocal Effect, Part Effect, Insert Effect, Sustain, Mono, Sound Selection Buttons, Part Switches, Q.S., Global Settings, Mixer Console, Shortcut+, Tempo+/-, Metronome, Tap Tempo
Internal Storage:	Save User Sounds and Memory etc.
USB Storage Device:	Save User Data (User Sounds ,User Songs, Memory, etc.) Play User Songs (SMF (0, 1), MP3 / WAV / AAC (.m4a)) Support up to 256G USB Storage Device
Connectivity:	Headphone, 2 AUX IN (L, R), 2 LINE OUT (L/L+R,R), MIC IN, Sustain Pedal (Assignable), Expression Pedal (Assignable), USB to Device, USB to Host (USB MIDI & USB Audio), MIDI IN, MIDI OUT, BlueTooth 4.0, A2DP & BLE MIDI Profile
Other Setting:	Metronome, Fade In/Out, Tap Tempo, Speak Mode, Date & Time, Auto Power Off, Restore to Factory Preset, Clean User Data, Brightness Control, Theme
Expansion Data:	PC software kit and APP which can edit user data User Sample (Customer Sound) 768MB
Software & APP:	Grand Suite V2
Power:	DC 15V
Amplifier:	15w × 2 + 25w × 2
Speakers:	12cm × 2 + 3cm × 2
Dimensions:	1007 (Width) × 392 (Depth) × 130 (Height) mm
Weight:	9.4KG

* All specifications and appearances are subject to change without notice.

	Bank MSB	Bank LSB	Program	Full Name	Short Name
Piano					
1	121	10	1	German Grand Piano 1	German Grand 1
2	121	11	1	German Grand Piano 2	German Grand 2
3	121	11	2	Real Bright Piano	Real Bright Pno
4	121	12	1	Mellow Grand Piano	Mellow Piano
5	121	12	2	Rock Piano	Rock Piano
6	121	11	4	Real Honky Tonk	Real Honky Tonk
7	121	15	1	Octave Grand Piano 1	Octave Piano 1
8	121	16	1	Octave Grand Piano 2	Octave Piano 2
9	121	16	2	Piano & EP 1	Piano&EP 1
10	121	10	2	Bright Grand Piano	Bright Grand Pno
11	121	14	1	Warm Grand Piano	Warm Grand Pno
12	121	14	2	Octave Bright Piano 1	Oct Bright Pno 1
13	121	15	2	Octave Bright Piano 2	Oct Bright Pno 2
14	121	13	1	Live Grand Piano	Live Grand Piano
15	121	10	4	Live Honky Tonk	Live HonkyTonk
16	121	10	7	Real Harpsichord	Real Harpsichord
17	121	11	7	Octave Harpsichord	Octave Harpsi
18	121	0	7	Live Harpsichord	Live Harpsichord
19	121	10	3	CP Electric Piano 1	CP E.Piano 1
20	121	0	3	CP Electric Piano 2	CP E.Piano 2
21	121	13	2	Pop Piano	Pop Piano
22	121	17	1	Piano & Strings	Piano&Strings
23	121	18	1	Piano & Pad	Piano&Pad
24	121	19	1	Piano & Choir	Piano&Choir
25	121	17	2	Piano & EP 2	Piano&EP 2
26	121	12	3	Ballad Electric Piano	Ballad E.Piano
27	121	12	7	Dark Harpsichord	Dark Harpsichord
28	121	13	7	Harpsichord & Strings	Harpsi&Strings
29	121	11	3	CP Electric Piano 3	CP E.Piano 3
E.Piano					
30	121	10	5	Vintage Electric Piano 1	Vintage EP 1
31	121	11	6	Dream Electric Piano 1	Dream E.Piano 1
32	121	10	6	Classic Electric Piano	Classic EP
33	121	0	6	Japanese Electric Piano	Japanese EP
34	121	3	5	60's Electric Piano 1	60's E.Piano 1
35	121	12	6	Modern Electric Piano 1	Modern EP 1
36	121	11	5	Jazz Electric Piano 1	Jazz E.Piano 1
37	121	13	6	Cool Electric Piano 1	Cool E.Piano 1
38	121	12	5	Cool Electric Piano 2	Cool E.Piano 2
39	121	13	5	Phase Electric Piano	Phase E.Piano
40	121	14	5	Vintage Electric Piano 2	Vintage EP 2
41	121	15	5	Funk Electric Piano 1	Funk E.Piano 1
42	121	16	5	Jazz Electric Piano 2	Jazz E.Piano 2
43	121	17	5	60's Electric Piano 2	60's E.Piano 2
44	121	18	5	Tremolo EP 1	Tremolo EP 1
45	121	19	5	Funk Electric Piano 2	Funk E.Piano 2
46	121	20	5	Standard Electric Piano	Standard EP
47	121	21	5	Vintage Electric Piano 3	Vintage EP 3
48	121	3	6	Dream Electric Piano 2	Dream E.Piano 2
49	121	14	6	Modern Electric Piano 2	Modern EP 2

50	121	22	5	Tremolo EP 2	Tremolo EP 2
51	121	2	6	Super Electric Piano	Super E.Piano
52	121	10	8	Stereo Clavi	Stereo Clavi
53	121	11	8	Phase Clavi	Phase Clavi
54	121	0	8	Classic Clavi	Classic Clavi
55	121	1	8	Wah Clavi 1	Wah Clavi 1
56	121	12	8	Chorus Clavi	Chorus Clavi
57	121	13	8	Wah Clavi 2	Wah Clavi 2
58	121	30	5	Massiveness Electric Piano	Massiveness EP
59	121	31	5	Wah Electric Piano	Wah E.Piano
60	121	32	5	Bright Electric Piano	Bright E.Piano
61	121	34	5	Wire Electric Piano	Wire E.Piano
62	121	35	5	Aah Electric Piano	Aah E.Piano
63	121	37	5	Modern Jazz Electric Piano	Modern Jazz EP
64	121	30	6	Jump Electric Piano	Jump E.Piano
65	121	31	6	Warm Jump Electric Piano	Warm Jump EP
66	121	32	6	Metallic Electric Piano 1	Metallic EP 1
67	121	33	6	Metallic Electric Piano 2	Metallic EP 2
68	121	35	6	Pop Electric Piano	Pop E.Piano
69	121	36	6	Crystal Electric Piano	Crystal E.Piano
70	121	37	6	Crystal Jazz Electric Piano	Crystal Jazz EP
71	121	30	8	Rock Electronic Clavi	Rock Elec Clavi
72	121	31	8	Jazz Electronic Clavi	Jazz Elec Clavi
73	121	32	8	Pop Electronic Clavi	Pop Elec Clavi
74	121	33	8	Aah Electronic Clavi	Aah Elec Clavi
75	121	34	8	Bright Electronic Clavi	Brt Elec Clavi
76	121	35	8	Warm Electronic Clavi	Warm Elec Clavi
77	121	36	8	Echo Electronic Clavi	Echo Elec Clavi
78	121	37	8	Dark Electronic Clavi	Dark Elec Clavi
Organ					
79	121	0	17	Stereo Drawbar Organ	Stereo Draw Org
80	121	0	18	Classic Percussive Organ	Classic Perc Org
81	121	13	19	Stereo Rock Organ	Stereo Rock Org
82	121	0	20	Real Church Organ	Real Church Org
83	121	11	19	Power Rotary Organ	Power Rotary Org
84	121	2	18	Stereo Percussive Organ	Stereo Perc Org
85	121	1	20	Octave Church Organ	Oct Church Org
86	121	10	17	Fusion Organ 1	Fusion Organ 1
87	121	2	20	Cool Church Organ	Cool Church Org
88	121	1	18	Cool Percussive Organ	Cool Perc Organ
89	121	0	19	Live Rock Organ	Live Rock Organ
90	121	12	19	Rotary Organ 1	Rotary Organ 1
91	121	10	20	Wide Church Organ	Wide Church Org
92	121	11	18	Pop Organ	Pop Organ
93	121	10	18	Jazz Organ 1	Jazz Organ 1
94	121	10	19	Cool Rock Organ 1	Cool Rock Org 1
95	121	15	19	Rotary Organ 2	Rotary Organ 2
96	121	11	17	Electronic Organ	Electronic Organ
97	121	1	17	Live Drawbar Organ	Live Draw Organ
98	121	2	17	Jazz Organ 2	Jazz Organ 2
99	121	14	19	Cool Rock Organ 2	Cool Rock Org 2
100	121	12	18	Live Percussive Organ	Live Perc Organ

101	121	12	17	Classic Drawbar Organ	Classic Draw Org
102	121	13	17	Bright Drawbar Organ	Bright Draw Org
103	121	14	17	60's Organ	60's Organ
104	121	3	17	Cool Drawbar Organ	Cool Draw Org
105	121	11	20	Vintage Organ 1	Vintage Organ 1
106	121	12	20	Vintage Organ 2	Vintage Organ 2
107	121	13	20	Live Church Organ	Live Church Org
108	121	15	17	Mellow Organ 1	Mellow Organ 1
109	121	16	17	Mellow Organ 2	Mellow Organ 2
110	121	17	17	Fusion Organ 2	Fusion Organ 2
111	121	18	17	Fusion Organ 3	Fusion Organ 3
112	121	19	17	Organ 1	Organ 1
113	121	20	17	Organ 2	Organ 2
114	121	21	17	Organ 3	Organ 3
115	121	0	21	Real Reed Organ	Real Reed Organ
116	121	1	21	Cool Puff Organ	Cool Puff Organ
117	121	30	17	Dark Drawbar Organ	Dark Drawbar Org
118	121	31	17	Soft Drawbar Organ	Soft Drawbar Org
119	121	32	17	Soft 60's Organ	Soft 60's Organ
120	121	33	17	Bright 60's Organ	Bright 60's Org
121	121	34	17	Detuned Classic Organ	Det Classic Org
122	121	35	17	Mellow Rotary Organ	Mellow Rotary
123	121	36	17	Dark Rotary Organ	Dark Rotary
124	121	37	17	Bright Rotary Organ	Bright Rotary
125	121	30	18	Bright Percussive Organ	Bright Perc Org
126	121	31	18	Jazz Percussive Organ	Jazz Perc Organ
127	121	32	18	Rock Percussive Organ	Rock Perc Organ
128	121	33	18	Octave Percussive Organ	Octave Perc Org
129	121	34	18	Mellow Percussive Organ	Mellow Perc Org
130	121	35	18	Puff Percussive Organ	Puff Perc Organ
131	121	36	18	Pop Percussive Organ	Pop Perc Organ
132	121	37	18	Reed Percussive Organ	Reed Perc Organ
133	121	30	19	60's Rock Organ	60's Rock Organ
134	121	31	19	Dark Rock Organ	Dark Rock Org
135	121	32	19	Mellow Rock Organ	Mellow Rock Org
136	121	33	19	Soft Rock Organ	Soft Rock Org
137	121	34	19	Reed Rock Organ	Reed Rock Org
138	121	35	19	Rotary Rock Organ	Rotary Rock Org
139	121	36	19	Wah Rock Organ	Wah Rock Org
140	121	37	19	Puff Rock Organ	Puff Rock Org
141	121	30	20	Bright Church Organ	Brt Church Org
142	121	31	20	Dark Church Organ	Dk Church Org
143	121	32	20	Mellow Church Organ	Mel Church Org
144	121	33	20	Vintage Rotary Organ	Vintage Rotr Org
145	121	34	20	Vintage Rock Organ	Vintage Rock Org
146	121	35	20	Vintage Pop Organ	Vintage Pop Org
147	121	36	20	Vintage Soft Organ	Vintage Soft Org
148	121	37	20	Vintage Percussive Organ	Vintage Perc Org
149	121	30	21	Dark Reed Organ	Dark Reed Org
150	121	31	21	Jazz Reed Organ	Jazz Reed Org
151	121	32	21	Pop Reed Organ	Pop Reed Org
152	121	34	21	Rock Reed Organ	Rock Reed Org

153	121	35	21	Rotary Puff Organ	Rotr Puff Org
154	121	36	21	Jazz Puff Organ	Jazz Puff Org
155	121	37	21	Pop Puff Organ	Pop Puff Org
Accordion					
156	121	10	22	Musette 1	Musette 1
157	121	11	22	Real Accordion	Real Accordion
158	121	10	23	Sweet Harmonica	Sweet Harmonica
159	121	11	23	Soft Harmonica	Soft Harmonica
160	121	0	24	Real Tango Accordion	Real TangoAccord
161	121	11	24	Ballroom Accordion	Ballroom Accord
162	121	0	22	Cool Accordion	Cool Accordion
163	121	12	22	Chorus Accordion 1	Chorus Accord 1
164	121	10	24	Solo Accordion 1	Solo Accordion 1
165	121	12	24	Soft Accordion	Soft Accordion
166	121	12	23	Wah Harmonica	Wah Harmonica
167	121	30	22	Dark Musette	Dark Musette
168	121	31	22	Bright Musette	Bright Musette
169	121	32	22	Chorus Musette	Chorus Musette
170	121	33	22	Musette 2	Musette 2
171	121	34	22	Aah & Musette	Aah&Musette
172	121	35	22	Oohs & Musette	Ohs&Musette
173	121	36	22	Oohs & Dark Musette	Ohs&DkMusette
174	121	30	23	Overdrive Harmonica	Odrive Harmonica
175	121	31	23	Bright Harmonica	Bright Harmonica
176	121	32	23	Chorus Harmonica	Chorus Harmonica
177	121	33	23	Wide Harmonica	Wide Harmonica
178	121	34	23	Aah & Harmonica	Aah&Harmonica
179	121	35	23	Oohs & Harmonica	Ohs&Harmonica
180	121	36	23	Oohs & Dark Harmonica	Ohs&DkHarmonica
181	121	13	24	Solo Accordion 2	Solo Accordion 2
182	121	31	24	Bright Accordion	Bright Accordion
183	121	32	24	Chorus Accordion 2	Chorus Accord 2
184	121	33	24	Aah & Accordion	Aah&Accordion
185	121	34	24	Oohs & Accordion	Ohs&Accordion
186	121	35	24	Oohs & Dark Accordion	Ohs&DkAccordion
Guitar					
187	121	10	25	Real Nylon Guitar	Real Nylon Gt
188	121	10	26	Real Steel Guitar	Real Steel Gt
189	121	11	30	Rock Guitar	Rock Guitar
190	121	11	28	Cool Funk Guitar	Cool Funk Guitar
191	121	10	28	Real Clean Guitar	Real Clean Gt
192	121	11	26	Slide Steel Guitar	Slide Steel Gt
193	121	12	28	Slide Clean Guitar	Slide Clean Gt
194	121	2	26	Sweet Mandolin	Sweet Mandolin
195	121	17	28	Cool Lead Guitar	Cool Lead Guitar
196	121	10	31	Power Lead Guitar	Power Lead Gt
197	121	10	27	Real Jazz Guitar	Real Jazz Gt
198	121	13	28	60's Clean Guitar	60's Clean Gt
199	121	12	26	Harmonics Steel Guitar	Harmonics St Gt
200	121	11	25	Harmonics Nylon Guitar	Harmonics Ny Gt
201	121	13	26	12-String Guitar 1	12Str Guitar 1
202	121	10	30	Blues Guitar	Blues Guitar

203	121	0	28	Solo Clean Guitar	Solo Clean Gt
204	121	11	31	Guitar Feedback 1	Gt Feedback 1
205	121	12	31	5th Distortion Guitar	5thDistortion Gt
206	121	14	26	Velocity Steel Guitar	Velocity Stel Gt
207	121	14	28	Delay Guitar	Delay Guitar
208	121	15	28	Vintage Guitar 1	Vintage Guitar 1
209	121	11	27	Solo Jazz Guitar	Solo Jazz Gt
210	121	13	31	Rhythm Guitar	Rhythm Guitar
211	121	14	27	Jazz Lead Guitar 1	Jazz Lead Gt 1
212	121	16	28	Vintage Guitar 2	Vintage Guitar 2
213	121	0	27	Jazz Lead Guitar 2	Jazz Lead Gt 2
214	121	18	28	Vintage Guitar 3	Vintage Guitar 3
215	121	16	26	Folk Guitar 2	Folk Guitar 2
216	121	21	28	Chorus Guitar 1	Chorus Guitar 1
217	121	10	29	Solo Muted Guitar	Solo Muted Gt
218	121	1	27	Pedal Guitar	Pedal Guitar
219	121	14	31	Distortion Lead Guitar 1	Dist Lead Gt 1
220	121	19	28	Chorus Guitar 2	Chorus Guitar 2
221	121	22	28	Tremolo Guitar 1	Tremolo Guitar 1
222	121	13	27	Octave Guitar	Octave Guitar
223	121	23	28	Chorus Guitar 3	Chorus Guitar 3
224	121	24	28	Tremolo Guitar	Tremolo Guitar 2
225	121	15	31	Metal Guitar	Metal Guitar
226	121	20	28	Clean Rhythm Guitar	Clean Rhythm Gt
227	121	25	28	Wah Guitar	Wah Guitar
228	121	15	27	Jazz Guitar & EP	JazzGt&EP
229	121	0	31	Distortion Lead Guitar 2	Dist Lead Gt 2
230	121	26	28	12-String Electric Guitar	12Str E.Guitar
231	121	12	30	Guitar Feedback 2	Gt Feedback 2
232	121	15	26	12-String Guitar 2	12Str Guitar 2
233	121	0	29	Muted Rhythm Guitar	Muted Rhythm Gt
234	121	27	28	Funk Guitar	Funk Guitar
235	121	0	30	Overdrive Lead Guitar	Odrive Lead Gt
236	8	1	3	12-String Guitar 3	12Str Guitar 3
237	121	12	25	Nylon Guitar & Acoustic Bass	NyGt&AcBass
238	121	17	26	Steel Guitar & Finger Bass	StelGt&FgBass
239	121	30	26	Chorus Steel Guitar	Chorus Stel Gt
240	121	31	26	Soft Chorus Steel Guitar	Soft Cho Stel Gt
241	121	32	26	Dark Chorus Steel Guitar	Dk Cho Stel Gt
242	121	33	26	Nylon Guitar & Steel Guitar	NyGt&StelGt
243	121	34	26	Jazz Guitar & Steel Guitar	JazzGt&StelGt
244	121	35	26	Distortion Steel Guitar	Dist Stel Gt
245	121	36	26	Dark Steel Guitar	Dark Stel Gt
246	121	37	26	Warm Steel Guitar	Warm Stel Gt
247	121	30	27	Chorus Jazz Guitar	Chorus Jazz Gt
248	121	31	27	Bright Jazz Guitar	Bright Jazz Gt
249	121	32	27	Overdrive Jazz Guitar	Odrive Jazz Gt
250	121	33	27	Distortion Jazz Guitar	Dist Jazz Gt
251	121	34	27	Overdrive Octave Guitar	Odrive Octave Gt
252	121	35	27	Wah Octave Guitar	Wah Octave Gt
253	121	36	27	Jazz Octave Guitar	Jazz Octave Gt
254	121	37	27	Chorus Octave Guitar	Cho Octave Gt

255	121	30	28	Chorus Vintage Guitar	Cho Vintage Gt
256	121	31	28	Vintage Funk Guitar	Vintage Funk Gt
257	121	32	28	Overdrive Funk Guitar	Odrive Funk Gt
258	121	33	28	Chorus Wah Guitar	Chorus Wah Gt
259	121	34	28	Clean Vintage Guitar	Clean Vintage Gt
260	121	35	28	Dark Vintage Guitar	Dark Vintage Gt
261	121	36	28	Bright Vintage Guitar	Brt Vintage Gt
262	121	37	28	Soft Vintage Guitar	Soft Vintage Gt
263	121	30	29	Dark Muted Guitar	Dark Muted Gt
264	121	31	29	Chorus Muted Guitar	Chorus Muted Gt
265	121	32	29	Overdrive Muted Guitar	Odrive Muted Gt
266	121	33	29	Distortion Muted Guitar	Dist Muted Gt
267	121	34	29	Wah Muted Guitar	Wah Muted Gt
268	121	35	29	Pulse Muted Guitar	Pulse Muted Gt
269	121	36	29	Nylon Muted Guitar	Nylon Muted Gt
270	121	37	29	Funk Muted Guitar	Funk Muted Gt
271	121	30	30	Dark Overdrive Guitar	Dark Odrive Gt
272	121	31	30	Bright Overdrive Guitar	Brt Odrive Gt
273	121	32	30	Soft Overdrive Guitar	Soft Odrive Gt
274	121	33	30	Delay Overdrive Guitar	Delay Odrive Gt
275	121	34	30	Delay Guitar Feedback	Delay Gt Fedback
276	121	35	30	Chorus Guitar Feedback	Cho Gt Fedback
277	121	36	30	Wah Overdrive Guitar	Wah Odrive Gt
278	121	37	30	Dark Wah Overdrive Guitar	Dk Wah Odrive Gt
279	121	30	31	Chorus Distortion Guitar	Chorus Dist Gt
280	121	31	31	Dark Distortion Guitar	Dark Dist Gt
281	121	32	31	Wah Distortion Guitar	Wah Dist Gt
282	121	33	31	Velocity Lead Guitar	Vel Lead Gt
283	121	34	31	Soft Distortion Guitar	Soft Dist Gt
284	121	35	31	Bright Lead Guitar	Bright Lead Gt
285	121	36	31	Modern Distortion Guitar	Modern Dist Gt
286	121	37	31	Delay Distortion Guitar	Delay Dist Gt
Bass					
287	121	12	34	Real Finger Bass	Real Finger Bass
288	121	11	33	Real Acoustic Bass	Real Acoust Bass
289	121	11	35	Real Pick Bass	Real Pick Bass
290	121	11	36	Real Fretless Bass	Real Fret Bass
291	121	11	37	Power Slap Bass	Power Slap Bass
292	121	10	40	Attack Pulse 1	Attack Pulse 1
293	121	10	39	House Bass	House Bass
294	121	10	38	Funk Slap Bass	Funk Slap Bass
295	121	11	40	Resonant Bass 1	Resonant Bass 1
296	121	13	40	Resonant Bass 2	Resonant Bass 2
297	121	14	40	Resonant Synth Bass	Reson Syn Bass
298	121	10	35	Rock Bass 1	Rock Bass 1
299	121	10	36	Jazz Bass	Jazz Bass
300	121	0	35	Rock Bass 2	Rock Bass 2
301	121	11	34	Finger Slap Bass 1	Finger Slap Bs 1
302	121	10	33	Acoustic Bass & Cymbal	Bass&Cymbal
303	121	15	40	Analog Bass	Analog Bass
304	121	10	37	Resonant Slap Bass	Reson Slap Bass
305	121	16	40	Warm Synth Bass 1	Warm Syn Bass 1

306	121	17	40	Hammer	Hammer
307	121	3	40	Rubber Synth Bass	Rubber Syn Bass
308	121	10	34	Pop Bass	Pop Bass
309	121	19	40	Warm Synth Bass 2	Warm Syn Bass 2
310	121	12	35	Muted Pick Bass	Muted Pick Bass
311	121	12	40	Attack Pulse 2	Attack Pulse 2
312	121	31	34	Overdriven Finger Bass	Over Finger Bass
313	121	32	34	Distortion Finger Bass	Dt Finger Bass
314	121	33	34	Distortion Guitar & Finger Bass	DtGt&FingerBs
315	121	34	34	Wah Finger Bass	Wah Finger Bass
316	121	35	34	Finger Slap Bass 2	Finger Slap Bs 2
317	121	36	34	Soft Wah Slap Bass	Soft Wah Slap Bs
318	121	37	34	Dark Slap Bass 1	Dark Slap Bass 1
319	121	30	35	Bright Pick Bass	Bright Pick Bass
320	121	31	35	Dark Pick Bass	Dark Pick Bass
321	121	32	35	Overdrive Pick Bass	Odrive Pick Bass
322	121	33	35	Distortion Guitar & Pick Bass	DtGt&PickBass
323	121	34	35	Wah Pick Bass	Wah Pick Bass
324	121	35	35	Chorus Pick Bass	Cho Pick Bass
325	121	36	35	Warm Chorus Pick Bass	Warm Cho Pick Bs
326	121	37	35	Hard Rock Bass	Hard Rock Bass
327	121	31	36	Overdriven Fretless Bass	Over Fret Bass
328	121	32	36	Distortion Fretless Bass	Dist Fret Bass
329	121	33	36	Wah Fretless Bass	Wah Fret Bass
330	121	34	36	muted Fretless Bass	Muted Fret Bass
331	121	35	36	Dark Fretless Bass	Dark Fret Bass
332	121	36	36	Pick muted Fretless Bass	Pick Mt Fret Bs
333	121	30	37	Dark Slap Bass 2	Dark Slap Bass 2
334	121	31	37	Chorus Slap Bass	Chorus Slap Bass
335	121	32	37	Distortion Guitar & Slap Bass	DtGt&SlapBass
336	121	33	37	Bright Resonant Slap Bass	Brt Rsn Slap Bs
337	121	34	37	Dark Resonant Slap Bass	Dk Rsn Slap Bs
338	121	35	37	Chorus Resonant Slap Bass	Cho Rsn Slap Bs
339	121	36	37	Wah Resonant Slap Bass	Wah Rsn Slap Bs
340	121	37	37	Warm Resonant Slap Bass	Warm Rsn Slap Bs
341	121	30	38	Dark Power Slap Bass	Dk Powr Slap Bs
342	121	31	38	Bright Power Slap Bass	Brt Powr Slap Bs
343	121	32	38	Distortion Power Slap Bass	Dt Powr Slap Bs
344	121	33	38	Distortion Guitar & Power Slap Bass	DtGt&PowrSlapBs
345	121	34	38	Overdriven Guitar & Power Slap Bass	OvGt&PowrSlapBs
346	121	35	38	Chorus Power Slap Bass	Cho Powr Slap Bs
347	121	36	38	Wah Power Slap Bass	Wah Powr Slap Bs
348	121	37	38	Warm Power Slap Bass	Wm Powr Slap Bs
349	121	31	39	Bright Analog Bass	Brt Analog Bass
350	121	32	39	Chorus Analog Bass	Cho Analog Bass
351	121	33	39	Wah Analog Bass	Wah Analog Bass
352	121	34	39	Distortion Guitar & Analog Bass	DtGt&AnalogBs
353	121	35	39	Overdriven Guitar & Analog Bass	OvGt&AnalogBs
354	121	36	39	Hammer Analog Bass	Hammer Analog Bs
355	121	37	39	Dark Hammer Bass	Dark Hammer Bs
356	121	30	40	Bright Attack Bass	Bright Attack Bs
357	121	31	40	Pulse Attack Bass	Pulse Attack Bs

358	121	32	40	Bright Pulse Bass	Brt Pulse Bass
359	121	33	40	Octave Analog Bass	Oct Analog Bass
360	121	34	40	Power Analog Bass	Powr Analog Bass
361	121	35	40	Power Pulse Bass	Powr Pulse Bass
362	121	36	40	Wah Pulse Bass	Wah Pulse Bass
363	121	37	40	Chorus Pulse Bass	Cho Pulse Bass
Strings					
364	121	10	49	Real Strings	Real Strings
365	121	0	49	Classic Strings	Classic Strings
366	121	1	49	Orchestra Tutti	Orchestra Tutti
367	121	10	41	Sweet Violin	Sweet Violin
368	121	10	43	Real Cello	Real Cello
369	121	11	49	Concert Strings	Concert Strings
370	121	10	50	Live Strings	Live Strings
371	121	0	47	Real Harp	Real Harp
372	121	12	49	Live Orchestra	Live Orchestra
373	121	11	50	Soft Strings	Soft Strings
374	121	13	49	Live Contrabass	Live Contrabass
375	121	14	49	Chamber Music	Chamber Music
376	121	12	50	Slow Strings	Slow Strings
377	121	13	50	Strings & Brass	Strings&Brass
378	121	19	49	Strings & Flute	Strings&Flute
379	121	20	49	Strings & Oboe	Strings&Oboe
380	121	15	49	Arco Strings 1	Arco Strings 1
381	121	0	53	Live Choir Aahs	Live Choir Aahs
382	121	0	54	Live Choir Oohs	Live Choir Oohs
383	121	0	55	Synth Choir 1	Synth Choir 1
384	121	16	49	Orchestra	Orchestra
385	121	17	49	Arco Strings 2	Arco Strings 2
386	121	18	49	Brilliant Strings	Brilliant Str
387	121	0	45	Live Tremolo Strings	Live Tremolo Str
388	121	0	46	Live Pizzicato Strings	Live Pizz Str
389	121	10	52	Movie Strings	Movie Strings
390	121	0	51	Cool Synth Strings	Cool Synth Str
391	121	0	52	Soft Synth Strings	Soft Synth Str
392	121	11	52	Analog Strings	Analog Strings
393	121	0	41	Real Violin	Real Violin
394	121	0	42	Real Viola	Real Viola
395	121	0	43	Live Cello	Live Cello
396	121	0	44	Real Contrabass	Real Contrabass
397	121	10	53	Soft Choir Aahs	Soft Choir Aahs
398	121	1	54	Soft Choir Oohs	Soft Choir Oohs
399	121	1	55	Synth Choir 2	Synth Choir 2
400	121	0	56	Live Orchestra Hit	Live Orch Hit
401	121	1	56	Synth Bass Hit	Synth Bass Hit
402	121	2	56	Power Hit 1	Power Hit 1
403	121	3	56	Power Hit 2	Power Hit 2
404	121	30	41	Cool Violin 1	Cool Violin 1
405	121	31	41	Soft Violin	Soft Violin
406	121	32	41	Live Violin	Live Violin
407	121	33	41	Slow Violin	Slow Violin
408	121	34	41	Dark Violin	Dark Violin

409	121	35	41	Bright Violin	Bright Violin
410	121	36	41	Chorus Violin	Chorus Violin
411	121	37	41	Cool Violin 2	Cool Violin 2
412	121	30	42	Slow Viola	Slow Viola
413	121	31	42	Dark Viola	Dark Viola
414	121	32	42	Bright Viola	Bright Viola
415	121	33	42	Violin & Viola	Violin&Viola
416	121	34	42	Chorus Viola	Chorus Viola
417	121	35	42	Harp & Viola	Harp&Viola
418	121	36	42	Cello & Viola	Cello&Viola
419	121	37	42	Aah & Viola	Aah&Viola
420	121	30	43	Slow Cello	Slow Cello
421	121	31	43	Dark Cello	Dark Cello
422	121	32	43	Bright Cello	Bright Cello
423	121	33	43	Chorus Cello	Chorus Cello
424	121	34	43	Violin & Cello	Violin&Cello
425	121	35	43	Aah & Cello	Aah&Cello
426	121	36	43	Harp & Cello	Harp&Cello
427	121	37	43	Contrabass & Cello	Contrbs&Cello
428	121	30	44	Dark Contrabass	Dark Contrabass
429	121	31	44	Bright Contrabass	Bright Contrbs
430	121	32	44	Chorus Contrabass	Chorus Contrbs
431	121	33	44	Slow Contrabass	Slow Contrabass
432	121	34	44	Violin & Contrabass	Violin&Contrbs
433	121	35	44	Viola & Contrabass	Viola&Contrbs
434	121	36	44	Aah & Contrabass	Aah&Contrabass
435	121	37	44	Harp & Contrabass	Harp&Contrbs
436	121	30	45	Dark Tremolo Strings	Dark Tremo Str
437	121	31	45	Bright Tremolo Strings	Bright Tremo Str
438	121	32	45	Slow Tremolo Strings	Slow Tremo Str
439	121	33	45	Cello & Tremolo Strings	Cello&TremoStr
440	121	34	45	Violin & Tremolo Strings	Violin&TremoStr
441	121	35	45	Aah & Tremolo Strings	Aah&TremoStr
442	121	36	45	Harp & Tremolo Strings	Harp&TremoStr
443	121	37	45	Chorus Tremolo Strings	Chorus Tremo Str
444	121	30	46	Dark Pizzicato Strings	Dark Pizz Str
445	121	31	46	Bright Pizzicato Strings	Bright Pizz Str
446	121	30	47	Dark Harp	Dark Harp
447	121	31	47	Bright Harp	Bright Harp
448	121	32	47	Aah & Harp	Aah&Harp
449	121	33	47	String & Harp	String&Harp
450	121	34	47	Chorus Harp	Chorus Harp
451	121	35	47	Oohs & Harp	Oohs&Harp
452	121	36	47	Euro Hit & Harp	EuroHit&Harp
453	121	37	47	Synth Voice & Harp	SynVoice&Harp
454	121	0	105	India Sitar	India Sitar
455	121	10	105	Hackbrett	Hackbrett
456	121	0	106	Folk Banjo	Folk Banjo
457	121	0	107	Japanese Shamisen	JP Shamisen
458	121	0	108	Japanese Koto	Japanese Koto
459	121	0	111	Vintage Fiddle	Vintage Fiddle
Brass					

460	121	10	57	Sweet Trumpet	Sweet Trumpet
461	121	10	58	Sweet Trombone	Sweet Trombone
462	121	10	60	Sweet Muted Trumpet	Sweet Mt Trump
463	121	10	59	Live Tuba	Live Tuba
464	121	10	61	Live French Horn	Live French Horn
465	121	16	61	Wide French Horn	Wide French Horn
466	121	10	62	Real Brass Section	Real Brass
467	121	11	62	Pop Brass Section	Pop Brass
468	121	11	57	Jazz Trumpet	Jazz Trumpet
469	121	12	57	Solo Trumpet	Solo Trumpet
470	121	13	57	Trumpet Ensemble	Trumpet Ensemble
471	121	0	58	Live Trombone	Live Trombone
472	121	14	58	Solo Flugelhorn	Solo Flugelhorn
473	121	0	60	Solo Muted Trumpet	Solo MtTrumpet
474	121	11	58	Solo Trombone	Solo Trombone
475	121	12	58	Soft Trombone	Soft Trombone
476	121	19	58	Wide Trombone	Wide Trombone
477	121	13	58	Dark Trombone	Dark Trombone
478	121	18	58	Synth Trombone	Synth Trombone
479	121	16	58	Resonant Trombone 1	Reson Tromb 1
480	121	17	58	Resonant Trombone 2	Reson Tromb 2
481	121	20	58	Brass Band 1	Brass Band 1
482	121	15	58	Flugelhorn	Flugelhorn
483	121	14	61	Mellow French Horn	Mellow FrHorn
484	121	12	62	Octave Brass Section	Oct Brs Section
485	121	16	62	Brass Band 2	Brass Band 2
486	121	0	62	Classic Brass Section	Classic Brass
487	121	17	62	Dark Brass	Dark Brass
488	121	13	62	Cool Synth Brass	Cool Syn Brass
489	121	14	62	Live Brass Section	Live Brass
490	121	15	62	Sforzato Brass	Sforzato Brass
491	121	18	62	Big Brass Section	Big Brass
492	121	19	62	Club Brass Section	Club Brass
493	121	20	62	Bright Brass Section 1	Bright Brass 1
494	121	21	62	Mellow Brass Section	Mellow Brass
495	121	11	61	Modern Synth Brass	Modern Syn Brass
496	121	12	61	Soft Synth Brass 1	Soft Syn Brass 1
497	121	22	62	Soft Synth Brass 2	Soft Syn Brass 2
498	121	10	63	80's Brass	80's Brass
499	121	23	62	Soft Brass Section	Soft Brass
500	121	13	61	Big Band 1	Big Band 1
501	121	24	62	Power Brass Section	Power Brass
502	121	25	62	Dance Synth Brass	Dance Syn Brass
503	121	26	62	Big Band 2	Big Band 2
504	121	27	62	Pop Synth Brass 1	Pop Syn Brass 1
505	121	28	62	Brass Hit	Brass Hit
506	121	2	63	Analog Brass 1	Analog Brass 1
507	121	2	64	Soft Analog Brass	Soft Ana Brass
508	121	11	63	Funky Analog Brass	Funky Ana Brass
509	121	12	63	Techno Brass	Techno Brass
510	121	13	63	Analog Brass 2	Analog Brass 2
511	121	15	61	Echo Brass	Echo Brass

512	121	10	64	Funky Synth Brass	Funky Syn Brass
513	121	30	57	Warm Trumpet	Warm Trumpet
514	121	31	57	Bright Trumpet	Bright Trumpet
515	121	32	57	Chorus Trumpet	Chorus Trumpet
516	121	33	57	Double Trumpet	Double Trumpet
517	121	34	57	Trombone & Trumpet	Tromb&Trump
518	121	35	57	Tuba & Trumpet	Tuba&Trumpet
519	121	36	57	Resonant Trumpet	Reson Trumpet
520	121	37	57	French Horn & Trumpet	FrHorn&Trump
521	121	30	58	Warm Trombone	Warm Trombone
522	121	31	58	Bright Trombone	Bright Trombone
523	121	32	58	Chorus Trombone	Chorus Trombone
524	121	33	58	Double Trombone	Double Trombone
525	121	34	58	French Horn & Trombone	FrHorn&Tromb
526	121	35	58	Tuba & Trombone	Tuba&Trombone
527	121	36	58	Soprano Sax & Trombone	SoprSax&Tromb
528	121	30	59	Dark Tuba	Dark Tuba
529	121	31	59	Bright Tuba	Bright Tuba
530	121	32	59	Warm Tuba	Warm Tuba
531	121	33	59	Chorus Tuba	Chorus Tuba
532	121	34	59	Resonant Tuba	Resonant Tuba
533	121	35	59	Slow Tuba	Slow Tuba
534	121	36	59	Soprano Sax & Tuba	SoprSax&Tuba
535	121	37	59	Alto Sax & Tuba	AltoSax&Tuba
536	121	30	60	Dark Muted Trumpet	Dark MtTrump
537	121	31	60	Bright Muted Trumpet	Bright MtTrump
538	121	32	60	Warm Muted Trumpet	Warm MtTrump
539	121	33	60	Chorus Muted Trumpet	Chorus MtTrump
540	121	34	60	Tuba & Muted Trumpet	Tuba&MtTrump
541	121	35	60	French Horn & Muted Trumpet	FrHorn&MtTrump
542	121	36	60	Soprano Sax & Muted Trumpet	SoprSax&MtTrp
543	121	37	60	Alto Sax & Muted Trumpet	AltoSax&MtTrump
544	121	30	61	Dark French Horn	Dark French Horn
545	121	31	61	Bright French Horn	Brt French Horn
546	121	32	61	Warm French Horn	Warm French Hrn
547	121	33	61	Chorus French Horn	Cho French Horn
548	121	34	61	Tuba & French Horn	Tuba&FrHorn
549	121	35	61	Soprano Sax & French Horn	SoprSax&FrHorn
550	121	36	61	Alto Sax & French Horn	AltoSax&FrHorn
551	121	37	61	Slow French Horn	Slow French Horn
552	121	30	62	Dark Brass Section	Dk Brass Section
553	121	31	62	Bright Brass Section 2	Bright Brass 2
554	121	32	62	Warm Brass Section	Warm Brass
555	121	33	62	Chorus Brass Section	Chorus Brass
556	121	34	62	Resonant Brass Section	Resonant Brass
557	121	35	62	Slow Brass Section	Slow Brass
558	121	36	62	Funk Brass Section	Funk Brass
559	121	31	63	Bright Synth Brass	Brt Syn Brass
560	121	33	63	Chorus Synth Brass	Cho Syn Brass
561	121	34	63	Resonant Synth Brass	Reson Syn Brass
562	121	35	63	Slow Synth Brass	Slow Syn Brass
563	121	36	63	Rock Synth Brass	Rock Syn Brass

564	121	37	63	Pop Synth Brass 2	Pop Syn Brass 2
565	121	30	64	Dark Analog Synth Brass	Dk Ana Syn Brs
566	121	31	64	Bright Analog Synth Brass	Brt Ana Syn Brs
567	121	32	64	Warm Analog Synth Brass	Warm Ana Syn Brs
568	121	33	64	Chorus Analog Synth Brass	Cho Ana Syn Brs
569	121	34	64	Resonant Analog Synth Brass	Resn Ana Syn Brs
570	121	35	64	Slow Analog Synth Brass	Slow Ana Syn Brs
Sax & Woodwind					
571	121	10	67	Sweet Tenor Sax	Sweet Tenor Sax
572	121	10	66	Sweet Alto Sax	Sweet Alto Sax
573	121	10	65	Sweet Soprano Sax	Sweet Sopr Sax
574	121	10	68	Live Baritone Sax	Live Barit Sax
575	121	11	67	Real Tenor Sax	Real Tenor Sax
576	121	11	66	Real Alto Sax	Real Alto Sax
577	121	10	74	Sweet Flute	Sweet Flute
578	121	10	72	Sweet Clarinet	Sweet Clarinet
579	121	10	76	Sweet Pan Flute	Sweet Pan Flute
580	121	10	69	Sweet Oboe	Sweet Oboe
581	121	0	70	Classic English Horn	Cl English Horn
582	121	0	71	Classic Bassoon	Classic Bassoon
583	121	0	73	Classic Piccolo	Classic Piccolo
584	121	12	74	Classic Flute 1	Classic Flute 1
585	121	0	65	Soprano Sax	Soprano Sax
586	121	0	67	Tenor Sax	Tenor Sax
587	121	0	66	Alto Sax	Alto Sax
588	121	0	68	Baritone Sax	Baritone Sax
589	121	11	74	Flute & Sax	Flute&Sax
590	121	13	66	Sax Section 1	Sax Section 1
591	121	12	67	Sax Section 2	Sax Section 2
592	121	13	67	Sax & Clarinet 1	Sax&Clarinet 1
593	121	11	65	Sax Band 1	Sax Band 1
594	121	12	65	Sax Band 2	Sax Band 2
595	121	12	66	Octave Saxes	Octave Saxes
596	121	11	68	Soft Sax Band	Soft Sax Band
597	121	13	74	Sax & Clarinet 2	Sax&Clarinet 2
598	121	11	76	Cool Pan Flute 1	Cool Pan Flute 1
599	121	0	78	Cool Shakuhachi	Cool Shakuhachi
600	121	0	72	Classic Clarinet	Classic Clarinet
601	121	0	74	Classic Flute 2	Classic Flute 2
602	121	12	76	Cool Pan Flute 2	Cool Pan Flute 2
603	121	0	69	Classic Oboe	Classic Oboe
604	121	0	79	Mellow Whistle	Mellow Whistle
605	121	0	75	Classic Recorder	Classic Recorder
606	121	0	77	Sweet Blown Bottle	Sw Blown Bottle
607	121	0	80	Mellow Ocarina	Mellow Ocarina
608	121	30	73	Dark Piccolo	Dark Piccolo
609	121	31	73	Bright Piccolo	Bright Piccolo
610	121	32	73	Chorus Piccolo	Chorus Piccolo
611	121	33	73	Warm Piccolo	Warm Piccolo
612	121	34	73	Slow Piccolo	Slow Piccolo
613	121	30	74	Dark Flute	Dark Flute
614	121	31	74	Bright Flute	Bright Flute

615	121	32	74	Chorus Flute	Chorus Flute
616	121	33	74	Warm Flute	Warm Flute
617	121	34	74	Slow Flute	Slow Flute
618	121	35	74	Whistle & Flute	Whistle&Flute
619	121	30	75	Piccolo & Recorder	Picco&Record
620	121	31	75	Pan Flute & Recorder	PanFlute&Record
621	121	32	75	Shakuhachi & Recorder	Shaku&Record
622	121	33	75	Clarinet & Recorder	Clarinet&Record
623	121	34	75	Flute & Recorder	Flute&Record
624	121	35	75	Blown Bottle & Recorder	BlowBot&Record
625	121	30	76	Dark Pan Flute	Dark Pan Flute
626	121	31	76	Bright Pan Flute	Bright Pan Flute
627	121	32	76	Warm Pan Flute	Warm Pan Flute
628	121	33	76	Chorus Pan Flute	Chorus Pan Flute
629	121	34	76	Whistle & Pan Flute	Whistle&PanFlute
630	121	35	76	Slow Pan Flute	Slow Pan Flute
631	121	30	77	Dark Blown Bottle	Dk Blown Bottle
632	121	31	77	Bright Blown Bottle	Brt Blown Bottle
633	121	32	77	Chorus Blown Bottle	Cho Blown Bottle
634	121	33	77	Warm Blown Bottle	Warm Blow Bottle
635	121	34	77	Slow Blown Bottle	Slow Blow Bottle
636	121	35	77	Oboe & Blown Bottle	Oboe&BlowBottle
637	121	30	78	Dark Shakuhachi	Dark Shakuhachi
638	121	31	78	Bright Shakuhachi	Bright Shaku
639	121	32	78	Chorus Shakuhachi	Chorus Shaku
640	121	33	78	Warm Shakuhachi	Warm Shaku
641	121	34	78	Slow Shakuhachi	Slow Shakuhachi
642	121	35	78	Piccolo & Shakuhachi	Piccolo&Shaku
643	121	30	79	Bright Whistle	Bright Whistle
644	121	31	79	Blown Bottle & Whistle	BlowBot&Whistle
645	121	32	79	Shakuhachi & Whistle	Shaku&Whistle
646	121	33	79	Oboe & Whistle	Oboe&Whistle
647	121	30	80	Piccolo & Ocarina	Picco&Ocarina
648	121	31	80	Pan Flute & Ocarina	PanFlute&Ocari
649	121	32	80	Oboe & Ocarina	Oboe&Ocarina
650	121	33	80	Blown Bottle & Ocarina	BlowBot&Ocari
651	121	34	80	Shakuhachi & Ocarina	Shaku&Ocari
652	121	0	112	Vintage Shanai	Vintage Shanai
653	121	0	110	Vintage Bag Pipe	Vt Bag Pipe
Lead & Pad					
654	121	10	81	Wire Lead 1	Wire Lead 1
655	121	16	85	Dance Lead	Dance Lead
656	121	11	88	Techno Lead	Techno Lead
657	121	12	82	Trance Lead	Trance Lead
658	121	15	81	Super Square	Super Square
659	121	17	82	Super Sawtooth	Super Sawtooth
660	121	18	82	Pop Lead	Pop Lead
661	121	10	88	Octave Line	Octave Line
662	121	12	83	Pan Lead	Pan Lead
663	121	10	87	Rising	Rising
664	121	12	88	Octave Lead	Octave Lead
665	121	13	82	FireWire Lead	FireWire Lead

666	121	10	92	Live Choir Pad	Live Choir Pad
667	121	13	92	Vox Pad	Vox Pad
668	121	15	92	Dream New Age	Dream New Age
669	121	20	92	Heaven Pad 1	Heaven Pad 1
670	121	11	96	Messenger Pad	Messenger Pad
671	121	10	99	Echo Crystal	Echo Crystal
672	121	10	103	Echo Drops	Echo Drops
673	121	12	81	Sine Solo	Sine Solo
674	121	11	81	Matrix Lead	Matrix Lead
675	121	13	81	Hip Hop Lead 1	Hip Hop Lead 1
676	121	14	81	Hip Hop Lead 2	Hip Hop Lead 2
677	121	10	82	Bauble Lead	Bauble Lead
678	121	11	82	Super Analog	Super Analog
679	121	14	82	Analog Lead	Analog Lead
680	121	15	82	Blaster Lead	Blaster Lead
681	121	16	82	Skyline Lead	Skyline Lead
682	121	19	82	Thick Saw 1	Thick Saw 1
683	121	20	82	Thick Saw 2	Thick Saw 2
684	121	10	85	Soft Sine 1	Soft Sine 1
685	121	11	85	Funky Lead 1	Funky Lead 1
686	121	12	85	Wah Lead 1	Wah Lead 1
687	121	13	85	Wah Lead 2	Wah Lead 2
688	121	14	85	Corrie	Corrie
689	121	15	85	Funky Lead 2	Funky Lead 2
690	121	21	82	Big Lead	Big Lead
691	121	10	84	Chiff Solo	Chiff Solo
692	121	10	83	Flying Lead	Flying Lead
693	121	16	81	Mini Lead	Mini Lead
694	121	13	88	Massiveness	Massiveness
695	121	11	83	Soft Calliope	Soft Calliope
696	121	14	88	Soft Sine 2	Soft Sine 2
697	121	15	88	Jazz Lead	Jazz Lead
698	121	22	82	Trumpet Saw	Trumpet Saw
699	121	23	82	Circus Lead	Circus Lead
700	121	24	82	Thick Square	Thick Square
701	121	30	81	Wah Sine Solo	Wah Sine Solo
702	121	31	81	Tremolo Matrix	Tremolo Matrix
703	121	32	81	Dark Wire Lead	Dark Wire Lead
704	121	33	81	Chorus Hip Lead	ChorusHip Lead
705	121	35	81	Wire Lead 2	Wire Lead 2
706	121	31	82	Chorus Soft Mini	ChorusSoftMini
707	121	33	82	Chiff Fire Wire	ChiFireWire
708	121	34	82	Soft Analog	Soft Analog
709	121	35	82	Bright Analog	Bright Analog
710	121	36	82	Toys Analog	Toys Analog
711	121	37	82	Corrie Analog	Corrie Analog
712	121	30	83	Corrie Calliope 1	CorrieCalliope1
713	121	31	83	Wah Calliope 1	WahCalliope 1
714	121	32	83	Bright Calliope	BrightCalliope
715	121	35	83	Analog Calliope	Alg Calliope
716	121	36	83	Corrie Calliope 2	CorrieCalliope 2

717	121	37	83	Wah Calliope 2	Wah Calliope 2
718	121	31	84	Bright Chiff Lead	Bright Chiff Ld
719	121	32	84	Tremolo Chiff Lead	Tremolo Chiff Ld
720	121	33	84	Charang Chiff Lead	Charang Chiff Ld
721	121	36	84	Corrie Chiff Lead	Corrie Chiff Ld
722	121	37	84	Stardust Warp	Stardust Warp
723	121	30	85	Soft Funky Lead 1	Soft Funky Ld 1
724	121	31	85	Soft Funky Lead 2	Soft Funky Ld 2
725	121	32	85	Wire Funky Lead	Wire Funky Lead
726	121	33	85	Soft Octave Lead	Soft Octave Lead
727	121	35	85	Tremolo Octave Lead	Tremolo Oct Ld
728	121	36	85	Calliope Octave Lead	Calliope Oct Ld
729	121	37	85	Big Octave Lead	Big Octave Lead
730	121	30	86	Bright Voice Lead	Bright Voice Ld
731	121	33	86	Delayed Voice Lead	Dely Voice Lead
732	121	37	86	Big Voice Lead	Big Voice Lead
733	121	30	87	Soft Rising 1	Soft Rising 1
734	121	31	87	Soft Rising 2	Soft Rising 2
735	121	32	87	Bright Rising 1	Bright Rising 1
736	121	33	87	Bright Rising 2	Bright Rising 2
737	121	34	87	Wah Rising 1	Wah Rising 1
738	121	35	87	Wah Rising 2	Wah Rising 2
739	121	36	87	Wah Rising 3	Wah Rising 3
740	121	30	88	Soft Bass Lead 1	Soft Bass Lead 1
741	121	31	88	Soft Bass Lead 2	Soft Bass Lead 2
742	121	32	88	Voice Bass Lead	Voice Bass Lead
743	121	33	88	Bright Bass Lead 1	Bright Bass Ld 1
744	121	34	88	Calliope Bass Lead	Calliope Bass Ld
745	121	35	88	Analog Bass Lead	Analog Bass Ld
746	121	36	88	Bright Bass Lead 2	Bright Bass Ld 2
747	121	37	88	Wah Bass Lead	Wah Bass Ld
748	121	30	99	Bright Delayed Lead	Bright Dely Ld
749	121	11	92	Gospel Pad	Gospel Pad
750	121	12	92	Live Humming Pad	Live Humming Pad
751	121	14	92	Sweet New Age	Sweet New Age
752	121	16	92	Soft Vox	Soft Vox
753	121	17	92	Vox Choir Pad	Vox Choir Pad
754	121	18	92	Sunbeam Pad	Sunbeam Pad
755	121	19	92	Heaven Pad 2	Heaven Pad 2
756	121	21	92	Heaven Pad 3	Heaven Pad 3
757	121	22	92	Soft Choir Pad 1	Soft Choir Pad 1
758	121	23	92	Air Choir Pad	Air Choir Pad
759	121	24	92	Bright Vox	Bright Vox
760	121	25	92	Voice Choir Pad	Voice Choir Pad
761	121	26	92	Soft Choir Pad 2	Soft Choir Pad 2
762	121	27	92	Choir & Organ	Choir & Organ
763	121	10	89	Cool New Age 1	Cool New Age 1
764	121	11	89	Cool New Age 2	Cool New Age 2
765	121	10	90	Space Pad 1	Space Pad 1
766	121	11	90	PWM Pad	PWM Pad
767	121	12	90	Mellow Pad 1	Mellow Pad 1
768	121	13	90	Space Pad 2	Space Pad 2

769	121	14	90	Mellow Pad 2	Mellow Pad 2
770	121	15	90	Cyber Pad	Cyber Pad
771	121	10	96	Cool Sweep Pad	Cool Sweep Pad
772	121	12	96	Wave Pad	Wave Pad
773	121	10	91	Poly Synth Pad 1	Poly Synth Pad 1
774	121	11	91	Poly Synth Pad 2	Poly Synth Pad 2
775	121	12	89	Bright New Age	Bright New Age
776	121	16	90	Dark Pad	Dark Pad
777	121	10	94	Mystery Pad	Mystery Pad
778	121	11	94	Cool Metallic Pad	Cool Metal Pad
779	121	11	95	Congregate	Congregate
780	121	10	95	Pan Pad	Pan Pad
781	121	12	95	Evening Stars	Evening Stars
782	121	13	95	Angel Pad	Angel Pad
783	121	13	89	Atmosphere Pad	Atmosphere Pad
784	121	28	92	Utopia Pad 1	Utopia Pad 1
785	121	29	92	Utopia Pad 2	Utopia Pad 2
786	121	12	94	Glass Pad	Glass Pad
787	121	13	94	Fantasia	Fantasia
788	121	17	90	DX Pad	DX Pad
789	121	13	96	Dream Sweep Pad	Dream Sweep Pad
790	121	14	89	Stargate	Stargate
791	121	18	90	Analog Pad	Analog Pad
792	121	10	93	Dark Moon Pad	Dark Moon Pad
793	121	15	89	New Age & Bowed Pad	NewAge&BowPad
794	121	16	89	Golden Age	Golden Age
795	121	17	89	Space Halo Pad	Space Halo Pad
796	121	18	89	Time Travel	Time Travel
797	121	19	90	Time Machine	Time Machine
798	121	20	90	Slow Warm Pad	Slow Warm Pad
799	121	30	89	Bright New Age Pad	Brt NewAge Pad
800	121	34	89	Choir New Age Pad	Choir NewAge Pad
801	121	35	89	Warm New Age Pad	Warm NewAge Pd
802	121	36	89	Dipolar New Age Pad	Dipol NewAge Pad
803	121	37	89	Wah New Age Pad	Wah NewAge Pad
804	121	30	90	Dream Warm Pad	Dream Warm Pad
805	121	31	90	Cool Warm Pad	Cool Warm Pad
806	121	32	90	Big Band Pad	BigBand Pad
807	121	33	90	Organ Pad	Organ Pad
808	121	35	90	Modern Pad	Modern Pad
809	121	36	90	Bright Pad 1	Bright Pad 1
810	121	37	90	Bright Pad 2	Bright Pad 2
811	121	31	91	Bright Poly Synth Pad	Brt PolySyn Pad
812	121	32	91	Wah Poly Synth Pad	Wah PolySyn Pad
813	121	33	91	Vox Poly Synth Pad	Vox PolySyn Pad
814	121	34	91	Calliope Poly Synth Pad	Calio PolySynPad
815	121	35	91	Harmonica Poly Synth Pad	Harm PolySyn Pad
816	121	36	91	Analog Poly Synth Pad	Ana PolySyn Pad
817	121	37	91	Square Poly Synth Pad	Sqr PolySyn Pad
818	121	30	92	Wah Choir Pad 1	Wah Choir Pad 1
819	121	31	92	Wah Choir Pad 2	Wah Choir Pad 2
820	121	32	92	Soft Utopia Pad 1	Soft Utopia Pd 1

821	121	33	92	Square Utopia Pad	Sqr Utopia Pad
822	121	34	92	Bright Utopia Pad 1	Brt Utopia Pad 1
823	121	35	92	Analog Utopia Pad	Ana Utopia Pad
824	121	36	92	Bright Utopia Pad 2	Brt Utopia Pad 2
825	121	37	92	Soft Utopia Pad 2	Soft Utopia Pd 2
826	121	30	93	Bright Bowed Pad 1	Brt Bowed Pad 1
827	121	31	93	Soft Bowed Pad 1	Soft Bowed Pad 1
828	121	32	93	Wah Bowed Pad	Wah Bowed Pad
829	121	33	93	Corrie Bowed Pad	Corrie Bowed Pad
830	121	34	93	Congregate Bowed Pad	Cong Bowed Pad
831	121	35	93	Calliope Bowed Pad	Calio Bowed Pad
832	121	36	93	Bright Bowed Pad 2	Brt Bowed Pad 2
833	121	37	93	Soft Bowed Pad 2	Soft Bowed Pad 2
834	121	30	94	Bright Metallic Pad 1	Brt Metal Pad 1
835	121	31	94	Soft Metallic Pad	Soft Metal Pad
836	121	32	94	Wah Metallic Pad	Wah Metal Pad
837	121	33	94	Choir Metallic Pad	Choir Metal Pad
838	121	34	94	Modern Metallic Pad	Modern Metal Pad
839	121	35	94	Congregate Metallic Pad	Cong Metal Pad
840	121	36	94	Calliope Metallic Pad	Calio Metal Pad
841	121	37	94	Bright Metallic Pad 2	Brt Metal Pad 2
842	121	30	95	Bright Halo Pad	Bright Halo Pad
843	121	31	95	Soft Halo Pad	Soft Halo Pad
844	121	32	95	Wah Halo Pad	Wah Halo Pad
845	121	33	95	PWM Halo Pad	PWM Halo Pad
846	121	34	95	Bowed Halo Pad	Bowed Halo Pad
847	121	35	95	Congregate Halo Pad	Cong Halo Pad
848	121	36	95	Metal Halo Pad	Metal Halo Pad
849	121	37	95	Corrie Halo Pad	Corrie Halo Pad
850	121	30	96	Soft Dipolar Pad	Soft Dipolar Pad
851	121	31	96	Wah Dipolar Pad	Wah Dipolar Pad
852	121	32	96	Vox Dipolar Pad	Vox Dipolar Pad
853	121	33	96	Metallic Dipolar Pad	Metal Dipol Pad
854	121	34	96	Warm Dipolar Pad	Warm Dipol Pad
855	121	35	96	Congregate Dipolar Pad	Cong Dipol Pad
856	121	36	96	Calliope Dipolar Pad	Calio Dipol Pad
857	121	37	96	Corrie Dipolar Pad	Corrie Dipol Pad
858	121	11	99	Melody Crystal	Melody Crystal
859	121	11	103	Sun Bell	Sun Bell
860	121	12	103	Echo Bell	Echo Bell
861	121	13	103	Bell Pad	Bell Pad
862	121	31	99	Soft Crystal Echo	Soft Crys Echo
863	121	34	99	Square Crystal Echo	Square Crys Echo
864	121	35	99	Analog Crystal Echo	Ana Crys Echo
865	121	36	99	Vox Crystal Echo	Vox Crys Echo
866	121	37	99	Chorus Crystal Echo	Chorus Crys Echo
867	121	30	103	Soft Echo	Soft Echo
868	121	32	103	Bright Echo	Bright Echo
869	121	34	103	Wah Echo	Wah Echo
Perc. & Drums					
870	121	1	12	Cool Vibraphone	Cool Vibraphone
871	121	10	12	Rigid Vibraphone	Rigid Vibraphone

872	121	1	13	Real Marimba	Real Marimba
873	121	10	9	Real Celesta	Real Celesta
874	121	0	12	Live Vibraphone	Live Vibraphone
875	121	11	12	Jazz Vibraphone	Jazz Vibraphone
876	121	10	11	Music Box & Flute	Music Box&Flute
877	121	0	13	Cool Marimba	Cool Marimba
878	121	0	14	Live Xylophone	Live Xylophone
879	121	0	9	Live Celesta	Live Celesta
880	121	0	10	Live Glockenspiel	Live Glocken
881	121	0	11	Dream Music Box	Dream Music Box
882	121	0	15	Live Tubular Bells	Live Tubu Bells
883	121	1	15	Church Bell	Church Bell
884	121	2	15	Carillon	Carillon
885	121	0	16	Santur	Santur
886	121	0	109	Africa Kalimba	Africa Kalimba
887	120	0	1	Standard Set 1	Standard Set 1
888	120	0	72	Standard Set 2	Standard Set 2
889	120	0	41	Brush Set	Brush Set
890	120	0	73	Studio Set	Studio Set
891	120	0	74	Mix Set	Mix Set
892	120	0	71	Dance Set	Dance Set
893	120	0	9	Room Set	Room Set
894	120	0	33	Jazz Set	Jazz Set
895	120	0	88	Acoustic Set	Acoustic Set
896	120	0	17	Power Set 1	Power Set 1
897	120	0	75	Power Set 2	Power Set 2
898	120	0	25	Electronic Set	Electronic Set
899	120	0	26	Analog Set	Analog Set
900	120	0	49	Orchestra Set	Orchestra Set
901	120	0	78	Latin Set	Latin Set
902	120	0	82	R&B Set	R&B Set
903	120	0	84	Hip Hop Set	Hip Hop Set
904	120	0	90	Techno Set	Techno Set
905	120	0	76	Swing Set	Swing Set
906	120	0	77	Fusion Set	Fusion Set
907	120	0	83	Vintage Set	Vintage Set
908	120	0	85	Pop Set	Pop Set
909	120	0	86	Funk Set	Funk Set
910	120	0	89	Symphony Set	Symphony Set
911	120	0	81	Percussion Set 1	Percussion Set 1
912	120	0	87	Percussion Set 2	Percussion Set 2
913	120	0	79	SFX Set 1	SFX Set 1
914	120	0	80	SFX Set 2	SFX Set 2
915	120	0	91	Bass Drum Set	Bass Drum Set
916	120	0	92	Snare Set	Snare Set
917	120	0	93	Cymbal Set	Cymbal Set
918	121	0	48	Orchestra Timpani	Orch Timpani
919	121	0	117	Live Taiko Drum	Live Taiko Drum
920	121	10	117	Stereo Taiko Drum	St Taiko Drum
921	121	1	117	Concert Bass Drum	Concert Bs Drum
922	121	0	118	Acoustic Tom 1	Acoustic Tom 1
923	121	1	118	Acoustic Tom 2	Acoustic Tom 2

924	121	0	119	Synth Tom	Synth Tom
925	121	1	119	Rhythm Tom	Rhythm Tom
926	121	2	119	Electric Drum	Electric Drum
927	121	10	115	Live Steel Drums 1	Live StelDrums 1
928	121	0	115	Live Steel Drums 2	Live StelDrums 2
929	121	0	114	Agogo Bell	Agogo Bell
930	121	0	120	Cymbal SFX 1	Cymbal SFX 1
931	121	10	120	Cymbal SFX 2	Cymbal SFX 2
SFX & GM					
932	121	0	121	Guitar SFX 1	Guitar SFX 1
933	121	1	121	Guitar SFX 2	Guitar SFX 2
934	121	2	121	Acoustic Bass String Slap	Bass String Slap
935	121	0	122	Breathy Voice	Breathy Voice
936	121	1	122	Flute Key Click	Flute Key Click
937	121	0	123	Sea Wave	Sea Wave
938	121	1	123	Rain	Rain
939	121	2	123	Thunder	Thunder
940	121	3	123	Wind	Wind
941	121	4	123	Stream	Stream
942	121	5	123	Bubble	Bubble
943	121	0	124	Birds 1	Birds 1
944	121	1	124	Dog	Dog
945	121	2	124	Horse Gallop	Horse Gallop
946	121	3	124	Birds 2	Birds 2
947	121	0	125	Telephone Bell 1	Telephone Bell 1
948	121	1	125	Telephone Bell 2	Telephone Bell 2
949	121	2	125	Door Creaking	Door Creaking
950	121	3	125	Door	Door
951	121	4	125	Scratch	Scratch
952	121	5	125	Wind Chime	Wind Chime
953	121	0	126	Helicopter Engine	Helicopt Engine
954	121	1	126	Car Engine	Car Engine
955	121	2	126	Car Stop	Car Stop
956	121	3	126	Car Pass	Car Pass
957	121	4	126	Car Crash	Car Crash
958	121	5	126	Siren	Siren
959	121	6	126	Train	Train
960	121	7	126	Jetplane	Jetplane
961	121	8	126	Starship	Starship
962	121	9	126	Burst Noise	Burst Noise
963	121	0	127	Live Applause	Live Applause
964	121	1	127	Laughing	Laughing
965	121	2	127	Screaming	Screaming
966	121	3	127	Punch	Punch
967	121	4	127	Heart Beat	Heart Beat
968	121	5	127	Footsteps	Footsteps
969	121	0	128	Gun	Gun
970	121	1	128	Machine Gun	Machine Gun
971	121	2	128	Lasergun	Lasergun
972	121	3	128	Explosion	Explosion
973	0	0	1	Acoustic Grand Piano	Grand Piano
974	0	0	2	Bright Acoustic Piano	Bright Piano

975	0	0	3	Electric Grand Piano	Electric Grand
976	0	0	4	Honky-tonk Piano	Honky Tonk
977	0	0	5	Electric Piano 1	E.Piano 1
978	0	0	6	Electric Piano 2	E.Piano 2
979	0	0	7	Harpsichord	Harpsichord
980	0	0	8	Clavi	Clavi
981	0	0	9	Celesta	Celesta
982	0	0	10	Glockenspiel	Glockenspiel
983	0	0	11	Music Box	Music Box
984	0	0	12	Vibraphone	Vibraphone
985	0	0	13	Marimba	Marimba
986	0	0	14	Xylophone	Xylophone
987	0	0	15	Tubular Bells	Tubular Bells
988	0	0	16	Dulcimer	Dulcimer
989	0	0	17	Drawbar Organ	Drawbar Organ
990	0	0	18	Percussive Organ	Percussive Organ
991	0	0	19	Rock Organ	Rock Organ
992	0	0	20	Church Organ	Church Organ
993	0	0	21	Reed Organ	Reed Organ
994	0	0	22	Accordion	Accordion
995	0	0	23	Harmonica	Harmonica
996	0	0	24	Tango Accordion	Tango Accordion
997	0	0	25	Acoustic Guitar (nylon)	Nylon Guitar
998	0	0	26	Acoustic Guitar (steel)	Steel Guitar
999	0	0	27	Electric Guitar (jazz)	Jazz E.Guitar
1000	0	0	28	Electric Guitar (clean)	Clean E.Guitar
1001	0	0	29	Electric Guitar (muted)	Muted E.Guitar
1002	0	0	30	Overdriven Guitar	Overdriven Gt
1003	0	0	31	Distortion Guitar	Distortion Gt
1004	0	0	32	Guitar Harmonics	Guitar Harmonics
1005	0	0	33	Acoustic Bass	Acoustic Bass
1006	0	0	34	Electric Bass (finger)	Finger Bass
1007	0	0	35	Electric Bass (pick)	Pick Bass
1008	0	0	36	Fretless Bass	Fretless Bass
1009	0	0	37	Slap Bass 1	Slap Bass 1
1010	0	0	38	Slap Bass 2	Slap Bass 2
1011	0	0	39	Synth Bass 1	Synth Bass 1
1012	0	0	40	Synth Bass 2	Synth Bass 2
1013	0	0	41	Violin	Violin
1014	0	0	42	Viola	Viola
1015	0	0	43	Cello	Cello
1016	0	0	44	Contrabass	Contrabass
1017	0	0	45	Tremolo Strings	Tremolo Strings
1018	0	0	46	Pizzicato Strings	Pizz Strings
1019	0	0	47	Orchestral Harp	Orchestral Harp
1020	0	0	48	Timpani	Timpani
1021	0	0	49	String Ensembles 1	Str Ensembles 1
1022	0	0	50	String Ensembles 2	Str Ensembles 2
1023	0	0	51	Synth Strings 1	Synth Strings 1
1024	0	0	52	Synth Strings 2	Synth Strings 2
1025	0	0	53	Choir Aahs	Choir Aahs
1026	0	0	54	Voice Oohs	Voice Oohs

1027	0	0	55	Synth Voice	Synth Voice
1028	0	0	56	Orchestra Hit	Orchestra Hit
1029	0	0	57	Trumpet	Trumpet
1030	0	0	58	Trombone	Trombone
1031	0	0	59	Tuba	Tuba
1032	0	0	60	Muted Trumpet	Muted Trumpet
1033	0	0	61	French Horn	French Horn
1034	0	0	62	Brass Section	Brass Section
1035	0	0	63	Synth Brass 1	Synth Brass 1
1036	0	0	64	Synth Brass 2	Synth Brass 2
1037	0	0	65	Soprano Sax	Soprano Sax
1038	0	0	66	Alto Sax	Alto Sax
1039	0	0	67	Tenor Sax	Tenor Sax
1040	0	0	68	Baritone Sax	Baritone Sax
1041	0	0	69	Oboe	Oboe
1042	0	0	70	English Horn	English Horn
1043	0	0	71	Bassoon	Bassoon
1044	0	0	72	Clarinet	Clarinet
1045	0	0	73	Piccolo	Piccolo
1046	0	0	74	Flute	Flute
1047	0	0	75	Recorder	Recorder
1048	0	0	76	Pan Flute	Pan Flute
1049	0	0	77	Blown Bottle	Blown Bottle
1050	0	0	78	Shakuhachi	Shakuhachi
1051	0	0	79	Whistle	Whistle
1052	0	0	80	Ocarina	Ocarina
1053	0	0	81	Lead 1 (square)	Square Lead
1054	0	0	82	Lead 2 (sawtooth)	Sawtooth Lead
1055	0	0	83	Lead 3 (calliope)	Calliope
1056	0	0	84	Lead 4 (chiff)	Chiffer Lead
1057	0	0	85	Lead 5 (charang)	Charang Lead
1058	0	0	86	Lead 6 (voice)	Voice Lead
1059	0	0	87	Lead 7 (fifths)	Fifths Lead
1060	0	0	88	Lead 8 (bass + lead)	Bass&Lead
1061	0	0	89	Pad 1 (new age)	New Age Pad
1062	0	0	90	Pad 2 (warm)	Warm Pad
1063	0	0	91	Pad 3 (polysynth)	Poly Synth
1064	0	0	92	Pad 4 (choir)	Choir Pad
1065	0	0	93	Pad 5 (bowed)	Bowed Pad
1066	0	0	94	Pad 6 (metallic)	Metallic Pad
1067	0	0	95	Pad 7 (halo)	Halo Pad
1068	0	0	96	Pad 8 (sweep)	Sweep Pad
1069	0	0	97	FX 1 (rain)	FX 1 Rain
1070	0	0	98	FX 2 (soundtrack)	FX 2 SoundTrack
1071	0	0	99	FX 3 (crystal)	FX 3 Crystal
1072	0	0	100	FX 4 (atmosphere)	FX 4 Atmosphere
1073	0	0	101	FX 5 (brightness)	FX 5 Brightness
1074	0	0	102	FX 6 (goblins)	FX 6 Goblins
1075	0	0	103	FX 7 (echoes)	FX 7 Echoes
1076	0	0	104	FX 8 (sci-fi)	FX 8 Sci-Fi
1077	0	0	105	Sitar	Sitar
1078	0	0	106	Banjo	Banjo

1079	0	0	107	Shamisen	Shamisen
1080	0	0	108	Koto	Koto
1081	0	0	109	Kalimba	Kalimba
1082	0	0	110	Bag Pipe	Bag Pipe
1083	0	0	111	Fiddle	Fiddle
1084	0	0	112	Shanai	Shanai
1085	0	0	113	Tinkle Bell	Tinkle Bell
1086	0	0	114	Agogo	Agogo
1087	0	0	115	Steel Drums	Steel Drums
1088	0	0	116	Woodblock	Woodblock
1089	0	0	117	Taiko Drum	Taiko Drum
1090	0	0	118	Melodic Tom	Melodic Tom
1091	0	0	119	Synth Drum	Synth Drum
1092	0	0	120	Reverse Cymbal	Reverse Cymbal
1093	0	0	121	Guitar Fret Noise	Gt Fret Noise
1094	0	0	122	Breath Noise	Breath Noise
1095	0	0	123	Seashore	Seashore
1096	0	0	124	Bird Tweet	Bird Tweet
1097	0	0	125	Telephone Ring	Telephone Ring
1098	0	0	126	Helicopter	Helicopter
1099	0	0	127	Applause	Applause
1100	0	0	128	Gunshot	Gunshot

Style List

No.	Full Name	Short Name
	Pop & Beat	
1	Sunshine Beat	Sunshine Beat
2	60's Classic Beat	60's Classic Beat
3	Heart Beat	Heart Beat
4	70's Pop Rock	70's Pop Rock
5	80's Pop Rock	80's Pop Rock
6	Guitar Pop	Guitar Pop
7	Soft Beat	Soft Beat
8	Modern Pop	Modern Pop
9	6-8 Pop	6-8 Pop
10	80's Golden Song	80's Golden Song
11	Cool 8Beat	Cool 8Beat
12	16Beat R&B	16Beat R&B
13	70's Love Song	70's Love Song
14	Modern Beat	Modern Beat
15	Classic Pop 1	Classic Pop 1
16	Classic Pop 2	Classic Pop 2
17	8Beat Pop 1	8Beat Pop 1
18	Classic 16Beat	Classic 16Beat
19	Pop Rock 1	Pop Rock 1
20	Pop Jazz	Pop Jazz
21	8Beat Rock	8Beat Rock
22	Sweet 8Beat	Sweet 8Beat
23	British Pop 1	British Pop 1
24	British Pop 2	British Pop 2
25	Rhythm & 8Beat 1	Rhythm&8Beat 1
26	Rhythm & 8Beat 2	Rhythm&8Beat 2
27	Pop Fusion	Pop Fusion
28	8Beat Pop 2	8Beat Pop 2
29	16Beat Pop 1	16Beat Pop 1
30	16Beat Pop 2	16Beat Pop 2
31	16Beat 1	16Beat 1
32	Modern 16Beat	Modern 16Bt
33	Pop Hit	Pop Hit
34	16Beat 2	16Beat 2
35	16Beat 3	16Beat 3
36	Pop Shuffle	Pop Shuffle
	Rock	
37	Rock & Roll 1	Rock&Roll 1
38	Blues Rock 1	Blues Rock 1
39	Blues Rock 2	Blues Rock 2
40	Classic Rock	Classic Rock
41	80's Metal	80's Metal
42	British Rock	British Rock
43	Standard Rock	Standard Rock
44	70's Rock	70's Rock
45	Slow Rock	Slow Rock
46	Rock & Roll 2	Rock&Roll 2
47	Rock Shuffle	Rock Shuffle
48	New Wave	New Wave
49	Ska	Ska
50	Pop Rock 2	Pop Rock 2
51	Pop Rock 3	Pop Rock 3
52	Folk Rock	Folk Rock
53	Soft Rock	Soft Rock
54	Old Rock	Old Rock
55	Easy Rock	Easy Rock
56	New Shuffle	New Shuffle
57	Pop Rock 4	Pop Rock 4
58	Hard Rock	Hard Rock
	Ballad	
59	Guitar Ballad 1	Guitar Ballad 1
60	Blues Ballad 1	Blues Ballad 1
61	Golden Song	Golden Song
62	Movie Ballad 1	Movie Ballad 1
63	Unplugged	Unplugged
64	Movie Ballad 2	Movie Ballad 2
65	Blues Ballad 2	Blues Ballad 2
66	Simple Love Song	Simple Love Song
67	Love Ballad 1	Love Ballad 1
68	90's Ballad	90's Ballad
69	Sweet Ballad	Sweet Ballad
70	8Beat Ballad	8Beat Ballad
71	16Beat Ballad 1	16Beat Ballad 1
72	16Beat Ballad 2	16Beat Ballad 2
73	Piano Ballad 1	Piano Ballad 1
74	Guitar Ballad 2	Guitar Ballad 2
75	Pop Beat	Pop Beat
76	6-8 Pop Ballad	6-8 Pop Ballad
77	R&B Ballad	R&B Ballad
78	Guitar Ballad 3	Guitar Ballad 3
79	Ballad Rock	Ballad Rock
80	Piano Ballad 2	Piano Ballad 2
81	Soft Ballad	Soft Ballad
82	16Beat Ballad 3	16Beat Ballad 3
83	Natural Ballad	Natural Ballad
84	Love Ballad 2	Love Ballad 2
85	Easy Ballad	Easy Ballad
86	Miami Folk	Miami Folk
87	Slow Ballad	Slow Ballad
88	Folk Ballad	Folk Ballad
89	Pop Ballad	Pop Ballad
90	EP Ballad	EP Ballad
	Dance	
91	Club DJ	Club DJ
92	House 1	House 1
93	Club Mix	Club Mix
94	Hip Hop 1	Hip Hop 1
95	Hip Hop 2	Hip Hop 2
96	Progressive House 1	Pro House 1
97	Club Dance 1	Club Dance 1
98	Garage	Garage
99	80's Disco	80's Disco

100	Crazy Disco	Crazy Disco
101	Club Dance 2	Club Dance 2
102	Beat Dance 1	Beat Dance 1
103	Beat Dance 2	Beat Dance 2
104	Pop Dance 1	Pop Dance 1
105	Techno 1	Techno 1
106	Disco Party	Disco Party
107	70's Disco	70's Disco
108	House 2	House 2
109	Techno 2	Techno 2
110	Progressive House 2	Pro House 2
111	Soft Disco	Soft Disco
112	70's Disco Funk	70's Disco Funk
113	16Beat Dance	16Beat Dance
114	Pop Dance 2	Pop Dance 2
115	Euro Dance	Euro Dance
Ballroom		
116	Cha Cha Dance	Cha Cha Dance
117	Rumba 1	Rumba 1
118	Salsa 1	Salsa 1
119	Tango 1	Tango 1
120	Twist 1	Twist 1
121	Twist 2	Twist 2
122	Tango 2	Tango 2
123	Tango 3	Tango 3
124	Slow Fox	Slow Fox
125	Slow Waltz 1	Slow Waltz 1
126	Swing Fox	Swing Fox
127	Big Band Fox	Big Band Fox
128	Cha Cha 1	Cha Cha 1
129	Cha Cha 2	Cha Cha 2
130	Beguine 1	Beguine 1
131	Beguine 2	Beguine 2
132	Spain Matador	Spain Matador
133	Samba 1	Samba 1
134	Samba 2	Samba 2
135	Jive	Jive
136	Fox Trot	Fox Trot
Soul & Funk		
137	Funk 1	Funk 1
138	New Soul	New Soul
139	Modern R&B 1	Modern R&B 1
140	Pop R&B	Pop R&B
141	Classic Funk	Classic Funk
142	New R&B	New R&B
143	Gospel Swing 1	Gospel Swing 1
144	Gospel	Gospel
145	Funk 2	Funk 2
146	16Beat Funk 1	16Beat Funk 1
147	Fusion Shuffle	Fusion Shuffle
148	Jay R&B	Jay R&B
149	16Beat Funk 2	16Beat Funk 2

150	Groove Funk	Groove Funk
151	Rubber Funk	Rubber Funk
152	Cool Funk	Cool Funk
153	Jazz Funk	Jazz Funk
154	Pop Funk 1	Pop Funk 1
155	Pop Funk 2	Pop Funk 2
156	16Beat Funk 3	16Beat Funk 3
157	Cool Beat	Cool Beat
158	Groove	Groove
159	Soul	Soul
160	Hip Hop Soul	Hip Hop Soul
161	Hip Hop Beat	Hip Hop Beat
162	Pop Funk 3	Pop Funk 3
163	Soul Beat	Soul Beat
164	Modern R&B 2	Modern R&B 2
165	British Soul Pop	British Soul Pop
Swing & Jazz		
166	Modern Big Band 1	Md Big Band 1
167	Jazz Love Song 1	Jz Love Song 1
168	Christmas Swing	Christmas Swing
169	Big Band 1	Big Band 1
170	Jazz Love Song 2	Jz Love Song 2
171	Piano Jazz	Piano Jazz
172	Smooth Jazz 1	Smooth Jazz 1
173	Dixieland 1	Dixieland 1
174	Broadway Big Band	Bway Big Band
175	Gospel Swing 2	Gospel Swing 2
176	Smooth Jazz 2	Smooth Jazz 2
177	Fusion	Fusion
178	Dixieland 2	Dixieland 2
179	Guitar Swing 1	Guitar Swing 1
180	Latin Jazz	Latin Jazz
181	Cool Jazz Ballad	Cool Jazz Ballad
182	Modern Big Band 2	Md Big Band 2
183	Big Band 2	Big Band 2
184	Swing Shuffle	Swing Shuffle
185	Big Band 3	Big Band 3
186	Acoustic Jazz	Acoustic Jazz
187	Guitar Swing 2	Guitar Swing 2
188	Ragtime	Ragtime
189	Modern Jazz Ballad	Md Jazz Ballad
190	Swing Ballad	Swing Ballad
191	Orchestra Swing	Orchestra Swing
Country		
192	Country Roads	Country Roads
193	Country Folk 1	Country Folk 1
194	70's Country Rock	70's Country Rk
195	Country Pop 1	Country Pop 1
196	Bluegrass	Bluegrass
197	Country Pop 2	Country Pop 2
198	Country Pop 3	Country Pop 3
199	Ballad Country 1	Ballad Country 1

200	Modern Country 1	Mod Country 1
201	Southern Country	South Country
202	Ballad Country 2	Ballad Country 2
203	8Beat Country	8Beat Country
204	Modern Country 2	Mod Country 2
205	2-4 Country	2-4 Country
206	Country Quick Steps	Cnty Quick Steps
207	Country Folk 2	Country Folk 2
208	Country Shuffle	Country Shuffle
Latin & Latin Dance		
209	Latin 1	Latin 1
210	Bossa Nova	Bossa Nova
211	Cuba Samba	Cuba Samba
212	Latin Rock	Latin Rock
213	New Reggae	New Reggae
214	Pop Cha Cha 1	Pop Cha Cha 1
215	Reggae Dance	Reggae Dance
216	Paso Doble	Paso Doble
217	Lite Bossa	Lite Bossa
218	Latin 2	Latin 2
219	Beguine 3	Beguine 3
220	Slow Bolero	Slow Bolero
221	Disco Samba	Disco Samba
222	Mambo	Mambo
223	Meneito	Meneito
224	Rumba 2	Rumba 2
225	Rumba 3	Rumba 3
226	Sting Latin	Sting Latin
227	Lambada	Lambada
228	Pop Cha Cha 2	Pop Cha Cha 2
229	Salsa 2	Salsa 2
230	Tikitikita	Tikitikita
Waltz & Traditional		
231	Waltz	Waltz
232	Old Waltz	Old Waltz
233	English Waltz	English Waltz
234	German Waltz	German Waltz
235	Mazurka 1	Mazurka 1
236	Mexican Waltz	Mexican Waltz
237	Vienna Waltz	Vienna Waltz
238	Slow Waltz 2	Slow Waltz 2
239	Jazz Waltz	Jazz Waltz
240	Vienna March	Vienna March
241	Polka	Polka
242	6-8 March	6-8 March
243	German Polka	German Polka
244	Party Polka	Party Polka
245	Army March	Army March
246	March	March
247	American March	American March
248	Musette	Musette
249	French Musette	French Musette

250	Mazurka 2	Mazurka 2
World		
251	Korea Folk	Korea Folk
252	Laendler	Laendler
253	Hawaiian	Hawaiian
254	Sirtaki	Sirtaki
255	Dangdut	Dangdut
256	6-8 Flipper	6-8 Flipper
257	New Age	New Age
258	Tarantella	Tarantella
259	Scottish	Scottish
260	Mexican Folk	Mexican Folk
Pianist		
261	Pianist 1	Pianist 1
262	Pianist 2	Pianist 2
263	Pianist 3	Pianist 3
264	Jazz 1	Jazz 1
265	Jazz 2	Jazz 2
266	Jazz Pub	Jazz Pub
267	Piano Rock	Piano Rock
268	Pop Bossa	Pop Bossa
269	March 1	March 1
270	March 2	March 2
271	Piano Beat	Piano Beat
272	Piano Bar	Piano Bar
273	Blues	Blues
274	Pop Waltz	Pop Waltz
275	Piano Waltz	Piano Waltz
276	Ballad 1	Ballad 1
277	Ballad 2	Ballad 2
278	6-8 Ballad	6-8 Ballad
279	Pop 1	Pop 1
280	Pop 2	Pop 2

No.	Full Name	Short Name
	Jazz & Fusion	
1	The Hip Hop's Night	HipHop's Night
2	Cobweb	Cobweb
3	Jazz Old Man	Jazz Old Man

Phrase Pad List

No.	Full Name	Short Name
Keyboard Patterns		
1	Piano Beat	Piano Beat
2	Piano Arpeggio	Piano Arpeggio
3	Piano Glissando	Piano Glissando
4	Latin Beat	Latin Beat
5	Rock Piano	Rock Piano
6	Blues Organ	Blues Organ
7	Heaven Pad	Heaven Pad
8	Echo Drops	Echo Drops
Guitar Patterns		
9	Electric Guitar 16Beat 1	E.Gt 16Beat 1
10	Electric Guitar 16Beat 2	E.Gt 16Beat 2
11	Electric Guitar 16Beat 3	E.Gt 16Beat 3
12	Funk Guitar 1	Funk Guitar 1
13	Funk Guitar 2	Funk Guitar 2
14	Funk Guitar 3	Funk Guitar 3
15	Dance Guitar	Dance Guitar
16	Electric Guitar Shuffle 1	E.Gt Shuffle 1
17	Electric Guitar Shuffle 2	E.Gt Shuffle 2
18	Pick Electric Guitar	Pick E.Guitar
19	Electric Guitar Shuffle 3	E.Gt Shuffle 3
20	6-8 Electric Guitar	6-8 E.Guitar
21	Rhythm Electric Guitar 1	Rhythm E.Gt 1
22	Rhythm Electric Guitar 2	Rhythm E.Gt 2
23	Rock Guitar 1	Rock Guitar 1
24	Rock Guitar 2	Rock Guitar 2
25	Rhythm Steel Guitar 1	Rhythm StGt 1
26	Rhythm Steel Guitar 2	Rhythm StGt 2
27	Steel Guitar Chord 1	SteelGt Chord 1
28	Steel Guitar Chord 2	SteelGt Chord 2
29	Steel Triplet 1	Steel Triplet 1
30	Steel Triplet 2	Steel Triplet 2
31	6-8 Steel Guitar	6-8 Steel Guitar
32	Pick Steel Guitar 1	Pick SteelGt 1
33	Pick Steel Guitar 2	Pick SteelGt 2
34	Pick Steel Guitar 3	Pick SteelGt 3
35	Pick Steel Guitar 4	Pick SteelGt 4
36	Nylon Guitar 1	Nylon Guitar 1
37	Nylon Guitar 2	Nylon Guitar 2
38	Bossa Nova Guitar 1	Bossa Nova Gt 1
39	Bossa Nova Guitar 2	Bossa Nova Gt 2
40	Flamenco Guitar	Flamenco Gt
41	Nylon Guitar Chord	Nylon Gt Chord
42	Jazz Guitar	Jazz Guitar
Strings Patterns		
43	Brilliant Strings	Brilliant Strings
44	Lyric Strings	Lyric Strings
45	Strings Accomp	Strings Accomp
46	Classical String	Classical Strings
47	Marching Strings	Marching Strings
48	Classic Strings	Classic Strings
49	Orchestra Hit	Orchestra Hit
50	Harp Arpeggio	Harp Arpeggio
51	Harp Glissando	Harp Glissando
Brass Patterns		
52	Big Band 1	Big Band 1
53	Big Band 2	Big Band 2
54	Big Band 3	Big Band 3
55	Brass Swing	Brass Swing
56	Trumpet Swing	Trumpet Swing
57	Brass Beat	Brass Beat
58	Brass Chord 1	Brass Chord 1
59	Brass Chord 2	Brass Chord 2
60	Brass Chord 3	Brass Chord 3
61	Brass SFX	Brass SFX
62	Synth Brass SFX	Synth Brass SFX
63	Marching Brass	Marching Brass
64	Victory Brass	Victory Brass
Electric Patterns		
65	Trance 1	Trance 1
66	Trance 2	Trance 2
67	Techno 1	Techno 1
68	Techno 2	Techno 2
69	Techno 3	Techno 3
70	Garage	Garage
71	Euro Dance	Euro Dance
72	Synth Dance	Synth Dance
Rhythm Patterns		
73	Latin 1	Latin 1
74	Latin 2	Latin 2
75	Latin 3	Latin 3
76	Latin 4	Latin 4
77	Latin 5	Latin 5
78	Conga & Bongo	Conga & Bongo
79	Carnival Percussion	Carnival Perc
80	Latin Pop	Latin Pop
81	Rumba	Rumba
82	Samba	Samba
83	Brush 1	Brush 1
84	Brush 2	Brush 2
85	Maracas & Tambourine	Maracas & Tamb
86	Africa 1	Africa 1
87	Africa 2	Africa 2
88	Pop Percussion 1	Pop Percussion 1
89	Pop Percussion 2	Pop Percussion 2
90	Pop Percussion 3	Pop Percussion 3
91	Bossa Nova 1	Bossa Nova 1
92	Bossa Nova 2	Bossa Nova 2
93	Bossa Nova 3	Bossa Nova 3
94	Salsa 1	Salsa 1
95	Salsa 2	Salsa 2
96	Reggae 1	Reggae 1
97	Reggae 2	Reggae 2

Percussion		
98	Cymbals	Cymbals
99	Bells	Bells
100	Magic Bells	Magic Bells
101	Arabic 1	Arabic 1
102	Arabic 2	Arabic 2
103	Latin Kit 1	Latin Kit 1
104	Latin Kit 2	Latin Kit 2
105	Latin Kit 3	Latin Kit 3
106	Latin Kit 4	Latin Kit 4
107	Oriental Kit	Oriental Kit
Dance Patterns		
108	House 1	House 1
109	House 2	House 2
110	House 3	House 3
111	Electro	Electro
112	Big House	Big House
113	Tribal	Tribal
114	Break Beat	Break Beat
115	Hip Hop 1	Hip Hop 1
116	Hip Hop 2	Hip Hop 2
117	Shuffle	Shuffle
118	R&B	R&B
119	Snare 1	Snare 1
120	Snare 2	Snare 2
Drums		
121	Acoustic Tom	Acoustic Tom
122	Acoustic Snare	Acoustic Snare
123	Crash Cymbals	Crash Cymbals
124	Standard Kit 1	Standard Kit 1
125	Standard Kit 2	Standard Kit 2
126	Drum Solo	Drum Solo
127	Dance Kit	Dance Kit
128	Electric Kit 1	Electric Kit 1
129	Electric Kit 2	Electric Kit 2
130	MIX	MIX
Club DJ Patterns		
131	Club DJ 1	Club DJ 1
132	Club DJ 2	Club DJ 2
133	Club DJ 3	Club DJ 3
134	Club DJ 4	Club DJ 4
135	House DJ 1	House DJ 1
136	House DJ 2	House DJ 2
137	House DJ 3	House DJ 3
138	House DJ 4	House DJ 4
139	Electric House 1	Electric House 1
140	Electric House 2	Electric House 2
141	Electric House 3	Electric House 3
142	Electric House 4	Electric House 4
143	Hip Hop DJ 1	Hip Hop DJ 1
144	Hip Hop DJ 2	Hip Hop DJ 2
145	Hip Hop DJ 3	Hip Hop DJ 3
146	Hip Hop DJ 4	Hip Hop DJ 4
147	Electric DJ 1	Electric DJ 1
148	Electric DJ 2	Electric DJ 2
149	Electric DJ 3	Electric DJ 3
150	Electric DJ 4	Electric DJ 4
151	House Pad 1	House Pad 1
152	House Pad 2	House Pad 2
153	House Pad 3	House Pad 3
154	House Pad 4	House Pad 4
155	Electro Step 1	Electro Step 1
156	Electro Step 2	Electro Step 2
157	Electro Step 3	Electro Step 3
158	Electro Step 4	Electro Step 4
159	MIX DJ 1	MIX DJ 1
160	MIX DJ 2	MIX DJ 2
161	MIX DJ 3	MIX DJ 3
162	MIX DJ 4	MIX DJ 4
163	Progressive House 1	Pro House 1
164	Progressive House 2	Pro House 2
165	Progressive House 3	Pro House 3
166	Progressive House 4	Pro House 4
167	Club House 1	Club House 1
168	Club House 2	Club House 2
169	Club House 3	Club House 3
170	Club House 4	Club House 4
SFX		
171	Sound Effects	Sound Effects
172	Car SFX	Car SFX
173	Natural SFX 1	Natural SFX 1
174	Natural SFX 2	Natural SFX 2
Other Patterns		
175	Electric Mix 1	Electric Mix 1
176	Electric Mix 2	Electric Mix 2
177	Dance Mix 1	Dance Mix 1
178	Dance Mix 2	Dance Mix 2
179	Reggae Beat	Reggae Beat
180	Xmas Loops	Xmas Loops

Part Effect List

Part Effect Category	Name
Arpeggio - Basic	Up
	Down
	Alt 1
	Alt 2
	As Played
	Random
Arpeggio - Keyboard	Piano 1
	Piano 2
	Piano 3
	Piano 4
	Piano 5
	Piano 6
	Piano 7
	Piano 8
	Piano 9
	Piano 10
	Piano 11
	Piano 12
	Piano 13
	Clavi 1
	Clavi 2
	Organ 1
	Organ 2
	Organ 3
	E.Piano 1
	E.Piano 2
Arpeggio - Guitar	FunkGuitar
	BluesGuitar
	RockGuitar
	JazzGuitar
	FolkGuitar
	PopGuitar
Arpeggio - Orchestra	Strings 1
	Strings 2
	Strings 3
	Strings 4
	Strings 5
	Brass 1
	Brass 2
	Brass 3
	Brass 4
	Brass 5
Arpeggio - Melody	SoloViolin
	SoloTrumpet
	SoloFlute
	SoloPizzViolin
	SoloSax
	SoloHarp

Arpeggio - Chord	Chord 1
	Chord 2
	Chord 3
	Chord 4
	Chord 5
	Chord 6
	Chord 7
	SynChord 1
	SynChord 2
	SynChord 3
	SynChord 4
	SynChord 5
Arpeggio - Electro	House 1
	House 2
	House 3
	House 4
	House 5
	Disco 1
	Disco 2
	Disco 3
	Disco 4
	Disco 5
	Dance 1
	Dance 2
	Dance 3
	Dance 4
	Dance 5
	Trance 1
	Trance 2
	Trance 3
	Trance 4
	Trance 5
Arpeggio - Synth	Lead 1
	Lead 2
	Lead 3
	Lead 4
	Lead 5
	Lead 6
	Lead 7
	Lead 8
	Lead 9
	Lead 10
	Pad 1
	Pad 2
	Pad 3
	Pad 4
	Pad 5
	Bass 1
	Bass 2
	Bass 3
	Bass 4
	Bass 5

Arpeggio - Drums	LatinSet
	R&BSet
	FunkSet
	JazzSet
	8BeatSet
	SwingSet
Harmony	Duet
	Country Duet
	Rock Duet
	Trio
	Country Trio
	Full Chord
	Block
	4 Close 1
	4 Close 2
	4 Open
	Octave
	1 + 5
	Strum
Echo	Echo 4
	Echo 6
	Echo 8
	Echo 12
Tremolo	Tremolo 8
	Tremolo 12
	Tremolo 16
	Tremolo 32
Trill	Trill 12
	Trill 16
	Trill 24
	Trill 32
Slicer - Filter	Filter&Volume 1
	Filter&Volume 2
	Filter&Volume 3
	Filter&Volume 4
	Filter&Volume 5
	Filter&Volume 6
	Filter&Volume 7
	Filter&Volume 8
	Filter&Volume 9
	Filter 1
	Filter 2
	Filter 3
Slicer - Volume	Volume 1
	Volume 2
	Volume 3

Module		Type	Full Name	Short Name
Reverb	1	Room	Real Room	Real Room
	2		Room 1	Room 1
	3		Room 2	Room 2
	4		Modern Room 1	M Room 1
	5		Modern Room 2	M Room 2
	6		Modern Room 3	M Room 3
	7	Hall	Real Hall	Real Hall
	8		Basic Hall	Basic Hall
	9		Ballad Hall	Ballad Hall
	10		Light Hall	Light Hall
	11		Piano Hall	Piano Hall
	12		Hall 1	Hall 1
	13		Hall 2	Hall 2
	14		Hall 3	Hall 3
	15		Hall 4	Hall 4
	16		Modern Hall 1	M Hall 1
	17		Modern Hall 2	M Hall 2
	18		Modern Hall 3	M Hall 3
	19		Modern Basic Hall	M Bsic Hall
	20		Modern Ballad Hall	M Bald Hall
	21	Classic	Standard	Standard
	22		Classic Room 1	Clas Room 1
	23		Classic Room 2	Clas Room 2
	24		Classic Room 3	Clas Room 3
	25		Classic Hall 1	Clas Hall 1
	26		Classic Hall 2	Clas Hall 2
	27		Classic Hall 3	Clas Hall 3
	28		Classic Hall 4	Clas Hall 4
	29		Classic Piano	Clas Piano
	30		Classic Church	Clas Church
	31		Classic Garage	Clas Garage
	32	Other	Stage 1	Stage 1
	33		Stage 2	Stage 2
	34		Plate 1	Plate 1
	35		Plate 2	Plate 2
	36		Tunnel	Tunnel
	37		Drum Theater	Drum Theater
	38		Drum Studio	Drum Studio
	39		Drum Garage	Drum Garage
	40		Modern Stage	M Stage
	41		Opera House	Opera House
	42		Church	Church
	43		Cave	Cave
	44		Garage	Garage
	45		Real Church	Real Church

Chorus	1	Reverb	Room 1	Room 1
	2		Room 2	Room 2
	3		Room 3	Room 3
	4		Modern Room 1	M Room 1
	5		Modern Room 2	M Room 2
	6		Modern Room 3	M Room 3
	7		Real Piano	Real Piano
	8		Basic Hall	Basic Hall
	9		Ballad Hall	Ballad Hall
	10		Hall 1	Hall 1
	11		Hall 2	Hall 2
	12		Hall 3	Hall 3
	13		Hall 4	Hall 4
	14		Hall 5	Hall 5
	15		Modern Hall 1	M Hall 1
	16		Modern Hall 2	M Hall 2
	17		Modern Hall 3	M Hall 3
	18		Stage 1	Stage 1
	19		Stage 2	Stage 2
	20		Opera House	Opera House
	21		Church	Church
	22		Cave	Cave
	23		Garage	Garage
	24	Tempo Delay	Tempo Delay	Tempo Delay
	25		Tempo Echo	Tempo Echo
	26	Pan Delay	Cross Delay	Cross Delay
	27	Tempo Pan Delay	Tempo Cross	Tempo Cross
	28	LCR Delay	LCR Delay 1	LCR Delay 1
	29		LCR Delay 2	LCR Delay 2
	30	LR Delay	LR Delay	LR Delay
	31	Stereo Echo	Echo	Echo
	32	Chorus	Chorus 1	Chorus 1
	33		Chorus 2	Chorus 2
	34		Chorus 3	Chorus 3
	35		Chorus 4	Chorus 4
	36		Chorus 5	Chorus 5
	37		Chorus 6	Chorus 6
	38		GM Chorus 1	GM Chorus 1
	39		GM Chorus 2	GM Chorus 2
	40		Real Chorus	Real Chorus
	41		Celeste 1	Celeste 1
	42		Celeste 2	Celeste 2
	43		Symphonic 1	Symphonic 1
	44		Symphonic 2	Symphonic 2
	45		Flanger 1	Flanger 1
	46		Flanger 2	Flanger 2

	47		Flanger 3	Flanger 3
	48		Flanger 4	Flanger 4
	49		Flanger 5	Flanger 5
	50		GM Flanger	GM Flanger
	51		Classic Flanger	Cls Flanger
	52		GM Rotary 1	GM Rotary 1
	53		GM Rotary 2	GM Rotary 2
	54	Rotary	Dual Rotary 1	D Rotary 1
	55		Dual Rotary 2	D Rotary 2
	56		Dual Rotary 3	D Rotary 3
	57		Dual Rotary 4	D Rotary 4
	58		Dual Rotary 5	D Rotary 5
	59	Phaser	Phaser 1	Phaser 1
	60		Phaser 2	Phaser 2
	61		Phaser 3	Phaser 3
	62		EP Phaser 1	EP Phaser 1
	63		EP Phaser 2	EP Phaser 2
	64		EP Phaser 3	EP Phaser 3
	65	Tempo Phaser	Tempo Phaser 1	Tp Phaser 1
	66		Tempo Phaser 2	Tp Phaser 2
	67	Tremolo/Pan	Tremolo 1	Tremolo 1
	68		Tremolo 2	Tremolo 2
	69		Vibrator 1	Vibrator 1
	70		Vibrator 2	Vibrator 2
	71		Auto Pan 1	Auto Pan 1
	72		Auto Pan 2	Auto Pan 2
	73		Classic Tremolo	Cls Tremolo
	74	Auto Wah	Auto Wah 1	Auto Wah 1
	75		Auto Wah 2	Auto Wah 2
	76	Tempo Wah	Tempo Auto Wah	Tp Auto Wah

Insert Effect List

	Type	Full Name	Short Name
1	Reverb	Hall 1	Hall 1
2		Hall 2	Hall 2
3		Hall 3	Hall 3
4		Room 1	Room 1
5		Room 2	Room 2
6		Stage	Stage
7		Modern Church	M Church
8		Real Piano	Real Piano
9	Tempo Delay	Tempo Delay	Tempo Delay
10		Tempo Echo	Tempo Echo
11	Pan Delay	Cross Delay	Cross Delay
12	Chorus	Chorus 1	Chorus 1
13		Celeste	Celeste
14		Symphonic	Symphonic
15		GM Rotary 1	GM Rotary 1
16		GM Rotary 2	GM Rotary 2
17		Real Chorus	Real Chorus
18		Classic Flanger	Cls Flanger
19	Rotary	Dual Rotary 1	D Rotary 1
20		Dual Rotary 2	D Rotary 2
21	Phaser	Phaser 2	Phaser 2
22	Tempo Phaser	Tempo Phaser	Tp Phaser
23	Overdrive	Overdrive	Overdrive
24		Classic Overdrive	Classic OD
25	AMP	Solid	Solid
26		Classic AMP 1	Clas AMP 1
27		Classic AMP 2	Clas AMP 2
28	Distortion	Hard Distortion	Hard Dist
29		Metal Distortion	Metal Dist
30	Hard Rock	Classic Metal Distortion	Clas Metal
31		Classic Hard Distortion	Clas Hard
32	EQ	Flat	Flat
33		Low	Low
34		Home	Home
35		Concert	Concert
36		Profession Audio	PA
37		Hi-Fi	Hi-Fi
38		Rock	Rock
39	Compressor	Bypass	Bypass
40		Standard	Standard
41		Limiter	Limiter
42		Attack	Attack
43		MIC Compressor	MIC Comp
44	Tremolo/Pan	Vibrator	Vibrator
45		Auto Pan	Auto Pan
46		Classic Tremolo	Cls Tremolo
47	Auto Wah	Auto Wah	Auto Wah
48	Tempo Wah	Tempo Auto Wah	Tp Auto Wah

Chord Name	Abbreviation	Normal Voicing	Display for root “C”
Major	M	1+3+5	C
Sixth	6	1+(3)+5+6	C6
Major seventh	M7	1+3+(5)+7	CM7
Major seventh add sharp eleventh	M7(#11)	1+(2)+3+#4+5+7	CM7(#11)
Add ninth	(9)	1+2+3+5	C(9)
Major seventh ninth	M7(9)	1+2+3+(5)+7	CM7(9)
Sixth ninth	6(9)	1+2+3+(5)+6	C6(9)
Augmented	aug	1+3+#5	Caug
Minor	m	1+b3+5	Cm
Minor sixth	m6	1+b3+5+6	Cm6
Minor seventh	m7	1+b3+(5)+b7	Cm7
Minor seventh flatted fifth	m7b5	1+b3+b5+b7	Cm7b5
Minor add ninth	m(9)	1+2+b3+5	Cm(9)
Minor seventh ninth	m7(9)	1+2+b3+(5)+b7	Cm7(9)
Minor seventh eleventh	m7(11)	1+(2)+b3+4+5+(b7)	Cm7(11)
Minor major seventh	mM7	1+b3+(5)+7	CmM7
Minor major seventh ninth	mM7(9)	1+2+b3+(5)+7	CmM7(9)
Diminished	dim	1+b3+b5	Cdim
Diminished seventh	dim7	1+b3+b5+6	Cdim7
Seventh	7	1+3+(5)+b7	C7
Seventh suspended fourth	7sus4	1+4+5+b7	C7sus4
Seventh flatted fifth	7b5	1+3+b5+b7	C7b5
Seventh ninth	7(9)	1+2+3+(5)+b7	C7(9)
Seventh add sharp eleventh	7(#11)	1+(2)+3+#4+5+b7	C7(#11)
Seventh add thirteenth	7(13)	1+3+(5)+6+b7	C7(13)
Seventh flatted ninth	7(b9)	1+b2+3+(5)+b7	C7(b9)
Seventh add flatted thirteenth	7(b13)	1+3+5+b6+b7	C7(b13)
Seventh sharp ninth	7(#9)	1+#2+3+(5)+b7	C7(#9)
Major seventh augmented	M7aug	1+(3)+#5+7	CM7aug
Seventh augmented	7aug	1+3+#5+b7	C7aug
Suspended fourth	sus4	1+4+5	Csus4
One plus two plus five	sus2	1+2+5	Csus2
Flatted Fifth	b5	1+3+b5	Cb5
Major seventh flatted fifth	M7(b5)	1+3+b5+7	CM7b5
Minor major seventh flatted fifth	mM7(b5)	1+b3+b5+7	CmM7(b5)
1+8	1+8	1+8	C1+8
1+5	1+5	1+5	C1+5
Cancel	/	1+b2+2	Cancel
Cancel2	/	1+b2+2+b3	Cancel/C

Controller Function List

Module	Functions	Functions Description
		Knob
Sound	Cutoff	Turning right to make the sound brighter.
	Resonance	Turning left to make the sound richer.
	Filter	Changing the character of the sound.
	Attack	Turning right to increase the duration of the sound's attack.
	Decay	Turning right to increase the duration of the sound's decay.
	Release	Turning right to increase the duration of the sound's release.
	Envelope	Turning right to increase the duration of the sound's envelope.
Style	Retrigger Switch	Turning left to turn off the style retrigger. Turning right to turn on the style retrigger.
	Retrigger Rate	Turning right to make the style repetition shorter.
	Retrigger	Turning to far left to turn off the retrigger. Turning right to make the style repetition shorter.
	Channel Mute 1	Turning to far left to playback the drum track only. Turning right to turn on the Percussion, Bass, Chord1, Chord2, Chord3, Phrase1, Phrase2 orderly.
	Channel Mute 2	Turning to far left to playback the Chord1 only. Turning right to turn on the Chord2, Chord3, Bass, Phrase1, Phrase2, Drum, Percussion orderly.
Master	Volume	Turning right to increase the volume level.
	Tempo	Turning right to increase the system tempo.
	Pan	Turning right to adjust the pan to right.
	Reverb	Turning right to increase the reverb level.
	Chorus	Turning right to increase the chorus level.
Arp	Arp Velocity	Turning right to increase the velocity of every step in the Arp sequence.
	Arp Gate	Turning right to increase the note duration in the Arp sequence.
	Arp Rate	Turning right to make the note playback faster in the Arp sequence.
	Arp Swing	Turning right to make the note in the Arp sequence swing more pronounced.
Microphone	Mic Volume	Turning right to increase the volume of microphone.
		Pedal
Keyboard	Sustain	Pressing the pedal to lengthen the notes being played.
	Sostenuto	Pressing the pedal after playing a note, the note sound will continue until the pedal released. But the other notes played after the pedal pressed will not sustain.
	Soft	Pressing the pedal to make the notes weaker, and the sound may change.
	Portamento	Pressing the pedal, the notes have portamento effect, release the pedal to cancel the effect.
	Mono Legato	Pressing the pedal and the current voice playing mode turns into mono legato. Release the pedal to restore to original playing mode.
	Modulation	Pressing the pedal to apply the modulation on the playing notes, such as vibrato, release the pedal to cancel the effect.
	Keyboard Latch	Pressing the pedal, the note sound will be continue after releasing the key until the next note pronounced. Release the pedal to resume normal playing.
Part Effect	Part Effect Switch	Pressing the pedal to turn the Effect on or off.
	Arp Latch	When the current part effect is set as arpeggio, pressing the pedal and play. When the key is released, arpeggio continues to play.
	Slicer Switch	Pressing the pedal and apply the slicer effect on the playing notes. Release the pedal to cancel the effect.
	Slicer Speed	Pressing the pedal when using real-time slicer, the slicer tempo will increase.

Sound	Cutoff	Pressing the pedal to adjust the cutoff frequency of the filter to change the brightness of the sound.
	Resonance	Pressing the pedal to adjust the resonance of the filter, making the sound more flat or rich.
	Filter	Pressing the pedal to adjust the filter and change the characteristics of the sound.
	Acoustic Expres-sion	Pressing the pedal to trigger special effects or playing techniques of sound.
Style	Start/Stop	Pressing the pedal to start or stop the playing style.
	Sync Start	Pressing the pedal to turn Sync Start on or off.
	Sync Stop	Pressing the pedal to turn Sync Stop on or off.
	Fade In/Out	Pressing the pedal to turn Fade In/Out on or off.
	Reset Style	When the Style playback, you can use the Sync Style function, pressing the pedal to immediately re-play the current bar.
	Half Bar Fill In	When the Style playback, pressing the pedal to trigger the Half Bar Fill In, only half bar of fill in section will be played.
Microphone	Talking Mode Switch	Pressing the pedal to switch the microphone between Talk mode and Vocal mode.
	Vocal Effect Switch	Pressing the pedal to turn the microphone effect on or off.
Master	Volume	Pressing the pedal, you can adjust the volume of each part.
	Tap Tempo	The system tempo can be set by repeatedly pressing the pedal at a certain frequency.
	Next Q.S.	Pressing the pedal to switch to next Q.S..
	Last Q.S.	Pressing the pedal to switch to last Q.S..
	Next Memory	Pressing the pedal to switch to next Memory.
	Last Memory	Pressing the pedal to switch to last Memory.
Switch		
Joystick	Modulation Lock	When the joystick is set to modulation, turn on the switch to lock the modulation effect.
	Sound Control	Turn on the switch to set the function of joystick as sound control. Then you can change the sound effect by using joystick.
Keyboard	Portamento	Turn on the switch to applies the portamento effect to the notes you played.
	Mono Legato	Turn on the switch to applies the legato effect to the notes you played.
	Modulation	Turn on the switch to applies the modulation effect to the notes you played.
	Arp Latch	When part effect is set to Arp, turn on the switch to remain playing Arp after releasing the keys.
	Keyboard Latch	Turn on the switch, the note sound will be continue after releasing the key until next note pronounces. Turn off the switch to back to normal playing.
	Slicer Switch	Turn on the switch to using the slicer effect to played note. Turn off the switch to cancel.
	Acoustic Expres-sion	Press the switch to trigger the special effects or playing techniques.
	Touch Response Switch	Turn off the switch to turn off the touch response of the keyboard.
Sound	Pitch Bend Range Lock	Turn on the switch to lock the bend range as the setting in "Controllers" menu. The range will not change when sound changes when the lock is on.
Style	Reset Style	Press the switch during style playback to replay the current bar.
	Scale Response	Turn on the switch, the style playback will response to scale tuning.

Joystick		
Modulation	Modulation	Using joystick to modulate the sound in real time.
Pitch Bend	Pitch Bend Up	Using joystick to change the pitch up in real time.
	Pitch Bend Down	Using joystick to change the pitch down in real time.
Sound	Volume	Using joystick to adjust the volume of sound in real time.
	Filter	Using joystick to adjust the the filter in real time.
	Envelope	Using joystick to adjust the envelope of sound in real time.
	Sound Control	Using joystick to control sound effect in real time.

[SHORTCUT+]	Display Called Up			
	Function	Interface	Popup	Focus
[EXIT]	-	Main	-	-
[PART ON/OFF - L]	Mixer	Master	-	Volume - L
[PART ON/OFF - R1]	Mixer	Master	-	Volume - R1
[PART ON/OFF - R2]	Mixer	Master	-	Volume - R2
[PART ON/OFF - R3]	Mixer	Master	-	Volume - R3
[TRANSPOSE </>]	Style & Song	-	-	-
[OCTAVE </>]	-	-	Octave	R1/R2/R3 Octave
[VOCAL EFFECT]	Mic Settings	-	-	-
[PART EFFECT]	Part Effect	Arp/Harmony	-	-
[INSERT EFFECT]	DSP Effect	Insert Effect	-	IFX1 Level
[CHORD ON/OFF]	Keyboard	Chord	-	-
[AUTO FILL IN]	Keyboard	Chord	-	-
[FADE IN/OUT]	Utility	Config 1	-	Fade In Time
[INTRO 1/2/3]	Style & Song	-	-	-
[MAIN A/B/C/D]	Style & Song	-	-	-
[BREAK]	Style & Song	-	-	-
[ENDING 1/2/3]	Style & Song	-	-	-
[SYNC START]	Keyboard	Master	-	Split Chord
[SYNC STOP]	Keyboard	Master	-	Split Chord
[START/STOP]	Style & Song	-	-	-
[STYLE SELECT]	Mixer	Master	-	Volume - Style
[SONG SELECT]	Mixer	Master	-	Volume - Song
[GLOBAL SETTINGS]	MIDI I/O	MIDI IN	-	-
[TAP]	Utility	Config 1	-	Tap Tempo Sound
[TEMPO </>]	Style & Song	-	-	-
[METRO.]	Utility	Config 1	-	Metro Volume
[SONG RECORD]	Song	User Tab	-	-
[AUDIO RECORD]	USB Device	-	-	-
[BANK]	Memory	-	Information	-
[LOCK]	Memory	-	Lock Setting	-
[STORE]	Memory	-	Information	-
PERFORMANCE MEMORY [1]~[8]	Memory	-	Information	-
PHRASE PAD [1]~[4]	Phrase Pad	-	-	-
KNOB 1/2/3	Controller	Knob	-	Knob 1/2/3
PEDAL 1/2	Controller	Pedal	-	Pedal 1/2
SWITCH 1/2/3	Controller	Switch	-	Switch 1/2/3
JOYSTICK ↑/↓/←/→	Controller	Joystick	-	Joystick ↑/↓/←/→

MIDI Implementation List

	Function	Transmitted	Recognized	Remarks
Basic Channel	Default	1ch	ALL	
	Changed	1-16ch	1-16ch	
Mode	Default	×	Mode 3	
	Messages	×	Mono, Poly	
	Altered	**********	×	
Note Number		0 - 127	0 - 127	
	True sound	**********	0 - 127	
Velocity	Note on	o 9nH,V=1-127	o	
	Note off	o 9nH,V=0	o	
After Touch	Key's	×	×	
	Channel	×	×	
Pitch Bend		o	o	
Control Change	0	o	o	Bank Select
	1	o	o	Modulation
	5	o	o	Portamento Time
	6	o	o	Data Entry
	7	o	o	Volume
	10	o	o	Pan
	11	×	o	Expression
	32	o	o	Bank Select
	64	o	o	Sustain Pedal
	65	o	o	Portamento On/Off
	66	o	o	Sostenuto Pedal
	67	o	o	Soft Pedal
	80	×	×	Reverb Program
	81	×	×	Chorus Program
	91	o	o	Reverb Level
	93	o	o	Chorus Level
	120	×	o	All Sound Off
	121	×	o	Reset All Controllers
	123	o	o	All Notes Off
Program Change		o	o	
	True Number	**********	0-127	
System Exclusive		×	o	
System Common	Song Position	×	×	
	Song Select	×	×	
	Tune Request	×	×	
System Real Time	Clock	o	×	
	Commands	×	×	
Aux Messages	Local ON/OFF	×	×	
	All Notes Off	o	o	
	Active Sensing	o	o	
	System Reset	×	o	
Notes				

Mode 1: OMNI ON, POLY　　Mode 2: OMNI ON, MONO　　O : YES
Mode 3: OMNI OFF, POLY　　Mode 4: OMNI OFF, MONO　　X : NO