

Welcome!

Thank you for purchasing the ENSONIQ KT. You'll find the KT to be a wonderful instrument, full of exciting sounds and features.

Thanks also for opening up the ENSONIQ KT Quick-Start Guide tutorial. This is designed to be an easy and fun way to get familiar with your new KT. Be sure to go through the Guide in order—it'll take about an hour.

This tutorial covers two different products, the KT-76 and the KT-88. The KT-76 has a 76 note keyboard, whereas the KT-88 has an 88 note keyboard. In this manual, when there are notable differences, the keyboards will be specifically addressed as the KT-76 and the KT-88. When the text pertains to both products, they will be referred to as KT.

You'll need the following materials:

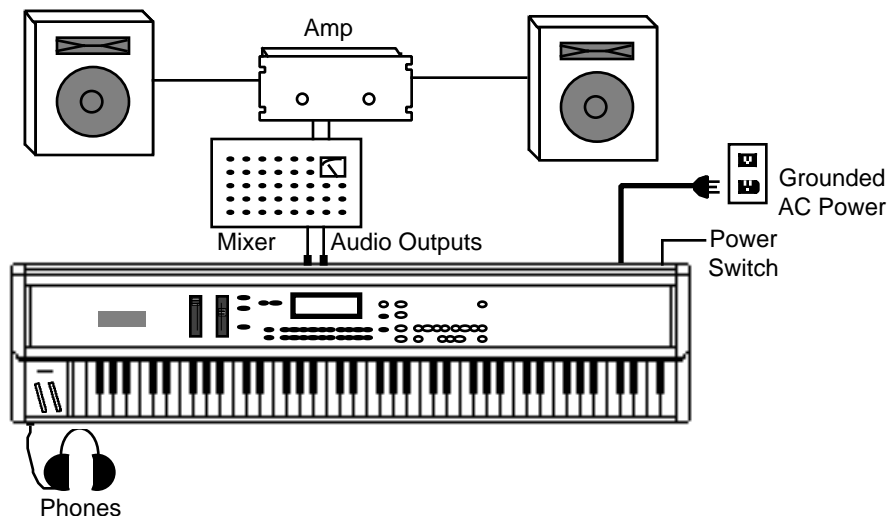
- A KT
- An audio monitoring system (keyboard amp, mixer, headphones, audio cables, etc.)

Getting Ready

1. Plug the KT's power cable into the **AC Line** jack on the rear panel of the KT.
2. Plug the other end of the cable into a grounded AC outlet.
3. Connect the SW-6 Foot Switch (found in the accessory kit) into the **Foot Switch** jack on the rear panel of the KT.

☞ **Important:** Always make sure your audio system is turned off (or down) when making connections in order to avoid damaging speakers or other components.

4. Connect the audio outputs of the KT to the line level inputs of a mixer, instrument amplifier, stereo, or any other sound system, using 1/4 inch audio cables. If your system is stereo, connect the **Left/Mono** and **Right/Mono** outputs of the KT to two input channels of your mixer, stereo, etc. (If you're connecting to your home stereo, you may need a set of 1/4 inch-to-RCA cables. You can find these at most electronic supply stores.) If your system is mono, use either the KT's **Left/Mono** output or the **Right/Mono** output, but make sure nothing is plugged into whichever output jack you're not using. For listening through headphones, simply plug your phones into the front panel jack marked "**Phones**." If you're running the KT through a mixer in stereo, be sure to pan the left channel fully left, and the right channel fully right to get the full effect of the KT's stereophonic sound.



Note: The KT audio outputs are line-level, and are intended to be connected only to line-level inputs, such as those on a mixer, stereo pre-amp, keyboard amp, etc. Connecting the KT audio outputs to a mic-level input, such as a guitar amp or the microphone jacks on a tape deck, is not recommended, and might result in damage to the device's input.

5. Switch the audio system on.
6. Slide the KT's **Volume Slider** all the way down.
7. Turn the KT power on by flipping the rear panel **Power** switch. Your display will flash one of the following screens:

ENSONIQ KT-76
64 Voices!

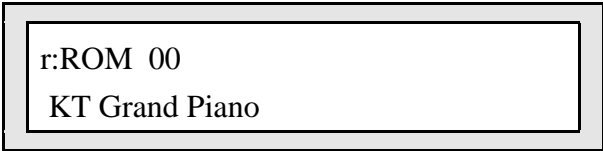
ENSONIQ KT-88
64 Voices!

During the course of the tutorial, you may find that the KT's displays vary slightly from the screens shown here. Don't be alarmed!

8. Slide the KT's **Volume Slider** all the way up. As with any digital musical instrument, the KT will give the best results if you keep the **Volume Slider** full on. Use the volume control on your mixer or amp to adjust its level.
- ☞ **Important:** The one occasion where the **Volume Slider** should not be turned all the way up is when you're using low-impedance (8 ohm "Walkman™"-style) headphones. The KT's headphone output volume is optimized for mid- to high-impedance headphones (50 - 600 ohms). If you use low impedance headphones, be sure to lower the **Volume Slider**, as the KT's high output volume levels could damage your hearing.

Playing the KT

The KT's display now looks like this:

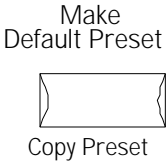


This is one of the KT's many sounds. Take a few moments to enjoy this realistic piano sound by playing some music on the KT's keyboard. We'll talk about how to find other amazing sounds in your KT a little later on.

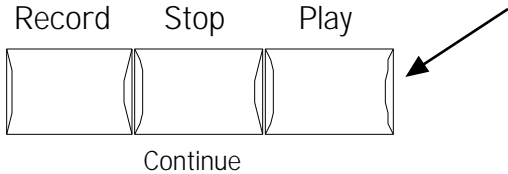
Playing the KT Demo Song

Your KT has a built-in song to give you an idea of the kind of music you can make. Let's listen to it.

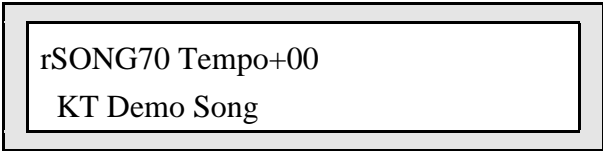
1. Locate the {MAKE_DEFAULT_PRESET} button—you'll find it on the lower right-hand corner of the KT's front panel.



2. While holding down {MAKE_DEFAULT_PRESET}, press the {PLAY} button.



As the song plays, the display will show:



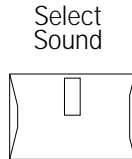
3. If you'd like to stop listening to the demo song before it finishes, simply press the {STOP"CONTINUE} button.

Sounds

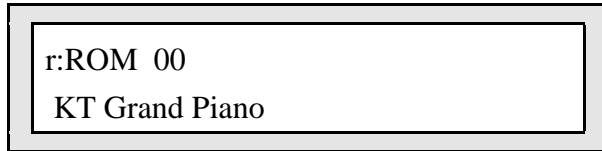
Selecting and Playing More Sounds

Now let's take some time to explore some of the many sounds in your KT.

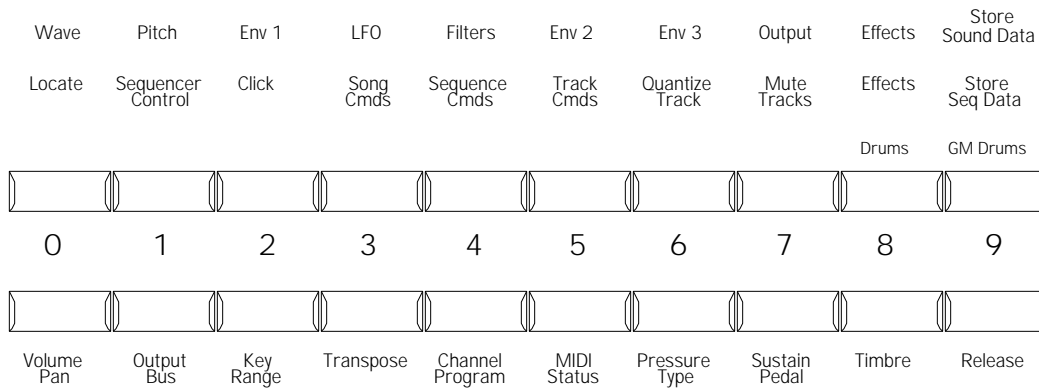
- Press the {SELECT_SOUND} button. Whenever you want to listen to KT Sounds, you start by pressing this button.



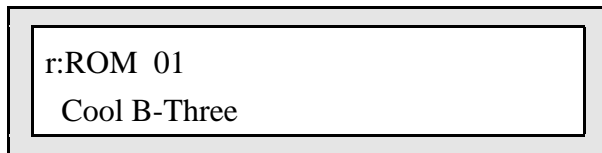
This puts the KT in Select Sound mode. Your display will once again look like this:



In the center of the KT's front panel, there are two long rows of buttons. Printed between these two rows are numbers, running from 0 to 9.



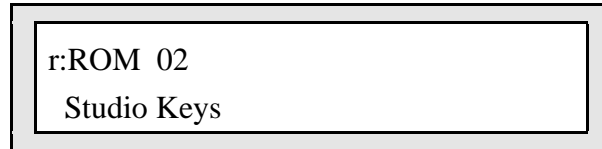
- Press the button directly below the printed number "1." The display now shows:



We've just selected a new sound—a Hammond organ. Play a few notes on the keyboard to hear what it sounds like.

Note that the number in the top center of the display has changed from “00” to “01.” Each sound in the KT has its own address, and that's what this number represents. The display is telling us that this sound resides at ROM location 01. ROM is itself an area within the KT's memory. You can think of the number on the display as a street address, and ROM as the name of the town. We'll explain this a bit more fully later on.

- Press the button directly below the printed number “2.” The display now shows:



Here's a special hybrid of electric piano.

Pressing each one of the KT's ten lower number buttons will select a different sound. Take some time now to press each button in turn and listen to the sound it selects.

- When you're done, press the lower {0} button to get us back where we started.

10 Sets of 10

Your KT holds a great many sounds, and they're grouped into sets of ten, like the ten we've just discovered. Let's find the other ten sets of ten in the ROM area of the KT's memory.

So far, we've been pressing the buttons below the numbers printed in the center of the KT's front panel—we refer to these buttons as the “lower number buttons.”

The “upper number buttons,” the buttons above the numbers, select the ten sets of ten. When you turned your KT on, it placed us in the group of ten sounds corresponding to the button above the “0.”

Let's go to the set of ten sounds associated with the button above “1.”

- Press the upper {1} button, and then the lower {0} button. Your display shows:



Note that the address is now ROM 10. This tells you that this sound is reached by pressing the upper number button above “1”—the first digit in the address—and the lower button below the “0”—the second digit.

- Play a little music on your new Concert Grand.
- Press the other lower number buttons to view and play the remaining nine sounds in this set of ten.

- Press another upper number button of your choice.
- Press each of the ten lower number buttons in turn to select the ten sounds in that set.

Take some time now to explore the rest of the sounds stored in the KT's ROM memory. Press an upper number button, and then press the ten lower number buttons to see what ten sounds that upper number button invokes. Have fun and take your time—there are a hundred terrific sounds here for you to experience!

- When you're done, press the upper {0} button and the lower {0} button to take us back to where we started: r:ROM 00, KT Grand Piano.

Banks

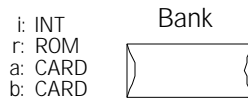
So far, we've been exploring the sounds contained in the KT's ROM memory. "ROM" stands for "Read Only Memory." What this means is that all the sounds in the ROM memory are permanent—you cannot write over them. ENSONIQ has filled this area with sounds that you're always going to want to have available.

The KT's memory also contains an area where you can store sounds that you yourself have created, sounds that you've changed in some way, or new sounds you've purchased. This part of the KT is referred to as its "Internal" (or "INT") memory.

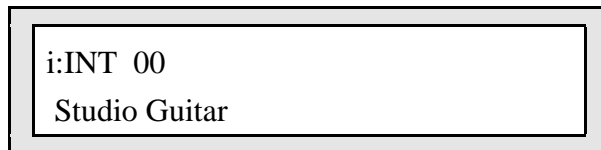
Each of these areas of memory is referred to as a "Bank," and each contains its own 100 sounds.

We've already listened to the ROM bank sounds, now we're ready to venture into the Internal bank.

- Press the {BANK} button.



Your display now looks like this:



On the upper left in the display, "r:ROM" has changed to "i:INT." This display tells us that we're at INT (Internal) location 00. To use the analogy we used earlier, our street address is 00 again, but now we're in a different town.

The sound at this new address is Studio Guitar.

Now would be a good time to listen to the exciting sounds stored in the INT bank. Start with Studio Guitar and the other ten sounds you can find by pressing the lower number buttons. Next, press an upper number button, and then the ten lower number buttons to hear the ten sounds that upper number button calls up—just as we did when we were checking out the ROM bank.

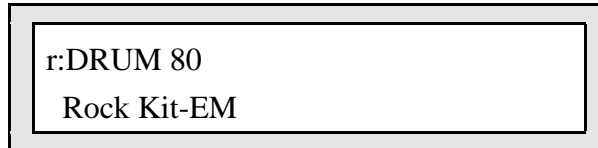
By the way, with a **Memory Card** in the KT's **Memory Card Slot**, you can access yet another two complete banks of sounds in addition to the ROM and INT Banks. See the *KT Musician's Manual* "Section 13—Storage" for details.

Drum Sounds

As you explored the ROM and INT sound banks, you may have noticed that sound locations 80 through 99 contain Drum Sounds, and that these sounds are the same in both banks.

Drum Sounds are a special sound category in the KT—they're specially programmed to put the KT's full percussion power readily at your fingertips. They always appear at locations 80-99 so that they're always handy.

- Press the upper {8} button and the lower {0} button to take us to the first Drum Sound—r:DRUM 80 Rock Kit-EM. As you can see, the display for Drum Sounds is slightly different than with Standard Sounds. It looks like this:



Since the Drum Sounds are part of any bank you call up, there's no ROM or INT designation in the upper left corner of the display. Drum Sounds have their own abbreviation—"r:DRUM."

Typically in KT Drum Sounds, there's a different instrument (or pitch) on every key of the keyboard.

- Play the highest key on the keyboard to hear handclaps.
- Play the KT's lowest key for a punchy bass drum.
- Now try out all the keys in between!
- Select the other Drum Sounds in locations 80 through 99, and be sure to check out all the keys on the keyboard in each Drum Sound—there's a lot to hear!

What Are Sounds?

Sounds are KT programs constructed from samples—or recordings—of real-world and synthetic sounds. The KT contains an extensive set of tools for altering and manipulating these samples into the incredible sounds you've been hearing.

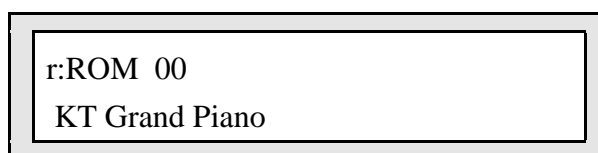
The KT is designed to make it easy for you to program your own sounds. For more details, see your Musician's Manual, starting with *Section 5—Understanding Sounds*.

SoundFinder™

Sounds of similar types can be selected using ENSONIQ's exclusive SoundFinder feature. SoundFinder searches for the next or previous sound of the same type. It searches through all of available memory, including the a:CARD and b:CARD sound banks (if a PCMCIA card is installed). General MIDI sounds are not accessible with SoundFinder.

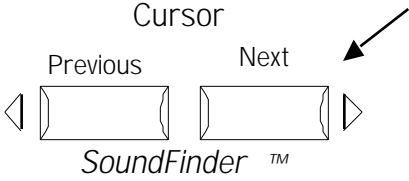
Any time you'd like to locate other sounds of the same type as the sound you're currently playing, SoundFinder™ can find them for you.

- Press the upper {0} button and the lower {0} button. Now press the {BANK} button so that your display once again looks like this:



This is the piano sound we started with.

- Press the {SOUNDFINDER} {>} button—it's just above the word SoundFinder™ to the left of the display:

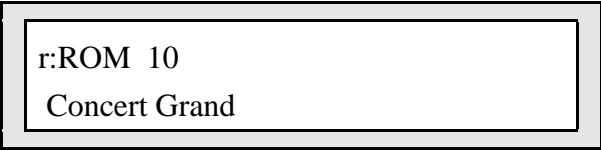


The display shows:



This is the next piano sound in the KT's memory. You can try it out if you'd like.

- Press the {>} button again. Now the display looks like this:

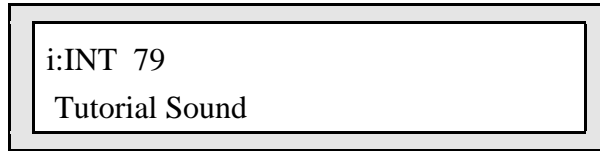


Every time you press the {>} button, SoundFinder™ will locate the next piano sound available. You can also go back to a piano sound you encountered earlier, by simply pressing the {<} button until the KT finds it for you.

Making Sounds Come Alive

Velocity

- Press the {BANK} button once, and then the upper {7} button and the lower {9} button to call up the sound, “Tutorial Sound.” The display shows:



This sound is like an old-style analog synthesizer with a bit of breathiness added.

- Play a few notes softly on the keyboard—notice how quiet the sound is.
- Now play harder—can you hear how the volume of Tutorial Sound changes as you play with more force?

The KT keyboard responds to how loudly or softly you play by sensing the *velocity* of your keystrokes. Velocity is just one of the 15 *modulators* which the KT uses to make sounds come to life. Modulators are simply devices that change a sound in some way or another. Your Musician’s Manual has much more to say about them—for now, let’s just experience a few more of the modulators that are most commonly used.

Pitch Bend Wheel

The **Pitch Bend Wheel** is the left-most wheel at the bottom end of the KT keyboard.

- Play a chord on the keyboard and, while holding the keys down, slowly push the **Pitch Bend Wheel** away from you. Hear how the pitch of the chord is bending upward?
- Now slowly pull the **Pitch Bend Wheel** all the way back towards you—the pitch bends downward.
- Let go of the **Pitch Bend Wheel**—since it’s spring-loaded, it jumps back to the center, returning your sound to its original pitch.

Modulation Wheel

The **Modulation Wheel** is the wheel just to the right of the **Pitch Bend Wheel**.

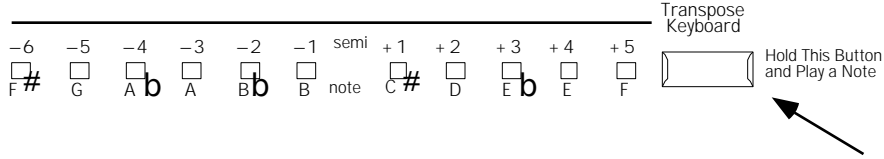
- Play a chord, and, while holding it down, push the **Modulation Wheel** away from you. As you move the **Modulation Wheel** further and further away, the breathy part of Tutorial Sound fades away, leaving only the synth component.
- Bring the **Modulation Wheel** all the way back to return **Tutorial Sound** to its original state.

Pressure

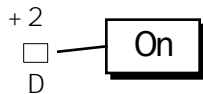
- Play a note on the keyboard, and press down on it. In our Tutorial Sound, *Pressure*, or “after-touch,” adds vibrato and makes the breathy part of the sound swirl in stereo around your speakers or headphones!

Transpose Keyboard

- Play a brief C major chord on the keyboard just to get a sense of what it sounds like.
- After you’ve played the C chord (and released it), hold down the {TRANSCOPE_KEYBOARD} button located in the upper right corner of the KT’s front panel.



- While holding down the {TRANSCOPE_KEYBOARD} button, press the D just above middle C on the keyboard. You’ll see a small light go on to the left of the {TRANSCOPE_KEYBOARD} button, right above the “D” printed on the KT’s front panel.



- Let go of the {TRANSCOPE_KEYBOARD} button and the D on the keyboard.
- Play your C major chord again—what you’ll hear is a D major!
- Press the {TRANSCOPE_KEYBOARD} button again to turn off the {TRANSCOPE_KEYBOARD} feature.

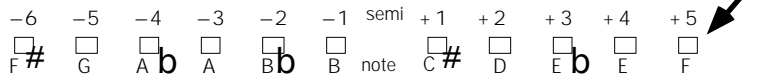
The KT’s Transpose Keyboard feature makes it easy to change the musical key you’re playing in without actually having to physically change what you play at all. This makes playing music in new keys a snap—just play what you always did and let the KT do the transposing. You can use Transpose Keyboard regardless of whether your music is in a major or minor key.

We’ve just seen that if your original key is C, you can transpose by simply holding down the {TRANSCOPE_KEYBOARD} button and touching the key on the keyboard with the same name as the key you want to transpose to.

If you’re starting in a key other than C, you can transpose using the numbers and letters printed above and below the Transpose lights as a guide.

Let’s take an Eb major chord and transpose it to the key of Ab.

- Play an Eb major chord on the keyboard.
- Count the number of semitones between Eb and Ab. Make E natural the first key you count and Ab the last. You’ll find the number of keys to be five.
- Look at the row of small lights. The light farthest to the right has a “+5” printed above it—that’s the distance from Eb to Ab, isn’t it?

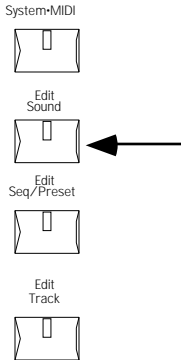


We can also see that directly under the light is the letter “F.” This tells us that to raise the key of our music by five semitones, we’ll need to play an F on the keyboard.

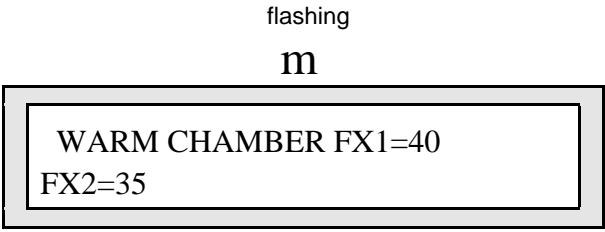
- Hold down the {TRANSCOPE_KEYBOARD} button and play an F on the keyboard. The light between the “+5” and the “F” goes on.
- Now let go of the {TRANSCOPE_KEYBOARD} button and the F on the keyboard. When you play an Eb major chord, the KT sounds an Ab major chord.
- Press the {TRANSCOPE_KEYBOARD} button again to return to normal operation.

Changing Effects

- Press the {EDIT_SOUND} button.

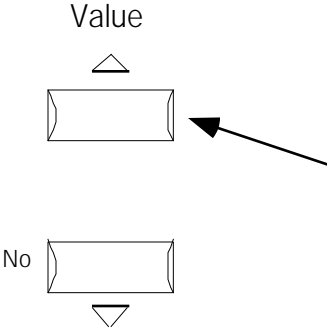


- Press the upper {8} button.
- Press the lower {0} button and hold it down for a few seconds. The display will look like this:



The top line, WARM CHAMBER, will be slowly flashing. This means that this area of the display is selected for editing.

- Press the {VALUE} {} button twice.



The display now reads:

flashing
m



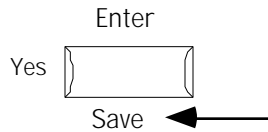
- Play a few chords on the keyboard. Can you hear how much richer and bigger Tutorial Sound has become?

This is because we've changed Tutorial Sound's *effect*. Originally, our sound had a subtle, reverberation-type effect. Now we've added an equalizer, a chorus and a bigger reverb. These are just a few of the many KT effects you can use to add an extra sparkle to sounds. For more information on these and the other KT effects, refer to your Musician's Manual, *Section 3—Understanding Effects*.

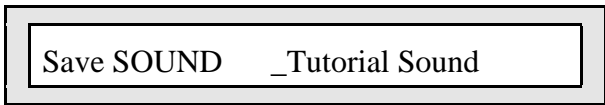
Saving Sounds

We've just edited Tutorial Sound. Here's how we can save our work.

- Press the {SAVE} button.

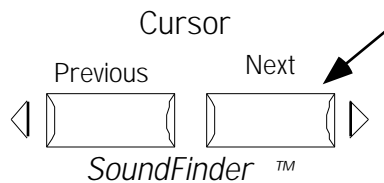


The display now reads:



This screen gives us the opportunity to give our sound a new name—let's call it "Synth Breath."

- Press the {CURSOR} {>} button once.

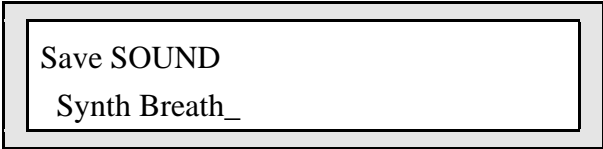


The underline has moved underneath the "T" in "Tutorial."

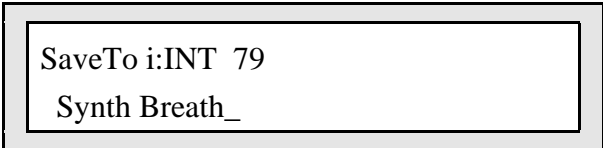
- Slide the **Data Entry Slider** all the way down. You've created a blank space where the "T" was.
- Press the {>} button again so that the underline is beneath the "u."

- Press the {} button repeatedly until a capital “S” is displayed.
- Continue pressing the {>} button to underline each space in turn, and then use the {} and {} buttons—or the **Data Entry Slider**—until you’ve spelled out “Synth Breath.” Don’t forget to leave a space between the two words! You’ll also want to add a space on the end to get rid of the “d” from “Tutorial Sound.”

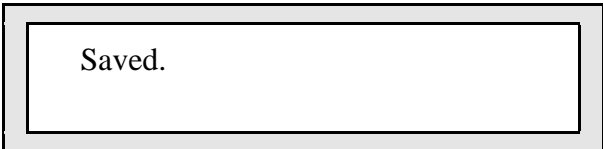
When you’re done, the screen will look like this:



- Press the {SAVE} button again. The display will change to:



- Press the {SAVE} button again. The screen briefly says:



We’ve just edited and saved our first sound. From now on, whenever you go to Internal location i:INT 79, Synth Breath will be there, just as we saved it.

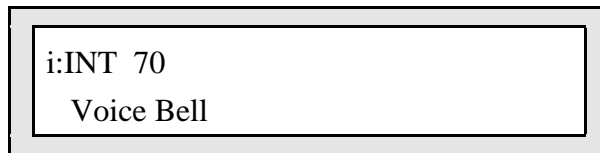
Presets

What is a Preset?

When KT sounds are combined by layering and/or splitting them across the keyboard, that combination is called a “Preset.” You can use up to eight sounds of your own choosing, stacked or split in any way you want. For more about presets, see your Musician’s Manual, *Section 8—Understanding Presets*.

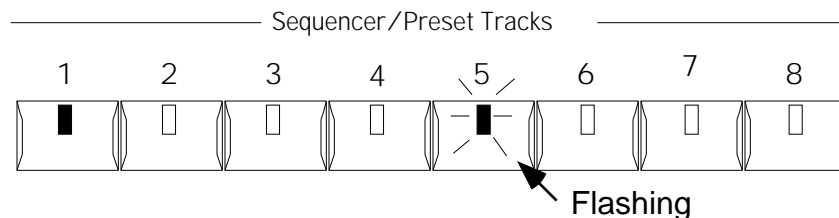
Making Your Own Preset

- Press the lower {0} button. The display shows:

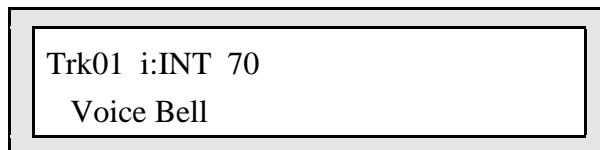


- We’ve just selected Voice Bell. Play a few notes on the keyboard to familiarize yourself with what it sounds like.
- Press the {MAKE_DEFAULT_PRESET} button.

Two of the KT’s {SEQUENCER/PRESET_TRACK} lights have lit.



- Press {SEQUENCER/PRESET_TRACK} button {1}. On the display you’ll see:

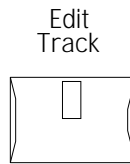


- Play the keyboard, and you’ll find that it’s the same sound we selected before we pressed the {MAKE_DEFAULT_PRESET} button.
- Press {SEQUENCER/PRESET_TRACK} button {2}—it’s our Synth Breath sound.
- Rapidly click twice— “double-click”—{SEQUENCER/PRESET_TRACK} button {1}. Now both sounds are playing together!

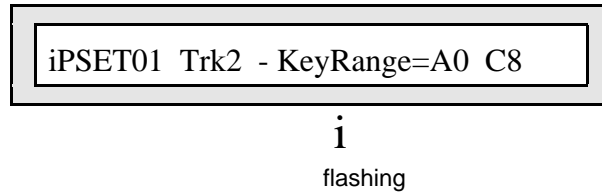
We’ve just “layered,” or “stacked,” two sounds.

- Press {SEQUENCER/PRESET_TRACK} button {2}.

- Press the {EDIT_TRACK} button.

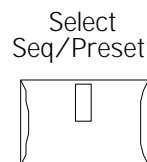


- Hold down the lower {2} button (Beneath the display) for a few seconds. The display shows:

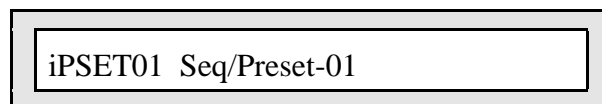


On the bottom line of the display, “A0” is slowly flashing.

- Play a Middle C on the keyboard. The “A0” changes to a “C4,” which is Middle C.
- Now “C8” is flashing.
On the KT-76, play the highest note on the keyboard—the “C8” changes to “G7,” the note you just played.
On the KT-88, play the highest note on the keyboard—“C8” stops flashing and remains solidly lit (C8 is the note you just played).
- Play up the keyboard from the bottom.
Synth Breath is now playing only in the key range we’ve just selected.
- Press the {SELECT_SEQ/PRESET} button.



The display shows:



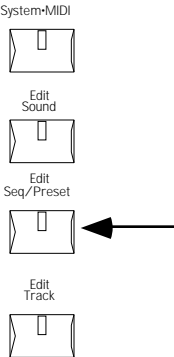
This tells us which Seq/Preset memory location we’ve been working in. We’ll talk about what “Seq” means later.

- Double-click on {SEQUENCER/PRESET_TRACK} button {3}.
- Play up and down the keyboard.

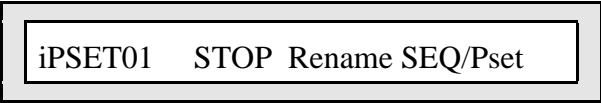
You’ll now find that from the bottom of the keyboard to the B just below Middle C, Voice Bell plays, and that from there on up, it’s Synth Breath! We’ve just created a “split.”

Renaming Your Preset

- Press the {EDIT_SEQ/PRESET} button.

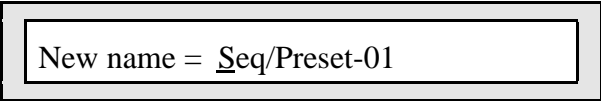


- Press the upper {4} button and the lower {4} button. The display reads:



This screen allows us to rename our preset.

- Press the {ENTER} button—it's the same button we used earlier as our {SAVE} button. The display now shows:



Renaming a preset is just like naming a sound.

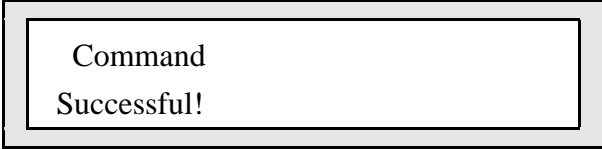
- Use the {>} button to underline each space in turn, and then use the {[} and {]} buttons or the **Data Entry Slider** until you've spelled out "2 Sounds at Once."

When you're done, the screen will look like this:



New name = 2 Sounds at Once

- Press the {ENTER} button. The display briefly shows:



Command
Successful!

Then the KT will return to the first screen we encountered when we began renaming our preset.

Saving Your Preset

Let's save the changes we've made to our preset.

- Press the {SELECT_SEQ/PRESET} button. This puts the KT into Select Seq/Preset mode.
- Press the lower {1} button. The display asks:



Save changes? 2 Sounds at Once

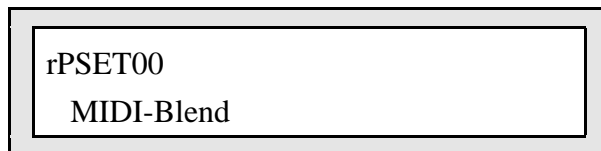
- Press the {YES} button. It's the same button we used earlier as {SAVE} and {ENTER}.

If you've made changes to a preset, and then select another one, the KT will ask you if you want to save your work. You can also save changes by reselecting the preset you're working on, which is what we just did.

Selecting Other Presets

Presets are selected in much the same way sounds are. We use the upper and lower number buttons to select presets within a Bank, and we use the {BANK} button to travel between the ROM and Internal areas of the KT's memory.

- Press the {BANK} button.
- Press the upper and lower {0} buttons. On the display you'll see:



- Play the keyboard to hear what MIDI-Blend sounds like. MIDI-Blend is a preset made up of three sounds layered together—Dynamic Grand Piano, Big Money Pad and Warm Syn & Tines.
- Press the other lower number buttons to hear more presets built into your KT.

Sequencing

What is a Sequence?

A sequence is simply a piece of music recorded by the KT. Each sequence can contain up to eight independent performances—using eight different sounds—playing together to produce a complete musical arrangement. Each one of these performances is called a “track.” To learn all about sequences and sequencing, see your Musician’s Manual, *Section 10—Understanding the Sequencer*.

Selecting and Playing a Sequence

We select sequences in exactly the same way that we select presets—in fact, they exist side-by-side in the same areas of the KT’s memory. When you’re in Select Seq/Preset mode—as we are now—use the upper and lower number buttons to select sequences within a bank, and use the {BANK} button to switch between banks.

- Press the {BANK} button and the lower {0} button. On the display you’ll see:

flashing
m

iSEQ 00 Tempo120 TutorialSequence

- Press the {PLAY} button.
- “TutorialSequence” will start to play. When you’d like it to stop playing, press {STOP}“CONTINUE”.

Creating Your Own Sequence

- Press the lower {2} to select the next empty Seq/Preset location. The KT will prompt you to:

Press ENTER to Make new Pset=02

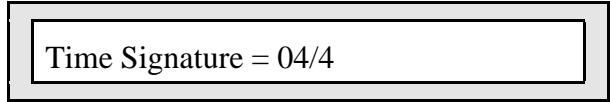
- Press the {ENTER} button. The display will show:

New Sequence Location = 02

i
flashing

The KT is asking you to verify the location of the new sequence.

- Press the {YES} button. Shown next will be:



i
flashing

The KT is asking what the new sequence's time signature should be. We'll leave it as it is.

- Press the {YES} button twice. This brings us to the screen where we can name our new sequence:

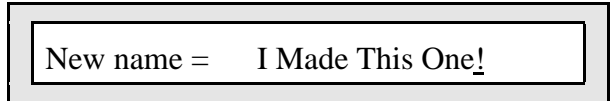


Let's call our new sequence "I Made This One!"

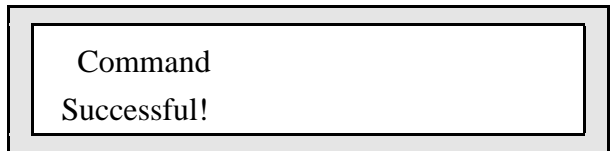
Naming a sequence is the same as renaming a preset and naming a sound.

- Use the {>} button to underline each space in turn, and then use the {[} and {]} buttons or the **Data Entry Slider** until you've spelled out "I Made This One!"

When you're done, the display will look like this:

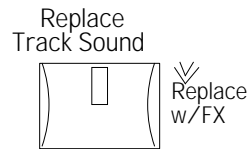


- Press the {ENTER} button one more time. The display will briefly show:



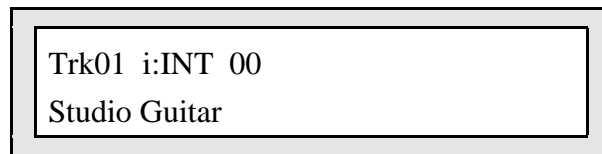
Picking a Sound for a Track

- Press the {REPLACE_TRACK_SOUND} button, which you'll find to the left of the {PLAY} and {STOP"CONTINUE} buttons.



The display will show that Voice Bell is the sound currently assigned to Track 1.

- Press the upper and lower {0} buttons. The display will look like this:



We've just replaced Voice Bell with Studio Guitar as the sound that the first track in our sequence will use.

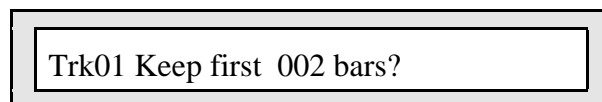
- Press the {REPLACE_TRACK_SOUND} button once more to complete the process.

Recording a Track

- Hold down the {RECORD} button and press {PLAY}.

The click you're hearing is the sequencer's metronome. Note that one of the clicks is higher-pitched than the others—that's the first beat of the measure. To orient yourself, count "1" when you hear that higher click, and "2, 3, 4" for the others. The click will continue, waiting for you to play.

- Starting on a higher-pitched click, play Middle C's along with the metronome clicks for eight beats.
- After you've played the eight notes, immediately press {STOP"CONTINUE}. The KT asks you:



- Press {PLAY} to hear your performance. The sequence will play over and over. If it doesn't loop (play over and over), press the upper {1} button, and set "Loop = ON" using the Data Entry Controls, then press {PLAY} to hear your performance loop.

At this point, you have the option of pressing the {YES} button to save what you played, or pressing the {NO} button to try again. For now, let's keep our 2 bars.

- Press the {YES} button.

You've just recorded your first sequencer track.

- Press {PLAY} to hear your new recording.
- Press {STOP"CONTINUE} when you're done.

Rerecording a Track

Sometimes it's desirable to rerecord a track. Let's rerecord ours.

This time, we're going to record two pairs of notes, one pair after the other. Each pair will last four beats—or four clicks.

The first pair of notes is the second B above Middle C, and the D# right above the B.

The second pair of notes is the C# just above the B and the F natural a few notes up from there.

Feel free to practice switching from the first pair to the second—beginners can use two hands!

- Hold down the {RECORD} button and press the {PLAY} button.

The KT will give you a four-beat countoff as a reference. The fifth click is actually the first beat of the sequence—that's when you'll want to start playing.

- Starting on the fifth click, hold down the B and the D# for four beats, and then the C# and F for four more.
- When the sequencer reaches the end of the sequence, the KT will play back what you recorded while it presents you with the Audition page:

Press ENTER to KEEP NEW TRACK

i

flashing

This KT always allows you to compare your new recording against the old one in order to help you decide which one you want to keep.

- Press the {} button once—your original track begins playing.
- Press the {} button. The KT plays your new performance.
- Press the {ENTER} button to keep your new track and discard the old one.

Adding to a Track

The KT allows you to add to a previously recorded track.

- Press the upper and lower {1} buttons. On the display you'll see:

flashing

m

Step Entry = OFF Record = REPLACE

- Press the lower {1} button one more time so that the word "REPLACE" is flashing on the display.

- Press the {} button. The display now looks like this:



i
flashing

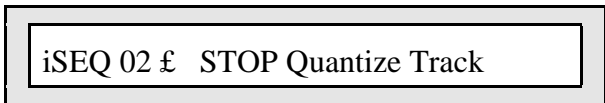
We're going to add a quarter-note pulse using the second G# above Middle C. After the countoff, play the G# along with the metronome clicks.

- Hold down the {RECORD} button and press {PLAY}.
- On the fifth click, start playing.
- After you've played eight G#s, you'll be presented once again with the Audition page.
- Press {ENTER} to keep your new track.
 - Press {PLAY} and listen—the pulse notes you just played have been added to your note pairs.
 - When you're finished listening, press {STOP"CONTINUE}.

Quantizing Your Track

Quantizing is a way to correct any timing errors that occurred in your performance.

- Press the upper {6} button. The display shows:



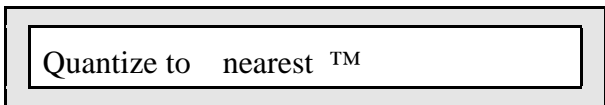
- Press {ENTER}. The track we're about to quantize is displayed:

flashing

m



- Press {YES}. You'll see:



i
flashing

Quantizing a track moves all the notes in the track to the nearest beat of the type we set on this screen. The display is currently showing a quarter note, which is fine for what we've recorded—all the notes in our track will be moved to the nearest quarter note.

- Press {YES}. The display shows:

Press ENTER to DO ENTIRE TRACK

i
flashing

- Press {YES}. You'll be presented with the Audition page.
- Press {YES} to complete the quantize procedure.
- Press {PLAY}—your performance is now rhythmically perfect!
- Press {STOP"CONTINUE} when you're done.

Recording Another Track

- Press the second {SEQUENCER/PRESET_TRACK} button.
- Press {REPLACE_TRACK_SOUND}.
- Press the upper {1} and the lower {4} buttons to select Fretless Bass.
- Press {REPLACE_TRACK_SOUND} again.

We're going to add some bass to our track. This time we'll just be playing two notes: the F# below Middle C for the first four beats, and then the C# below Middle C for the next four.

- Hold down {RECORD} and press {PLAY}.
- After the countoff, play the F# for four beats and the C# for four.
- Press {ENTER} to keep your new second track.

You can quantize this track, too, the same way as we quantized the first one.

Changing the Sounds on a Track

Even after a sequence track has been recorded, you can change what sound the track will play.

- Press {SEQUENCER/PRESET_TRACK} button {1}.
- Press {REPLACE_TRACK_SOUND}.
- Press the upper {3} and the lower {0} buttons to select Mixed Choir.
- Press {REPLACE_TRACK_SOUND} again.
- Press {PLAY}—the notes are the same, but Track 1 certainly sounds different now!
- Press {STOP"CONTINUE} after you've listened to the re-orchestrated track.

What Is a Song?

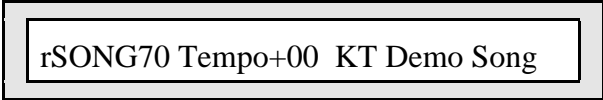
A KT Song is a collection of sequences programmed to play one after another. Songs are covered in your Musician's Manual in *Section 10—Understanding the Sequencer*.

Selecting a Song

- Press {SELECT_SEQ/PRESET}.
- Press the {BANK} button.

Since we're about to go to a new Seq/Preset location, the KT asks us if we want to save the changes we just made to "I Made This One!"

- Press {YES}.
- Press the upper {7} button and the lower {0} button. The display shows:



rSONG70 Tempo+00 KT Demo Song

We've just selected the KT Demo Song we listened to at the beginning of the Tutorial. Songs are selected in Select Sequence/Preset mode in exactly the same way as sequences—by using the {BANK} and upper and lower number buttons. The only difference is that sequences can occupy locations 00 through 69, and songs are found in locations 70 through 99.

Playing a Song

- Press {PLAY}—KT Demo Song plays.
- Press {STOP"CONTINUE} to stop the Demo Song.

Creating Your Own Song

- Press the {BANK} button.
- Press the upper {7} and the lower {1}. Shown on the display is:



Press ENTER to Make new song=71

- Press {ENTER}.

Just as when we created a sequence, the next screen you'll see will ask you to verify the location in which you're creating your new song.

- Press {YES}.

The KT asks you now to name the new song. Let's call our song "My Tutorial Song."

- Use the {>} button and the {[} and {]} buttons or the **Data Entry Slider** to name the new Song "My Tutorial Song."

- When you're ready, press {ENTER}.

Command
Successful!

...is displayed.

Selecting an Effect For Your Song

Every sequence and song has its own effect. Let's select one for our song.

- Press {EDIT_SEQ/PRESET}.
- Press the upper {8} button.
- Press and hold down the lower {0} button for a couple of seconds.
- Use the {[} and {]} buttons until the display looks like this:

flashing

m

EQ-CHORUS+REVERB FX1=25
FX2=35

Assembling Your Song

- Press the upper {3} and the lower {6} buttons. The display will show:

iSONG71 SNGS Edit Song Steps

- Press {YES}.

flashing

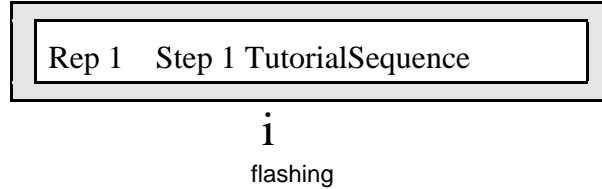
m

Rep 1 Step 1 * END OF SONG *

Songs are made up of "steps." This display is showing us our song's first step.

- Press the {>} button. Now the bottom line of the screen is flashing. Let's use "TutorialSequence" as our first song step.

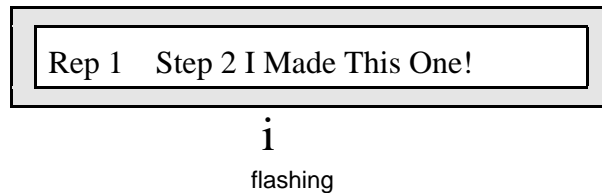
- Press the `{[]}` button until the display reads:



We've just selected TutorialSequence as our first song step.

Let's use our sequence as the second song step.

- Press the `{<}` button so that the step number is flashing again.
- Press the `{[]}` button. Now we're at Step 2.
- Press the `{>}` button. Once again, the bottom line of the screen is flashing.
- Press the `{[]}` button until the screen says:



- Press `{SELECT_SEQ/PRESET}` and press `{PLAY}` to listen to "My Tutorial Song." It starts with "TutorialSequence" and then goes right into "I Made This One!" We currently have the KT set up so that when the song ends, it will loop right back around to the beginning and keep on playing.
- When you're ready to stop listening to "My Tutorial Song," press `{STOP"CONTINUE}`.

Enjoy!

Congratulations! You've just completed the KT Quick-Start Guide.

You've taken the KT through all of its major operations and even made some music in the process. Starting off with simply listening to sounds, you've worked your way all the way up through creating your own song!

Don't forget to check out the KT Musician's Manual. The KT holds many more surprises, and the Manual is the key to unlocking them. The fun has just begun!

Once again, thank you for purchasing the ENSONIQ KT.

