

## Chapter 4

# The Operating Modes

In this chapter we'll discuss the theory behind the mode system, and describe the basic operating features of each mode.

### What the Modes Are

The modes exist to make the K2500 logical to work with. With as many performance and programming features as the K2500 has, it's helpful to break them into groups. These groups are called modes. There are eight of them; they're described briefly in the section called "Using the Modes," below. Chapters 6 through 13 are dedicated to explaining each mode in turn.

Each mode is named for the kind of operations you perform while in that mode, and each mode's editor (if any) contains all of the parameters related to editing the type of *object* found in that mode. In Setup mode, for example, you select setups (and only setups) for performance or editing. All of the setup-editing parameters are grouped together on the Setup Editor page, which is accessible through Setup mode.

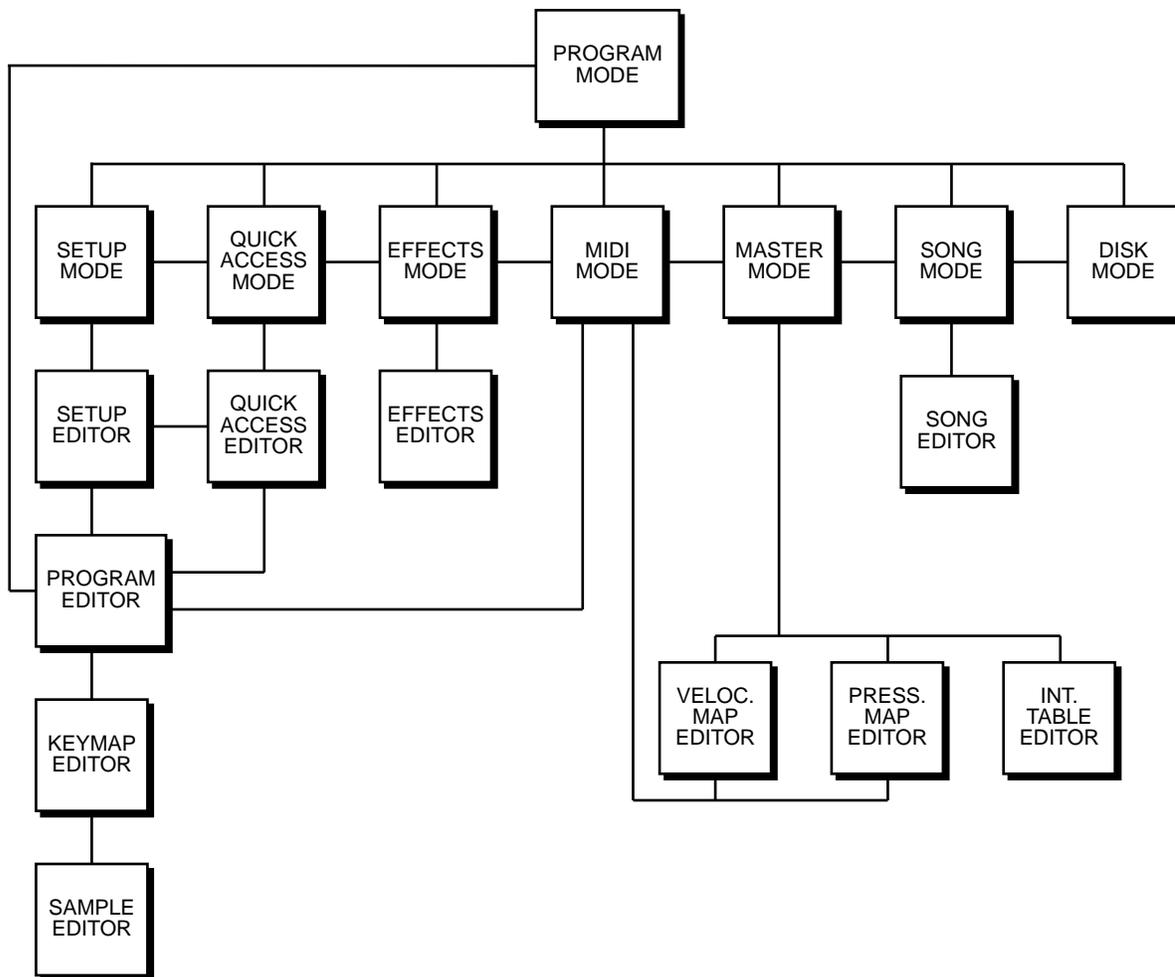
### Selecting Modes

When the K2500 is on, it's always operating in one of the eight modes represented by the LED-highlighted buttons beneath the display. Pressing one of the mode buttons selects that mode. This is the mode's entry level. At the entry level, the LED of the selected mode is lit. Only one mode can be selected at a time.

At the entry level, you can exit any mode simply by pressing one of the other mode buttons. If you enter the mode's editor, however, you must press EXIT to return to the mode's entry level before selecting another mode.

All of the modes except Disk mode give you access to one or more editors for changing the values of the parameters within that mode. Press the EDIT button to enter the editor of the currently selected mode. When you do this, the mode LED goes out.

It's possible to enter another mode's editor without leaving the currently selected mode. For example, if you press EDIT while in Setup mode, you'll enter the Setup Editor. The Setup editor page will appear, and one of the programs in the setup will be highlighted by the cursor. If you press EDIT again, you'll enter the Program Editor, where you can edit the currently selected program. While you can edit and save programs as you normally would, you're still in Setup mode, and you can't select another mode at this point. When you exit the Program Editor, you'll return to the Setup Editor page. Press EXIT again, and you'll leave the Setup Editor, returning to the Setup mode page.



### Nested Editors

Starting at the Program mode level, there are three “nested” editors, each related to the parameters that make up different components of a program. The first is the Program Editor, which you enter when you press EDIT while in Program mode. Programs consist, among other things, of *keymaps*; they determine which samples play on which keys. Keymaps can be edited as well. The Keymap Editor is entered from within the Program Editor, by selecting the KEYMAP page with the soft buttons, then pressing EDIT.

Similarly, keymaps consist of *samples*, which also can be edited. The Sample Editor is entered from the Keymap Editor, by selecting the Sample parameter and pressing EDIT. When you enter the Sample Editor, you’ve worked through three nested levels of editors, all related to the components that make up a program. And in fact, you’re still in Program mode (if that’s where you started from). Pressing EXIT while in the Sample Editor will return you to the Keymap Editor. Pressing EXIT again will return you to the KEYMAP page of the Program Editor. Once more, and you’re back to Program mode’s entry level.

## Finding Square One

If, at any time, you don't know where you are, and the mode LEDs are all unlit, press EXIT one or more times. This will return you to the entry level of whatever mode you were in, and if you press EXIT enough times, you will always return to Program Mode, the startup mode. If you've made any changes, you'll be asked whether you want to save before leaving any editor. Press the No soft button or the EXIT button if you don't want to save. If you want to save, press the Rename or Yes soft button, and you'll see the Save dialog, which is described in Chapter 5, in the section called "Saving and Naming."

## Using the Modes

You can play your K2500 regardless of the mode you're in. In fact, the only times you can't play it are when you're in the middle of a disk operation (loading, saving, formatting) or a SMDI sample transfer. With these two exceptions, the K2500's MIDI response is almost always active. Even so there are three modes that are more performance-oriented than the others. These are Program, Setup, and Quick Access modes. We'll describe each of the eight modes briefly in this section.

### Program Mode

The K2500 starts up in Program mode, where you can select, play and edit programs. The Program mode entry level page shows the currently selected program, as well as a small segment of the program list.

The Program, Keymap, and Sample Editors are nested within Program mode. They take you to the core of the K2500's sound editing parameters. We'll discuss them in Chapters 6 and 15.

### Setup Mode

Setup mode lets you select, play, and edit setups. Setups consist of up to eight separate zones, split or overlapping, each having its own program, MIDI channel, and control parameters. Setups are great for performance situations, whether you're playing multiple K2500 programs or controlling additional synths connected to the K2500's MIDI Out port. Chapter 7 describes Setup mode and the Setup Editor in detail. You can make use of Setup mode even if your MIDI controller can transmit on only one MIDI channel at a time. To do this, go to the RECV page in MIDI mode (by pressing the RECV soft button while in MIDI mode), and set the Local Keyboard Channel parameter to a value that matches the transmit channel of your MIDI controller. When you select Setup mode, the K2500 will interpret incoming MIDI information according to the settings for the currently selected setup. See the discussion of the Local Keyboard Channel parameter in Chapter 10 for details.

### Quick Access Mode

Another feature for live performance, Quick Access mode enables you to combine programs and setups into banks of ten entries. Each of these programs or setups can be selected with a single alphanumeric button. Different banks are selected with the CHAN/BANK buttons. There's a selection of factory preset banks, and you can use the Quick Access Editor to create your own banks and store them in RAM. There's a full description in Chapter 8.

### Effects Mode

Effects mode sets the behavior of the K2500's global effects processor. The Effects mode page lets you tell the K2500 how to select preset effects when you change programs or setups, and lets you choose a preset effect and mix level that's applied to every K2500 program. (There's also an EFFECT page in the Program Editor, where you can select a preset effect and mix level

for each program individually.) The Effects Editor allows you to tweak the preset effects, and create your own. Chapter 9 shows you how. You can also listen to the sounds of various effects while in Effects mode, without selecting different programs.

### **MIDI Mode**

You'll use MIDI mode to configure the K2500's interaction with other MIDI instruments, by setting parameters for transmitting and receiving MIDI. You'll also use it to configure your K2500 for multi-timbral sequencing. On the CHANLS page, you can assign a program to each channel, and enable or disable each channel's response to three types of MIDI control messages: program change, volume and pan. See Chapter 10.

### **Master Mode**

Master mode, described in Chapter 11, contains the parameters that control the entire K2500. Global settings for tuning, transposition, velocity and aftertouch sensitivity, and audio mix are adjusted here, as well as the contrast of the backlit display. You can also access the Sample page from here.

### **Song Mode**

Song mode enables you to play MIDI type 0 sequences stored in the K2500's RAM. It provides a fully featured sequencer that you can use to record from the keyboard. You can also record multi-timbrally via MIDI. See Chapter 12.

### **Disk Mode**

Finally, Disk mode is used to load and save programs and other objects using the K2500's internal floppy disk drive, an optional internal SCSI disk, or an external SCSI disk (or CD-ROM drive) connected to either of the K2500's SCSI ports. Chapter 13 has the details.