Chapter 4
The Operating Modes

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

What the Modes Are

The modes exist to make the K2600 logical to work with. With as many performance and programming features as the K2600 has, it's helpful to break them into groups. These groups are called modes. There are eight primary modes (plus Sample mode and Live mode); they're described briefly in the section called *Using the Modes* on page 4-3. Chapters 6 through 13 are dedicated to explaining each primary mode in turn. Chapter 14 describes Sample mode and Live mode.

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 K2600 is on, it's almost always operating in one of the eight primary modes represented by the LED-highlighted buttons beneath the display—or in one of the editors corresponding to the current operating mode. There are two exceptions: Sample mode (and the Sample Editor), and Live mode. Pressing one of the mode buttons selects the corresponding 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.

From any primary mode, you can get to any other primary mode simply by pressing one of the mode buttons. If you're in an 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 and Live 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 the LocalPrg parameter 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.

This method of entering editors works for any parameter whose value is an editable object (program, setup, keymap, FX preset, etc.)

The following table lists the procedures for moving between modes and editors. Note that the **Exit** button won't always take you where the table says it will; it often depends on how you got where you are. The table assumes that you've entered a given editor via its corresponding mode. You'll always return to Program mode eventually if you press **Exit** repeatedly.

Current Mode/ Editor Status	Available Modes/ Editors	How to Get There
Any mode	All other modes	Press corresponding mode button
Program mode	Program Editor	Press **Edit**
	Sample mode	Press **Sample** soft button
Program Editor	Program mode	Press **Exit**
	Studio Editor	On KDFX page: select Studio parameter; press **Edit**
	Keymap Editor	On KEYMAP page: select Keymap parameter, press **Edit**
Keymap Editor	Program Editor	Press **Exit**
	Sample mode	Press the **MIDI** mode button
	Sample Editor	Select Sample parameter; press **Edit**
Sample Editor	Keymap Editor	Press **Exit**
Setup mode	Sample mode	Press **Sample** soft button
	Setup Editor	Press **Edit**
Setup Editor	Setup mode	Press **Exit**
	Program Editor	On CH/PRG page: select LocalPrg parameter; press **Edit**
	Studio Editor	On KDFX page: select Studio parameter; press **Edit**
	Song Editor	On COMMON page, select Song parameter; press **Edit**
Quick Access mode	Sample mode	Press **Sample** soft button
	Quick Access Editor	Press **Edit**
Quick Access Editor	Quick Access mode	Press **Exit**
	Program Editor	Set value of Type parameter to **Program**; select program; press **Edit**
	Setup Editor	Set value of Type parameter to **Setup**; select setup; press **Edit**
Effects mode	Studio Editor	Press **Edit**
Studio Editor	Previous mode	Press **Exit**
	FX Preset Editor	Select FX preset block; press **Edit**
FX Preset Editor	Studio Editor	Press **Exit**
MIDI mode	Program Editor	On CHANNELS page: select Program parameter; press **Edit**
	Setup Editor	On TRANSMIT page: select CtlSetup parameter; press **Edit**
	Velocity Map Editor	On TRANSMIT or RECEIVE page: select Veloc(ity)Map parameter; press **Edit**
	Pressure Map Editor	On TRANSMIT or RECEIVE page: select Press(ure)Map parameter; press **Edit**
Master mode	Sample mode	Press **Sample** soft button
	Velocity Map Editor	Select VelTouch parameter; press **Edit**
	Pressure Map Editor	Select PressTouch parameter; press **Edit**
	Intonation Table Editor	Select Intonation parameter; press **Edit**
Song mode	Song Editor	Select CurSong parameter; press **Edit**
	Program Editor	Select Program parameter; press **Edit**
Sample mode	Sample Editor	Select Sample parameter; press **Edit**
	Previous mode	Press **Exit**
Most editors	Previous mode or editor	Press **Exit**

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.

*Note: You can also get to the Sample Editor directly from Sample mode (by pressing **Edit**). If you're editing a single sample, this might make more sense, since it's more direct. If you're planning on editing a number of samples within a given keymap, however, you'll find it more convenient to enter the Sample Editor through the Program and Keymap Editors, because once you've finished with one sample, you can easily return to the KEYMAP page and select another sample within the keymap.*

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 *Saving and Naming* on page 5-3.

Using the Modes

You can play your K2600 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 K2600'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 K2600 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. Program mode gives you access to Sample mode via the **Sample** soft button.

The Program, Keymap, and Sample Editors are nested within Program mode. They take you to the core of the K2600's sound editing parameters. We'll discuss them in Chapters 6 and 14.

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 K2600 programs or controlling additional synths connected to the K2600's MIDI Out port. Chapter 7 describes Setup mode and the Setup Editor in detail.

If you're using a MIDI controller, 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 RECEIVE 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 K2600 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.

Setup mode also gives you access to Sample mode via the **Sample** soft button.

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.

Quick Access mode gives you access to Sample mode via the **Sample** soft button.

You can use Quick Access banks as a way to remap incoming or outgoing Program Change commands. See *Program Change Formats* on page 10-11.

Effects Mode

Effects mode sets the behavior of the KDFX effects processor. The Effects-mode page lets you tell the K2600 how to select preset studios (programmed effects configurations) when you change programs or setups, or lets you choose a preset studio that's applied to *every* K2600 program. The Studio Editor allows you to tweak the preset studios, and create your own. Chapters 9 and 15 show 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 K2600's interaction with other MIDI instruments, by setting parameters for transmitting and receiving MIDI. You'll also use it to configure your K2600 for multi-timbral sequencing. On the CHANNELS 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. You can also override program output assignments, and adjust overall program gain. See Chapter 10.

Master Mode

Master mode, described in Chapter 11, contains the parameters that control the entire K2600. Global settings for tuning, transposition, velocity and aftertouch sensitivity, and other preferences are adjusted here. You can also get to the SampleMode page from here, using the **Sample** soft button.

Song Mode

Song mode enables you to play sequences (songs) stored in the K2600's RAM, and provides a fully featured sequencer that you can use to record songs. You can also record multi-timbrally via MIDI, or load standard MIDI files (Type 0 or 1). The Song Editor enables you to modify existing RAM sequences, do step recording, and create arrangements (by linking two or more songs together). See Chapter 12.

Disk Mode

Finally, Disk mode is used to load and save programs and other objects using the K2600's internal floppy disk drive, an optional internal SCSI disk, or an external SCSI disk (or CD-ROM drive) connected to either of the K2600's SCSI ports. Chapter 13 has the details.