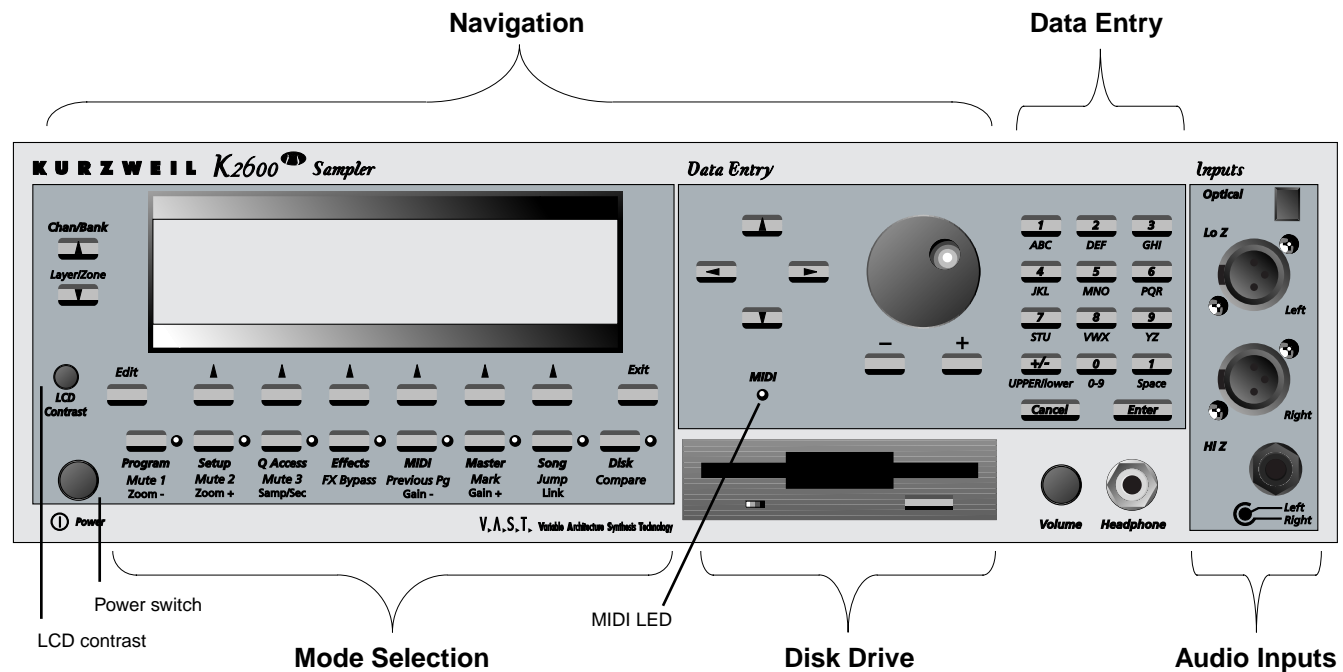
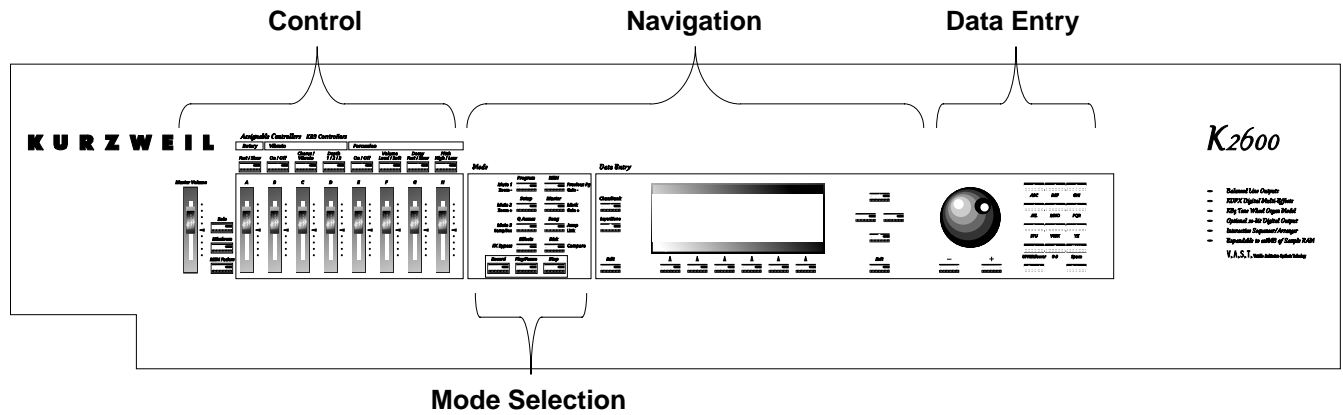


Chapter 1

Front Panel

Front Panel Quick Reference

This section describes features that, unless specified otherwise, are common to both the rack versions of the K2600 (K2600R and K2600RS) as well as the keyboard versions of the K2600 (K2600, K2600S, K2600X, and K2600XS). The buttons and sliders that are unique to the keyboard models are described on page 1-4.



Volume Knob/ Slider

Controls mixed audio outputs and headphone jack only. Does not send MIDI Volume (MIDI 07).

Mode Buttons

Press any of these eight buttons to enter the corresponding mode.

Chan/Bank Buttons

Scroll through the layers of the current program while in the Program Editor. Scroll through the zones in the current setup while in Setup mode. Scroll through the Quick Access banks while in Quick Access mode.

Edit Button

Functional in most modes. Press **Edit** to modify the currently selected object or parameter. If it's not editable, pressing **Edit** will do nothing.

There are editors available from every mode but Disk mode. The effect of pressing **Edit** in each of the modes is listed below.

When in this mode	Pressing the Edit button...
Program mode	...enters the Program Editor, where you can edit the currently selected program. Chapter 6 in the <i>Musician's Guide</i> covers the Program Editor.
Setup mode	...enters the Setup Editor, where you can edit the currently selected setup. Chapter 7 in the <i>Musician's Guide</i> describes the Setup Editor.
Quick Access mode	...enters the Quick Access Editor, where you can change the program or setup assigned to the bank slot that was selected when you entered the Quick Access Editor. See Chapter 8 in the <i>Musician's Guide</i> .
Effects mode	...if the Studio parameter is highlighted, enters the Studio Editor, where you can edit the currently selected studio. Chapters 9 and 15 in the <i>Musician's Guide</i> explain studios, the Studio Editor, FX presets, and the FX Preset Editor.
MIDI mode	...enters the Velocity Map or Pressure Map Editor if the Velocity or Pressure Map parameter is selected on either the TRANSMIT page or the RECEIVE page. See Chapter 18 in the <i>Musician's Guide</i> . Takes you to the Program Editor if the Program parameter is selected on the CHANLS page. See Chapter 6 in the <i>Musician's Guide</i> .
Master mode	...enters the Velocity Map, Pressure Map, or Intonation Table Editor if the VelTouch, PressTouch, or Intonation parameter is selected. See Chapter 18 in the <i>Musician's Guide</i> .
Song mode	...enters the Song Editor. The Song Editor is discussed in Chapter 12 in the <i>Musician's Guide</i> . Takes you to the Program Editor if the Program parameter is highlighted when Edit is pressed.
Disk mode	...has no effect.

Table 1-1 Navigating with the Edit Button

Soft Buttons

Functions change depending on current display page. Function of each button is displayed on bottom line of display.

Exit Button

Press to leave various editors. If you've made any changes while in the editor, you will be prompted to save them.

Cursor Buttons

Press the corresponding button to move the cursor up, down, left, or right in the display. Different parameter values will be highlighted as buttons are pressed.

Alpha Wheel

For data entry. Rotate clockwise to increase value of currently selected parameter, counterclockwise to decrease.

Plus / Minus Buttons (- and +)

Under the Alpha Wheel. Press to increase or decrease the value of the currently selected parameter by the smallest possible amount. Don't confuse this with the +/- button on the alphanumeric buttonpad.

Alphanumeric Buttonpad


For Numeric Characters

Enter the value numerically instead of using the Alpha Wheel or **Plus/Minus** buttons. Press **Enter** when finished. Press **Cancel** to restore a parameter to its previous value. Pressing **Clear** is equivalent to pressing **0** without pressing **Enter**.

For Alphabetic Characters

When naming objects, you can use the alphanumeric pad to enter letters instead of numbers. If you're renaming a program, for example, just position the cursor under the character you want to change, then press the corresponding numeric button, as labeled. Press the button as many times as necessary to enter the desired character. Pressing **Clear** will enter a space before the selected character. The **0** button will enter the numerals 0–9 when pressed repeatedly.

Here's an example. To enter the letter **C** in a blank space, press **1** three times. You can press the +/- button before or after entering the letter.

The **Cancel** button is equivalent to the  soft button, and **Enter** is the same as **OK**. The **Clear** button replaces the currently selected character with a space. The +/- button toggles between uppercase and lowercase letters.

When you press the +/- button on the alphanumeric pad, the currently selected character (the one with the cursor under it) will switch from upper case to lower case, and vice versa. The +/- button is a toggle; that is, if you switch from lower to upper case, all further entries will be in upper case until you press the +/- button again.

Front Panel

Special Keyboard Functions

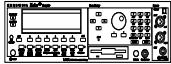
There are several punctuation characters available as well, but they can be entered only with the Alpha Wheel or **Plus/Minus** buttons. The punctuation characters are between **z** (lower case) and **0**.

Special Alphanumeric Buttonpad Functions

When you're in Quick Access mode, the Alphanumeric buttonpad can be used to select the entries in the current Quick Access bank. The layout of the alphanumeric buttonpad corresponds to the layout of Quick Access bank entries as seen on the Quick Access-mode page.

There's also a shortcut for selecting different QA banks while in QA mode. Just press the **+/-** or **Clear** button on the alphanumeric pad, and you'll be prompted to enter a bank number. Type the desired number on the alphanumeric pad, then press **Enter**. The bank will be selected, and you'll return to the Quick Access page.

You can also use the alphanumeric pad to select strings to search for in the currently selected list of objects, and to enter new strings to search for. The search function is described fully on page 3-8 of the *Musician's Guide*.



Lastly, rack users can play notes from the numeric keypad by holding down the **Cancel** button while pressing alphanumeric buttons. This is described fully on page 3-10 of the *Musician's Guide*.

The Display

You may want to adjust the contrast of the display for different lighting conditions. On keyboard models, the adjustment knob is on the rear panel, between the MIDI ports and the continuous controller pedal jacks. On rack models, it's on the front panel, above the power switch.

MIDI LED (Rack Models Only)

Lights when the K2600 is receiving MIDI information at its MIDI In port.

Special Keyboard Functions

This section describes the buttons and sliders that are unique to the keyboard models of the K2600. Features common to both rack and keyboard models are described starting on page 1-1.

Assignable Controllers KB3 Controllers

Rotary	Vibrato	Percussion					
Fast / Slow	On / Off	Chorus / Vibrato	Depth 1 / 2 / 3	On / Off	Volume Loud / Soft	Decay Fast / Slow	Pitch High / Low

Programmable controllers:
Sliders A–H, and the buttons above them,
Pitch Wheel and Mod Wheel
Panel switches (Buttons 9 and 10)
Large and small ribbons
Two continuous control pedals (or one pedal and one breath controller)
Four foot switches

Solo Button

Mutes all zones in setup except the current one. The button of the zone being soloed glows red.

Mixdown Button

Brings up the Mixdown page, as shown in the following diagram. From this page you can choose how the K2600's physical sliders function during MIDI mixdown. In the example below, Sliders A-H will control the volume level of MIDI channels 1-8. By pressing the **Pan** soft button, you would change the function of the sliders to control panning for channels 1-8; or, you could press the **9-16** soft button to have the sliders affect channels 9-16.

You can also use the cursor buttons to highlight the pan or volume control for a channel and use the Alpha Wheel or **Plus/Minus** buttons to change the pan or volume level. In the screen below, for example, you could use the Alpha Wheel to control panning on channel 9 at the same time that you are using the sliders to control volume on channels 1-8.

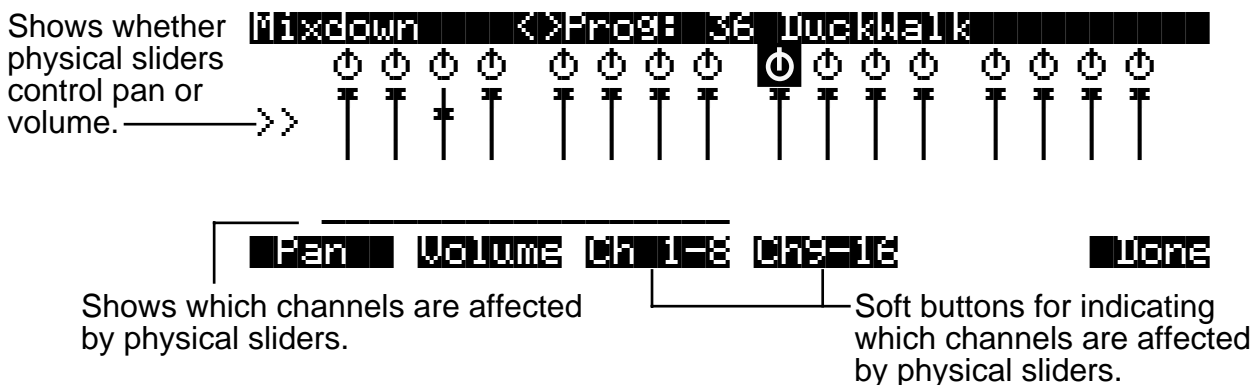
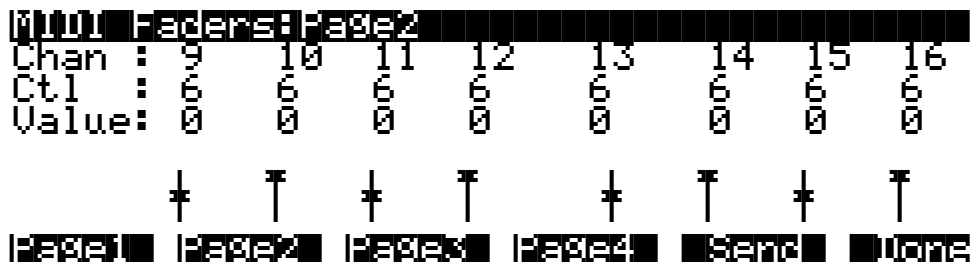


Figure 1-1 Mixdown Control

MIDI Faders button

When you press the **MIDI Faders** button, the K2600's sliders take on the functions assigned on the current MIDI Faders page. From the MIDI Faders display you can define four different pages that define how the K2600's physical sliders will work. In the display shown below, for example, the eight sliders are each defined to send MIDI 6 (Data) on Channels 9 through 16. Press one of the **Page** soft buttons to use (or create) a different page of MIDI fader assignments. Use the **Send** soft button to transmit values without moving the faders.

The MIDI Faders page is saved as part of the Master table object.



Assignable Controllers (Buttons 1–8 and Sliders A–H)

The function of these controllers will depend on how they’ve been defined within a setup. Buttons 1–8 control either zone muting or KB3 features, depending on the value of the value of the Mutes parameter on the COMMON page in the Setup Editor. The SLIDER and SLID / 2 pages configure the functions of Sliders A–H.

PSw1, PSw2 (Buttons 9 and 10)

The function of these controllers depends on how they’ve been defined on the SWITCH page in the Setup Editor.

Record, Play/Pause, Stop

These buttons duplicate the functions of the corresponding soft buttons in Song mode, allowing you to conveniently record, play, pause, and stop the current song.

Special Button Functions

The Mode buttons and the **Chan/Bank Down** button have additional functions, depending on the mode or editor you’re in. When you’re in the Program or Setup Editor, they function according to the blue labeling under each button. They also work as track mutes on the MIX page of Song mode.

When you’re in the Sample Editor, the **Program, Setup, Q Access, MIDI, Master, and Song** mode buttons function according to the orange labeling near each button. Table 1-2 describes all of the special button functions. This table also appears as Table 5-1 on page 5-8 of the *Musician’s Guide*.

Button	Mode or Editor			
	Program Editor (Blue)	Setup Editor (Blue)	Song Mode	Sample Editor (Orange)
White Blue Orange Program Mute 1 Zoom-	Mutes Layer 1 of current program, or mutes current layer of current drum program	Mutes Zone 1 of current setup if 3 or fewer zones; mutes current zone of current setup if more than 3 zones	On MIX page, mutes Track 1 or 9	On TRIM and LOOP pages, decreases horizontal dimension of current sample in display
Setup Mute 2 Zoom+	Mutes Layer 2 of current program, or solos current layer of current drum program	Mutes Zone 2 of current setup if 3 or fewer zones; solos current zone of current setup if more than 3 zones	On MIX page, mutes Track 2 or 10	On TRIM and LOOP pages, increases horizontal dimension of current sample in display
Q Access Mute 3 Samp / Sec	Mutes Layer 3 of current program, or solos current layer of current drum program	Mutes Zone 3 of current setup if 3 or fewer zones; solos current zone of current setup if more than 3 zones	On MIX page, mutes Track 3 or 11	Toggles between units used to identify location within sample— either number of samples from start, or time in seconds from start
Effects FX Bypass	Bypasses (mutes) current program’s FX preset (plays program dry)	Bypasses (mutes) current setup’s studio (plays studio dry)	On MIX page, mutes Track 4 or 12	

Table 1-2 Special Button Functions

Button	Mode or Editor			
	Program Editor (Blue)	Setup Editor (Blue)	Song Mode	Sample Editor (Orange)
MIDI Previous Pg Gain - White Blue Orange	Successive presses take you back to four most recent editor pages; 5th press takes you to ALG page	Successive presses take you back to four most recent editor pages; 5th press takes you to CH/PRG page	On MIX page, mutes Track 5 or 13	On TRIM and LOOP pages, decreases vertical dimension of current sample in display
Master Mark Gain +	“Remembers” current editor page, so you can recall multiple pages with Jump button; asterisk appears before page name to indicate that it’s marked; unmark pages by pressing Mark when page is visible	Same as for Program Editor; pages common to both editors are marked or unmarked for <i>both</i> editors	On MIX page, mutes Track 6 or 14	On TRIM and LOOP pages, increases vertical dimension of current sample in display
Song Jump Link	Jumps to marked pages in order they were marked	Jumps to marked pages in order they were marked	On MIX page, mutes Track 7 or 15	Preserves interval between Start, Alt, Loop, and End points of current sample; press again to unlink
Disk Compare	Negates effect of unsaved edits and plays last-saved (unedited) version of object being edited	Same as for Program mode; display reminds you that you’re comparing; press any button to return to edited version	On MIX page, mutes Track 8 or 16	
Chan / Bank Layer / Zone	In Program Editor, these two buttons scroll through layers of current program; in Effects Editor, scroll through FX presets; in Keymap Editor, scroll through velocity levels of current keymap; in Setup Editor, scroll through zones of current setup; in Quick Access mode, scroll through entries in current Quick Access bank		Change recording track	
Edit	Whenever cursor is highlighting an editable object or parameter, takes you to corresponding editor or programming page			

Table 1-2 Special Button Functions (Continued)

Special Button Functions: Double Button Presses

Pressing two or more related buttons simultaneously executes a number of special functions depending on the currently selected mode. Make sure to press them at exactly the same time. The following table also appears as Table 3-1 on page 3-6 of the *Musician's Guide*.

In this mode or editor...	...pressing these buttons simultaneously...	...does this:
Program mode	Octav-, Octav+	Reset MIDI transposition to 0 semitones. Double-press again to go to previous transposition.
	Chan-, Chan+	Set current MIDI channel to 1.
	Plus/Minus	Step to next Program bank (100, 200, etc.)
Master mode	Chan/Bank	Enables Guitar/Wind Controller mode.
Song mode	Left/Right cursor buttons	Toggle between Play and Stop.
	Up/Down cursor buttons	Toggle between Play and Pause.
	Chan/Bank	Select all tracks on any TRACK page in Song Editor.
Disk mode	2 leftmost soft buttons	Issue SCSI Eject command to currently selected SCSI device.
	Chan/Bank	Hard format SCSI device. List selected objects when saving objects.
	Left/Right cursor buttons	Select all items in a list. Move cursor to end of name in naming dialog.
	up/down cursor buttons	Clear all selections in a list. Move cursor to beginning of name in naming dialog.
Program Editor	Chan/Bank	Select Layer 1.
Keymap Editor	Plus/Minus	With cursor on the Coarse Tune parameter, toggles between default Coarse Tune of sample root and transposition of sample root.
Sample Editor	2 leftmost soft buttons	Toggle between default zoom setting and current zoom setting.
	Plus/Minus buttons	Set the value of the currently selected parameter at the next <i>zero crossing</i> .
Any Editor	Plus/Minus	Scroll through the currently selected parameter's list of values in regular or logical increments (varies with each parameter).
	2 leftmost soft buttons	Reset MIDI transposition to 0 semitones. Double-press again to go to previous transposition.
	Center soft buttons	Select Utilities menu (MIDIscope, Stealer, etc.).
	2 rightmost soft buttons	Sends all notes/controllers off message on all 16 channels (same as Panic soft button).
	Left/Right cursor buttons	Toggle between Play and Stop of current song.
	Up/Down cursor buttons	Toggle between Play and Pause of current song.
Save Dialog	Plus/Minus buttons	Toggle between next free ID and original ID.

Table 1-3 Double Button Presses