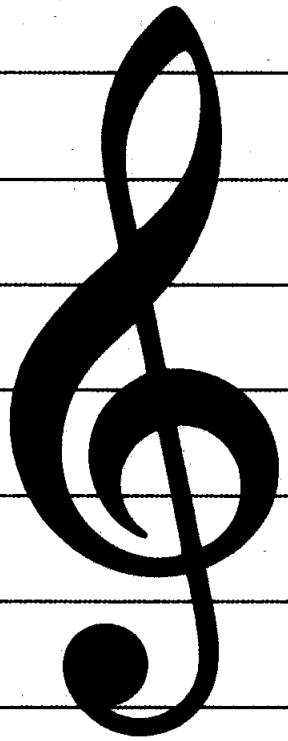
Technics

ORGAN

SX-GN6



ENGLISH EK EP MC PA X XD XL XM XR XS

QQTG0154A

FOR YOUR SAFETY PLEASE READ THE FOLLOWING TEXT CAREFULLY. (for UNITED KINGDOM)

This appliance is supplied with a moulded three-pin mains plug for your safety and convenience.
A 5 amp fuse is fitted in this plug.
Should the fuse need to be replaced please ensure that the replacement fuse has a rating of 5 amps and that it is approved by ASTA or BSI to BS1362.
Check for the ASTA mark ⟨ASTA⟩ or the BSI mark on the body of the fuse.

If the plug contains a removable fuse cover you must ensure that it is refitted when the fuse is replaced.
If you lose the fuse cover the plug must not be used until a replacement cover is obtained.
A replacement fuse cover can be purchased from your local Panasonic/Technics Dealer.

IF THE FITTED MOULDED PLUG IS UNSUITABLE FOR THE SOCKET OUTLET IN YOUR HOME THEN THE FUSE SHOULD BE REMOVED AND THE PLUG CUT OFF AND DISPOSED OF SAFELY.
THERE IS A DANGER OF SEVERE ELECTRICAL SHOCK IF THE CUT-OFF PLUG IS INSERTED INTO ANY 13 AMP SOCKET.

If a new plug is to be fitted please observe the wiring code as shown below.
If in any doubt please consult a qualified electrician.

IMPORTANT: —The wires in this mains lead are coloured in accordance with the following code:—

Blue: Neutral
Brown: Live

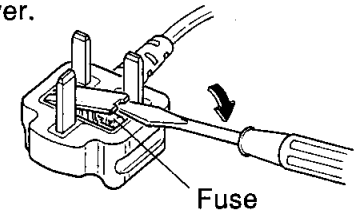
As the colours of the wires in the mains lead of this appliance may not correspond with the coloured markings identifying the terminals in your plug, proceed as follows.

The wire which is coloured BLUE must be connected to the terminal in the plug which is marked with the letter N or coloured BLACK.

The wire which is coloured BROWN must be connected to the terminal in the plug which is marked with the letter L or coloured RED.

Under no circumstances should either of these wires be connected to the earth terminal of the three-pin plug, marked with the letter E or the Earth Symbol ⏚.

How to replace the fuse. Open the fuse compartment with a screwdriver and replace the fuse and fuse cover.



Technics

OWNER'S MANUAL

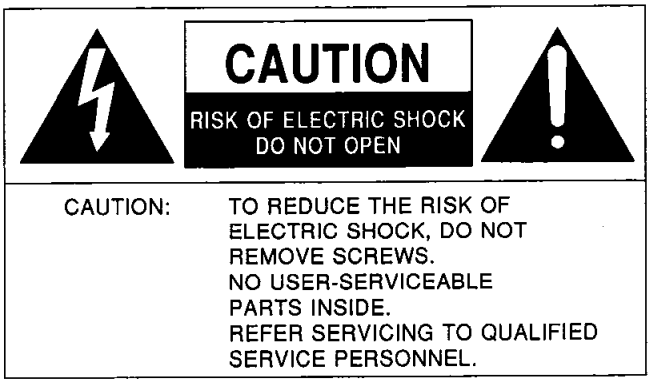
Caution

Voltage (except North America, Mexico, New Zealand and Europe excluding United Kingdom)
Be sure the voltage adjuster located on the rear panel is in accordance with local voltage in your area before using this unit. Use a screwdriver to set the voltage adjuster to the local voltage.

WARNING: TO REDUCE THE RISK OF FIRE OR ELECTRICAL SHOCK, DO NOT EXPOSE THIS PRODUCT TO RAIN OR MOISTURE.

BEFORE YOU PLAY, PLEASE READ THE CAUTIONARY COPY APPEARING ON PAGE 76.

FOR CANADA
This digital apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus set out in the Radio Interference Regulations of the Canadian Department of Communications.



The lightning flash with arrowhead symbol, within an equilateral triangle, is intended to alert the user to the presence of uninsulated "dangerous voltage" within the product's enclosure that may be of sufficient magnitude to constitute a risk of electric shock to persons.

The exclamation point within an equilateral triangle is intended to alert the user to the presence of important operating and maintenance (servicing) instructions in the literature accompanying the appliance.

Before you play

For long and pleasurable use of this instrument, and to gain a thorough understanding of your GN6 organ, it is strongly recommended that you read through this Owner's Manual once.

The Owner's Manual is comprised of the following parts.

BASIC FUNCTIONS	This part includes an explanation of basic procedures and points you should be aware of for proper operation of your instrument.
PRACTICAL APPLICATIONS	This part comprises a detailed explanation of sound, effect, rhythm, **SEQUENCER**, **COMPOSER**, Digital Disk Recorder, Function Setting and MIDI.
SOUND AND RHYTHM GUIDE (separate booklet)	Reference guide for the contents of the **SOUND VARIATION** and **RHYTHM VARIATION** etc.

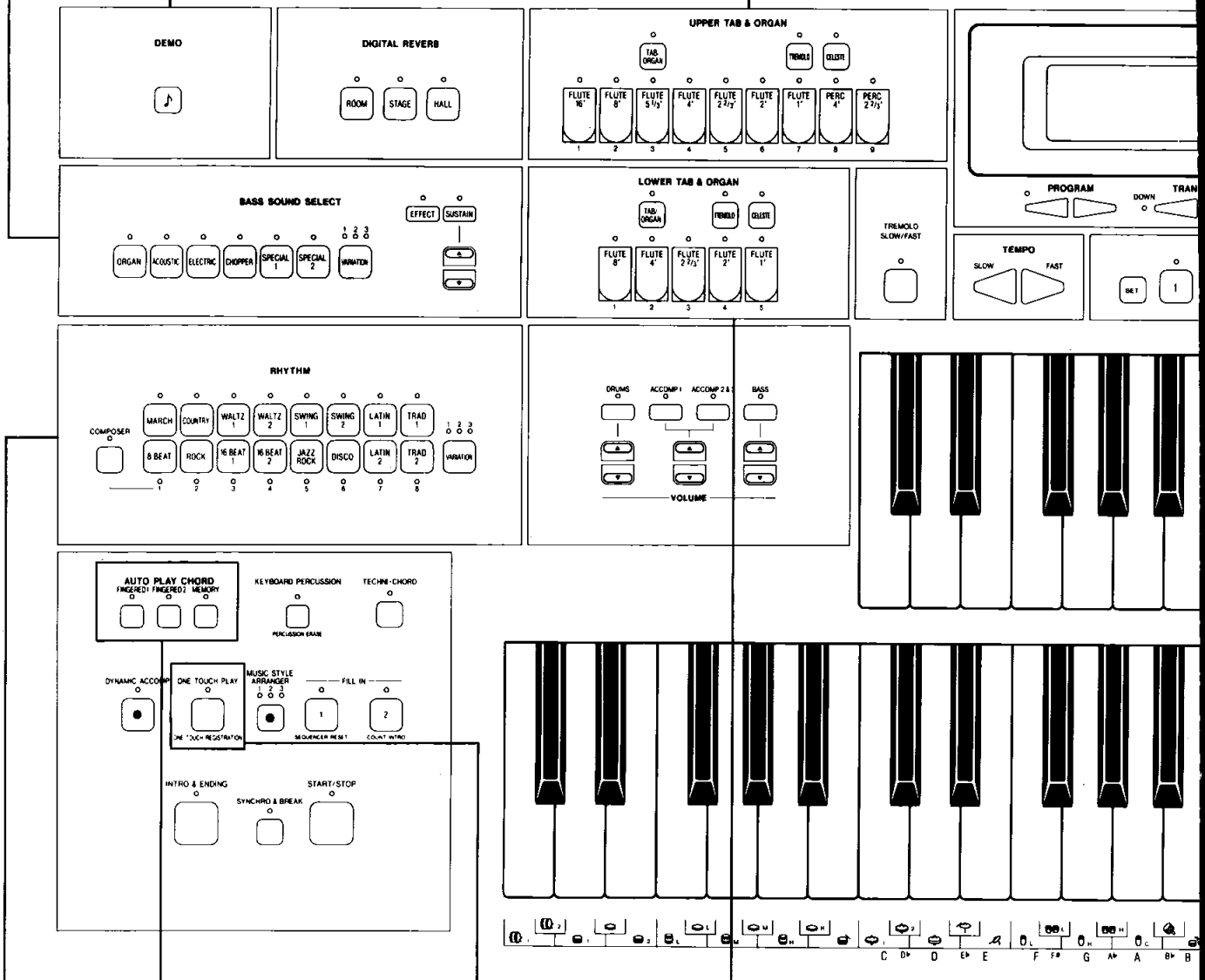
Contents

Controls and functions

BASS SOUND SELECT
Select the sounds to be played on the pedal keyboard. Each sound has three variations. (Refer to page 22.)

DEMO
Automatic performances introduce you to the organ's sounds and features. (Refer to page 8.)

UPPER TAB & ORGAN
Select the flute and organ sounds to be played on the upper keyboard. (Refer to page 20.)



AUTO PLAY CHORD
By specifying a chord on the lower keyboard, an accompaniment pattern is automatically produced. (Refer to page 34.)

RHYTHM
Select preset automatic rhythms. Each rhythm has three variations. (Refer to page 30.)

LOWER TAB & ORGAN
Select the flute and organ sounds to be played on the lower keyboard. (Refer to page 22.)

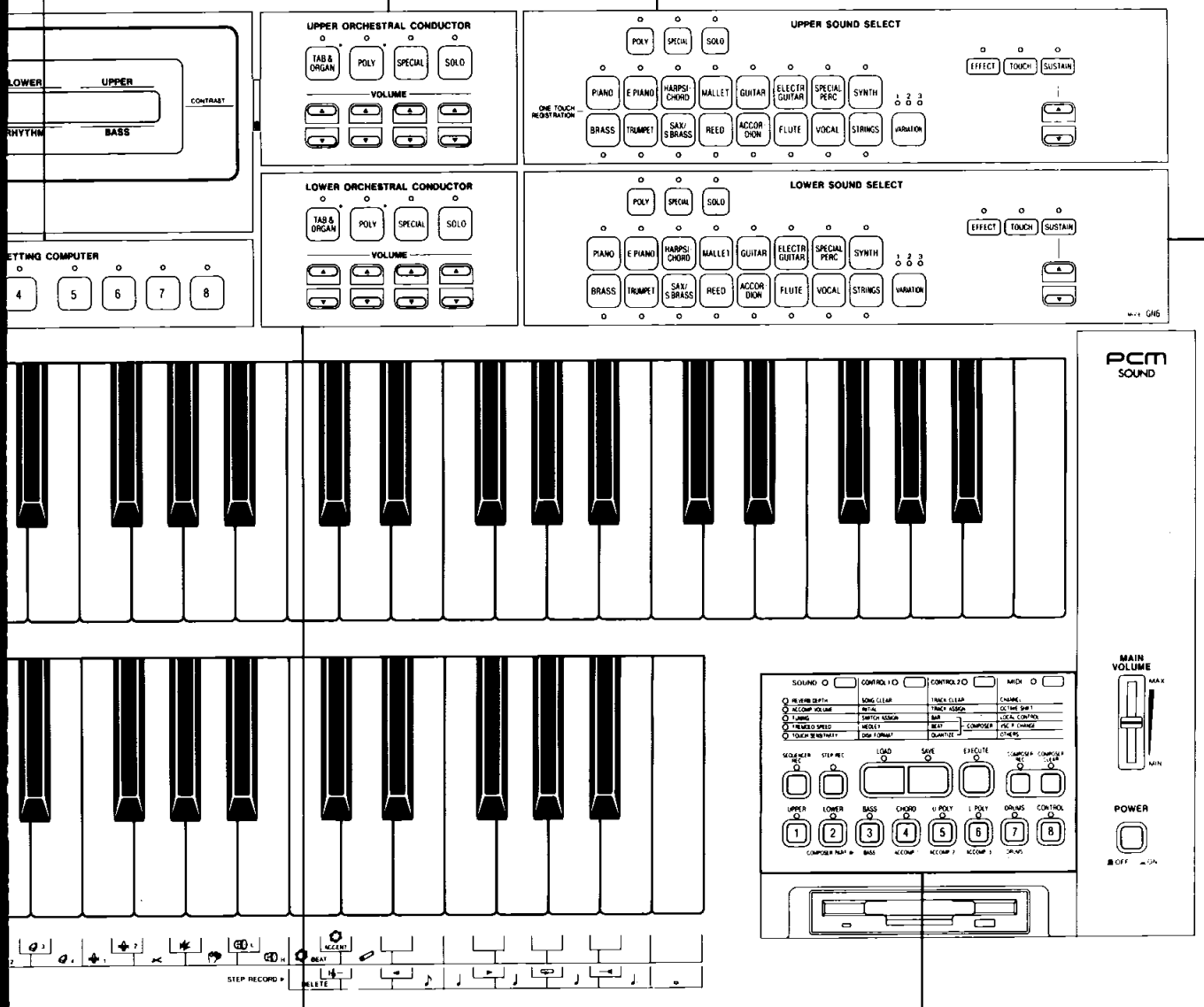
ONE TOUCH PLAY
Select a rhythm, and the appropriate sounds and effects are automatically set. (Refer to page 37.)

VOICE SETTING COMPUTER
Store the panel settings for instant recall as you play. (Refer to page 28.)

UPPER SOUND SELECT
Select the sounds to be played on the upper keyboard. Each sound has three variations. (Refer to page 21.)

UPPER ORCHESTRAL CONDUCTOR
Select the part to be played on the upper keyboard. (Refer to page 19.)

LOWER SOUND SELECT
Select the sounds to be played on the lower keyboard. Each sound has three variations. (Refer to page 22.)



LOWER ORCHESTRAL CONDUCTOR
Select the part to be played on the lower keyboard. (Refer to page 19.)

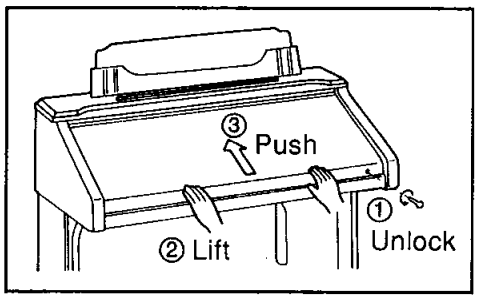
Program section
Used to perform the procedures for recording a performance, creating an accompaniment pattern and setting functions.

Getting started

Before you play

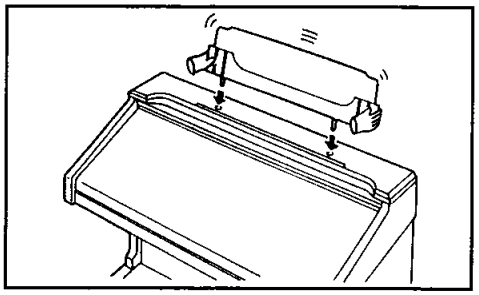
1 Plug the power cord into an outlet.

2 **Keyboard cover**
Unlock the cover. Gently lift the cover and push it inwards completely.

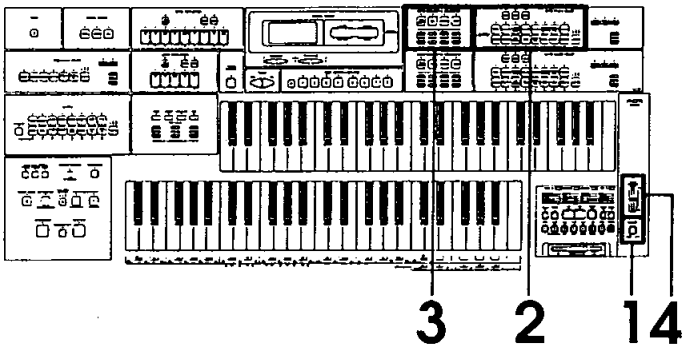


- Follow the reverse procedure to close the cover.
- Open and close the cover slowly. Take care to raise the cover gently and not to set heavy objects on the cover.

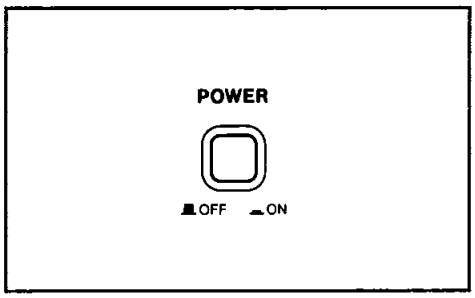
3 **Music stand**
Insert the music stand in the two holes as shown in the diagram.



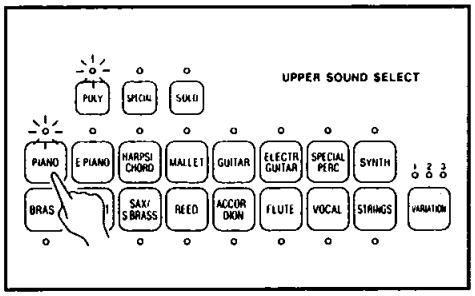
Playing



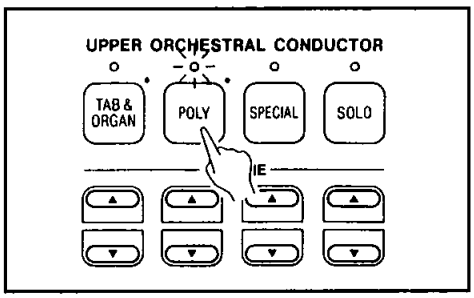
1 Press the **POWER** button to turn it on.



2 In the **UPPER SOUND SELECT** section, press the **POLY** button to turn it on, and select the **PIANO** sound.

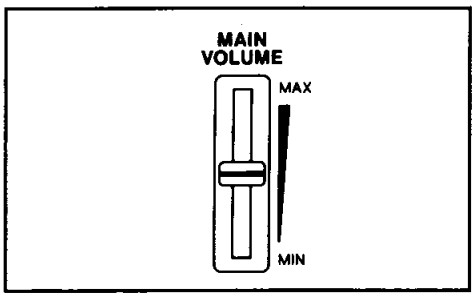


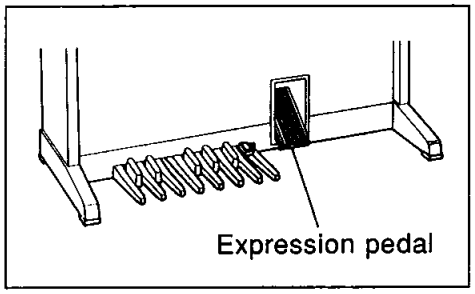
3 In the **UPPER ORCHESTRAL CONDUCTOR**, press the **POLY** button to turn it on.



4 Set the **MAIN VOLUME** to an appropriate level, and play a tune on the upper keyboard.

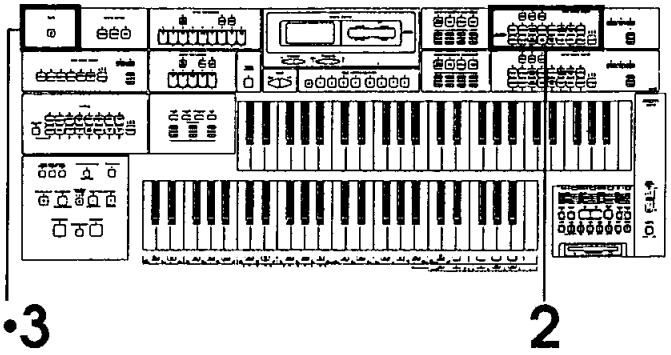
- Modulate the volume with the expression pedal.



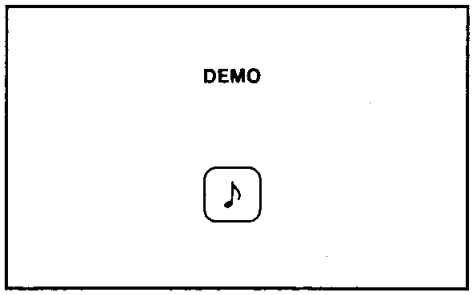


Listen to the demonstration

Listen to a particular sound or rhythm demonstration.

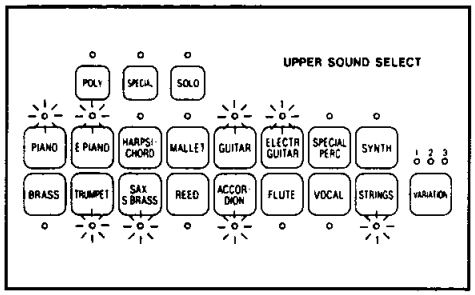


1 Press the **DEMO** button.



- "DEMO SONG" is shown on the right-hand display.

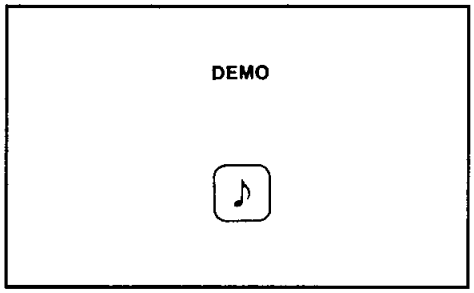
2 Press any button whose indicator is flashing for the demonstration performance you wish to hear.



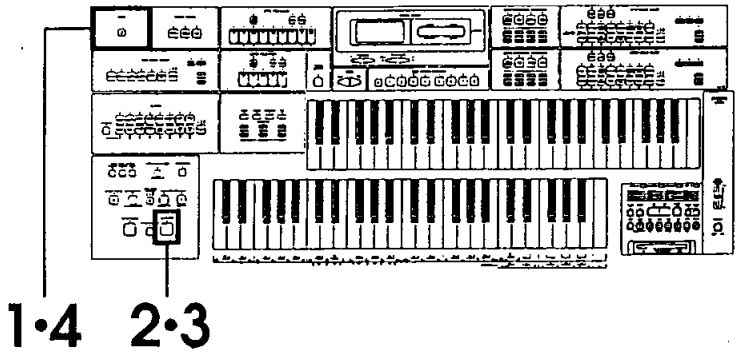
♪ The demonstration performance corresponding to your selection will begin.

- The name of the sound or rhythm being demonstrated is shown on the right-hand display.
- Repeat this procedure to listen to other sounds and rhythms.
- To end the performance before it has finished, press the button with the flashing indicator.

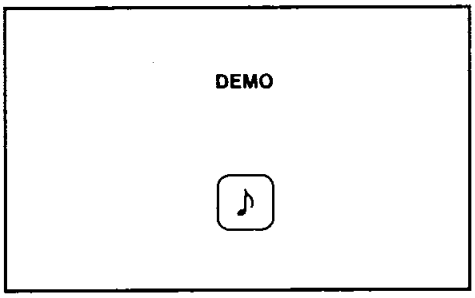
3 When you are finished listening to the demonstration tunes, press the **DEMO** button again.



Listen to the demonstration tunes in order.

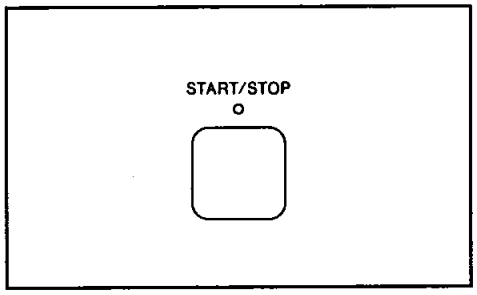


1 Press the **DEMO** button.



- "DEMO SONG" is shown on the right-hand display.

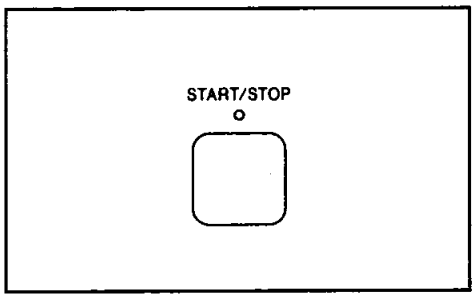
2 Press the **START/STOP** button.



♪ The demonstration tunes are played in order.

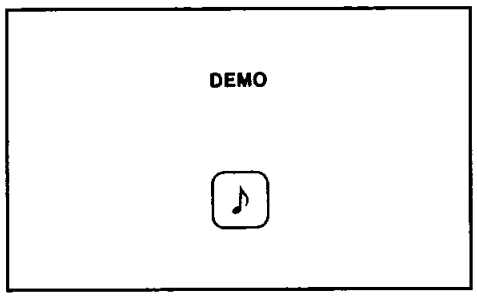
- The name of the sound or rhythm being demonstrated is shown on the right-hand display.
- If you press the button with the flashing indicator during the demonstration performance, the current tune stops and the following tune begins.

3 To stop the demonstration performance, press the **START/STOP** button.



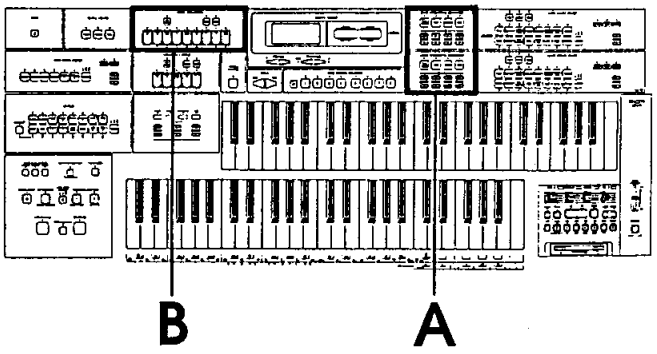
- The tunes are repeated in order until the **START/STOP** button is pressed.

4 When you are finished listening to the demonstration tunes, press the **DEMO** button again.



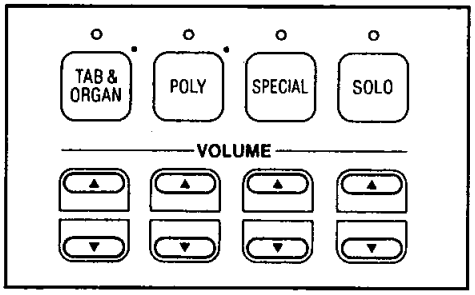
- The other buttons and keys do not function while the demonstration performances are being played.
- You can also start the medley performance of the demonstration tunes by pressing and holding the **DEMO** button for a few seconds.

Selecting sounds



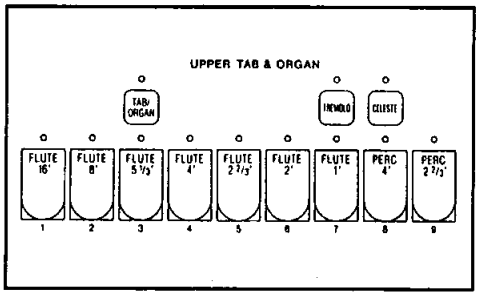
Orchestral Conductor

A The desired sounds are assigned to the upper and lower keyboards with the buttons in the respective **UPPER ORCHESTRAL CONDUCTOR** and **LOWER ORCHESTRAL CONDUCTOR** sections.



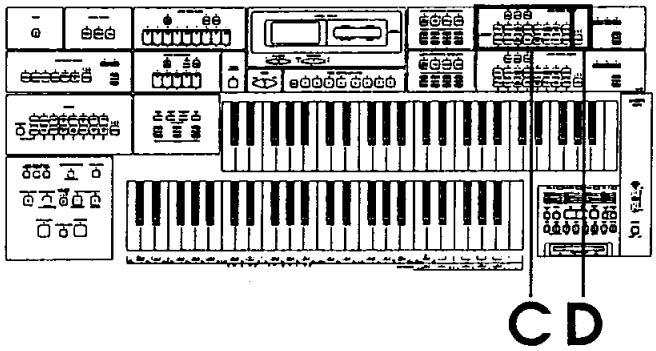
Upper keyboard sounds

B **TAB & ORGAN**
The buttons in the **UPPER TAB & ORGAN** section are for selecting **TAB** (flute) or **ORGAN** sounds for the upper keyboard.



■ **TAB (when the TAB/ORGAN button is off)**
Combine flute sounds by turning on the button or buttons in the **UPPER TAB & ORGAN** section. The higher the number indicated on the button, the lower the pitch of the sound.

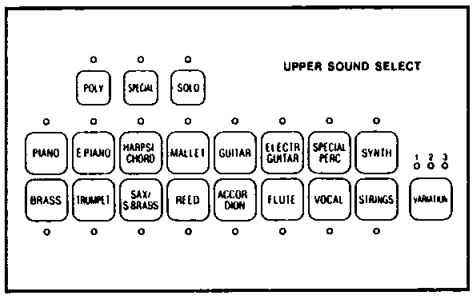
■ **ORGAN (when the TAB/ORGAN button is on)**
Select one of the sounds (**1–9**) in the **UPPER TAB & ORGAN** section.



C

POLY, SPECIAL, SOLO

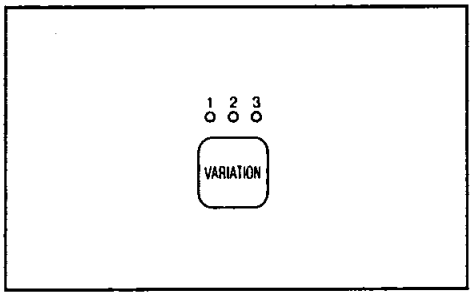
After turning on the **POLY**, **SPECIAL**, or **SOLO** button in the **UPPER SOUND SELECT** section, you can select the sound for that part.



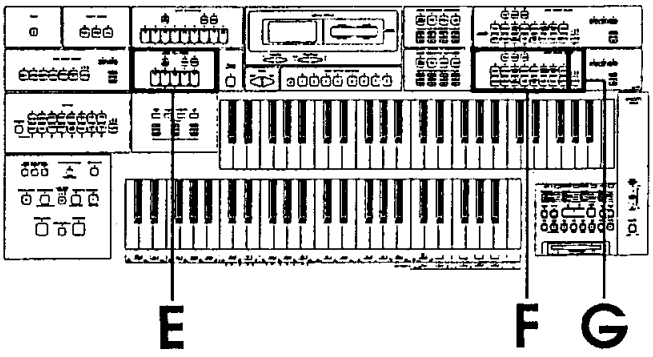
D

VARIATION

Use the **VARIATION** button to select variation **1–3**.



- To play the sound selected for each part (**TAB & ORGAN**, **POLY**, **SPECIAL**, **SOLO**) on the keyboard, turn on the respective part buttons in the **ORCHESTRAL CONDUCTOR**.
- You can mix sounds on a keyboard by selecting two or more parts at the same time. (Refer to page 19.)
- The sound selected for the **SOLO** part is monophonic: only one note sounds at a time.

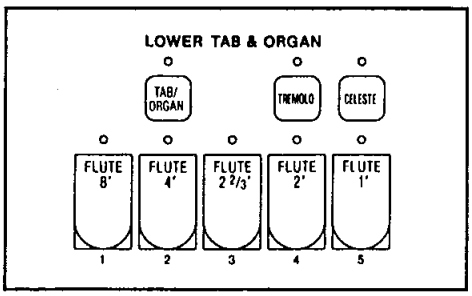


Lower keyboard sounds

E

TAB & ORGAN

The buttons in the **LOWER TAB & ORGAN** section are for selecting **TAB** (flute) or **ORGAN** sounds for the lower keyboard.



■ **TAB (when the TAB/ORGAN button is off)**

Combine flute sounds by turning on the button or buttons in the **LOWER TAB & ORGAN** section. The higher the number indicated on the button, the lower the pitch of the sound.

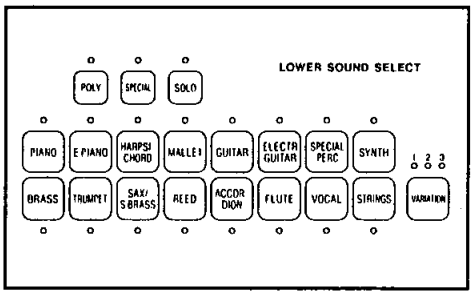
■ **ORGAN (when the TAB/ORGAN button is on)**

Select one of the sounds (**1–5**) in the **LOWER TAB & ORGAN** section.

F

POLY, SPECIAL, SOLO

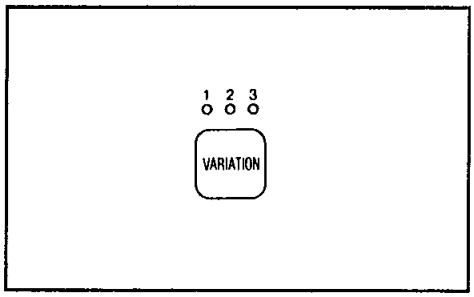
After turning on the **POLY**, **SPECIAL**, or **SOLO** button in the **LOWER SOUND SELECT** section, you can select the sound for that part.

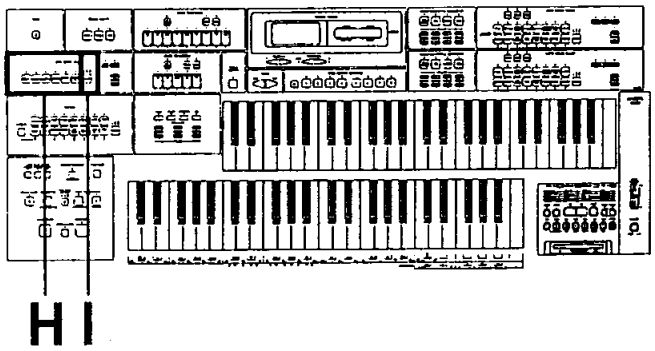


G

VARIATION

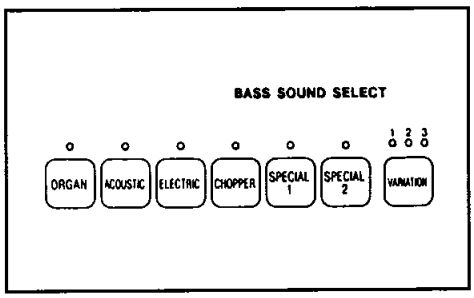
Use the **VARIATION** button to select variation **1–3**.



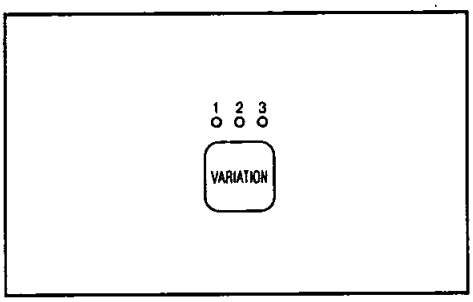


Pedal keyboard sounds

H Select the sound for the pedal keyboard with the **BASS SOUND SELECT** buttons.

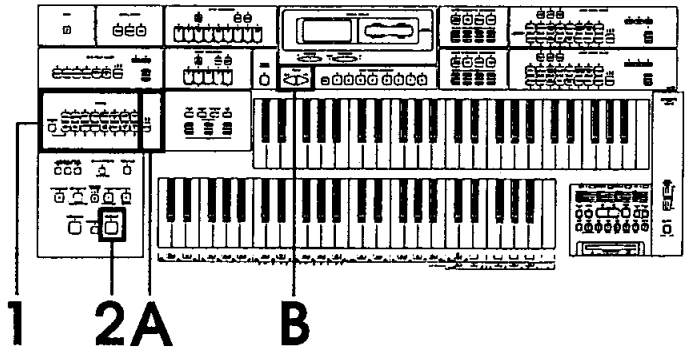


I **VARIATION**
Use the **VARIATION** button to select variation **1–3**.

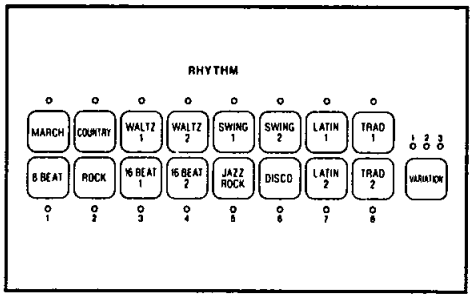


- Only one **BASS** note can sound at a time.

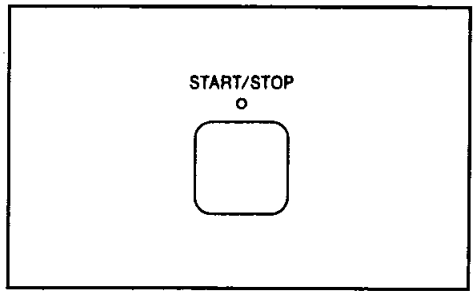
Playing automatic rhythms



1 Select a rhythm pattern using the buttons in the **RHYTHM** section.



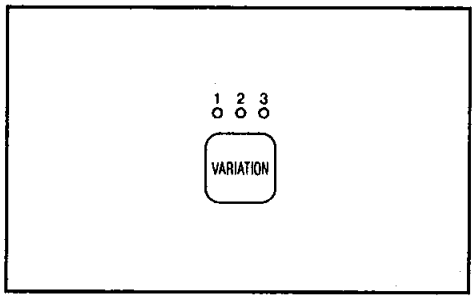
2 Start the rhythm by pressing the **START/STOP** button.



- Stop the rhythm by pressing the **START/STOP** button again.

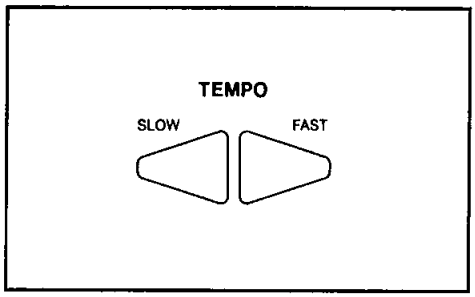
Select a variation.

A Use the **VARIATION** button to select variation **1–3**.

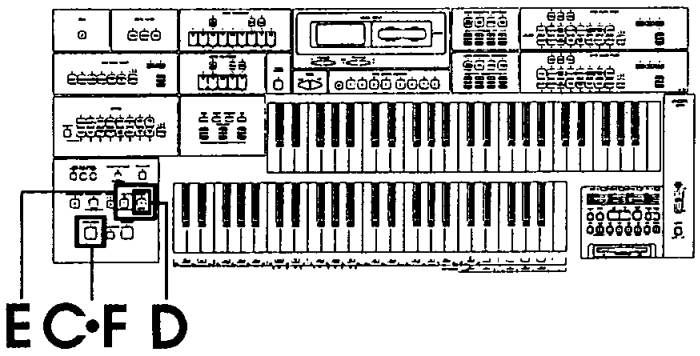


Adjust the tempo.

B Adjust the speed with the **SLOW** and **FAST** buttons for tempo.

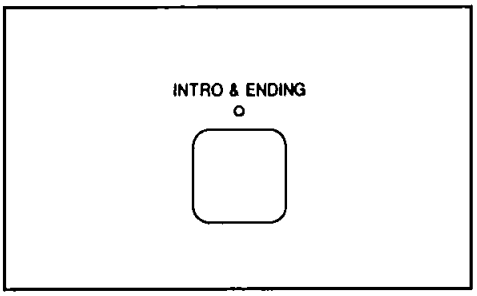


- The tempo is shown in the display as "♩=".



Insert an intro pattern.

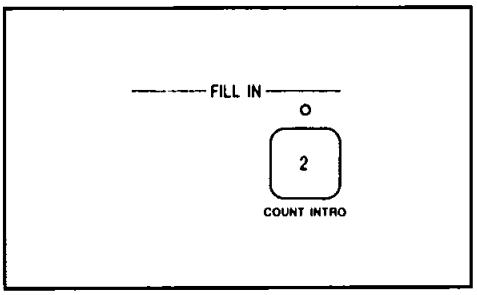
C To start your performance with an introduction, press the **INTRO & ENDING** button before starting the rhythm.



♪ An intro is played, after which the regular rhythm starts.

Insert a count.

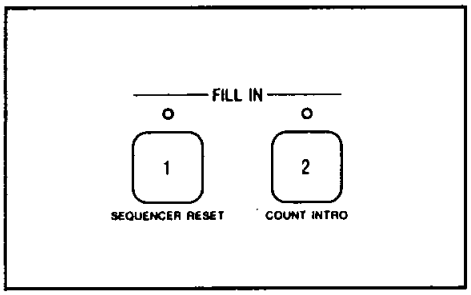
D With the rhythm stopped, turn on the **COUNT INTRO** button, and then press **START/STOP** to start the rhythm.



♪ A one-measure count is played, and then the regular rhythm begins.

Insert a fill-in pattern.

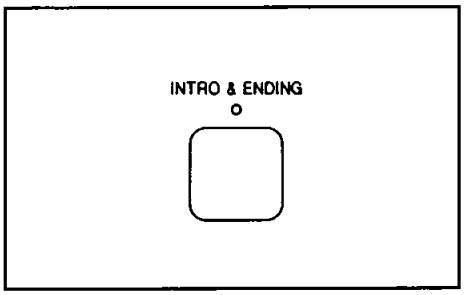
E While the preset rhythm pattern is playing, press either the **FILL IN 1** or **FILL IN 2** button.



♪ A fill-in pattern immediately starts to play.

Insert an ending pattern.

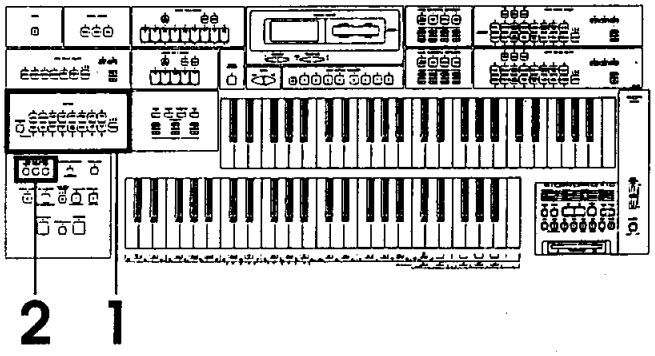
F While the rhythm is playing, press the **INTRO & ENDING** button.



♪ You will hear an ending pattern, and then the rhythm stops.

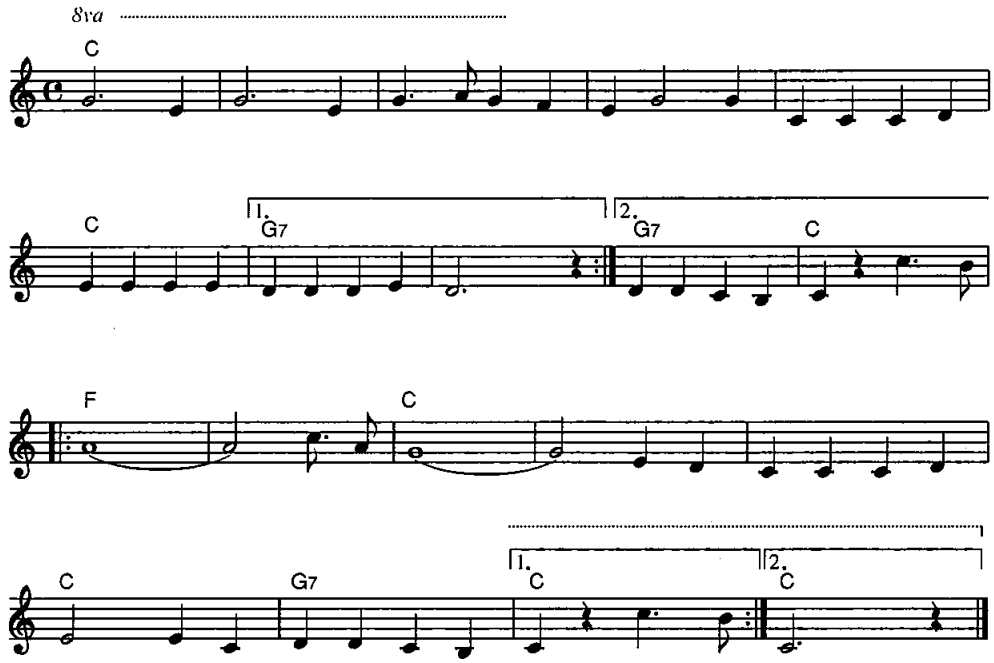
Automatic accompaniment

Use the AUTO PLAY CHORD

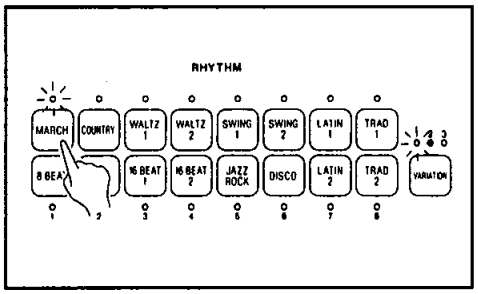


Use the **AUTO PLAY CHORD** with the following tune.

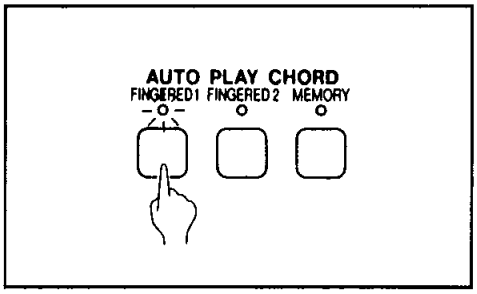
She Wore A Yellow Ribbon

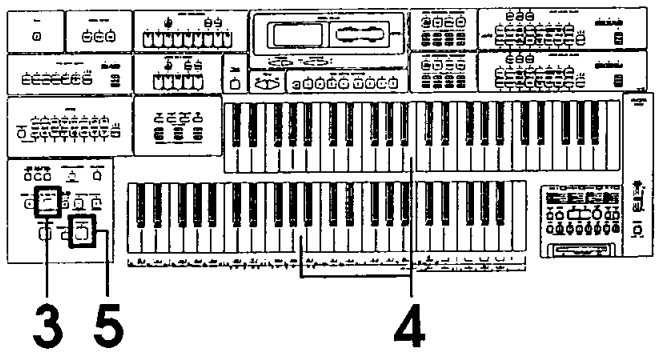


1 In the **RHYTHM** section, select the **MARCH** rhythm (**VARIATION 1**).

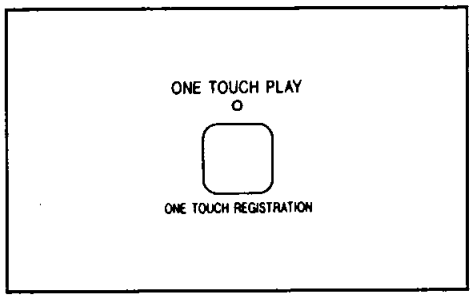


2 In the **AUTO PLAY CHORD** section, turn on the **FINGERED 1** button.





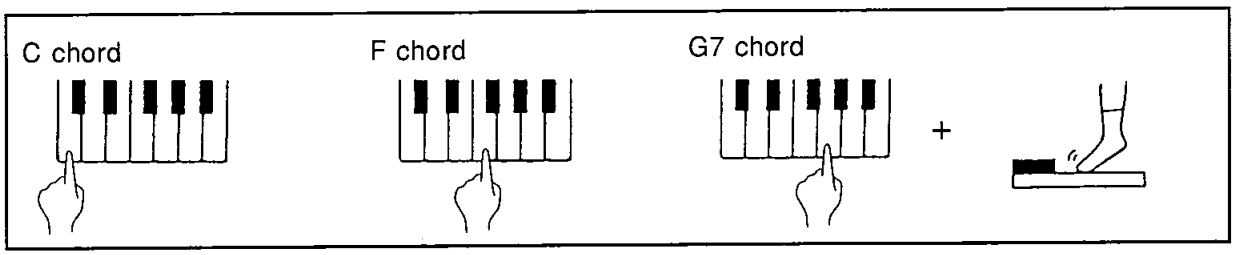
3 Press and hold the **ONE TOUCH PLAY** button until the indicator goes out.



4 Use your left hand to play the chords on the lower keyboard and your right hand to play the melody on the upper keyboard.

- Pressing a key on the lower keyboard will cause the automatic rhythm pattern to start playing (synchro start).
- Where C, G7 and F are indicated in the music score, you can play the lower keyboard and pedal keyboard as shown in the diagram below.

5 At the end of your performance, press the **START/STOP** button.



- In this example, you played chords by pressing the keys for the "root notes," but you can also specify the chord by playing all the notes in the chord. (Refer to page 35.)

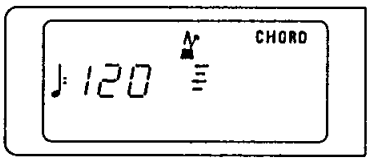
About the display

The **MUSICAL DISPLAY** is used to show the status of the instrument and to set various functions. There are two displays—one on the left and one on the right.

Left display

■ Normal performance display

On the normal display (that is, what you see when you are not using the special features, function-setting for example), you see the tempo of the rhythm.

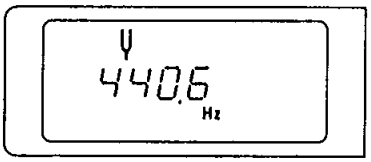


- When the automatic rhythm is playing, the metronome on the display begins moving and the beat is indicated by the horizontal bars.
- When a chord is played on the lower keyboard, the chord name is shown.

■ Function-setting display

When setting any of the various functions, the corresponding display appears.

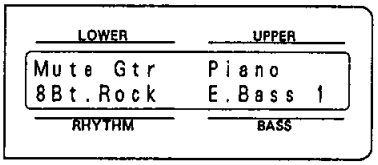
Example: When setting the **TUNING** function



Right display

■ Normal performance display

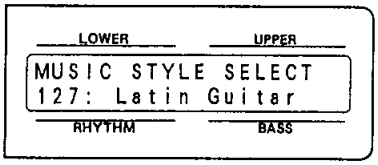
The sound currently selected on the **SOUND SELECT** and the currently selected rhythm are shown.



- When the sound or rhythm is changed, the name of the part and the full name of the selected sound or rhythm are shown for a short time on the display.

■ ONE TOUCH PLAY/MUSIC STYLE SELECT display

When the **ONE TOUCH PLAY/MUSIC STYLE SELECT** function is being used, the name of the style is shown.

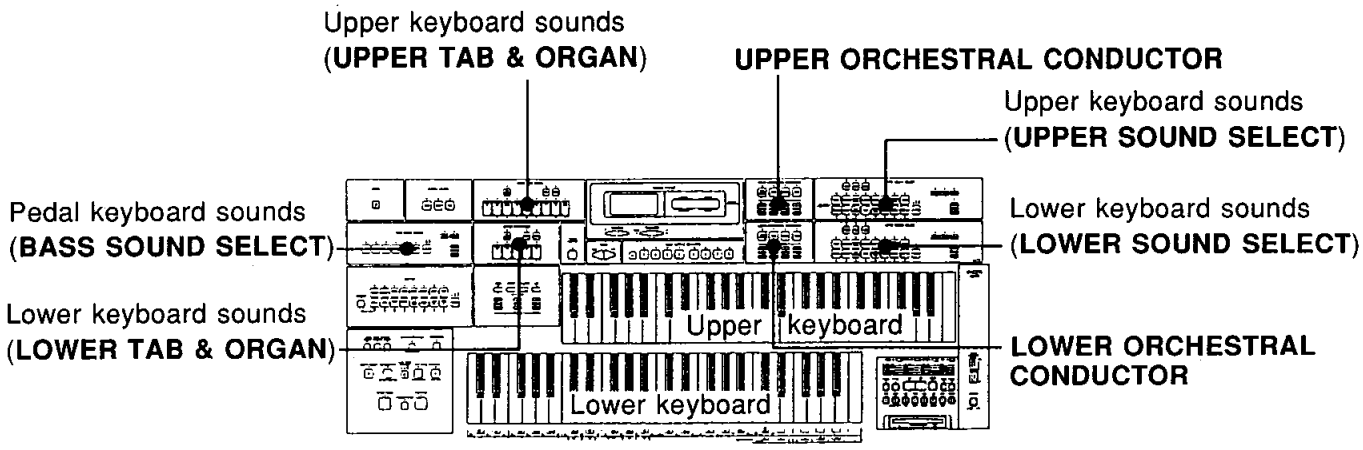


- The contrast of the display can be adjusted with the **CONTRAST** sliding control.

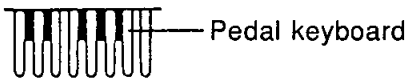
Part I Sounds and effects

How to select sounds

The sounds for the upper keyboard, lower keyboard and pedal keyboard are selected independently.

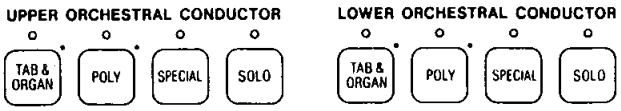


- The sounds for the upper and lower keyboards are divided into the **TAB & ORGAN**, **POLY**, **SPECIAL**, and **SOLO** parts. The **ORCHESTRAL CONDUCTOR** is used to assign the desired parts to the keyboards.



Orchestral Conductor

The desired part is assigned to the upper keyboard with the **UPPER ORCHESTRAL CONDUCTOR** buttons and to the lower keyboard with the **LOWER ORCHESTRAL CONDUCTOR** buttons.



- By assigning sounds to each part beforehand, you can easily select a different sound while you are playing simply by pressing a different **ORCHESTRAL CONDUCTOR** button.
- You can mix sounds by pressing two or more part buttons at the same time. (However, the **TAB & ORGAN** and **POLY** parts cannot be selected at the same time. Also, neither **SPECIAL** nor **SOLO** can be selected for both the upper and lower keyboard at the same time.)
- **SOLO** part sounds are monophonic, which means that only one **SOLO** note can be played at a time.

Number of notes which can be produced simultaneously for each keyboard

Upper keyboard	32 maximum (up to 8 simultaneously pressed keys can be input)
Lower keyboard	32 maximum (up to 8 simultaneously pressed keys can be input)
Pedal keyboard	1

- The maximum number of notes which can sound simultaneously for all parts combined is 32.

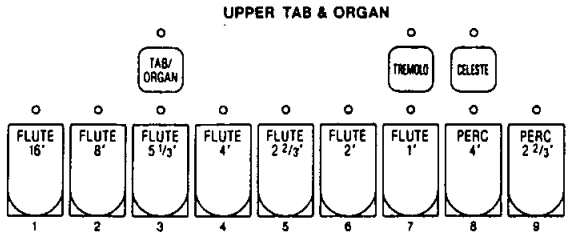
Upper keyboard sounds

Sounds are assigned to the upper keyboard parts with the **UPPER TAB & ORGAN** and **UPPER SOUND SELECT** buttons.

UPPER TAB & ORGAN

These are flute and organ sounds.

1. Select the desired flute sound or organ sound with the **UPPER TAB & ORGAN** buttons.



FLUTE sounds

The **FLUTE** sounds can be selected when the **TAB/ORGAN** button is off. **FLUTE** sounds can be freely combined.

- The numbers on the **FLUTE** buttons indicate the pitch of a rank of organ pipes. The bigger the number (or length of pipe), the lower the pitch. For example, pitches of 4' rank pipes sound one octave above those of 8' rank pipes, pitches of 16' rank pipes sound one octave below.
- **PERC** adds a tone with a fast initial attack to the **FLUTE** sounds; or it may be used alone. The effect is what you hear when a player strikes a piano key or plucks a banjo string.

ORGAN sounds

Organ sounds can be selected with the **FLUTE** buttons when the **TAB/ORGAN** button is on.

- Select the organ sound by referring to the numbers below the **FLUTE** buttons. Select from **1–9**.

2. In the **UPPER ORCHESTRAL CONDUCTOR**, press the **TAB & ORGAN** button to turn it on.

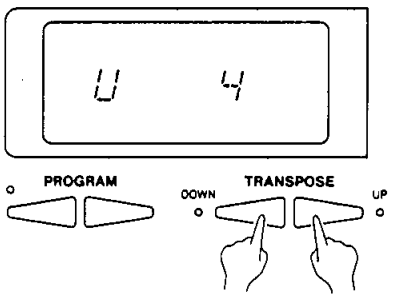
♪ Playing the upper keyboard will produce the selected **FLUTE** or **ORGAN** sound.

Reassigning organ sounds

You can assign organ sounds to the **FLUTE** buttons as desired.

1. Press and hold the **TAB/ORGAN** button (2 or 3 seconds).

2. Press the **FLUTE** button to which you wish to reassign the sound.
- The number of the organ sound currently assigned to the selected button appears on the display.



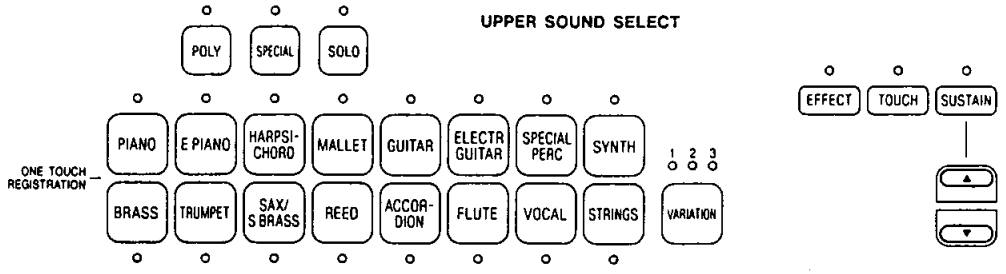
3. Use the **TRANSPOSE** buttons to specify the number of the organ sound you wish to assign to the selected button.
- Select from the following seventeen organ sounds.
  1–8 Jazz organ sounds
  9–12 Pipe organ sounds
  13–17 Entertainment organ sounds
  You can hear the organ sound of the specified number by pressing a key on the upper keyboard.

4. Repeat steps 2 and 3 if you wish to reassign organ sounds to the other **FLUTE** buttons.

5. When you have finished assigning the organ sounds, press the **TAB/ORGAN** button.

UPPER SOUND SELECT

Various instrument sounds, such as piano and strings, are preset in your organ.



1. In the **UPPER SOUND SELECT** section, select a part by pressing the **POLY**, **SPECIAL**, or **SOLO** button to turn it on.

SOLO
The **SOLO** sound is monophonic, which means that only one note can sound at a time. When only the **SOLO** part is selected for the upper keyboard, the **SOLO** sound is produced for the last key played.

When the **SOLO** part and another part are both selected for the upper keyboard, however, the **SOLO** sound is produced for the highest key played. This means that you can use the upper keyboard to play chords with your left hand and a **SOLO**-sound melody with your right hand, for example.

- If the interval between the highest note and the next lower note is more than one whole tone, the **SOLO** sound will not shift to the next lower key when the highest key is released.

2. Select a sound for the part by pressing an **UPPER SOUND SELECT** button.

VARIATION
Three variations are available for each sound. Use the **VARIATION** button to select the desired variation.

- A list of sounds can be found in the separate "Sound and Rhythm Guide" provided.
- The selected variation is memorized independently for each sound of each part. This means that once you select a variation number for a part and sound, the same number is recalled each time you select the same part and sound.

3. Repeat steps 1 and 2 to select the sound for the other part(s).

4. In the **UPPER ORCHESTRAL CONDUCTOR** section, turn on the **POLY**, **SPECIAL** or **SOLO** button.

♪ Playing the upper keyboard will produce the selected sound.

- You can change the sound assigned to the upper keyboard while you are playing, simply by selecting another part button. You can also mix sounds on a keyboard. (Refer to page 19.)

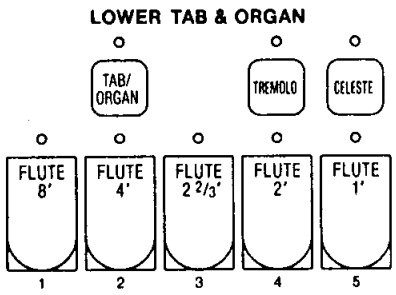
Lower keyboard sounds

Sounds are assigned to the lower keyboard parts with the **LOWER TAB & ORGAN** and **LOWER SOUND SELECT** buttons.

LOWER TAB & ORGAN

These are flute and organ sounds.

1. Select the desired flute sound or organ sound with the buttons in the **LOWER TAB & ORGAN** section.



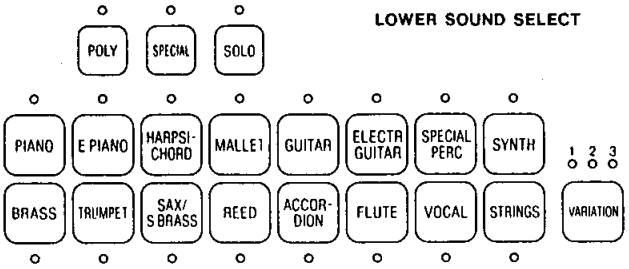
- The lower keyboard **TAB** and **ORGAN** sounds are selected in the same way as for the upper keyboard. (Refer to page 20.)
- You can assign organ sounds to the **ORGAN** buttons as desired the same as for the **UPPER TAB & ORGAN**. (Refer to page 20.)

2. In the **LOWER ORCHESTRAL CONDUCTOR**, press the **TAB & ORGAN** button to turn it on.

♪ Playing the lower keyboard will produce the selected **FLUTE** or **ORGAN** sound.

LOWER SOUND SELECT

The sounds for the lower keyboard are selected with the buttons in the **LOWER SOUND SELECT** section.

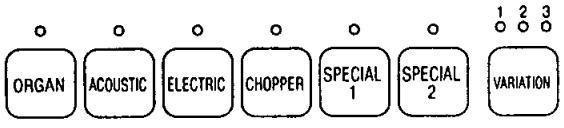


The sounds are selected in the same way as for the upper keyboard.

Pedal keyboard sounds

Sounds are assigned to the pedal keyboard with the **BASS SOUND SELECT** buttons.

Select the sound for the pedal keyboard with the **BASS SOUND SELECT** buttons.



VARIATION

Three variations are available for each **BASS** sound. Use the **VARIATION** button to select the desired variation.

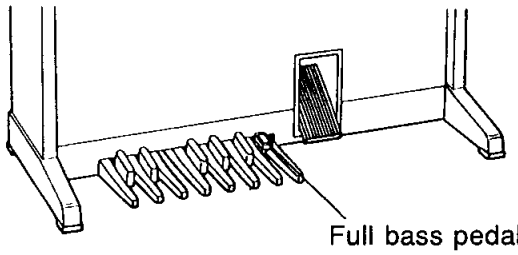
- You can hear the selected **BASS**-sound variation by playing the pedal keyboard.
- The variation is memorized independently for each **BASS** sound. Once a variation number is selected for a **BASS** sound, the same number is recalled each time you select that sound.

Full bass pedal

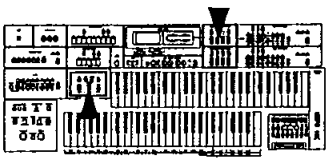
While the full bass pedal is pressed, the **BASS** note corresponding to the lowest note played on the lower keyboard is automatically produced. This means that you can produce **BASS** sounds without actually playing the pedal keyboard. The full bass pedal function is active only as long as the pedal is depressed.

The sounds produced are those selected by the buttons of the **BASS SOUND SELECT** section.

- The full bass pedal can be programmed so that playing the lower keyboard produces a **BASS** solo as long as the pedal is pressed. (Refer to page 58.)
- You can use the full bass pedal to turn other functions on and off. (Refer to page 58.)



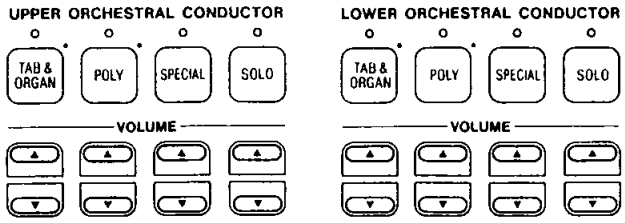
Balance



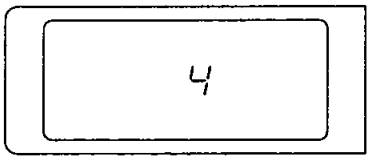
The volume of each part is adjusted separately.

Upper and lower keyboard volumes

The volumes of the upper keyboard parts are adjusted with the **VOLUME** buttons in the **UPPER ORCHESTRAL CONDUCTOR**, and of the lower keyboard parts with the **VOLUME** buttons in the **LOWER ORCHESTRAL CONDUCTOR**.



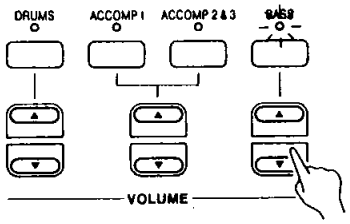
- Pressing the ▲ button increases the volume; pressing the ▼ button decreases the volume.
- The volume of the selected part is indicated on the display as a number from 0 (off) to 9 (maximum).



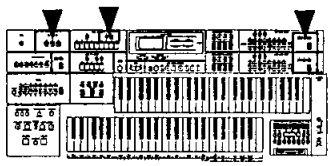
- The display automatically returns to the normal performance display after a few seconds.

Pedal keyboard volume

The pedal keyboard volume is adjusted with the **BASS** ▲, ▼ buttons in the **VOLUME** section.



- The volume is indicated on the display as a number from 0 to 9.
- The display automatically returns to the normal performance display after a few seconds.
- If the **BASS** button is turned off, the pedal keyboard sounds are not produced.



Effects

Various effects add character to the selected sound.

EFFECT

EFFECT gives the sound greater depth and breadth.

1. In the **UPPER** or **LOWER SOUND SELECT** section, turn on a part button.

2. Press the **EFFECT** button to turn it on.

♪ The effect is applied to the part you selected in step 1.

- If the **EFFECT** is turned on in the **BASS SOUND SELECT**, the effect works for the selected sound.
- This effect differs depending on the selected sound.

TOUCH

When the **TOUCH** effect is on, you control the volume by playing the keys harder or softer, as on a piano.

1. Turn on a part button.

2. Press the **TOUCH** button to turn it on.

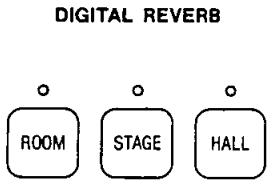
♪ The effect is applied to the part you selected in step 1.

- The level of this effect can also be set independently for each keyboard. (Refer to page 57.)
- The effect is not applied to the **TAB & ORGAN** and **BASS** parts.

DIGITAL REVERB

DIGITAL REVERB applies a reverberation effect to the sound of the whole organ, including the automatic rhythm sounds.

Press one of the **DIGITAL REVERB** buttons to turn it on.



- **ROOM** is the minimum, **STAGE** is the medium, and **HALL** is the maximum amount of this effect.
- The depth of the reverberation can be adjusted. (Refer to page 55.)

CELESTE

This is the beautiful wide effect of many instruments playing in unison. The **CELESTE** effect can be used with the upper and/or lower **TAB & ORGAN** sounds.

In the **UPPER TAB & ORGAN** or **LOWER TAB & ORGAN** section, turn on the **CELESTE** button.

♪ The **CELESTE** effect is applied to the respective **UPPER TAB & ORGAN** or **LOWER TAB & ORGAN** sounds.

TREMOLO

TREMOLO is a rapid oscillation in volume, producing the effect of a rotating speaker. The **TREMOLO** effect can be used with the upper and/or lower **TAB & ORGAN** sounds.

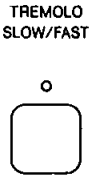
In the **UPPER TAB & ORGAN** or **LOWER TAB & ORGAN** section, turn on the **TREMOLO** button.

♪ The **TREMOLO** effect is applied to the respective **UPPER TAB & ORGAN** or **LOWER TAB & ORGAN** sounds.

TREMOLO SLOW/FAST

Choose from two tremolo speeds with the **TREMOLO SLOW/FAST** button.

- When this button is on, the speed is faster.
- The tremolo speed can be adjusted. (Refer to page 56.)



SUSTAIN

SUSTAIN is the gradual fading out of musical tones after the key is released.

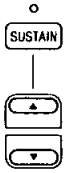
1. Turn on a part button.
2. Press the **SUSTAIN** button to turn it on.

♪ The effect is applied to the part you selected in step 1.

- If the **SUSTAIN** is turned on in the **BASS SOUND SELECT**, the sustain works for the selected sound.
- This effect differs depending on the selected sound.

Adjusting the sustain

The length of the sustain can be adjusted with the buttons below the **SUSTAIN** button.

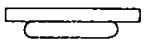
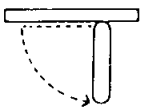
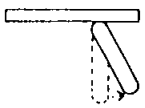


- Pressing the ▲ button increases the length of the sustain; pressing the ▼ button decreases it.
- The sustain length can be set to a value from 1 to 8, as indicated on the display.
- The display automatically returns to the normal performance display after a few seconds.

The **SUSTAIN** setting for the **POLY** part is also effective for the **TAB & ORGAN** sounds.

Knee lever

By turning the **SUSTAIN** function on beforehand, you can operate the knee lever located under the keyboards with your right knee to turn the **SUSTAIN** effect on and off quickly while you play.

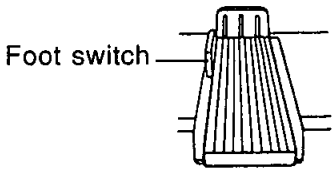
Knee lever	SUSTAIN effect (UPPER/LOWER)
 Raised position	**SUSTAIN** effect for each part is enabled/disabled according to the on/off status of the **SUSTAIN** buttons on the panel. (**SUSTAIN** cannot be applied to some sounds.)
 Lowered position (stand-by)	**SUSTAIN** effect is standing by for those parts whose **SUSTAIN** button is on.
 Pressed to the right (on)	**SUSTAIN** effect for each part is enabled/disabled according to the on/off status of the **SUSTAIN** buttons on the panel. (The **SUSTAIN** effect is applied to those parts for which it is selected.)

- You can use the knee lever to turn other functions on and off. (Refer to page 58.)

Glide control

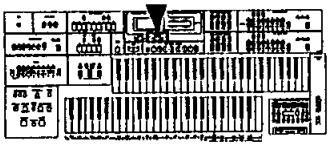
The foot switch, located on the left side of the expression pedal, is used as a glide control.

When pressed to the left with the side of your foot, it lowers the pitch of the organ about one half-tone. When released, the pitch returns to normal.



- A fast glide effect is applied when the foot switch is released quickly.
- The glide effect does not function for the lower keyboard and pedal keyboard sounds and for some other sounds.
- Other functions can be assigned to the foot switch. (Refer to page 58.)

Transpose

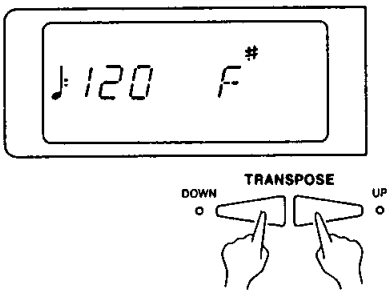


The **TRANSPOSE** buttons are used to change the key of the entire instrument in semi-tone steps across an entire octave.

Suppose you learn to play a song—in the key of C, for example—and decide you want to sing it, only to find it's either too high or too low for your voice. Your choice is to either learn the song all over again, in a different key, or to use the **TRANSPOSE** feature.

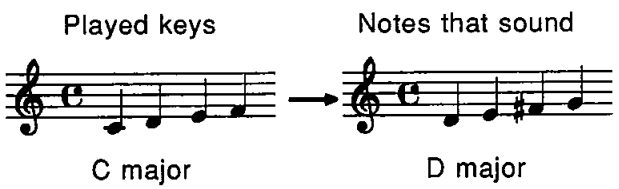
Adjust the key with the **UP** and **DOWN** buttons.

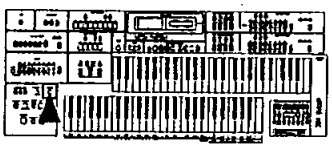
- The current key is indicated on the display.



- Each press of the **UP** button changes the key as follows: D♭ → D → E♭ → E → F → F♯. Each press of the **DOWN** button changes the key as follows: B → B♭ → A → A♭ → G.
- If the two buttons are pressed at the same time, the key returns to C.
- The **UP** or **DOWN** indicator lights when the corresponding button is pressed.
- The display automatically returns to the normal performance display after a few seconds.
- When the **TRANSPOSE** function is active, the C key will sound the note shown on the display.

Example: transposed to D

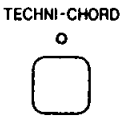




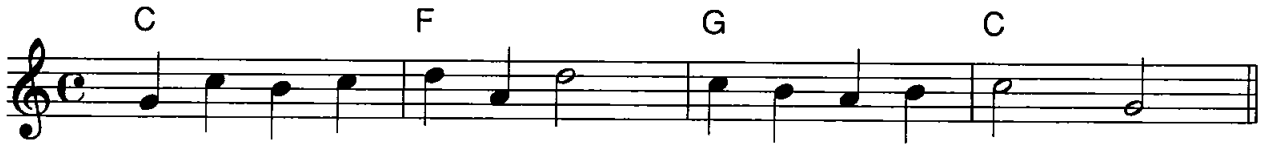
Techni-chord

TECHNI-CHORD transfers the chord notes you play on the lower keyboard to each melody note you play on the upper keyboard.

1. Press the **TECHNI-CHORD** button to turn it on.



2. Play the example below, playing the chords on the lower keyboard and the melody on the upper keyboard.



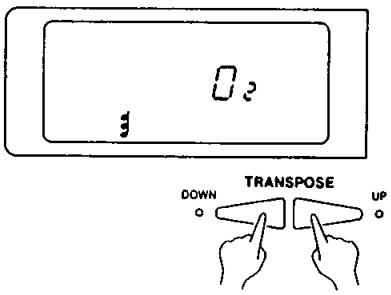
- **TECHNI-CHORD**s cannot be played using the lowest octave of the upper keyboard.
- **TECHNI-CHORD** also works with the **AUTO PLAY CHORD** feature (refer to page 34) for a more effective performance.

Harmony style

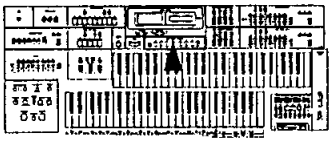
You can select the desired **TECHNI-CHORD** harmony style.

1. Press and hold the **TECHNI-CHORD** button until the display changes (2 or 3 seconds).
- The current harmony style is indicated on the display.

2. Use the **TRANSPOSE** buttons to select the desired harmony style: C (closed), O1 (open 1), O2 (open 2) or D (duet).



- The display automatically returns to the normal performance display after a few seconds.



Voice Setting Computer

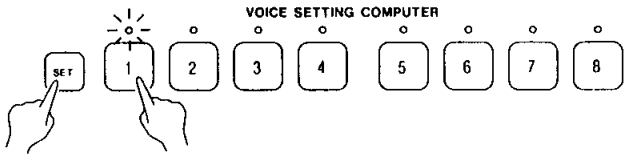
The **VOICE SETTING COMPUTER** allows you to change the panel settings of the entire organ at the touch of a single button.

There are 8 storable memories.

Example of storing the panel settings

1. Select the desired sounds, effects and volumes for each part, and assign the desired parts to the keyboards.

2. With the **SET** button held down, press the **1** button of the **VOICE SETTING COMPUTER**.



This procedure stores the current panel settings in **VOICE SETTING COMPUTER** location **1**.

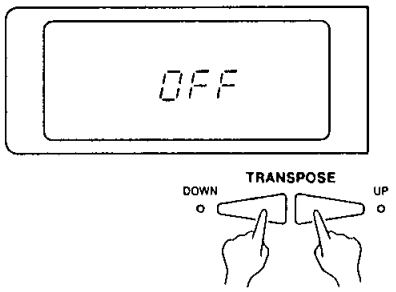
- To recall the stored settings, just press the corresponding numbered button. You can then manually change the sounds and effects, etc.; however, the memory contents in the **VOICE SETTING COMPUTER** remain unchanged until you store them again.
- When storing the panel settings in a numbered button, any previously stored settings are automatically replaced by the new ones.

Range of storable settings

You can select the range of settings which are stored in the **VOICE SETTING COMPUTER**.

1. Press and hold the **SET** button until the display changes.

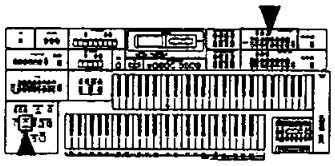
2. Use the **TRANSPOSE** buttons to select on or OFF.



Mode	Panel settings which are stored
OFF	Sounds, effects and volumes for each part, **TECHNI-CHORD** status, **ORCHESTRAL CONDUCTOR** settings
on	In addition to the above settings: **RHYTHM** selection, tempo setting, **AUTO PLAY CHORD** status

- The display automatically returns to the normal performance display after a few seconds.

One Touch Registration



With the **ONE TOUCH REGISTRATION** feature, the sounds, effects and volumes which match those you set for the upper keyboard are automatically set for the lower and pedal keyboards in seconds, and you are ready to play immediately.

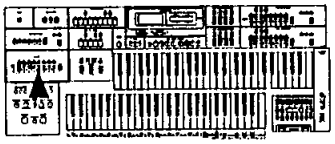
1. In the **UPPER SOUND SELECT** section, select the sound you want for the upper keyboard.

2. While pressing and holding the desired sound button, press the **ONE TOUCH REGISTRATION** button.

♪ The sound settings for the lower and pedal keyboards and the effect and volume settings change to those matching the upper keyboard sound.

- When the **ONE TOUCH REGISTRATION** function is used, the volumes for the automatic accompaniment (**ACCOMP**) become 0 and the accompaniment cannot be heard.
- The sound you choose in step 1 is unrelated to the **ORCHESTRAL CONDUCTOR** and **VARIATION** settings.

Part II Playing the rhythm

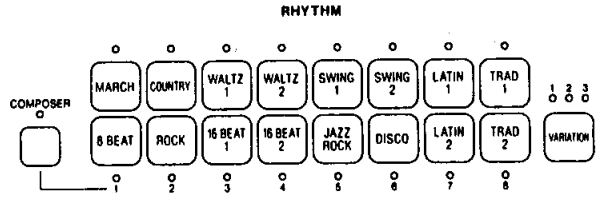


Rhythm

The **RHYTHM** section provides automatic performance of rhythm patterns with realistic percussion instrument sounds.

Select a rhythm

Select the desired rhythm pattern using the buttons in the **RHYTHM** section.



VARIATION

Three variations are available for each rhythm pattern. Use the **VARIATION** button to select the desired variation.

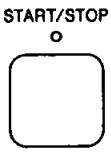
- A list of automatic rhythms can be found in the separate "Sound and Rhythm Guide" provided.
- The selected variation is memorized independently for each rhythm pattern. Once a variation number for a rhythm pattern is selected, the same number is recalled each time the same rhythm pattern is selected.

Start the rhythm

There are two ways to start the rhythm.

■ **Immediate rhythm start**

Press the **START/STOP** button to turn it on.

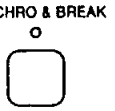


♪ The selected rhythm pattern immediately begins to play.

- The indicator flashes at the beginning of each measure.
- You can stop the rhythm by pressing the **START/STOP** button again to turn it off.

■ **Synchronized start**

1. Press the **SYNCHRO & BREAK** button to turn it on.



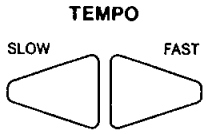
2. Play a key on the lower keyboard or pedal keyboard.

♪ The selected rhythm pattern begins to play.

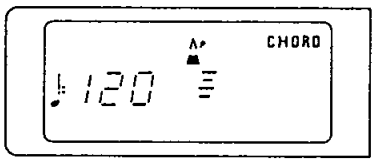
- You can stop the rhythm by pressing the **START/STOP** button.
- If the **AUTO PLAY CHORD** (explained later) is used, however, the rhythm cannot be started with the pedal keyboard.

Adjust the tempo

The tempo of the rhythm pattern is adjusted with the **TEMPO** buttons.



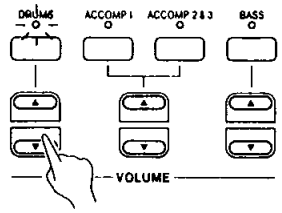
- The tempo increases each time the **FAST** button is pressed and decreases each time the **SLOW** button is pressed.
- The tempo is shown on the display as a numerical value (♩. = 40–300).



- Keep a button pressed to change the tempo continuously.
- If the two buttons are pressed at the same time, the tempo returns to the standard setting of 120.

Adjust the volume

The volume of the drums is adjusted with the **DRUMS** ▲, ▼ buttons in the **VOLUME** section.



- The volume is shown on the display as a numerical value from 0 (off) to 9 (maximum).
- If the **DRUMS** button is turned off, the drums sounds are not produced.

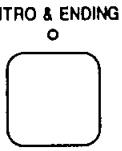
Playing the rhythm

Intro, fill-in and ending patterns matching each different rhythm pattern are permanently recorded in your instrument, thus allowing a versatile rhythm performance.

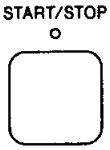
INTRO

Begin the rhythm performance with an intro pattern.

1. Press the **INTRO & ENDING** button to turn it on.



2. Press the **START/STOP** button to start the rhythm.

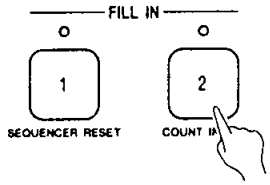


♪ An intro pattern is played, after which the normal rhythm pattern begins.

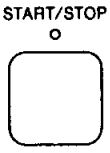
COUNT INTRO

You can begin the rhythm performance with a one-measure count.

1. Press the **COUNT INTRO** button to turn it on.



2. Press the **START/STOP** button to start the rhythm.



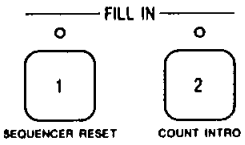
♪ A one-measure count is played, after which the normal rhythm pattern begins.

FILL IN

You can insert a fill-in pattern any time during the rhythm performance. Choose from two different fill-in patterns.

1. Select a rhythm and press the **START/STOP** button.

2. Press the **FILL IN 1** or **FILL IN 2** button.



♪ A fill-in pattern is heard immediately for the remainder of the measure.

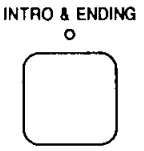
- When a **FILL IN** button is pressed on the last beat of the measure, the fill-in pattern continues to the end of the following measure.

ENDING

Finish the rhythm performance with an ending pattern.

1. Select a rhythm and press the **START/STOP** button.

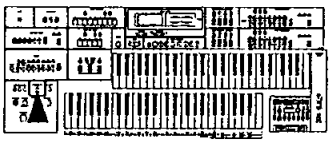
2. Press the **INTRO & ENDING** button.



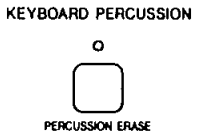
♪ An ending pattern is produced, and then the rhythm performance stops.

- If you accidentally press the **INTRO & ENDING** button in the middle of the tune, you can press the **FILL IN 1** or **FILL IN 2** button. The ending pattern stops, and a fill-in pattern is produced, after which the normal rhythm performance continues.

Keyboard Percussion



Press the **KEYBOARD PERCUSSION** button on to turn your lower keyboard into a whole band of percussion instruments and other special sounds.

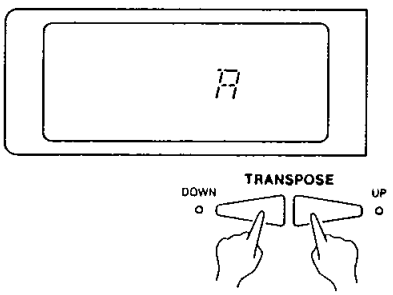


- Percussion instrument sounds are produced by the lower keyboard keys as indicated by the picture code below each key. (For further explanation, refer to the separate "Sound and Rhythm Guide" provided.)
- When the **KEYBOARD PERCUSSION** button is on, other sounds are not available for the lower keyboard.
- The **KEYBOARD PERCUSSION** volume is adjusted with the **DRUMS** buttons in the **VOLUME** section.

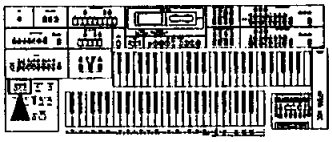
Drum kit

You can select the sounds in the **KEYBOARD PERCUSSION** which are appropriate for the musical style. Depending on the style, the nuance of the sounds changes even when the name of the percussion instrument is the same.

1. Press and hold the **KEYBOARD PERCUSSION** button until the display changes (2 or 3 seconds).
- The current drum kit style is shown on the display.



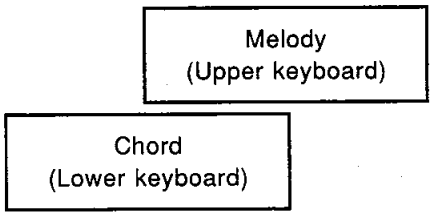
2. Use the **TRANSPOSE** buttons to select the desired drum kit type: R (rock), S (standard), E (electric) or HR (hard rock).
- The display automatically returns to the normal performance display after a few seconds.



Auto Play Chord

Simply by playing a key on the lower keyboard, the **AUTO PLAY CHORD** function automatically plays an accompaniment pattern on the lower keyboard and pedal keyboard which matches the selected rhythm.

How the AUTO PLAY CHORD works



♪ When an **AUTO PLAY CHORD** mode is selected, an automatic accompaniment which matches the rhythm you have chosen is played in the chord which you specify on the lower keyboard. You play the melody on the upper keyboard.

- The accompaniment pattern of the **AUTO PLAY CHORD** is composed of five parts: **DRUMS**, **BASS**, **ACCOMP 1**, **ACCOMP 2** and **ACCOMP 3**.

Playing the chords

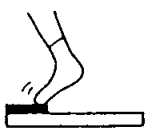
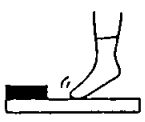
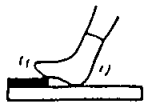
Choose from two ways of playing the chords—the one-finger mode and the fingered mode—with the **FINGERED 1** and **FINGERED 2** buttons.

■ **One-finger mode**
(When the **FINGERED 1** button is on.)

Press a key on the lower keyboard. A major chord can be played just by pressing its root note key on the lower keyboard.

Example: C chord

Minor, seventh and minor seventh chords are also easily produced.

minor chord	seventh chord	minor seventh chord
Play the root note on the lower keyboard and any black pedal.	Play the root note on the lower keyboard and any white pedal.	Play the root note on the lower keyboard and any black pedal and white pedal at the same time.
		

■ **Fingered mode**
(When the **FINGERED 1** or **FINGERED 2** button is on.)

Specify the chord by playing all the notes in the chord on the lower keyboard.

Example: C chord

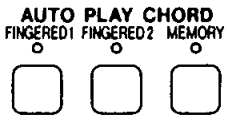
- The **AUTO PLAY CHORD** can identify 24 chord types. For example: C, C7, CM7, Caug, Cm, Cm7, Cdim7, Cm7♭5, CmM7, C7sus4.
- If a pedal is pressed while you are playing a chord in the fingered mode, only the bass pattern is produced in the key of the pressed pedal, thus making it possible to play chords such as D^{onC}.
- If you specify a chord on the lower keyboard when the automatic rhythm is on, an accompaniment pattern is produced even when the automatic accompaniment is off. If you do not want an accompaniment pattern, turn off the **ACCOMP** buttons in the **VOLUME** section. (Refer to page 36.)

How to use the AUTO PLAY CHORD

Play an automatic accompaniment by using the **AUTO PLAY CHORD**.

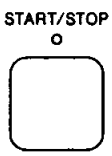
1. Select a rhythm, and select the desired sounds and effects for the upper and lower keyboards.

2. In the **AUTO PLAY CHORD** section, press either the **FINGERED 1** or **FINGERED 2** button to turn it on.



- When the **FINGERED 1** button is on, you can play either one-finger chords or fingered chords. When the **FINGERED 2** button is on, only fingered chords are played.

3. Press the **START/STOP** button to start the automatic rhythm.



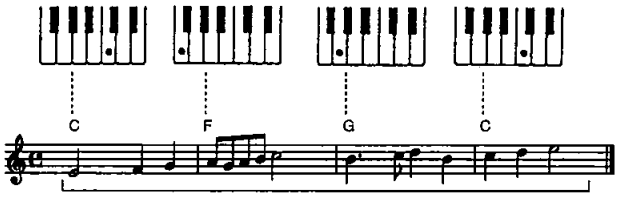
- Adjust the tempo with the **TEMPO** buttons.

4. Specify the chord on the lower keyboard.

♪ An accompaniment pattern in the specified chord begins to play. Play the melody on the upper keyboard.

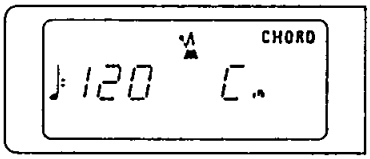
- Here is an example of how to play a one-finger accompaniment.

Left hand (Lower keyboard)



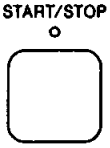
Play the melody with your right hand. (Upper keyboard)

- The name of the specified chord is shown on the display.



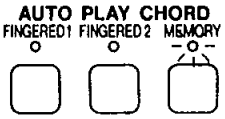
- When you use **FILL IN**, **INTRO** or **ENDING**, the automatic accompaniment is also used in these patterns.

5. To stop the automatic accompaniment, press the **START/STOP** button.



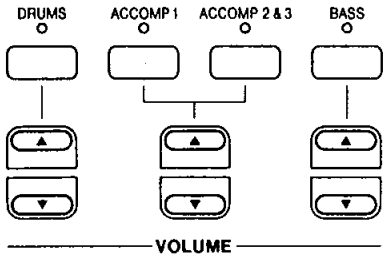
MEMORY button

When the **MEMORY** button is on, even when the lower keyboard keys are released, the chord is memorized and the accompaniment continues to play until you specify another chord.



Adjust the volume

The volume for each part is adjusted with the respective **DRUMS**, **ACCOMP** or **BASS** ▲, ▼ buttons in the **VOLUME** section.



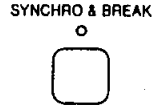
- While you are adjusting the volume for a part, the volume is indicated on the display as a number from 0 (off) to 9 (maximum). A few seconds after you finish adjusting the volume, the display returns to the previous display.
- The **ACCOMP 1** and **ACCOMP 2&3** buttons are used to turn on or off the respective parts.
- The volumes for the **ACCOMP 1**, **2** and **3** parts can be adjusted independently. (Refer to page 55.)

Break function

With the break function, the rhythm stops when the lower keyboard keys are released. When the keys are pressed again, the rhythm starts from the first beat of the measure.

1. Turn on either the **FINGERED 1** or **FINGERED 2** button.
- The **MEMORY** button should be off.

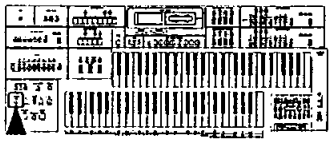
2. Turn on the **SYNCHRO & BREAK** button.



3. Specify a chord on the lower keyboard.
♪ The automatic accompaniment begins to play (synchronized start).

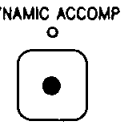
4. Release the lower keyboard keys.
♪ The automatic accompaniment stops. When the keys are pressed again, the rhythm starts from the first beat of the measure.

Dynamic Accomp



DYNAMIC ACCOMP is a function which changes each accompaniment pattern of the **AUTO PLAY CHORD**.

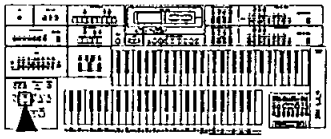
1. Turn on the **DYNAMIC ACCOMP** button.



2. Play the keyboard in one of the **AUTO PLAY CHORD** modes.

♪ Depending on the condition of the performance, each accompaniment part changes.

One Touch Play



With the **ONE TOUCH PLAY** feature, the sounds and effects, etc. matching the selected rhythm are easily set in seconds and you are ready to play immediately.

1. Select a rhythm pattern with the **RHYTHM** buttons.
- Do not select a **COMPOSER** rhythm pattern.

2. Press and hold the **ONE TOUCH PLAY** button until the indicator light goes out.

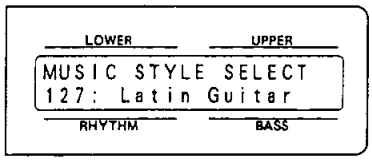
♪ The **FINGERED 1** or **FINGERED 2** button and the **SYNCHRO & BREAK** button are automatically turned on. When a chord is specified on the lower keyboard, the automatic accompaniment begins to play immediately.

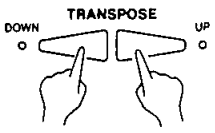
Music Style Select

With this feature, all the keyboard settings, including the sounds, effects and rhythm, are set according to the selected music style.

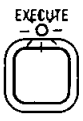
1. Press the **ONE TOUCH PLAY** button momentarily.

2. Select the music style with the **TRANSPOSE** buttons.

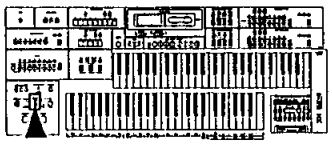




3. Press the **EXECUTE** button.



♪ The **FINGERED 1** or **FINGERED 2** button and the **SYNCHRO & BREAK** button are automatically turned on. When a chord is specified on the lower keyboard, the automatic accompaniment begins to play immediately.
- For details concerning the music styles, please refer to the separate "Sound and Rhythm Guide" provided.



Music Style Arranger

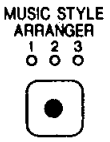
The **MUSIC STYLE ARRANGER** feature changes the sound and rhythm pattern automatically during your performance with the press of a button. You can change the arrangement depending on the atmosphere and feeling of the music to produce a varied and more interesting performance.

How to use the MUSIC STYLE ARRANGER

1. Select a rhythm pattern with the **RHYTHM** buttons.
- Do not select a **COMPOSER** rhythm pattern.

2. Press the **MUSIC STYLE ARRANGER** button to select the style (**1**, **2** or **3**) you want at the beginning of your performance.

1: Simple pattern
2: Normal pattern
3: Flashy pattern

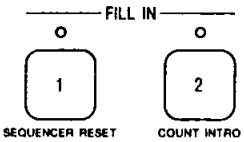


- Each the time **MUSIC STYLE ARRANGER** button is pressed, the style indication changes as follows: **1** → **2** → **3** → off.

♪ The panel settings change according to the selected rhythm and music style. The **FINGERED 1** or **FINGERED 2** button and the **SYNCHRO & BREAK** button are automatically turned on. When a chord is specified on the lower keyboard, the automatic accompaniment begins to play immediately.

How to change the music style during your performance

While you are playing the organ with the **MUSIC STYLE ARRANGER** on, press the **FILL IN 1** or **2** button.



- Each time the **1** button is pressed, the **FILL IN 1** pattern plays, and then the music style changes in the **3** → **2** → **1** order. And each time the **2** button is pressed, the **FILL IN 2** pattern plays, and then the style changes in the **1** → **2** → **3** order.

Define the settings which change

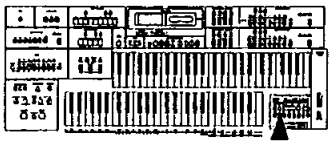
You can define which panel settings change when the **MUSIC STYLE ARRANGER** is used.

1. Press the **MUSIC STYLE ARRANGER** button until the display changes (2 or 3 seconds).

2. Use the **TRANSPOSE** buttons to select the desired mode.

Snd : Only the sound changes when a **FILL IN** button is pressed during a performance.
Snd-r: Both the sound and rhythm change.
rhy : Only the rhythm changes.

- The display automatically returns to the normal performance display after a few seconds.

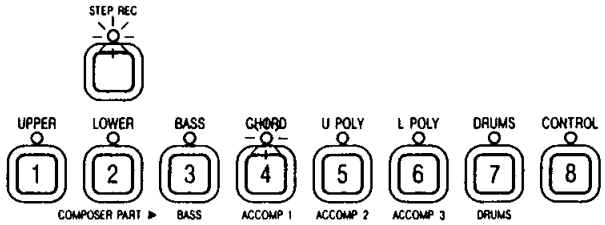


Storing a chord progression

You can store the chord progression for an entire song with the **STEP RECORD** feature. When you play back the stored progression with the **AUTO PLAY CHORD**, even if you do not specify the chords on the lower keyboard, the chords change automatically.

STEP RECORD

1. Turn on the **STEP REC** button, and press the **CHORD** button.

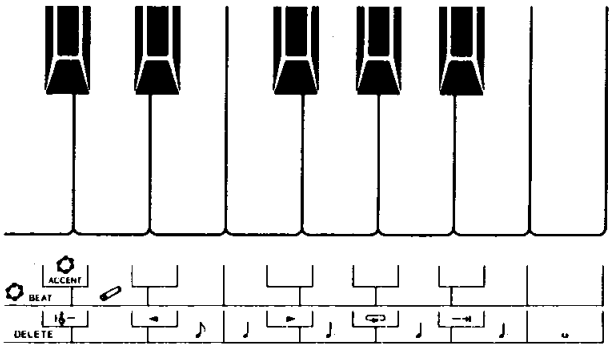


- The indicator for the **CHORD** button flashes.

2. On the lower keyboard, press and hold the keys for the first chord you wish to record.

3. While holding the chord keys, use the **STEP RECORD** keys at the right end of the lower keyboard to specify the length of the chord.

<STEP RECORD Keys>



Note value keys

- Press to store a whole note.
- Press to store a dotted half-note.
- Press to store a half-note.
- Press to store a dotted quarter-note.
- Press to store a quarter-note.
- Press to store an eighth-note.

Reset key

Press to being storing from the beginning.

Correction keys

◄ Press once to move back one chord.

► Press once to move forward one chord.

DELETE Erase the stored chord.

- Hold down the **DELETE** key and press the End key to erase the entire chord progression.

Repeat key

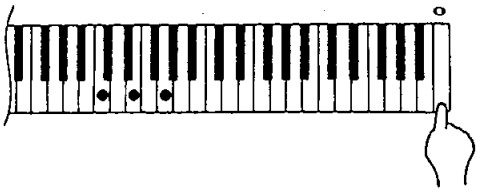
Press to complete storage and specify automatic repeat playback of the stored progression.

End key

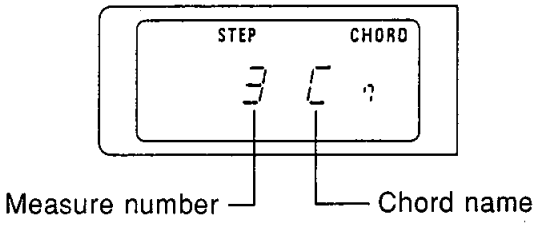
Press after the whole chord progression has been stored.

Example of storing a chord

Record a C major chord of 𝅝 length.



- A "beep" tone indicates that the chord has been successfully stored.
- If a **FILL IN** button, the **COUNT INTRO** or **INTRO & ENDING** button is pressed, the respective pattern is stored at that point. (An intro or count can be stored only at the beginning of the first measure.)
- The chord name and measure number are shown on the display.



4. Repeat steps 2 and 3 to record the remaining chords.
- To return to the first measure, press the Reset key.

5. When you have completed storing the chord progression, press the End key.
- For repeat play during playback, press the Repeat key.

The following chords can be stored (C is given as an example): C, Cm, C7, Cm7$^{\flat 5}$, CmM7, Csus4, Cm7, CM7, Caug, Cdim.

- If a chord other than these is played, the chord in this group which is most closely related is stored.

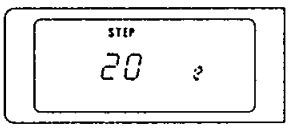
The panel settings (sounds, rhythm, etc.) which are in effect when recording begins are also stored.

Correcting the chord progression

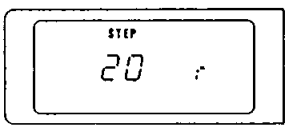
To correct or modify the recorded chord progression, use the Correction keys (▶ , ◀) to locate the data you wish to change.

How chord progression data is indicated:

- Chord data: The chord name is indicated on the display. Positions at which there is no chord stored are displayed as _ .
- **INTRO** data: The **INTRO & ENDING** indicator flashes slowly.
- **COUNT INTRO** data: The **COUNT INTRO** (**FILL IN 2**) indicator flashes slowly.
- **ENDING** data: The **INTRO & ENDING** indicator flashes rapidly.
- **FILL IN** data: The **FILL IN 1** or **2** indicator flashes rapidly.
- End/repeat data: This data is indicated on the display as follows:



End

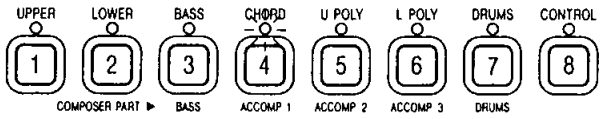


Repeat

- When the **DELETE** key is pressed, the recorded contents at the current position are erased.
- When you hold down the **DELETE** key and press the End key, the entire chord progression is erased.
- When an **INTRO** or **COUNT INTRO** is stored, the measure number is incremented by the number of measures in the intro.
- To include the automatic accompaniment in the **INTRO** or **ENDING**, while pressing and holding the keys for the chord, press the respective button.

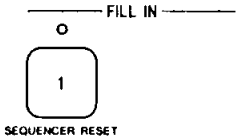
Playing back the chord progression

1. Confirm that the **CHORD** button is on.

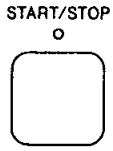


- If it is off, press it to turn it on.

2. Press the **SEQUENCER RESET** button.



3. Press the **START/STOP** button.

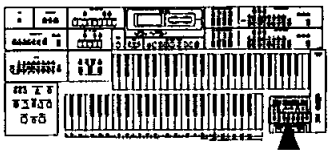


♪ The **AUTO PLAY CHORD** begins to play following the stored chord progression.

Part III Sequencer

The **SEQUENCER** stores your entire performance—melody and accompaniment, sound and panel setting changes, even changes in the rhythm—for completely automatic playback whenever you desire.

An example of recording in the SEQUENCER



Follow these step-by-step instructions to record the following example in the **SEQUENCER**.

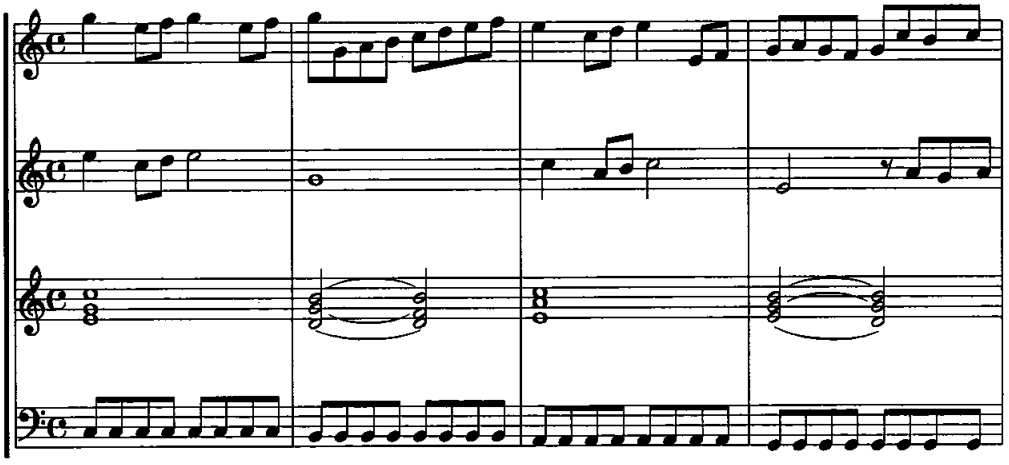
RHYTHM = **16 BEAT 1** ♩ = 120

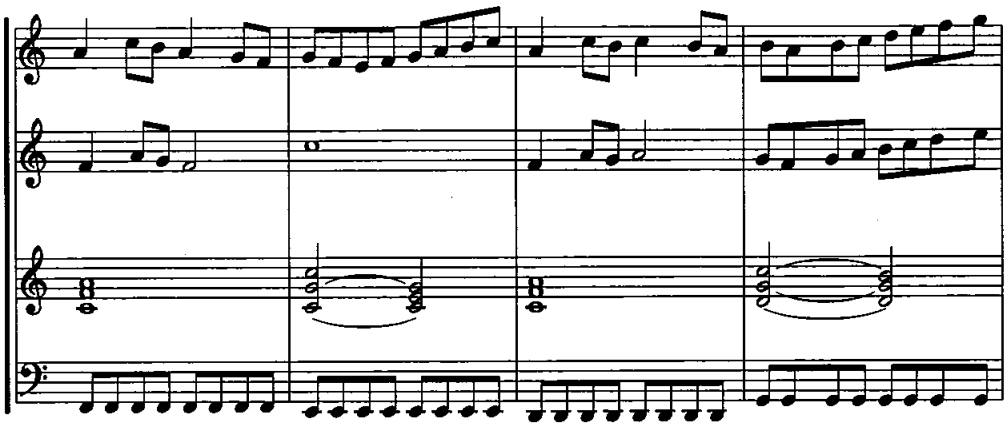
Melody 1 **(UPPER SPECIAL) <STRINGS>**

Melody 2 **(UPPER POLY) <PIANO>**

LOWER **<ORGAN 1>**

BASS **<ELECTRIC>**

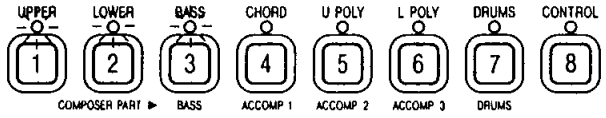




- Set up your organ with the rhythm and tempo indicated above. Select the sounds and effects for each part.
- Turn on the **INTRO & ENDING** or **COUNT INTRO** button to begin the performance with an **INTRO** or **COUNT**.

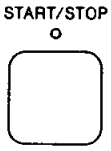
1. Turn on the **SEQUENCER REC** button.

2. Turn on the **UPPER** button, then **LOWER**, and finally the **BASS** button.



- The indicators flash.
- The current panel settings are stored. During playback, the stored panel settings are recalled when the **SEQUENCER RESET** button is pressed.

3. Press the **START/STOP** button, and play the upper keyboard (Melody 1), lower keyboard and pedal keyboard.



- If the rhythm is not on, recording begins when a keyboard is played.

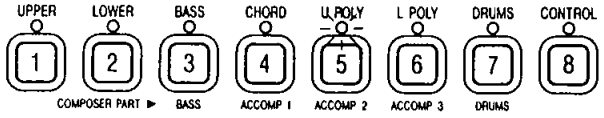
4. When you have finished playing, turn off the **SEQUENCER REC** button.

Multi-track recording

While listening to the performance already recorded, play and record the Melody 2 part.

1. Turn on the **SEQUENCER REC** button.
- Confirm that the **UPPER**, **LOWER** and **BASS** indicators (the parts already recorded) are lit.

2. Turn on the **U POLY** button.



- The **U POLY** indicator flashes.

3. Press the **START/STOP** button.

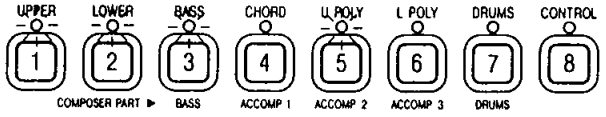
♪ The parts already recorded are played back.

4. While listening to the already-recorded parts, play Melody 2 on the upper keyboard.

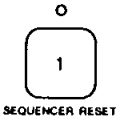
5. When you have finished playing, turn off the **SEQUENCER REC** button.

Playback

1. Confirm that the indicators for the recorded parts are lit.

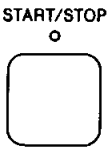


2. Press the **SEQUENCER RESET** button.



- The **SEQUENCER** returns to the beginning of the song and the beginning panel settings are recalled.

3. Press the **START/STOP** button.



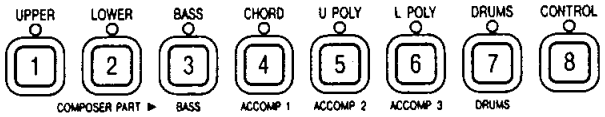
♪ The recorded performance is played back.
- Adjust the tempo with the **TEMPO** buttons. You can record at a slow speed and play back at a higher speed without changing the pitch.

If you begin recording a part for which data has already been recorded, the previously stored contents of the song are erased. To record a new song, use the **SONG CLEAR** or **TRACK CLEAR** procedure (refer to page 45) to first erase any data in the tracks.

If you wish to preserve the recorded contents, please read the section on "Preserving the SEQUENCER contents" on page 45.

SEQUENCER parts

The **SEQUENCER** has 8 tracks. This means that you can store each part separately and then play them back together for an ensemble performance.



The following summary explains what is stored in each **SEQUENCER** part.

Track number	Part	Used for	Recorded contents
1	**UPPER**	Recording the upper keyboard performance	• Selected sounds and effects for all upper keyboard parts • **UPPER ORCHESTRAL CONDUCTOR** status • **START/STOP** on/off • **INTRO & ENDING** on • **FILL IN** on • Glide operation
2	**LOWER**	Recording the lower keyboard performance	• Selected sounds and effects for all lower keyboard parts • **LOWER ORCHESTRAL CONDUCTOR** status • **START/STOP** on/off • **INTRO & ENDING** on • **FILL IN** on
3	**BASS**	Recording the pedal keyboard performance (including a performance with the full bass pedal)	• Selected sound and effects for the pedal keyboard • **START/STOP** on/off • **INTRO & ENDING** on • **FILL IN** on
4	**CHORD**	Recording the chord progression for the **AUTO PLAY CHORD**	• (Explanation on page 39)
5	**U POLY**	Recording the **POLY** part performance on the upper keyboard	• Selected sound and effects for the upper **POLY** part • **START/STOP** on/off • **INTRO & ENDING** on • **FILL IN** on
6	**L POLY**	Recording the **POLY** part performance on the lower keyboard	• Selected sound and effects for the lower **POLY** part • **START/STOP** on/off • **INTRO & ENDING** on • **FILL IN** on
7	**DRUMS**	Recording the **KEYBOARD PERCUSSION** performance	• **START/STOP** on/off • **INTRO & ENDING** on • **FILL IN** on
8	**CONTROL**	Recording the status of various panel buttons	• Volume of each part • Selection changes in the **RHYTHM** • Tempo setting and changes • **TRANSPOSE** status • Selection changes in the **VOICE SETTING COMPUTER** • **START/STOP** on/off • **INTRO & ENDING** on • **FILL IN** on • Glide operation • Expression pedal operation*

* The expression pedal data are automatically stored at the beginning of the recording. During playback, if the expression pedal is moved substantially, the stored expression data is canceled and manual operation takes priority.

- Each part is already assigned to a track number, but you can assign parts to tracks as desired. (Refer to page 46.)

Maximum number of notes which can sound simultaneously

Upper keyboard parts	32 maximum (up to 8 simultaneously pressed keys can be input)
Lower keyboard parts	32 maximum (up to 8 simultaneously pressed keys can be input)
ACCOMP parts	4/part
DRUMS	6
BASS	1

- The maximum number of notes which can sound simultaneously for all parts combined is 32.
- The **ACCOMP** parts are selected with the **TRACK ASSIGN** function. (Refer to page 46.)

Memory capacity

Expressed in terms of notes, the total number of notes which can be recorded in all the **SEQUENCER** parts is about 6000. When the remaining memory becomes 20% or less, the remaining memory is indicated by % on the display.

- When an error tone sounds and the FULL message appears on the display, the memory is full and no more data can be stored in the **SEQUENCER**.

Preserving the SEQUENCER contents

The recorded contents remain in the **SEQUENCER** memory for about one week after the **POWER** is turned off.

- When the Digital Disk Recorder is used, up to 20 performances can be stored on each floppy disk. (Refer to page 59.)

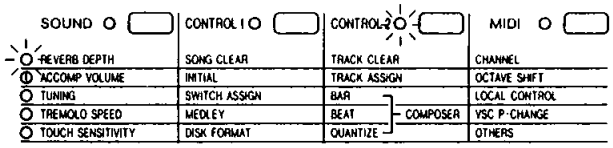
Erasing the performance

The recorded contents of the **SEQUENCER** can be erased track-by-track (**TRACK CLEAR**) or all at once (**SONG CLEAR**).

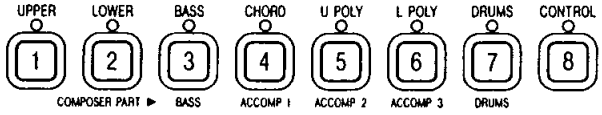
TRACK CLEAR

Erase the recorded contents from specific tracks.

1. Press the **CONTROL 2** button to select **TRACK CLEAR**.



2. Press the part button for the part you wish to erase.



- The indicator for the selected part flashes.

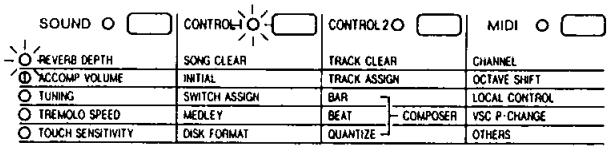
3. Press the **EXECUTE** button.

- The contents are erased from the specified tracks.

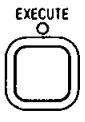
SONG CLEAR

Erase the recorded contents from all the tracks.

1. Press the **CONTROL 1** button to select **SONG CLEAR**.



2. Press the **EXECUTE** button.



- The contents are erased from all the tracks.

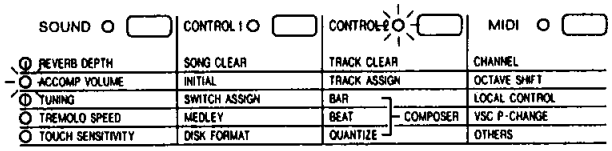
Assigning parts to tracks

Each **SEQUENCER** part is already assigned to a track number, as indicated beneath the numbered part buttons. However, you can use the **TRACK ASSIGN** function to assign parts to tracks as you wish.

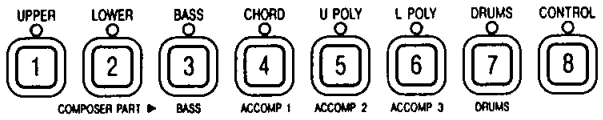
TRACK ASSIGN

Change the part assigned to a specific track.

1. Press the **CONTROL 2** button the number of times necessary to select **TRACK ASSIGN**.

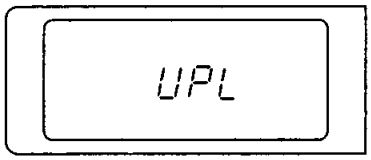


2. Press the numbered button to specify the track number you wish to reassign.



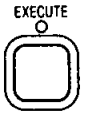
- The indicator for the selected part flashes.

3. Use the **TRANSPOSE** buttons to display the part you wish assigned to the specified track number.



- Select one of the following parts: **UPPER** (U), **LOWER** (L), **UPPER POLY** (UPL), **UPPER SPECIAL** (USP), **UPPER SOLO** (USL), **LOWER POLY** (LPL), **LOWER SPECIAL** (LSP), **LOWER SOLO** (LSL), **ACCOMP 1** (AC1), **ACCOMP 2** (AC2), **ACCOMP 3** (AC3), **BASS** (bAS), **DRUMS** (dr), **CHORD** (CHD), **CONTROL** (CtL), **RHYTHM** (rhy).
- The **RHYTHM** part is for recording rhythm selection changes. (Refer to the following section.)
- Except for the **CONTROL**, **CHORD** and **RHYTHM** parts, you can assign one part to more than one track.

4. Press the **EXECUTE** button.



5. Repeat steps 2–4 for reassigning other parts to tracks, if desired.

6. When you have completed making the settings, press the **CONTROL 2** button and hold it until all the indicators are off.

About the RHYTHM track

You can record various rhythm data in the track to which you assign the **RHYTHM** part.

1. Turn on the **STEP REC** button.

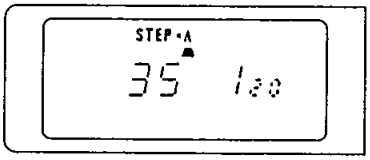
2. Press the button for the track to which you assigned the **RHYTHM** part.
- The measure number at the current position is shown on the display.

3. Use the **STEP RECORD** Correction keys on the lower keyboard (▶, ◀) to find the measure you wish to change, and press the button for the item you wish to record.
- You can record **START/STOP**, **COUNT INTRO**, **INTRO & ENDING**, **FILL IN 1** and **2**, selection changes in the **RHYTHM**, and the tempo setting.
- Be sure to press the **START/STOP** button in the measure where the automatic rhythm is to start.
- To insert an **INTRO**, press the **INTRO & ENDING** button before pressing the **START/STOP** button.

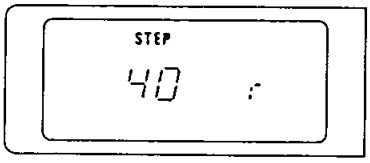
Rhythm data

By using the Correction keys to move through the measures, you can search for specific rhythm data. Rhythm data is indicated as follows:

- **START** data: The **START/STOP** indicator flashes rapidly.
- **STOP** data: The **START/STOP** indicator flashes slowly.
- **INTRO** data: The **INTRO & ENDING** indicator flashes slowly.
- **COUNT INTRO** data: The **COUNT INTRO** (**FILL IN 2**) indicator flashes slowly.
- **ENDING** data: The **INTRO & ENDING** indicator flashes rapidly.
- **FILL IN** data: The **FILL IN 1** or **2** indicator flashes.
- Tempo data: This data is indicated on the display as follows:



- Repeat data: This data is indicated on the display as follows:



- When the **DELETE** key is pressed, the recorded contents at the current position are erased.
- When you hold down the **DELETE** key and press the End key, the entire recorded contents of the track are erased.

4. When you have completed making changes, turn off the **STEP REC** button.

Error messages

The following messages on the display indicate that a mistake has been made in using the **SEQUENCER** functions.

SEQ Er : The data cannot be read.

Err 16 : You attempted to change rhythm data which would change the time signature of the recorded performance.

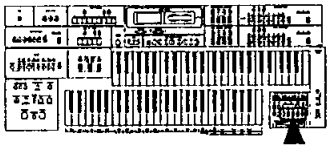
Err 17 : You attempted to delete rhythm data which would change the time signature of the recorded performance.

Err 18 : You attempted to insert rhythm data which would change the time signature of the recorded performance.

Part IV Composer

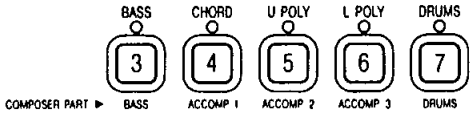
With the **COMPOSER** feature, you create and store up to 8 original rhythm patterns, just like the preprogrammed repeating patterns in the **RHYTHM** section.

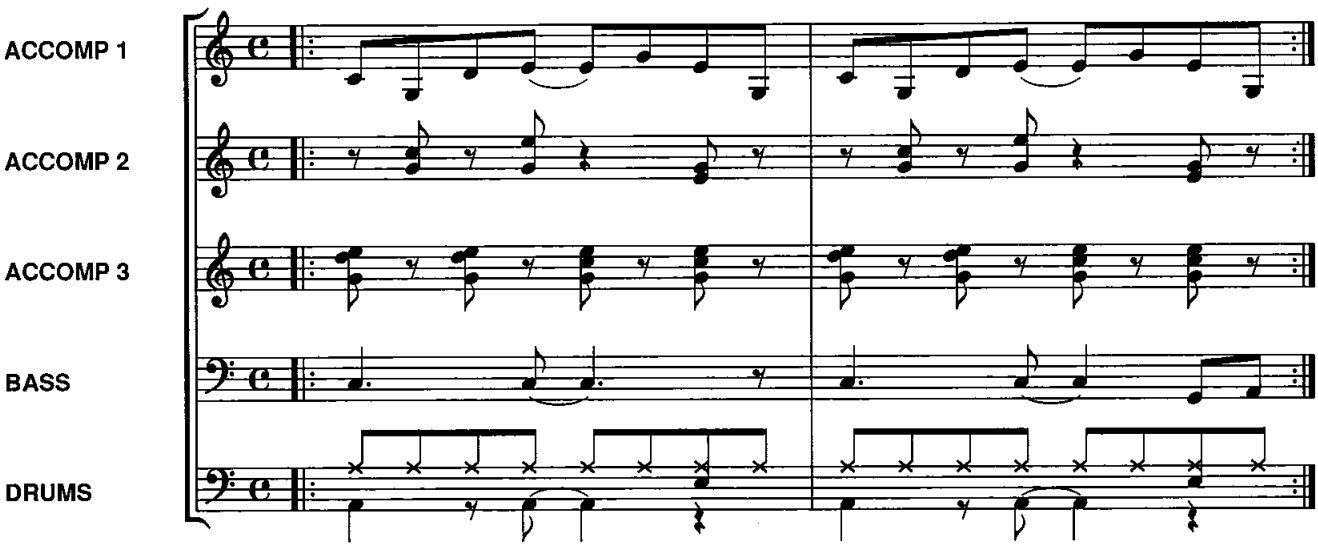
Your rhythm pattern is made up of five parts—**DRUMS**, **BASS**, **ACCOMP 1**, **ACCOMP 2** and **ACCOMP 3**—and can have up to eight measures. You can also change parts of an existing rhythm pattern to make a new pattern.



COMPOSER parts

The five **COMPOSER PART** buttons are used for recording the rhythm pattern.





Maximum number of notes which can sound simultaneously

BASS	1 note
ACCOMP 1	4 notes
ACCOMP 2	4 notes
ACCOMP 3	4 notes
DRUMS	6 notes

Memory capacity

Expressed in terms of notes, the total number of notes which can be recorded in all the **COMPOSER** parts is about 1800. When the remaining memory becomes 20% or less, the remaining memory is indicated by % on the display.

- When an error tone sounds and the FULL message appears on the display, the memory is full and no more data can be stored in the **COMPOSER**.

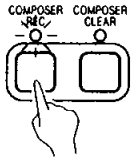
Preparing to create a rhythm pattern

There are two methods of creating a new rhythm pattern. In the first method, you record a completely new pattern exactly as you play it on the keyboard. In the second method, you change parts of an existing rhythm pattern (including **AUTO PLAY CHORD** patterns) to make a new pattern.

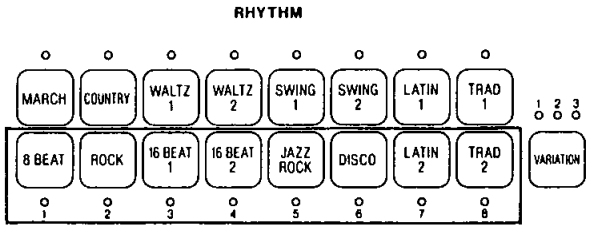
Creating a new rhythm pattern

The first method is to create a completely new rhythm pattern.

1. Turn on the **COMPOSER REC** button.

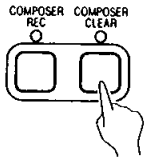


2. In the **RHYTHM** section, select a memory location (number) for your rhythm pattern by pressing one of the numbered buttons (**1–8**).



- The indicator lights for the selected number button, and "ALL" appears on the display.

3. Press the **COMPOSER CLEAR** button.

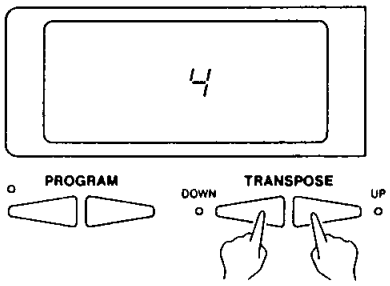


- The contents of all the **COMPOSER** parts for the selected number are erased.

4. Specify the number of measures for your rhythm pattern by first pressing the **CONTROL 2** button the number of times necessary to select **BAR**.

SOUND	CONTROL 1	CONTROL 2	MIDI
REVERB DEPTH	SONG CLEAR	TRACK CLEAR	CHANNEL
ACCOMP VOLUME	INITIAL	TRACK ASSIGN	OCTAVE SHIFT
TUNING	SWITCH ASSIGN	BAR	LOCAL CONTROL
TREMOLO SPEED	MEDLEY	BEAT — COMPOSER	VSC P-CHANGE
TOUCH SENSITIVITY	DISK FORMAT	QUANTIZE	OTHERS

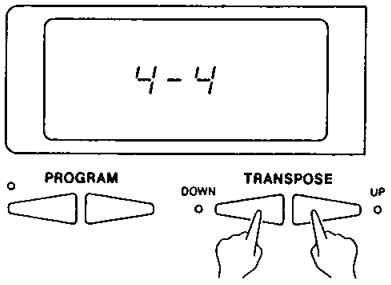
5. Then use the **TRANSPOSE** buttons to display the desired number of measures (1–8).



6. Specify the time signature by first pressing the **CONTROL 2** button to select **BEAT**.

SOUND	CONTROL 1	CONTROL 2	MIDI
REVERB DEPTH	SONG CLEAR	TRACK CLEAR	CHANNEL
ACCOMP VOLUME	INITIAL	TRACK ASSIGN	OCTAVE SHIFT
TUNING	SWITCH ASSIGN	BAR	LOCAL CONTROL
TREMOLO SPEED	MEDLEY	BEAT — COMPOSER	VSC P-CHANGE
TOUCH SENSITIVITY	DISK FORMAT	QUANTIZE	OTHERS

7. Then use the **TRANSPOSE** buttons to display the desired time signature.



- Select a time signature from 1/4, 2/4, 3/4, 4/4, 5/4, 6/4, 7/4, 8/4 (indicated respectively as 1-4, 2-4, etc.).

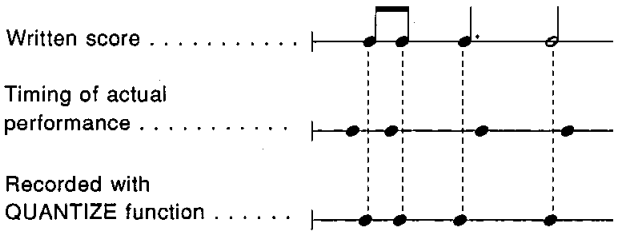
Factory-preset COMPOSER patterns

Eight rhythm patterns are stored in the **COMPOSER 1–8** buttons at the time of shipment from the factory. For details, please refer to the separate "Sound and Rhythm Guide" provided.

QUANTIZE

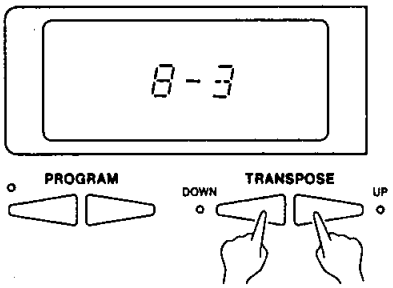
When you record with the **QUANTIZE** function on, any unevenness in the timing of your performance is automatically smoothed out.

For example, if you record the following music with the **QUANTIZE** level set to ♪ (16):



1. Press the **CONTROL 2** button the number of times necessary to select **QUANTIZE**.

2. Use the **TRANSPOSE** buttons to set the desired **QUANTIZE** level.



- Select from the following:
  ♬3 (32-3), ♬ (32), ♪3 (16-3), OFF, ♪ (16), ♩3 (8-3), ♩ (8), 𝅗𝅥 (4).
  (A 3 indicates triplet-type rhythms.)
- The **QUANTIZE** function can also be turned on or off as desired while you are recording, allowing you to quantize the timing of specific phrases.

Drum kit

When setting up to record in the **COMPOSER**, you can change the type of drums sounds.

1. Press the **KEYBOARD PERCUSSION** button.

2. Use the **TRANSPOSE** buttons to select the desired drum kit type.
- For detailed information about the types of drum kits, refer to page 33.

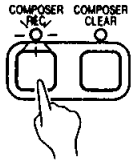
- Note that this setting is only for recording in the **COMPOSER** and is otherwise unrelated to the **KEYBOARD PERCUSSION** drum kit setting.
- The drum kit cannot be changed during **COMPOSER** recording.

Modifying an existing rhythm pattern

The second method is to change parts of an existing rhythm pattern to create a new pattern.

1. In the **RHYTHM** section, select the rhythm pattern you wish to modify.
- You can also select a recorded **COMPOSER** rhythm. (For selecting **COMPOSER** rhythms, refer to page 53.)

2. Turn on the **COMPOSER REC** button.



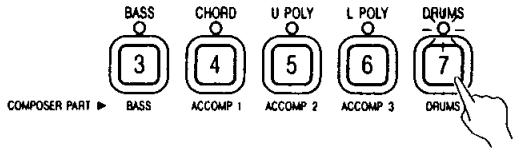
3. In the **RHYTHM** section, select a memory location (number) for your rhythm pattern by pressing one of the numbered buttons (**1–8**).
- Refer to the following section "Recording part-by-part" for procedures on recording and editing each part.

Recording part-by-part

After you have completed the procedures in "Preparing to create a rhythm pattern," you are ready to record the **DRUMS**, **BASS**, **ACCOMP 1**, **2** and **3** parts one at a time.

Record the DRUMS part

1. Turn on the **DRUMS** button.



- The **DRUMS** indicator flashes.
- The metronome keeps time. Adjust the metronome speed with the **TEMPO** buttons. (You can also adjust the tempo during playback.)

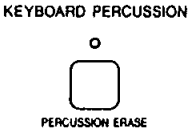
2. Using the **KEYBOARD PERCUSSION** keys, play the **DRUMS** part in time with the metronome.

- Record for the specified number of measures. The stored measures are repeatedly played back, during which time any newly played notes are added to those already recorded.
- The current measure number is shown on the display. (Note that if the **CONTROL 2** indicator is lit, the current measure is not displayed. Press the **CONTROL 2** button until all the indicators are off, and the measure number will be shown on the display.)

■ Correcting mistakes

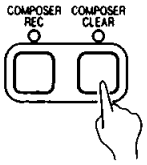
<Erase a specific instrument>

While pressing the **PERCUSSION ERASE** button, press the percussion key on the lower keyboard for the sound you wish to erase. The specified instrument sound will be erased as long as the key is pressed.

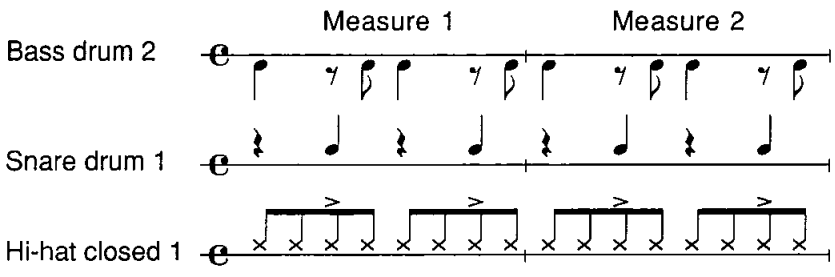


<Erase the entire part>

Press the **COMPOSER CLEAR** button to erase all the contents of the **DRUMS** part.

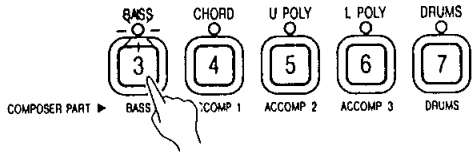


Example of recording the DRUMS part



Record the BASS part

1. Turn on the **BASS** button.

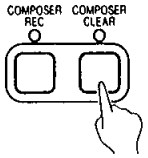


- The **BASS** indicator flashes.

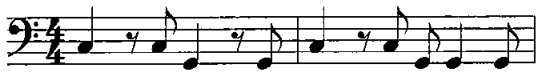
2. Select the desired **BASS** sound from the **BASS SOUND SELECT** section.

3. On the lower keyboard, play the **BASS** part in time with the **DRUMS** part.
- Record the performance in C major for correct chord progressions during playback.

■ **Correcting mistakes**
Press the **COMPOSER CLEAR** button to erase all the contents of the **BASS** part.

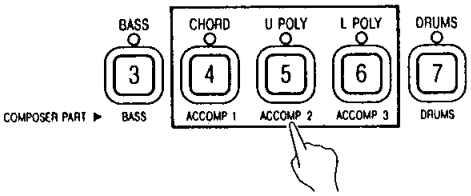


Example of recording the BASS part



Record the ACCOMP parts

1. Turn on one of the **ACCOMP 1**, **ACCOMP 2**, **ACCOMP 3** buttons.

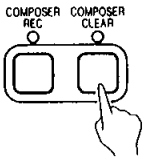


- The respective indicator flashes.

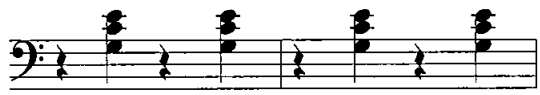
2. Select the desired **ACCOMP** sound from the **LOWER SOUND SELECT** section.

3. On the lower keyboard, play the **ACCOMP** part in time with the other parts.
- Record the performance in C major for correct chord progressions during playback.
- Record the other two **ACCOMP** parts in the same manner.

■ **Correcting mistakes**
Press the **COMPOSER CLEAR** button to erase all the contents of the **ACCOMP** part which is currently being recorded.

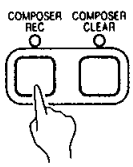


Example of recording an ACCOMP part



End the recording

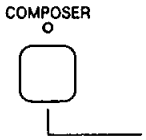
When all the parts to the rhythm pattern have been recorded, turn off the **COMPOSER REC** button.



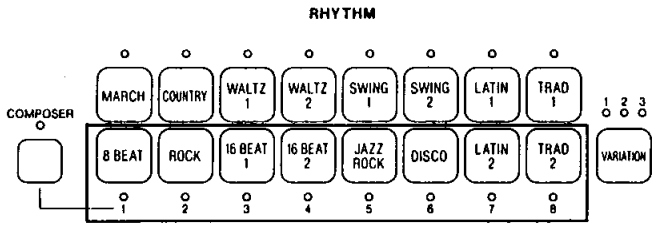
Playing back the recorded rhythm pattern

Rhythm patterns you create using the **COMPOSER** function are selected just like the preset rhythms. The **BASS** and **ACCOMP** parts are played back with the **AUTO PLAY CHORD**.

1. In the **RHYTHM** section, turn on the **COMPOSER** button.

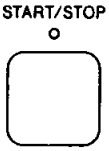


2. Press the button for the rhythm pattern you wish to have played back.



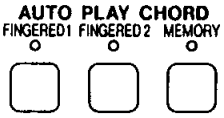
Note:
To correct part of a stored **COMPOSER** rhythm, make sure to select the desired **COMPOSER** rhythm BEFORE you press the **COMPOSER REC** button. If a different rhythm pattern is in effect when you start the recording mode, the stored pattern will be replaced by the current rhythm pattern. (Refer to "Modifying an existing rhythm pattern" on page 50.)

3. Press the **START/STOP** button.



- The **DRUMS** part of the recorded rhythm begins to play.

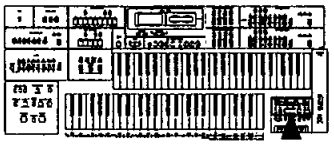
4. Turn on the **FINGERED 1** or **FINGERED 2** button of the **AUTO PLAY CHORD**, and specify a chord on the lower keyboard.



- The **BASS** and **ACCOMP** parts are played back in the specified chord.
- The **INTRO & ENDING** and **FILL IN** buttons do not function for rhythm patterns with a 1/4, 2/4, 5/4 or 7/4 time signature.

Part V Setting the functions

Various functions on your organ can be custom-set to match your personal tastes and style of playing, giving you maximum versatility and control of your instrument.



Summary of adjustable settings and programmable functions

SOUND	CONTROL 1	CONTROL 2		MIDI
REVERB DEPTH	SONG CLEAR	TRACK CLEAR		CHANNEL
ACCOMP VOLUME	INITIAL	TRACK ASSIGN		OCTAVE SHIFT
TUNING	SWITCH ASSIGN	BAR		LOCAL CONTROL
TREMOLO SPEED	MEDLEY	BEAT	COMPOSER	VSC P-CHANGE
TOUCH SENSITIVITY	DISK FORMAT	QUANTIZE		OTHERS

■ **SOUND**

- **REVERB DEPTH**: Regulate the depth of the reverberation.
- **ACCOMP VOLUME**: Adjust the volume of the **ACCOMP** parts.
- **TUNING**: Modify the pitch of the instrument.
- **TREMOLO SPEED**: Regulate the speed of the tremolo.
- **TOUCH SENSITIVITY**: Adjust the degree of the **TOUCH** effect.

■ **CONTROL 1**

- **SONG CLEAR** (Refer to the explanation on page 45.)
- **INITIAL**: Return all storable memories and settable functions to the initialized settings.
- **SWITCH ASSIGN**: Assign the desired functions to the foot switch, knee lever and full bass pedal.
- **MEDLEY** (Refer to the explanation on page 62.)
- **DISK FORMAT** (Refer to the explanation on page 60.)

■ **CONTROL 2**

The various **CONTROL 2** functions are described in the respective **SEQUENCER** and **COMPOSER** sections.

■ **MIDI**

The **MIDI** functions are explained in the section on MIDI. (Refer to page 64.)

Setting the desired function

Select the desired function by pressing the appropriate mode button (**SOUND** or **CONTROL 1**) the number of times necessary to make the corresponding indicator light.

Example: The **SWITCH ASSIGN** function is selected.

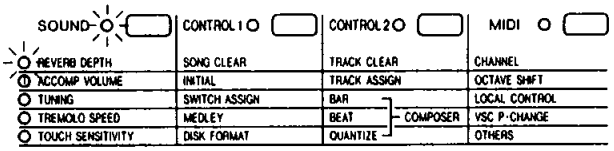
SOUND	CONTROL 1	CONTROL 2		MIDI
REVERB DEPTH	SONG CLEAR	TRACK CLEAR		CHANNEL
ACCOMP VOLUME	INITIAL	TRACK ASSIGN		OCTAVE SHIFT
TUNING	SWITCH ASSIGN	BAR		LOCAL CONTROL
TREMOLO SPEED	MEDLEY	BEAT	COMPOSER	VSC P-CHANGE
TOUCH SENSITIVITY	DISK FORMAT	QUANTIZE		OTHERS

- The selected function is indicated by the combination of the lit mode indicator (**SOUND** or **CONTROL 1**) and the indicators along the left side of the functions list.
- When you have finished setting the functions, press and hold the mode button until all the indicators are off.

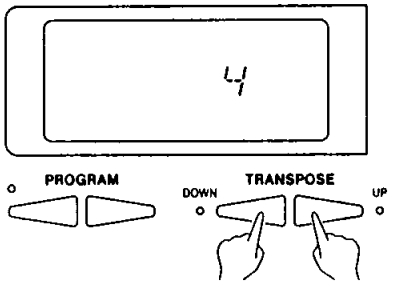
REVERB DEPTH

Specify the depth of the reverberation effect for all **DIGITAL REVERB** types (**ROOM**, **STAGE** and **HALL**).

1. Use the **SOUND** button to select **REVERB DEPTH**.



2. Use the **TRANSPOSE** buttons to adjust the reverberation depth.

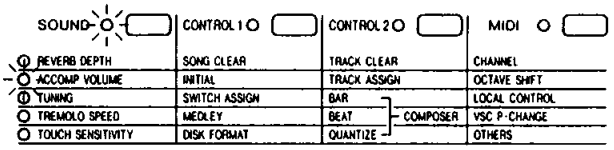


- Select from eight levels (1–8). The higher the number, the greater the depth.

ACCOMP VOLUME

Adjust the volume of each of the three **ACCOMP** parts of the **AUTO PLAY CHORD** and **SEQUENCER**.

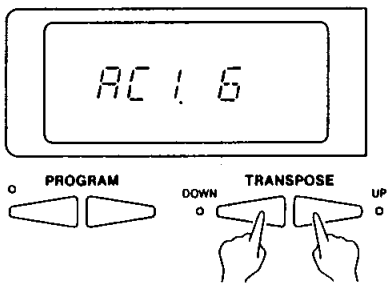
1. Use the **SOUND** button to select **ACCOMP VOLUME**.



2. Use the **PROGRAM** buttons select an **ACCOMP** part.

- Select from AC1, AC2 and AC3 on the display.

3. Use the **TRANSPOSE** buttons to set the volume to a level between 0 (off) and 9 (maximum).

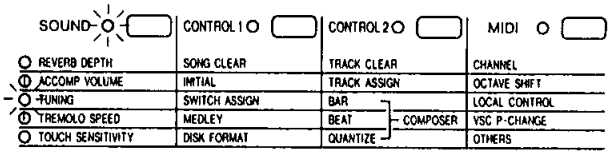


4. Repeat steps 2 and 3 for the other **ACCOMP** parts, as desired.

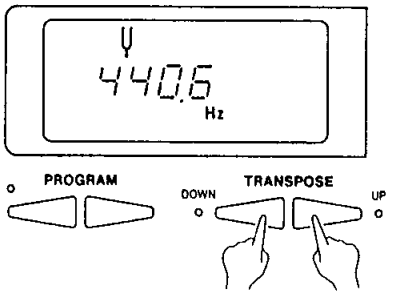
TUNING

Fine-tune the pitch of the entire organ. This is convenient when playing with other instruments.

1. Use the **SOUND** button to select **TUNING**.



2. Use the **TRANSPOSE** buttons to adjust the pitch.

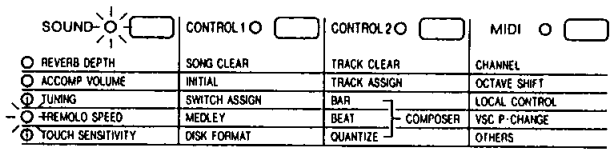


- The pitch is adjustable within a range of 427.3 to 453.0 Hz. The decimal can be selected from 0, 3 and 6.
- Pressing both buttons at the same time will return the organ to the standard pitch of 440.0 Hz.

TREMOLO SPEED

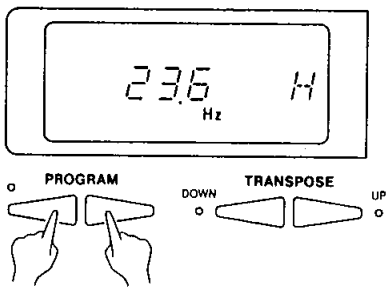
Set the **FAST TREMOLO** speeds with this procedure. The **FAST TREMOLO** creates an effect like two speakers (H and L) rotating at different speeds.

1. Use the **SOUND** button to select **TREMOLO SPEED**.



2. Use the **TRANSPOSE** buttons to select H (high speed) or L (low speed).

3. Use the **PROGRAM** buttons to adjust the speed.



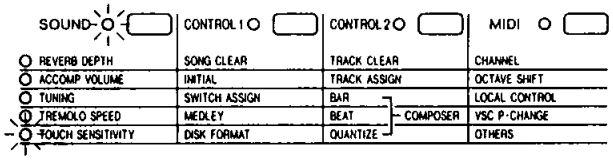
- Select an L speed from 3.8 to 8.1, and an H speed from 10.8 to 31.6.
- The higher the number, the faster the rotation speed.

4. Repeat steps 2 and 3 for the other speed, as desired.

TOUCH SENSITIVITY

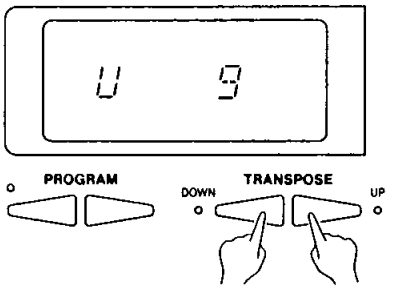
Adjust the amount of **TOUCH** effect for each of the upper and lower keyboards.

1. Use the **SOUND** button to select **TOUCH SENSITIVITY**.



2. Use the **PROGRAM** buttons to select U (upper keyboard) or L (lower keyboard).

3. Use the **TRANSPOSE** buttons to set the effect to a level between 0 (off) and 9 (maximum).

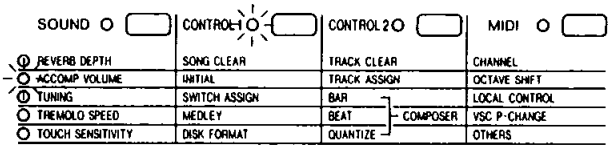


- If the **TOUCH** button is pressed and held down, the display changes to this display.

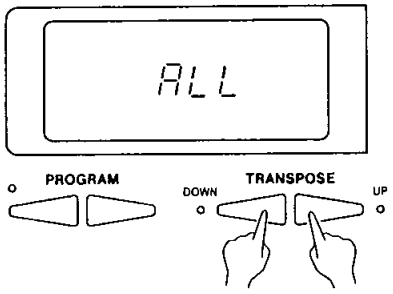
INITIAL

Reset the programmable memories and buttons to their initialized status.

1. Use the **CONTROL 1** button to select **INITIAL**.



2. Use the **TRANSPOSE** buttons to select the initialization mode.



ALL: ALL
The **COMPOSER** and **SEQUENCER** settings and memory contents, the sound and effect settings, **VOICE SETTING COMPUTER** contents, and all other programmable settings and functions are reset to their factory-preset status.

COMPOSER: CPR
Only the **COMPOSER** settings and memory contents are reset.

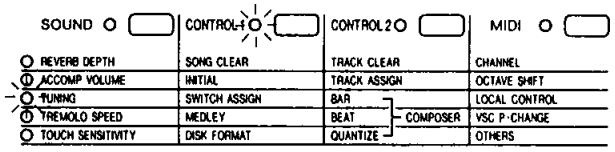
SEQUENCER: SEQ
Only the **SEQUENCER** settings and memory contents are reset.

3. Press the **EXECUTE** button.
- The memories and settings are returned to their initialized status, according to the selected mode.

SWITCH ASSIGN

Assign the desired functions to the foot switch, knee lever and full bass pedal.

1. Use the **CONTROL 1** button to select **SWITCH ASSIGN**.



2. Press the foot switch, knee lever or full bass pedal.
- A beep tone sounds, and flashing indicators on the panel show which functions you can assign to the specified switch.

3. Press the button for the desired function.
- A beep tone confirms that the selected function is now assigned to the specified switch.

Functions which can be assigned to the switches are as follows.

FUNCTION	Foot switch	Knee lever	Full bass pedal
Glide	◎	—	—
START/STOP	○	○	—
FILL IN 1	○	○	—
FILL IN 2	○	○	—
INTRO&ENDING	○	○	—
SUSTAIN*	○	◎	—
TREMOLO SLOW/FAST	○	○	—
TECHNI-CHORD	○	○	—
VOICE SETTING COMPUTER SET**	○	○	—
VOICE SETTING COMPUTER1–8	○	○	—
Full bass pedal	—	—	◎
BASS solo***	—	—	○
FINGERED 1	—	—	○
FINGERED 2	—	—	○
MEMORY	—	—	○

- ◎ indicates the initialized settings. To reset to the initialized settings, in step 3 press both **TRANSPOSE** buttons (**UP** and **DOWN**) simultaneously. Note, however, that this will cause all the switch settings to return to their initialized settings.

* When the **SUSTAIN** function is assigned to the switch, the status alternates between the following two conditions each time the switch is pressed:
— Sustain is off for all parts.
— Sustain is on only for parts for which the **SUSTAIN** button was set to on.
At this time, the **SUSTAIN** button indicator does not change.

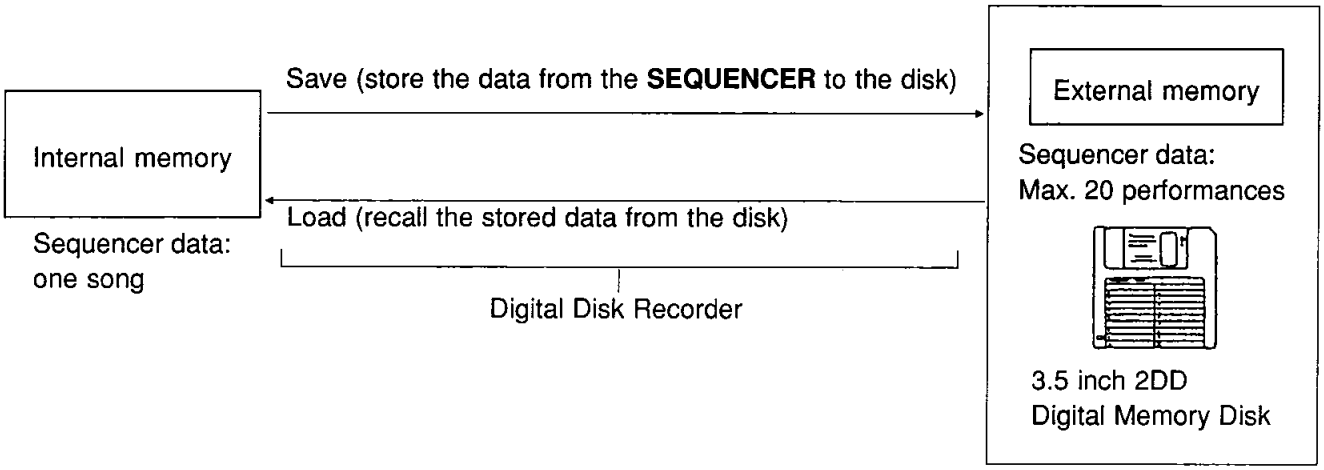
** Select **VOICE SETTING COMPUTER SET** by pressing the **SET** button. Each time the switch is pressed, the **VOICE SETTING COMPUTER** selection changes in order to the next higher number.

*** To assign the **BASS** solo function to the full bass pedal, press the full bass pedal in step 3. The **BASS** sound can be played on the lower keyboard as long as the full bass pedal is depressed. (The sounds assigned to the lower keyboard do not sound.)

Part VI External memory

Digital Disk Recorder

The Digital Disk Recorder allows you to record (save) various function settings and the stored contents of the **COMPOSER**, etc. on a disk. When you recall (load) the data and play it back, you hear exactly the same performance you recorded. Only one song's performance can be stored in the **SEQUENCER** at any time. So in order to record a new song, the previous contents must first be erased. On one disk, however, you can store the data for up to 20 songs, which means you can keep a whole library of your performances.



Precautions to take when handling a disk

- Do not open the shutter and touch the recording surface of the disk.
- Fingerprints on the recording surface will gather dust and damage the disk.

- Do not place heavy objects on the disk or bend, throw or drop it.
- The disk may become deformed or damaged.

- Do not bring the disk near radios, TVs, or other devices that generate a magnetic field.
- This could cause the contents to be erased or generate errors.

- Never use or store the disk in places where it may be subjected to direct sunlight, dust, high temperatures, or high humidity.

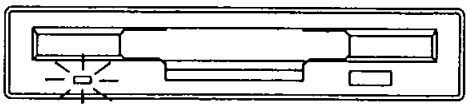
- Do not use a disk that is wet or has eraser crumbs or metal powder on it.

- Do not disassemble the disk.

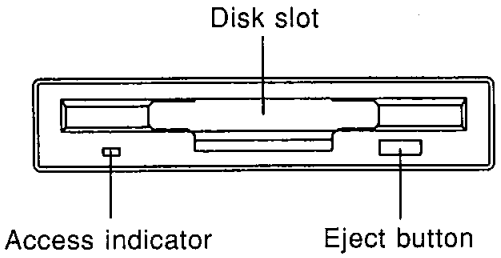
- Do not use thinner, alcohol or freon to clean the disk.

- After use, be sure to store the disk in its case.

Warning:
To prevent data loss, do not remove the disk from the Digital Disk Recorder or turn off the power when the access indicator is lit.



Main parts of the Digital Disk Recorder



Eject button:
Press to remove the disk from the Digital Disk Recorder.

Access indicator:
Lights when data is being loaded from or saved to a disk.

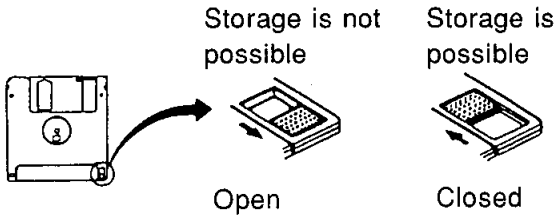
- To prevent data loss, do not remove the disk from the Digital Disk Recorder or turn off the power when the access indicator is lit.

DISK FORMAT

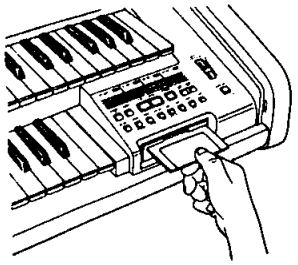
New floppy disks can be used only after they have been formatted. Follow the procedure below to format a new disk or erase the contents of a recorded disk.

- This procedure clears the entire contents of the disk.
- Reformat a disk if it cannot be saved to or loaded from properly because of exposure to a magnetic field.
- Be sure to use 3.5 inch 2DD (double-sided, double-density, double-track) floppy disks.

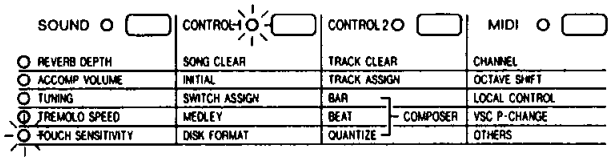
Note: The disk is provided with a write-protect window. To format the disk, the window must be closed, as illustrated.



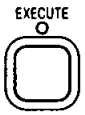
1. Insert the disk into the Digital Disk Recorder slot as shown in the illustration. Push it all the way in until you hear a click.



2. Use the **CONTROL 1** button to select **DISK FORMAT**.



3. Press the **EXECUTE** button.



- Disk formatting begins. Formatting takes approximately one minute.
- When formatting is finished, "End" is shown on the display.

Saving a performance

Use the Digital Disk Recorder to save a performance stored in the **SEQUENCER** on a disk. You can store up to 20 complete performances on one disk.

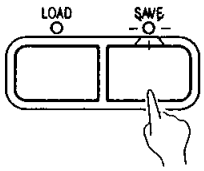
Save procedure

When a performance is saved, the various panel settings and function settings are saved along with the performance.

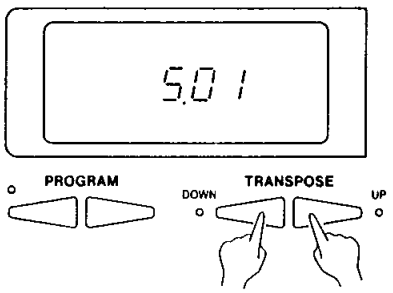
1. Store a performance in the **SEQUENCER**.

2. Insert a formatted disk into the slot of the Digital Disk Recorder.

3. Press the **SAVE** button to turn it on.

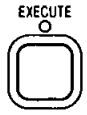


4. Use the **TRANSPOSE** buttons to assign a song number to the tune you are going to store (1–20).



- Song numbers which are already used flash on the display. If you wish to keep the previously stored song, select a different (unused) number for the new song.

5. Press the **EXECUTE** button.
- The stored contents of the **SEQUENCER** are copied to the disk.



- "S" appears on the display while the data is being saved, and when saving is completed, "End" is shown on the display.

Loading the stored performance

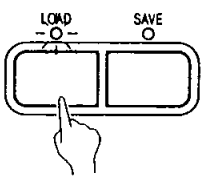
You can recall (load) the performance you saved on the disk to the organ's **SEQUENCER**.

Load procedure

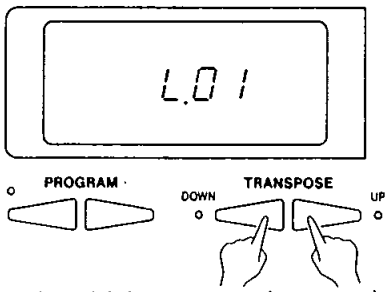
The load procedure causes any data which is currently stored in the **SEQUENCER** and **COMPOSER** memories to be erased.

1. Insert the disk with the stored song into the Digital Disk Recorder.

2. Press the **LOAD** button to turn it on.

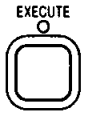


3. Use the **TRANSPOSE** buttons to display the number of the song you wish to recall from the disk.



- Numbers in which no song is stored flash on the display.

4. Press the **EXECUTE** button.



- The contents of the specified song are copied to the **SEQUENCER** memory.
- "L" appears on the display while the data is being loaded, and when loading is completed, "End" is shown on the display.

5. Press the **START/STOP** button.

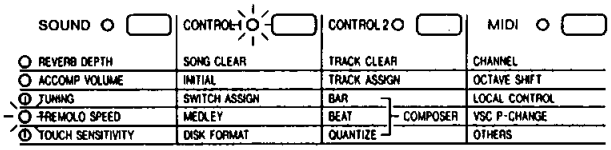
♪ The recalled song begins to play automatically.

MEDLEY

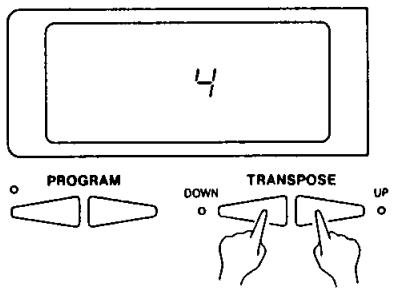
You can specify continuous automatic playback of songs recorded on a disk.

1. Insert the disk into the Digital Disk Recorder.

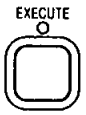
2. Use the **CONTROL 1** button to select **MEDLEY**.



3. Use the **TRANSPOSE** buttons to display the last song number you wish to have played (1–20).



4. Press the **EXECUTE** button.



- The songs are repeatedly played back in order from the first (lowest number) recorded song through the song number you specified in step 3.
- If you press the **START/STOP** button during **MEDLEY** play, the tune currently playing stops and playback continues from the next recorded tune on the disk.

5. To stop **MEDLEY** play, press the **EXECUTE** button again.

6. To exit the **MEDLEY** play mode, press the **CONTROL 1** button and hold it until all the indicators are off.
- The organ returns to the normal performance mode.

Error messages

The following messages on the display indicate that a mistake has been made in using the functions.

Display	Remedy
oth Fd	The memory disk has not been formatted by the Digital Disk Recorder. • Insert a correctly formatted disk.
L Err	Loading failure. • Perform the loading procedure again.
no Fd	No memory disk in the Digital Disk Recorder. • Insert a memory disk.
no SnG	You have attempted to load a song number which has not been saved. • Load a song number which has been saved.
S Err	Saving failure. • Perform the saving procedure again.
Prt Er	The memory disk is write-protected. • Close the write-protect window of the disk.
Fd FUL	No remaining memory storage capacity. • Insert a new disk, and perform the save procedure after formatting it.
F Err	Formatting failure. • Perform the formatting procedure again.
P Err 1	You have attempted to save a song which is copy-protected. • A copy-protected song cannot be saved.

Warning:

- Some pre-recorded disks (for example, those recorded by the manufacturer) are copy-protected. Data from these disks cannot be copied.
- When the power is turned off after a copy-protected song has been loaded, the **SEQUENCER** contents will be erased.
- If a copy-protected song has been loaded and you want to then record a new song in the **SEQUENCER** and save it on a disk, be sure to first turn the power off once or perform the initialization procedure.

Part VII MIDI

MIDI (Musical Instrument Digital Interface) is the international standard for digital communication of electronic musical instrument data. This means that any equipment which has a MIDI terminal—such as electronic musical instruments and personal computers—can easily exchange digital data with other MIDI equipment without resorting to complicated conversions or connections.

About the MIDI terminals

IN: The terminal by which this instrument receives data from other equipment.

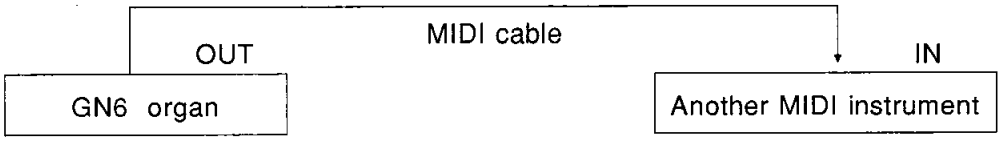
OUT: The terminal that transmits data from this instrument to other equipment.

THRU: The terminal that transfers data from the **IN** terminal directly to other equipment.

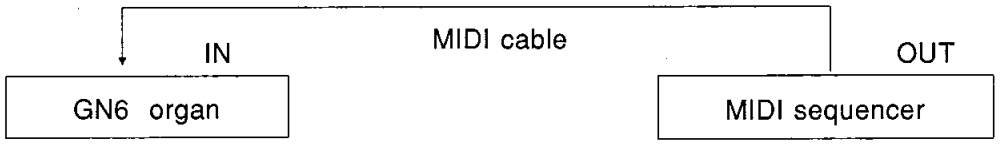
- For these connections, use a commercially available MIDI cable.
- Contact your Technics dealer for more information.

Connection examples

■ **To generate sound from a connected instrument by playing this instrument**

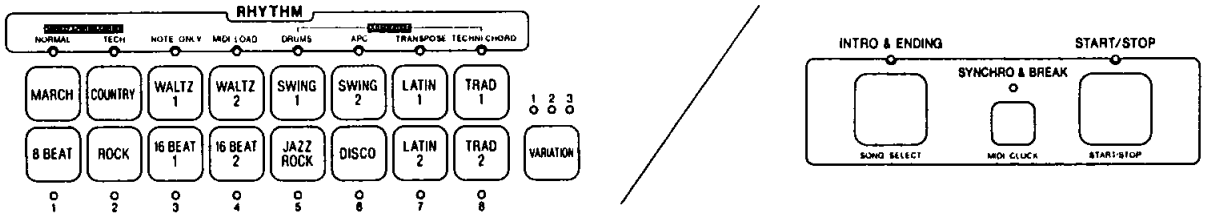


■ **To generate sound from this instrument by operating a connected MIDI sequencer**



MIDI stickers

Before using the MIDI functions, remove the paper backing from the included MIDI stickers and affix them to the panel as shown in the diagrams below.

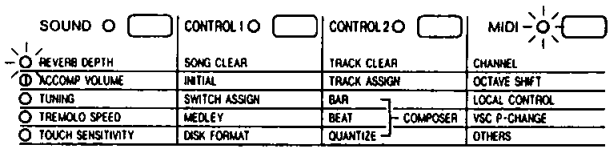


Transmitted/received data

The transmission/reception of all MIDI data messages for the following functions can be switched on or off as desired.

- **Basic CHANNEL**
- **OCTAVE SHIFT**
- **LOCAL CONTROL**
- **VSC P-CHANGE**
- **START/STOP**
- **MIDI CLOCK**
- **SONG SELECT**
- **MIDI LOAD**
- **NOTE ONLY**
- **P-CHANGE MODE**
  - **NORMAL**
  - **TECH**
- **MIDI OUT**
  - **DRUMS**
  - **APC**
  - **TRANSPOSE**
  - **TECHNI-CHORD**

Select the desired MIDI function by pressing the **MIDI** button the number of times necessary to make the corresponding indicator light.



- For the **START/STOP** and subsequent functions in the list, first use the **MIDI** button to select **OTHERS**, then turn on/off the functions using the buttons indicated by the MIDI stickers. When a function is turned on or off, the function name appears on the display.
- To cancel the function-setting mode and return to the normal status, press the **MIDI** button and hold it until all the indicators are off.

Setting the functions

Select the MIDI function you wish to set and follow the respective procedure described below.

CHANNEL

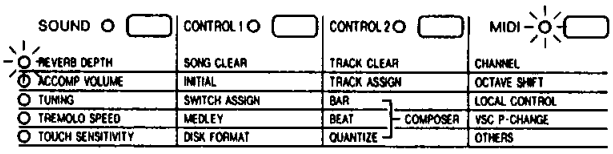
Many different kinds of performance data are sent using just one MIDI cable. This is possible because MIDI signals are sent and received through 16 different "basic channels" (numbered 1–16). In order for the exchange of data to take place, the channels on the transmission side must match the channels on the receiving side. Channel numbers have already been assigned to parts (default settings) but you can reassign channel numbers to parts as follows.

■ Default channel settings

Part name [name on display]	**Channel**
UPPER POLY [UPL]	1
UPPER SPECIAL [USP]	6
UPPER SOLO [USL]	4
LOWER POLY [LPL]	2
LOWER SPECIAL [LSP]	7
LOWER SOLO [LSL]	8
BASS [bAS]	3
ACCOMP 1 [AC1]	5
ACCOMP 2 [AC2]	9
ACCOMP 3 [AC3]	10
DRUMS [dr]	15
CONTROL [CtL]	OFF

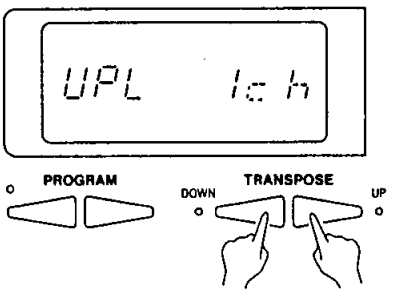
- The channel settings for the **UPPER** and **LOWER** parts are effective during sequencer recording and playback and when MIDI data is being received. Transmission of MIDI data for normal performance on the upper and lower keyboards is handled on the **POLY** channel and is unrelated to the **UPPER** or **LOWER ORCHESTRAL CONDUCTOR** settings.

1. Use the **MIDI** button to select **CHANNEL**.



2. Use the **PROGRAM** buttons to select the part.
- Parts are indicated on the display as shown in the "Default channel settings" table, above.

3. Use the **TRANSPOSE** buttons to specify the channel number for the selected part.



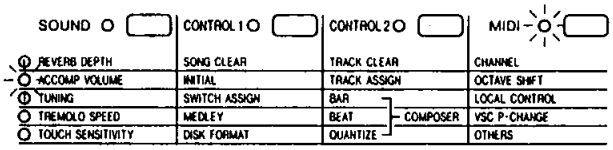
- Select one from 1–16 or OFF. When set to OFF, MIDI data for that part will not be received/transmitted.
- The same channel number cannot be assigned to more than one part. If you attempt to do so, the number indication will flash.

4. Repeat steps 2 and 3 to reassign channel numbers to other parts as desired.

OCTAVE SHIFT

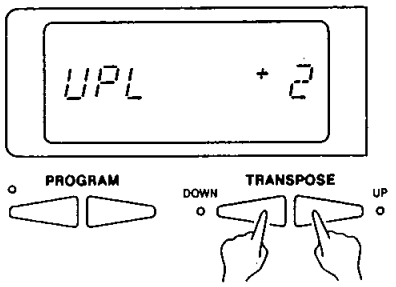
Set the octave shift value for transmitted key note data of each part independently.

1. Use the **MIDI** button to select **OCTAVE SHIFT**.



2. Use the **PROGRAM** buttons to select the part.
- Select from **UPPER POLY** (UPL), **UPPER SPECIAL** (USP), **UPPER SOLO** (USL), **LOWER POLY** (LPL), **LOWER SPECIAL** (LSP), **LOWER SOLO** (LSL), **BASS** (bAS), **ACCOMP 1** (AC1), **ACCOMP 2** (AC2), **ACCOMP 3** (AC3) and **DRUMS** (dr).

3. Use the **TRANSPOSE** buttons to specify the amount of octave shift.

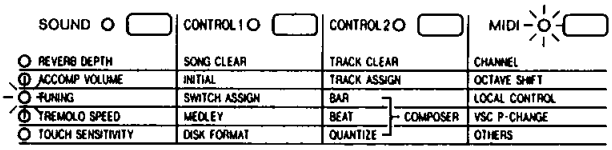


- Select from –3, –2, –1, 0, +1, +2, +3.
- Octave shift is set for MIDI **OUT** data only; however, the MIDI **OUT** and MIDI **IN** octave shifts are linked. For example, if the MIDI **OUT** octave shift is set to +1, the MIDI **IN** octave shift is automatically set to –1.

LOCAL CONTROL

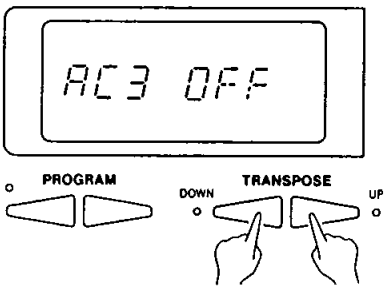
Specify, for each part, whether this instrument's sound generator is enabled or not.

1. Use the **MIDI** button to select **LOCAL CONTROL**.



2. Use the **PROGRAM** buttons to select the part.
- Select from **UPPER POLY** (UPL), **UPPER SPECIAL** (USP), **UPPER SOLO** (USL), **LOWER POLY** (LPL), **LOWER SPECIAL** (LSP), **LOWER SOLO** (LSL), **BASS** (bAS), **ACCOMP 1** (AC1), **ACCOMP 2** (AC2), **ACCOMP 3** (AC3) and **DRUMS** (dr).

3. Use the **TRANSPOSE** buttons to select on or OFF.



■ on

The performance played on this part is transmitted as MIDI data and also sounds from this instrument.

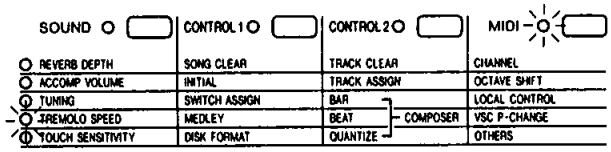
■ OFF

The performance played on this part is transmitted as MIDI data but does not sound from this instrument.

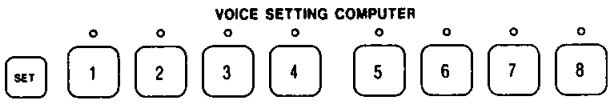
VSC P-CHANGE

Store the program changes in each **VOICE SETTING COMPUTER** button. During the performance, you can send program change data for multiple parts with the **VOICE SETTING COMPUTER** buttons.

1. Use the **MIDI** button to select **VSC P-CHANGE**.



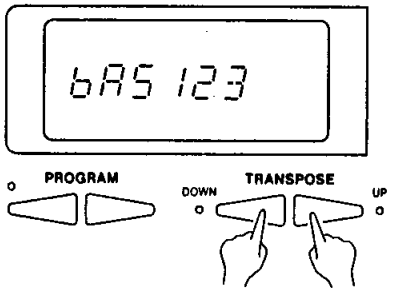
2. Press a numbered button in the **VOICE SETTING COMPUTER** section.



- The indicator for the selected number button lights.

3. Use the **PROGRAM** buttons to select a part.
- Select from **UPPER POLY** (UPL), **UPPER SPECIAL** (USP), **UPPER SOLO** (USL), **LOWER POLY** (LPL), **LOWER SPECIAL** (LSP), **LOWER SOLO** (LSL) and **BASS** (bAS).

4. Use the **TRANSPOSE** buttons to specify the program change number.



- Select one from OFF or 0–127.
- If a part is set to OFF, program change data for that part is not sent when a **VOICE SETTING COMPUTER** button is pressed.

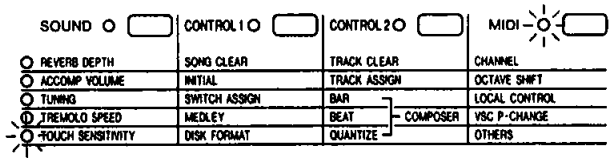
5. If desired, repeat steps 3 and 4 for other parts.

6. If desired, repeat steps 2 to 5 for the other numbered buttons.

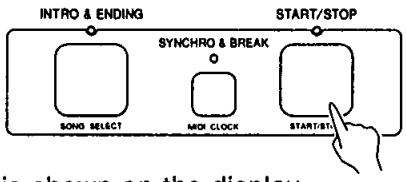
START/STOP

Specify whether or not **RHYTHM** and **SEQUENCER** start/stop messages are received/transmitted.

1. Use the **MIDI** button to select **OTHERS**.



2. Use the **START/STOP** button to specify the on/off status.



- Str is shown on the display.

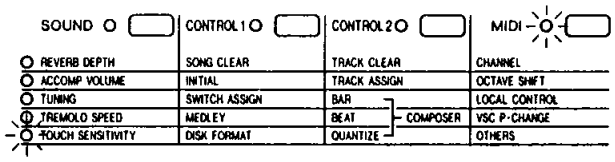
On (indicator is lit): **RHYTHM** and **SEQUENCER** messages are received/transmitted.

Off (indicator is not lit): **RHYTHM** and **SEQUENCER** start/stop messages are not received/transmitted.

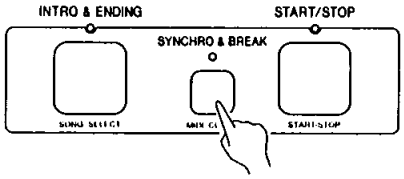
MIDI CLOCK

Select whether the **RHYTHM** and **SEQUENCER** performance is controlled by the internal clock or by the clock of the connected instrument.

1. Use the **MIDI** button to select **OTHERS**.



2. Use the **MIDI CLOCK** button to select the internal clock or external clock.



- CL is shown on the display.

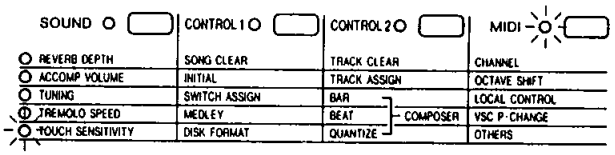
On (indicator is lit): The performance is controlled by the connected instrument's clock. During the performance, the tempo is displayed as ♩= – – –.

Off (indicator is not lit): The performance is controlled by this instrument's clock.

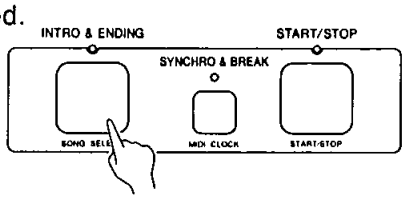
SONG SELECT

Specify whether or not song number data is transmitted/received.

1. Use the **MIDI** button to select **OTHERS**.



2. Use the **SONG SELECT** button to specify whether or not song number data can be exchanged.



- SonG is shown on the display.

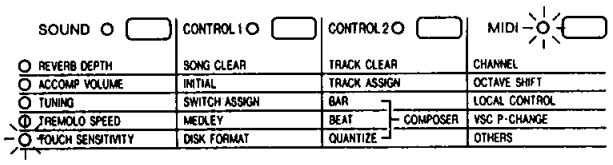
On (indicator is lit): Song number data can be transmitted/received.

Off (indicator is not lit): Song number data cannot be exchanged.

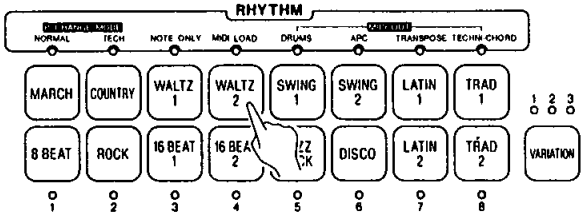
MIDI LOAD

Specify whether or not the stored MIDI settings are also recalled when loading data from a memory disk.

1. Use the **MIDI** button to select **OTHERS**.



2. In the **RHYTHM** section, use the **MIDI LOAD** button to specify whether or not the stored MIDI settings are recalled.



- LOAD is shown on the display.

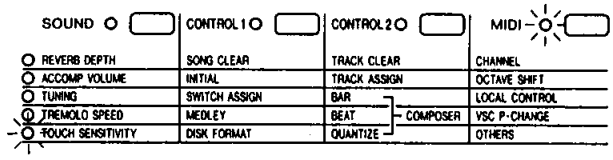
On (indicator is lit): The stored MIDI settings are recalled when loading data from a disk.

Off (indicator is not lit): The stored MIDI settings are not recalled.

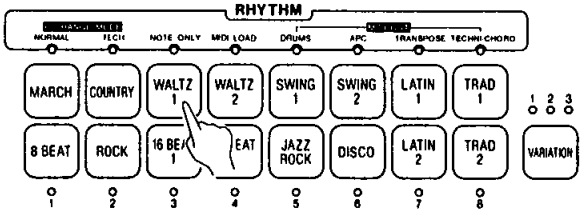
NOTE ONLY

Specify whether or not to transmit/receive only note data (keyboard note on/off).

1. Use the **MIDI** button to select **OTHERS**.



2. In the **RHYTHM** section, use the **NOTE ONLY** button to specify the on/off status.



- noTE is shown on the display.

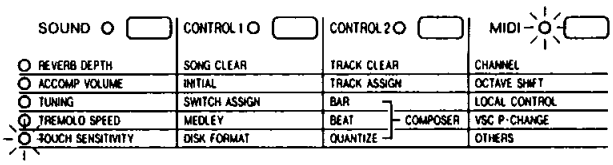
On (indicator is lit): Of the performance data, only note on/off and all-note-off data is transmitted/received.

Off (indicator is not lit): All performance data used in this instrument is transmitted/received.

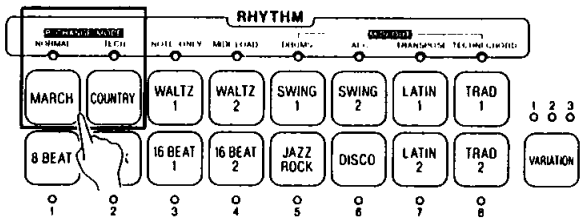
P-CHANGE MODE

You can match the sound (program) change data when transmitting/receiving between different Technics instruments.

1. Use the **MIDI** button to select **OTHERS**.



2. In the **RHYTHM** section, select **NORMAL** or **TECH**.



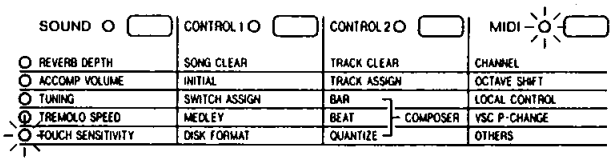
NORMAL: The program change numbers correspond to the order of the buttons in the **SOUND SELECT** section as they are lined up from the leftmost button of the bottom row and beginning with 0. P-nor is shown on the display.

TECH: Program change numbers are standardized among all Technics models which are set to this mode. In other words, the program change number assigned to a given sound on one model is assigned to the same sound on all models which are set to the same mode. P-tEC is shown on the display.

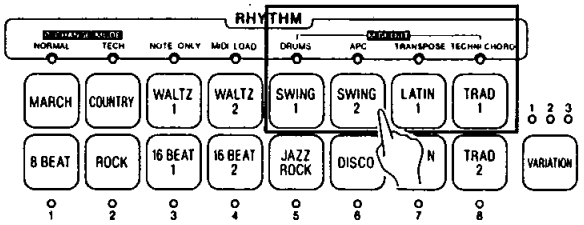
MIDI OUT

Specify whether or not **DRUMS, APC, TRANSPOSE** and **TECHNI-CHORD** messages are transmitted.

1. Use the **MIDI** button to select **OTHERS**.



2. In the **RHYTHM** section, turn on the **MIDI OUT** buttons (**DRUMS, APC, TRANSPOSE, TECHNI-CHORD**) for the data you wish to have transmitted.



DRUMS: When this button is on, the note on/off data for the selected rhythm pattern is transmitted as performance data. dr is shown on the display.

APC: When this button is on, the note on/off data for the **AUTO PLAY CHORD** accompaniment pattern is transmitted as performance data. APC is shown on the display.

TRANSPOSE: When this button is on, the note number of the transposed note (rather than the note number of the played key) is transmitted. tSP is shown on the display.

TECHNI-CHORD: When this button is on, notes created by the **TECHNI-CHORD** function are transmitted. tch is shown on the display.

MIDI Implementation Chart

Organ
[SX-GN6]

(Transmitted)

Function		UPPER POLY, SPECIAL, SOLO	LOWER POLY, SPECIAL, SOLO	ACCOMP 1, 2, 3	BASS	DRUMS	CONTROL	Remarks
Basic Channel	Default	1–16	1–16	1–16	1–16	1–16	1–16	memorized
	Changed	1–16	1–16	1–16	1–16	1–16	1–16	
Mode	Default	3	3	3	3	3	3	OMNI OFF, POLY MODE
	Messages	×	×	×	×	×	×	
	Altered	—	—	—	—	—	—	
Note Number		0–127	0–127	0–127	0–127	0–127	—	Changes depending on the position of the transpose control and octave shift.
	True voice	—	—	—	—	—	—	
Velocity	Note ON	○	○	○*	○*	○	—	
	Note OFF	× (9nH:v=0)	× (9nH:v=0)	× (9nH:v=0)	× (9nH:v=0)	× (9nH:v=0)	—	
After Touch	Key's	×	×	×	×	×	×	
	Ch's	×	×	×	×	×	×	
Pitch Bender		○*	○*	○*	○*	×	×	
Control Change	1	○*	○*	○*	○*	×	×	modumation
	7	○	○	○	○	○	○	volume (main volume)
	11	×	×	×	×	×	○	expression pedal
	64	○	○	○	○	×	×	sustain
	80	×	○**	×	×	×	×	auto play chord
	82	×	×	×	×	○	×	intro, fill in, ending
	92	○**	○**	×	×	×	×	tremolo
	94	○	○	○	○	×	×	effect
Prog Change		○	○	○	○	○	×	
	True #	—	—	—	—	—	—	
System exclusive		×						
System common	Song Pos	×						
	Song Sel	○×						0–19
	Tune	×						
System Real Time	Clock	○						
	Commands	○×						start/stop, continue
Aux Messages	Local ON/OFF	×	×	×	×	×	—	
	All notes OFF	○	○	○	○	○	—	
	Active Sense	○						
	Reset	×						
Notes		*○.....AUTO PLAY CHORD or SEQUENCER PLAY only **○.....POLY part only ○×.....Whether or not the data for each of these items is tranmitted can be set.						

Mode 1: OMNI ON, POLY **Mode 2:** OMNI ON, MONO ○: Yes
Mode 3: OMNI OFF, POLY **Mode 4:** OMNI OFF, MONO ×: No

MIDI Implementation Chart

Organ
[SX-GN6]

(Recognized)

Function		UPPER POLY, SPECIAL, SOLO	LOWER POLY, SPECIAL, SOLO	ACCOMP 1, 2, 3	BASS	DRUMS	CONTROL	Remarks
Basic Channel	Default	1–16	1–16	1–16	1–16	1–16	1–16	memorized
	Changed	1–16	1–16	1–16	1–16	1–16	1–16	
Mode	Default	3	3	3	3	3	3	OMNI OFF, POLY MODE
	Messages	×	×	×	×	×	×	
	Altered	—	—	—	—	—	—	
Note Number		0–127	0–127	0–127	0–127	0–127	—	Changes depending on the position of the transpose control and octave shift.
	True voice	0–127	0–127	0–127	0–127	48–81	—	
Velocity	Note ON	○	○	○	○	○	—	
	Note OFF	×	×	×	×	×	—	
After Touch	Key's	×	×	×	×	×	×	
	Ch's	×	×	×	×	×	×	
Pitch Bender		○	○	○	○	×	×	
Control Change	1	○	○	○	○	×	×	modulation
	7	○	○	○	○	○	○	volume (main volume)
	11	×	×	×	×	×	○	expression pedal
	64	○	○	○	○	×	×	sustain
	80	×	○**	×	×	×	×	auto play chord
	82	×	×	×	×	○	×	intro, fill in, ending
	92	○**	○**	×	×	×	×	tremolo
	94	○	○	○	○	×	×	effect
Prog Change		○	○	○	○	○	×	
	True #	0–15	0–15	0–15	0–5	0–23	—	
System exclusive		×						
System common	Song Pos	×						
	Song Sel	○×						0–19
	Tune	×						
System Real Time	Clock	○						
	Commands	○×						start/stop, continue
Aux Messages	Local ON/OFF	×	×	×	×	×	—	
	All notes OFF	○	○	○	○	○	—	
	Active Sense	○						
	Reset	×						
Notes		*○.....AUTO PLAY CHORD pattern only **○.....POLY part only ○×.....Whether or not the data for each of these items is received can be set.						

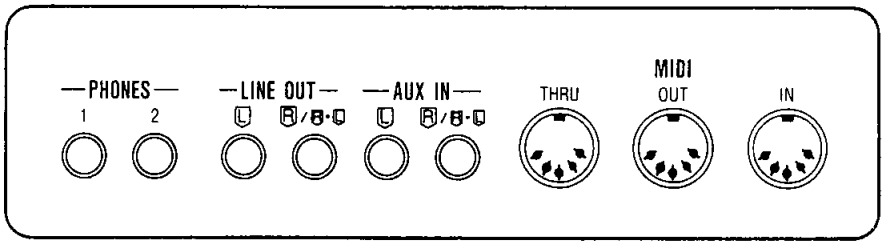
Mode 1: OMNI ON, POLY **Mode 2:** OMNI ON, MONO ○: Yes

Mode 3: OMNI OFF, POLY **Mode 4:** OMNI OFF, MONO ×: No

Connections

This page shows the many possible connections to the organ's terminals.

(Beneath the right side of the keyboard)



PHONES (use headphones with over 16 Ω impedance)
For silent practice, headphones (optional) may be used. When plugged in, the speaker system is automatically switched off, and the sound is heard only through the headphones.

AUX IN (input level 0.5 Vrms, 33 kΩ)
Other instruments such as a sound generator can be connected to this terminal, and the sound will be output from the Organ's speakers.

- To receive monaural sound, connect the other instrument to the **R/R+L** terminal. (Do not connect the **L** terminal.)

LINE OUT (output level 1.5 Vrms, 600 Ω)
By connecting an external high-power amplifier, the sound can be reproduced at a high volume.

- To output monaural sound, connect the external equipment to the **R/R+L** terminal. (Do not connect the **L** terminal.)

MIDI
These terminals are for connection to another MIDI instrument. (Refer to page 64.)

Assembly

Assemble your Technics organ as shown in the following figures.
To disassemble the organ, reverse the procedure.

- To prevent the upper organ part from falling off the lower organ part, secure it firmly with the bolts.

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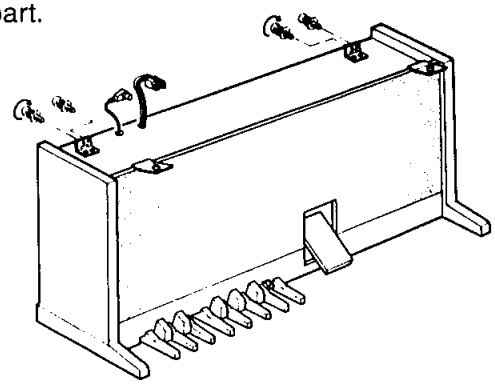
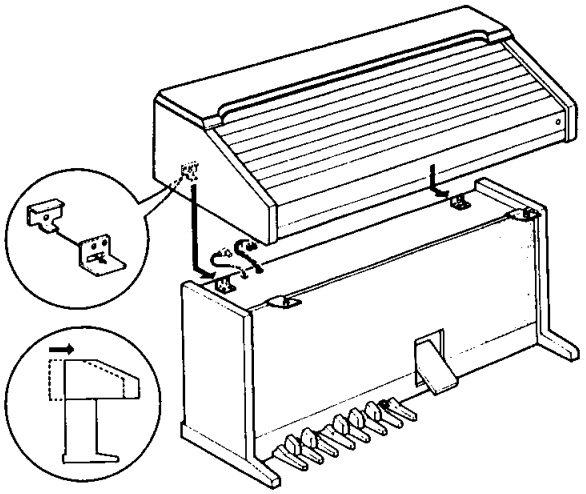
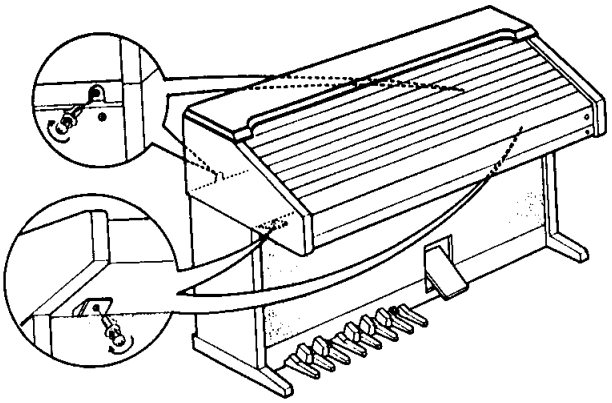
1. On the lower organ part, remove the four bolts from the metal joints.
Lay the cords to the back of the lower organ part.



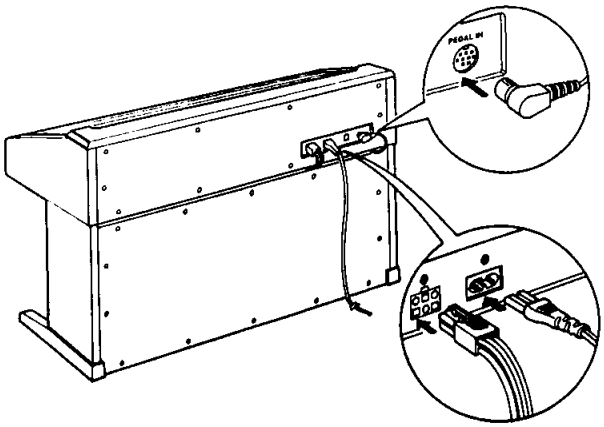
2. Place the upper organ part on the lower organ part, making sure to fit the metal pieces together.



3. Using the four bolts removed in step **1**, secure the upper organ part to the lower organ part as shown in the figure.



4. Connect the power cord, speaker cord and pedal cord as shown.



Cautions for safest use of this unit

Installation location

1. A well-ventilated place.
   Take care not to use this unit in a place where it will not receive sufficient ventilation, and not to permit the ventilation holes to be covered by curtains, or any similar materials.
2. Place away from direct sunlight and excessive heat from heating equipment.
3. A place where humidity, vibration and dust are minimized.

Power source

1. Be sure the line voltage selector is in accordance with local voltage in your area before connecting the plug to the socket.
2. DC power cannot be used.

Handling the power cord

1. Never touch the power cord, or its plug, with wet hands.
2. Don't pull the power cord.

Metal items inside the unit may result in electric shock or damage.

Do not permit metal articles to get inside the unit.

Be especially careful with regard to this point if children are near this unit. They should be warned never to try to put anything inside.

If, nevertheless, some such article does get inside, disconnect the power cord plug from the electrical outlet, and contact the store where the unit was purchased.

If water gets into the unit

Disconnect the power cord plug from the electrical outlet, and contact the store where it was purchased.

As a precaution, it is suggested that flower vases and other containers which hold liquids not be placed on the top of this unit.

If operation seems abnormal

Immediately turn off the power, disconnect the power cord plug from the electrical outlet, and contact the store where it was purchased.

Discontinue using the unit at once. Failure to do so may result in additional damage or some other unexpected damage or accident.

- Because the power source is located inside the unit, it is normal for the cabinet to become warm.

A word about the power cord

If the power cord is scarred, is partially cut or broken, or has a bad contact, it may cause a fire or serious electrical shock if used. NEVER use a damaged power cord for any appliance. Moreover, the power cord should never be forcibly bent.

Don't touch the inside parts of this unit.

Some places inside this unit have high voltage potential. Never try to remove the top or back panels of this unit, or to touch inside parts by hand or with tools.

Contact someone who is qualified in order to inspect the inside, or to replace a fuse, if such becomes necessary. Never attempt to do these things yourself.

Maintenance

The following suggestions will assist you in keeping the unit in top condition.

- Be sure to switch the instrument off after use, and do not switch the unit on and off in quick succession, as this places an undue load on the electronic components.
- To keep the luster of the surface and buttons, simply use a clean, damp cloth; polish with a soft, dry cloth. Polish may be used but do not use thinners or petro-chemical-based polishes.
- A wax-based polish may be used on the cabinet, although you will find that rubbing with a soft cloth will suffice.

SERVICE MUST BE CARRIED OUT BY DEALER OR OTHER QUALIFIED PERSON

Symptoms which appear to be signs of trouble

The following changes in performance may occur in the Technics Organ but do not indicate trouble.

	Phenomenon	Remedy
Sounds and effects	The buttons, keys, etc. malfunction.	• Turn off the **POWER** button once, then turn it on again. If this procedure is not successful, turn off the **POWER** button once. Then, while pressing the three lower left buttons in the **RHYTHM** section at the same time, turn the **POWER** button on again. (Note that, in this case, all programmable settings, functions and memories return to their factory-preset status.)
	No sound is produced when the keys are pressed.	• The **MAIN VOLUME** is at the minimum setting. Adjust the volume with the **MAIN VOLUME** control. • The **DEMO** button is on. Press the **DEMO** button to turn it off. (Refer to page 8.) • The volumes for the selected parts are set to the minimum levels. Use the **VOLUME** buttons to set the volumes of the relevant parts to appropriate levels. (Refer to page 23.) • The **LOCAL CONTROL** for a part performed on the keyboard is set to OFF. Set the **LOCAL CONTROL** to on. (Refer to page 67.)
	No sound is produced when the pedal keyboard is played.	• The **BASS** button in the **VOLUME** section is off or the **BASS** volume is set to the minimum level. Turn the **BASS** button on, and use the **VOLUME** buttons to set the **BASS** volume to an appropriate level.
	Only percussive instrument sounds are produced when the lower keyboard is played.	• The **KEYBOARD PERCUSSION** button is on. Turn it off to return the keyboard to the normal sound.
	When the **TAB & ORGAN** is selected, it does not sound.	• If all the **FLUTE** and **PERC** buttons are off while the **TAB (FLUTE)** is selected, it does not sound. Turn on a **FLUTE** or **PERC** button to select the sound. (Refer to page 20.)
	The sound of the lower keyboard or pedal keyboard does not stop.	• This occurs if the lower keyboard is played when the **FINGERED 1** or **2** and the **MEMORY** buttons are on. Turn off the **MEMORY** button.
	The foot switch does not operate properly.	• Any function is storable in the foot switch. The default setting is for the glide control. Store your favorite function. (Refer to page 58.)
Rhythm	The rhythm does not start.	• The **DRUMS** button in the **VOLUME** section is off or the **DRUMS** volume is set to the minimum level. Turn the **DRUMS** button on, and use the **VOLUME** buttons to set the **DRUMS** volume to an appropriate level. • The **MIDI CLOCK** is set the external clock (ON). Set the **MIDI CLOCK** to the internal clock (OFF). (Refer to page 69.) • In the **RHYTHM** section, a **COMPOSER** number button with no stored pattern was selected. Change the rhythm or store a new rhythm pattern in the **COMPOSER**. (Refer to page 49.)
AUTO PLAY CHORD	No sound is produced for the automatic accompaniment, or only the sounds of some parts are produced.	• An **ACCOMP** part does not sound if the corresponding button in the **VOLUME** section (**ACCOMP 1** or **ACCOMP 2&3**) is off or if the corresponding volume is set to the minimum level. Turn the **ACCOMP 1** or **ACCOMP 2&3** button on, and use the **VOLUME** buttons to set the **ACCOMP** part volume to an appropriate level.
	No sound is produced for the automatic accompaniment.	• In the **RHYTHM** section, a **COMPOSER** number button with no stored pattern was selected. Change the rhythm or store a new rhythm pattern in the **COMPOSER**. (Refer to page 49.)

	Phenomenon	Remedy
SEQUENCER	Storage is not possible.	• The remaining memory capacity of the **SEQUENCER** is 0. Follow the **SONG CLEAR** or **TRACK CLEAR** procedure to erase the memory. (Refer to page 45.)
	Multi-track storage is not possible.	• The playback track has been selected, but the **START/STOP** button has not been pressed. A flashing track indicator shows the track which is ready for recording, and a lit track indicator shows a track which is ready for playback. To record one track while listening to another (playback) track, press the **START/STOP** button to begin playback. (Refer to page 43.)
COMPOSER	Storage is not possible.	• The remaining memory capacity of the **COMPOSER** is 0. Erase a different **COMPOSER** number button in the **RHYTHM** section in which a pattern is stored. (Refer to page 49.)
	Setting the time signature and number of measures is not possible.	• The time signature and number of measures cannot be changed for a pattern which is currently recorded in the **COMPOSER**. If you wish to change the time signature and/or measure data, first follow the procedure to clear the memory. (Refer to page 49.)
	The playback timing of the rhythm pattern is different from the timing with which it was recorded.	• The **QUANTIZE** function was on when the pattern was recorded and the timing was automatically corrected. Set the **QUANTIZE** level to a smaller note unit or to OFF when recording. (Refer to page 50.)
Digital Disk Recorder	The Digital Disk Recorder produces a noise during recording or playback.	• This occurs when the Digital Disk Recorder is reading a disk. It does not indicate a problem.
	When the procedure to load from a memory disk is performed, the contents of the **SEQUENCER** memory are erased.	• When performing the load operation from a memory disk, the **SEQUENCER** memory changes to that of the data loaded from the memory disk. If you wish to preserve a song which is stored in the **SEQUENCER** memory, save it in a memory disk before performing the load procedure. (Refer to page 61.)
Other	Noise from this instrument can be heard in a nearby radio or TV set.	• This sometimes occurs when electrical equipment such as a radio or TV is used near the instrument. Try moving such electrical equipment further away from the instrument.
	Radio or TV noise can be heard in this instrument.	• The sound may be coming from a nearby broadcast station or amateur radio station. If the sound is bothersome, consult your dealer or service center.
	The cabinet becomes warm during use.	• This instrument has a built-in power source that heats the cabinet to some degree. This is not an indication of trouble.
	The sound is distorted.	• This instrument's sustained sound sometimes causes nearby objects, such as furniture or window panes, to vibrate. Turn down the volume or try moving such objects to a different location.

Index

Specifications

			SX-GN6
KEYBOARD			UPPER KEYBOARD 49 KEYS LOWER KEYBOARD 49 KEYS PEDAL KEYBOARD 13 KEYS, FULL BASS PEDAL
SOUND GENERATOR			PCM
MAXIMUM NUMBER OF NOTES PRODUCED SIMULTANEOUSLY			32 NOTES (NUMBER OF NOTES WHICH CAN BE INPUT SIMULTANEOUSLY: UPPER KEYBOARD 8 NOTES, LOWER KEYBOARD 8 NOTES, PEDAL KEYBOARD 1 NOTE)
SOUNDS	ORCHESTRAL CONDUCTOR		○
	PARTS		UPPER KEYBOARD: TAB & ORGAN, POLY, SPECIAL, SOLO LOWER KEYBOARD: TAB & ORGAN, POLY, SPECIAL, SOLO
	SOUND SELECT	UPPER	<POLY, SPECIAL, SOLO> 48 SOUNDS (16 SOUNDS×3 VARIATIONS): PIANO, ELECTRIC PIANO, HARPSICHORD, MALLET, GUITAR, ELECTRIC GUITAR, SPECIAL PERCUSSION, SYNTH, BRASS, TRUMPET, SAX/SYNTH BRASS, REED, ACCORDION, FLUTE, VOCAL, STRINGS <TAB> FLUTE 16', 8', 5-1/3', 4', 2-2/3', 2', 1' PERC 4', 2-2/3' <ORGAN> 1–9
		LOWER	<POLY, SPECIAL, SOLO> 48 SOUNDS (16 SOUNDS×3 VARIATIONS): PIANO, ELECTRIC PIANO, HARPSICHORD, MALLET, GUITAR, ELECTRIC GUITAR, SPECIAL PERCUSSION, SYNTH, BRASS, TRUMPET, SAX/SYNTH BRASS, REED, ACCORDION, FLUTE, VOCAL, STRINGS <TAB> 8', 4', 2-2/3', 2', 1' <ORGAN> 1–5
		BASS	18 SOUNDS (6 SOUNDS×3 VARIATIONS): ORGAN, ACOUSTIC, ELECTRIC, CHOPPER, SPECIAL 1, 2
	ONE TOUCH REGISTRATION		○
EFFECTS	SUSTAIN		UPPER, LOWER, BASS
	EFFECT		UPPER, LOWER, BASS
	TOUCH		UPPER, LOWER
	DIGITAL REVERB		○ (ROOM, STAGE, HALL)
	GLIDE		UPPER
	TREMOLO		UPPER TAB & ORGAN, LOWER TAB & ORGAN (SLOW/FAST)
	CELESTE		UPPER TAB & ORGAN, LOWER TAB & ORGAN
RHYTHM	RHYTHM		48 RHYTHMS (16 RHYTHMS×3 VARIATIONS): MARCH, COUNTRY, WALTZ 1, 2, SWING 1, 2, LATIN 1, 2, 8 BEAT, ROCK, 16 BEAT 1, 2, JAZZ ROCK, DISCO, TRAD 1, 2
	CONTROL		START/STOP, SYNCHRO & BREAK, INTRO & ENDING, FILL IN 1, 2, COUNT INTRO, TEMPO
	KEYBOARD PERCUSSION		39 KEYS
AUTO PLAY CHORD			AUTO PLAY CHORD (FINGERED 1, 2, MEMORY), DYNAMIC ACCOMP, ONE TOUCH PLAY, MUSIC STYLE SELECT, MUSIC STYLE ARRANGER
TECHNI-CHORD			○
VOICE SETTING COMPUTER			1–8
COMPOSER			5 TRACKS (PART: BASS, ACCOMP 1, 2, 3, DRUMS) STORAGE CAPACITY: APPROX. 1800 NOTES RECORDING MODE: REALTIME EDIT FUNCTIONS: COMPOSER CLEAR, BAR, BEAT, QUANTIZE, PERCUSSION ERASE
SEQUENCER			8 TRACKS (PART: UPPER, LOWER, BASS, CHORD, UPPER POLY, LOWER POLY, DRUMS, CONTROL) STORAGE CAPACITY: APPROX. 6000 NOTES RECORDING MODE: REAL TIME, STEP (CHORD, RHYTHM) EDIT FUNCTIONS: SONG CLEAR, TRACK CLEAR, TRACK ASSIGN
DISPLAY			LCD×2, CONTRAST (RIGHT)
DEMO			○
MIDI			CHANNEL, OCTAVE SHIFT, LOCAL CONTROL, VSC PROGRAM CHANGE, START/STOP, MIDI CLOCK, SONG SELECT, PROGRAM CHANGE MODE, NOTE ONLY, MIDI LOAD, MIDI OUT
CONTROL			VOLUME, TEMPO, PROGRAM, TRANSPOSE
EXTERNAL MEMORY			DIGITAL DISK RECORDER (INSTALLED)
TERMINALS			PHONES×2, LINE OUT (R/R+L, L), AUX IN (R/R+L, L), MIDI (IN, OUT, THRU)
OTHERS			POWER SWITCH, MAIN VOLUME, EXPRESSION PEDAL, FOOT SWITCH, KNEE LEVER
OUTPUT			150W
SPEAKERS			20cm×1, 16cm× 2, DOME TWEETER×2, (13×6)cm×2
POWER REQUIREMENT			330W, 230VA (CANADA), 210W (USA AND MEXICO)
			AC120/220/240V 50/60 Hz AC120V 60 Hz (NORTH AMERICA AND MEXICO) AC230V 50/60 Hz (NEW ZEALAND AND EUROPE EXCEPT FOR UNITED KINGDOM)
DIMENSIONS (W×H×D)			122.3cm×121.4cm×60.1cm (48-5/32"×47-25/32"×23-21/32")
NET WEIGHT			84 kg (185.2 lbs.)

Design and specifications are subject to change without notice.

Matsushita Electric Industrial Co., Ltd.
Central P.O. Box 288, Osaka 530-91, Japan

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SX-GN6 SOUND & RHYTHM GUIDE

UPPER / LOWER SOUND VARIATIONS

SOUND SELECT	VARIATION		DISPLAY	MIDI PROGRAM CHANGE DATA	
				NORMAL	TECH
PIANO	1	Piano	Piano	8	0
	2	Bright Piano	Brt.Piano		1
	3	Honky Tonk	HonkyTonk		1
E PIANO	1	Electric Piano 1	E.Piano 1	9	5
	2	Electric Piano 2	E.Piano 2		6
	3	Electric Piano 3	E.Piano 3		5
HARPSICHORD	1	Harpsichord	Hrpsichrd	10	16
	2	Cembalo	Cembalo		18
	3	Harpsichord Octave	Hrpsi.Oct		16
MALLET	1	Vibraphone	Vibraphon	11	8
	2	Glocken	Glocken		9
	3	Marimba	Marimba		10
GUITAR	1	Classical Guitar	ClasicGtr	12	20
	2	12str.Guitar	12str.Gtr		23
	3	Hawaiian Guitar	Hawai.Gtr		31
ELECTR GUITAR	1	Jazz Guitar	Jazz Gtr	13	25
	2	Solid Guitar	Solid Gtr		26
	3	Mute Guitar	Mute Gtr		29
SPECIAL PERC	1	Steel Drum	SteelDrum	14	15
	2	Banjo	Banjo		33
	3	Harp	Harp		32
SYNTH	1	Synth Clavi	Syn.Clavi	15	115
	2	Synth Grand	Syn.Grand		114
	3	African	African		113
BRASS	1	Brass	Brass	0	56
	2	Trombone	Trombone		53
	3	French Horn	FrenchHrn		54
TRUMPET	1	Trumpet	Trumpet	1	48
	2	Mute Trumpet	MuteTrmpt		50
	3	Flugel Horn	FlugelHrn		51
SAX／S BRASS	1	Tenor Sax	Tenor Sax	2	78
	2	Alto Sax	Alto Sax		77
	3	Synth Brass	Syn.Brass		60
REED	1	Jazz Clarinet	Jz.Clrnet	3	68
	2	Classical Clarinet	ClsClrnet		69
	3	Oboe	Oboe		66
ACCORDION	1	Bright Accordion	BrtAccord	4	80
	2	Musette	Musette		82
	3	Mellow Accordion	MelAccord		81
FLUTE	1	Jazz Flute	JazzFlute	5	65
	2	Classical Flute	Cls.Flute		65
	3	Pan Flute	Pan Flute		72
VOCAL	1	Vocal	Vocal	6	104
	2	Synth Vocal	Syn.Vocal		107
	3	Mellow Ensemble	MellowEns		107
STRINGS	1	Strings 1	Strings 1	7	100
	2	Strings 2	Strings 2		102
	3	Classical Violin	ClsViolin		96

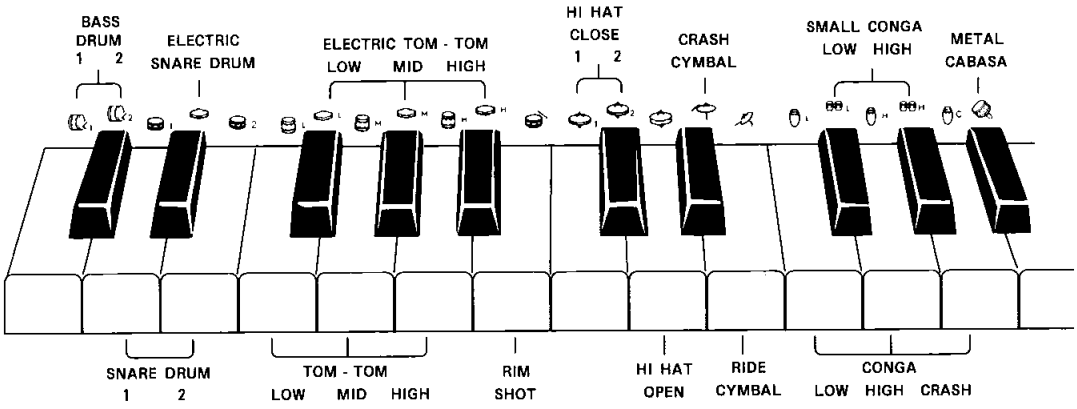
・Program change number = Program change data+1

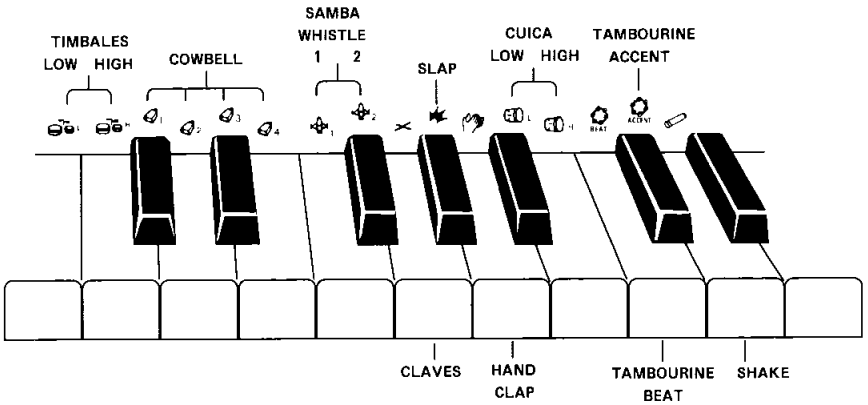
BASS SOUND VARIATIONS

SOUND SELECT	VARIATION		DISPLAY	MIDI PROGRAM CHANGE DATA	
				NORMAL	TECH
ORGAN	1	Organ 8′	Org 8′	0	94
	2	Organ 16′	Org16′		94
	3	Organ 16′+8′	Org16′+8′		95
ACOUSTIC	1	Acoustic Bass 1	AcstBass1	1	43
	2	Acoustic Bass 2	AcstBass2		43
	3	Strings	Strings		102
ELECTRIC	1	Electric Bass 1	E.Bass 1	2	40
	2	Electric Bass 2	E.Bass 2		40
	3	Mute Bass	Mute Bass		47
CHOPPER	1	Chopper Bass 1	ChopBass1	3	41
	2	Chopper Bass 2	ChopBass2		41
	3	Synth Chopper Bass	SynChopBs		45
SPECIAL1	1	Tuba	Tuba	4	55
	2	Pipe Bass 1	PipeBass1		85
	3	Pipe Bass 2	PipeBass2		84
SPECIAL2	1	Timpani	Timpani	5	126
	2	Mallet Bass	MalletBas		44
	3	Synth Tuba	Syn.Tuba		46

•Program change number = Program change data+1

KEYBOARD PERCUSSION (LOWER KEYBOARD)





RHYTHM VARIATIONS / ONE TOUCH PLAY

RHYTHM	VARIATION			ONE TOUCH PLAY	MIDI PROGRAM CHANGE DATA	
	NO.	DISPLAY			NORMAL	TECH
MARCH	1	U.S.A. March 2/4	March 2/4	Brass & Glock.	16	0
	2	German March 6/8	March 6/8	Euro March 6/8		2
	3	Polka	Polka	Let's. Polka		4
COUNTRY	1	Country	Country	Pickin' Guitar	17	17
	2	Bluegrass	Bluegrass	Hoe Down		20
	3	Foxtrot	Foxtrot	Cntry Foxtrot		29
WALTZ 1	1	Viennese Waltz	VinsWaltz	Vienna Strings	18	9
	2	Chanson Waltz	ChsnWaltz	Organ Waltz		8
	3	German Waltz	GrmnWaltz	Euro Waltz		10
WALTZ 2	1	Jazz Waltz 1	Jz.Waltz1	3/4 Sax Solo	19	47
	2	Jazz Waltz 2	Jz.Waltz2	Vibes Solo		46
	3	Standard Waltz	Std.Waltz	String Waltz		8
SWING 1	1	Big Band 1	Big Band1	Swingin' Reeds	20	39
	2	Big Band 2	Big Band2	Gentle Swing		41
	3	Big Band 3	Big Band3	Sax Section		36
SWING 2	1	Jazz Combo	Jz.Combo	Sax Solo	21	32
	2	Jazz Ballad	Jz.Ballad	Mellow Jazz		35
	3	Dixie	Dixie	Trad Jazz		24
8 BEAT	1	8 Beat Ballad	8BtBallad	E.P.Ballad	8	88
	2	8 Beat Rock	8Bt.Rock	Keys & Frets		90
	3	8 Beat Soul	8Bt.Soul	Soul Guitar		83
ROCK	1	Rock Ballad	Rk.Ballad	Sax Ballad	9	74
	2	Shuffle Boogie	ShflBogie	Boogie Piano		77
	3	Rock'n'Roll	Rk'n'Roll	Rk'n'Roll Pno.		81
16 BEAT 1	1	16 Beat Rock 1	16BtRock1	Soft 16	10	96
	2	16 Beat Ballad	16BtBalad	Easy Ballad		99
	3	16 Beat Rock 2	16BtRock2	Flugel Rock		96
16 BEAT 2	1	Samba Rock	SambaRock	Perc. Piano	11	116
	2	Pop Rock	Pop Rock	Synth Brass		104
	3	Swing Rock	SwingRock	Synth Swing		72
JAZZ ROCK	1	Jazz Rock 1	JazzRock1	Fusion Band	12	113
	2	Jazz Rock 2	JazzRock2	Brassy Flute		112
	3	Soul Rock	Soul Rock	Soul E.P.		102
DISCO	1	Disco	Disco	Perc.Syn.Vocal	13	126
	2	Disco Euro Beat	DiscEurBt	Let's Dance		120
	3	16 Beat Disco	16BtDisco	Sax & Flute		123
LATIN 1	1	Rhumba	Rhumba	Rhumba Orch.	22	58
	2	Mambo	Mambo	Tijuana		57
	3	Tango	Tango	Tango Band		53
LATIN 2	1	Bossanova 1	Bossanov1	Bossa Sax	14	48
	2	Bossanova 2	Bossanov2	Gtr.&Flt.Duet		50
	3	Samba	Samba	Mute Trp.Samba		51
TRAD 1	1	Waltz	Waltz	Mellow Sax	23	13
	2	Orchestra Swing	OrchSwing	Pure Elegance		37
	3	Show Time 2/2	ShowTime	Theatre Organ		15
TRAD 2	1	Country Swing	CntrySwng	Steel Str.Band	15	17
	2	Dixie Jazz	Dixie Jz.	Dixie Piano		24
	3	Straight 4	Straight4	Groovin'Sax		29

・Program change number = Program change data+1

COMPOSER

The **COMPOSER** 1～8 buttons are for storing your original rhythm patterns. However,the following rhythm patterns are preset in the buttons at the time of shipment from the factory.

No.	RHYTHM	MIDI PROGRAM CHANGE DATA (NORMAL)	No.	RHYTHM	MIDI PROGRAM CHANGE DATA (NORMAL)
1	WALTZ	0	5	BOSSA NOVA	4
2	FOXTROT	1	6	RHUMBA	5
3	JAZZ FAST	2	7	8 BEAT	6
4	CHA-CHA	3	8	16 BEAT	7

MUSIC STYLE

NO.	MUSIC STYLE	NO.	MUSIC STYLE	NO.	MUSIC STYLE	RHYTHM	VARIATION
1	Straight 8	2	E.P.Ballad	3	Ballad Amore	8 BEAT 1	1
4	Country Feel	5	Keys & Frets	6	Country Organ		2
7	B3 Soul	8	Soul Guitar	9	Soul Orchestra		3
10	Organ Ballad	11	Sax Ballad	12	Full Org. Balad	ROCK	1
13	Mute Shuffle	14	Boogie Piano	15	Shuffle Brass		2
16	60' s Organ	17	Rk'n'Roll Pno.	18	Brass Rock		3
19	Muted Guitars	20	Soft 16	21	Synth Clavi.	16 BEAT 1	1
22	Clsic. Gtr. Solo	23	Easy Ballad	24	Orch.Ballad		2
25	E.P. 16 Beat	26	Flugel Rock	27	Contemp. Piano		3
28	Latin Rock	29	Perc. Piano	30	Samba Brass	16 BEAT 2	1
31	Pop Synth	32	Synth Brass	33	Bright Pop		2
34	Swing Rock Gtr	35	Synth Swing	36	Org. Brass Lead		3
37	E.P.Jazz Rock	38	Fusion Band	39	Fusion Horns	JAZZ ROCK	1
40	Mellow Flugel	41	Brassy Flute	42	Jz. Rock Organ		2
43	Miles Away	44	Soul E.P.	45	Soul Synth		3
46	Disco Piano	47	Perc.Syn.Vocal	48	Disco Orch.	DISCO	1
49	Guitar Disco	50	Let's Dance	51	Disco Brass		2
52	Disco Organ	53	Sax &Flute	54	Perc. Strings		3
55	Antonio C.J.	56	Bossa Sax	57	Bossa Organ	LATIN 2	1
58	E.P.Bossa	59	Gtr. & Flt. Duet	60	Bossa Band		2
61	Samba Combo	62	Mute Trp. Samba	63	Samba Rio		3
64	Country Mood	65	Steel Str. Band	66	Country Orch.	TRAD 2	1
67	Trombone Solo	68	Dixie Piano	69	Clr. +Trmp. Duet		2
70	Old Time Organ	71	Groovin' Sax	72	Foxtrot Band		3
73	Mellow March	74	Brass & Glock.	75	Marching Band	MARCH	1
76	Grmn March 6/8	77	Euro March 6/8	78	Soft March 6/8		2
79	Clarinet Polka	80	Let' s Polka	81	Europe Polka		3
82	Country Piano	83	Pickin' Guitar	84	Pick & Bow	COUNTRY	1
85	Country Pick	86	Hoe Down	87	Cntry Strings		2
88	Easy Country	89	Cntry Foxtrot	90	Country Organ		3
91	Vienna Solo	92	Vienna Strings	93	Vienna Orch.	WALTZ 1	1
94	16'+2 2/3'	95	Organ Waltz	96	Full Organ		2
97	German Waltz	98	Euro Waltz	99	Bavarian 3/4		3
100	3/4 Jazz Piano	101	3/4 Sax Solo	102	Flute & Mute	WALTZ 2	1
103	Jazz Gtr. Waltz	104	Vibes Solo	105	Jazz Unison		2
106	Simple Waltz	107	String Waltz	108	Orchestral 3/4		3
109	Swing Trombone	110	Swingin' Reeds	111	Muted Brass	SWING 1	1
112	Goodman Solo	113	Gentle Swing	114	Full Big Band		2
115	The Duke	116	Sax Section	117	Brass Lead		3
118	Vibes Combo	119	Sax Solo	120	Cool Jazz	SWING 2	1
121	Jazz Quartet	122	Mellow Jazz	123	Jazz Romance		2
124	Honky Tonk	125	Trad Jazz	126	Dixie Trombone		3
127	Latin Guitar	128	Rhumba Orch.	129	Latin Fare	LATIN 1	1
130	Mambo Organ	131	Tijuana	132	Spanish Brass		2
133	Piano Tango	134	Tango Band	135	Tango Orch.		3
136	Romantic Vln.	137	Mellow Sax	138	Waltz Orch.	TRAD 1	1
139	Orch.Oboe	140	Pure Elegance	141	Orch. Strings		2
142	Theatre Orch.	143	Theatre Organ	144	Show Biz		3