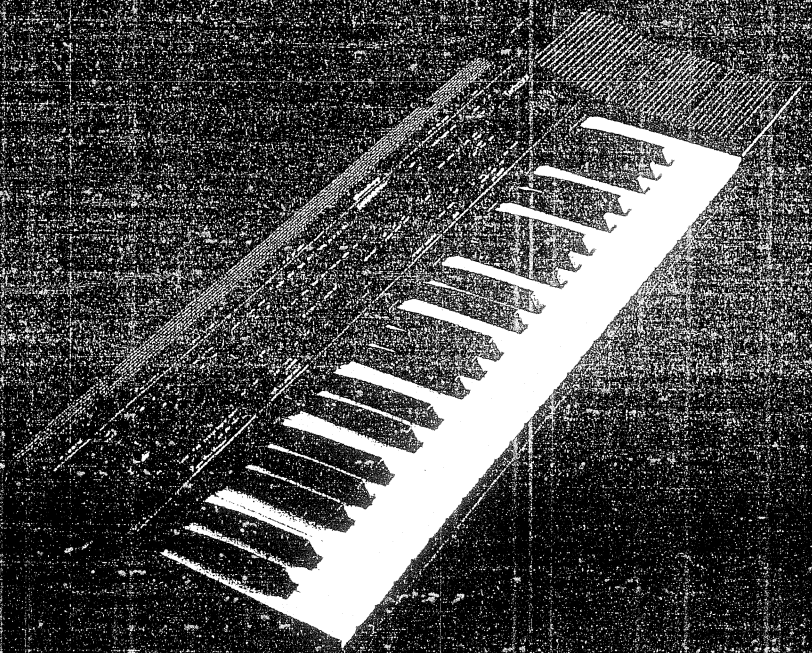
Technics

SX-K300/SX-K350



SX-K350

PCM
KEYBOARDS

For U.S.A.

"This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- reorient the receiving antenna
- relocate the electronic musical instrument with respect to the receiver
- move the electronic musical instrument away from the receiver
- plug the electronic musical instrument into a different outlet so that electronic musical instrument and receiver are on different branch circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

"How to Identify and Resolve Radio-TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4."

The model number of this product is found on the rear of the unit. The model and serial numbers are found underneath the keyboard in a central/rear position.
Please note the model and serial number in the space provided below and retain this sheet as a permanent record of your purchase to aid identification in the event of theft.

MODEL NUMBER

SERIAL NUMBER

Technics

OWNER'S MANUAL
INSTRUCTIONS D'EMPLOI
GEBRUIKSAANWIJZING
BEDIENUNGSANLEITUNG
INSTRUCCIONES DE MANEJO
ISTRUZIONI PER L'USO

Caution

Voltage (except North America)
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 25.

IMPORTANT (for GREAT BRITAIN)
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 unit 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 with the letter N or coloured BLACK.

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

This apparatus was produced to BS 800: 1977.

Vorsicht!

Netzspannung (außer Nordamerika)
Versichern Sie sich, daß der Spannungswähler auf der Rückseite mit Ihrer lokalen Netzspannung übereinstimmt, bevor Sie das Instrument in Betrieb nehmen. Ist dies nicht der Fall, benutzen Sie einen Minusschraubenzieher, um den Spannungswähler auf die örtliche Netzspannung einzustellen.
Bevor Sie anfangen zu spielen, lesen Sie bitte die Vorsichtshinweise auf der letzten Seite dieser Anleitung.

Bescheinigung des Herstellers/Importeurs

Hiermit wird bescheinigt, daß der/die/das

TECHNICS, Model No. SX-K300/SX-K350
(Gerät, Typ, Bezeichnung)

in Übereinstimmung mit den Bestimmungen der

Vfg 1046 / 1984
(Amtsblattverfügung)

funk-entsört ist.
Der Deutschen Bundespost wurde das Inverkehrbringen dieses Gerätes angezeigt und die Berechtigung zur Überprüfung der Serie auf Einhaltung der Bestimmungen eingeräumt.

PANASONIC DEUTSCHLAND GMBH
Name des Herstellers/Importeurs

¡Precaución

Tensión (excepto América del Norte)
Cerciórese de que el ajustador de tensión, situado en el panel posterior, está ajustado al valor de la tensión de su residencia. Efectúe esta comprobación antes de utilizar el órgano. Para ajustar la tensión emplee un destornillador para posicionar el ajustador de tensión al valor correspondiente.
Antes de empezar a tocar, lea las precauciones de las páginas siguientes.

Attenzione

Voltaggio (eccetto Nord America)
Assicurarsi che il cambio tensione, sul pannello posteriore, concordi la tensione con il voltaggio della tensione di rete. Usate nel caso un cacciavite per adattare la tensione.
Prima di suonare vi consigliamo di leggere le indicazioni dell'ultima pagina.

Attention

Tension (à l'exception de l'Amérique du nord)
Avant de mettre cet appareil en marche, s'assurer que le sélecteur de tension situé sur le panneau arrière est réglé sur la tension locale. Pour régler le sélecteur de tension utiliser un tournevis plat (—).
Avant toute utilisation, prière de lire l'avertissement apparaissant à une page ultérieure.

Attentie!

Netspanning (behalve voor Noord Amerika)
Let er op dat de spanningscaroussel, die zich op het achterpaneel bevindt, op de juiste netspanning staat vóór het orgel wordt aangesloten. Gebruik een kleine schroevedraaier om de spanningscaroussel in te stellen.
Voordat U gaat spelen, lees de waarschuwings punten op de latere bladzijden zorgvulding en goed door.

The circled numbers on the separate sheet correspond to the section numbers in this instruction manual.

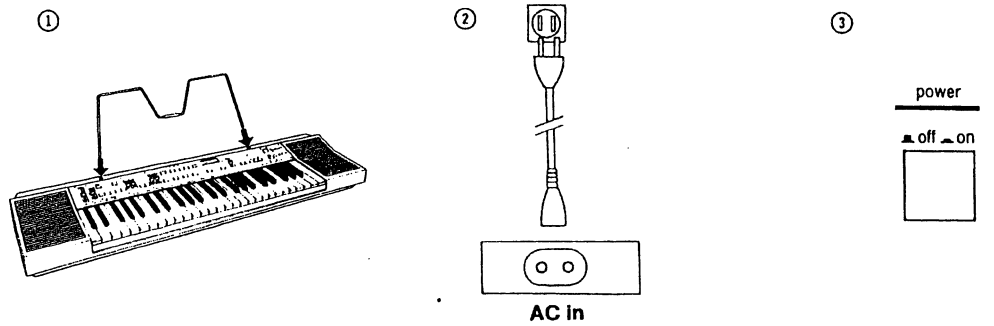
Part I Introduction

ENGLISH

① Playing Your Technics is Easy!

Let's get ready.

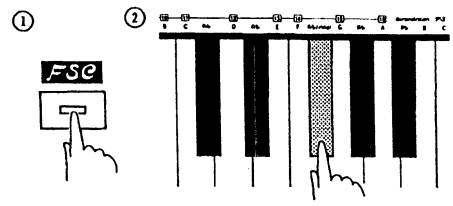
1. Set up the music stand.
   Insert the music stand in the two holes on the keyboard as shown in the figure.
2. Plug the power cord into an outlet.
3. Turn the **power** switch on.



Let's set the standard settings <initial mode>.

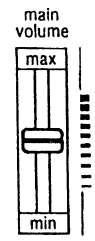
1. Press the FSC button to turn it on.
2. Press the **initial** key on the keyboard.

- Various recording operations are possible with this keyboard. By performing this <initial mode> operation, the factory preset settings are designated. The contents stored in the Play Sequencer and Fullband Setting Computer are left as they are.



Let's play.

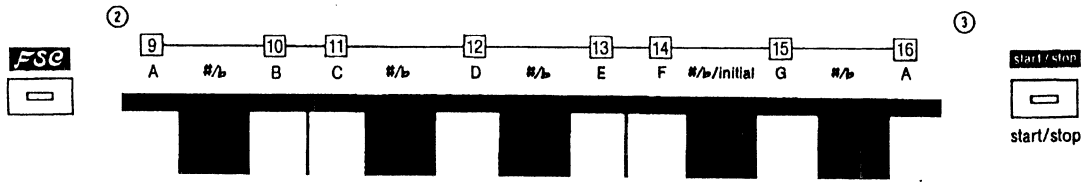
Now let's play a song. Adjust the **main volume** to an appropriate level.



Let's start an automatic performance (PS demo).

Eight songs from the music sheet (provided) have been memorized by this keyboard and can be played back automatically. (The chord progression noted in the sheet music is actually simpler than that stored in PS demo.)

1. Press the FSC button.
2. Press the number of the desired song stored in keys [9] through [16].
3. Press the start/stop button.

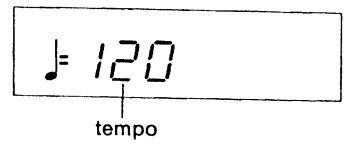


② Musical Display

The LCD display shows the musical contents of what is being played and the function selected.

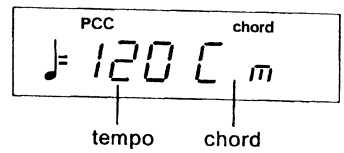
I. Display of musical contents

a) During Manual Play:
Only the tempo is displayed.



b) During Auto Play Chord, Program Chord Computer or split play (refer to ③, ⑫, ⑯):
The tempo and chord are displayed.

- Chord names C♯, D♯, G♭, G♯, and A♯ are displayed as D♭, E♭, F♯, A♭ and B♭, respectively.



II. Display of stored contents

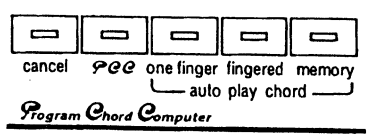
When storing the Program Chord Computer, Play Sequencer, Fullband Setting Computer, etc. (which are explained later), the contents being stored are displayed. See each section for details.

③ Keyboard Split

Normally, the entire keyboard can be used to play a melody using **poly presets** and/or **solo presets** (K350 only) tones.

However, while using the Auto Play Chord, etc., the keyboard splits into two sections: accompaniment on the left side and melody on the right.

SX-K300

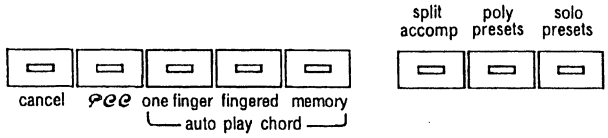


Button Settings	Keys
Cancel or PCC button is on	A melody can be played using the entire keyboard.
One finger or **fingered** button is on	The 19 keys on the left are used for accompaniment and the keys to the right are used for melody.

- When the **cancel** button is on, up to 8 notes can be played at once, and when off up to 4 notes in each section can be played at once.

If your model is the SX-K300, please skip page 4 and go on to page 5.

ENGLISH



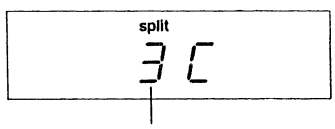
Button Settings	Keys
•**Cancel** button on and **split accomp** button off •𝄐 button on	The melody can be played using the entire keyboard.
•**Cancel** and **split accomp** buttons on •**One finger** button on •**Fingered** button on	The left section is for accompaniment and the right for melody (split condition).

- Up to 8 notes can be played at once only when the **cancel** button is on and the **split accomp** button is off. In all other situations, up to 4 notes in each section can be played at once. However, only one note can be played using the **solo presets**.

- The splitting position can be adjusted freely by the following procedure.
  1. Press the record button. The button will flash.
  2. Press the **split accomp** button. It slowly flashes.
  3. Press the key where you desire the sections to be split.
     (The key you pressed and those to the right can be used to play melody.)

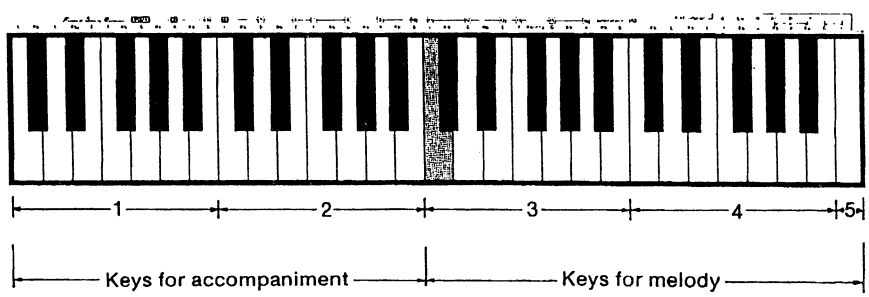
Musical Display

The name of the depressed key and its octave level are displayed.



This number corresponds to the number of the keyboard octave of the following figure.

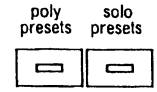
Example: When the C key of octave level 3 is pressed.



In the initial mode, the split position is 2G.

Part II Basic creation of tones and effects

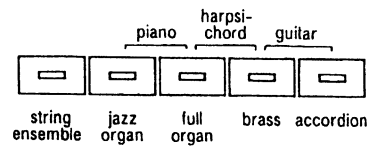
④ Orchestral Conductor (K350 only)



These two controls allow you to choose between the **poly presets** and the **solo presets**—or you can combine them by pressing both buttons at the same time.

You can also change them as you play, which provides much variety for your music.

⑤ Poly Presets



(K350)

The following 8 voices are provided by the **poly presets**. All these sounds are polyphonic.

- If playing model K350, turn on the Orchestral Conductor **poly presets** button.

String ensemble — Create beautiful, shimmering string sounds, either as a solo voice or an entire string section.

Jazz organ — Provides a preset jazz organ sound, complete with percussive attack.

Full organ — Good for a wide variety of music, from liturgical to popular songs.

Brass — Can be used to sound like horns, trombones, or saxophones. A very versatile voice.

Accordion — Try it as a solo instrument and then combine it with the solo presets, **clarinet** or **panflute** (K350).

Piano is an authentic and versatile voice, good for music of all types.

Harpsichord — The quaint, dry sound of this instrument sounds good on many classical selections or on certain popular favorites.

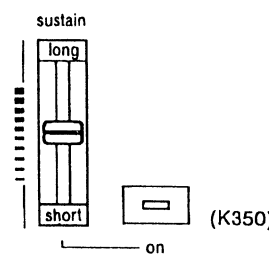
Guitar is a soft, delicate voice that enhances many musical moods.

- For **piano, harpsichord** or **guitar**, press two adjacent buttons simultaneously.
- If the **piano, harpsichord** or **guitar** keys are held down continuously, the sound will naturally fade.

- A change in volume and tone may occur when **string ensemble** is selected with both the poly presets and accompaniment. This is because, depending upon how the keys are pressed, the mixed electric waveforms may interfere with each other, causing part of the frequency to disappear. (This is a timing problem, not an indication of any malfunction.)

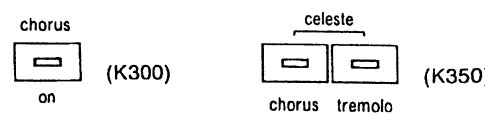
Sustain is the gradual fading out of musical tones after the key is released. This button adds the effect to the **poly presets**. Adjust the length of the fade-out with the slide control.

- Even with the **sustain on** button off, the slide control allows you to adjust the time of decay in which the sound of the **piano, harpsichord** or **guitar** gradually fades away while the keys are pressed.
- When connected to the **sustain/program** terminal on the rear accessory panel, the accessory pedal (SZ-P1) lets you turn sustain on and off. (Refer to ⑱.)



(K350)

⑥ Effect



(K300)

(K350)

The following effects can be used with **poly presets** tones.

Chorus control expands one voice of the poly presets to sound like many—an exciting illusion.

Tremolo, when pressed, gradually adds a full theatrical tremolo effect (K350 only).

Celeste effect creates a colorful new dimension, simulating the spaciousness of a huge concert hall or arena (K350 only).

- Special effects are already set for **string ensemble**, and the effect button(s) will produce no change. When the keyboard is split, the effect button(s) can be used to apply special effects to sections not selected with the **string ensemble**.

⑦ PCM Solo Presets (K350 only)

ENGLISH

Technics has made synthesizer effects easy—they're all preset sounds! Each voice produced by the PCM system is realistic with all the typical characteristics of each instrument.

- The following 8 voices are provided by the **solo presets**.
- Turn on the Orchestral Conductor **solo presets** button.

Clarinet is a rich, woody voice, best suited for a soft, mellow solo.

Panflute sounds so real—the breathy attack, the soft, mellow tone—you'll hardly believe it's really your Technics keyboard.

Flute is a pure, free voice that complements any melody.

Cosmic is a contemporary space-type sound typical of the effects created by synthesizers in today's music.

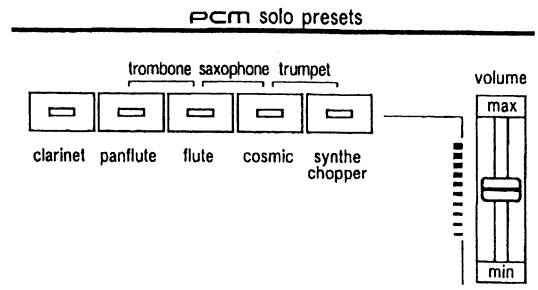
Synthe chopper is a percussive voice with a "key pop" effect, making it an ideal jazz or rock organ sound.

Trombone has a smooth, round tone that blends very well with other voices.

Saxophone has the tonal characteristics of a real tenor sax.

Trumpet dominates any voice combination because of its brilliant and sparkling tone.

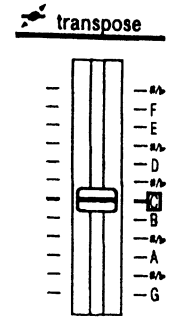
- For **trombone**, **saxophone** or **trumpet**, simultaneously press the two adjacent buttons.



Volume slide control adjusts the loudness of the **solo presets** voices in relation to other sounds.

- All these sounds are monophonic which means they sound on only one key at a time no matter how many you press.
- When mixing **poly presets** and **solo presets**, play the chord with your left hand and the melody with your right hand. The **solo presets** sound will not mix with the chord sounds played by the left hand, thus enabling solo play. (When the interval between the chord and melody is less than one complete note, the **solo presets** sound will shift to the left hand.)
- Presets such as the **clarinet** and **panflute** produce sound lower in range than that of real instruments. However, when pressing a key, it takes a longer time to achieve a full sound at the lowest octave in particular. Therefore, when playing at quick tempo, play at a higher range to ensure effective performance.

⑧ Transpose



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 by moving the slide control from the normal key of C.

- **When transposed to a lower key, the lowest keys equal to the number of notes transposed do not emit any solo presets and Play Sequencer bass sounds (K350 only).**

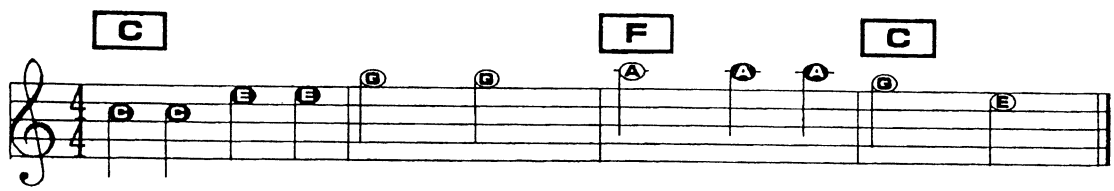
ENGLISH

⑨ Techni-Chord

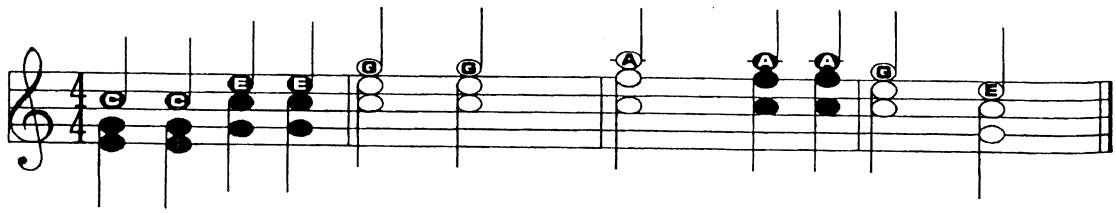
Techni-Chord, when used with Auto Play Chord or Program Chord Computer features, makes your one-finger melodies sound like those of a professional keyboardist by transferring the chord tones you play on the accompaniment part of the keyboard (see Auto Play Chord) to each melody note you play on the solo part of the keyboard. To illustrate, press **full organ** and play the example below—use either One-Finger chords, or form your own.

- If playing the K350, the Techni-Chord function can also be used when the **cancel** and **split accomp** buttons are on.

Holy, Holy, Holy



Now press the **techni-chord** button and play the example again. Here's how your One-Finger melody looks when written out—three-note melody chords!



NOTE: When you're using the Auto Play Chord feature, the melody with Techni-Chord is playable on the keys for melody. When you've entered the chords in the Program Chord Computer, the melody with Techni-Chord can be played over the entire keys. Be sure to play the melody with only one finger on your right hand—Techni-Chord does the rest!

Part III Let's play the rhythm

ENGLISH

⑩ PCM Drum Percussion (Automatic Rhythm)

The rhythm unit, which employs a pulse code modulation (PCM) system for a more realistic sound, consists of rhythm selector buttons, start/stop devices, a downbeat light, and volume and speed controls.

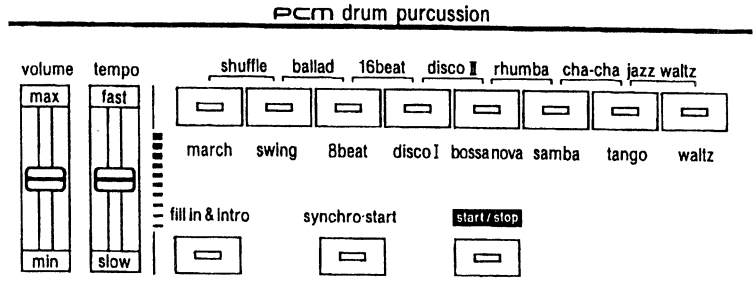
The rhythm buttons themselves are self-cancelling—if one is pressed and you choose a new rhythm, the light on the first button goes out when you press the button for the new pattern. Pressing the two adjacent buttons simultaneously selects the rhythm indicated between them.

The start/stop button instantly starts and stops the drum rhythm. The rhythm always starts on the first beat of a measure. The LED light on this button indicates the downbeat by flashing on the first beat of each measure. This helps you relate the drum rhythms to the music and helps you keep track of "where you are" while playing.

Synchro start starts the drum rhythm you've chosen only when a key in the accompaniment section is pressed.

Volume allows you to adjust the loudness of the drums to be in perfect balance with the keyboard voices.

Tempo adjusts how fast or slow the rhythm is played.

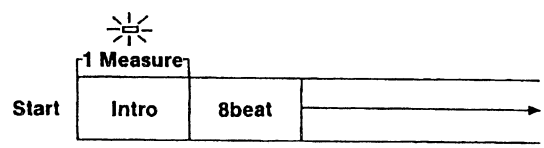


⑪ Fill in & Intro

This feature lets you use a one-measure drum solo (or "fill") as an introduction to a song, or to connect different sections of a song. Using the **8beat** rhythm, let's see how this works.

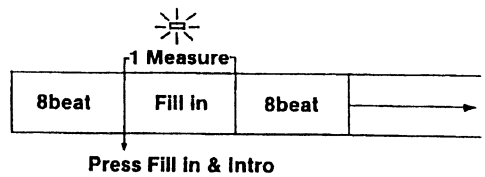
As an intro (introduction):

1. Press **8beat**.
2. Press **fill in & intro**—indicator lights up.
3. Start the rhythm (start / stop). You'll hear the drums start with the intro and continue on to the 8beat. After the intro, the indicator light goes out.



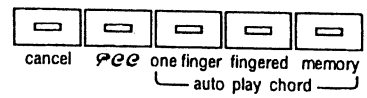
As a fill-in:

1. Press **8beat**.
2. Start the rhythm.
3. Whenever you want the "drummer" to "fill-in," press **fill in & intro**—the fill-in is immediately played for one measure, after which the **8beat** rhythm resumes.



- Fill in & intro can be controlled with a pedal by connecting the optional SZ-P1 pedal. (Refer to ⑱.)

⑫ Auto Play Chord



Auto Play Chord is an effective musical aid and a source of enjoyment regardless of your previous musical experience. Combined with other exciting Technics features, Auto Play Chord can help you create a multitude of sounds using only one finger on each hand. Further, it can actually help you learn to play in the traditional manner. Let's see how...

One finger allows you to play a full chord and bass tone by pressing any one key on the accompaniment section; these chords are called *major*, indicated by a chord symbol letter (C, E♭, etc.). To play *seventh* chords (G7, A♭7, etc.), play the key that names the chord (major) and any white key to the left of it. To play *minor* chords (Am, F♯m, etc.), play any black key to the left as you play the appropriate key. Occasionally you'll play *minor seventh* chords (Dm7, B♭m7, etc.). As you play the key that names the chord, play any black key and white key to the left. (Press a key within 5 keys of the root.)

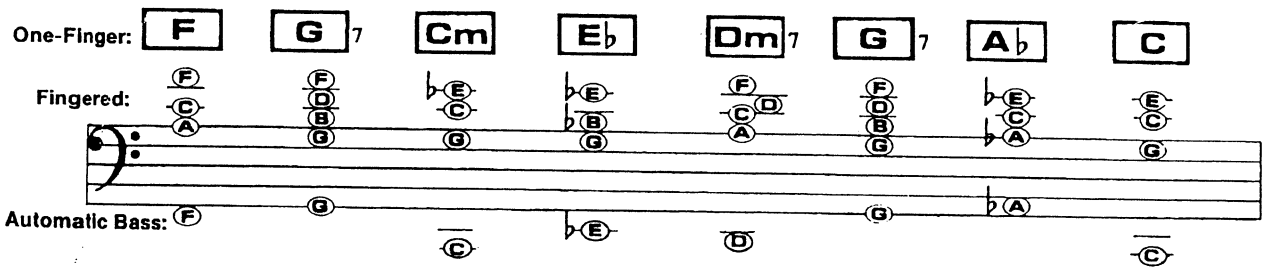
Fingered allows you to form your own chords in the accompaniment section of the keyboard; the correct bass tone is automatically provided.

Memory provides the sound of the one-finger (or fingered) chord and bass tone even if you release the accompaniment key(s). The chord and bass continue to sound until you play another chord.

Cancel shuts off the Auto Play Chord feature, permitting normal playing.

Set up your keyboard and play the chord example below. If you use the **one finger** button, play the chord key indicated by the letter-name in each chord symbol. If you play in the **fingered** mode, form the chords as shown with your left hand—use **memory** to allow yourself time to find the correct notes.

- If the **memory** button is pressed on while the **cancel** and **split accomp** buttons are on, a bass sound corresponding to the chord pressed on the accompaniment section will be played automatically (K350 only).



⑬ Rhythmic Orchestra

This provides the accompaniment (chords and bass) when you use Auto Play Chord. If you play without automatic rhythm, the accompaniment will be sustained (continuous). If you use automatic rhythm, the bass and chords will be rhythmic, perfectly coordinated with the drums.

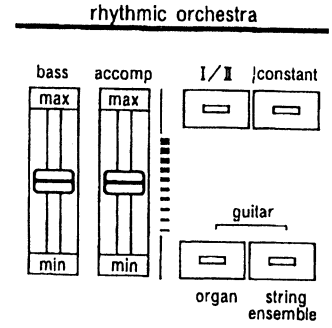
Accomp volume enables you to balance the volume (loudness) of the chords with the other Technics voices.

Bass volume adjusts the volume of the bass.

I/II — There are two patterns to choose from, and these patterns will change depending on the tone used. When the LED light is illuminated, the feature is set for pattern II.

Either I or II is affected by the drum rhythm you select.

- If playing the K300, the accompaniment can be either **guitar** or **string**. (When the LED is on, the **string** function is on.)
- If playing the K350, the accompaniment can be selected from **organ**, **string ensemble**, or **guitar**. (Press two buttons simultaneously for **guitar**.)
- When tones other than **guitar** are selected and the **constant** button is on, the chord plays continuously (K350 only).



(K350)

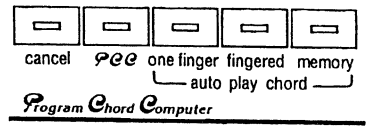
Part IV Let's store the chord progressions and performances

ENGLISH

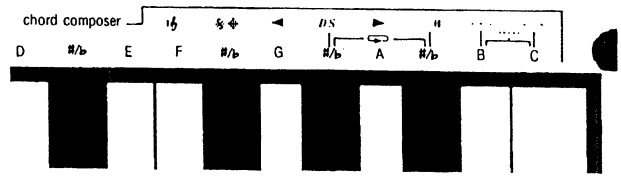
Contents stored by using the record button remain in memory for about one week even when the power switch is turned off.

⑭ Program Chord Computer

The Program Chord Computer, complete with a memory bank, is an amazing device that is exclusive to most Technics keyboard models. That's right—a computer built into the Technics keyboard! This makes it possible for you to program the chord accompaniment of an entire song and store it right inside the keyboard. The main advantage of this is that, while you're learning to play a song, the computer can play the accompaniment, complete with rhythm, while you concentrate on practicing the melody.
This feature is also used in conjunction with the Fullband Setting Computer, which is discussed on later pages.



There are two groups of controls that operate the Program Chord Computer—the buttons illustrated right, and the eight keys on the right of the keyboard.



NOTE: A total of 100 chord entries may be made before the built-in computer memory is full. A quarter-measure ( ) or *D.S.* key is counted as two chords. When the computer memory is full, short beeps will sound.

The PCC button prepares the computer for the storage of the chords of your choice (after record is pressed).

The seven keys are used for the actual process of storing chords in the computer. Here is what they do:

stores a chord for an entire measure (one chord per measure).

stores a chord for a half-measure (two chords per measure).

(pressing two keys at a time) stores a chord for a quarter-measure (four chords per measure).

Amend keys (► ◄) are used to correct individual chords in a sequence, or to change chords already in the memory bank.

can be pressed should you wish to start programming over from the beginning.

(end) is pressed when the entire chord sequence is stored.

(pressing two keys at one time) completes storage so that performances can be automatically repeated.

The use of the 𝄋 𝄌 and *D.S.* keys allows you to store chords according to the music, making storage operation easy. This is explained later in detail.

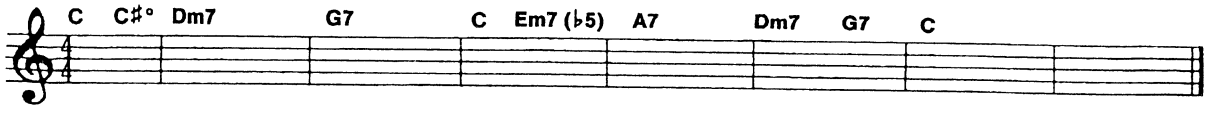
Musical Display

It's possible to store these types of chords:

Major	Minor	Seventh	Minor Seventh	Augmented	Diminished	Minor Seventh Flat Fifth	Major Seventh	Minor Major Seventh	Seventh Suspended Fourth
C	Cm	C7	Cm7	Caug	C° or C dim.	C$^{\phi}$ or Cm7 (♭5)	CM7 or C maj. 7	CmM7	C7sus4

Some of these chord types are not available as One-Finger mode; no matter, however, since your computer easily mixes One-Finger and Fingered modes.

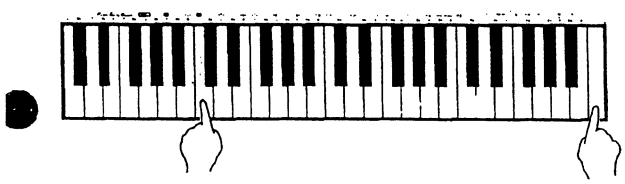
Use the following example to learn operations of the Program Chord Computer. The variety of chords presented will help you do this.



Storing Chords in the Computer

1. Press record and then PCC. Computer memory is now ready to receive the chords in the example.

   Press and hold the C chord, either as a One-Finger or Fingered mode. DON'T PRESS THE "ONE FINGER" OR THE "FINGERED" BUTTONS however, since doing so cancels the record feature. While holding the C chord key(s), press the key marked ⊢⊣ . The chord sounds while you're holding it; as you press the ⊢⊣ key, you'll hear a "beep"—this tells you the chord is now in the memory. ALWAYS REMEMBER: When you hear the chord you want, THEN press ⊢⊣ or ⊢◡⊣ .



   Since the C♯ diminished chord is not available as a One-Finger mode, you'll have to form it yourself (C♯-E-G-B♭). Hold it and press the ⊢⊣ key again. The "beep" sounds and the first measure is complete.

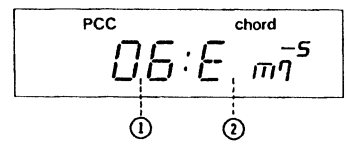
   The second measure contains only the Dm7 chord. If you don't form it yourself, you can press the One-Finger D chord and add a black key to the left (for minor) and a white key (for seventh). While holding this chord, press the ⊢◡⊣ key; the second measure is now complete.

   Continue with the remaining chords in the example, entering half and whole measures as required. Incidentally, the notes of the Em7 (♭5) chord are E-G-B♭-D. The last chord, C, is played for two measures. As you hold down the key(s), press the ⊢◡⊣ key twice—once for each measure.

2. Press the —‖ (end) key. This closes the memory to further storage, and turns off the record switch. The LED light on the PCC button stays on, however.

Musical Display

The sequence number and chord name are displayed.



① Sequence number
② Chord name

Keys *D.S.*, 𝄋 and —‖ are displayed as *d* , 5 and *E* respectively. Pressing the *D.S.* key and —‖ key simultaneously displays *r* .

Other facts you should know about storing chords...

- To store "no chord" (N.C.) press the ⊢⊣ or ⊢◡⊣ key, as necessary, without playing a chord.

When the programmed chord sequence is automatically played back, it stops after one play. For repeat automatic play, follow the procedures below in step 2 above.

- To repeat the programmed chord sequence until the rhythm is stopped:
  Instead of the —‖ key, press the ⊂⊃ key (pressing the *D.S.* and —‖ keys at the same time).

- To specify the number of repetitions (up to 8 times):
  While holding the *D.S.* key down, press one of the keys 1 to 8 corresponding to the number of repetitions (e.g. the 3 key to repeat 3 times). Then press the —‖ key.

Playing the Programmed Chords

After making sure the PCC LED light is on, start the automatic rhythm of your choice. The stored chords are automatically repeated in sequence for the correct number of measures.

When you are playing a programmed chord sequence and you wish to replay a certain part of the program—maybe you missed a melody note—press the start/stop button. This stops the automatic rhythm and the chords; at the same time, the program returns to the beginning of the chord sequence, allowing you to restart and play again.

ENGLISH

Modifying or Correcting Programmed Chords

Suppose you wanted to change the A7 chord in the example to an E♭7—here are a couple of ways you could do it.

ENGLISH

Using the Automatic Rhythm

1. Press the record and ♪ buttons.
2. Press start/stop to begin the chord sequence with the rhythm.
3. Stop the rhythm when the sequence reaches the A7 chord.
4. Play and hold the new chord (E♭7) and press the key. The new chord is now in the position of the original chord.
5. Press ♪ again.

Using the Forward (►) or Back (◄) Keys

Step 1 as above.

2. Press the ► key once for each chord from the start of the program. In this case, the A7 is the seventh chord in the sequence; watch the example and press ► seven times.
3. Stop when you hear the chord you want to change.

Steps 4 and 5 as above.

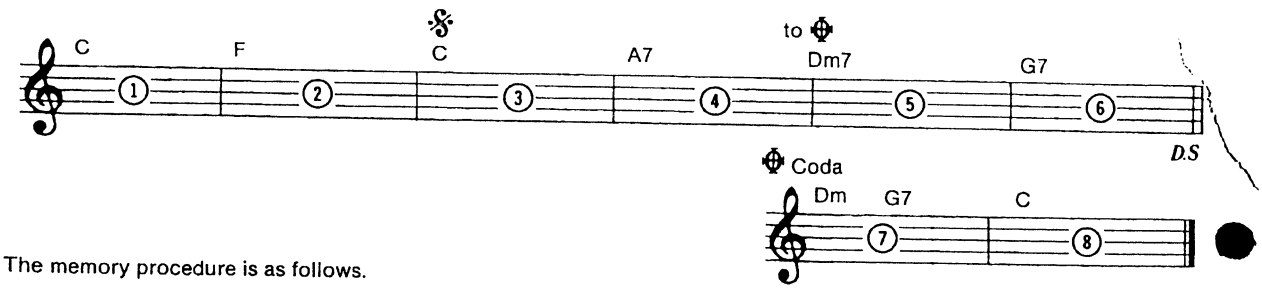
The ◄ key is used the same way when you want to move one chord at a time from the end of the program to the beginning.

Other facts you should know about changing chords...

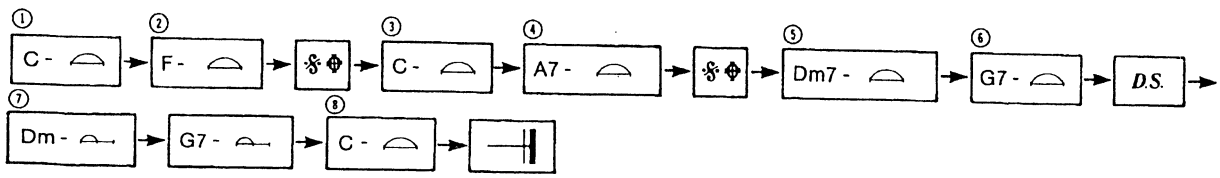
- The ► and ◄ keys operate only when the rhythm is stopped and the record and ♪ buttons are pressed.
- Each press of the ► key advances one unit and each press of the ◄ key moves sequence back one unit, whether the unit is a whole measure, a half-measure, or a quarter-measure.
- Should you enter the wrong chord, press the ◄ key once and enter the correct chord.

Using the 𝄋 ⊕, D.S. Keys

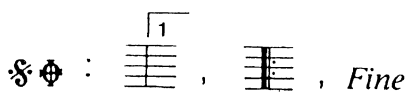
After pressing the symbol keys according to the music sheet, the chord of the measure is stored. Let's try to store the following music.

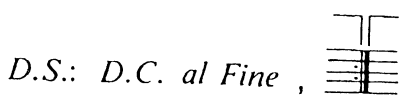


The memory procedure is as follows.



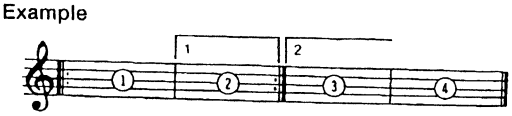
Music written with repeat marks other than 𝄋⊕, D.S. can be stored with the following correspondence.



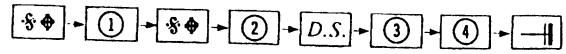


(For , press the 𝄋⊕, D.S. keys in succession.)

Example



The memory procedure is as follows:



The following kinds of music cannot be stored by using 𝄋⊕, D.S. keys.

- When the position of and to ⊕ are the same.
- When the ranges of two repeats overlap.
- When the position of and D.C. or D.S. are the same.

Let's store voices, effects and rhythm!

Besides chord progressions, any changes in voice, effect and rhythm can also be stored in the Program Chord Computer.

- You cannot store:
  start/stop, synchro start, split accomp, memory, record, Play Sequencer, Auto Play Chord, FSC, or slide volume.
- Storing voices, effects and rhythm
  Before storing a chord, press the buttons for the voice, effect and rhythm you want to store. This stores the selected voice, effect and rhythm at the beginning of the next measure. Storage continues until a different voice, effect or rhythm is specified.
- For fill in & intro storage:
  Pressing the **fill in & intro** button at the beginning of a song stores intro. Pressing the button after storage of a chord stores the fill-in for a measure at the beginning of the chord.
- When the chord sequence is over, you can continue playing with the last voice selected. But when you stop playing, the first voice will return after six seconds.
- The voice will change a half-beat ahead of the rhythm so that you can remain in tempo with the rhythm.
- When the song is repeated, the last voice of the song continues through the first voice of the second sequence. In order to specify the first voice of the second sequence, store the desired voice after the last chord is stored.
- Up to 11 selections of the voice, effects, drum percussion can be stored. (Storing voice, effects and drum percussion in sequence is counted as one selection.)

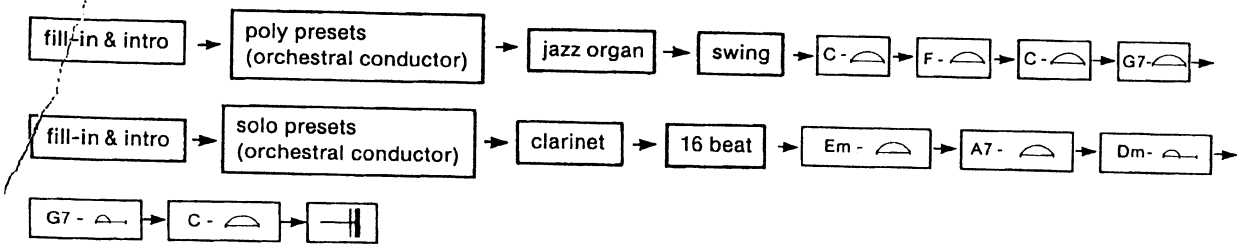
Even if the buttons to be stored are already lit, you must press once or twice more so that they are still lit. Each time you press a button, you will hear a beep.

ENGLISH

- **Let's store the following:**

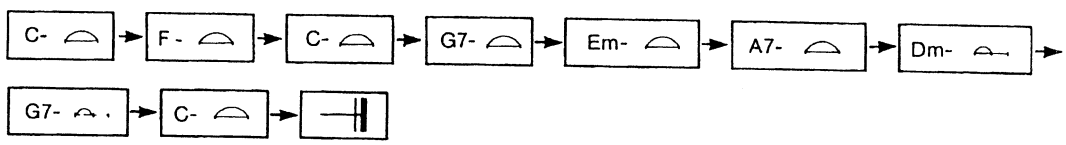
chord		C	F	C	G7	Em	A7	Dm G7	C
fill in & intro	intro				fill in				
voice		poly presets: jazz organ				solo presets: clarinet			
drum percussion		swing				16 beat			

After first pressing the record button then the PEE button, perform the storage operation as follows:



- It is also possible to store voices, effects and drum percussion after a chords sequence has been entered. Let's store the previous example using the following procedure.

1. First, store only the chords.



2. Press the record button and then the PEE button.
3. Press the **fill in & intro** button.
4. Press the Orchestral Conductor **poly presets** button.
5. Press the **jazz organ** button.
6. Press the **swing** button.
7. Press the Forward key (►) four times to advance the chord to the G7 position.
8. Press the **fill in & intro** button.
9. Press the Orchestral Conductor **solo presets** button.
10. Press the **clarinet** button.
11. Press the **16 beat** button.
12. Press the PEE button.

⑮ Play Sequencer

The Play Sequencer stores your performance, such as the melody you play and any change in effects. It automatically plays back your stored performance when you desire.

ENGLISH

K300

The melody section (**poly presets**) can be stored.

For Storage

PS

on

Registration settings

1. Set the tones and effects for the song to be stored.
   - If an introduction is needed, turn on the **fill in & intro** button.

- If Play Sequencer storage operation is performed, this setting will be automatically stored.
- If necessary, store in advance the Program Chord Computer, etc.

To store your performance

2. Press the record button. The button will flash.
3. Press the **Play Sequencer** button. The button will then flash slowly.
4. Play the song to be stored.
   - Start the rhythm if desired and play the parts you wish to store. You can turn the rhythm on and off while playing the song.
5. After playing, press the record button to turn it off.
   - Instead of the record button, you may press the **Play Sequencer** button which turns off the Play Sequencer and ends the recording.

- One-Finger and Fingered modes cannot be stored. To store accompaniments in the Play Sequencer, first store the chord progression in the Program Chord Computer (PCC) and play the melody with the chord progression.
- The storage capacity is as follows:
  Number of tones: 480 tones
  *Control: 10 steps
  * During storage, control data such as changes in the tones and effects being played can also be stored.

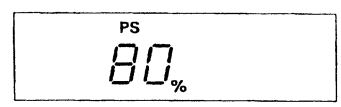
- How to Count the Number of Tones
  The cycle of one key being pressed and released is counted as one tone.

- The rhythm tempo can be freely adjusted during playback. Therefore, it is possible to store contents by playing the keyboard slowly.

- If new songs are stored over songs already stored, the previously stored songs are cleared.

Musical Display

- The capacity left for storage is shown as a percentage on the Musical Display.



Registration storage

■ **Registration storage**
When Play Sequencer storage operation is performed, the contents set before the record button is pressed are automatically stored.

■ **Modifying registration before performance**
When the record button and **Play Sequencer** button flash before performance, no modification or addition can be stored. If you wish to modify the registration, turn on the FSC button. After modifying the contents, turn off the FSC button.

■ **Readout of the stored registration**
Turn on the FSC button and press the PS/1 key on the keyboard. This will set the stored registrations.

■ **Modification of the stored registration**
To modify the registration for a song already stored in the **Play Sequencer** button:
1. Set the registration you wish to store.
2. Press the record button. The button will flash.
3. Press the FSC button. The button will flash slowly.
4. Press the PS/1 on the keyboard.

■ **Storage of changes in registration during performance**
The Play Sequencer stores changes in registration in the buttons on the control panel, excluding the slide controls, **Play Sequencer** and FSC buttons.

For Automatic Performance of the Stored Contents

- To use the stored tones and effects, turn on the **FSC** button and then press the [PS/1] key.

1. Press the **Play Sequencer** button to turn it on.
2. Start the rhythm for automatic performance.
   - Press the **start/stop** button to begin a song which has no rhythm.

■ **Ensemble-like playing during manual performance**
During an automatic performance, you can play the keys on the melody section to produce an ensemble-like effect. The maximum number of notes that can be created is 8 (only 4 when using the Auto Play Chord or PCC). If more are played, the notes played manually are given priority.

If your model is the SX-K300, please go on to page 18.

K350

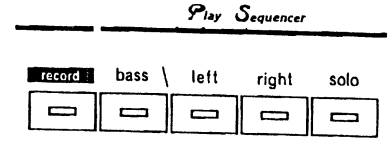
A performance can be stored in 4 separate parts: **bass**, **left**, **right** and **solo**.

bass.....Stores bass sounds.
left.....Stores an accompaniment.
right.....Stores a melody in the voice selected on the Orchestral Conductor.

If you wish to store a solo presets performance in the **solo** button, any performance to be stored in the **right** button should be stored with the Orchestral Conductor **solo presets** button off.

solo.....Stores a solo presets performance.

Thus, by automatically playing back these four buttons, an ensemble effect can be obtained as if you were playing the bass, melody, accompaniment and solo keyboards at the same time.



- The optional memory pack (SY-P2 or SY-P3) can be used to store your performance. (Refer to ⑰.)

For Storage

Registration

Set the tones and effects for the song to be stored.

- If an introduction is needed, turn on the **fill in & intro** button.
- If Play Sequencer storage operation is performed, this setting will be automatically stored.
- If necessary, store in advance the Program Chord Computer, etc.

To store each part separately (multiplex storage)

1. Turn off all four **Play Sequencer** buttons.
2. Press the **record** button. The button will flash.
3. Press the **Play Sequencer** button for the part to be stored first. The button will flash slowly.
4. Play the part to be stored.
5. After playing the part, press the **Play Sequencer** button for the next part to be stored. The button will flash slowly.
   - The rhythm automatically stops.
   - Check at this time that the button for the previously stored part is still lit.
   - Instead of step 5, you may press the **record** button to turn it off. Then press the button again (the button will flash) and press the **Play Sequencer** button for the part you wish to store next. This button will then flash slowly.
6. Pressing the **start/stop** button begins the automatic performance of the previously stored part, to which you can add a second part.
   - **You can also begin a song which has no rhythm by pressing the start/stop button.**
   - To store one portion of a song, press the button for the part to be stored next. You need not wait for the automatic performance to be completed. In this case, do not stop the rhythm.
7. Repeat steps 5 and 6 to complete storage in the other **Play Sequencer** buttons.
8. Press the **record** button to turn it off.
   - All parts can be stored using the entire keyboard.

To store two parts together

Bass or **left**, and **right** or **solo** parts may be stored together at the same time.

1. Turn off all four **Play Sequencer** buttons.
2. Press the record button. The button will flash.
3. Press the two **Play Sequencer** buttons you wish to store. The buttons will slowly flash.
4. The keyboard splits into melody and accompaniment sections. Play the two parts at the same time.
5. When finished playing, press the next two **Play Sequencer** buttons you wish to store. The buttons will slowly flash.
6. Press the start/stop button to automatically play back the previously stored parts and play along with them.
7. Press the record button when finished playing to turn it off
   - Store by playing the **bass** and **left** on the accompaniment section and the **right** and **solo** on the melody section.

- The storage capacity is as shown below.

	left	right	bass	solo	control
Storage in 4 parts (normal mode)	140	140	100	100	
Storage in only 2 parts (double mode)	*280		*200		**10
Storage in only 1 part (quadruple mode)	*480				

*The number of tones that can be stored doubles or quadruples when only two or one part is used as shown above.

In this case, follow the storage procedure below.

1. Press the record button.
2. Press the desired **Play Sequencer** button.
3. Press the FSC button.
4. Press the white key [2] (double) or [4] (quadruple) on the keyboard.
   - Pressing the white key [PS/1] returns the display to the original mode.
5. Press the FSC button again to turn it off.

During storage using the **right button, control data such as changes in the tones and effects being played can also be stored.

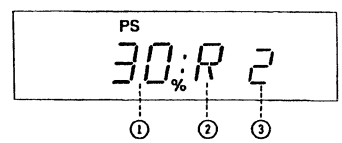
- How to Count the Number of Tones
  The cycle of one key being pressed and released is counted as one tone.
- The rhythm tempo can be freely adjusted during playback Therefore, it is possible to store contents by playing the keyboard slowly.
- If new songs are stored over songs already stored, the previously stored songs are cleared.

Musical Display

① The remaining storage capacity for the part being stored is displayed as a percentage on the Musical Display. When storing in two **Play Sequencer** buttons simultaneously, the lower of the two percentages is displayed.

② R ...right
L ...left
S ...solo presets
B ...bass

③ 1 ...normal mode
2 ...double mode
4 ...quadruple mode
0 ...This part cannot be stored.



- Use the optional memory pack (SY-P2 or SY-P3) to store long songs. (Refer to ⑰.)

To modify previously stored parts or add a solo part

1. Turn on the **Play Sequencer** button for the part to be automatically played.
2. Press the record button. The button will flash slowly.
3. Press the **Play Sequencer** button for the part to be replaced. The button will flash slowly.
   - Check at this time that the button for the part to be automatically played is still lit.
4. Pressing the start/stop button begins automatic performance of the stored part which may be modified or added to.
   - You can also begin a song which has no rhythm by pressing the start/stop button.
5. After playing, press the record button to turn it off.

Registration storage

■ **Registration storage**
When **Play Sequencer** storage operation is performed, the contents set before the record button is pressed are automatically stored.

■ **Modifying registration before performance**
When the record button and **Play Sequencer** button flash before performance, no modification or addition can be stored. If you wish to modify the registration, turn on the FSC button. After modifying the contents, turn off the FSC button.

■ **Readout of the stored registration**
Turn on the FSC button and press the PS/1 key on the keyboard. This will set the stored registrations.

■ **Modification of the stored registration**
To modify the registration for a song already stored in one of the **Play Sequencer** buttons:
1. Set the registration you wish to store.
2. Press the record button. The button will flash.
3. Press the FSC button. The button will flash slowly.
4. Press the PS/1 key.

■ **Storage of changes in registration during performance**
The **right** button of the **Play Sequencer** stores changes in registration in the buttons on the control panel, excluding the slide controls, **Play Sequencer**, and FSC buttons. This information is stored along with the information for the right part.

ENGLISH

For Automatic Performance of the Stored Contents

• To use the stored tones and effects, turn on the FSC button and then press the PS/1 key on the keyboard.
• Press the **Play Sequencer** button to turn on the part you wish to perform automatically.
• Make sure that only the **Play Sequencer** button for the part you wish to perform automatically is lit. (If the **Play Sequencer** button for any other part is turned on, the wrong melody may be played or the rhythm may stop during performance.)
• If the **solo presets** button of the Orchestral Conductor is turned on during automatic performance of the melody stored in the **solo** part of the **Play Sequencer** button, manually played voices will also be produced. This may adversely affect the **solo presets**.

2. Start the rhythm for automatic performance of the selected part.
• Press the start/stop button to begin a song which has no rhythm.

■ **Ensemble performance**
• **Left** and **right**
You can also play manually during automatic performance of the accompaniment and melody parts to produce an ensemble-like effect.
• **Solo**
This part is monotone and does not allow simultaneous automatic and manual performance. However, you can play manually during those parts of the automatic performance without a melody provided the **solo presets** on the Orchestral Conductor is selected.

Solo Presets

■ When the **Play Sequencer solo** button is off:
If the **solo presets** button of the Orchestral Conductor is turned on, the **solo presets** can be performed by the **Play Sequencer right** button as in ordinary performances.

■ When the **Play Sequencer solo** button is on:
Solo presets can be performed as independent melodies.
• In this case, the **solo presets** button of the Orchestral Conductor need not be selected.
• If the **solo presets** button of the Orchestral Conductor is also selected, priority is given to manually played tones.
• Solo presets cannot be performed by the **Play Sequencer right** button.

Playing the programmed songs (PS demo)

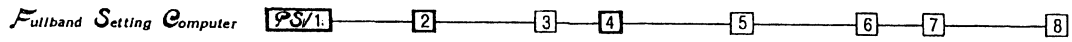
Eight songs are prestored in keys 9 through 16 and can be played back as an automatic performance. (Refer to ⓘ.)

⑯ Fullband Setting Computer

ENGLISH

The Fullband Setting Computer is used to set tones, effects and rhythm combinations. It also allows storage of information needed to play songs such as the contents stored in the Program Chord Computer. The stored contents can be freely retrieved for use whenever required.

- One song including the Play Sequencer and the registrations for 7 songs can be stored in the keyboard's built-in memory.
- The optional memory pack (SY-P2 or SY-P3) can be used to store your performance (only possible with the K350). (Refer to ⑰.)



- To store a song using the Play Sequencer refer to the section describing Play Sequencer.

For Storage

1. Store the functions, such as the Program Chord Computer, that you require.
2. Set the tones, effects and rhythms at the beginning of the song being played.
- If you desire an "intro," press the **fill in & intro** button after stopping the rhythm.

Now you can store the above contents.

3. First press the record button and then the FSC button.

4. Press a key from 2 to 8 on the keyboard within 5 seconds. This stores the contents in the track of the memory that corresponds with the key number pressed.

- To store with Play Sequencer contents, press the [illegible] key on the keyboard.

In a similar manner, store the contents of your favorite song in the remaining tracks of the memory.
- Steps 1 to 4 above remove the contents of the stored memory and store the new song.

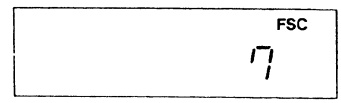
Let's set the stored contents on the keyboard.

1. Press the FSC button.
2. Press the keys on the keyboard that correspond to the number of the song you wish to play. The tones and effects played at the beginning of the song will be indicated by the LEDs.
- At the same time, the contents stored in the Program Chord Computer, etc. are also set automatically.

NOTE: You can change the voice and effect controls when you playback the programmed songs; the musical contents in the memory cannot be changed, however.

Musical Display

The selected number is displayed only when the FSC button is on.

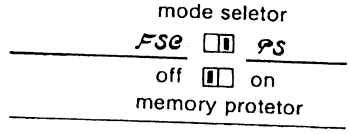


- Err will be displayed if the operator improperly operates the keyboard, such as trying to store data to FSC 9~16 (PS demo).
- When the optional memory pack is used, the type of the memory pack will also be displayed (K350 only).

SY-P2... P2 SY-P3... P3

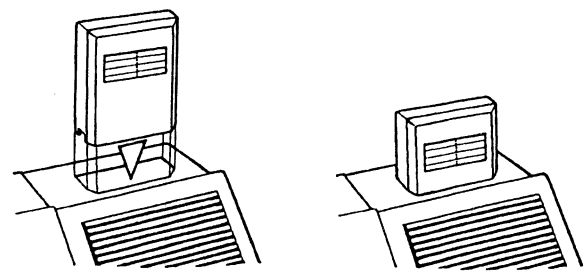
⑰ Optional Memory Pack (SY-P2 or SY-P3) (For K350 use only)

- With model K350, you can store and preserve the contents of the Play Sequencer or the Fullband Setting Computer.
- By switching the **mode selector** on the memory pack, storage is possible in either of the following two modes.



Mode	Contents that can be stored
FSC mode FSC ▮□ PS	One song using the Play Sequencer and registrations for 7 songs
PS mode FSC □▮ PS	One long song using the Play Sequencer

- If new songs are stored over songs already stored in the memory pack, the previously stored songs are cleared. If you wish to keep the stored songs, turn **on** the **memory protector**.



Firmly insert the memory pack.

Storage operation

1. Insert a memory pack with the **memory protector** in the **off** position into the slot on the upper right of the keyboard.
2. Store a performance in the Play Sequencer (refer to ⑮) or Fullband Setting Computer (refer to ⑯).

Playback operation

1. Insert a memory pack with stored contents into the slot.
2. Perform preliminary operation for using the Play Sequencer or Fullband Setting Computer.

- When the memory pack is in the slot, the contents of the memory pack have priority over the contents in the keyboard's built-in memory.
- The PS demo in keys 9 through 16 can be played back automatically whether or not the memory pack is used.
- Programs stored in the memory pack on other models cannot be played back on this model.

- The storage capacity is as shown below.

		SY-P2					SY-P3				
		left	right	bass	solo	control	left	right	bass	solo	control
FSC mode	Storage in 4 parts (normal mode)	180	180	140	140	20	450	450	350	350	40
	Storage in only 2 parts (double mode)	360		280			900		700		
	Storage in only 1 part (quadruple mode)	640					1600				
PS mode	Storage in 4 parts (normal mode)	250	250	200	200	20	550	550	400	400	40
	Storage in only 2 parts (double mode)	500		400			1100		800		
	Storage in only 1 part (quadruple mode)	900					1900				

Precautions when using the Memory Pack

1. The memory pack includes electronic components such as ICs and should never be dropped or hit.
2. Do not touch the connector directly.
3. Never try to disassemble the memory pack.
4. Do not subject the memory pack to extreme temperatures or humidity.

• If the memory pack's built-in battery runs out, the stored contents will be cleared.

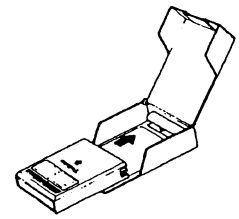
■ The memory pack allows storage of your performance in either the **PS** mode or the **FSC** mode.

■ To perform the stored contents, be sure to use the mode in which they were stored.

• When the other mode is used, either the stored contents cannot be performed or the keyboard may not operate properly.
When the organ does not operate properly:

1. Press the FSC button to turn it on.
2. Press the **initial** key.

■ **Protective Case**
In order to prevent problems that may result from static electricity or dust, always store the memory pack in its protective case when not in use.



⑱ Options and Connections

This page shows the optional accessories that are available for your Technics keyboard. These can make your instrument more versatile and fun to play than it already is.

Also indicated are the many possible connections to the rear accessory panel.

Tune
During an ensemble performance with other instrments, fine adjustments of pitch can be made using this knob.

Pedal in

Exp
The optional expression pedal allows you to control the volume (loudness) of all the keyboard voices, leaving your hands free to play.

Sustain/program
Sustain on, techni-chord, start/stop, and fill in & intro can be controlled by the optional SZ-P1 pedal.

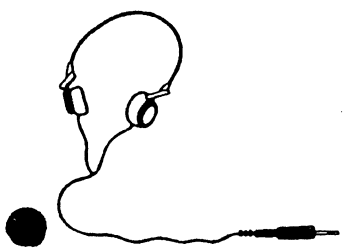
- The function to be controlled can be selected by following the procedure below.
  1. Connect the pedal to the keyboard's **sustain/program** terminal jack.
  2. Press the record button.
  3. Step on the pedal.
  4. The buttons for the four functions will flash slowly. Press the button for the desired function.
- The **sustain on** function is stored in the initial mode.

Line out
By plugging into the Technics Keyboard Amp or a high-power amplifier, the sound can be reproduced at high volume.

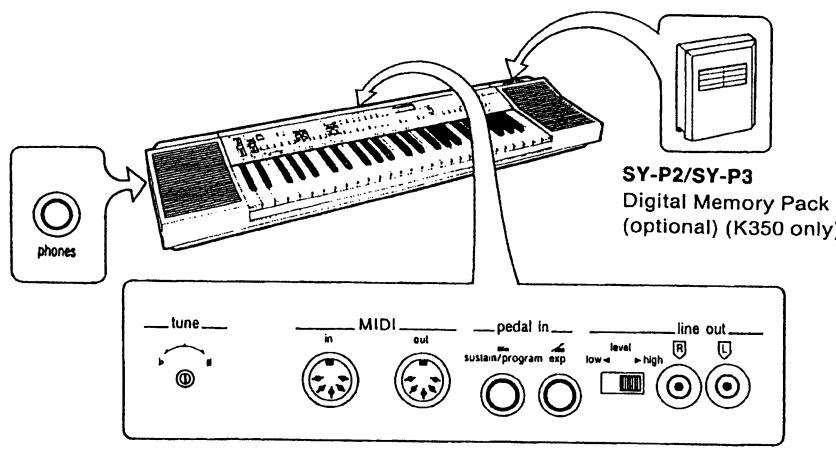
Level (high/low) allows you to choose a suitable output level for your amp.

Phones
For silent practice headphones may be used. When plugged in, the speaker system is automatically switched off, and sound is heard only through the headphones.

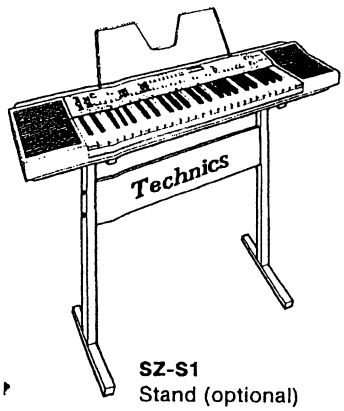
ENGLISH



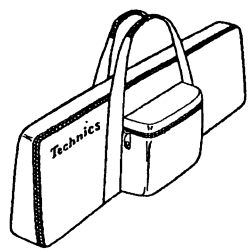
EAH-01
Headphone (optional)



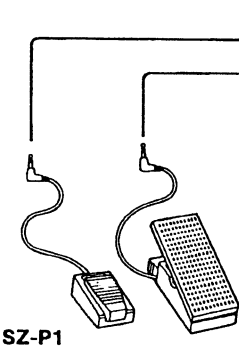
SY-P2/SY-P3
Digital Memory Pack
(optional) (K350 only)



SZ-S1
Stand (optional)

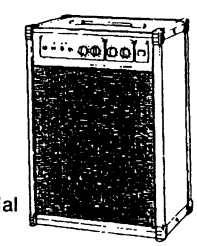


SZ-B4
Carrying bag (optional)

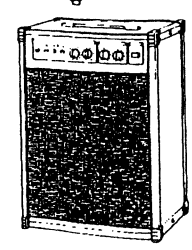


SZ-P1
Pedal
(optional)

SZ-E1
Expression Pedal
(optional)



SY-T15



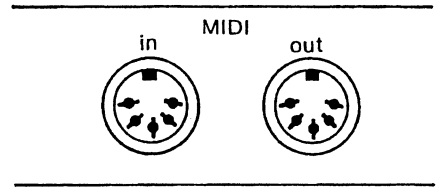
SY-T15
Keyboard Amp
(optional)

⑲ MIDI Terminals

MIDI (Musical Instrument Digital Interface) is the standard specification that enables connection to equipment such as synthesizers and personal computers. Data transmission and reception are possible between the Technics Keyboard and equipment provided with MIDI terminals.

in: The terminal that receives data from external equipment.
out: The terminal that transmits data from the keyboard to external equipment.

- Use a 5-pin DIN cord (less than 15 m long) for these connections.



■ The following data can be received.

[Connect the **in** terminal of the keyboard to the **out** terminal of the external equipment.]

- **Keyboard On/Off Data of External Equipment**
  The sound for this instrument can be heard by playing the external equipment.
- **Tone Data**
  The tone for this instrument can be selected by operating the external equipment.
- **MIDI Clock Signal**
  You can play the keyboard in synchronization with the clock on the external equipment (clock **MIDI** mode).
- **Effect Data, Sustain Data**
  The effect and sustain for this instrument can be controlled by operating the external equipment.
- **Start/Stop Data**
  You can start and stop the keyboard from the external equipment.
- **FSC (when loading) Number**
  By operating the external equipment, the FSC for this instrument can be selected.

■ The following types of data can be transmitted.

[Connect the **out** terminal of the keyboard to the **in** terminal of the external equipment.]

- **Keyboard On/Off Data**
  The sound from the external equipment can be heard by playing this instrument.
- **Tone Data**
  The tone for the external equipment can be selected by operating the tone buttons for this instrument.
- **Internal Clock Signal**
  You can synchronize the external equipment with the keyboard (clock **int** mode).
- **Effect Data, Sustain Data**
  The effect and sustain of the external equipment can be controlled by operating the **effect** and **sustain** buttons for this instrument.
- **Start/Stop Data**
  You can start and stop the external equipment from the keyboard.
- **FSC (when loading) Number**
  The song of the external equipment can be selected by loading the FSC for this instrument.

- These data cannot be received by some equipment.
- When connected to equipment that has a hold function, the keyboard **sustain on** button will work with this function to hold a note indefinitely.

■ MIDI Mode Setting

When using MIDI signals, set the MIDI mode as follows:

- **Basic Channel Designation**
  Basic channels numbered from 1 to 16 are available for MIDI signals. The channels on the transmission side and receiving side must match before keyboard on/off data, tone data, effect data and sustain data can be transmitted and received.
  On this keyboard, a basic channel can be designated for each of the bass, accomp, poly, and solo (K350 only) parts, so be sure to designate the required basic channel.

- The tone data is transmitted and received on the respective accomp, poly and solo (K350) basic channels, and the effect data and sustain data are transmitted and received on the poly basic channel.

- **Clock Selection**
  Select the internal clock (**int**) when playing in time with the keyboard clock. Select the **MIDI** clock when playing in time with the external equipment clock.
- When the **MIDI** clock is selected, the rhythm can only be started if **MIDI** clock is received from external equipment.
- **Tone, Effect, Sustain, Start/Stop, FSC Number**
  Whether or not the data for each of these items is transmitted or received can be set.

<Procedure>

1. Press the record button.
2. Press the **MIDI set** button.
3. Set the necessary mode.

■ Basic channel designation

1. The part will change each time the **part select** button is pressed, so press it until the desired part is obtained.
2. Press one of the keys from 1 to 16 corresponding to the basic channel to be designated.

- Multiple parts cannot be assigned to the same basic channel. When a key for a basic channel that has already been designated is pressed, an error sound will be made.

■ Clock Selection

Select the clock using the **clock** buttons.
Set to the condition indicated by the buttons with lit up indicators.

■ Tone, Effect, Sustain, Start/Stop, FSC Number

To transmit or receive data for any of the buttons, turn the respective button(s) on, and to prevent transmission or reception of the data for any of the buttons, turn the button(s) off.

4. **Press the** record button to turn it off.

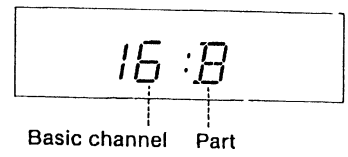
- When the power to this instrument is turned off and then on again, the clock is set to the internal mode (**int**). All information except the clock remains the same as it was before the power was turned off.

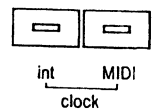
For further information on MIDI data, etc., refer to the Implementation Chart and Data Format at the end of this manual.

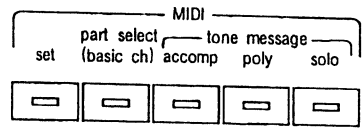
Musical Display

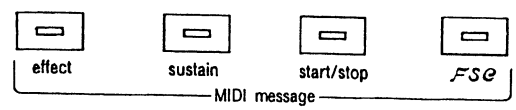
- The Musical Display will show the part and basic channel.

B ...bass P ...poly
R ...accomp S ...solo









ENGLISH

⑳ Symptoms which appear to be signs of trouble:

The following changes in performance may occur in the Technics keyboard but do not indicate trouble:

ENGLISH

Phenomenon	Remedy
The accompaniment or melody cannot be played in the split mode (K350).	On the K350, the split position can be freely set, but when set too far to the right or left, the accompaniment or melody cannot be played. If this should happen, set it in a more suitable position. (Refer to ③.)
A rhythm does not start or no rhythm sounds.	•If the PEE button has no stored chords, no rhythm will start when turned on. Press the cancel button. •The rhythm will not start for tunes that do not use a rhythm when the stored Play Sequencer button is on.
The rhythm does not start when the start/stop button is pressed. (The tempo indication in the Musical Display is ♩ = ---.)	When the clock mode is set to MIDI and a MIDI clock is not being received from an external instrument, the rhythm will not start. Set the clock mode to the "int" position. (Refer to ⑲)
Synchro start does not function.	Synchro start functions only when the keys in the accompaniment section are pressed. When the **cancel** button is on and the **split accomp** button off, when the Program Chord Computer is playing back, or when storing in either or both the **right** and **solo** buttons of the Play Sequencer, all of the keys play only the melody part and synchro start will not function.
The contents of the Program Chord Computer, Fullband Setting Computer, etc. cannot be stored.	After pressing the record button, depress the necessary buttons within 5 seconds. The record button turns off after a lapse of 5 seconds, making storage operation impossible. Press the record button again.
Storage is not possible with the Program Chord Computer.	•Check that the PEE button is slowly flashing. Pressing the one finger or fingered button turns off the record button, making storage operation impossible. •Do not release the left hand (chord designation) before pressing the measure keys, ⌒ , ⌒+ , and ⌒++) keys.
The stored registration cannot be used when performance is started with the Play Sequencer button turned on.	To use the stored registration, turn on the FSC button and then press the P5/1 key on the keyboard.
The stored introduction is not reproduced during automatic performance.	•Set the beginning of a song, such as an introduction before turning on the record button. •To add an introduction after the record button and Play Sequencer button flash, set it after turning on the FSC button. Then turn off the FSC button.
No storage is possible even when the record button and Play Sequencer button are slowly flashing.	•No storage is possible when the FSC button is turned on. Turn it off before playing. •If any Play Sequencer button is lit, press the start/stop button for automatic performance of the stored part. Another part can then be stored. (K350)
The quick rhythm tempo is delayed when the Play Sequencer is used.	This occurs when too many tones are played at one time. Slow down the tempo (to about ♩ = 250) or reduce the number of tones played at a time.
The cabinet becomes heated to some degree.	The Technics keyboard has a built-in power source that heats the cabinet to some degree. This is not an indication of trouble.
The buttons, keyboards, etc. malfunction.	•Press the FSC button first to turn it on and then depress the initial key. •If the buttons, keyboard, etc. do not return to normal, turn the power switch off once, then turn on again.

㉑ 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.**

ENGLISH

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.

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.

SERVICE MUST BE CARRIED OUT BY DEALER OR OTHER QUALIFIED PERSON.

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 keys 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.

MIDI Implementation Chart

[SX-K300/SX-K350] (Transmitted)

Function...		poly	accomp	bass	solo (K350 only)	Remarks
Basic Channel	Default	1~16	1~16	1~16	1~16	memorized
	Chaged	1~16	1~16	1~16	1~16	
Mode	Default	3	3	3	3	
	Messages	×	×	×	×	
	Altered	———	———	———	———	
Note Number		48~96	60~108	36~84	48~96	
	True voice	———	———	———	———	
Velocity	Note ON	×	×	×	×	
	Note OFF	× (9nH:V=0)	× (9nH:V=0)	× (9nH:V=0)	× (9nH:V=0)	
After Touch	Key's	×	×	×	×	
	Ch's	×	×	×	×	
Pitch Bender		×	×	×	×	
Control Change	64	*○ ×	×	×	×	sustain
	92	*○ ×	×	×	×	tremolo (K350 only)
	93	*○ ×	×	×	×	chorus
	94	*○ ×	×	×	×	celeste (K350 only)
Prog Change	True #	*○ (0~7) × ———	*○ (0~1) K300 (0~2) K350 × ———	× ———	*○ (0~7) × ———	
System Exclusive		×				
System Common	Song Pos	×				
	Song Sel	*○ (0~15, 20) ×				
	Tune	×				
System Real Time	Clock	○				
	Commands	*○ ×				
Aux Messages	Local ON/OFF	×	×	×	×	
	All Notes OFF	○	○	○	○	
	Active Sense	×	×	×	×	
	Reset	×	×	×	×	
Notes		*○ × ..... Whether or not the data for each of these items is transmitted 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

[SX-K300/SX-K350]

(Recognized)

Function...		poly	accomp	bass	solo (K350 only)	Remarks
Basic Channel	Default	1~16	1~16	1~16	1~16	memorized
	Chaged	1~16	1~16	1~16	1~16	
Mode	Default	3	3	3	3	
	Messages	×	×	×	×	
	Altered	———	———	———	———	
Note Number		29~119	29~119	24~119	42~112	Changes depending on the position of the Transpose slide control
	True voice	35~119	35~119	24~119	48~107	
Velocity	Note ON	×	×	×	×	
	Note OFF	× (9nH:V=0)	× (9nH:V=0)	× (9nH:V=0)	× (9nH:V=0)	
After Touch	Key's	×	×	×	×	
	Ch's	×	×	×	×	
Pitch Bender		×	×	×	×	
Control Change	64	*○ ×	×	×	×	sustain
	92	*○ ×	×	×	×	tremolo (K350 only)
	93	*○ ×	×	×	×	chorus
	94	*○ ×	×	×	×	celeste (K350 only)
Prog Change	True #	*○ (0~7) × 0~7	*○ (0~1) K300 (0~2) K350 × 0~1 K300 0~2 K350	×	*○ (0~7) × 0~7	
System Exclusive		×				
System Common	Song Pos	×				
	Song Sel	*○ (0~15, 20) ×				
	Tune	×				
System Real Time	Clock	○				
	Commands	*○ ×				
Aux Messages	Local ON/OFF	×	×	×	×	
	All Notes OFF	○	○	○	○	(123~127)
	Active Sense	×	×	×	×	
	Reset	×	×	×	×	
Notes		*○ × ..... 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

- This product adheres to MIDI specification as published by the Japan MIDI Association.

MIDI Data Format

1. TRANSMITTED DATA

STATUS	DATA			Description
	1st	2nd		
1001nnnn	0kkkkkkk	0vvvvvvv	Note On/Off	• Channel Number n = 0~15 (ch = 1~16) • Note Number poly k = 48~96 accomp k = 60~108 bass k = 36~84 solo k = 48~96 (K350 only) • Note Velocity v = 0: Note Off v = 64: Note On
1011nnnn	0ccccccc	0vvvvvvv	Control Change	• Channel Number n = 0~15 (ch = 1~16) • Control Number c = 64 Sustain c = 92 Tremolo (K350 only) c = 93 Chorus c = 94 Celeste (K350 only) • Control Value v = 0: Off v = 127: On
1100nnnn	0ppppppp	——	Program Change	• Channel Number n = 0~15 (ch = 1~16) • Program Number p = 0~7 (Refer to Note 1)
1011nnnn	0ccccccc	0vvvvvvv	All Notes Off (Mode Message)	• Channel Number n = 0 (ch = 1) • c=123 v=0 All Notes Off
11110011	0sssssss		Song Select	(Refer to Note 2)
11111000			Clock	Transmitted only when int. clock is selected.
11111010			Start	
11111100			Stop	

2. RECOGNIZED RECEIVE DATA

STATUS	DATA 1st	DATA 2nd	Description	
1000nnnn	0kkkkkkk	0vvvvvvv	Note Off	• Channel Number n = 0~15 (ch = 1~16) • Key Number poly k = 29~119 accomp k = 29~119 bass k = 24~119 solo k = 42~112 (K350 only) (Changes depending on the transpose position.) • Key Off Velocity v: ignored
1001nnnn	0kkkkkkk	0vvvvvvv	Note On/Off	• Channel Number n = 0~15 (ch = 1~16) • Key Number poly k = 29~119 accomp k = 29~119 bass k = 24~119 solo k = 42~112 (K350 only) (Changes depending on the transpose position.) • Key Velocity k = 0 (Key Off) k = 1~127 (Key On)
1011nnnn	0ccccccc	0vvvvvvv	Control Change	• Channel Number n = 0~15 (ch = 1~16) • Control Number c = 64 Sustain c = 92 Tremolo (K350 only) c = 93 Chorus c = 94 Celeste (K350 only) • Control Value v = 0: Off v = 127: On
1100nnnn	0ppppppp	——	Program Change	• Channel Number ① n = 0 (ch = 1) ② n = 0~15 (ch = 1~16) • Program Number p = 0~7 (Refer to Note 1)
1011nnnn	0ccccccc	0vvvvvvv	Mode messages	• Channel Number n = 0 (ch = 1) • (Refer to Note 3)
11110011	0sssssss		Song Select	(Refer to Note 3)
11111000			Clock	(Refer to Note 4)
11111010			Start	
11111100			Stop	

c	v	
123	0	All Notes Off
124	0	OMNI Mode Off (All Notes Off)
125	0	OMNI Mode On (All Notes Off)
126	ignored	Mono Mode On (All Notes Off)
127	0	Poly Mode On (All Notes Off)

SPECIFICATIONS SPEZIFIKATIONEN SPECIFICATIONS ESPECIFICACIONES SPECIFIKATIES SPECIFICA

		SX-K300	SX-K350
keyboard		49 keys	
Fullband Setting Computer		FSC, PS/1 , 2 ~ 8, 9 ~ 16 (PS demo), record*	
Play Sequencer		on, record*	bass, left, right, solo, record*
orchestral conductor		———	split accomp, poly presets, solo presets
tones	poly presets	string ensemble, jazz organ, full organ, brass, accordion, piano, harpsichord, guitar	
tones	PCM solo presets	———	clarinet, panflute, flute, cosmic, synthe chopper, trombone, saxophone, trumpet, volume
effects	sustain	on, control	
effects	chorus	on	○
effects	tremolo	———	○
effects	celeste	———	○
techni-chord		○	
PCM drum percussion	(selectors)	march, shuffle, swing, ballad, 8 beat, 16 beat, disco I, disco II, bossa nova, rhumba, samba, cha-cha, tango, jazz waltz, waltz	
	(controls)	synchro start, start/stop, volume, tempo	
fill in & intro		○	
rhythmic orchestra		I/II, guitar/string	I/II, constant, bass volume
split/accompaniment		———	organ, string ensemble, guitar, accomp volume
auto play chord		one finger, fingered, memory, cancel	
program chord computer		PCC, cancel, record*, 𝄞—, ◄, ►, , , , , D.S., —𝄋,	
transpose		G ~ C ~ F♯	
Musical Display		○	
MIDI		set, part select (basic ch), tone message (accomp, poly, solo...K350 only), clock (int, MIDI), MIDI message (chorus [K300], effect [K350], sustain, start/stop, FSC)	
others		power switch, main volume, tune, MIDI terminals (in, out), pedal in jacks (sustain/program, expression), line out jacks (R, L), line out level (high/low), headphone jack, AC chord input, digital memory pack slot (K350 only)	
output		5W × 2	
speakers		12 cm (4-23/32") × 2	
power requirement		54 W	
		AC 120/220/240 V 50/60 Hz AC 120 V 60 Hz (North America)	
dimensions WXHXD		100.0 cm × 10.3 cm × 27.7 cm (39-3/8" × 4-1/16" × 10-29/32")	
net weight		9.0 kg (19.8 lbs.)	
accessories		music rack, dust cover, AC cord	

*Common "record" button is used for these buttons.