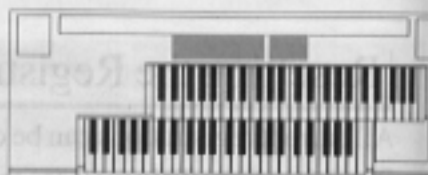


# 6 Footswitches and Knee Lever



These leg- and foot-operated controls allow you to turn on and execute various performance functions without taking your hands from the keyboards. Controllable functions include Registration Shift, Glide, Sustain, and Melody On Chord/SoloStyle, as well as Rhythm operations such as stop, ending and Fill In.

## Footswitch Control

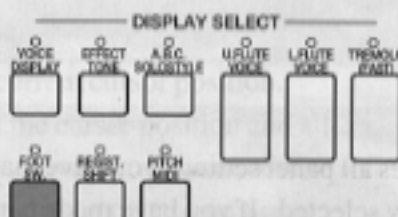
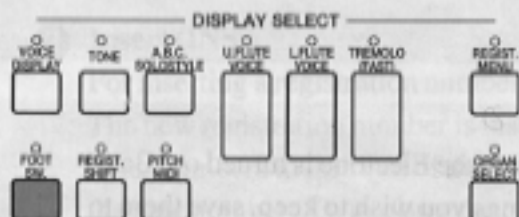
The Electone has two footswitches on the expression pedal that can be used to control various functions. The right footswitch is used for the Registration Shift functions (see page 56). The left footswitch can be set to control one of the following functions: Glide, rhythm stop, rhythm ending, and rhythm Fill In. Assignments of the functions are made in the Footswitch pages.

To select the Footswitch pages:

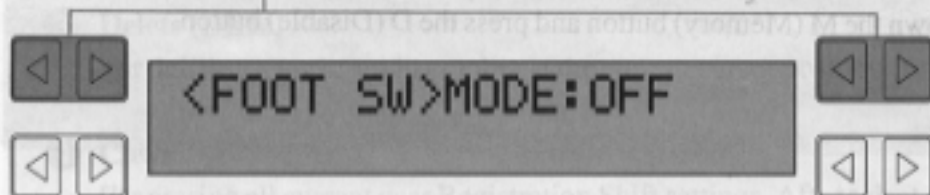
Press the FOOT SW. button in the DISPLAY SELECT section.

### EL-40

### EL-60



Use any of these Data Control buttons to select the footswitch mode.



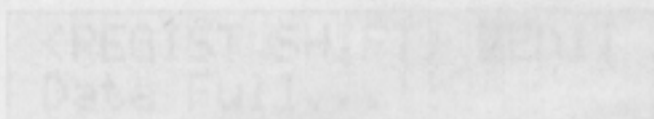
Three modes are available: OFF, RHYTHM, and GLIDE. Select the desired mode with the top right or top left Data Control buttons.

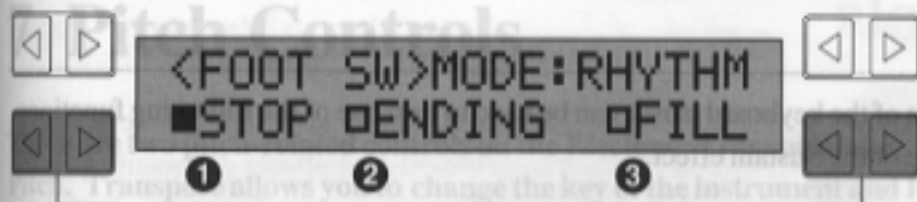
### Off

Cancels left footswitch control.

### Rhythm

Selection of left footswitch control over rhythm functions. When this is chosen, the following display appears:





Use any of these Data Control buttons to select the three settings, STOP, ENDING or FILL.

Select one of the three Rhythm Control functions from this display.

Pressing the footswitch executes the corresponding function:

### 1 Stop

Functions as an on/off switch for the rhythm pattern.

### 2 Ending

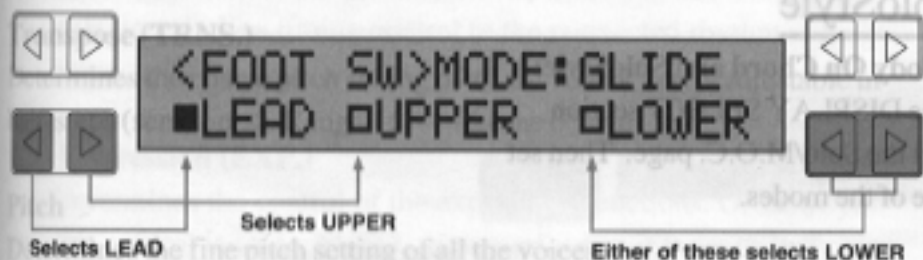
Switches the rhythm to the Ending pattern, after which the rhythm is stopped.

### 3 Fill In (FILL)

Switches the rhythm to the Fill In pattern.

## Glide

Selection of footswitch control over Glide. Pressing the footswitch immediately lowers the pitch of the selected voice or voices by a half-step. When the Glide setting is chosen, the following display appears:



**Note:** When using the footswitch to control Glide, be careful to keep pressing the footswitch for as long as you want Glide to remain in effect.

The Glide function can be applied to any one or all of the voice sections shown in the display: Lead, Upper, and Lower. Select the desired voice section(s).

**Note:** When the Glide function is applied, Vibrato is not effective.

## Knee Lever

The knee lever, located on the underside of the keyboard panel, can be used to turn one of the following functions on and off: Melody On Chord/SoloStyle or the Sustain effect.

### Sustain

**To select knee lever control over Sustain:**

Make sure that the Upper and/or Lower Sustain effect panel controls have been turned on; otherwise, the knee lever will have no effect.

**To use the knee lever:**

Fold the knee lever down and press it to the right with your knee when you want to have sustain.

**When the knee lever is vertical:**

The sustain effect is cancelled.

**When the knee lever is continuously pressed to the right:**

The sustain effect is on.

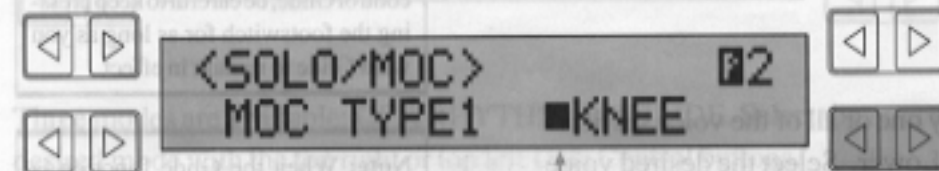
**When the knee lever is folded up:**

The sustain effect is applied constantly, as long as the front panel sustain buttons are on.

### Melody On Chord and SoloStyle

**To select knee lever control over Melody On Chord and SoloStyle:**

Press the A.B.C./SoloStyle button in the DISPLAY SELECT section and use the Page Select buttons to select the Solo/M.O.C. page. Then set the KNEE control to ON, and select one of the modes.



Cancels left footswitch control.

Rhythm

Selection of left footswitch control over rhythm functions. When this is chosen, the following display appears:

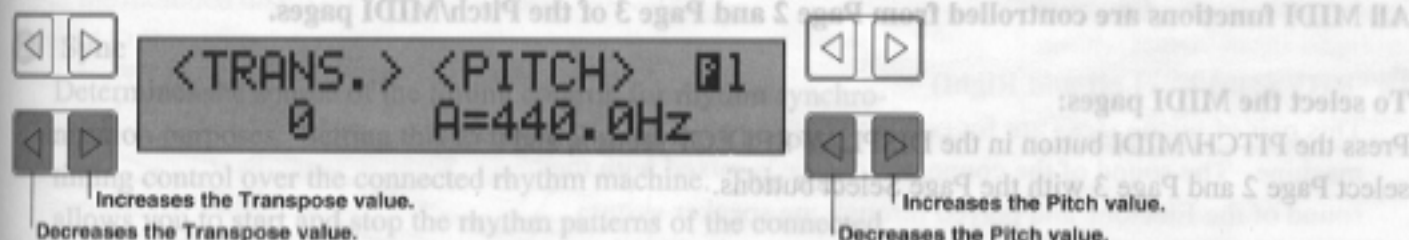
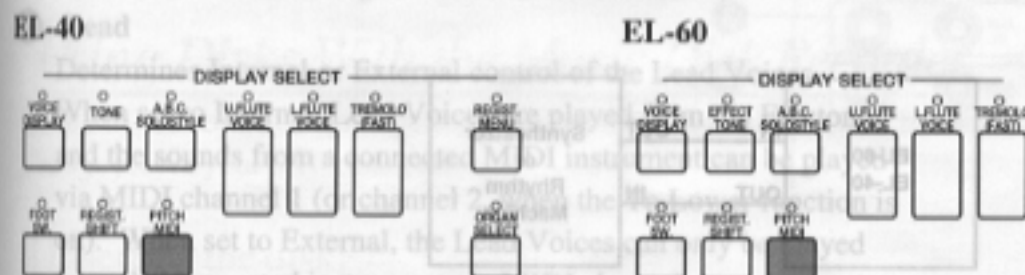
# 7 Pitch Controls



There are two pitch-related controls on the Electone: Transpose and Pitch. Transpose allows you to change the key of the instrument and Pitch lets you finely adjust the tuning. These features make it easy to change the key of a song to accommodate a vocalist's range or to precisely match the tuning of another instrument. The Pitch controls are located on the Pitch page.

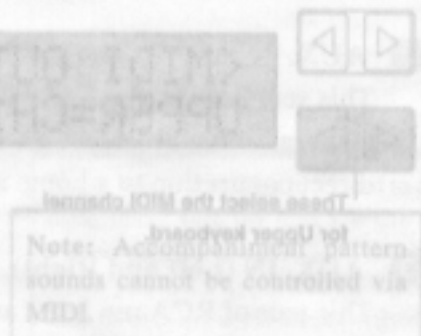
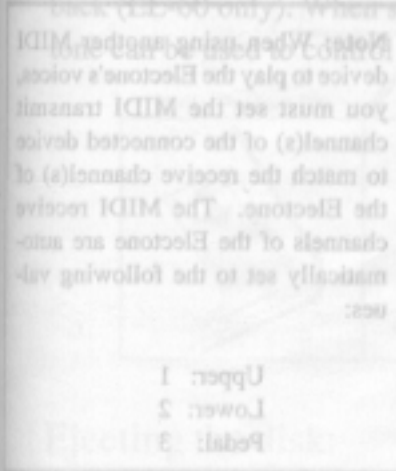
To select the Pitch page (Page 1):

Press the **PITCH/MIDI** button in the **DISPLAY SELECT** section.



**Transpose (TRNS.)**  
Determines the coarse pitch setting of all the voices, and is adjustable in half-steps (semitones). Range: -6 — +6 (one octave)

**Pitch**  
Determines the fine pitch setting of all the voices.  
Range: 438.8 Hz — 444.5 Hz

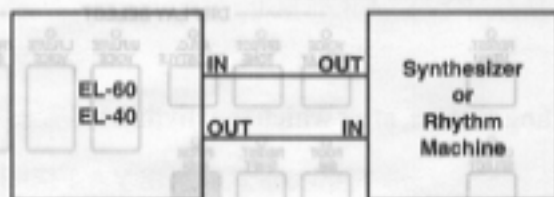




# 8 MIDI Controls

MIDI (Musical Instrument Digital Interface) is a kind of communication system for electronic musical instruments. It is built into most every modern digital musical instrument and allows different instruments to "talk" to each other and control each other's functions. For example, the Upper keyboard of your Electone could be used to play sounds on a connected synthesizer. In another application, a rhythm machine can be programmed to play its rhythm patterns in perfect synchronization with the tempo set on the Electone.

To use the MIDI functions you must, of course, have a second MIDI device (such as a synthesizer or rhythm machine), and a set of MIDI cables. Connect the MIDI cables as shown in the illustration below:



All MIDI functions are controlled from Page 2 and Page 3 of the Pitch/MIDI pages.

To select the MIDI pages:

Press the PITCH/MIDI button in the DISPLAY SELECT section, and select Page 2 and Page 3 with the Page Select buttons.

## Page 2 — Output Channels



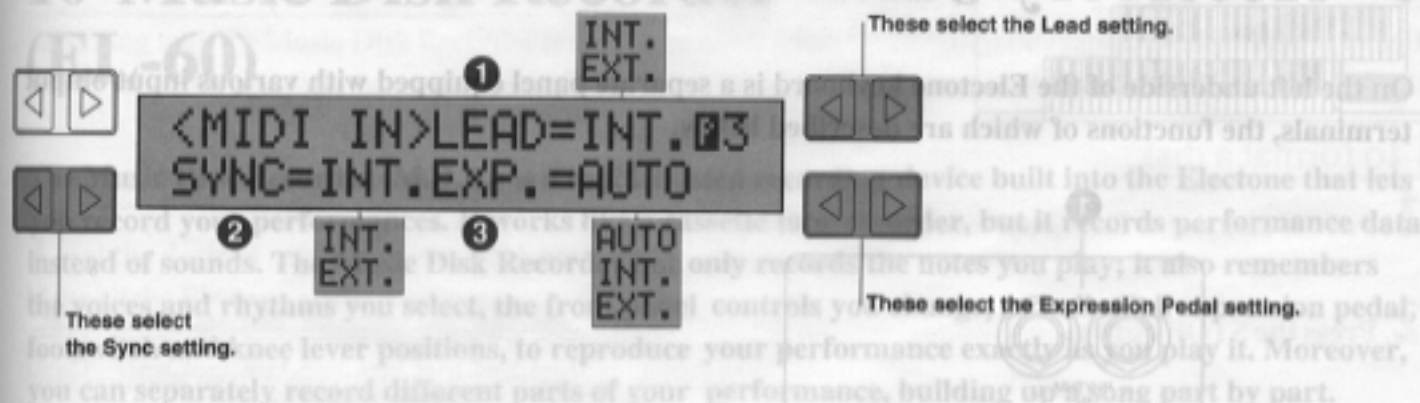
These select the MIDI channel for Upper keyboard.

These select the MIDI channel for Lower keyboard.

This determines the channels over which MIDI information will be transmitted. The Upper keyboard can be set to send over channels 1 or 4, while the Lower keyboard can send over 2 or 5. The Pedalboard automatically sends over channel 3. The MIDI receive channel of each connected MIDI device should match the numbers set here.

**Note:** When using another MIDI device to play the Electone's voices, you must set the MIDI transmit channel(s) of the connected device to match the receive channel(s) of the Electone. The MIDI receive channels of the Electone are automatically set to the following values:

- Upper: 1
- Lower: 2
- Pedal: 3



**1 Lead**

Determines Internal or External control of the Lead Voices.

When set to Internal, Lead Voices are played from the Electone and the sounds from a connected MIDI instrument can be played via MIDI channel 1 (or channel 2, when the To Lower function is on). When set to External, the Lead Voices can only be played from the connected instrument via MIDI channel 4.

**2 Sync**

Determines the source of the timing control, for rhythm synchronization purposes. Setting this to Internal gives the Electone timing control over the connected rhythm machine. This also allows you to start and stop the rhythm patterns of the connected rhythm machine from the Electone's panel controls. Setting this to External gives timing control to the connected rhythm machine.

**3 Expression (EXP.)**

Determines the control of the expression functions. Ordinarily, this control is set to AUTO. However, when it is set to INT., you can manually control the expression pedal during M.D.R. playback (EL-60 only). When set to EXT., another (external) Electone can be used to control the expression pedal functions.

**Note:** Accompaniment pattern sounds cannot be controlled via MIDI.



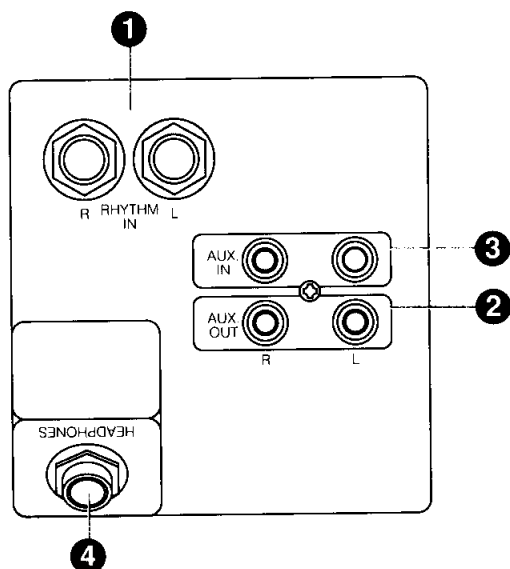
**Ejecting the disk:**

To remove the disk, press the EJECT button next to the disk slot.



# 9 Accessory Jacks and Controls

On the left underside of the Electone keyboard is a separate panel equipped with various input/output terminals, the functions of which are described below.



## 1 RHYTHM IN (Left and Right)

This pair of phone jacks are for connection to an external rhythm machine. The sound of the connected device is mixed with the sound of the Electone and played through the speaker system. The volume of the rhythm machine can be controlled by the Expression pedal of the Electone.

## 2 AUX. OUT (Left and Right)

This set of stereo outputs (RCA pin jacks) is for connection to external amplification/speaker systems. Typically, they are for direct connection to a home audio system or cassette deck.

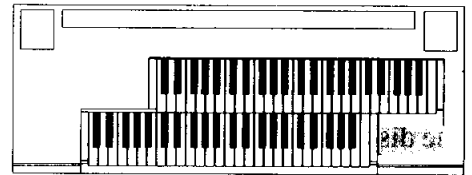
## 3 AUX. IN (Left and Right)

This pair of RCA pin jacks are for connection to an external stereo sound source, such as a cassette deck or home audio system. The sound of the connected device is mixed with the sound of the Electone and played through the Electone's speaker system. Adjust the level by using the control(s) on the connected device.

## 4 HEADPHONES

For connection of a stereo headphone set. When headphones are connected to this jack, sound to the Electone's built-in speaker system is automatically cut off, allowing you to play without disturbing others.

# 10 Music Disk Recorder (EL-60)



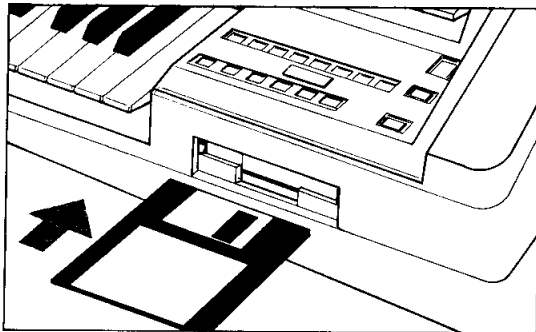
The Music Disk Recorder (M.D.R.) is a sophisticated recording device built into the Electone that lets you record your performances. It works like a cassette tape recorder, but it records performance data instead of sounds. The Music Disk Recorder not only records the notes you play; it also remembers the voices and rhythms you select, the front panel controls you change, as well as all expression pedal, footswitch and knee lever positions, to reproduce your performance exactly as you play it. Moreover, you can separately record different parts of your performance, building up a song part by part.

## Using Disks With the Music Disk Recorder

The M.D.R. records all your performance data to disks. A blank disk has been included with your Electone for you to record your performances.

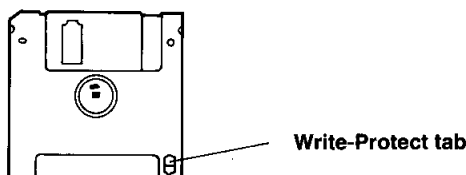
### Inserting the disk:

Put the included disk, face up, into the disk slot under the M.D.R.



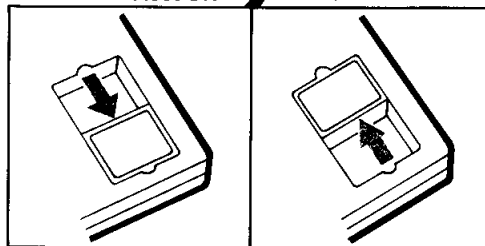
LED lights briefly when disk is inserted.

**Note:** Either double-sided double-density (2DD) or double-sided high-density (2HD) 3.5-inch microfloppy disks can be used with the M.D.R.



Write-Protect ON

Write-Protect OFF



**Note:** When you wish to record to a disk, make sure the disk's Write - Protect tab is set to OFF. Set it to ON when you wish to protect valuable data from being accidentally erased.

### Ejecting the disk:

To remove the disk, press the EJECT button next to the disk slot.





## Formatting a Disk

Before recording a performance to your blank disk, the disk must first be formatted.

### To format a disk:

**1. Put the disk, label facing up, into the disk drive.**

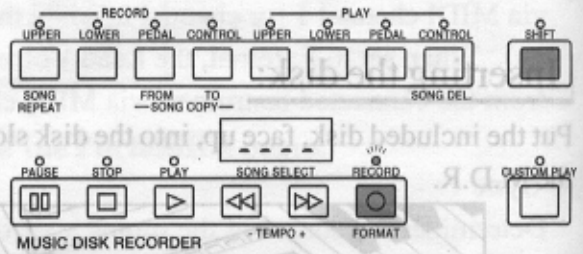
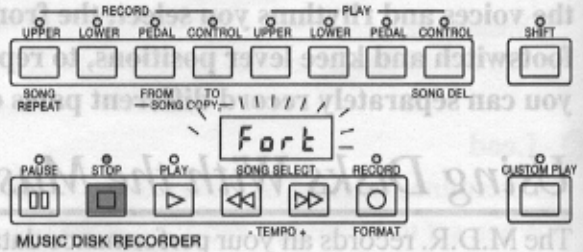
**2. Press the STOP button.**

**3. While holding down the SHIFT button, press the FORMAT button.**

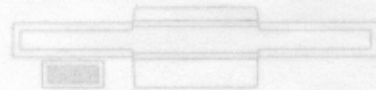
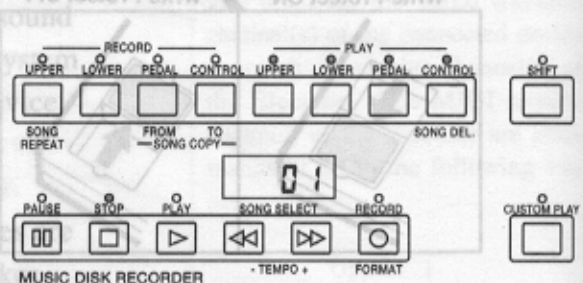
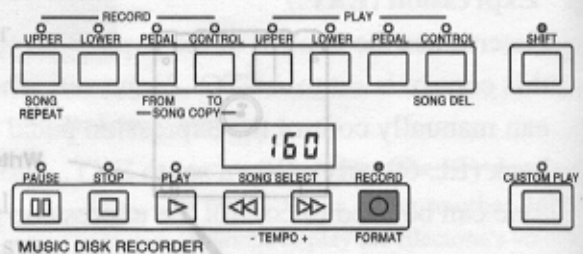
This step puts the format operation on stand-by, indicated by the dashes in the M.D.R. display and the flashing LED above the FORMAT button.

**4. Press the FORMAT button again to begin formatting.**

The LED above the FORMAT button stays lit. The number "160" appears in the M.D.R. display and counts down to "001" as the disk is being formatted. When formatting is completed, operation returns to the original STOP status.



**Note:** If you format a disk that contains previously recorded data, all data on the disk will be erased. To avoid inadvertently formatting a disk after this step, press the STOP button.

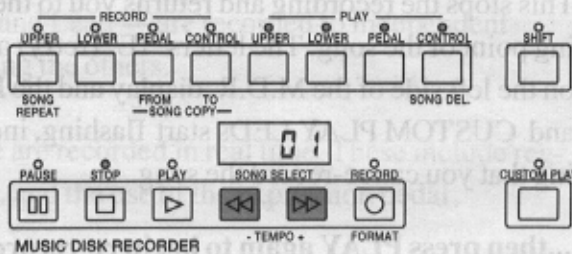


# Making a Recording

Recording with the Music Disk Recorder is as easy as using a tape recorder. In this section, you'll learn how to record your first complete performance with the Music Disk Recorder.

## To record a song:

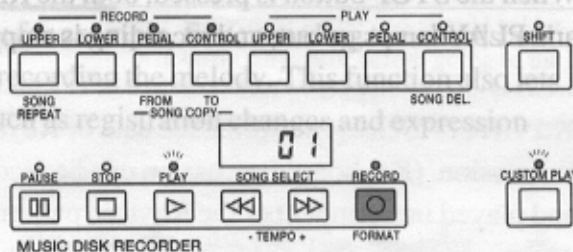
- 1. Set the desired registrations on the Electone.**  
Make all the Electone settings necessary for the song you will record. This means entering the all registrations you will need for the entire performance in the Registration Memory. Make sure also to select the registration that you will use at the beginning of the song.
- 2. Put a formatted disk into the disk slot.**
- 3. Use the SONG SELECT (◀◀, ▶▶) buttons to select the song number for recording.**  
Up to 40 songs can be stored on a disk. When a disk is first inserted, song number 01 is automatically selected.



**Note:** If the disk has songs already recorded to it, use the SONG SELECT buttons to search for a song number that has not yet been recorded to.

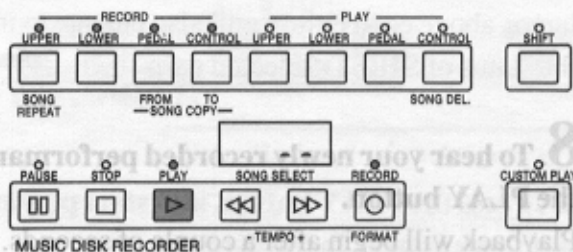
## 4. Press the RECORD button.

The RECORD lamp lights up and the PLAY lamps begins blinking, indicating that the Music Disk Recorder is ready to record.



## 5. Press the PLAY button.

The PLAY lamp lights up and small bars flash across the M.D.R. display from left to right, indicating that the recorder is being set up.

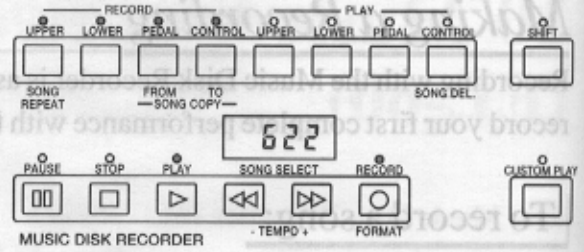


**Note:** In this step, the registrations and other settings on the Electone are recorded — before the recording of any performance data.



**6. After numbers appear in the display of the Recorder, begin playing.**

Once the setup operation in step #5 is complete, a number will appear on the recorder display indicating that you can begin recording your performance. The number also indicates the amount of memory left on the disk.

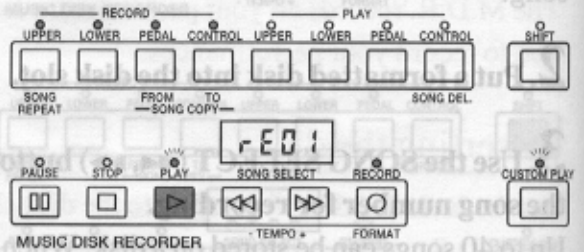


**Note:** The short time it takes to set up for recording is recorded as well, causing a short pause before playback of the song.

**2. Press the STOP button.**

**If you make a mistake during recording: Press the PLAY button while the recorder is still running...**

This stops the recording and returns you to the starting point of the song. The letters "rE" (retry) appear on the left side of the M.D.R. display and the PLAY and CUSTOM PLAY LEDs start flashing, indicating that you can re-record the song.



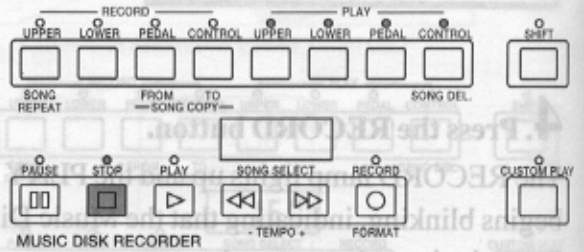
**...then press PLAY again to begin re-recording the song.**

Re-recording starts from the beginning of the song and replaces the previously recorded performance with the newly recorded performance.

**Note:** If you format a disk that contains previously recorded data, all data on the disk will be erased. To avoid inadvertently formatting a disk after this step, press the STOP button.

**7. When you finish playing, press the STOP button.**

When the STOP button is pressed, both the RECORD and PLAY lamps go out, and recording is stopped.



**Note:** When the available memory reaches "008" or less, the numbers begin flashing to warn you. If this happens, stop recording before the display reaches "000."

**8. To hear your newly recorded performance, press the PLAY button.**

Playback will begin after a couple of seconds.

**Note:** For more information on playback and other playback-related functions, see the Normal Playback section below.

*Note: In this step, the registrations and other settings on the Ectone are recorded - before the recording of any performance data.*