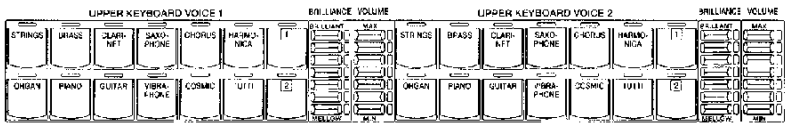
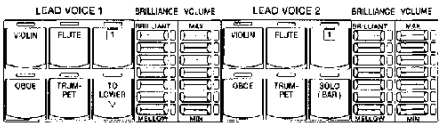
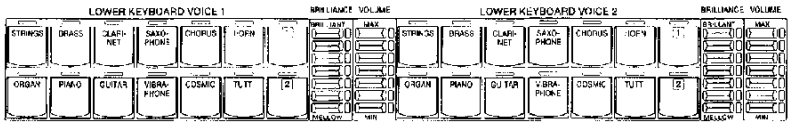
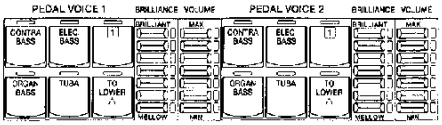
2 Voice Sections

There are a full 151 amazingly authentic voices on the ELX-1 Electone, and each of them can be called up from the various voice sections. Moreover, any voice – no matter what its voice section – can be assigned to any other voice section. The ELX-1 has eight voice sections: four voice sections for the Upper Keyboard, two for the Lower Keyboard, and two for the Pedalboard. Each voice section can, of course, have its own voice, volume, and effect settings, allowing you to create richly textured voice layers for each keyboard.







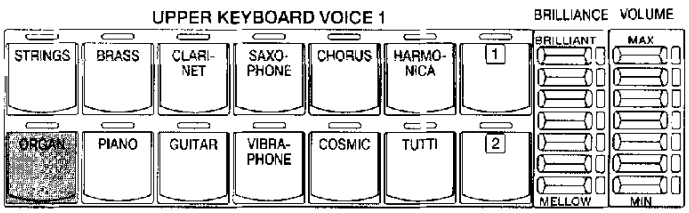


Selecting Voices from the Panel

Since selection of panel voices follows the same procedure throughout the various voice sections, instructions for only the Upper Keyboard Voice sections are given here.

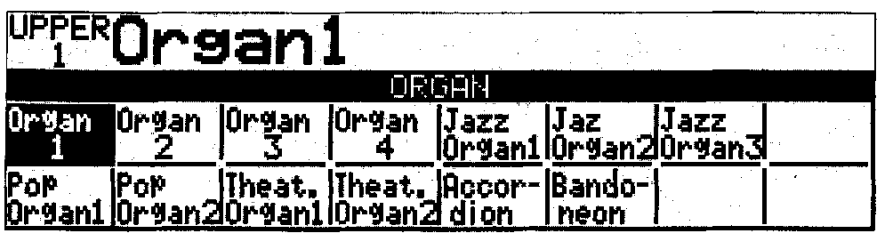
To select voices from the panel:

1. Select a voice from the Upper Keyboard Voice 1 section by pressing one of the Voice buttons in that section.



If, for example, you have selected the ORGAN voice, the following display will appear:

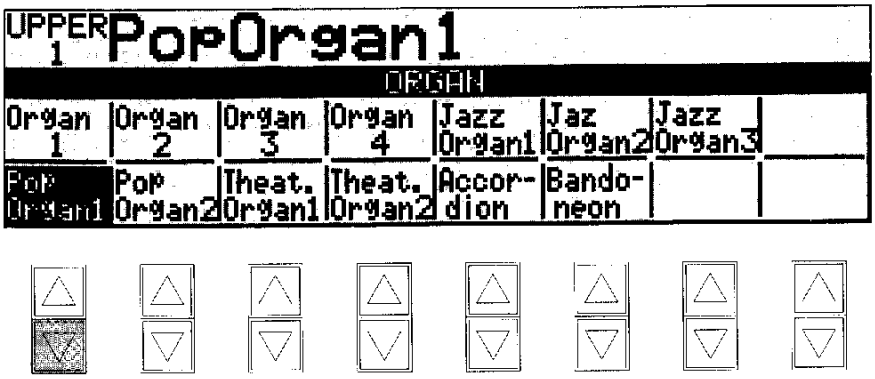
Voice Menu Page



Notice that several different voice names are shown on this display. These are variations of the basic organ voice category.

Note: Voices of the Upper and Lower Flute Voice sections are selected by a different procedure. Refer to the Flute Voices section on page 36 for details.

2. Press one of the Data Control buttons that corresponds to the voice you wish to select. (For example, the bottom left button for Pop Organ1.)



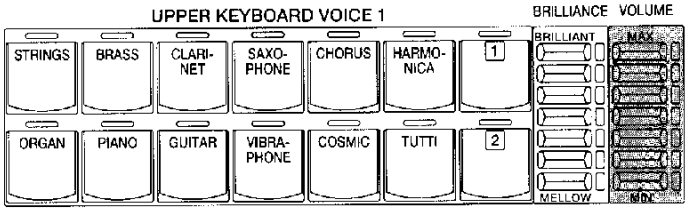
The selected voice is indicated in reverse display.

3. If you wish to, you can select voices from the other Upper Keyboard Voice sections (Upper Voice 2 and Lead Voice 1 and 2), following steps #1 and #2 above.

4. Set the volume for each voice section. There are two volume controls: Coarse and Fine.

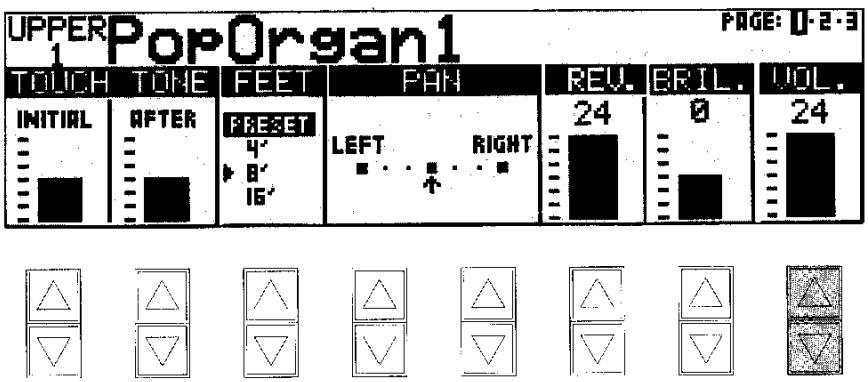
Coarse:

Use the VOLUME controls of each voice section on the panel to set the desired level for each voice. The controls have seven volume settings, from a minimum of 0, or no sound, to a maximum of full volume.



Fine:

Pressing the same panel voice button again (or the same Data Control button corresponding to the selected voice) calls up the Voice Condition display. Use the Data Control buttons directly under the display to change the level of the desired voice. The relative level is indicated by the bar under each voice in the display as well as by a numeric value (from 0 ~ 24).



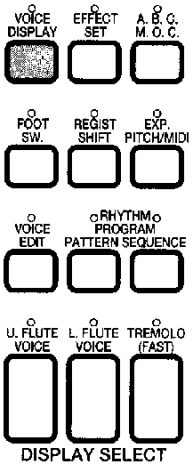
Note: Pressing a voice button once calls up that voice's Voice Menu display. Pressing it a second time calls up the Voice Condition display (as shown on the left). Successive presses alternate between the two displays.

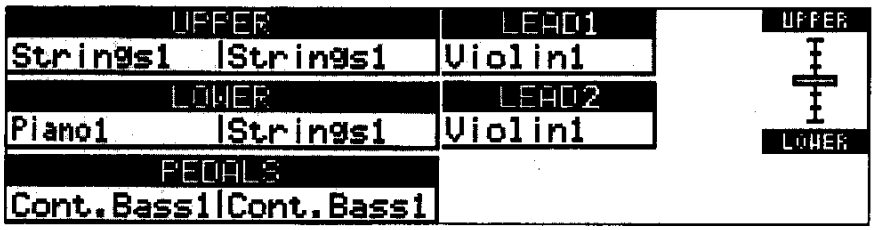
5. Now select voices for the Lower keyboard and Pedalboard as you did for the Upper keyboard above. Also set the volumes of the voices.

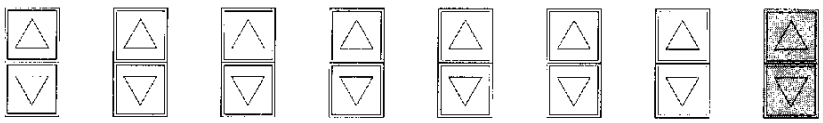
Follow steps #1 ~ #4 above, now using the controls of the Lower and Pedal Voices.

> **Note:** The Lead Voice and Pedal Voice sounds one note at a time; when you simultaneously press two or more keys, only the highest note will sound.

6. Adjust the volume balance between the Upper and Lower Voices with the Balance Control provided on the Voice Display. Return to the Voice Display by pressing the VOICE DISPLAY button in the DISPLAY SELECT section.
Adjust the balance with the corresponding Data Control buttons.







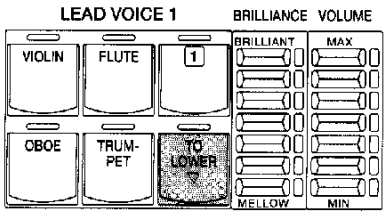
Pressing this pair of Data Control buttons at the same time restores the balance to the center position.

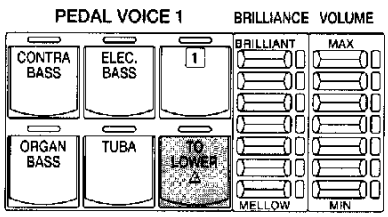
About Voice Section Volumes and the Mute Function

The voices of the four voice sections of the Upper keyboard (two in the Lower and Pedal) sound together in a layer, and the balance of the voices in the layer is determined by these VOLUME controls. You can easily mute the voice of a particular voice section by holding down the COARSE button and pressing the panel volume control of the voice section you wish to mute. Repeating the procedure restores the original volume setting.

Playing Lead and Bass Voices from the Lower Keyboard

The Electone has a special "To Lower" function that lets you assign Lead or Bass voices to the Lower keyboard. Simply press the TO LOWER button on the voice section you wish to assign, and that voice will be playable from the Lower keyboard.



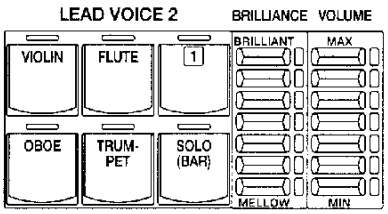


Solo Mode

Unique to the Lead Voice 2 section is a Solo Mode function. Solo Mode lets you instantly switch to a solo Lead voice in the middle of your performance, muting all other Upper Keyboard voices.

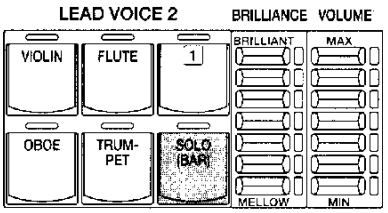
To use the Solo Mode:

1. Select the voice in the Lead Voice 2 section that you wish to play in the Solo Mode.



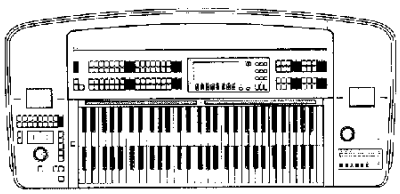
In this condition, the **Normal Mode**, all four voice sections for the Upper Keyboard (Upper Keyboard Voice 1 and 2, and Lead Voice 1 and 2) can be played.

2. Press the SOLO (BAR) button in the Lead Voice 2 section. This sets Solo Mode to stand-by status. Pressing it again here returns to the Normal Mode.



In this condition, the **Upper Mode**, all voice sections for the Upper Keyboard EXCEPTING Lead Voice 2 can be played.

3. To activate the Solo Mode, touch the Bar just above the Upper Keyboard. (You can do this with your left hand, even as your right is playing the Upper Keyboard.)



In this condition, the **Solo Mode**, only the Lead Voice 2 is played from the Upper Keyboard.

The voice on the Upper Keyboard changes to the voice selected in step #1 above, and the LED in the middle of the Bar lights to indicate that the Solo Mode is active.
Press the Bar again to return to the Upper Mode. Each touch of the Bar alternates between the Solo Mode and Upper Mode, as long as the SOLO (BAR) button is on.

Upper Keyboard Modes

	Solo button off	Solo button on	
	(Normal Mode)	Bar off (Upper Mode)	Bar on (Solo Mode)
Playable Voice Sections	Upper Keyboard Voice 1, 2 Lead Voice 1 (high note priority) Lead Voice 2 (high note priority)	Upper Keyboard Voice 1, 2 Lead Voice 1 (high note priority)	Lead Voice 2 (last note priority)

Note: The Lead voices sound only the highest note if two or more keys are played. However, in the Solo Mode, the Lead voice sounds for the last key played.

Note: Any notes played while switching between the Upper and Solo Modes are not abruptly cut off but continue to sound.

Note: Lead Voice 2 voices cannot be separately recorded with the M.D.R.

Selecting Additional Voices — Dotted Buttons and User Voices

The ELX-1 Electone has a wide variety of voices from which you can choose — far greater than what is immediately apparent from the front panel controls. You've already learned in the section above how to select the different voices that are available in the Voice Menu display of each panel voice. The Electone also has Dotted buttons in each voice section, giving you access to even more voices by including space for storing and recalling voices you've created yourself.

Each voice section has one or two Dotted buttons, found on the right side of each voice section. These Dotted buttons function as "wild card" Voice Menu selectors; any internal or User voices can be selected from these buttons.

The Dotted buttons have three basic uses:

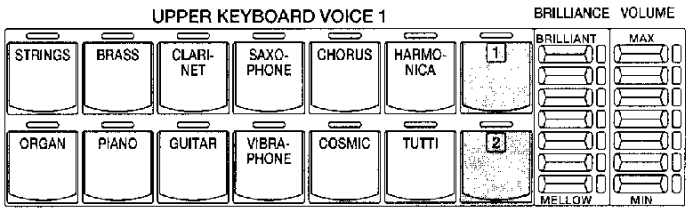
1. For playing any voice of the Voice Menus from any of the keyboards or Pedalboard. You can play on the Upper keyboard, for example, voices from the twenty-two Voice Menu pages (including User), and not be limited to only the twelve buttons (equivalent to twelve Voice Menu pages) that make up the Upper Voice section. Another advantage to this feature is that when the normally monophonic (one note) Lead and Pedal voices are assigned to the Upper or Lower keyboards, they can be played polyphonically.

2. For having three different voices from the same Voice Menu page available for selection in the same song. For example, you can assign one of the voices to a Dotted button in the Upper Keyboard Voice 1 section, the second voice to the other Dotted button in the same section, and the third one on the original Voice button.

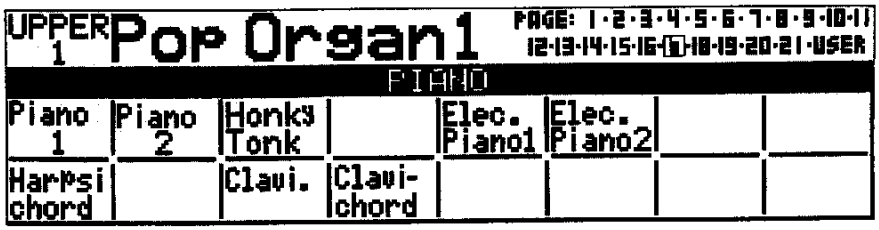
3. For storing voices of your own creation or those from a Voice Disk. (See page102.)

To select voices from the Dotted buttons:

1. Press one of the Dotted buttons in any of the voice sections.



2. Select one of the pages with the PAGE buttons, and choose a Voice Menu (PIANO/Page 17, for example).

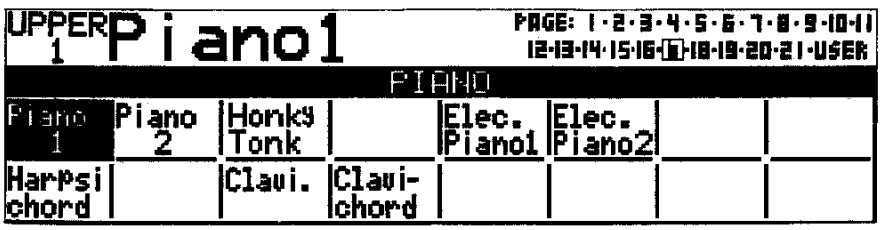


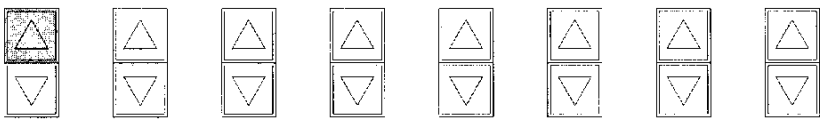
PAGE

Each page represents a general voice category and the title of the category appears in the dark bar in the middle of the display when the page has been selected.

Note: The voice name shown at the top of the LCD is that of the currently assigned voice and is irrelevant to the Voice Menu below it.

3. Select a voice from the display (Piano 1, for example).



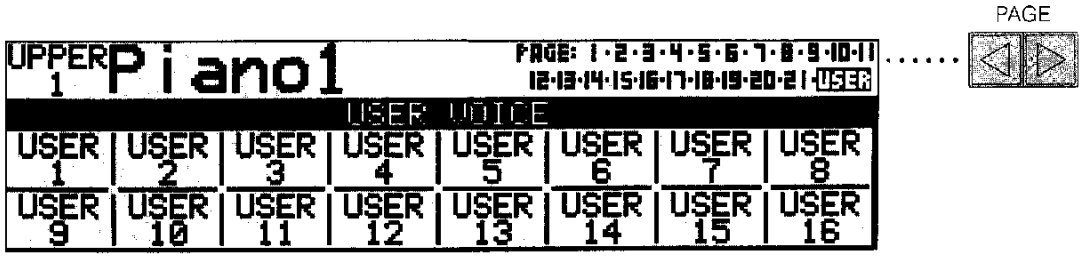


The selected voice name is shown at the top of the LCD.

Note: You can directly view and select Voice Menu pages by holding down one of the Dotted buttons and simultaneously pressing the desired voice buttons in succession.

To select User voices from the Dotted buttons

Select the USER page when you wish to play voices that you've created in Voice Edit (see page 109) or voices from a Voice Disk (see page 110).



Voice Menus

The following chart lists the voices available and their button/page assignment. The numbers shown in the list correspond to the page numbers shown in the display.

Page 1 Upper/Lower

STRINGS							
String 1	String 2	String 3	String 4	String 5	String 6		
Pizz. Strs.	Trem. Strs.			Synth. Strs.1	Synth. Strs.2	Synth. Strs.3	

Page 2 Lead

VIOLIN							
Violin 1	Violin 2	Violin 3	Violin 4	Pizz. Violin	Cello	Kokyu	

Page 3 Pedal

CONTRA BASS							
Contra Bass 1	Contra Bass 2	Contra Bass 3		Pizz. Bass	Uprght Bass		

Page 4 Upper/Lower

BRASS							
Brass 1	Brass 2	Brass 3	Brass 4	Synth. Brass 1	Synth. Brass 2		

Page 5 Lower

HORN							
Horn 1	Horn 2	Horn 3	Muted Horn				

Page 6 Lead

TRUMPET							
Trum-pet 1	Trum-pet 2	Trum-pet 3	Trum-pet 4	Trum-pet 5	Muted Trp.		
Trom-bone 1	Trom-bone 2	Muted Trb.		Flugel Horn		Eupho-nium	

Page 7 Pedal

TUBA							
Tuba				Tim-pani	Timp. Roll		

Page 8 Lead

FLUTE							
Flute 1	Flute 2	Pic-colo	Yoko-bue	Recor-der	Oca-rina	Pan Flute	Shaku-hachi
Whis-tle							

Page 9 Lead

OBOE							
Oboe 1	Oboe 2	English Horn		Bas-soon 1	Bas-soon 2		

Page 10 Upper/Lower

CLARINET							
Clari-net 1	Clari-net 2	Bass. Cla.		Synth. Cla. 1	Synth. Cla. 2		

Page 11 Upper/Lower

SAXOPHONE							
Saxo-phone 1	Saxo-phone 2	Sopra. Sax.	Sax. Ensem.	Synth. Sax.			

Page 12 Upper/Lower

TUTTI							
Tutti 1	Tutti 2	Tutti 3	Tutti 4	Tutti 5	Tutti 6	Tutti 7	

Page 13 Upper/Lower

CHORUS							
Chorus 1	Chorus 2	Chorus 3	Chorus 4		Vocal		

Page 14 Upper

HARMONICA							
Harmo-nica 1	Harmo-nica 2						

Page 15 Upper/Lower

ORGAN							
Organ 1	Organ 2	Organ 3	Organ 4	Jazz Organ 1	Jazz Organ 2	Jazz Organ 3	
Pop Organ 1	Pop Organ 2	Theat. Organ 1	Theat. Organ 2	Accor-dion	Bando-neon		

Page 16 Pedal

ORGAN BASS							
Organ Bass 1	Organ Bass 2	Organ Bass 3	Organ Bass 4				

Page 17 Upper/Lower

PIANO							
Piano 1	Piano 2	Honky Tonk		Elec. Piano 1	Elec. Piano 2		
Harpsi-chord		Clavi.	Clavi-chord				

Page 18 Upper/Lower

GUITAR							
Guitar 1	Guitar 2	Guitar 3	12 Str. Guitar	Banjo	Mando-lin	Sitar	Shami-sen
Elec. Gtr. 1	Elec. Gtr. 2	Muted Guitar	Dist. Guitar	Harp	Steel Guitar	Koto	Taisho koto

Page 19 Upper/Lower

VIBRAPHONE							
Vibra-phone	Gloc-ken.	Celes-ta	Music Box	Marim-ba	Xylo-phone		
Chime	Synth. Chime			Steel Drum			

Page 20 Pedal

ELECTRIC BASS							
Elec. Bass 1	Elec. Bass 2	Elec. Bass 3	Elec. Bass 4	Synth. Bass 1	Synth. Bass 2	Synth. Bass 3	

Page 21 Upper/Lower

COSMIC							
Cosmic 1	Cosmic 2	Cosmic 3	Cosmic 4	Cosmic 5	Cosmic 6	Cosmic 7	Cosmic 8
Cosmic 9							

USER

USER VOICE							
USER 1	USER 2	USER 3	USER 4	USER 5	USER 6	USER 7	USER 8
USER 9	USER 10	USER 11	USER 12	USER 13	USER 14	USER 15	USER 16

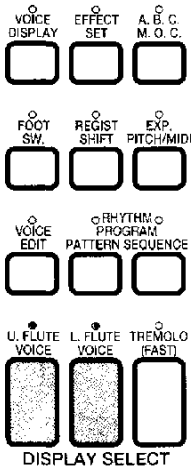
3 Flute Voices

The Flute Voice feature allows you to create your own organ voices, giving you access to an unlimited combination of organ sounds. With this function, you can recreate all of the classic organ sounds by adjusting the flute footage levels and the percussive sound, just like on conventional organs.
There are eight flute footage settings, with three additional footage settings for the attack sound. You can select various Preset Flute Voices, or create your own and save those to User Voices.
There are five pages: Menu, Footage, Attack, Volume, and Save.

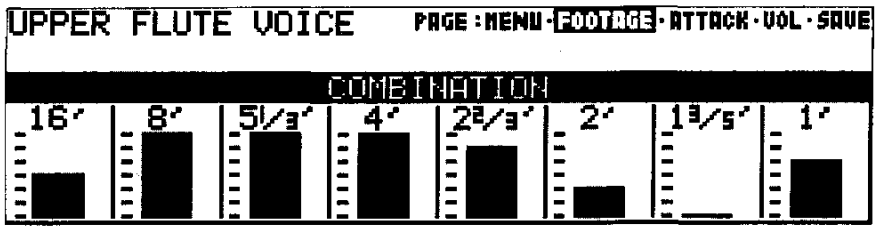
Creating Your Own Flute Voices

To create a Flute Voice:

1. Press one of the Flute Voice buttons (UPPER or LOWER) in the DISPLAY SELECT section. The LED above the button lights.

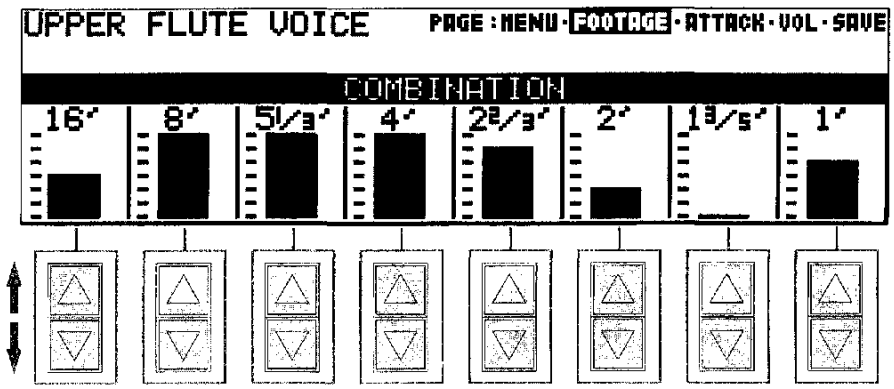


Footage Page



Pressing the button again turns the Flute Voice function off (the LED also turns off), and changes the LCD to the Voice Display. Each of the buttons acts as an on/off switch.

2. Use the Data Control buttons directly under the flute footage numbers to change each footage volume.

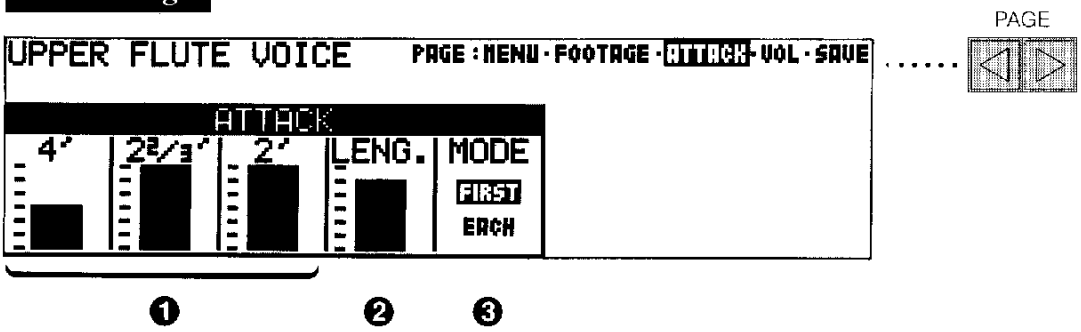


Play the keyboard and listen to the changes in the sound as you adjust the footage volumes.

Note: The total volume of the Flute Voices is determined in the VOL (Volume) page.

3. Press the PAGE buttons to select the various pages for the other Flute Voice functions.

Attack Page



❶ ATTACK Footages

Determines the level of each volume in the percussive portion of the voice. Footage settings are 4', 2-2/3' and 2'.

❷ ATTACK LENG. (Length)

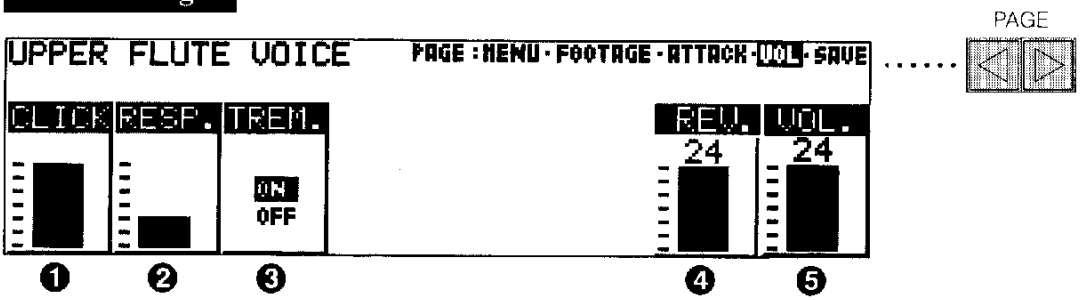
Determines the duration of the attack sound.

❸ ATTACK MODE

Determines which notes in a held group of notes are given an attack sound. With the EACH setting, all notes played have an attack sound. In FIRST, only the first note played will have attack; all other notes played while the first is held have no attack.

Note: Only one Mode setting can be used simultaneously for both the Upper and Lower Flute Voices.

Volume Page



❶ CLICK

Determines the volume of the key click sound. Click is independent of the Attack sound described above.

❷ RESP. (Response)

Determines the overall response speed of the sound. Higher settings make the keyboard response slower, creating a pipe organ effect.

❸ **TREM. (Tremolo)**
Turns the Tremolo effect for the Flute Voice on or off. This is the primary on/off switch for the Tremolo/Chorus effect. After this has been set to ON, you can turn the effect on and off during your performance by using the TREMOLO (FAST) button in the DISPLAY SELECT section. (See the Tremolo section, p.53, for more information.)

❹ **REV. (Reverb)**
Determines the reverb volume. Range: 0 ~ 24

❺ **VOL. (Volume)**
Determines the overall volume of the Flute Voice voice. Range: 0 ~24

Note: Even with this Reverb setting at the maximum, the reverb effect will not be heard unless the panel reverb control is set to an appropriate level.

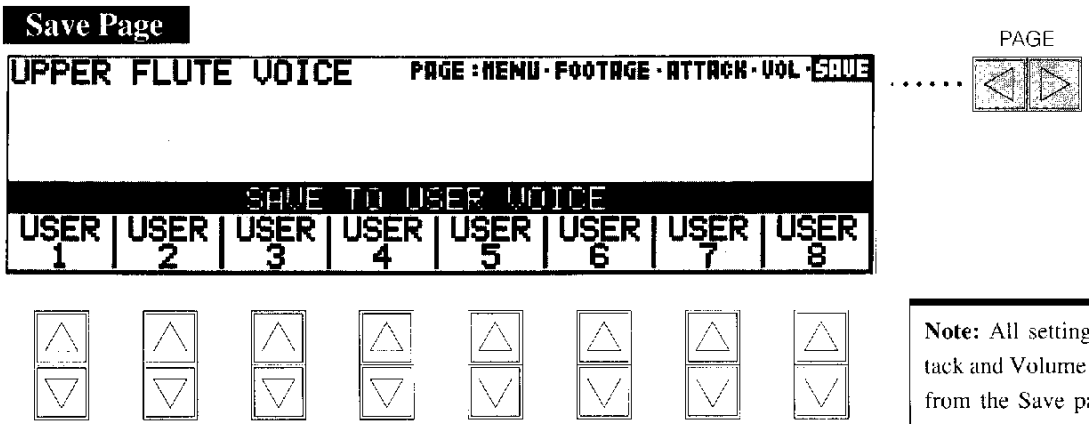
Note: If the Volume is set to 0, no sound will be produced.

Saving User Flute Voices

After you have created a Flute Voice from the Flute, Attack and Volume pages, you can save that Flute Voice to a User Flute Voice memory space.

To save a Flute Voice:

1. Select the SAVE Page by using the PAGE buttons.



Note: All settings in the Flute, Attack and Volume pages can be saved from the Save page, except for the following: Attack Mode, Tremolo On/Off, and Volume.

2. Select the desired user voice number (USER 1 through 8) to which the new voice will be saved.

Note: The User area described in this section has no relation to that of the Voice Menu page.

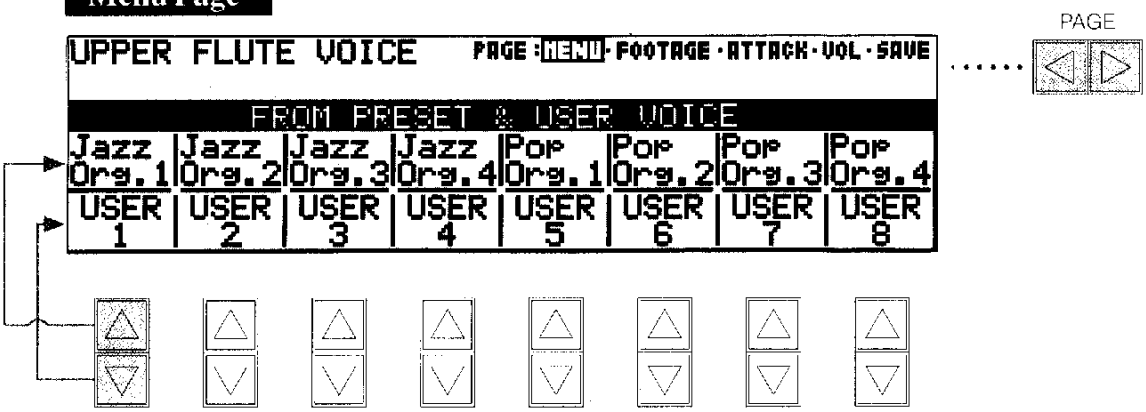
3. Pressing the appropriate Data Control button saves your new Flute Voice to that memory space and erases any voice that had been previously saved there. When the operation has been completed, the selected User number in the display will momentarily flash.

Playing the Preset and User Flute Voices

To call up the Preset and User Flute Voices:

1. Select the MENU Page by using the PAGE buttons.

Menu Page



2. Select the desired voice with the appropriate Data Control button.

Eight factory-preset voices (four Jazz Organ and four Pop Organ voices) are set to the upper row, and the eight User voices in the bottom row are for selecting voices you created and stored from the SAVE page.

Note: When you use the Upper/Lower Flute Voices and/or other voices at the same time, only one of the voices can be displayed at a time, even though all voices may be operative and both of the Upper and Lower Flute Voice LEDs are lit.

Note: Remember that the UPPER and LOWER FLUTE VOICE buttons are on/off switches. In the process of turning on a Flute Voice, then switching to another function and returning to the Flute Voice, you may unintentionally turn the Flute Voice off. Check whether the Flute Voice LEDs are on or off before you start to play.

4 Voice Controls and Effects

The Electone is equipped with two general kinds of functions that can be used to change the sound of the voices: Voice Controls and Effects.

Voice controls are used to change various aspects of the voices, such as the touch sensitivity, volume, octave (footage), vibrato, pan setting and brilliance.

Effects are a extremely versatile set of tools through which you can enhance the sound of the voices. They include: Reverb, Sustain, Tremolo, Symphonic, Delay, Flanger, Distortion and D.R.E. (Dynamic Range Enhancer).

Each voice has been given certain factory-preset effect settings to best enhance its sound. However, if you wish, you can change the sound to suit your preferences by using the controls described in this section.

The chart below shows the various voice controls and effects for the individual voice sections, as well as the display pages from which they can be controlled. The available functions are indicated by circles.

		Touch Tone	Feet	Pan	Brilliance	Symphonic/ Celeste	Delay	Flanger	Distortion	Vibrato	Lead Slide	Lead Tune	Dynamic Range Enhancer	Reverb *1	Sustain	Tremolo/ Chorus *2
UPPER	Upper Keyboard Voice 1	○	○	○	○	○	○	○	○	○				○	○	○
	Upper Keyboard Voice 2	○	○	○	○	○	○	○	○	○	–	–		○		○
LOWER	Lower Keyboard Voice 1	○	○	○	○	○	○	○	○	○				○	○	○
	Lower Keyboard Voice 2	○	○	○	○	○	○	○	○	○				○		○
LEAD	Lead Voice 1	○	○	○	○	○	○	○	○	○	○	○	○	○		○
	Lead Voice 2	○	○	○	○	○	○	○	○	○	○	○		○		○
PEDAL	Pedal Voice 1	○	○	○	○	○	○	○	○	○				○	○	○
	Pedal Voice 2	○	○	○	○	○	○	○	○	○	–	–		○		○
Related LCD displays	Voice Condition Page 1	○	○	○	○	–	–	–						○		–
	Voice Condition Page 2 *3					○	○	○	○	–	–	–	–			○
	Voice Condition Page 3					–	–	–	–	○	○	○		–	–	
	Effect Set Page *3	–	–	–		○	○	○	○				○			–
	Reverb Page									–	–	–		○		
	Sustain Page					–							–		○	
	Tremolo Page													–		○

*1 Reverb is independently selectable from each voice section; however, the total reverb Depth and Length are set in Reverb Page 1.

*2 Tremolo is applied equally to the selected voice groups by turning on the Tremolo on/off switch (on the panel).

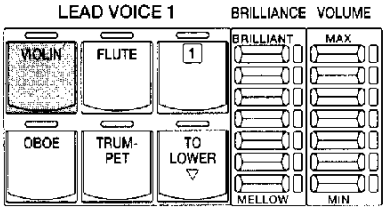
*3 Voice Condition Page 2 is the same as the Effect Set Page, except that the latter includes the Dynamic Range Enhancer.

Each voice control or effect can be selected from one of the following three types of displays: the Voice Condition Pages, the Effect Set Page, or the displays selected by the appropriate panel buttons.

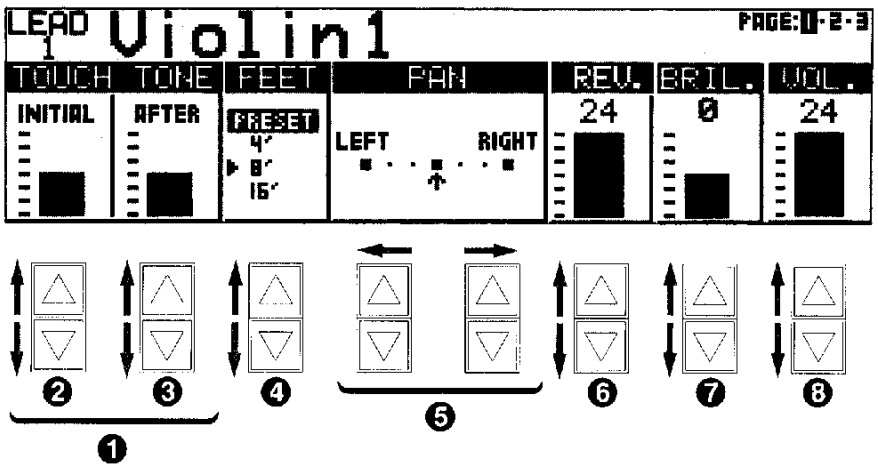
Voice Condition Pages

To select the Voice Condition pages:

Choose a voice on the panel, then press that voice's panel button again (or press again the Data Control button corresponding to the selected voice). Voice Condition Page 1 appears in the display.



Voice Condition Page 1

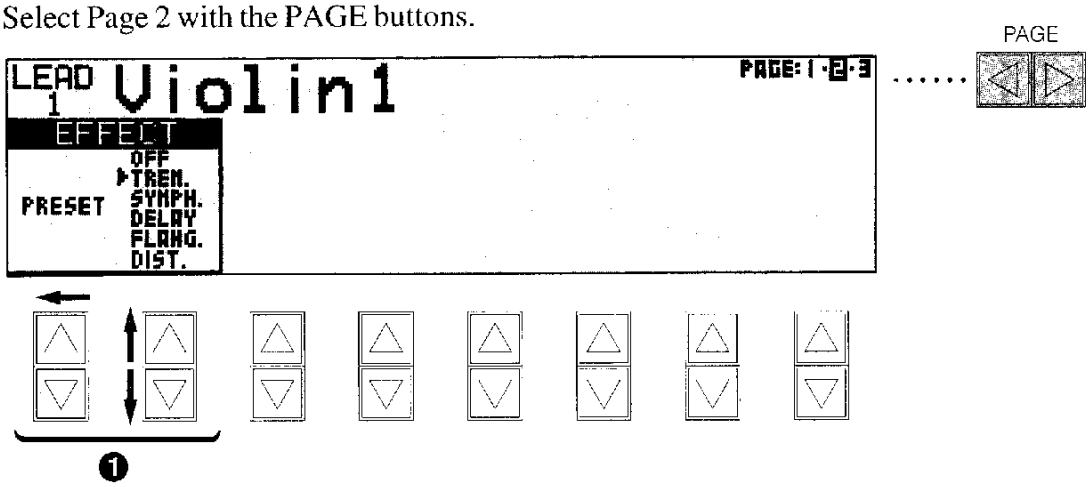


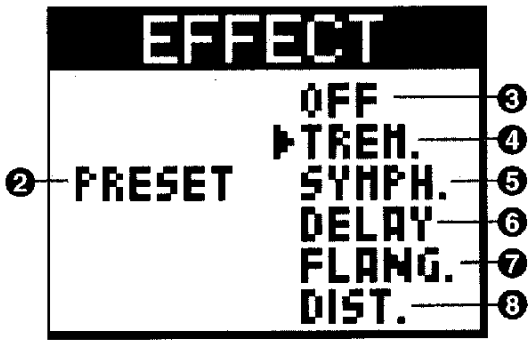
❶ **TOUCH TONE** (See page 45.)
❷ **INITIAL**
❸ **AFTER**
❹ **FEET (Octave)** (See page 45.)
❺ **PAN** (See page 46.)
❻ **REV. (Reverb)**
Determines the amount of reverb applied to each voice section. The reverb effect is not effective if the reverb volume on the far left side of the panel is set to the minimum level. (See page 51 for more information.)
❼ **BRIL. (Brilliance)** (See page 46.)
❽ **VOL. (Volume)** (See page 29 .)

Note: The Voice Condition display pages of the various voice sections have slight differences in their functions. Where differences occur, all relevant LCD displays are shown.

Voice Condition Page 2

Select Page 2 with the PAGE buttons.





❶ **EFFECT**
Determines the effect type applied to the voice group. The effects listed in the window can also be called up from the EFFECT SET page.

❷ **PRESET**
When PRESET is selected, the original (factory) effect is applied.

❸ **OFF**
The OFF setting cancels all effects.

❹ **TREM. (Tremolo)**
Selecting TREM. turns on the Tremolo effect for the selected voice group. For information on turning Tremolo on and off during performance and changing the speed settings, see the Tremolo/Chorus section on page 53.

❺ **SYMPH. (Symphonic)** (See page 46.)

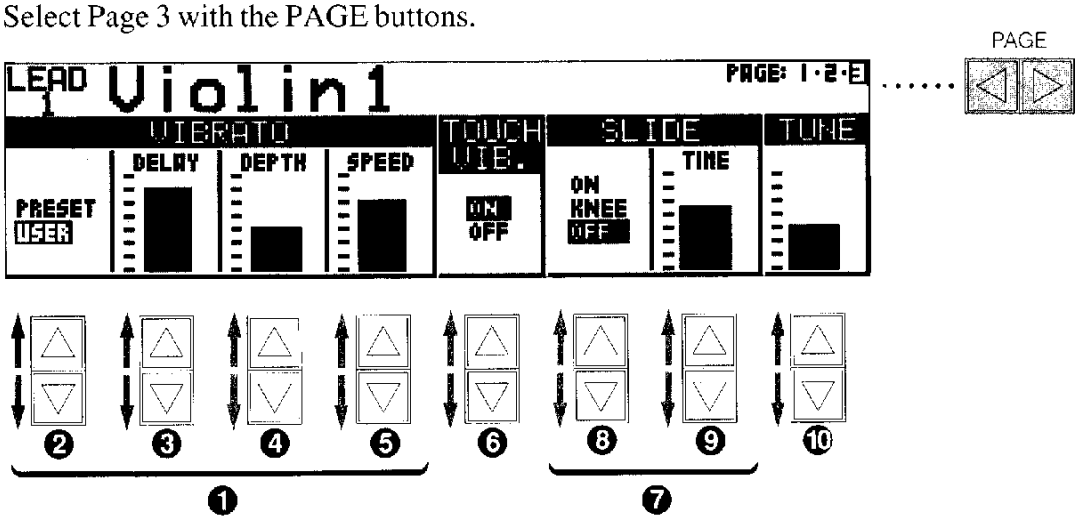
❻ **DELAY** (See page 47.)

❼ **FLANG. (Flanger)** (See page 47.)

❽ **DIST. (Distortion)** (See page 48.)

Voice Condition Page 3

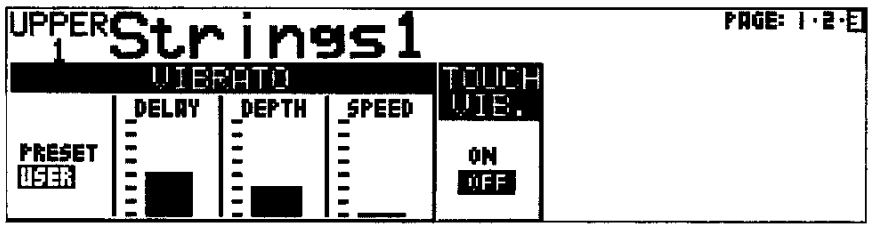
Select Page 3 with the PAGE buttons.



❶ **VIBRATO** (See page 48.)
❷ **PRESET/USER**
❸ **DELAY**
❹ **DEPTH**
❺ **SPEED**
❻ **TOUCH VIB. (Touch Vibrato)**
❼ **SLIDE (Lead voice only)** (See page 49.)
❽ **ON/KNEE/OFF**
❾ **TIME**
❿ **TUNE (Lead voice only)** (See page 49.)

Voice Condition Page 3 of the Lead voices differs from the same page of the other voices in that it includes the Slide and Tune effects.

Page 3 of the other voice groups:

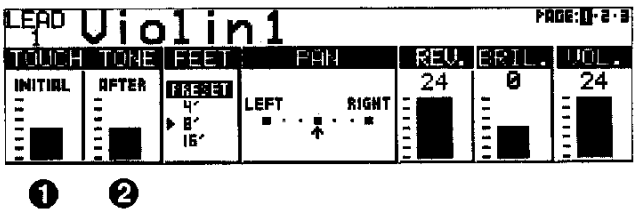


Voice Condition Page 1

Touch Tone

The Touch Tone function gives you expressive control over the volume and timbre of a voice. Two types of keyboard touch affect this function: Initial Touch and After Touch.
All voices are provided with this expressive function, making it possible to perfectly reproduce the subtle dynamic and tonal changes of actual instruments. For example, piano voices sound much brighter when you hit the keys strongly, especially in the attack portion of the sound — exactly as if you were playing an acoustic piano.

Note: These effects are applied in different degrees depending on the voice group you've selected.



❶ ❷

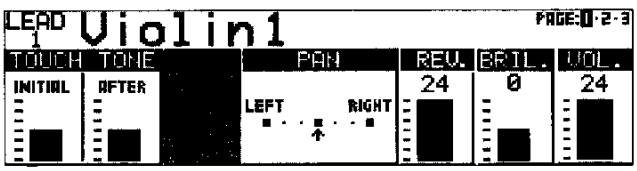
❶ INITIAL TOUCH
Controls volume and timbre according to the velocity at which you strike the keys. The harder you strike the keys, the greater the volume and the brighter the timbre will become.

❷ AFTER TOUCH
Controls volume and timbre according to the pressure you apply to the keys after playing them. The harder you press down on the keys, the greater the volume and the brighter the timbre will become.

Note: Generally, After Touch has no effect on percussive voices (such as Piano, Harpsichord or Vibraphone) or percussion sounds.

Feet

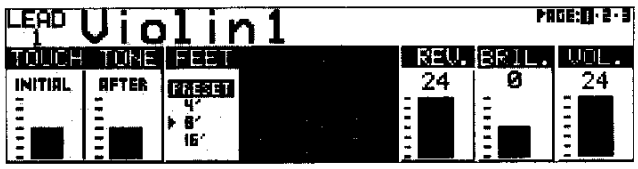
This determines the octave setting of the voice.



PRESET is the original (factory) setting; 4' is the highest and 16' is the lowest.

Pan

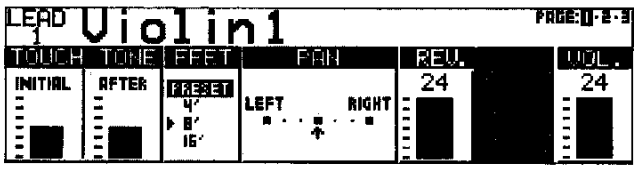
This determines the position of the voice in the stereo image.

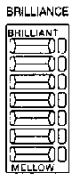


Seven pan positions are available.

Brilliance

This determines the tonal quality of the voice. Higher settings make the voice brighter.





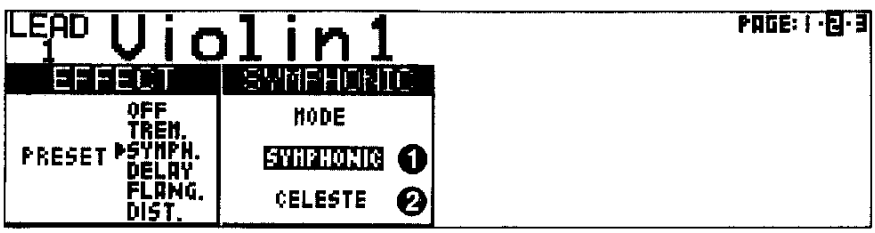
This control is the same as on the panel. Range: −3 ~ +3

Voice Condition Page 2

Note: Refer to page 53 for information on the Tremolo effect.

Symphonic/Celeste

Symphonic is a subtle echo effect that makes one voice sound like an ensemble. SYMPHONIC simulates the effect of a large ensemble, while CELESTE creates the effect of a gradually expanding sound. When SYMPH. is selected, the Symphonic Mode display appears next to the Effect window.



❶ SYMPHONIC

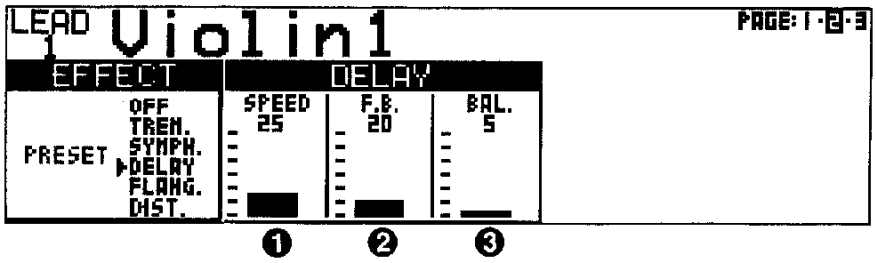
Applies the Symphonic effect to the voice section.

❷ CELESTE

Applies the Celeste effect to the voice section.

Delay

Delay is a pronounced echo effect, with distinct delayed repeats of the original sound. When DELAY is selected, the Delay parameters appear in the display.



❶ SPEED

Determines the time between delayed repeats. Range: 0 ~ 100

❷ F.B. (Feedback)

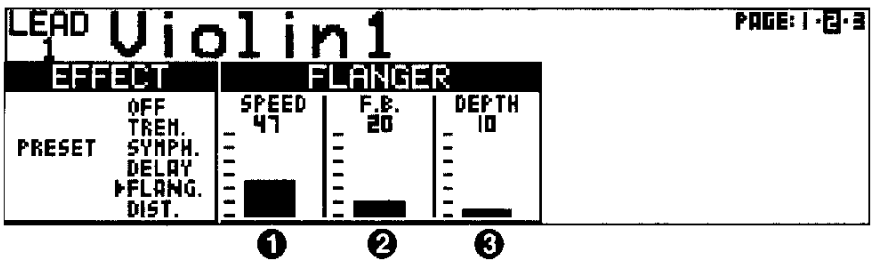
Determines the number of delayed repeats. Range: 0 ~ 100

❸ BAL. (Balance)

Determines the volume of the delay effect, relative to the original sound. Higher settings produce a louder delay. Range: 0 ~ 100

Flanger

Flanger introduces a swirling, animated modulation effect to the sound. When FLANG. is selected, the Flanger parameters appear in the display.



❶ SPEED

Determines the speed of the modulation. Range: 0 ~ 100

❷ F.B. (Feedback)

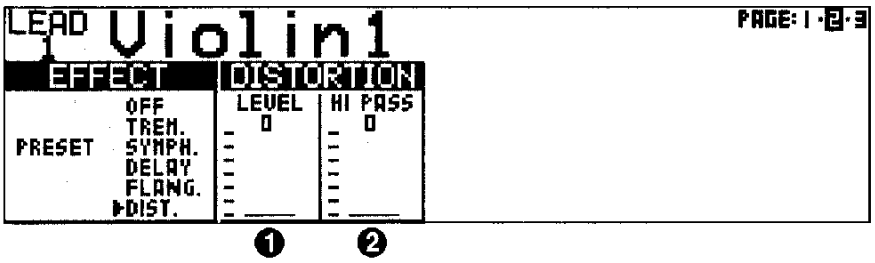
Controls the brightness and the metallic sound of the effect. Range: 0 ~ 100

❸ DEPTH

Determines the intensity of the effect. Range: 0 ~ 100

Distortion

This effect provides a distorted edge or "bite" to the sound. When DIST. is selected, the Distortion parameters appear in the display.



❶ LEVEL

Determines the degree or level of distortion. Range: 0 ~ 100

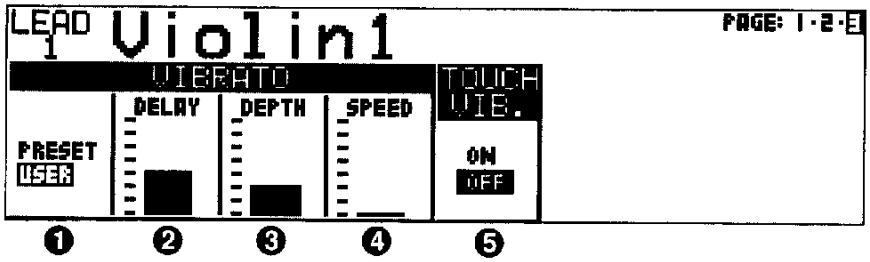
❷ HI PASS

Changes the tone of the distorted sound. Range: 0 ~ 100

Voice Condition Page 3

Vibrato

Vibrato is an effect that periodically, or regularly, varies the pitch of a voice for a quavering sound.



❶ PRESET/USER

Selects PRESET, which calls up the original (factory) vibrato settings for the voice, or USER, which lets you adjust the vibrato settings yourself.

❷ DELAY

Determines the amount of time that elapses between the playing of a key and the start of the vibrato effect (see diagram below). Higher settings increase the delay of the vibrato onset.

❸ DEPTH

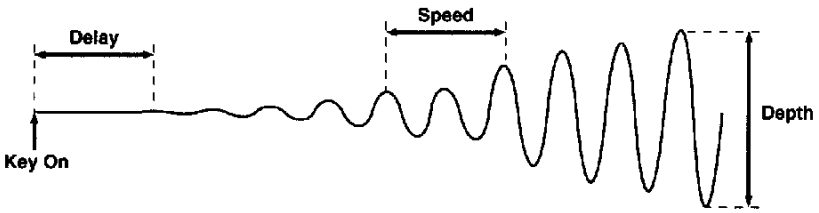
Determines the intensity of the vibrato effect (see diagram below). Higher settings result in a more pronounced vibrato.

Note: The DELAY, DEPTH and SPEED settings are not displayed and cannot be adjusted unless USER has been selected in this setting.

❹ SPEED

Determines the speed of the vibrato effect (see diagram below).

Vibrato Controls

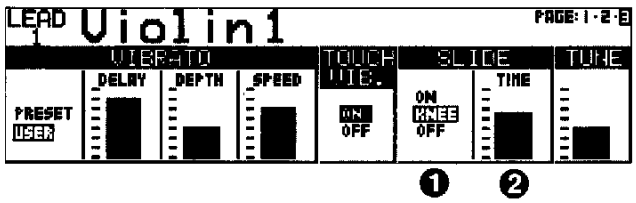


❺ TOUCH VIB. (Touch Vibrato)

On/Off switch for the Touch Vibrato function. Touch Vibrato lets you apply vibrato to individual notes as you play them. While playing a key, press down harder on it to give the note vibrato. The harder you press the key down, the greater the vibrato will be.

Lead Slide (Lead Voices only)

Slide applies a portamento effect to notes played in legato. For example, if you play one note, then play another before completely releasing the first note, the pitch of the first note will "slide" up or down to the second note.



❶ ON/KNEE/OFF

On/Off switch and Knee Lever selector for the Slide effect.

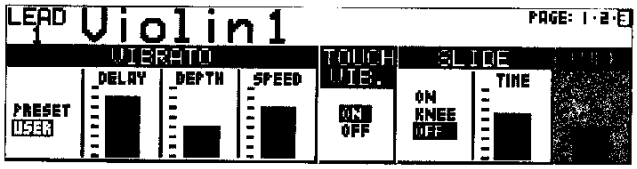
❷ TIME

Determines the speed of the slide or portamento effect. The higher the value that is set, the slower the speed. Range: 0 ~ 14

Note: The Slide function cannot be used when the Pitch Bend function is applied. Also, Slide is effective within a one-octave range.

Lead Tune (Lead Voices only)

This determines the pitch of the Lead voice. It allows you to detune the Lead voice relative to the other voices of the Electone, for producing a richer sound. The higher the value set, the higher the pitch.

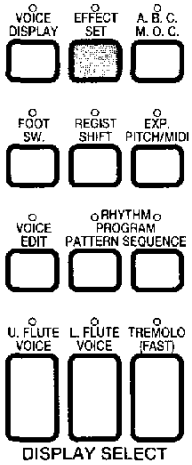


Range: 0 ~ 14 (max. 15.68 cents; 1 step = 1.12 cents)

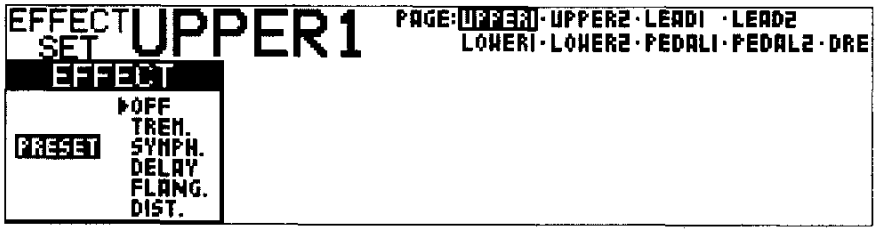
Effect Set Page

To select the Effect Set page:

Press the EFFECT SET button in the DISPLAY SELECT section. The following display appears:



Effect Set Page

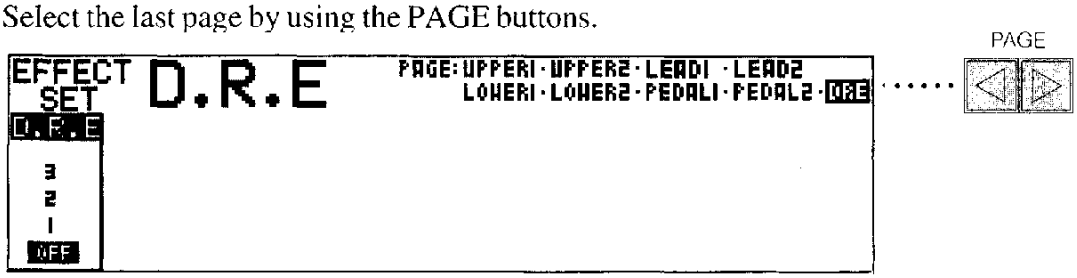


The contents of the Effect Set page are the same as in Voice Condition Page 2, with the exception of the D.R.E. (Dynamic Range Enhancer) shown in the last page.

D.R.E. (Dynamic Range Enhancer)

The Dynamic Range Enhancer effect increases the clarity of the sound and gives it greater definition and presence. The louder the sound, the brighter the sound becomes, particularly in the high registers. The D.R.E. effect is applied equally to all voices and can only be set globally for the entire instrument.

Select the last page by using the PAGE buttons.



OFF turns the D.R.E. effect off, while settings 1, 2, and 3 determine the intensity of the effect.

Displays Selected by the Panel Buttons

The Reverb, Sustain and Tremolo/Chorus effects have their own separate displays, selected when the appropriate panel buttons are pressed.

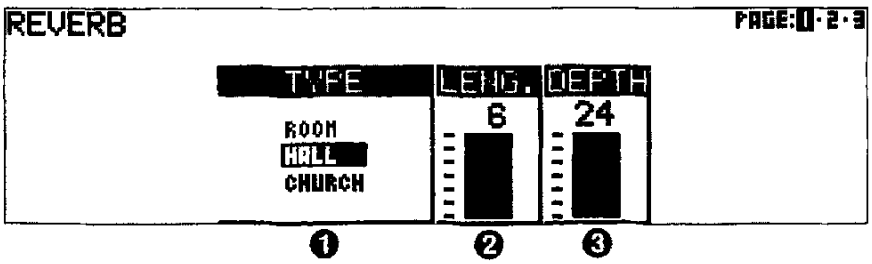
Reverb

Reverb adds an echo-like effect to the sound, giving the impression of a performance in a large room or concert hall. The effect can be applied equally and simultaneously to all voices, or set individually for each section of the Electone, even independently for rhythm and accompaniment.

To adjust the Reverb effect and call up the Reverb pages:

Press one of the REVERB buttons, located to the left of the Upper Keyboard Voices section.

Reverb Page 1



❶ TYPE

Determines the type of reverb effect: Room, Hall or Church. Each type simulates a different acoustic environment; Room is the smallest and Church the largest.

❷ LENG. (Length)

Determines the acoustic liveliness of the simulated room in the effect. Higher settings make the room more reverberant. Range: 0 ~ 6

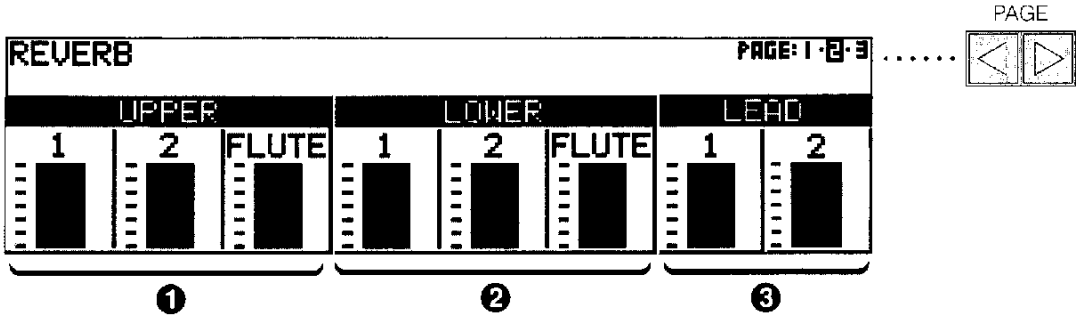
❸ DEPTH

Fine adjustment of the depth of reverberation or the level of the reflected sounds. (Coarse reverb depth settings are made with the front panel REVERB controls.) A setting of 0 cancels the reverb effect. Range: 0 ~ 24

Note: When the Depth parameter here or the panel REVERB control is set to the minimum, the settings in the pages that follow have no effect.

Reverb Page 2

Determines the amount of reverb depth applied to each voice section. These controls are the same as those found in Voice Condition Page 1.



❶ UPPER 1, 2, FLUTE

Determines the amount of reverb applied to each voice section. Range: 0 ~ 24

❷ LOWER 1, 2, FLUTE

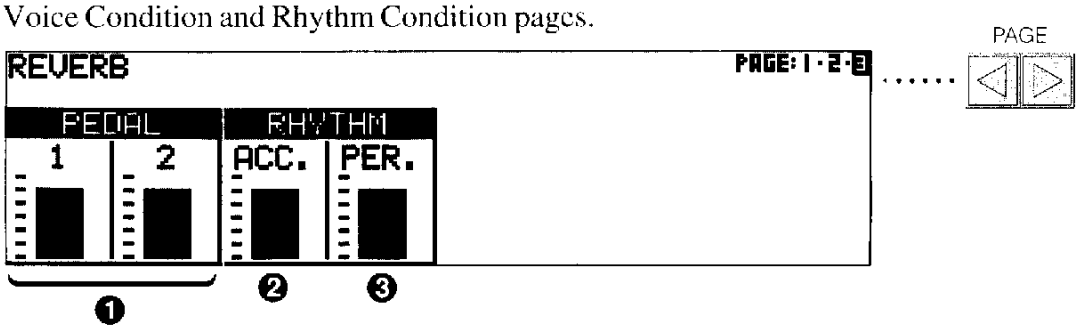
Determines the amount of reverb applied to each voice section. Range: 0 ~ 24

❸ LEAD 1, 2

Determines the amount of reverb applied to the Lead Voice sections. Range: 0 ~ 24

Reverb Page 3

Determines the amount of reverb depth applied to the Pedal and Rhythm sections. These controls are the same as those found in the Voice Condition and Rhythm Condition pages.



❶ PEDAL 1, 2

Determines the amount of reverb applied to the Pedal Voice sections. Range: 0 ~ 24

❷ RHYTHM ACC. (Rhythm Accompaniment)

Determines the amount of reverb applied to the Accompaniment (mentioned on page 67). Range: 0 ~ 24

❸ RHYTHM PER. (Rhythm Percussion)

Determines the amount of reverb applied to the rhythm pattern percussion sounds. Range: 0 ~ 24

Sustain

The Sustain effect, selectable for the Upper, Lower and Pedal voices, causes voices to gradually fade out when the keys are released. The sustain on/off and sustain length settings are independent for each keyboard, providing maximum expressive control.

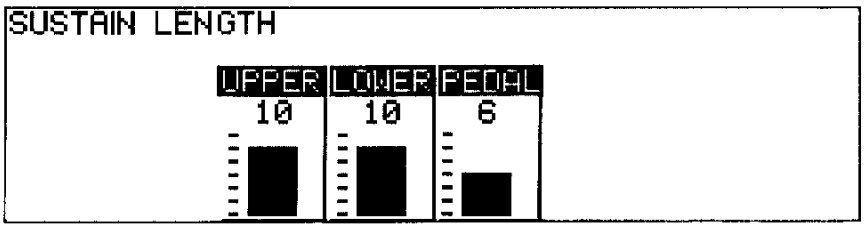
Note: Sustain cannot be applied to the Lead voices.

To add sustain to the voices and call up the Sustain Length page:

Press the UPPER button in the SUSTAIN section. The lamp of the button lights up to indicate that sustain is on. Press the button again to turn sustain off.

Note: If Knee Lever control of the Upper or Lower sustain has been turned on, pressing the Upper or Lower buttons here will not add sustain unless the Knee Lever is pushed. (See page 140.)

Sustain Length Page



Note: The values here must be set high enough for the sustain effect to be noticeable.

UPPER/LOWER/PEDAL

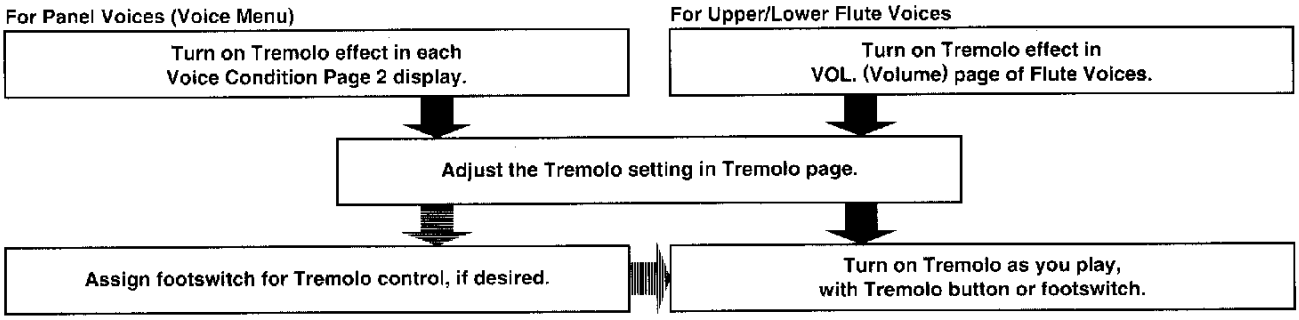
Determines the length of sustain applied to each keyboard. The display shows the current sustain length values for each keyboard. Range: 0 ~ 12.

Note: Remember that the SUSTAIN buttons are on/off switches. If you use them to simply check the sustain length values, you may unintentionally change the on/off status of the effect. Remember to check whether the sustain button lamps are on or off before you start to play.

Tremolo/Chorus

Tremolo recreates the rich, swirling sound of the popular rotating speaker effect. Just as with a conventional rotating speaker, you can switch between slow and fast speeds. And like a motor-driven speaker, the characteristic tremolo effect gradually changes speed after it is switched. You can also adjust the maximum speed of the effect to suit your playing style. The Tremolo effect can be switched in real time as you play with either the front panel button or the Left Footswitch (when properly set for Footswitch operation).

Tremolo Operation

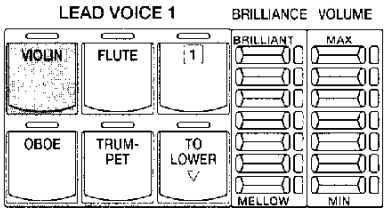


Turning On the Tremolo Effect

Before you can switch Tremolo on and off in real time, you must first turn the effect on in the various voice sections. This doesn't actually start the effect, but merely puts Tremolo in a "standby" condition. Tremolo can be applied selectively to the voice sections.

To turn on the Tremolo effect (set to standby):
[1] For Lead, Upper, Lower and Pedal voices

1. Press the desired voice button on the panel twice. Voice Condition Page 1 is shown on the display.



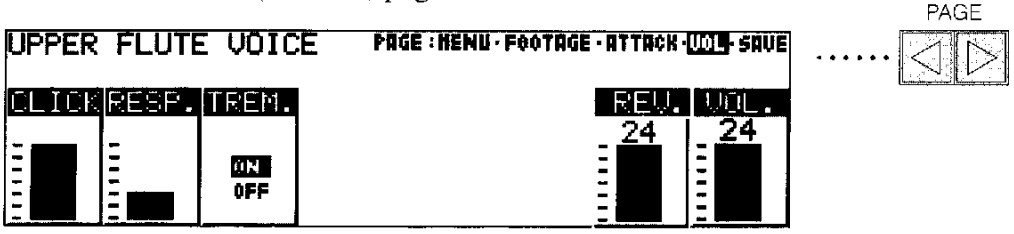
2. Select Page 2 with the PAGE buttons.

3. Select TREMO. to turn on Tremolo for the Voice Menu voice sections.

[2] For Flute Voices

1. Press the U.FLUTE VOICE button or L.FLUTE VOICE button in the DISPLAY SELECT section. The Flute Voice page is shown on the display.

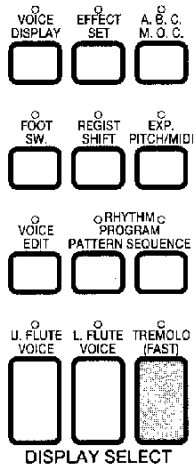
2. Select the VOL. (Volume) page with the PAGE buttons.



3. Select ON to turn on Tremolo for the current Flute Voice.

Setting the Tremolo Effect

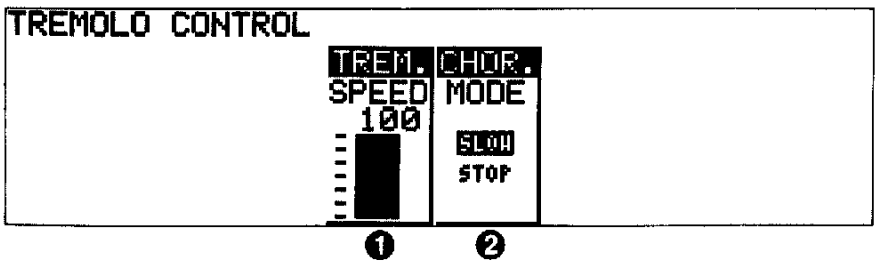
Tremolo settings made here are global; in other words, they are applied the same to all voices for which Tremolo has been turned on (set to standby).



To turn on the Tremolo effect and call up the Tremolo Control page:

Press the TREMOLO (FAST) button in the DISPLAY SELECT section. The following display appears:

Tremolo Control Page



The lamp of the button lights up to indicate that Tremolo is on. Press the button again to turn Tremolo off and Chorus on (the LED turns off).

❶ TREM. SPEED (Tremolo Speed)
Determines the speed of the Tremolo (rapid rotation) effect.
Range: 0 ~ 100

❷ CHOR. MODE (Chorus Mode)
Determines the effect applied when Tremolo is switched off: a slow chorus effect (SLOW) or no effect (STOP). Use the SLOW setting when you want to have a constant rotating speaker sound.

Real-time Control of Tremolo Effect

Once the Tremolo effect has been turned on and set, you can control the effect in real time from the panel or from the Left Footswitch.

Panel Control

Simply press the TREMOLO button in the DISPLAY SELECT section to turn the Tremolo effect on and off while you're playing. This button functions just like the fast/slow switch on an actual rotating speaker cabinet. When tremolo is on, the rotation effect is fast; when off (Chorus), it is slow. The speed change is gradual, effectively simulating the slowing down and speeding up of a rotating speaker.

Footswitch Control

You can also use one of the Footswitches to control the Tremolo effect in the same way, if the Footswitch has been properly assigned. (See the section Footswitch Control, page 140, for details.)

Note: The other effects not mentioned in this section, Glide and Pitch Bend, can be applied with the Footswitch (see page 139) and the Second Expression Pedal (see page 142), respectively.

5 Rhythm, Accompaniment and Percussion

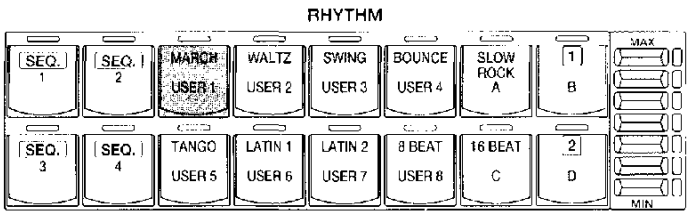
The Rhythm features of the Electone use actual drum and percussion sampled sounds to automatically play various rhythm patterns. Automatic Accompaniment functions are used with the rhythm patterns, providing appropriate and completely automatic accompaniment to match the style of the rhythm pattern selected. Moreover, the Electone has a Keyboard Percussion feature that allows you to play drum and percussion sounds from the keyboards and Pedalboard, and lets you assign the sounds to any of the keys.

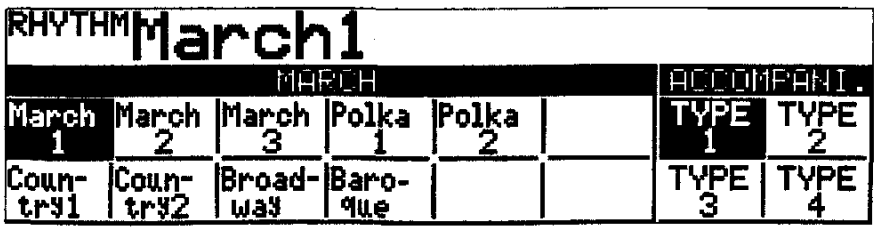
Selecting Rhythms from the Panel

Ten different rhythm categories in various styles can be instantly selected from the front panel. The Electone has many more "hidden" rhythm patterns, however. A total of 66 rhythm patterns are available, and can be selected by using the display.

To select and play a rhythm pattern:

1. Choose a rhythm pattern by pressing one of the Rhythm buttons in the Rhythm section on the panel. The following display appears:

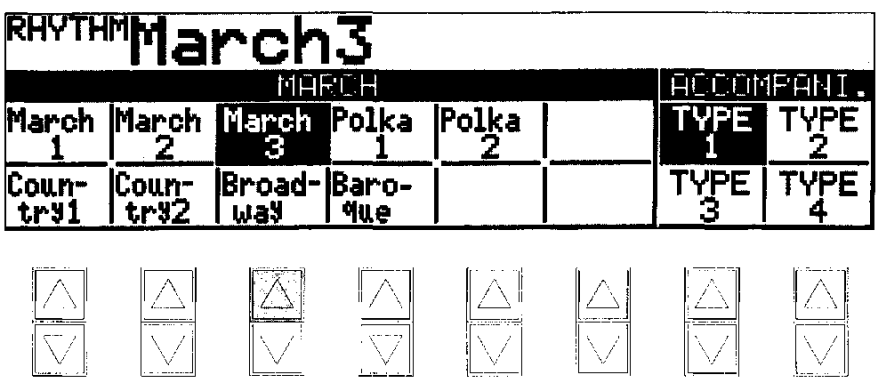




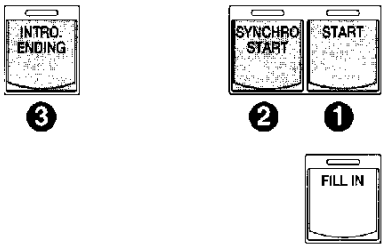
Note: Accompaniment functions shown in the LCD display at left are covered in the Accompaniment section. (See page 67.)

From this display, you can also select other rhythm patterns. These additional patterns are generally variations on the basic rhythm categories.

2. To select a rhythm pattern from each category in the display, press the Data Control button corresponding to the rhythm you wish to play, as you do with the voices. (Refer to the Rhythm Menus on page 62 for a list of available rhythms.)



3. Turn the rhythm on. You can use one of three buttons to turn on the rhythm:



❶ START

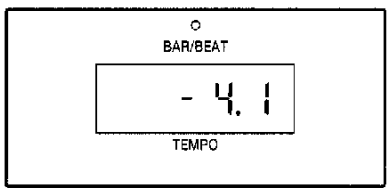
This button does as its name indicates; the rhythm begins as soon as the button is pressed. To stop the rhythm, press this button again.

❷ SYNCHRO START

This button puts the rhythm pattern in "stand-by"; the rhythm will start when you press a note on the Lower keyboard or Pedalboard. To stop the rhythm, press this button again.

❸ INTRO. ENDING

Pressing this button automatically plays a short introduction (of up to eight measures) before starting the actual rhythm pattern. First, press the INTRO. ENDING button, then the START or SYNCHRO START buttons. While the introduction is playing, the display shows the countdown to the first measure of the pattern. For example, if there is a four-measure lead-in for a pattern in 4/4 time, the following display appears:



Pressing the INTRO. ENDING button again while the pattern is being played will automatically add an ending phrase before stopping the rhythm.

Note: The Left Footswitch can also be used to turn the rhythm on and off as you play. (To assign the Left Footswitch for rhythm control, see page 138.)

About Synchro Start:
Synchro Start functions quite differently when the Auto Bass Chord feature is turned on and the Accompaniment Memory is turned off. The rhythm pattern starts when a key on the Lower keyboard is played, but then immediately stops when the key is released. To keep this from happening, turn the Memory function on. (Refer to the Automatic Accompaniment section, page 64, for details on Auto Bass Chord and Memory.)

LEAD IN

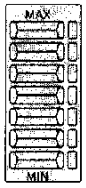
Pressing the START button while holding down the INTRO. ENDING button automatically plays a special one-measure lead-in, with a click on each beat, to cue you in to the beginning of the song.

4. Set the volume.

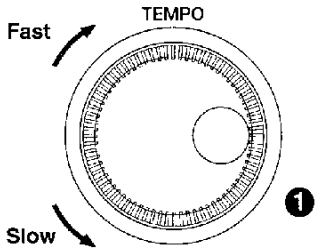
Press the VOLUME controls to the right of the Rhythm buttons to set the desired level of the rhythm. The controls have seven volume settings, from a minimum of 0 (no sound) to a maximum of full volume.

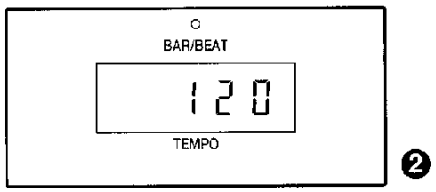
Fine adjustments in the volume of the rhythm pattern can also be made from the Rhythm Condition page. (See page 59.)

Note: When the Electone is turned on, the volume is automatically set to 0.



5. Set the tempo.





(When used as a tempo indicator)

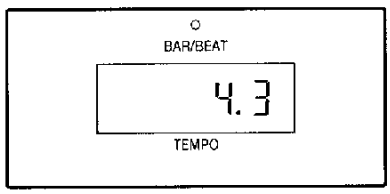
❶ TEMPO Dial

For adjusting the speed of the rhythm. Turn the dial clockwise to increase the tempo, and counter-clockwise to decrease it.

❷ TEMPO Display

Shows the current tempo. (Displayed values are given in beats per minute, just as on a conventional metronome.) The tempo range is 40 to 240 beats per minute.

When the rhythm pattern begins playing, the TEMPO display changes function to a bar/beat indicator.



(When used as a bar/beat indicator)

The number on the left indicates the current bar or measure and the one on the right indicates the number of the beat in each bar. The beat indicator lamp above the display also indicates the beats.

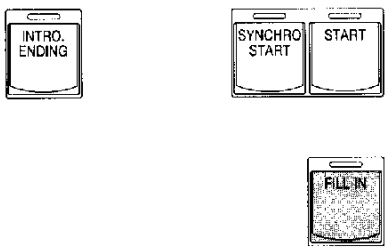
Fill In Patterns

Fill In patterns are designed to be used as temporary and regular rhythmic breaks to spice up a repeating rhythm pattern. Like the regular rhythm patterns, all Fill In patterns have been designed to perfectly match the bass and chord parts of the Automatic Accompaniment feature.

To use the Fill In patterns:

1. Select and play a rhythm pattern.

2. As you play the Electone along with the rhythm pattern, occasionally press the FILL IN button.



For best results, press the FILL IN button just at the beginning or the first beat of a measure.

Using a Fill In for the Start of a Song: Fill In patterns can also be used as introductions; simply press the FILL IN button before starting the rhythm with the START or SYNCHRO START buttons.

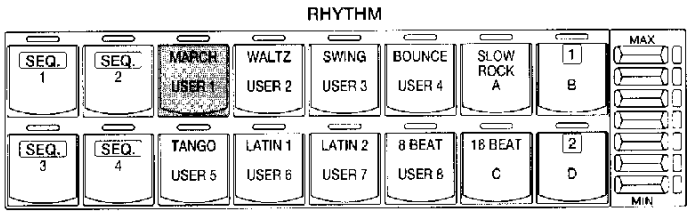
Playing Partial Fill In Patterns: You can also start Fill In patterns within a bar, in order to play only the final one or two beats of the Fill In pattern and create additional rhythmic interest. Since the Fill In feature is very sensitive to bar/beat boundaries, you should be very careful to "play" the FILL IN button precisely on (or just slightly before) the beat that you want the Fill In pattern to begin.

Setting the Rhythm Condition

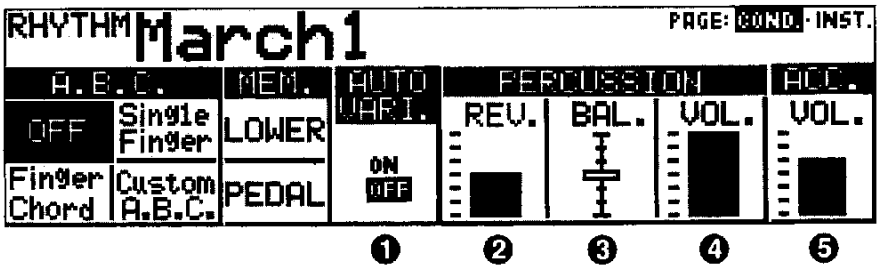
Similar to the voices, each rhythm pattern has a Rhythm Condition Page, and also has a special Instrument Page for making independent settings for individual drum/percussion sounds.

To select the Rhythm Condition Page:

Choose a rhythm pattern, and press that pattern's panel button again (or press again the Data Control button corresponding to the selected rhythm). (The button should be pressed only once if the Rhythm display has already been called up; otherwise press the button twice.)



Rhythm Condition Page



Note: For details on the A.B.C. and MEM. functions shown in the display, refer to the Auto Accompaniment section, page 64.

❶ AUTO VARI. (Auto Variation)

The Auto Variation function lets you set pattern variations to be played automatically. When set to ON, Auto Variation automatically substitutes additional pattern variations to make the rhythm more interesting and complex.

Note: The Auto Variation function is not applied to some of the rhythm patterns.

❷ REV. (Reverb)

Determines the amount of reverb applied to the rhythm.

Note: This reverb control has no effect unless the panel reverb volume is set to an appropriate level.

❸ BAL. (Balance)

Determines the balance between two main sound types of the rhythm patterns: the drum sounds and the cymbal sounds. Higher settings emphasize the cymbal sounds, while lower settings emphasize the drums.

❹ VOL. (Volume)

Fine adjustment of the overall volume of the rhythm patterns and Keyboard Percussion. Range: 0 ~ 24

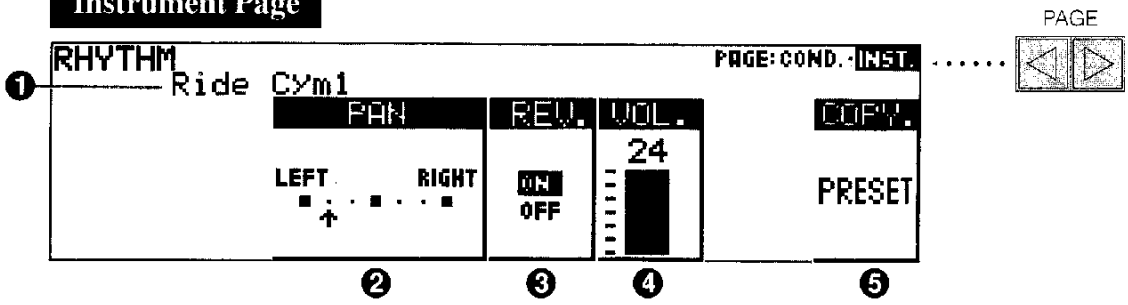
❺ ACC. VOL. (Accompaniment Volume)

(This control is the same as that described in the Accompaniment section, page 67.)

To select the Instrument Page:

Select INST. from the previous Rhythm Condition Page by using the PAGE buttons.

Instrument Page



In this page, individual drum and percussion sounds used to make up the Rhythms and Keyboard Percussion can be given independent settings.

❶ Instrument Name

This shows the name of the currently selected instrument. To select a different instrument, press the key or pedal to which the sound is assigned. (Refer to page 119 for instrument/key assignments of the Rhythm Pattern Program.)

❷ PAN

Determines the position of the currently selected instrument in the stereo image. Seven pan positions are available.

❸ REV. (Reverb)

Determines whether reverb is on or off for the currently selected instrument.

❹ VOL. (Volume)

Determines the fine volume setting of the currently selected instrument. Range: 0~24

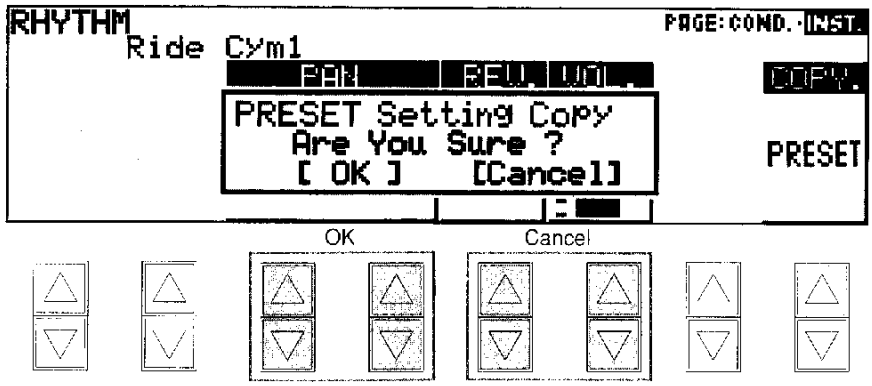
❺ COPY. /PRESET

Replaces the current user settings with the factory preset settings.

Note: Though independent Pan, Reverb and Volume settings can be made for each instrument, only one set of settings is available. (Settings cannot be memorized to Registration Memory.)

Note: Using registration data created on other Electone models will restore all Instrument Page settings to the preset status.

To use the Copy function, press one of the rightmost Data Control buttons. The following display will then appear:



Press any of the Data Control buttons below [OK] in the display to erase all user settings and restore the preset data. When [OK] is selected, a "Completed" message momentarily appears on the display.
Press any of the Data Control buttons below [Cancel] in the display to abort the operation.

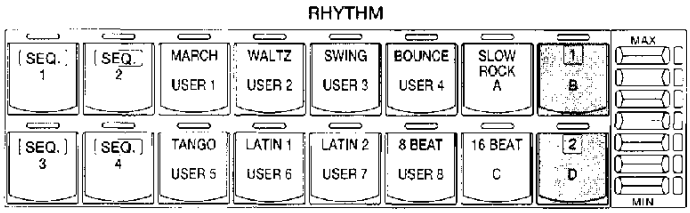
Selecting Additional Rhythms — Dotted Buttons and User Rhythms

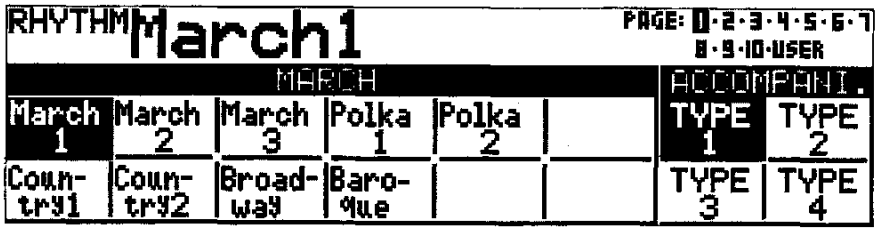
The Rhythm section also has, like the voice sections, Dotted buttons from which rhythm patterns can be selected. These Dotted buttons function as "wild card" rhythm pattern selectors; any of the rhythm patterns available from the panel buttons or from the pattern displays can be selected from these buttons.

As with the Voice sections' Dotted buttons, you can set two or three rhythm patterns from the same page to be selected from different buttons (one from the original Rhythm button, and the others from the Dotted buttons).

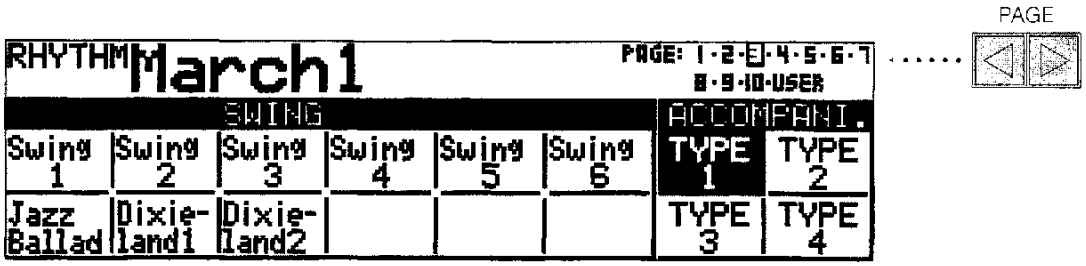
To select a rhythm pattern from a Dotted button:

1. Press one of the Dotted buttons on the right side of the Rhythm





2. Select one of the pages with the PAGE buttons, and choose a rhythm pattern from the display by pressing the appropriate Data Control button.



PAGE

Each page represents the same general rhythm pattern types as those selected from the panel buttons. The currently assigned rhythm name appears at the top of the display when the page has been selected.

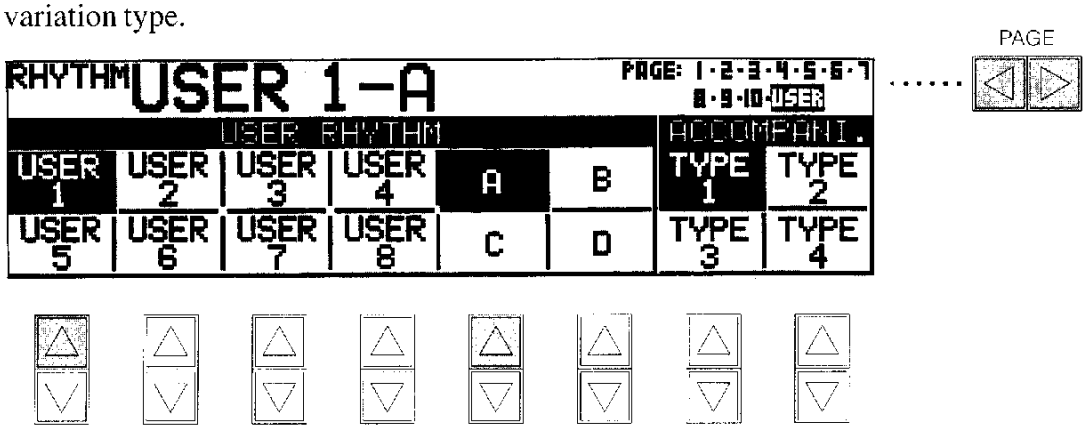
Selecting User Rhythms

User Rhythms created with the Rhythm Pattern Program function (page 117) can be called up from the User page.

To select a User Rhythm:

1. Select the USER page with the PAGE buttons.

2. Press two Data Control buttons that correspond to the desired rhythm pattern: one for the rhythm number and the other for the variation type.



Rhythm Menus

This chart lists all 66 of the rhythm patterns available on the Electone. The numbers shown at the top left of the chart correspond to the page numbers shown in the display.

1

MARCH					
March 1	March 2	March 3	Polka 1	Polka 2	
Country 1	Country 2	Broadway	Baroque		

2

WALTZ					
Waltz 1	Waltz 2	Waltz 3	Waltz 4	Waltz 5	
Jazz Waltz 1	Jazz Waltz 2	Jazz Waltz 3	Bolero		

3

SWING					
Swing 1	Swing 2	Swing 3	Swing 4	Swing 5	Swing 6
Jazz Ballad	Dixieland 1	Dixieland 2			

4

BOUNCE					
Bounce 1	Bounce 2	Bounce 3			
Reggae 1	Reggae 2				

5

SLOW ROCK					
Slow Rock 1	Slow Rock 2	Slow Rock 3			

6

TANGO					
Tango 1	Tango 2	Tango 3			

7

LATIN 1					
Cha-cha	Rhumba	Begui-ne			
Mambo	Salsa				

8

LATIN 2					
Samba 1	Samba 2	Samba 3			
Bossa-nova 1	Bossa-nova 2	Bossa-nova 3			

9

8 BEAT					
8 Beat 1	8 Beat 2	8 Beat 3	8 Beat 4	8 Beat 5	
Dance Pop 1	Dance Pop 2	Dance Pop 3	Dance Pop 4		

10

16 BEAT					
16 Beat 1	16 Beat 2	16 Beat 3	16 Beat 4	16 Beat 5	
16Beat Funk 1	16Beat Funk 2	16Beat Funk 3			

11

USER RHYTHM					
USER 1	USER 2	USER 3	USER 4	A	B
USER 5	USER 6	USER 7	USER 8	C	D

Automatic Accompaniment — A.B.C.

The Auto Bass Chord (A.B.C.) function works with the Rhythm section of the Electone to automatically produce chord and bass accompaniment as you play.

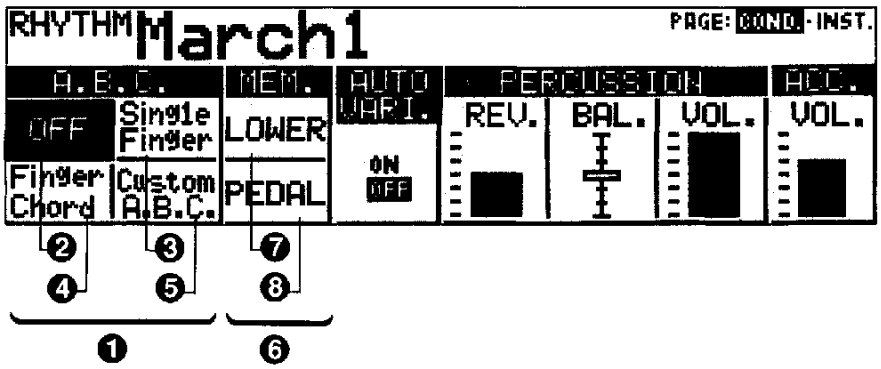
The A.B.C. accompaniment patterns have been specially programmed to match the style of the rhythm pattern selected, and accordingly, the accompaniment also changes to match the Fill In and Ending patterns.

There are three Auto Bass Chord modes — Single Finger, Fingered Chord and Custom A.B.C. — and they can be selected from either the Rhythm Condition page or the A.B.C./M.O.C. page.

To select the A.B.C. function from the Rhythm Condition page:

Press a rhythm button twice to call up the Rhythm Condition page, then select the desired A.B.C. mode as shown below.

Rhythm Condition Page



❶ A.B.C. (Auto Bass Chord) section

❷ OFF

Cancels the Auto Bass Chord function.

❸ Single Finger Mode

The Single Finger mode provides the fastest and easiest means to obtain many different chord/bass combinations, by simply using one, or at most, two or three fingers to play the chords.

Refer to the chart below, Chords Recognized in the Single Finger Mode, for details on playing chords in this mode.

❹ Fingered Chord Mode

The Fingered Chord mode automatically produces bass and chord accompaniment for chords played in the Lower keyboard. It allows you to use a wider range of chord types than in the Single Finger mode. In the Fingered Chord mode, you play all the notes of the chord while the Auto Bass Chord function automatically selects the appropriate bass pattern.

Refer to the chart below, Chords Recognized in the Fingered Chord Mode, for details on playing chords in this mode.

❺ Custom A.B.C. Mode

The Custom A.B.C. mode is a slight variation on the Fingered Chord mode. It allows you to determine what bass notes will be played in the accompaniment by playing a note on the Pedalboard along with the chords you play in the Lower keyboard. In this way, you have greater control over the actual notes of the accompaniment and the freedom to use a wider variety of chords and voicings, yet are still able to take advantage of the automatic accompaniment capabilities of the Auto Bass Chord feature.

❻ MEM. (Memory) section

❼ LOWER

Selecting this keeps the chord accompaniment of the Lower Keyboard voices playing even after you release your fingers from the Lower keyboard.

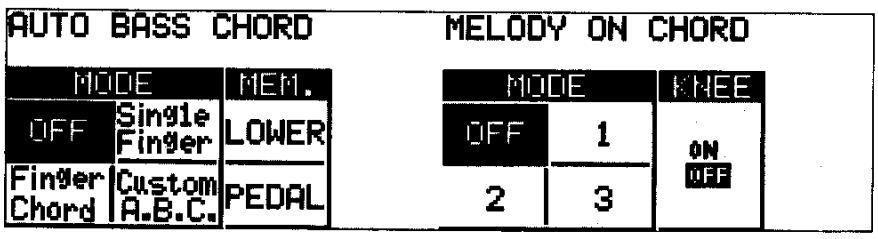
❽ PEDAL

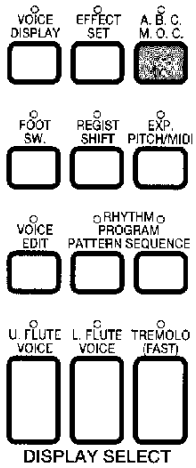
Selecting this keeps the bass accompaniment of the Pedalboard voices playing even after you release your fingers from the Lower keyboard.

About the Memory Function: The Memory function allows you to have the bass and chord accompaniment continue even after you release your fingers from the keyboard. Independent Memory settings are available for the Lower keyboard and Pedalboard, making it possible, for example, to have the bass continue with the rhythm while the chord accompaniment "rests." The Memory function can also be used independently from the A.B.C. feature, but is effective only when rhythm patterns are used.

To select the A.B.C. function from the A.B.C./M.O.C. page:

Press the A.B.C./M.O.C. button in the DISPLAY SELECT section. The A.B.C. section shown in the left side of the display is the same as the one in the Rhythm Condition page.





Chords Recognized in the Single Finger Mode (Key of C)

Major, minor, 7th and minor 7th chords can all be played in the Single Finger mode.

Major chords: Press the root of the chord (the note that corresponds to the chord's name).

C

Minor chords: Simultaneously press the root and any one black key to the left of it.

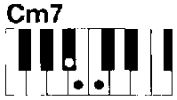
Cm

7th chords: Simultaneous press the root and any one white key to the left of it.

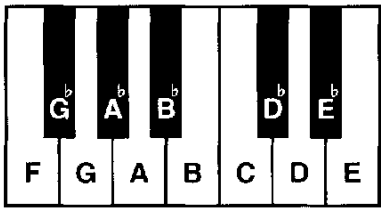
C7

Minor 7th chords: Simultaneously press the root as well as any black key and any white key to the left of it.

Cm7



Chord Roots on the Lower Keyboard



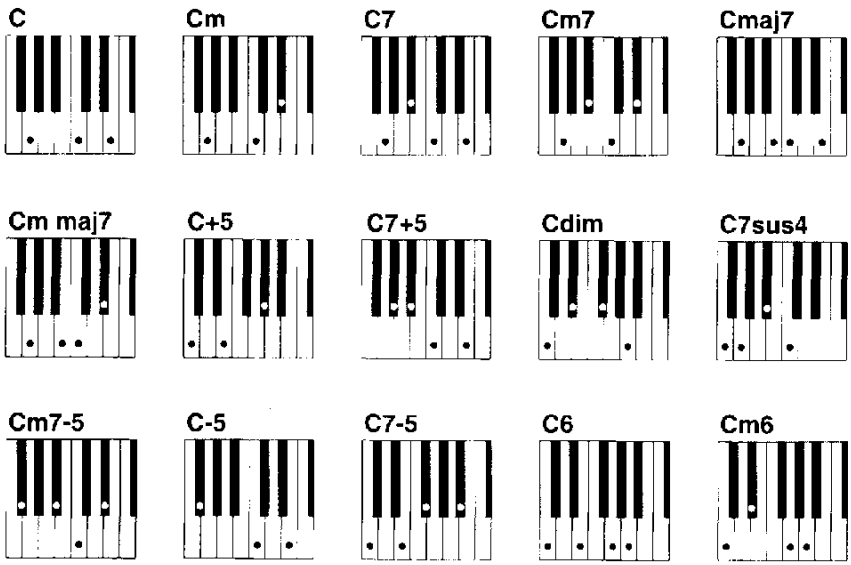
Note: With Single Finger, the chord produced will sound in the same octave regardless of where it is played on the Lower keyboard.

Note: Minor, 7th and minor 7th chords with black key roots (such as $B^{\flat}$ or $G^{\flat}$) are played in the same way as those with white key roots.

Playing Single Finger Chords Without Rhythm:
Auto Bass Chord is generally used with rhythm patterns to create full rhythmic accompaniment, but it can also be used in the Single Finger mode to add full continuous chords to your performance without the use of the rhythm. Simply leave the rhythm off in Single Finger mode, and play Single Finger chords from the Lower keyboard.

Note: If you forget to cancel the Single Finger or Fingered Chord accompaniment functions, single notes that you play will be sounded as continuous chords.

Chords Recognized in the Fingered Chord Mode (Key of C)



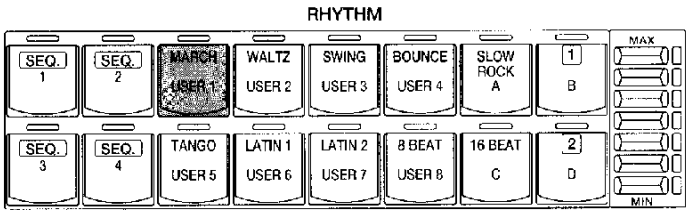
Accompaniment

The Accompaniment function described in this section is independent of the A.B.C. accompaniment. When rhythm patterns are used, A.B.C. provides rhythmical chords and bass, while the Accompaniment of this section provides arpeggiated chords and other instrumental embellishments.

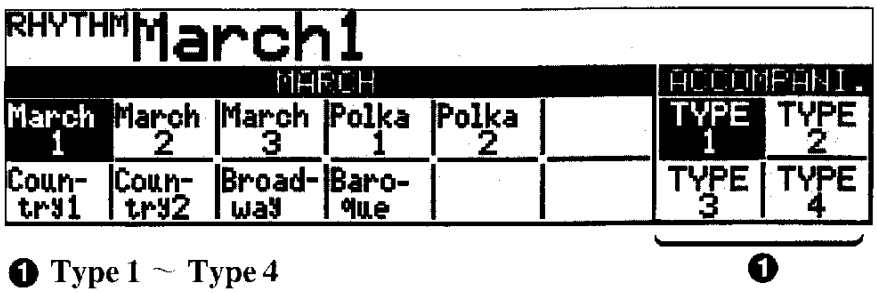
Accompaniment controls include the setting of the Accompaniment type and its volume. These controls are selected from the Rhythm page and Rhythm Condition page.

To select and change the Accompaniment:

1. Press one of the Rhythm buttons on the panel to select a rhythm pattern.



Rhythm Menu Page



❶ Type 1 ~ Type 4

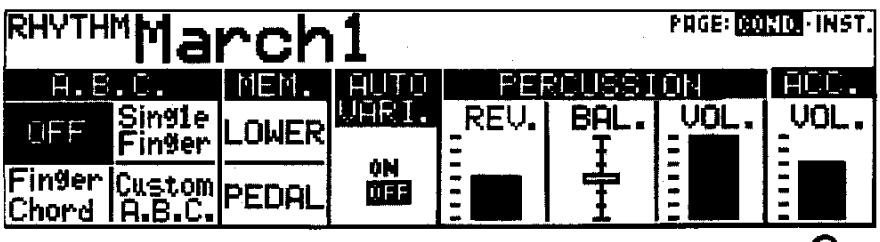
These settings provide various types of rhythmic and melodic accompaniment, and become more complex according to the type number.

To turn the Accompaniment function off, press the Data Control button corresponding to the currently selected type. (When off, all types should appear in normal display.)

Note: Even if the Accompaniment Type is changed, the Intro/Ending pattern remains the same.

2. Press the rhythm button again (or press the Data Control button corresponding to the selected rhythm) to call up the Rhythm Condition page.

Rhythm Condition Page



❷ Volume

Determines the volume of the Accompaniment. Accompaniment can also be turned off by setting this parameter to the minimum value. Range: 0 ~ 24

Note: When the Electone is turned on, the Accompaniment volume is automatically set to 0.

Keyboard Percussion (Preset/User)

The Keyboard Percussion function features a total of 115 different drum and percussion sounds, playable from the keyboards and Pedalboard.

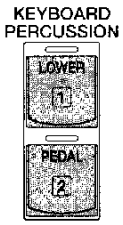
Keyboard Percussion has two different modes, Preset and User. Preset Keyboard Percussion lets you play 43 different sounds from the Lower keyboard and Pedalboard, while the User Keyboard Percussion lets you freely assign the 115 available sounds to any key or pedal you wish.

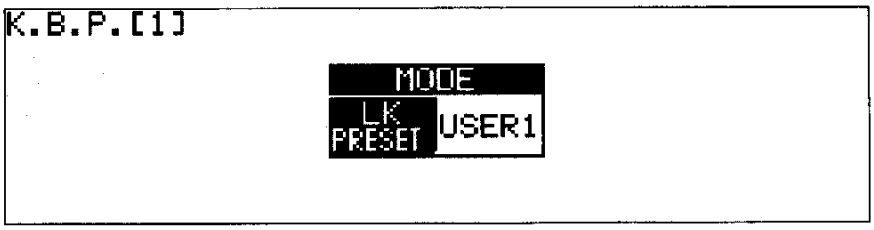
The two Keyboard Percussion buttons on the panel function as on/off switches for both Keyboard Percussion modes.

To use the Preset Keyboard Percussion :

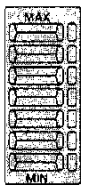
1. Turn on the Keyboard Percussion function by pressing the LOWER and/or PEDAL buttons in the KEYBOARD PERCUSSION section on the left side of the panel.

Note: Pressing the KEYBOARD PERCUSSION buttons calls up the Mode display shown at left. If the User Mode is currently active, select "LK/PK PRESET" (Lower Keyboard/Pedalboard Preset).





2. Set the volume. The volume of the percussion sounds is set together with that of the rhythm volume.

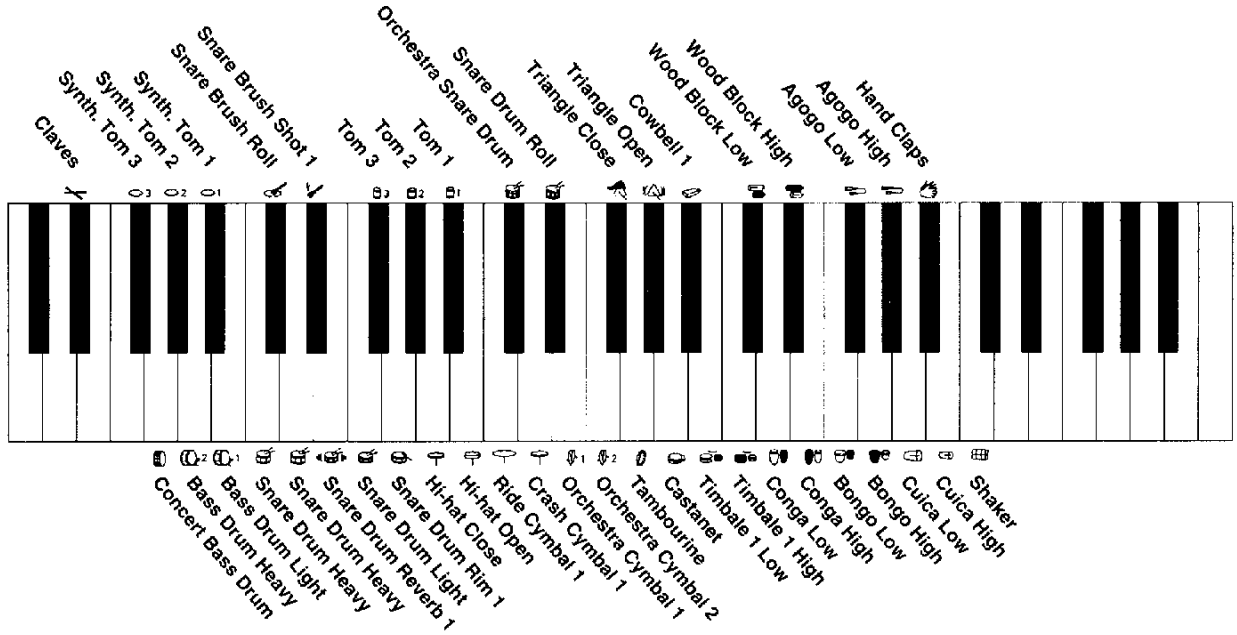


3. Turn off the Lower and Pedal voices by setting each voice's volume to MIN.

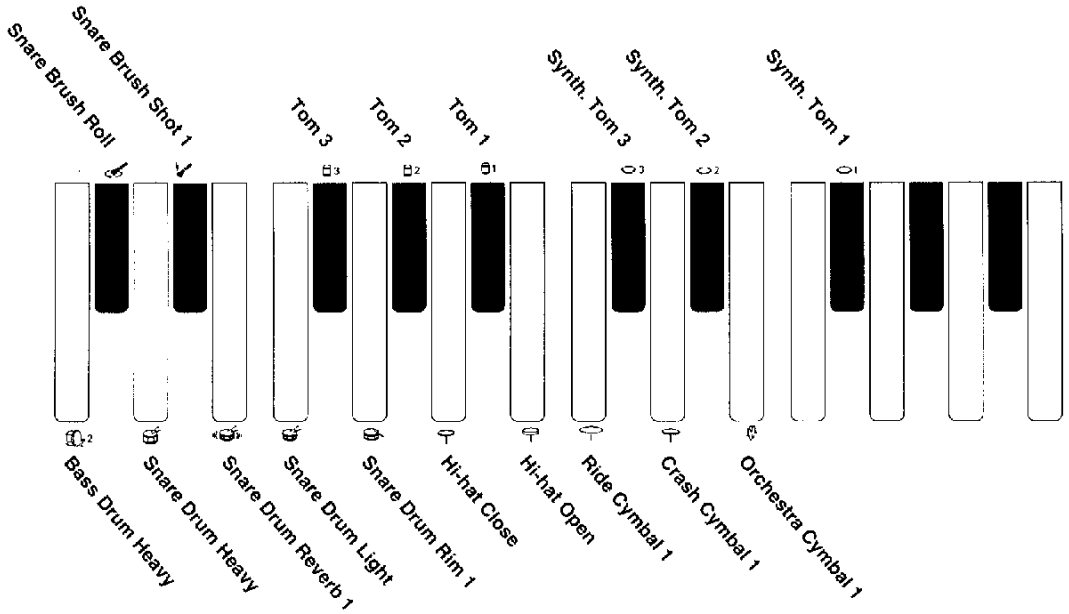
4. Play some notes on the Lower keyboard and Pedalboard. The 43 percussion sounds have been assigned to the keyboards as shown in the chart.

Preset Keyboard Percussion

Preset Percussion Assignments for the Lower Keyboard



Preset Percussion Assignments for the Pedalboard

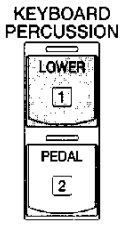


User Keyboard Percussion

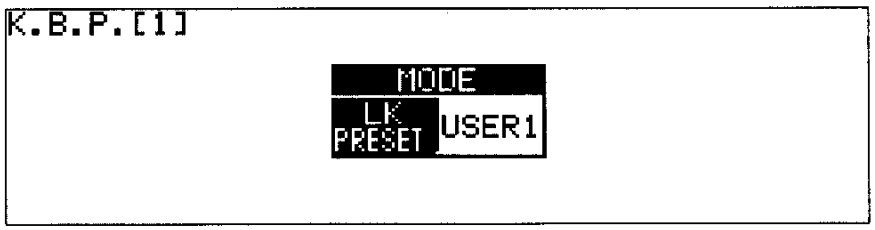
A total of 115 different percussion sounds can be assigned to any key or pedal, and your original setups can be saved to two memory locations: User 1 and User 2. (For this example, use User 1.)

To use the User Keyboard Percussion mode:

1. Turn on the Keyboard Percussion function by pressing the LOWER/1 button in the KEYBOARD PERCUSSION section. (The numbers "1" and "2" on the LOWER and PEDAL buttons refer to User 1 and User 2, respectively.)

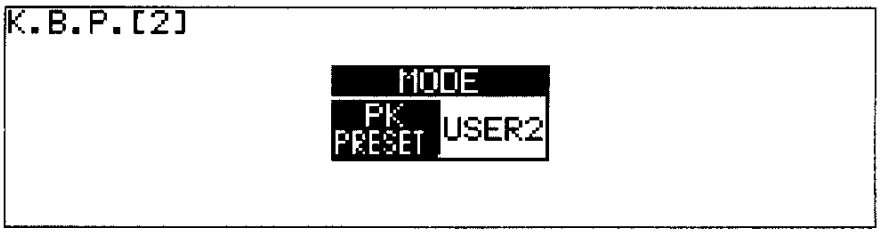


Mode Page



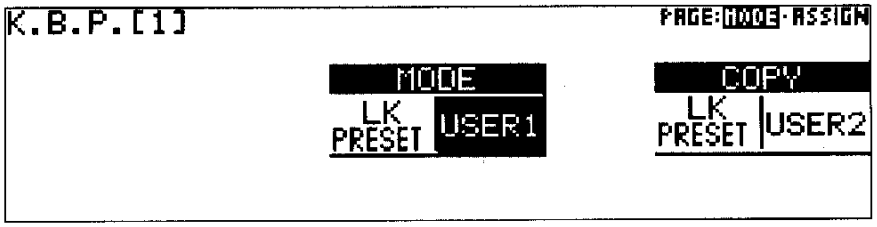
The Mode display appears in the LCD, and indicates that the LK Preset is currently selected. The Mode can be changed between LK (Lower Keyboard) PRESET and USER 1.

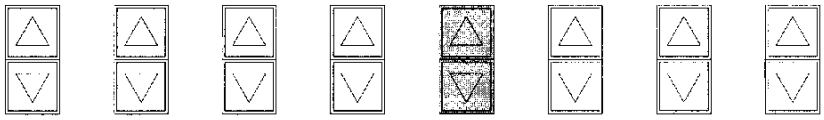
When the PEDAL/2 button is used to call up the Mode display:



Here, the Mode can be changed between PK (Pedal Keyboard) PRESET and USER 2.

2. Press one of the Data Control buttons below USER 1 to select USER 1.

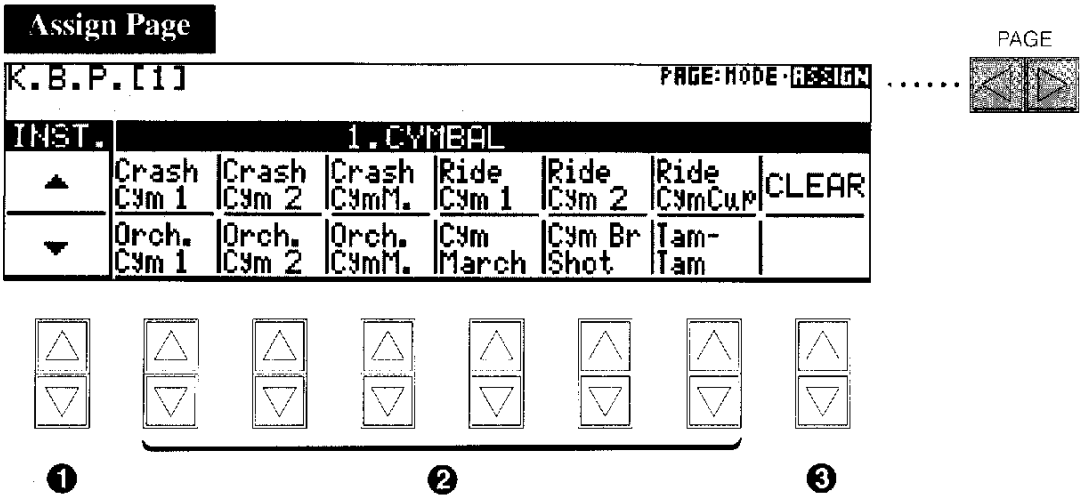




The MODE/ASSIGN page indication appears at the top right corner of the display.

3. Select the ASSIGN page by using the PAGE buttons.

Assign Page



❶ INST. (Instrument)

Use the Data Control buttons below INST. in the display to page through the 12 available Instrument categories. (Refer to the User Keyboard Percussion Categories list on the next page.)

❷ Instrument Names

The individual instruments are shown in the display and can be selected with the appropriate Data Control buttons.

❸ CLEAR

This function is used to erase User assignments. CLEAR works in two ways: either to erase a single instrument, or to erase all instruments. (See step #5 below.)

User Keyboard Percussion Categories

1.CYMBAL						
Crash Cym1	Crash Cym2	Crash CymM.	Ride Cym1	Ride Cym2	Ride CymCup	
Orch. Cym1	Orch. Cym2	Orch. CymM.	Cym March	Cym Br Shot	Tam-Tam	

2.HI-HAT						
HH Open	HH Close	HH Pedal 1	HH Pedal 2			

3.SNARE DRUM						
SD Light	SD Heavy	SD Rim 1	SD Rim 2	SD Ac-cent1	SD Ac-cent2	
SD Re-verb1	SD Re-verb2	Synth. SD	Orch. SD	SD Roll		

4.SNARE BRUSH						
SD Br Shot1	SD Br Shot2	SD Br Roll				

5.TOM						
Tom 1	Tom 2	Tom 3	Tom 4			
TomBr Shot1	TomBr Shot2	TomBr Shot3	TomBr Shot4	Synth. Tom1	Synth. Tom2	Synth. Tom3

6.BASS DRUM						
BD Light	BD Heavy	BD Attack	Synth. BD	BD March	Con-cert BD	

7. CONGA / BONGO						
Conga High	Conga Low	Conga Slap	Conga Muff.	Conga Slide		
Bongo High	Bongo Low	Bongo Slap	Bongo Mute			

8. CUICA / SURDO						
Cuica High	Cuica Med.	Cuica Low	Tambo-rimO.	Tambo-rimM.		
Surdo Open	Surdo Mute	Surdo Rim	Surdo Muff.			

9.TIMBALES/COWBELL						
Timba-le1 H.	Timba-le1 L.	Timba-le2 H.	Timba-le2 L.	Timba-le3 H.	Timba-le3 L.	
Timba-le4 H.	Timba-le4 L.	Cow-bell1	Cow-bell2	Cow-bell3	Cow-bell4	

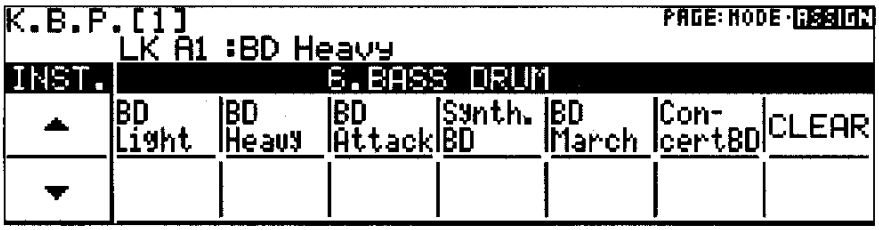
10. PERCUSSION 1						
Cabasa	Shaker	Mara-cas H.	Mara-cas L.	Guiro Short	Guiro Long	
Wood High	Wood Med.	Wood Low	Claves	Casta-net	Vibra-slap	

11. PERCUSSION 2						
Agogo High	Agogo Low	Trian-gleO.	Trian-gleC.	Wind-bell1	Wind-bell2	
Tambou-rine	Pan-deiro	Bell	Hand Claps	Finger-snap	Scra-tch	Noise Per.

12. PERCUSSION 3*						
Kotsu-zumi1	Kotsu-zumi2	Kotsu-zumi3	Kotsu-zumi4	Ohtsu-zumi1	Ohtsu-zumi2	
Taiko 1	Taiko 2	Ohdai-ko 1	Ohdai-ko 2	Kake-goe1	Kake-goe2	Kake-goe3

*** The sounds available in PERCUSSION 3 include some traditional Japanese percussion instruments and vocal effects.**

4. To assign an instrument to a particular key or pedal, simultaneously hold down the Data Control button corresponding to the desired instrument and press the key (or pedal) to which the instrument is to be assigned.



The newly assigned instrument name and key are shown near the top of the display.

5. To erase an instrument/key assignment, use the Clear function. Clear can be used in two ways: to erase one instrument or all instruments.

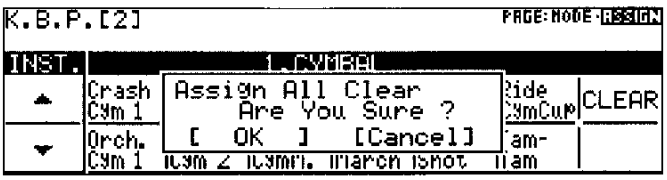
To erase one instrument:

Simultaneously hold down the Data Control button corresponding to CLEAR and press the key (or pedal) corresponding to the instrument you wish to erase. (A short "beep" sound indicates that the instrument has been erased.)

Note: Though two User Keyboard Percussion setups can be created, they cannot be memorized to Registration Memory. Only on/off data and the Keyboard Percussion Mode are memorized to Registration Memory.

To erase all instruments:

1. Press, then release the Data Control button corresponding to CLEAR. The following display appears, prompting confirmation of the operation.



2. Press any of the Data Control buttons below [OK] in the display to erase all data. When [OK] is selected, a "Completed" message momentarily appears on the display.
Press any of the Data Control buttons below [Cancel] in the display to abort the operation.

Note: Both LOWER/1 and PEDAL /2 are playable if both buttons are on.

Note: When creating a User Rhythm pattern, the instrument assignments are different from the ones described here. (See page 119 for Rhythm Pattern Program instrument assignments.)

Other User Keyboard Percussion Functions

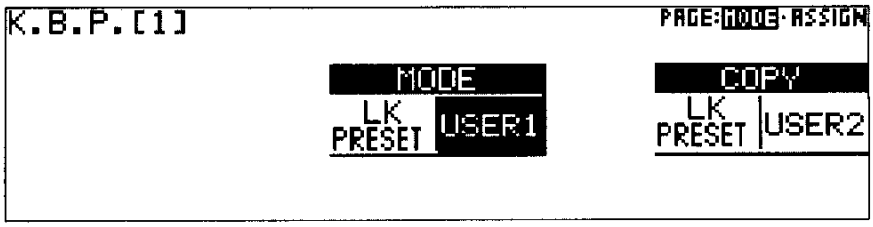
Additional operations in the User Mode include copying of Lower/ Pedal Preset Keyboard Percussion to User 1 or 2, and copying from one User location to the other.

The copy operations here are convenient for creating a basic foundation over which you can make your own custom Keyboard Percussion setups, without having to start from scratch.

To copy the Lower Preset Keyboard Percussion to User 1:

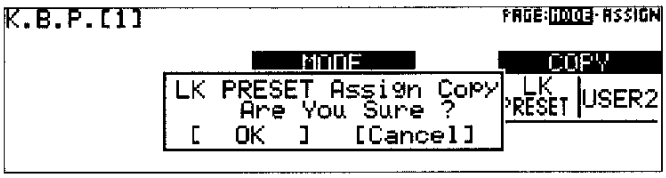
1. Select the MODE page by using the PAGE buttons.

PAGE .....



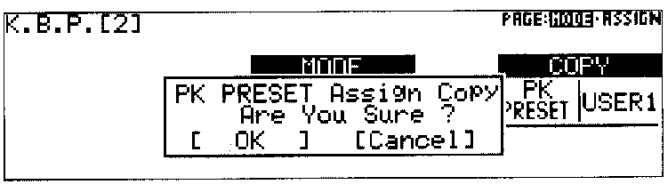
2. With USER 1 selected as the Mode, press one of the Data Control buttons below "LK PRESET" in the COPY window. The following display appears, prompting confirmation of the operation.

Note: The Lower Preset Keyboard Percussion can only be copied to User 1, and the Pedal Preset only to User 2.



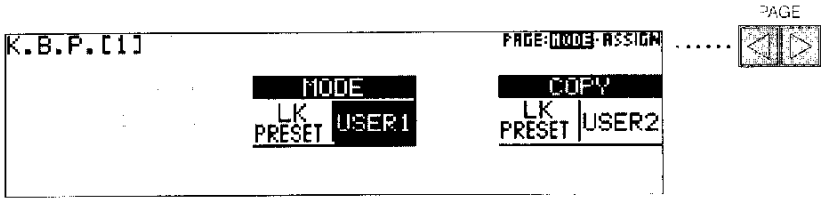
3. Press any of the Data Control buttons below [OK] in the display to copy the Lower Preset. When [OK] is selected, a "Completed" message momentarily appears on the display.
Press any of the Data Control buttons below [Cancel] in the display to abort the operation.

The Pedal Preset Keyboard Percussion (PK PRESET) can be copied in the same way when USER 2 is selected as the Mode.

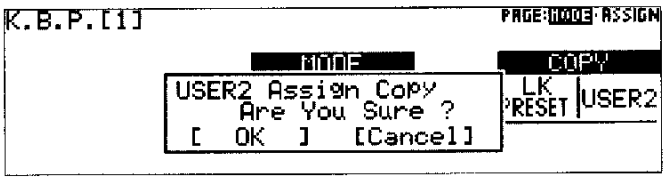


To copy from one User location to the other:

1. Select the MODE page by using the PAGE buttons.



2. With USER 1 selected as the Mode, press one of the Data Control buttons below "USER 2" in the COPY window.
The following display appears, prompting confirmation of the operation.



3. Press any of the Data Control buttons below [OK] in the display to copy from the source (USER 2) to the destination (USER 1).
When [OK] is selected, a "Completed" message momentarily appears on the display.
Press any of the Data Control buttons below [Cancel] in the display to abort the operation.

User 1 can be copied in the same way when User 2 is selected as the Mode.

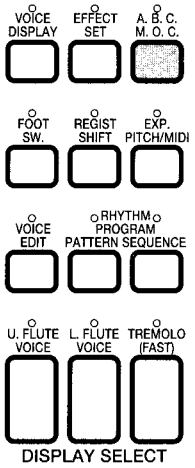
M.O.C. (Melody On Chord)

The Melody On Chord (M.O.C.) feature automatically adds a harmony part to the melodies you play on the Upper keyboard. The harmony is derived from the chords you play on the Lower keyboard — or from the chords that are played for you, if you use Automatic Accompaniment.

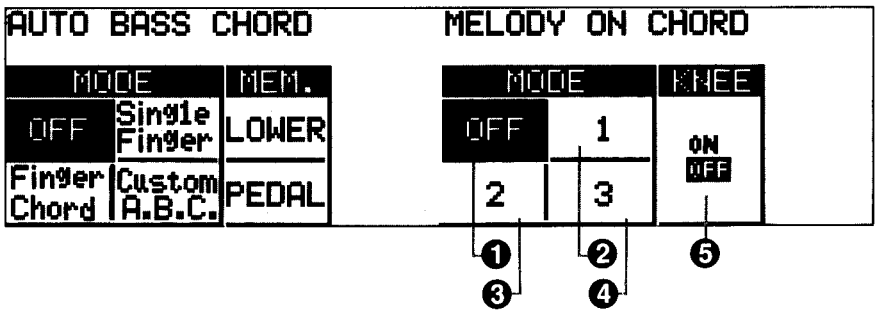
Melody On Chord has three different modes, each providing a different set of harmonies to accompany the melody played. The modes are selected from the A.B.C./M.O.C. page.

To select the M.O.C. function:

Press the A.B.C./M.O.C. button in the DISPLAY SELECT section.



A.B.C. / M.O.C. Page



Melody On Chord

❶ OFF

Cancels the Melody On Chord function.

❷ Mode 1

Produces harmonies of up to two notes in a range close to the melody played.

❸ Mode 2

Produces harmonies of up to three notes in a range close to the melody played.

❹ Mode 3

Produces harmonies of up to four notes in a range relatively distant from the melody played.

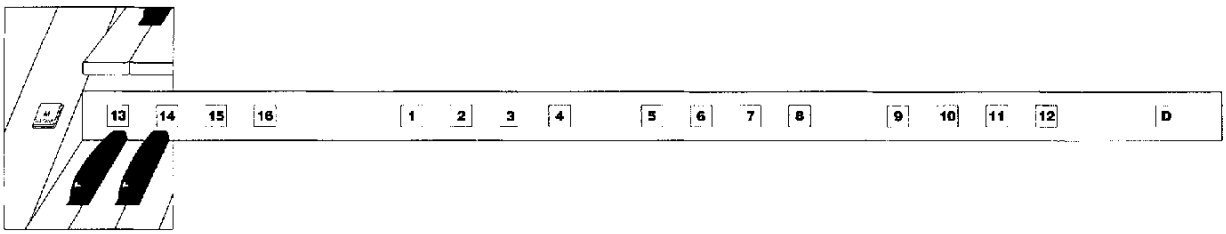
❺ KNEE

On/off switch for Knee Lever control over Melody On Chord operation. To use the Melody On Chord function with Knee Lever control, first switch the Knee setting to ON, then select one of the three modes described above. When the control is on, pressing the Knee Lever to the right activates the Melody On Chord function.

Note: Even when Melody On Chord is on, if the volumes of the Upper Keyboard voices are set to 0, Melody On Chord will not sound.

6 Registration Memory

Registration Memory allows you to store virtually all the settings you make on the panel and with the LCD, providing a convenient way to instantly change all voice settings and rhythms while you're playing, with the simple touch of a single button on the Registration Memory panel. The buttons are conveniently located between the Upper and Lower keyboards for easy access while playing.



Virtually all of the front panel settings and the functions and settings accessible from display pages, such as effects and accompaniment, can be memorized to Registration Memory.

Functions and settings that cannot be memorized are:

- Type setting in Reverb
- Type setting in D. R. E.
- Attack mode in Flute Voices
- Pan, Reverb and Volume settings in Instrument page
- User Keyboard Percussion assignments
- Registration Shift settings
- Pitch/Transpose settings
- Voice Edit (except for User voices currently assigned to the Dotted buttons)
- Voice Disk voices
- Rhythm Pattern Program patterns (except for User rhythm patterns currently assigned to the Dotted buttons)
- Rhythm Sequences
- MIDI settings

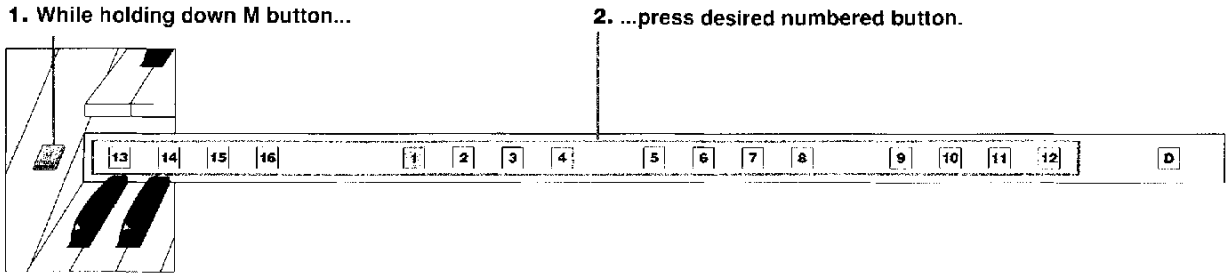
Saving Registrations

Newly created registrations you make can be saved to the Registration Memory panel buttons. All registrations in Registration Memory can also be saved to disk for future recall.

To store registrations to the Registration Memory:

1. After creating your original registration, decide which numbered button you wish to replace.

2. While holding down the M (Memory) button in the Registration Memory section, press the numbered button to which you wish to save your registration.



When the registration is stored, the numbered button flashes momentarity.

Calling up Registrations from Registration Memory

To select a registration, simply press the corresponding numbered button.

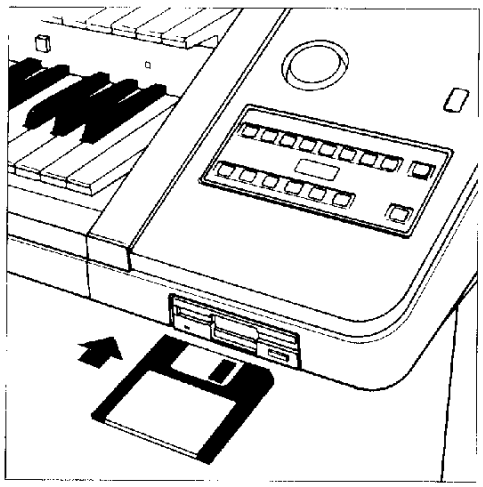
Using the D (Disable) Button

Rhythm and automatic accompaniment patterns also change when you select different Registration Memory buttons. Pressing the D (Disable) button allows you to keep the same rhythm and accompaniment patterns throughout all your registration changes, or make your own rhythm pattern selections if you want to.

Saving Registrations to Disk

To store your original registrations to disk:

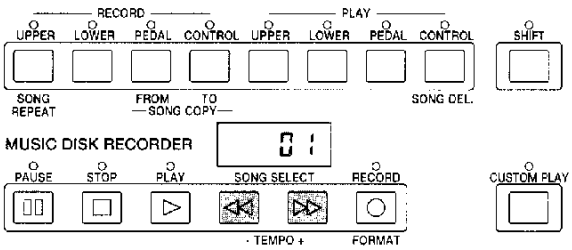
1. Insert a formatted disk into the disk slot under the Music Disk Recorder (M.D.R.).



Make certain that the disk is either blank or has data you can erase. If the disk is new and unformatted, you will have to format it. Refer to the instructions "Formatting a Disk" in the Music Disk Recorder section. (See page 85.)

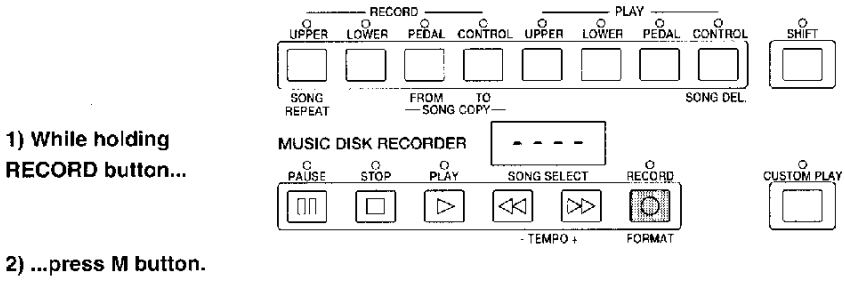
Note: See page 91 for more information on saving registrations.

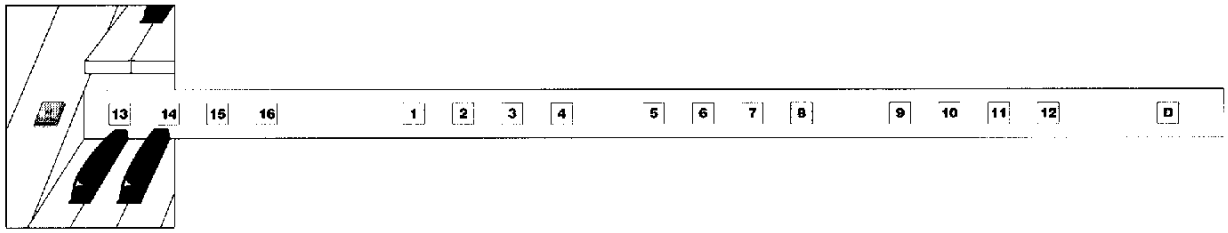
2. Select a song number on the M.D.R. by using the SONG SELECT buttons.



There are 40 songs, or memory locations, available on a single disk.

3. While holding down the the RECORD button on the M.D.R., press the M (Memory) button in Registration Memory.





This operation saves all 16 registrations in Registration Memory to one song. The other 39 available songs on the disk can be used for saving additional batches of 16 registrations.

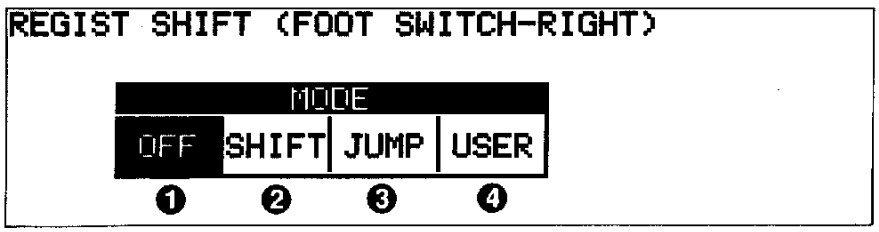
Registration Shift

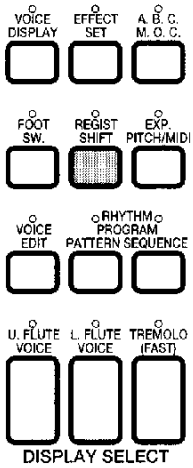
The Registration Shift function allows you to change registrations on the Registration Panel without taking your hands from the keyboards. By using the Right Footswitch on the Expression Pedal, you can "jump" to a specified registration or step through the panel registrations in sequence, either in numeric order or in any order you specify. Registration Shift has three modes: Shift, Jump and User.

To select the Registration Shift functions:

Press the REGIST SHIFT button in the DISPLAY SELECT section.

Registration Shift Page





❶ **OFF**

Turns off the Registration Shift assignment.

❷ **SHIFT**

Selection of the Shift mode. In the SHIFT mode, each press of the Right Footswitch selects the Registration Memory presets in their numerical order. After the last preset is reached, the function "wraps around" to select the first preset again. The numbered buttons light up as they are selected.

To set the Shift mode function:

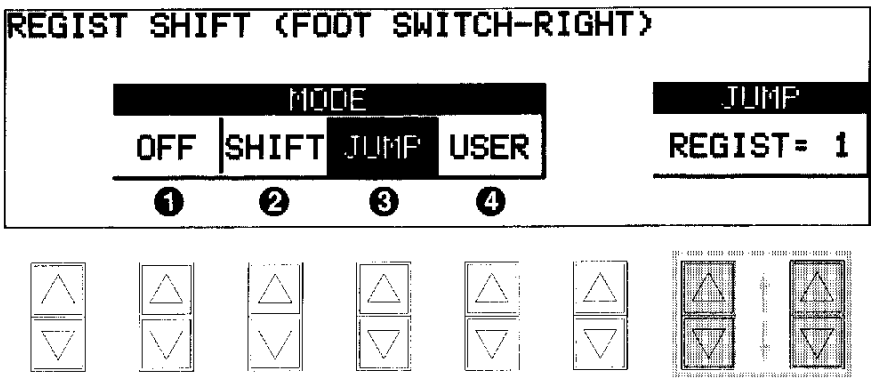
Press one of the Data Control buttons below SHIFT.

❸ **JUMP**

Selection of the Jump mode. In the Jump mode, each press of the Right Footswitch selects a specified panel registration.

To set the Jump mode function:

1. Press one of the Data Control buttons below JUMP.
The JUMP window appears in the right side of the display.



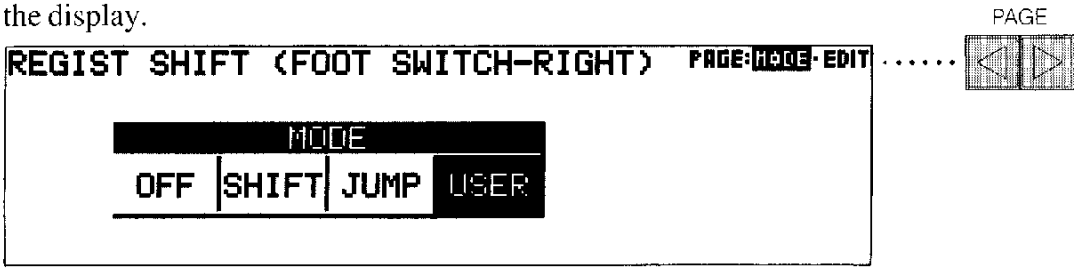
2. Select the desired registration number by using the four Data Control buttons below the JUMP window.

❹ **USER**

Selection of the User mode. In the User mode, each press of the Right Footswitch selects registrations according to the order you specify.

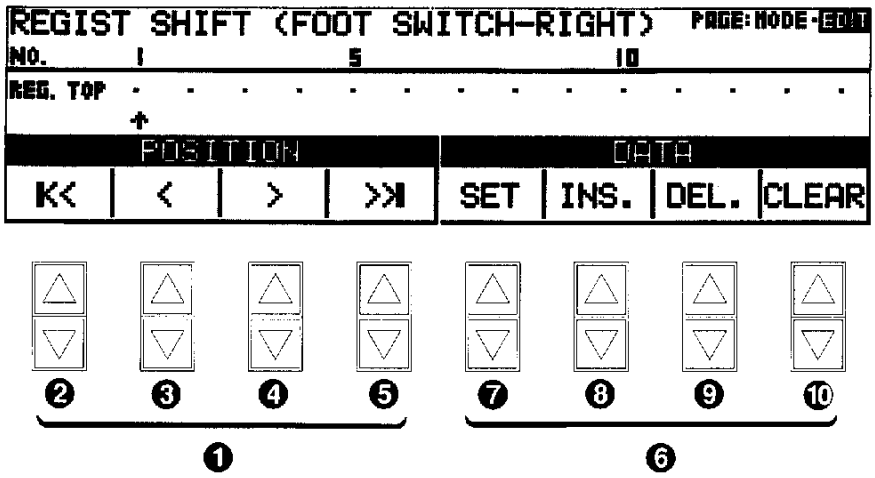
To set the User mode function:

1. Press one of the Data Control buttons below USER.
The MODE/EDIT page indication appears at the top right corner of the display.



2. Select the EDIT page with the PAGE buttons.
The EDIT page appears:

Edit Page



❶ Cursor Controls

The cursor controls are used to move the cursor (the arrow in the display) along the registration row in the display. Entered registration numbers are shown in boxes, while the numbers in the row above indicate the number of successive presses of the Right Footswitch. Move the cursor to the point you wish to edit.

❷ K< Moves the cursor to the first position.

❸ < Moves the cursor one step to the left.

❹ > Moves the cursor one step to the right.

❺ >>I Moves the cursor to the last position.

Note: The cursor cannot be moved unless registration numbers have been entered.

Note: Though about 15 Registration Shift steps are shown in the display at one time, up to 80 steps can be memorized; use the cursor controls to access the undisplayed steps.

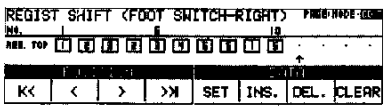
❻ Data Controls

The data controls are used to enter and delete registration numbers in the registration row. Move the cursor to the desired position and edit the registration data.

❼ SET

For initially entering a registration number to a blank space in the registration row, or for replacing a number at the current cursor position. To enter a number, press the desired Registration Memory button (the selected button will light), then press the Data Control button corresponding to SET. After using SET to enter registrations, the cursor can be moved among the numbers.

User Shift example LCD



❽ INS. (Insert)

For inserting a registration number at the current cursor position. The new registration number is inserted at the cursor position and all other numbers to the right of the cursor are moved to accommodate the new number. To perform the operation, first move the cursor to a numbered position. Next, press the desired Registration Memory button (the selected button will light), then press the Data Control button corresponding to INS.

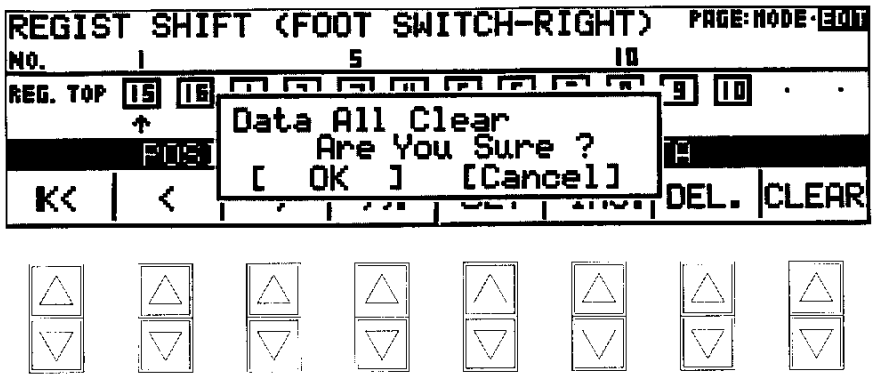
❾ DEL. (Delete)

For deleting a registration number at the current cursor position. After moving the cursor under the registration number you wish to delete, press one of the Data Control buttons below DEL.

❿ CLEAR

For erasing all current user Registration Shift settings.

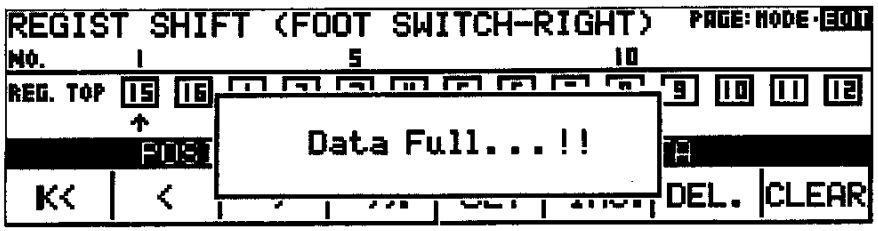
After selecting CLEAR, the following display appears:



Press any of the Data Control buttons below [OK] in the display to erase all the data you entered. When [OK] is selected, a "Completed" message momentarily appears on the display.

Press any of the Data Control buttons below [Cancel] in the display to abort the operation.

Registration numbers cannot be entered beyond the Registration Shift function's capacity of 80. The following message momentarily appears when the 80 spaces have been filled:



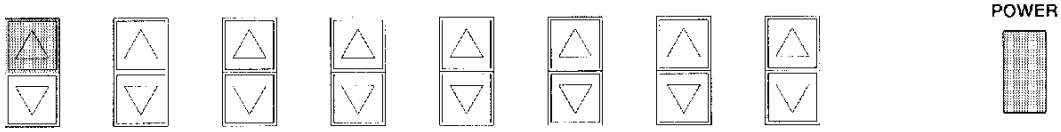
First delete unnecessary registrations, then perform the operation again.

Resetting the Registration Memory Buttons (Power On Reset)

All current registrations can be deleted at once by using the Power On Reset function. This replaces the registrations you stored with the preset registrations loaded at the factory. To do this:

1. Turn off the power

2. While holding down the top left Data Control button, turn the power back on.



Be careful when using this operation, since it erases all your Registration Memory settings.

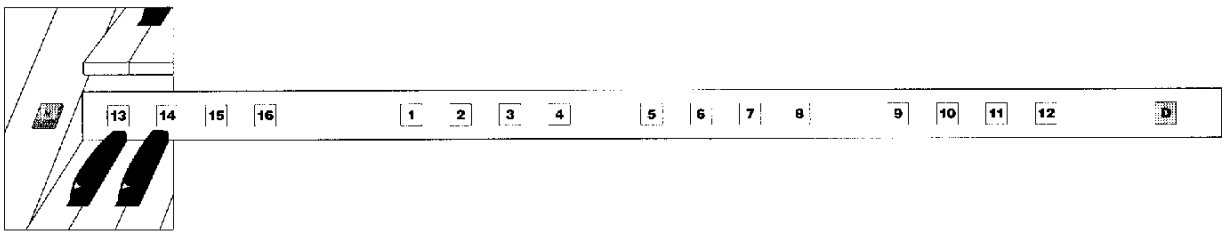
Restoring Panel Settings Made Before Turning Off the Electone

Turning the Electone off erases all panel settings you have made. When the Electone is turned back on, Basic Registration 1 is automatically selected. If you have panel settings you wish to keep, you should save them to Registration Memory (see page 77) before turning the Electone off.

You can, however, restore the panel settings that were made before the Electone was last turned off. To do this:

1. Turn the power back on.

2. While holding down the M (Memory) button, press the D (Disable) button.



In restoring the previous panel settings, be careful NOT to press any other panel buttons (excepting those in Basic Registration).

Note: For information on the PEDAL D.R.C. button, see page 143.